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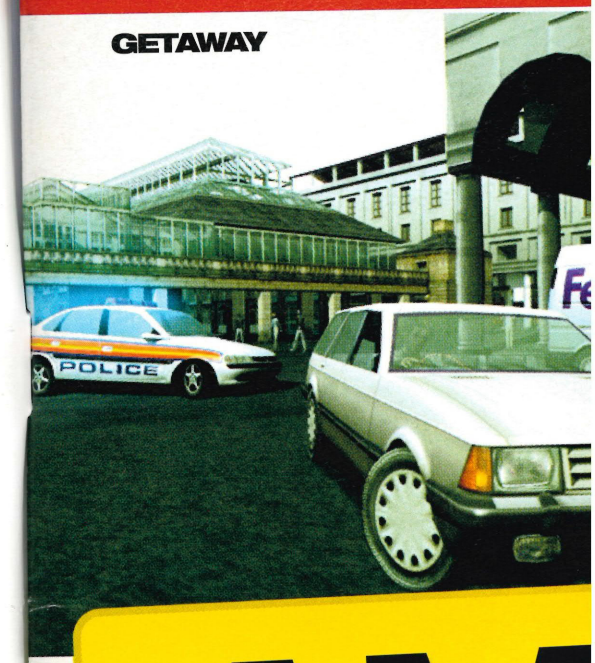
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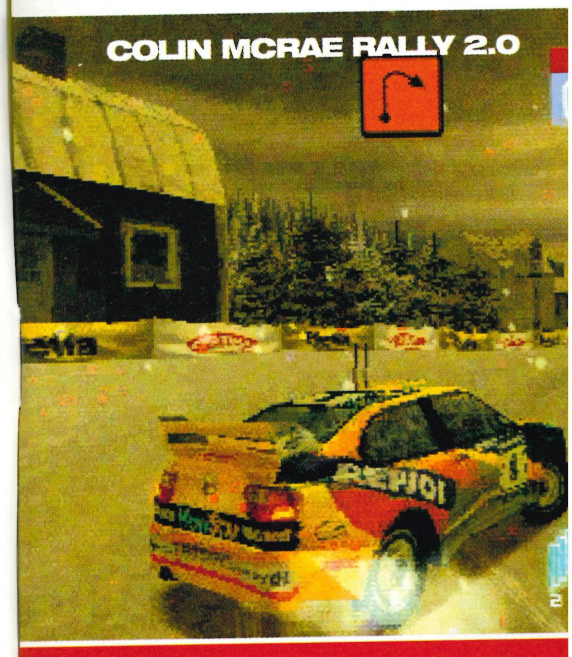
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PS2 STARTS TO FLEX ITS MUSCLES WIT
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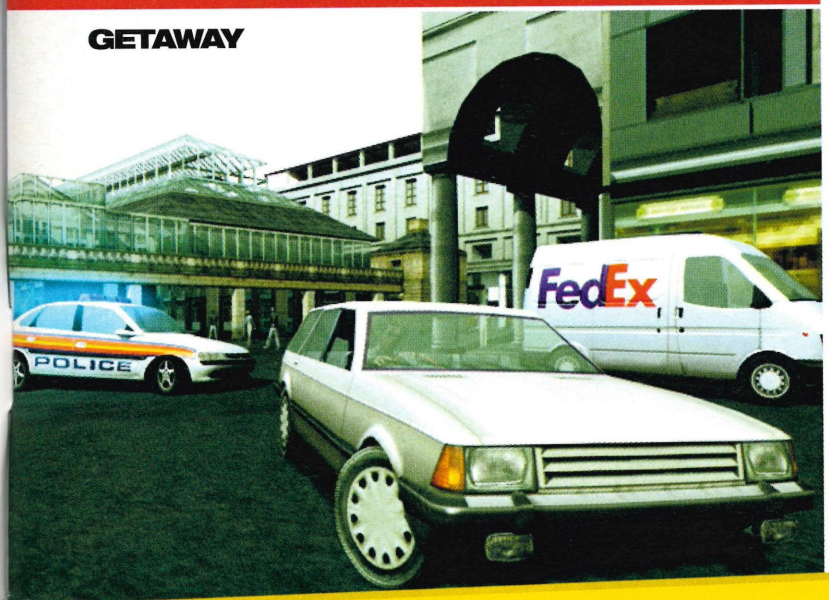
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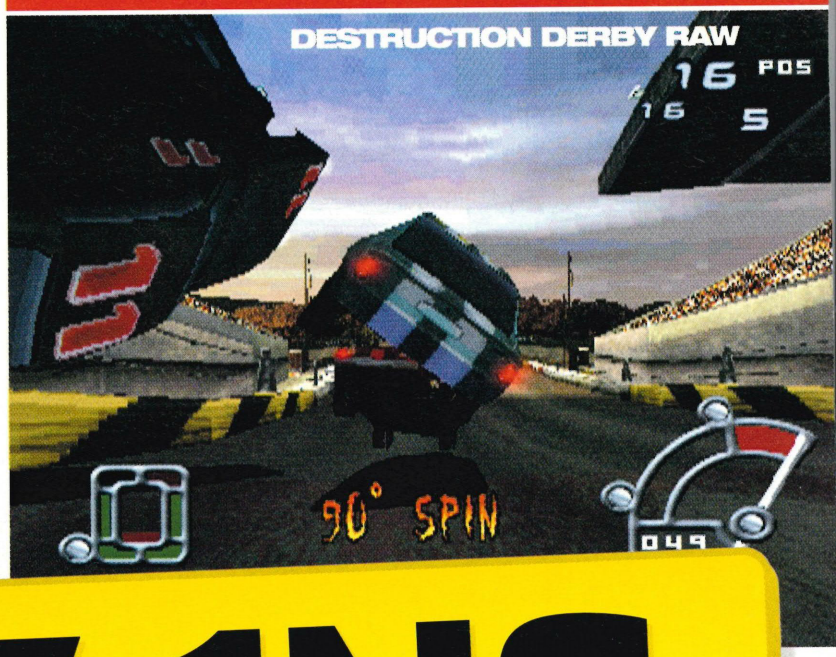


THE KING OF OFF-ROAD RECLAIMS H
GAME SO SHARP IT LEAVES THE OTH

PS2 STARTS TO FLEX ITS MUSCLES WITH GETAWAY, THE MOST PHOTO-REALISTIC GAME YOU'LL EVER SEE

DESTRUCTION DERBY'S BACK AND IT'S A SMASHER! GET READY TO CRUNCH METAL ON PS1 THIS SUMMER

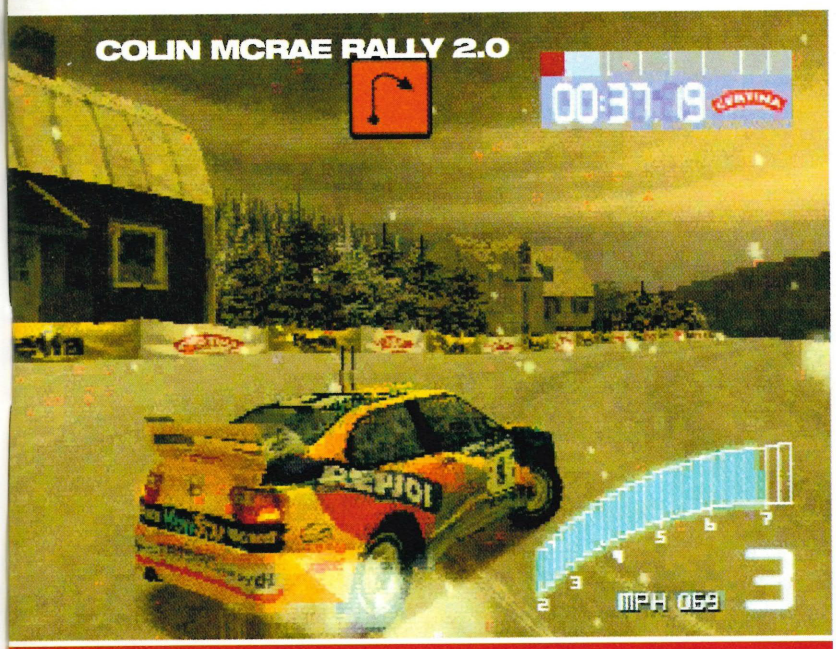




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PLAYSTATION 1 AND 2 GAMES

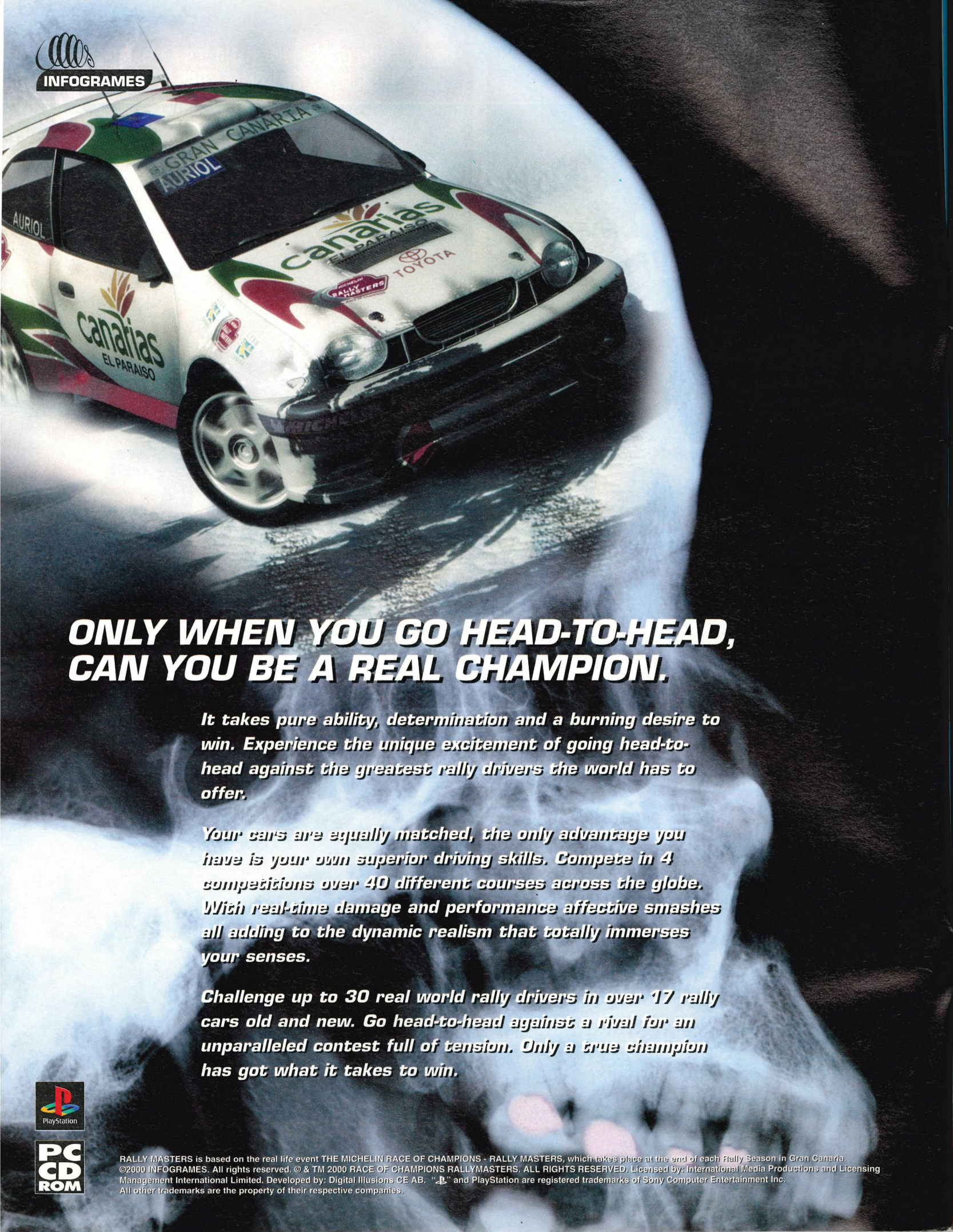
MOTORING THIS ISSUE: COLIN MCRAE 2, FERRARI 360, GETAWAY, NEED FOR SPEED: PORSCHE CHALLENGE, 4X4 WORLD TROPHY, DESTRUCTION DERBY 3





THE KING OF OFF-ROAD RECLAIMS HIS CROWN WITH A GAME SO SHARP IT LEAVES THE OTHERS STANDING

THESE BLOOD-RED METAL BEASTS WERE TOO COOL TO APPEAR IN GT2. TEST-DRIVE ONE ON PS2 NEXT YEAR



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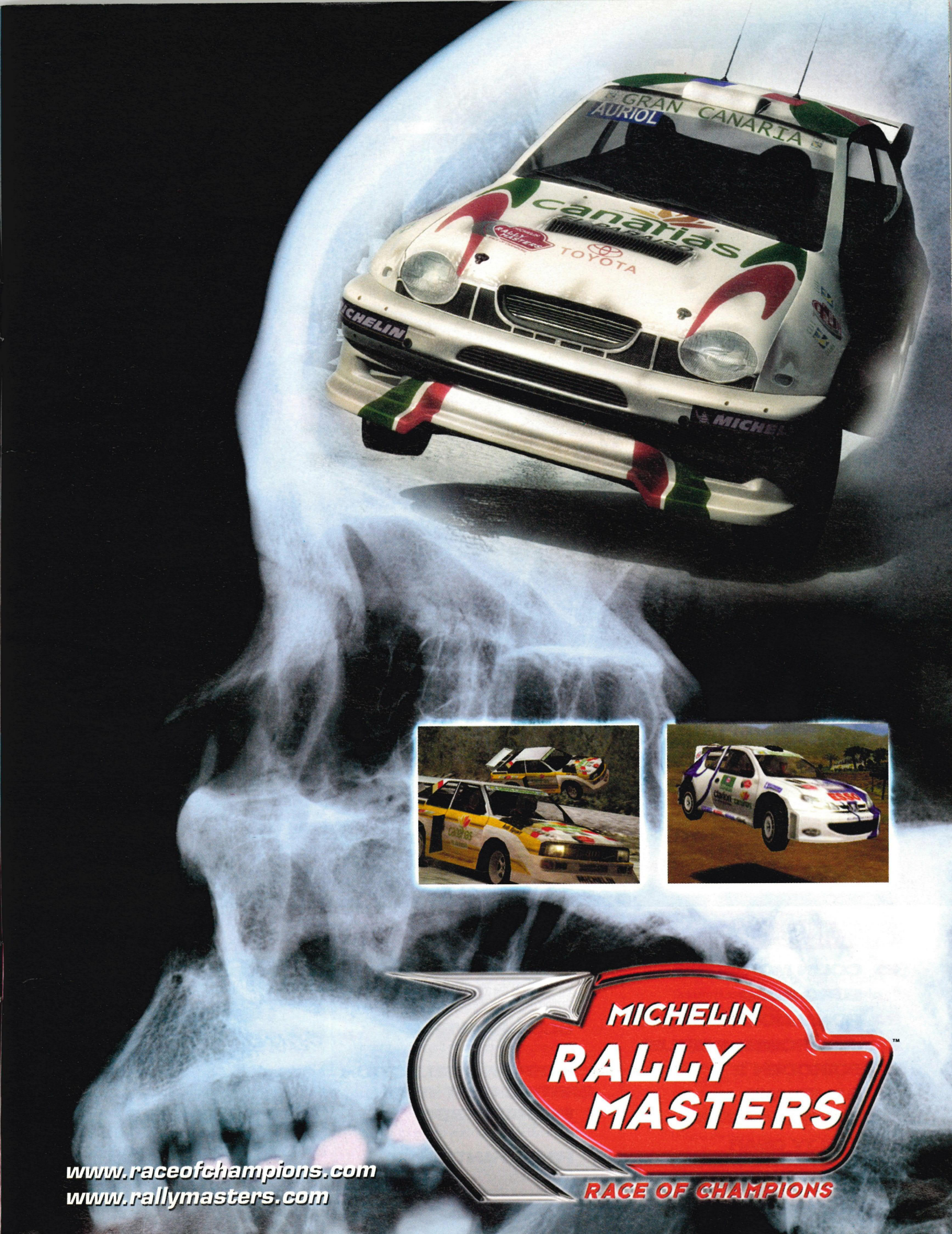
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INSIDE THIS ISSUE



84
GETAWAY ON PS2

40
WIN 10 AIWA SURROUND SOUND TELLIES. IT COULDN'T BE EASIER!



89
SOUL REAVER 2



98
FINAL FANTASY 9



87
GUNSLINGER

REVIEWS

10 COLIN MCRAE 2.0
18 EURO 2000
24 RONALDO V-FOOTBALL
26 JEDI POWER BATTLES
28 SUIKODEN 2
32 GALERIANS
34 TOMBI 2
38 GUILTY GEAR

Other reviews this issue include : Jackie Chan's Stunt Master, Guilty Gear, Everybody's Golf 2 and loads more

PREVIEWS

84 ALL-NEW PS2 SHOTS
You'll gasp at the might of PS2 when you clock sizzling new titles like Getaway and Gunslinger

89 SOUL REAVER 2
The vampire strikes back in this PS2 gotharama

92 STEPPING SELECTION
Dancing games tested by a sexy blonde

94 FERRARI F360
Blood-red speed monsters go mental on PS2

98 FINAL FANTASY 9
The last PlayStation FF pushes your 'Station so hard it'll pour steam out its joypad ports

PREVIEWS

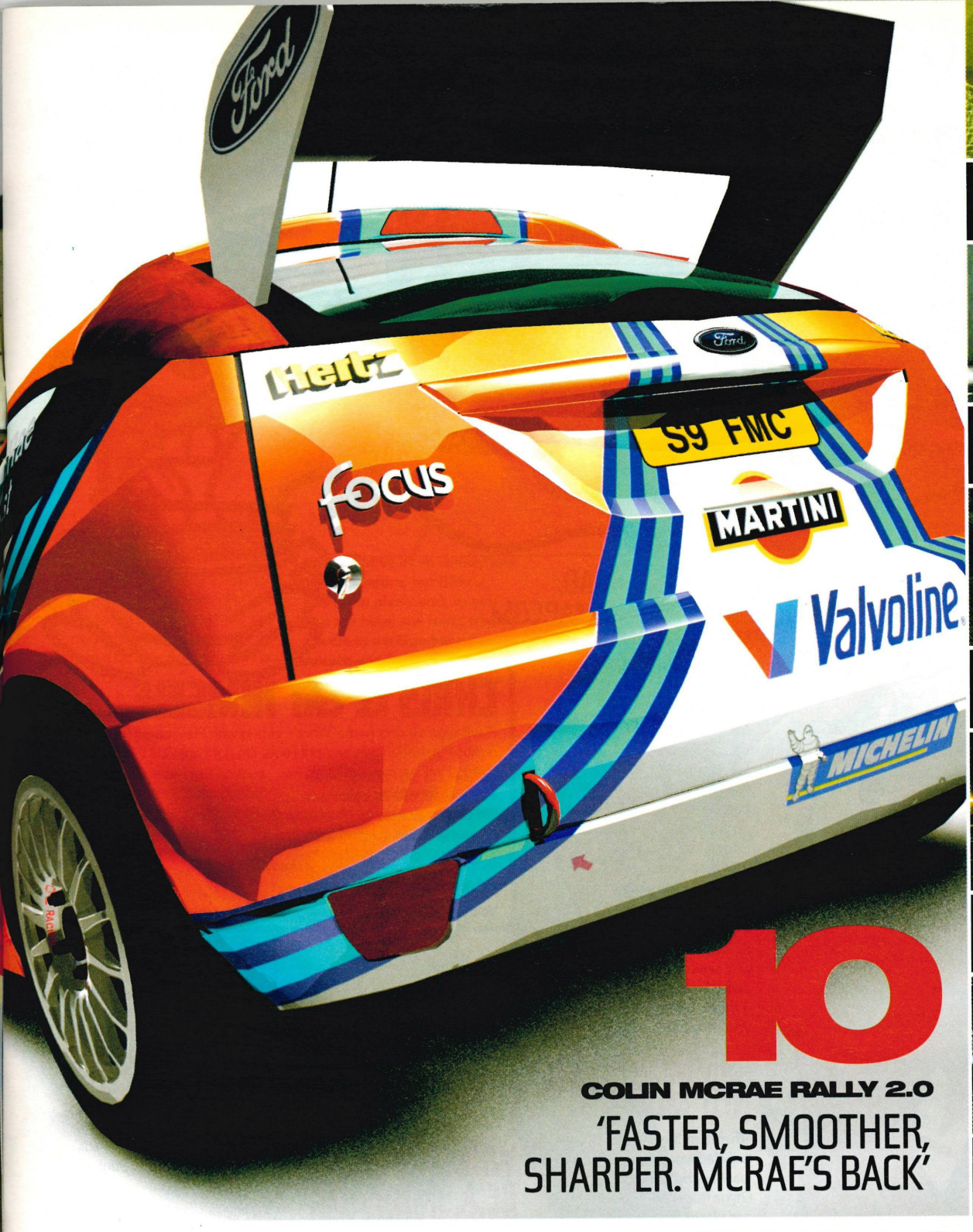
100 PARASITE EVE 2
Plague hits New York in this dark PS1 drama

104 ANGELINA JOLIE
Hollywood's Lara looking mighty foxy

106 ALIEN RESURRECTION
Kill the Queen and all her grotesque children

108 FEAR EFFECT 2, DINO CRISIS 2
Feast your eyes on feisty ladies and lizards of death

110 IN COLD BLOOD
Dark, tense spy action where only the most weaselly players will survive



10

COLIN MCRAE RALLY 2.0

'FASTER, SMOOTHER, SHARPER. MCRAE'S BACK'



18 Euro 2000



32 Galerians



96 Vagrant Story



106 Alien Resurrection



110 In Cold Blood

WIN LOADS, SAVE LOADS

40 WIN 10 SURROUND SOUND AIWA TELLIES!
Ten readers will walk away with a top-notch Aiwa telly. Crystal-clear pictures and LOUD surround sound. Sweet!



81 ESSENTIAL 101 SWOPS
Swop the best games on PlayStation absolutely free. It's like getting new games for nothing!

GUIDES & HOT TIPS

44 ENORMOUS SYPHON FILTER 2 GUIDE
Romp through 21 levels of headshots-a-popping spy action with our killer guide

64 TIPS & CHEATS
Secrets in Res Evil 3, all the cheats for Rollcage 2, infinite guns in Fear Effect, Saga Frontier tips

62 MEET THE MASTERS
Stuck on a game? Phone or email our elite tips warriors, the Masters. They'll help you out

72 Q&A
The Masters rip through your gaming problems. Nothing is beyond these guys!

OTHER COOL STUFF

08 VERBAL
Jailbait hotty Billie shows us what she's got, Saddam Hussein launches a salvo of missiles between bouts of Ridge Racer 5, and some lucky bleeder scoops a hundred and one games!

76 ESSENTIAL 101
Updated every month, it's our definitive guide to the best games ever released on PlayStation. Miss it at your peril

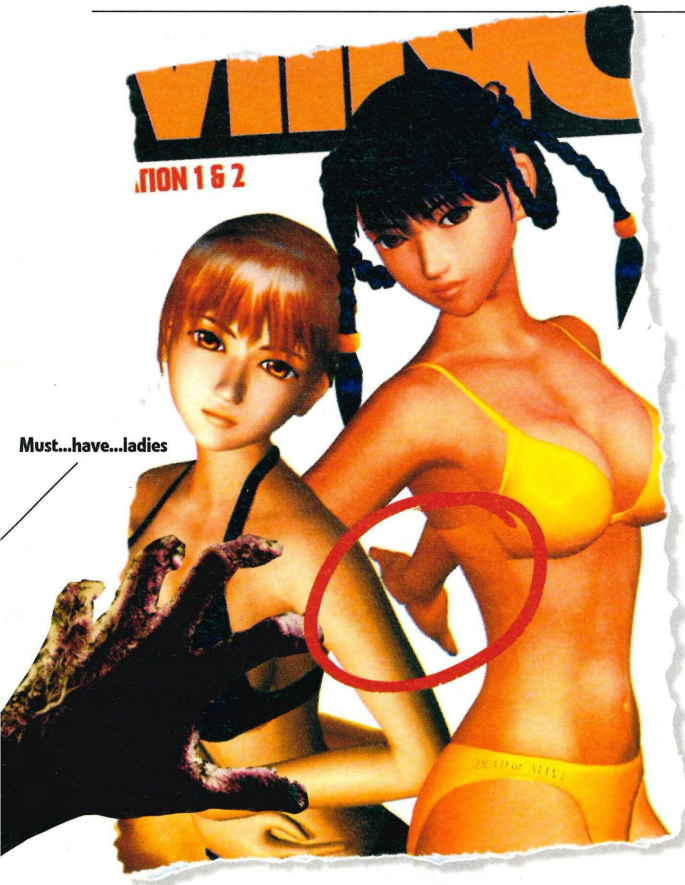
90 TEKKEN WHO'S WHO
Unravel the weird-ass plot of Tekken Tag

114 LARA'S LOVE LIFE
Domestic bliss and kung fu with Lara and Ken

VERBAL



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Must...have...ladies

MUTANT BIKINI BABES MUST DIE

In the April issue, what is up with left hand of that Dead or Alive 2 babe in the yellow bikini? Is she supposed to be that deformed?

David Crane, Suffolk

Our editor is coming to get you! He's got webbed feet so now he's mad as hell. Here's a pic of poor old Keiko's left hand. Bet you don't fancy her now.

POO TANG CLAN

Wu Tang: Taste the Pain should be re-named Poo Tang. Some kid in a recent PlayNation had the right idea for a Resident Evil/Wu Tang crossover game. I can think of nothing more gratifying than tooling up as Jill Valentine and then blasting seven shades out of RZA, Dirty 'Ol' Bastard and their mates

Alex Merrall, e-mail

We're with you on that Alex.

PORN COCKTAIL

I am writing to tell you my idea for a new PlayStation game. It's called Porn Crusader. You play Luke Bondage, a hardened warrior from Porn World. He has been sent to earth to stop the Tyrant feminist who's sole intent is to rid the world of porn! Luke must battle his way through hordes of bald feminists armed only with a kinky whip.

Ed Cooper, e-mail

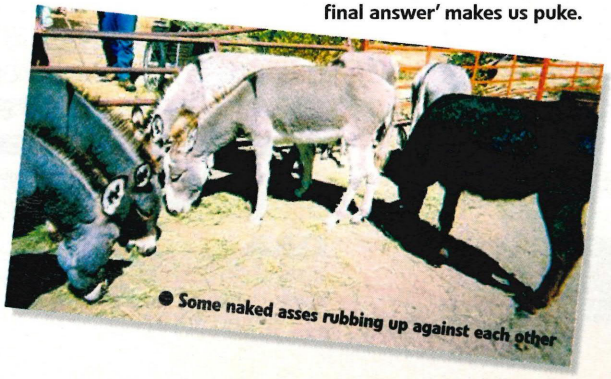
Prawn Crusader? Is that the one where an 80-foot shrimp armed with a crab stick races a motorpike and sidecarp 'til you've haddock enough?

'GIMME MULES, NOT MOOSES!'

Where's all the pictures of lovely half-clad women gone? We don't want any hermaphrodites like Chyna from WWF, we want asses and plenty of 'em.

Loz, Durham

Loz, that's a big word you're using there. We checked it out and it means 'having male and female characteristics'. Just like our executive editor Al.



● Some naked asses rubbing up against each other

CHRIS'LL EAT HIMSELF

PlayNation's a cack name! What's wrong with PlayStation Plus? I reckon PlayNation was an April Fools. I'm right aren't I? If I'm wrong I will eat my own offal.

Chris T, Newbury

We're on our way to Newbury, Chris. The idea of you chowing down on your own insides has us kind of excited.

Nice name, PlayNation. Kind of classy.

Ed Mifflin, Stoke-on-Trent

You'll be joining us in Newbury this afternoon then Ed?

■ ILLUSTRATION: DAVE AT MONKEY INDUSTRIES



WHO WANTS TO BE A SMUG GIT?

Don't you think that a 'Who Wants to be a Millionaire' game would be a great idea?

Richard Pettett, Kent

It's in development now. But the idea of having a smarmy Tarrant repeat 'is that your final answer' makes us puke.

THE FINAL COUNTDOWN

Countdown is a good show and I think there should be a PlayStation game for it.

Andrew True, Leicester

What's wrong with you all this month? First Smarmy Tarrant, now Smuggy Whitely. Stop it!



A PUKKA LETTER WE CUT BY 90%

Road Rash Jailbreak is the best game on PlayStation. You rated it 3/10. I think the bent mother OUCH! who wrote it needs treatment. You said Driver was better. Like OOF! Ridge Racer's BLIMEY! ! Ricky Carmichael is OOH! g LUMME!

Paul Wilson, Lockerbie

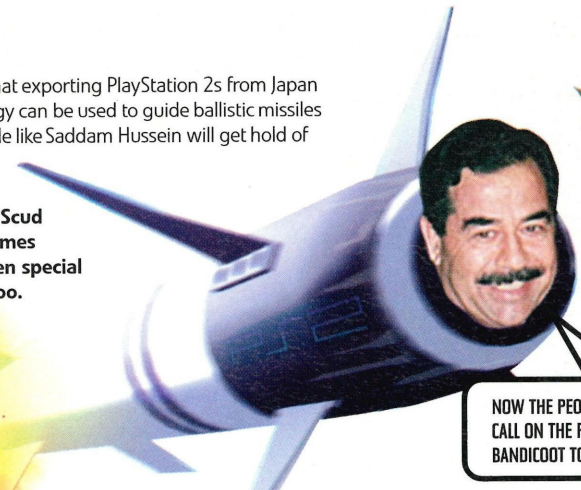
Good morning to you, Paul

WAR GAMES

I read in the papers recently that exporting PlayStation 2s from Japan is illegal because the technology can be used to guide ballistic missiles and they're worried that people like Saddam Hussein will get hold of them. Is this true?

Pat McFarlane, Fife

Yes. The next generation of Scud missiles will be 50 million times more powerful, full of hidden special moves and will play DVDs too.



NOW THE PEOPLE OF IRAQ CAN CALL ON THE POWER OF CRASH BANDICOOT TO BEAT AMERIKA!



▲ The new-look Billie Piper pouts for England in a bid for the Lara role

BILLIE'S CAMBODIAN TOMBS

I wonder if in the new Lara movie we're going to see Lara when she was 16 like in Last Revelation. If we do, I reckon the perfect person to play teenage Lara would be Billie Piper. What do you lot reckon?

Terry D, email

She might've been cheezy and 'orrible before, but Billie's maturing nicely and, as you can see here, she looks mighty purdie to us. Sign her up and get the special effects guys in to render up some half decent bazoomers.

TATOOED LOVE BEAST FROM HELL

I was just wondering if anyone else spotted that tattoo on the arm of Tekken Tag's Unknown on page 89 (May). I believe Jin has one exactly the same.

Birdy, email

Good spot Birdy, it's exactly the same as the Jin fella. But you'll excuse us if we didn't notice. We were looking elsewhere at the time. What's your excuse Birdy?



WE WUZ WRONG

Whilst sitting on the throne enjoying a Number Two **(we're not talking haircuts here, are we Steve G?)** and flicking through the March issue I read that the April edition would be called PlayNation. Well, it wasn't. Who made this cock-up and what do I win for spotting it?

Steve G, by e-mail

A night with Steve O. Alright?

PS2 LOOKS CRAP

If what everyone is saying is true, the game line-up for the launch of PS2 looks well ropey. Gran Turismo 2000 – a re-hash. Streetfighter – not very good. I'll stick with my Dreamcast.

Mark Halpern, Birmingham

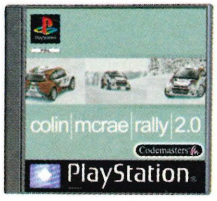
But then you'd miss the stunning-looking Metal Gear 2 (see Next Month, p82). And have Sonic instead. Your call.

ARE YOU A LUCKY WINNER IN OUR ESSENTIAL 101 COMPETITION?

The luckiest man in the universe last month was Andrew Clarkson, of Goole, East Yorkshire who won every single game in the Essential 101. And the 10 not quite so lucky but pretty lucky nonetheless runners up winner who each won a 101 game were:

Adam Lawlor, Kenilworth; Michael Houlding, Leeds; Stuart Bottomley, Sheffield; Scott Newey, Nottingham; Richard Moutten, Rotherham; Michael Hollingworth, Nottingham; Bennie Denton, Lewisham; Darrell Clapham, Leeds; Adam Robinson, Sutton Coldfield; David Adams Glasgow

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COLIN MCRAE RALLY 2.0

It's fast. It's brutal. It's custom-made to keep your adrenalin level set to 'danger'. Brace yourselv


Ford
MICHELIN
MARTINI

Blasting down a tight forest track, green and brown flashing past your windscreen. The steering's shot to hell after you smashed into a rock on the last corner, and the co-pilot is screaming in your ear about the corner ahead. You know you're going fractionally too fast to make it, but you swing the car in regardless.

You miss a tree on the near side by inches, and the car won't grip on the mud. You're sliding towards the ditch. Your rear wheels kiss the verge, half of the 4WD bites in, and you leap out of the bend having saved yourself 0.2 of a second. In rallying terms, that's a lifetime.
The world's most realistic rally game is back. You've got to push it to the limits all the time if you want to win. The pretenders have had their time, and now the master is back, looking to reclaim the bucket-seat throne.

IN AT THE DEEP END



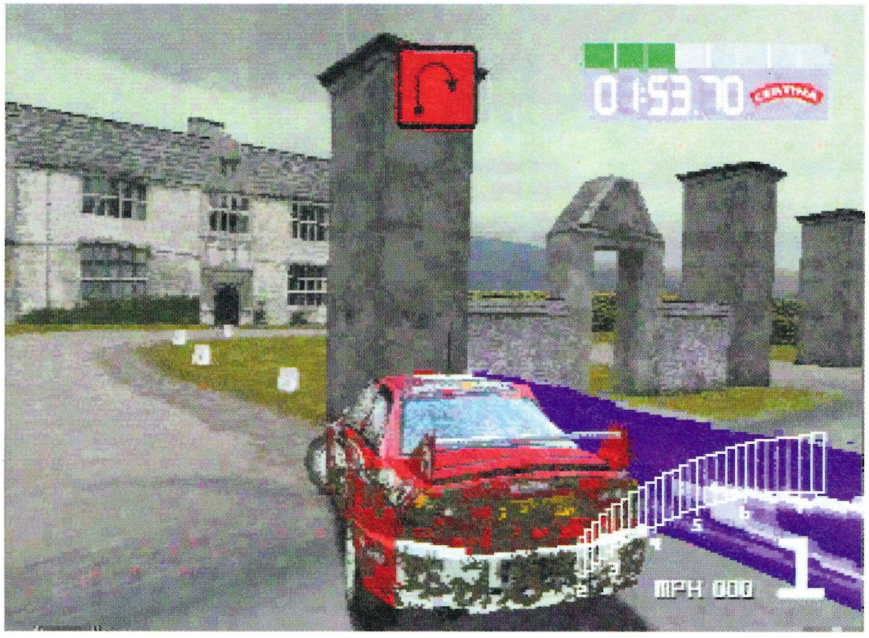
▲ Drive like a muppet and your car'll flip

There's no licence tests to take in McRae 2. There's not even a training mode. You learn to be the best in this game by getting out there in the mud and getting filthy. You'll slide around lots, you'll batter the car off trees, you'll ride up the verge and flip the car clean over.

But when you get it right it's a real rush. And this game's so fine-tuned learning seems pretty instinctive. You don't have to watch the speedo all the time: you just *know* when you're going too fast and when you're getting it right. And once you start getting it right, it just feels awesome. The adrenalin rush when you powerslide past someone on a bend is amazing.

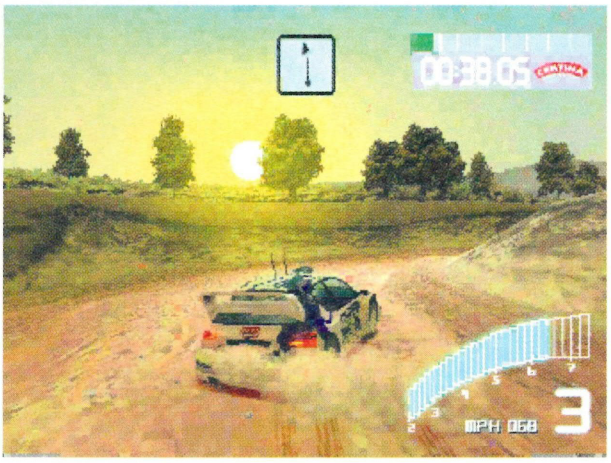
SMACK THE BITUMEN UP!

THIS IS THE MOST PALM-SWEATINGLY INTENSE RALLY GAME EVER



▲ Good old Blighty. Mixes mud, gravel and tarmac on the same stage, meaning you have to adapt your skills

McRae Rally 2.0 is fast. Even if you're only doing 80mph through a forest you'll be touching cloth the whole time. Trees and rocks are practically a blur as you blast through the rally stages, and the races on arcade mode are flat out all the way. Most of the time, you'll find yourself going that little bit faster than you feel comfortable with, only holding onto the road by the skin of your teeth. That edginess gives the game a real buzz.



▲ The Greek gravel courses sort the men from the ladyboys. Keep it steady



▲ Even in the snow you go flat out. Braking is often the worst thing to do because locked wheels don't grip



▲ You've got no excuses on tarmac. Nail the throttle and go for it: everybody else will be doing the same



▲ Check out the the trail of dust. It's a cool effect, but subtle enough that it doesn't interfere with playing the game

RALLY MODE ROCKS

The bread and butter of McRae 2.0 is the rally mode. You cane a tuned-up production car across a series of time trial events, always with one eye on the clock to see how you're comparing to the other drivers.

You don't actually race against other drivers in this mode, but the action is still relentless. Dare you cut into the corner a little bit too fast to shave a few tenths of a second off your time? One slip-up will cost you time you'll need to make up later.

You've got one hour halfway through each rally to patch up any damage, or make changes to your set-up. The full season takes you all over the world, racing on lots of different terrain. Don't think that since you aced the twisty Italian tarmac that you'll crack the ice in Sweden. You'll need an awesome armoury of skills if you want to succeed.



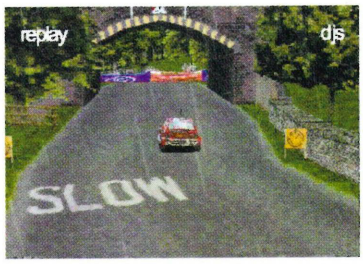
▲ Ice skating rather than driving skills will help you on the snow and ice



▲ Before you head out to do battle in your off-road monster, check the weather forecast. If you've got the wrong set of tyres when it starts to chuck it down, you'll be in big trouble



▲ Looks just like rallies on telly. Makes you realise how hard real rally driving must be



▲ Visually, this is spot on. Check the roadmarkings! Then ignore them

WHY ARE WE WAITING?

Colin McRae Rally 2.0 is one of the most eagerly anticipated games in PlayStation history. It was meant to hit the streets months ago, and PlayNation can exclusively reveal the five reasons behind the delay:

1. The makers ran out of the rare Malaysian monkey skin that is used to buff PlayStation CDs to that glorious black shine
2. Colin McRae drunkenly changed his name to Fritz Von Spunkbubble and had to wait 'til June to change it back
3. The makers spent ages pressing trees between two huge steel blocks to get that cardboard cut-out tree effect just right
4. One of the animals that appears trackside on the Kenya stage didn't send his consent form back in time
5. The car designers misheard the brief and had Colin sitting in a flawed crocus instead of a Ford Focus

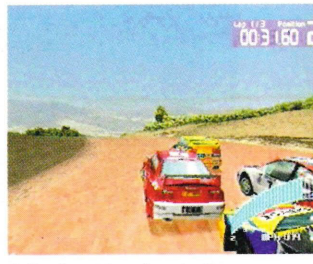


● A good start is everything. Head for the gap through the middle

ADDED ARCADE ACTION

The second half of McRae 2.0 will satisfy race nuts. Instead of time trialing, you race a five-strong field of computer controlled cars. It's definitely not the soft option. All of the cars have the same power output, meaning the races are always incredibly close-run. You always have the CPU cars snapping at your heels, and even the smallest hiccup will see you lose the lead.

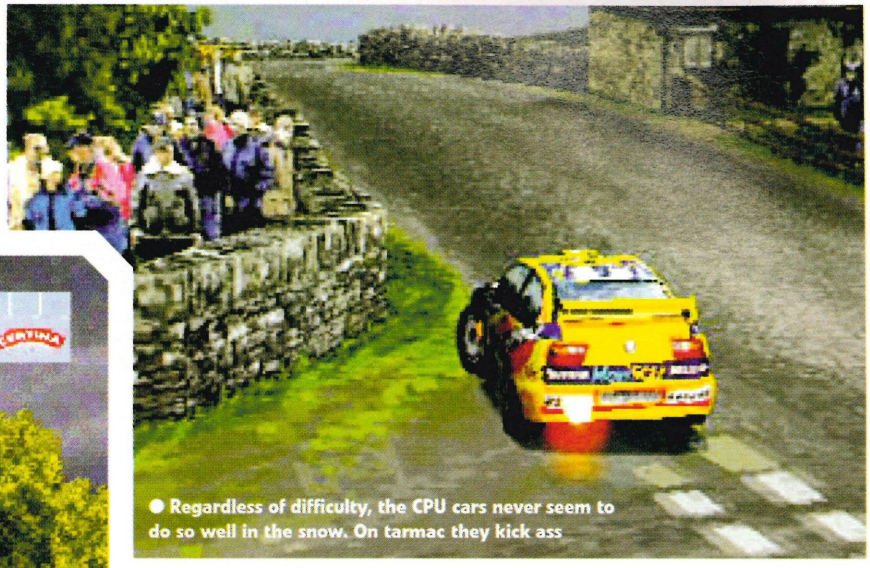
The courses here are mainly built for speed making for some manic racing action. A race is usually finished inside four minutes, but the action is so intense you won't blink until it's over. You need to stay totally focused to come out tops. V-Rally 2 is a Sunday drive compared to this palm-sweating speedfest.



▲ Don't get too close to the car in front or you'll lose sight of the road

BEING COLIN ISN'T EASY

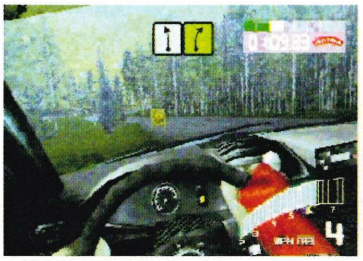
McRae 2.0 is one of the toughest games yet seen on PlayStation. Getting to grips with the realistic handling is pretty tough, but to win the game on the highest difficulty setting you need God-like skills. On Novice mode you'll win the arcade series, and you can polish off the main rally championship in a weekend. Intermediate is still possible on rally mode, but on arcade mode one mistake will cost you the race. This will make committed racers strive for perfection, but others may find it a turn-off.



● Regardless of difficulty, the CPU cars never seem to do so well in the snow. On tarmac they kick ass



▲ Rain turns even the grippiest tarmac into a skating rink, so take care



▲ Using this view is hellishly hard



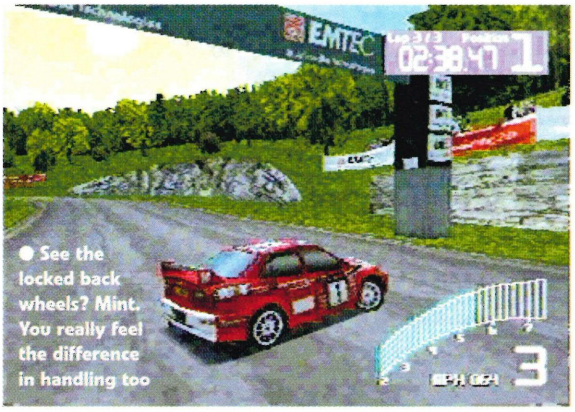
▲ In-car view is cool for judging corners

THIS IS SO REAL IT HURTS

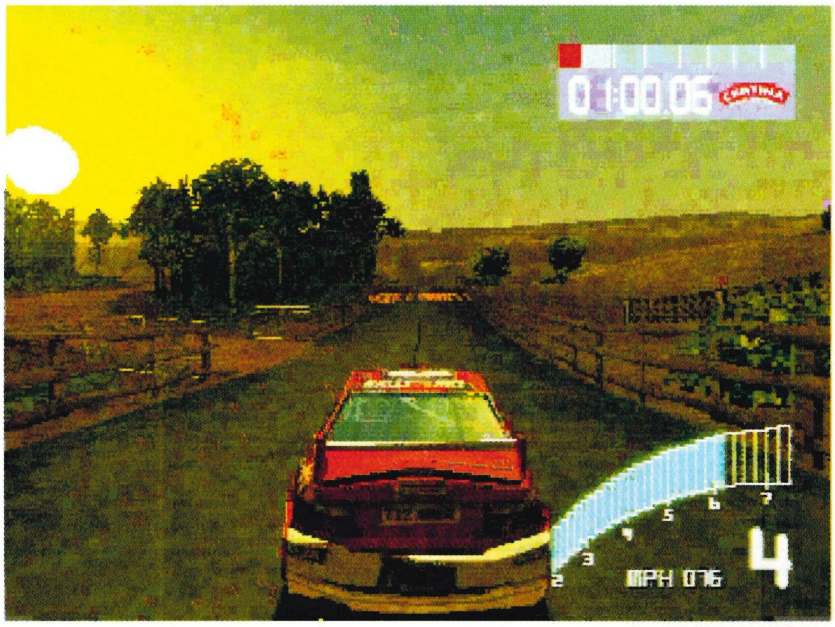
Hitting a tree in McRae 2.0 doesn't just result in a cheesy 'smashed window' effect. The car takes real damage. And you feel it in the handling. Your car's incredibly fragile, so you have to drive it like you would a real-world car. Bash into a wall and you're history.

Clip a big tree, and the side of the car will crumple inwards. Rev too much and you'll do in your engine. And it's not just a case of going a bit slower. Do your gearbox in, and your car'll keep dropping into neutral. Do in your steering, and you'll keep bending off to the right.

You've got to drive properly, or your motor's going to fail you. Hit the scenery, and you're out of the race, big time.



● See the locked back wheels? Mint. You really feel the difference in handling too



▲ Do your bumper in, and you'll be slowed up so badly you'll keep losing. Get to a repair stage fast!



▲ My co-driver warned me about that rock. I should have listened

HEAD-TO-HEAD ADRENALIN

HARDCORE SIDE-BY-SIDE RACES IN THE SPECIAL CHALLENGE MODE!

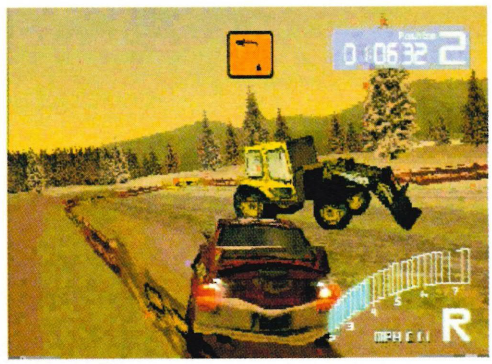
An all-new 'Challenge' mode lets two drivers race side by side on a stage with two identical figure-eight tracks. It crops up every second rally in single player, but two players can go at it any time they fancy. Up to eight human players can compete in a knockout tournament to see who is the rallying daddy. Everyone competes in the same model of car, too, so it's pure skill.



▲ Gravel stages are brutal



▲ Yow! What a spill!



▲ This tractor looms into view if you cock up bigtime on the Sweden Special Stage



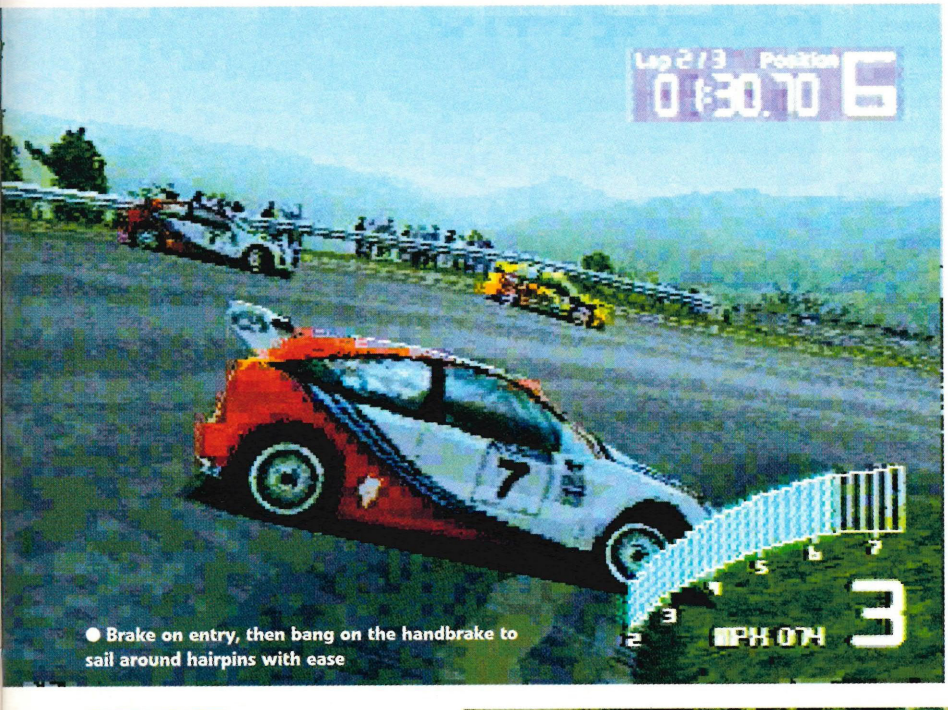
▲ You start alongside each other. Both tracks are the same



▲ Don't think about the other guy. Just race



▲ Improvise if you need to lose speed quickly. Wandering into the deep snow will slow you right down



● Brake on entry, then bang on the handbrake to sail around hairpins with ease

TAKE SOME ADVICE

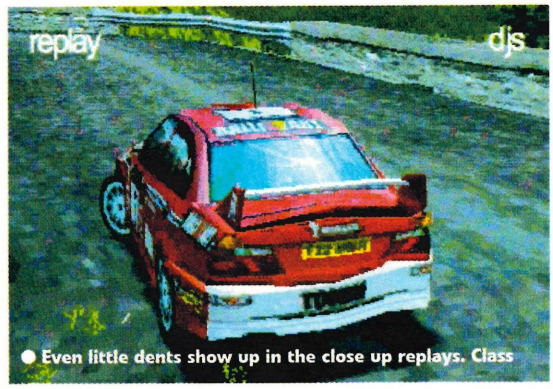
Usually with a game as intense as this, you block out sounds as you focus on the gameplay. Here you need to listen as well as concentrate, as McRae's real life co-pilot Nicky Grist dispenses invaluable information from the passenger seat. This means that even on an unfamiliar stage you'll know when to cane it and when you stand on the brakes, but you have to decode the messages. '70 left 5' means there's a slight left bend in 70 meters, and '30 right 2' means you need to slow down because the next bend is tight. Lower numbers mean tighter turns.

RELIVE THE GLORY

No serious racer on PlayStation dares not to have a replay mode, and McRae 2.0 is no exception. The camera angles and cuts exactly mirror the kind you see if you watch rallying on TV. Rapid cuts between cameras mean it's tricky to see where you went wrong in retrospect, but the frantic nature of arcade races makes for an entertaining sequence of shots.



● You earn this beauty by winning Intermediate level



● Even little dents show up in the close up replays. Class

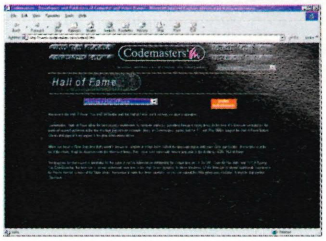


● Tell the world how damn fine you are at Colin McRae 2.0!

BE THE CHAMPION OF THE WORLD!

Every time you break your lap records on McRae 2.0, the new time gets saved to memory card along with a special code.

You can input this code into Codemasters' website (http://www.codemasters.com) and it will post your record on the internet high score table. If your times for any course are the best on the site, you are, officially, the best in the world!

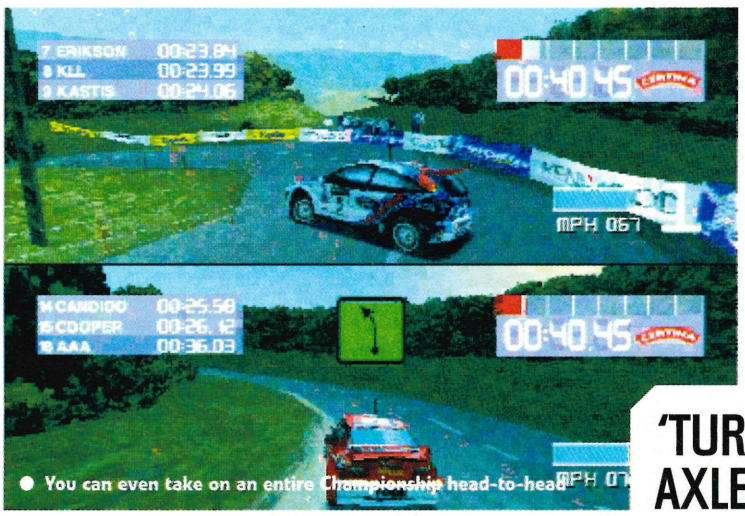


▲ www.codemasters.com is the site to post your scores on. Check back daily to make sure you're still the daddy

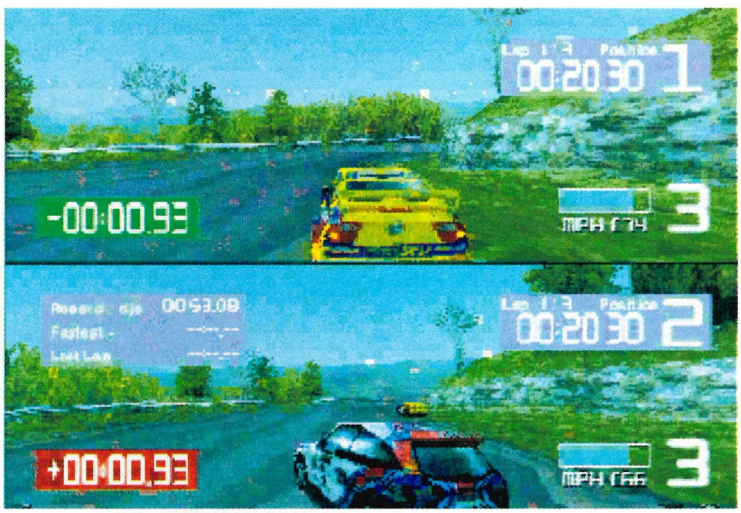
SPLIT-SCREEN OVERLOAD!

YOU CAN EVEN TAKE ON A WHOLE RALLY CHAMPIONSHIP IN 2-PLAYER

The original McRae game let you race one mate in a point to point rally. It was cool, but left you wanting more. The sequel gives you more. The ballistic Arcade mode can be raced with your buddies, and you can use the 'catch up' option to give them a chance. In Time Lag mode you set a time, and win if you can get that far ahead in seconds over your mate. Three seconds is about right. You can also race laps for points, and even do the whole rally season as a head-to-head to add even more pressure. Awesome.



● You can even take on an entire Championship head-to-head



▲ Tarmac races are easiest on newcomers. The cars seem to grip a little tighter, so newbies can get their heads round the handling

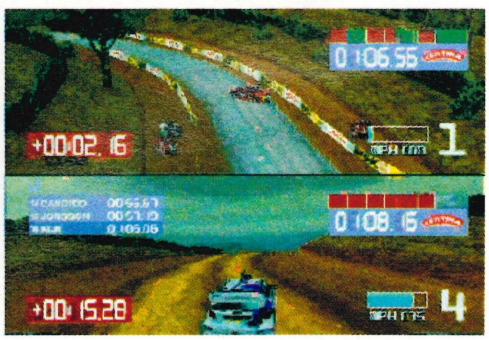
'TURBOS GET WRECKED BY OVER-REVVING, AXLES BEND, PANELS TWIST AND DEFORM'



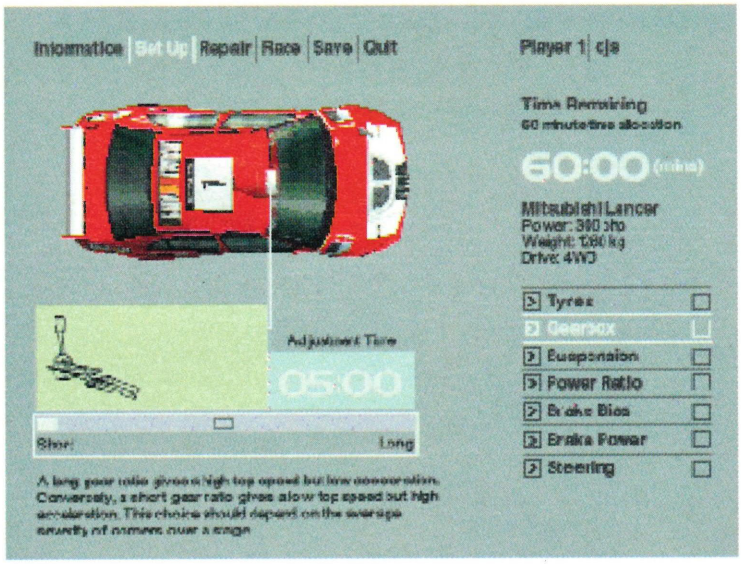
▲ Split times let you know exactly how far behind you are. One second is easy to claw back



▲ Take on the mad, bad Arcade mode in two player. Feel that glorious Aussie sunshine!



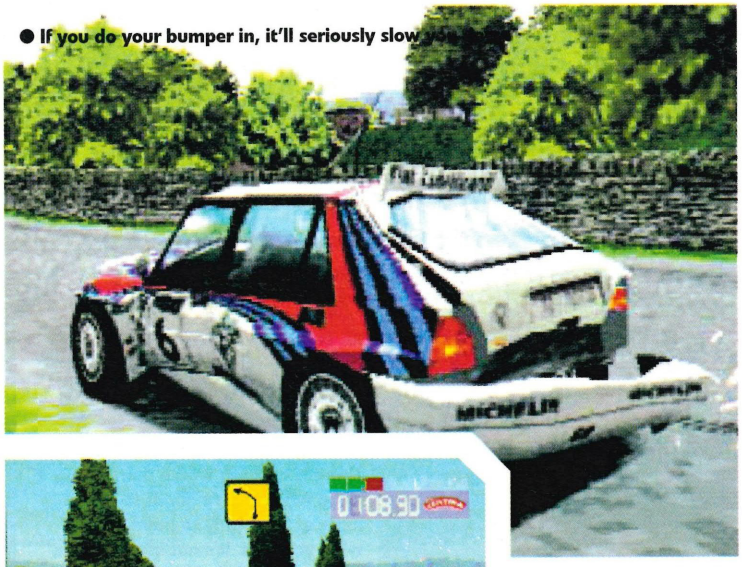
▲ Straight-up one-on-one. And Player 2 is going to be Player 1's lady tonight...



▲ Dropping the gear ratio means better acceleration and lower top speed

SPARES AND REPAIRS

Over the course of a rally, your motor gets seriously screwed over. Suspension is damaged on bumpy surfaces, turbos get wrecked by over-revving and body panels get bent with every collision. Patching the car up at a service section is a cinch, and you'll get hints as to what improvements you should make. Don't overlook set-up as techie spoddiness either: understanding your motor will give you the edge.



● If you do your bumper in, it'll seriously slow you



▲ After tuning the car to suit the stage, we managed to save 22 seconds on the previous attempt

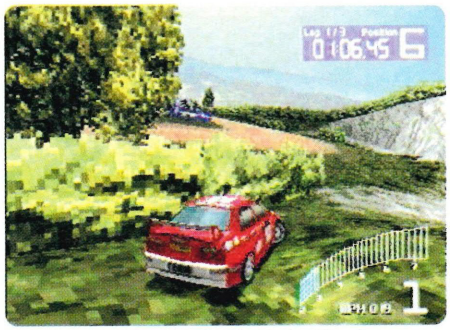


▲ We couldn't work out why after a solid stage on French roads we were twenty seconds behind the leader

NOT QUITE PERFECT

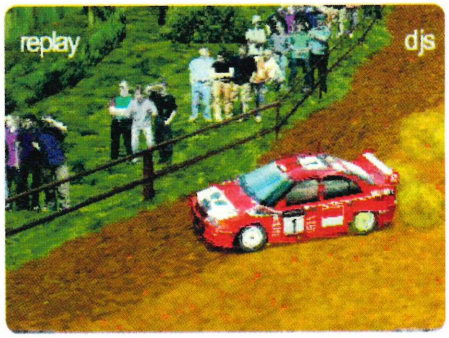
McRae 2.0 is the finest rally game on PlayStation, but it could have been perfect. The high difficulty level helps long-term play, but might prove too severe for some. There are just a few annoying flaws that will have you swearing at the screen and punching the person sat nearest to you:

Bushes appear as solid walls of greenery. Your car will often get stuck behind them, but you'd bet that a ton of angry rally car would steamroller a shrub. But no. You'll bang off it like a wall, and you'll use up precious time trying to find a way out.



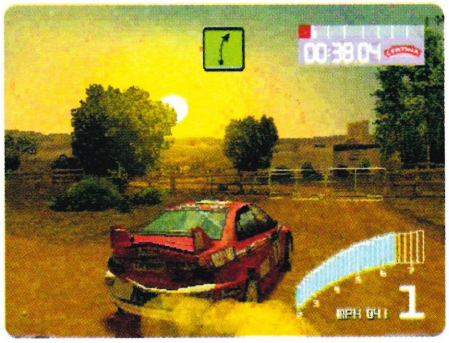
▲ A ton of steel is halted by the Bush of Death

The cars look amazing, in some ways better than Turismo's too-shiny motors. Trackside detail is spot on, too, until you come across the spectators. They all look like cardboard cut-outs, and if you try and run into them you'll bounce like they're made of stone.



▲ Mr and Mrs Cardboard took their son, Box

Even with co-driver Grist guiding you, it's too easy to miss a turn off: they sometimes seem to be very well-concealed. Doing a U-turn and heading back will cost you lots of seconds, and might well scupper your chances of winning. You can restart the rally if you want, but it'll do your nut.



▲ Beware of invisible turn-offs

LIKE THIS? TRY THESE

TOCA 2 - Realistic, rewarding and so insanely hard it'll last



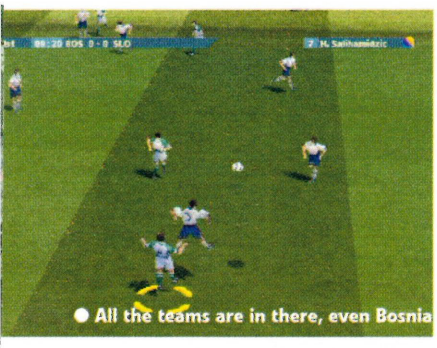
Gran Turismo 2 - Finest racer money can buy. Nice rally mode, too



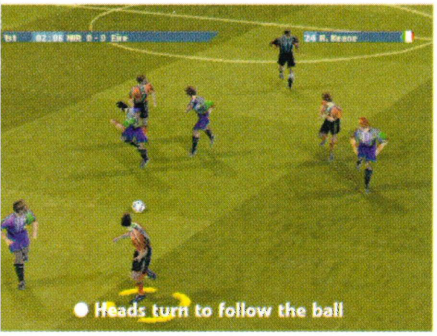
WE RECKON

Rally fans, your prayers have been answered. The car handling feels amazing, the gameplay is amazingly intense, and it'll last you ages. Throw in a frantic arcade mode and a shed-load of secrets to unlock and you have one amazing game. The two-player modes are ice-cool too. **Dean**

9
OUT OF TEN



● All the teams are in there, even Bosnia



● Heads turn to follow the ball

EURO 2000

FIFA returns but this time disguised as Euro 2000. Does the phrase 'money for old rope' come to mind?

KNOW THIS



PAY NO MORE THAN:

£34.99

OUT NOW

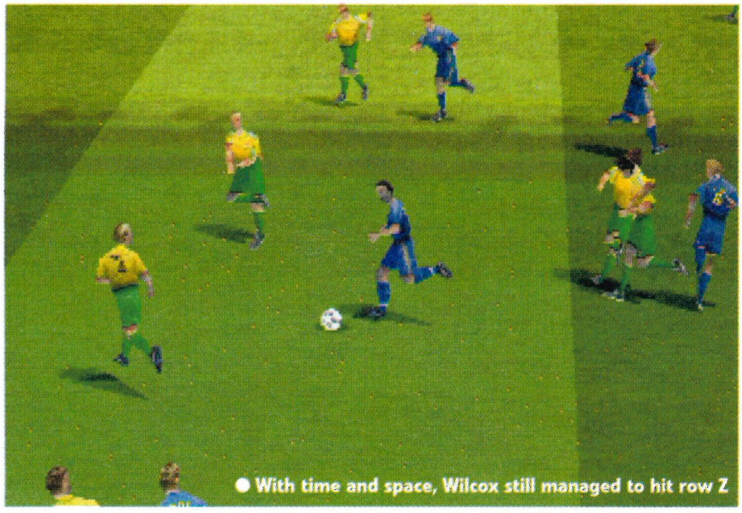
1-4 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP

Take FIFA 2000, tweak it a little bit and call it Euro 2000. That's what we have here. And much like paying to see Man U put out their reserve team in the Worthington Cup, this mutton dressed as lamb just leaves you feeling a bit conned.

But at least when you play this England have a chance of actually winning the damn competition. Because for all the progress English football has made, the national side still doesn't have the quality to win an International tournament. Especially when the likes of Jason Wilcox, Steve Guppy and Michael Gray are contenders for the squad anyway.

As with the FIFA games, Euro keeps up the high standards of front-end presentation. All the official logos, stadiums, and player names are here, and everytime you pause or flick through the menu screens, DJ overlord Paul Oakenfold hits the wheels of steel. So far so good.

But the big problem is that like many of the other FIFA games, Euro 2000 is just too damn similar to the previous titles. Fair enough if you like the way FIFA plays, but there are other, better football games available, which look and play more like the real thing. The only advantage here being that you get all the proper player names and team line-ups. Big deal.



● With time and space, Wilcox still managed to hit row Z

'OK WILCOX, NOW WE'LL TRY PASSING'

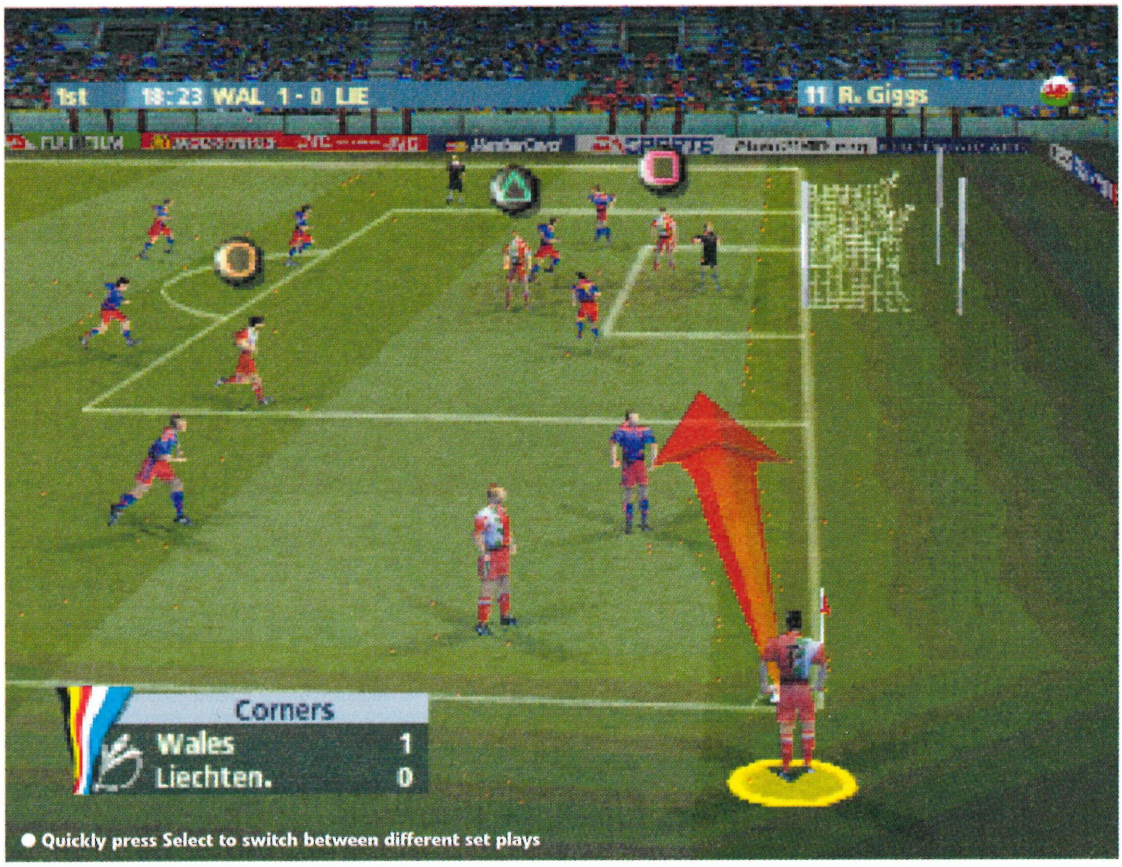


▲ This monumentally tough training drill is called Sprinting. You run forwards and avoid the defenders



▲ At least this is slightly tougher. Run up to the defenders, turn your back and shield the ball from your opponents

There is nothing worse than giving it large when you're about to play a mate at FIFA, only to have them whip your ass. It's not big or clever, and you end up looking like an absolute plum. But Euro 2000 has got a neat training mode that'll turn you from a clod-hopping Sunday leaguer with two left feet, to a silky skilled foreign import in no time. The Skill Drill mode is an easy training session that slowly teaches you everything from dribbling and running with the ball, to first time shots or elaborate diving headers. And telly pundit Mark 'Mr Camp' Lawrenson gives you encouragement or grief from the touchline. All you have to do is follow the instructions at the bottom of the screen. Easy. Anyone who's played FIFA before but has never bothered to read the manual should have a quick look too because there are one or two tricks you probably don't know, so it's a cool feature for beginners and hardcore strikers alike.

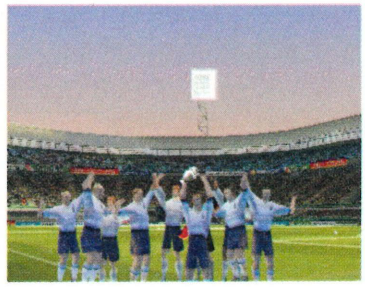


● Quickly press Select to switch between different set plays

GOLDEN OLDIES

Most footy games are the same in that once you've mastered the main control system, there's very little else for you to discover. Euro 2000's a bit different, and when you finish the tournament for the first time you unlock 40 hidden teams from past Euro championships.

Even some of the greatest sides never to get their name on the trophy are in there, so you can make amends for Southgate's penalty miss by taking the true winners of Euro 96 to the finals and lifting the cup. And there's not a Pizza Hut advert or dentist's chair in sight.



▲ You won't be seeing this in real life...



▲ Guide your headers towards the near post

DEJA VU ANYONE? DEJA VU ANYONE?

Just to prove we're not having you on when we say this is exactly like FIFA, here's a few comparisons to nail the point home. There are some dead cert ways to score in FIFA 2000 and guess what, you can knock in the same crappy goals here. We're not being picky, it's just why would you want to spend another £35 quid on a game you already own?

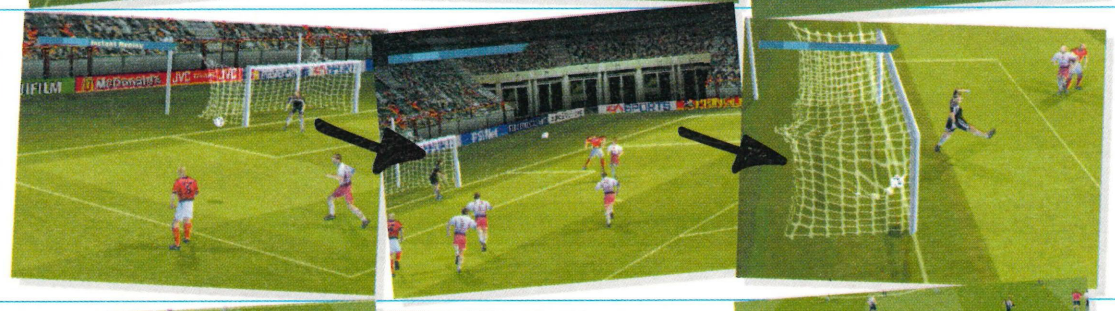
GOAL 1

The attacker is clean through and the goalkeeper comes out to close down the angle. But as the 'keeper slides in to collect the ball, hit L2 and the striker takes the ball over him and puts the ball into the empty net



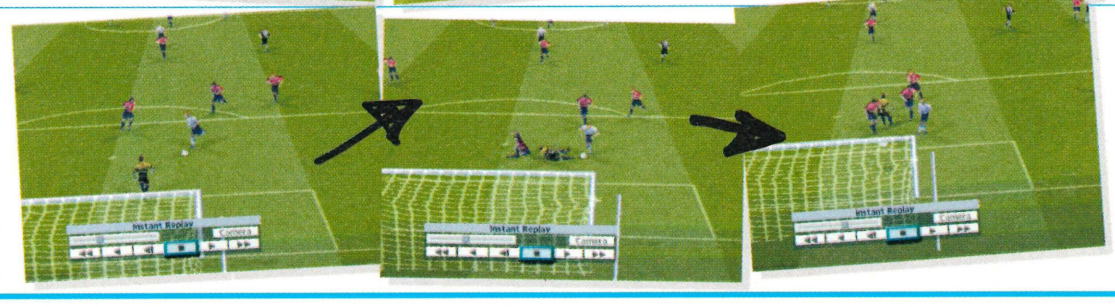
GOAL 2

Work the ball down to the wing and when you're level with the six-yard box, press square to swing the cross in. Double tap circle and hold it down and the striker on the end of it will plant the header in the onion bag



GOAL 3

Again, this is with a one-on-one situation. Wait until the goalie is about to go to ground and hold left or right while pressing L2. This will make the player shimmy past the 'keeper, leaving another vacant goal for you to pass into





● The Welsh wizards grab a two goal lead. Against Leichtenstein

A PLEASANT DISTRACTION

By far the most entertaining variant of kicking the ball about in any football game has to be the Golden Goal mode. First seen in FIFA 99, it makes another appearance in Euro 2000. It's basically a version of table football where you set the number of goals to be scored from 1 to 10 and the first person to hit that target is winner. It's incredibly simple, but if you happen to be playing with somebody of similar quality to you, then you're in for a some very tense late nights.


▲ You can set the goal limit to a maximum of ten goals. Here, Scotland notch their fifth



▲ Playing Golden Goal with your mates is much better than trying on your todd

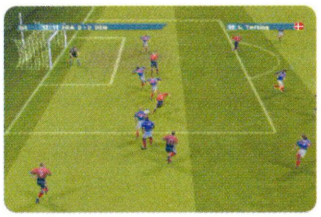
EURO 2000 PREDICTS EURO 2000!

We thought we'd put Euro 2000 to the test to see just how realistic it is. So we set up CPU v CPU games to see what it predicts will happen come June. We chose England's group matches and some of the choice games from the other groups. And the results make for encouraging reading for Englishmen everywhere.

FRANCE V DENMARK, JUNE 11, BRUGES

In what proved to be a dull game, the French goalkeeping was their downfall. After a good save from a snapshot, Barthez then attempted to tip a shot from the resulting corner over the bar, only to palm it into the net. The only real excitement in the game.

FINAL SCORE: 0-1


▲ World Champions humbled by Danes!

HOLLAND V CZECH, JUNE 11, AMSTERDAM

The highest rated team in Europe cruised to victory over the joint hosts. Kuka headed the Czechs into an early lead only for Holland to equalise right on half time with a 20 yard curler from Overmars. Just after the interval, the Czechs scored the winning goal, a tap in from Bejbl.

FINAL SCORE: 1-2


▲ Will he miss this one? Not likely

ENGLAND V PORTUGAL, JUNE 12, EINDHOVEN

England's opening game was a timid affair. Neither side looked like dominating and despite England hitting the bar twice through Shearer and Owen in quick succession, Portugal rode their luck and the game ended in a pathetic scoreless draw. Not one to remember.

FINAL SCORE: 0-0


▲ Shearer sends Owen clear. But he misses

SPAIN V NORWAY, JUNE 13, ROTTERDAM

A dodgy tackle towards the end of the first half bought down Flo and he picked himself up to take the resulting penalty. Sending the goalie the wrong way, Flo notched with ease. Spain, a dark horse for winning the title, struggled and never threatened.

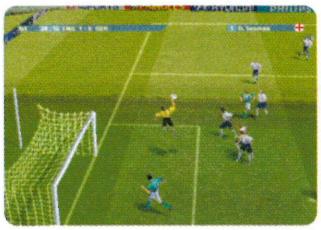
FINAL SCORE: 0-1


▲ Tore goes with the Flo. Boom boom

ENGLAND V GERMANY, JUNE 17, CHARLEROI

It's the big one and it didn't disappoint. England got off to a flyer and Beckham converted a penalty mid-way through the first half. Germany came back and a header from Mattheus levelled. However, Shearer nipped in to give England the lead and the win.

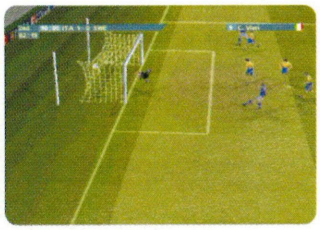
FINAL SCORE: 2-1


▲ Seaman palms away a German cross

ITALY V SWEDEN, JUNE 19, EINDHOVEN

They may have beaten England to the top spot in the qualifying stage, but Sweden failed to register a win here. They completely dominated the game from start to finish and yet in the 89th minute Italy broke and Vieri gave them an undeserved victory.

FINAL SCORE: 1-0


▲ Italy scrape though thanks to this goal

ENGLAND V ROMANIA, JUNE 20, CHARLEROI

The final game of the qualifying round for England, and Romania prove tricky opponents again. Shearer had an early shot tipped over and Seaman saved a one-on-one. Shearer notched another header but Romania levelled soon after. England go through.

FINAL SCORE: 1-1


▲ Shearer scores with a bullet header

CREATE-A-DOWIE



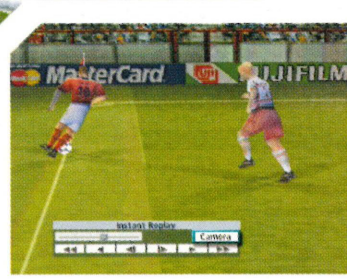
● Step forward the ugliest man in football!

A lot of effort has been put into the detail on the players in the game and while they aren't quite of the quality of a Madame Tussaud's model, they'll at least resemble a Crimewatch artist's impression. And good for a laugh is the option to customise the players' looks yourself. There's something like four million different variants so you could in theory make a someone look exactly like yourself. That is unless you have the chin of Peter Beardsley, the nose of Steve Ogrisovic and the eyes of Andy Campbell, because all you'd deserve then is to be shot for being a grotesque ugly freak.



● Goalies will tip the ball over rather than catch it


▲ Heading across the goalkeeper works wonders



▲ Use the replay mode to sort out any contested decisions


▲ Beckham on pens? Never



● Remember Sweden? Maybe it wasn't a one off...

AT THE END OF THE DAY

ISS Pro Evolution still rocks and is by far the best football game around. But if you desperately want a game with all the proper teams and players in it then buy FIFA 2000 and not this. You'll get much more for your money and a better game. Euro 2000 has a similar look, maybe slightly improved, but can't compete in terms of number of teams, different game modes and new gameplay ideas. While it does an excellent job of utilising the license to its fullest, there's nowhere near enough new features to stand this out above any of the more recent FIFA titles.



▲ Scotland do their best against the skillful Croats

LIKE THIS? TRY THESE

ISS Pro Evolution - Still the undisputed daddy of all football games.



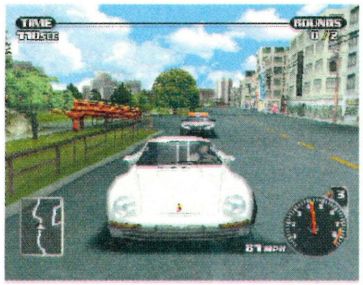
FIFA 2000 - Better than Euro, but they're more or less the same game.



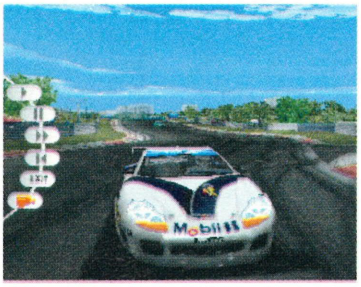
WE RECKON

In a sport where cliches are as common as 22 men and a ball, it'd be rude to buck the trend so here we go: Same game, different packaging. Seen it all before. FIFA 2000 with knobs on. And so on. Not even die hard FIFA fans should buy this. Only football game virgins need apply, but they too would be better off with ISS. **Steve**

7
OUT OF TEN



▲ The cars and tracks all look good


▲ The replay mode is impressive



▲ Burn round a variety of made-up tracks

KNOW THIS



PAY NO MORE THAN:

£34.99

OUT MAY

1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, STEERING WHEEL

NEED FOR SPEED PORSCHE 2000

Porsche fanatic? Then welcome to your best-ever wet dream


● Test drive mode just isn't exciting

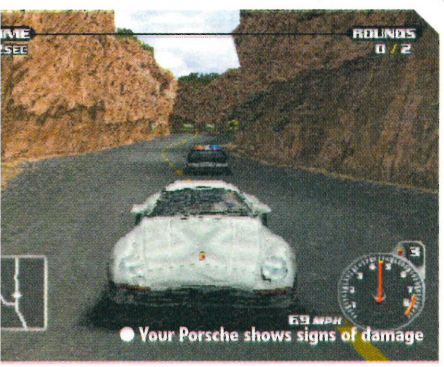
Bloody Germans. First they try and take over Europe, now they've taken over the new Need for Speed game. No other car gets a look in: it's Jerry Porsches all the way.

So get ready to scream 'schnell! schnell!' because this Kraut car game is well and truly from the arcade school of racing. There's no Gran Turismo-like realism here, Helmut.

You get two main solo modes, Porsche test driver and Evolution mode. Test driver has you dodging cones while copping verbal from your two annoying advisors. This is supposed to teach you to drive properly, but since the cars don't handle realistically anyway it's sort of pointless. In this game hitting a picket fence at 150mph puts you in a roll, which is righted in seconds, losing little time.

The more Turismo-esque Evolution mode sees you racing for cash to buy new cars. You start with slow 50s granny magnets and work up to modern GT cars. But a lack of pace in the early stages saps your enthusiasm, and you'll find yourself heading straight for the 'Quick Race' option to race those modern motors.


● The cars spray up fat dust clouds in the sand



● Your Porsche shows signs of damage

CLEAN WHEELS

Earlier NFS games saw the coppers appear if you broke speed limits and stuff. The ensuing chase was always a cracking laugh. Porsche 2000 features a standalone 'chase' subgame, but it ain't as fun. Why? Firstly you're getting chased for no reason, and secondly al the roads you race on are empty. At least before you could nudge the law into oncoming traffic with hilarious results.

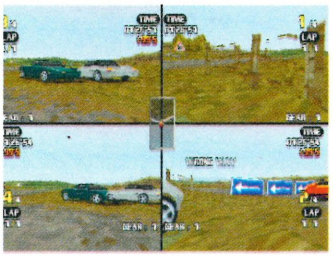
THE SKINNY ON FOUR

A NICE IDEA BUT FOUR-PLAYER FLOPS



▲ The visuals don't suffer much in two player

Obviously most fun is had beating humans, and Porsche 2000 features a four-player split screen option. Don't bother shelling out for a multitap though. One quarter of a screen isn't exactly the ideal visibility for barrelling a souped-up 911 down tight streets. Two player's nice and fast though.


▲ Inevitably carnage ensues with four


▲ It's just too hard to see what's coming

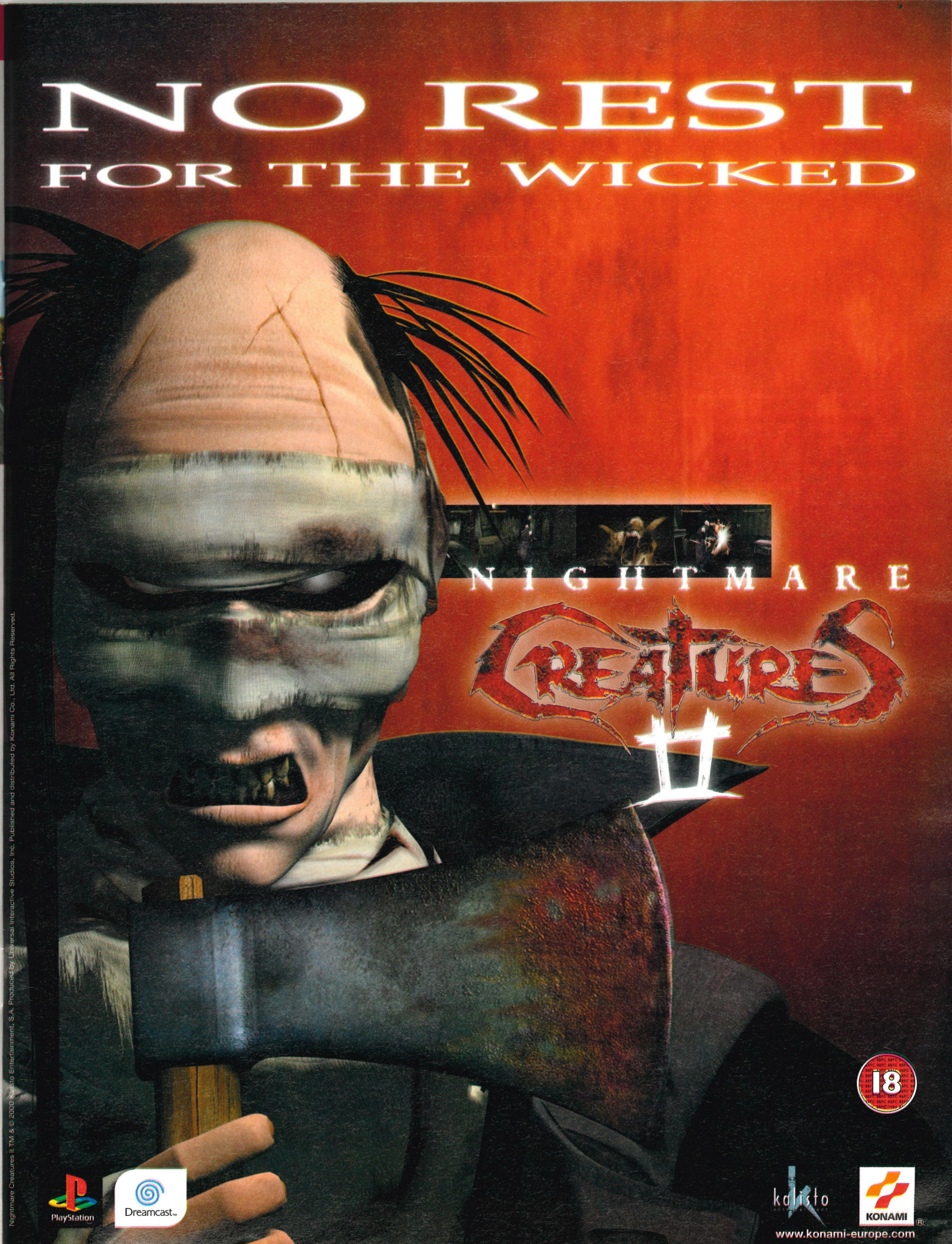
PLUS RECKONS

A solid, fun racer that's spoiled by the Porsche beach towel draped all over it - we want more cars! The speed's good but the single player modes are dull. **Dean**

6

OUT OF TEN

NO REST FOR THE WICKED



NIGHTMARE CREATURES II

18

PlayStation

Dreamcast

kalisto

KONAMI

www.konami-europe.com

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RONALDO V-FOOTBALL

He's bald, he's quick, he needs a walking stick, Ronaldo! Ronaldo!

He's the man who was first in the queue marked 'Football Skills' and he had double helpings when he got there too. But the game with his name on it doesn't come anywhere near close to capturing the buck-toothed Brazilian's electrifying style. If anything, It more resembles his mangled knee.

Yes, the most famous set of teeth this side of Ester Rantzen's PlayStation debut is a big disappointment. This is despite both Ronaldo and some of his international team mates offering advice to the guys that made this game. Pity they couldn't understand Portuguese, though.

KNOW THIS

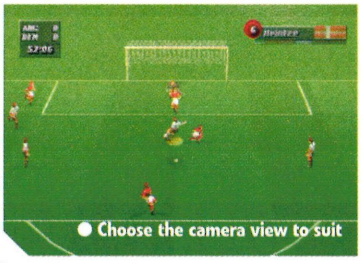


PAY NO MORE THAN:

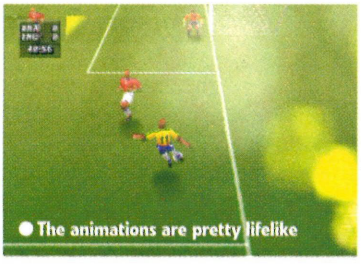
£34.99

OUT NOW

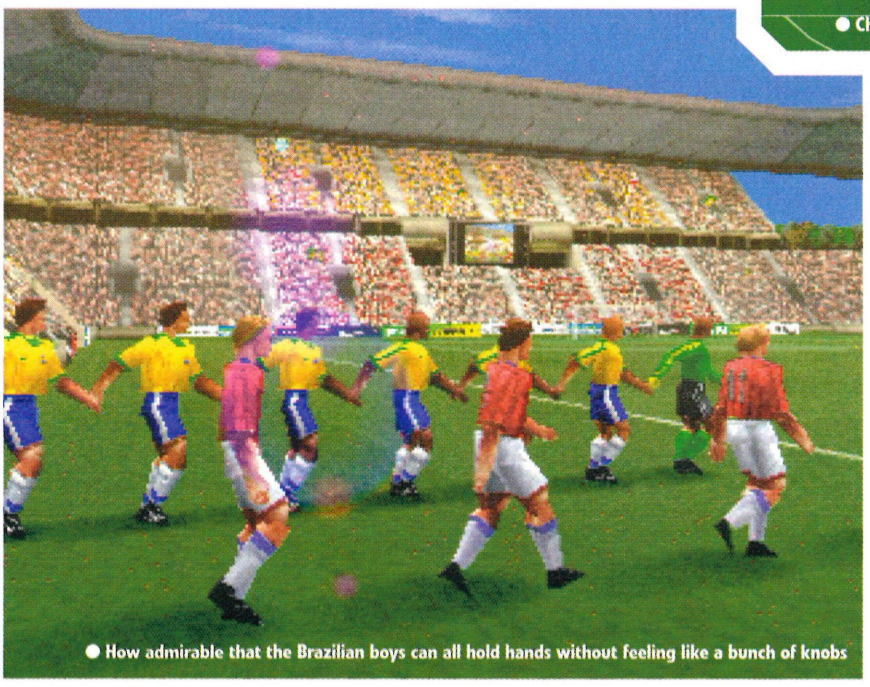
1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



● Choose the camera view to suit



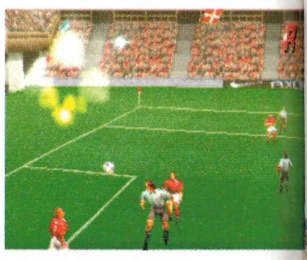
● The animations are pretty lifelike



● How admirable that the Brazilian boys can all hold hands without feeling like a bunch of knobs



▲ England are winning a match. Shock! Horror!

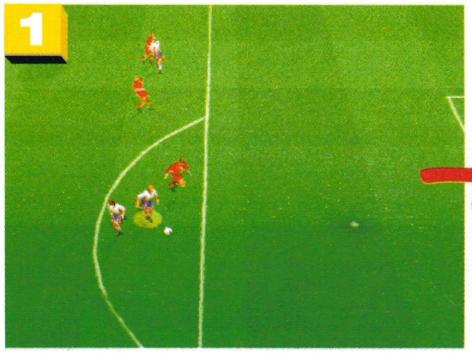


▲ The lighting effects are nice if a bit pointless

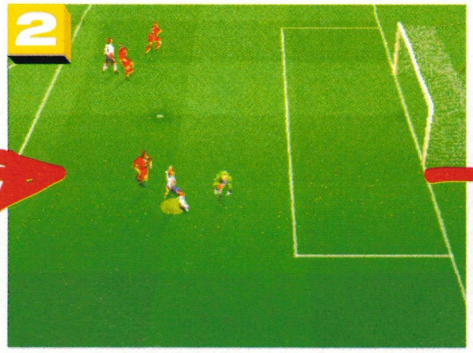
THREE EASY STEPS TO A SURE-FIRE GOAL

LIKE MOST FOOTY GAMES, THERE'S A FORMULA GOAL THAT YOU CAN ALWAYS RELY ON

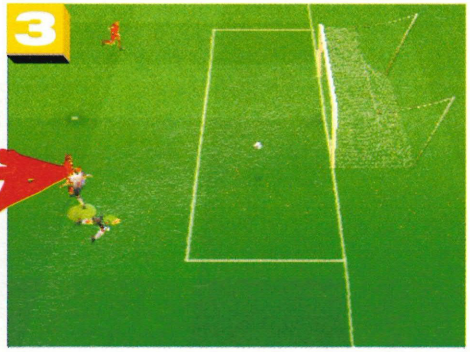
Scoring is surprisingly difficult until you've managed to perfect the 'lure' goal. Because the goalies are so good from almost all distances, you have to lure him out and shoot just as you see the animation for him to dive on the ball start. Timing is crucial because one extra tap of the sprint button will run the ball straight into his welcoming hands. But get it right and you'll be able to round the flapping goon time and again.



▲ You're approaching the penalty area but to shoot from here in this game means a certain save from the goalie



▲ So you have to wait until he starts to go down at your feet before you make your move



▲ And then you unleash and if you've got it right, you'll watch the ball make that onion bag bulge

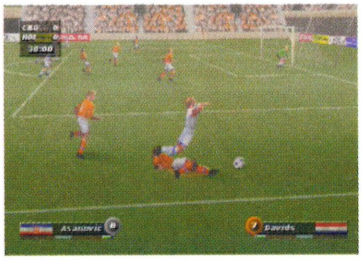
DON'T PLAY TO THE SAMBA BEAT

There's something not quite right with the way Ronaldo plays. Although the controls are very easy to get to grips with because they are nice and simple, it never actually feels like you've got total say over what's happening on screen. The intelligence of the other players is not the best and you often find yourself waiting for players to appear to give you an option.

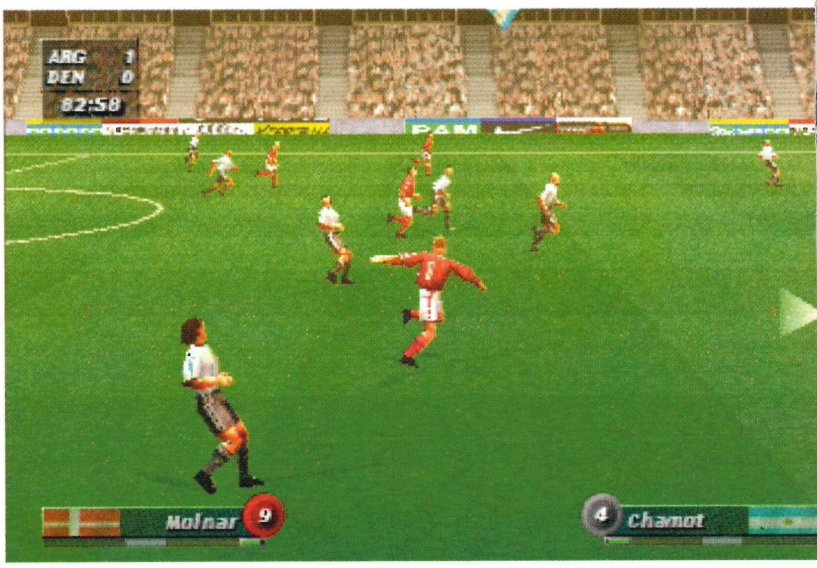
Sprinting with the ball is poor, because the players tap it two or three yards in front of them each time, making intercepting the ball easy. The button actions are very similar to FIFA's controls so most should find it easy to get into, but ultimately the feeling you get when playing it is not unlike watching woman's football. It's dull and uneventful.



▲ The stadiums all look a treat



▲ It's mighty misty out there tonight



▲ It just doesn't grab you by the knackers as a good footy game should. It feels dull

SOME GOOD REASONS WHY RONALDO IS A BIT RUBBISH

As you may have gathered, Ronaldo V-Football isn't much cop. In fact it's pretty pants and if you don't want to read through the review to find out why, here's some of the points we found.



▲ There seems to be only one trick move you can do and it doesn't bloody do you any good anyway



▲ When you go up for a header, it's never contested which just looks totally unrealistic and crap



▲ You aim a shot in one corner and sometimes it goes in the other. Weird

ONE AND THE SAME

IMAGINE A WORLD WHERE EVERYONE HAS GOT THE SKILLS OF RABBIT-TEETH RONALDO

Ronaldo is without doubt one of the fastest players around whereas Tony Adams is a tower in the air. Which is why it's baffling that most of the players in Ronaldo V-Football have identical stats. Very rarely will Ronny outpace a defender in the way he would in real life.

And as for the goalkeepers, it seems as if Gordon Banks has been reincarnated as the man between the sticks for every nation in the game. Scoring from further out than ten yards is almost impossible and the reactions of the 'keepers from three yards out is ridiculously good.



▲ Getting plenty of crosses in the mixer is a good start if you're looking to bang some goals in

LIKE THIS? TRY THESE

ISS Pro Evolution - How many times do we have to say it? This is the best



FIFA 2000 - All your favourite players and teams



WE RECKON

You'd hope that something involving Ronaldo would be a bit special but then do you remember Brazil's performance in the last World Cup final? In fact Ronaldo probably collapsed again when he saw the finished result of this cock-up. It plays a lot like FIFA but is far, far worse. Do yourself a favour and get ISS. **Steve K**

5

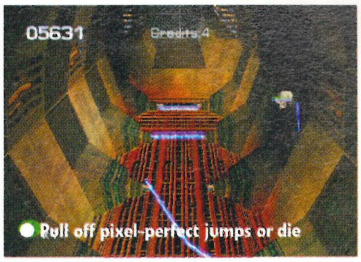
OUT OF TEN



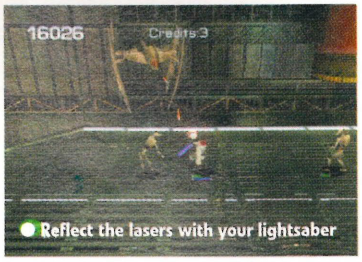
● This cruddy boss is easily defeated



● Kill points add up to improve Jedi skills



● Pull off pixel-perfect jumps or die



● Reflect the lasers with your lightsaber

STAR WARS JEDI POWER BATTLES

Phantom Menace cash-ins continue, but this lightsaber battle between good and evil is more Jedi nightmare than Jedi Knight

Games of movies have in the past been notoriously awful, but The Phantom Menace pushed it too far. The graphics were blocky, gameplay was clunky and frustrating, and all the sparkle and excitement of the multi-million dollar film was totally lost in the conversion.

Thing is, Jedi Power Battles is worse. Nine months after the original and things have taken a step backwards... actually, more like a giant leap. It's one of the most appaling games on PlayStation, with so many flaws you're guaranteed to hate it within the first five minutes.

And the more you stick at it, the more your anger will grow at forking out £35 on this turd. There aren't any blinding hidden extras that suddenly make it loads better, or cool set-pieces against smart-looking bosses. What's worst, to get even a proper glimpse of Darth Maul, surely the only reason to play an Episode 1 game, you have to play for hours. And when the game's tougher than Lennox Lewis, chances are you don't have the patience.

KNOW THIS



PAY NO MORE THAN:

£34.99

OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

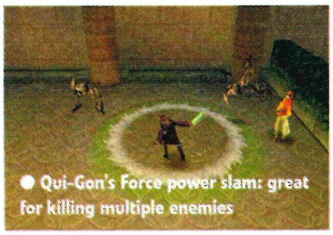

● At the end of the level your points are totalled, then you choose to either increase your health or Force bar

CHOOSE YOUR JEDI

Jedi Power Battles is a one or two-player game, with five noble Knights to choose from. You'll recognise Obi-Wan, Qui-Gon Jinn and Mace Windu from the film, but the other two are a bit suspect. Adi Gallia's a tentacled woman who's handy with one of those giant glow sticks, while Plo Koon is a freaky looking alien with a serious skin condition. Each of the Jedis can hack 'n' slash bad guys with a lightsaber, plus they can pull off Force attacks depending on the energy they've got left.



▲ Each Jedi plays differently from the rest. We reckon Obi-Wan or Qui-Gon are best, but they all improve as the game goes on


● Qui-Gon's Force power slam: great for killing multiple enemies



● If you're playing with a mate you can't both be the same Jedi

EPISODE 1, PART 2

If you were unlucky enough to shell out for the first Phantom Menace game, you'll suffer a severe case of deja vu when you load up Jedi Power Battles. It's *extremely* similar to the first Episode 1 game; it looks the same, the way it plays it almost identical and the levels appear in the same order. OK, they're both based on the same movie, but the difference is barely noticeable.



● Level one's the Trade Federation ship: it's *very* similar to the first level in Phantom Menace

WORLDS IN ACTION

Jedi Power Battles spans 10 levels which appear in the same order as the locations in the movie. You start onboard the Trade Federation Ship, then it's onto the Swamps of Naboo, the desert planet Tatooine and ultimately the final showdown against Darth Maul. That's cool enough, but each location is littered with bugs which, if you make a slight mistake, can mean the difference between success and failure. On level one you have to double-jump across moving pistons. Mess up and you're fried. But even when you make the leap you're not guaranteed safety. Y'see, more than once our Jedi 'disappeared' through a ledge, costing us a life and making our blood boil.



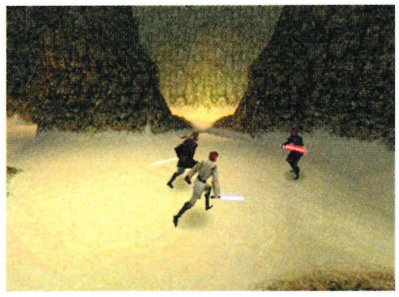
▲ On Coruscant, the droid legion has departed, making way for blood-thirsty mercenaries



▲ New face Plo Koon hunts down Darth Maul in the generator room in the Theed Palace



▲ As well as battle droids, mercenaries bombard you with laser fire. Gits



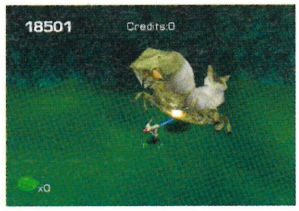
▲ Good guys Qui-gon and Obi-Wan team up to fight Darth Maul on Tatooine



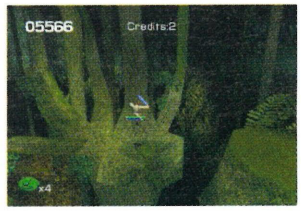
● At first you fight droids, then more droids, then more droids...

TOO MANY BAD THINGS

This list of things wrong with Jedi Power Battles is very, VERY long, but there are about half a dozen major flaws which make this one of the worst games ever. The first is its appearance: the graphics are basic and blocky, while the animation is laughably rigid. The enemies are too samey, so for the first two levels all you see is wave after wave of battle droids. The moves are limited to just a couple of hacks and swipes, and the Force attacks are pathetic. These are Jedi Knights for God's sake, not white belt karate kids who can't string combos together. Dumb.



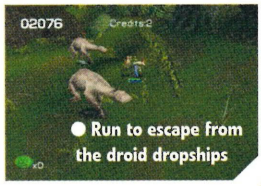
▲ Like most of the bad guys, this worm boss looks blocky and is poorly animated



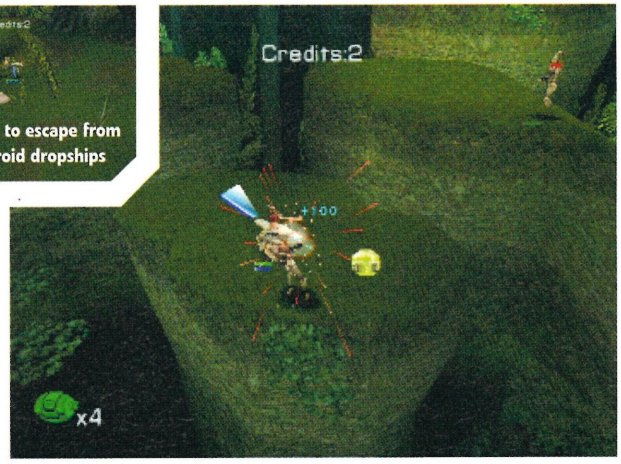
▲ Too often you loose a life falling off a ledge because it's hard to work out what's going on in the scenery

DOUBLE-UP FIGHTING

It's super-tough in one-player, but ease the strain by teaming up with a mate. You still share lives so only have five credits between you, but two lightsabers make it a damnsight easier dealing with the droids which attack from every direction. But the problem with the two-player mode is you're twice as likely to lose a life from falling off a ledge or messing up a jump, even when it's not your fault.



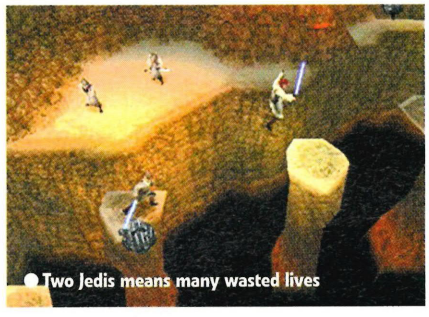
● Run to escape from the droid dropships



▲ Grab the green orbs for extra health or the blue bonus to boost your Force level. There are also power-ups which improve your lightsaber



● Killing's much easier when there's two of you



● Two Jedis means many wasted lives

LIKE THIS? OH DEAR...

Episode 1: Phantom Menace - Rubbish, but not quite as bad as Jedi



Colony Wars: Red Sun - If sci-fi is your bag, this is a top space shooter



WE RECKON

An insult to the classic movies which inspired a generation. Visually it sucks, it's awkward and fiddly to play and the gameplay's repetitive. It's ridiculously difficult too, so even if you put common sense aside and play for a few hours, you won't get past level two. You'll hate this stinker, even if you adore everything Star Wars. **Alex**

2
OUT OF TEN

SUIKODEN 2

It's a fast-paced, thrilling, emotional rollercoaster. It's also an RPG. Wait! Come back!

KNOW THIS



PAY NO MORE THAN:
£29.99
OUT MAY

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

The test of a good RPG is how much you live the adventure. A Final Fantasy can make you forget about food, sleep, needing the bog and even washing. Hell, it can even make you miss the footy on the box. But most old-school (cartoony and basic) RPGs don't fall into this camp, thanks to clunky gameplay, badly-translated dialogue and dismal visuals. Meet the exception.

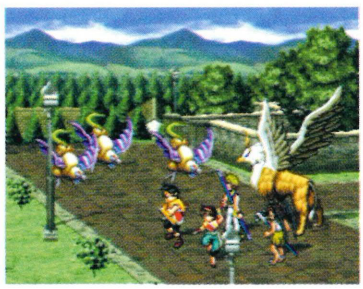
Suikoden 2 is one of the finest old-school RPG's we've seen. No lie. Despite the cheesy 2D look of the game, RPG fans will lose themselves in the complex and surprisingly mature story. The opening scenes where you and your childhood pal get double-crossed and separated, vowing to be friends forever, serve to highlight the main themes of the game in ten minutes. You connect with the characters more in half an hour than in the first five hours of Final Fantasy 8.

One of the things that's usually annoying in old-school RPGs are the fights. Endless, dull enemies tend to just randomly pop up and fight you: you can't even see them before they attack. Here, the enemies are still invisible, and given to surprise attacks, but the scraps are such a hoot you'll be looking forward to kicking off with the next bunch of freaks rather than dreading it. There's tons of cool attacks and combinations to learn, and they're all fun rather than just spoddy.

There are quests and sub-quests, mini-games and interactive war scenes, and a whole world of engrossing events to discover. And the plot genuinely will suck you in, right from the start. Give Suikoden 2 a chance and you won't want to leave the house till it's dusted.



▲ Gigantic bosses liven up the action



▲ Battles are turn-based and complex



▲ As usual, expect massive spell effects

WE RECKON

It's well old-school, but it's also deep, absorbing and totally intense. A fantastic adventure that'll appeal to newbies and seasoned RPGsters alike. **Lee**

8
OUT OF TEN

JO-JO'S BIZARRE ADVENTURE

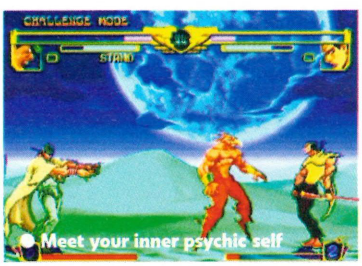
Yet more bizarro 2D beat 'em up action. Will it ever stop?

KNOW THIS



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£29.99
OUT NOW

1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



Jo-Jo's Bizarre Adventure is based on a weird-ass Japanese Manga series and now, all three of the UK fans of the series can scrap it out as their favourite characters. The rest of us just get fairly standard Street Fighter-esque two-player fighting and a completely hatstand story mode.

The main difference between Jo-Jo's Adventure and the millions of other PlayStation 2-D fighters is the Stand system. Each character has the ability to control their inner psychic spirit, known as their Stand. During each battle there are really four characters on screen, and you can choose to fight as your chosen character or their Stand. Special moves sometimes let you control both.

The Stand system adds a bit of interest to the fighting. Your character and your Stand share an energy bar, but the Stand's moves do more damage against physical opponents, and less against another Stands. You've got to think carefully about when to go psychic and when to get physical.

Other than the Stand system, this is standard stuff. As well as the two-player rucks, you've got a Story Mode that lets you battle your way through the bizarro characters one-by-one, taking on the occasional weirdo sub-game as you go. The sub-games are mostly dull, though.

In spite of the Stand system, there's nothing revolutionary on offer here. The controls are slightly unwieldy and the graphics aren't anything new.



▲ There's a few strange sub-games to get to grips with, but they're mostly just tedious



▲ Electrical onslaughts!



▲ Strange psychic powers!



▲ Huge special attacks!

WE RECKON

Tries too hard to be off-the-wall and ends up being annoying. This offers solid fighting and lots of long-term play but it's unlikely to get you excited. **Lee**

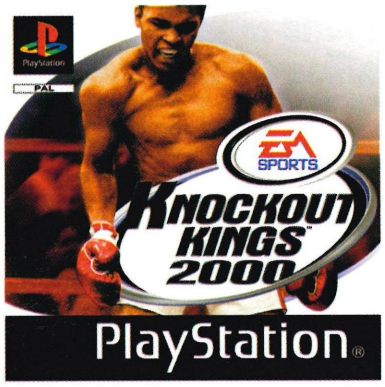
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JACKIE CHAN'S STUNTMASTER

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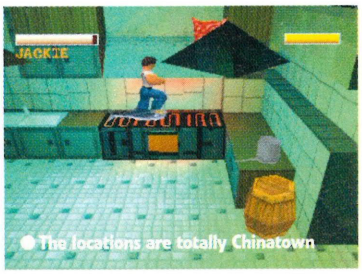
£19.99

OUT NOW

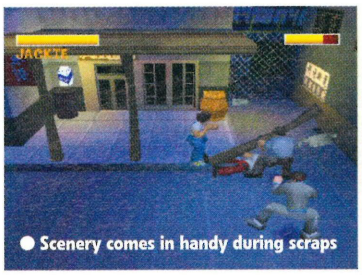
1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



● Lightning-fast kung fu moves aplenty



● The locations are totally Chinatown



● Scenery comes in handy during scraps

Listen to weirdo wisecracks and shouts of 'Oh! My head!' as the diminutive kickmeister goes cross-country bone-breaking

If you're a fan of the world's favourite midget kung fu master, you'll find plenty to amuse you in here. It's cartoony as you like and the chopsocky feels more like a platformer with kicks than a serious beat 'em up. What's more is Mr Chan's weirdly high-pitched voice pitches in with little wisecracks as the dumbo kung fu goes down.

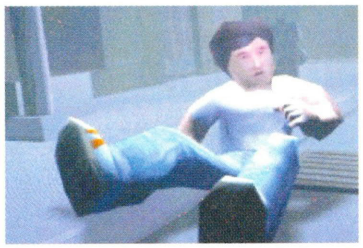
Jackster gets subjected to the kind of violence that'd have any normal man in Intensive Care. You get to see him jump off buildings, crushed by crates, and toasted on grills in Chinese restaurants. It's all there. The only thing that's missing are those cheesy outtakes at the end.

This is dumb for sure, but it's kind of fun even if the graphics aren't all up to much. Your first thought when you turn it on is 'Jesus, Jackie ought to lay off the old Chow Mein'. He looks more like Sammo off Martial Law than his normal trim self. And all the other characters look similarly in need of Weight Watchers treatment.

But what it lacks in visuals, it makes up for in sheer stupidity. Jackie can whack people on the head with pans, get mashed into the tarmac by passing trucks, even duke it out with fat chefs while trading wisecracks about their noodles. This isn't the most polished game you've ever seen, but for £20 it's not a bad deal. And if you like his films, you'll recognise loads of bits straight out of Police Story and his other masterpieces.



▲ The plot is hackneyed claptrap dripping with cheese. Just like the films



▲ Good old Jackie. He takes a hit, dusts himself down and it's back to the coal face



● Loads of the fighting happens in precarious places



▲ Much of the game feels more like a manic platformer than a beat 'em up

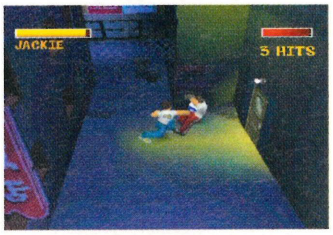


▲ Get outta the way of that truck or Jackie's gonna be a pavement pancake

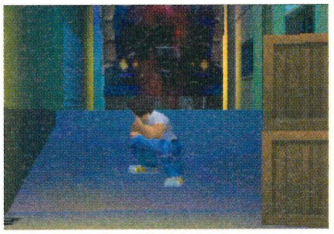
BROKEN BONES

TAKE MORE PHYSICAL PUNISHMENT THAN A CRASH TEST DUMMY

If you've ever seen one of Jackie's movies, you'll know that apart from unusual facial expressions, his main talent is for extreme personal injury. And this game doesn't disappoint, setting the Chan man up for horrific bodily damage time and time again. You'll help Jackie as he flees for his life from a truck barrelling down the road, screaming in terror as he goes. You'll watch him get up from a horrific fall with some deadpan statement like 'Oh my head!' Just like a Jackie film, except the little guy doesn't have to spend three months in traction after every take.



▲ Lucky Jackie's built like a small buffalo in this game for the beatings he takes



▲ For a little fella, Jackie sure can soak up a hell of a lot of damage

KICK! PUNCH! IT'S ALL IN THE MIND!

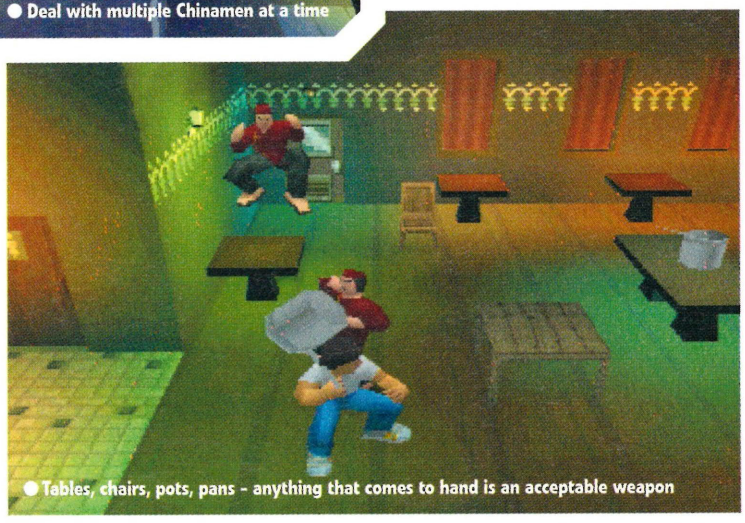
The combat isn't the most complex and polished fighting we've ever seen, but hey, it works. The mad midget can pull off kicks, punches, counters and throws at the touch of a button, and once you've worked your way through a few dockyards full of welly-boot wearing goons, you'll be racking up eight-hit combos with ease. You're mostly up against multiple thugs but it's pretty easy to switch between opponents, so it never gets too sticky. In true Jackie-flick style, you can also pick up barrels, sticks and pots and use them to leather your opponents. And most of the time, the combat's taking place on spine-threateningly high platforms for that added danger factor.

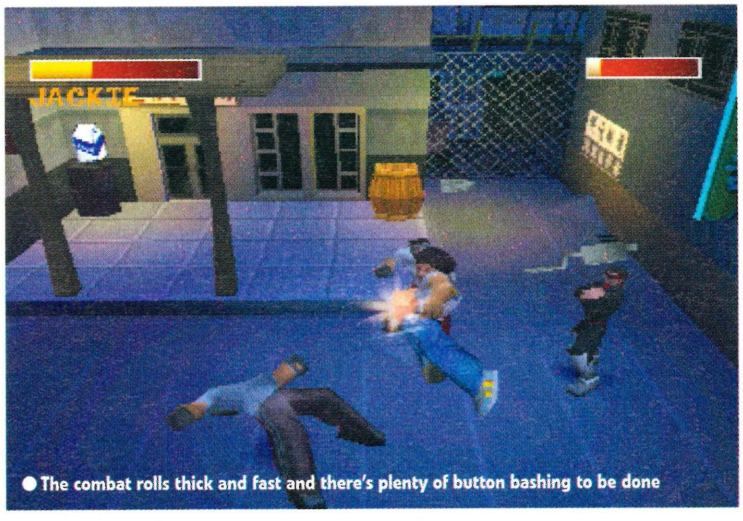


● Deal with multiple Chinamen at a time



▲ If you can't stand the heat...


● Tables, chairs, pots, pans - anything that comes to hand is an acceptable weapon



● The combat rolls thick and fast and there's plenty of button bashing to be done

RESCUE SHOT

KNOW THIS



PAY NO MORE THAN:
£19.99
OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, LIGHTGUN


● Huge rocks spell imminent doom

This is a lightgun shooter for tiny kids, vegetarians and pacifists. Oh dear

This is the first lightgun shooter where your goal's to prevent injury, rather than causing it. Use your sharp-shooting skills to protect a weird rabbit as he strolls through colourful cartoon woods. All the while bats, cats and giant rocks rain out of the skies intent on greasing his ass.

Meanwhile, you've got to shoot everything that might hurt the little wabbit, even shooting his feet to make him hurdle over obstacles.

After a while, it gets pretty frenzied, with giant cows running in from the side, while big hairy spiders are dropping from the trees and rocks are rolling down the hillside. Since the action gets so nutty, it's best to play two-player. This is fun for a while but after a couple of minutes, you'll turn round to your mate thinking 'What the HELL are we doing?' Stick to Time Crisis for your shooting thrills. You get to kill people in that one, y'know.



▲ Use grenades as well as bullets



▲ Danger lurks behind every dandelion

PLUS RECKONS

It doesn't look up to much but the man Chan jumps off high buildings, gets splatted by trucks and hits fat people over the head. What more did you expect? **Rob**

7
OUT OF TEN

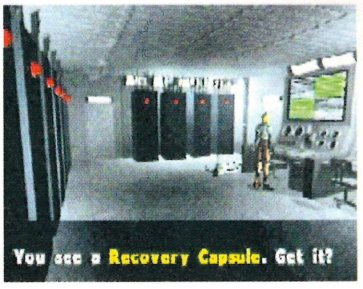
PLUS RECKONS

We challenge you to play this and not deliberately shoot the bunny after a few minutes. It's slick enough, but it's just too cute and weird to be allowed to exist. **Rob**

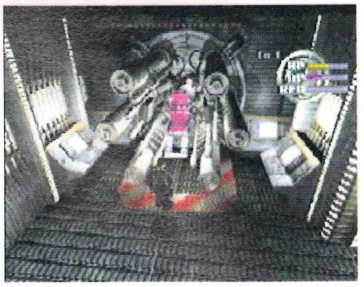
5
OUT OF TEN


▲ Lem, the strangely metallic boss


▲ Soldiers are easy meat. Take him down



▲ Drugs are everywhere. Take them all


▲ The backgrounds look lush

GALERIANS

This hospital-from-Hell thriller is like Resident Evil spiked with an unhealthy dose of hard drugs. Prepare to be very afraid

KNOW THIS

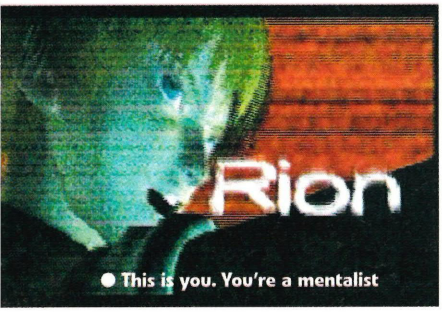


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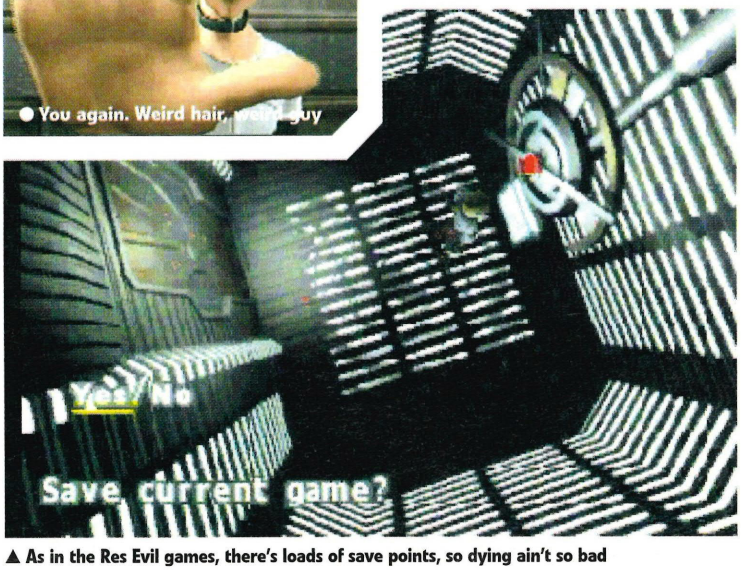
OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUALSHOCK PAD



● This is you. You're a mentalist


● You again. Weird hair, weird guy



▲ As in the Res Evil games, there's loads of save points, so dying ain't so bad

The future is a very bad place. Evil corporations think nothing of pumping genetically engineered human slaves full of Psychic Power Enhancement Compounds (PPECs) in the name of research. Hordes of test-tube babies, called 'Rabbits', are genetically modified to be suited to a life test-driving poisonous psychic drugs. Most die, but some occasionally develop strange new skills when under the influence. You play Rion, the brightest of the bunch.

You take on the role of the fledgling head-warper after Lem, the chief scientist of the research lab you know as home, ups your test doses ten-fold leaving you able to blow people off their feet with your psychic powers. Your memory's gone completely blank, but you manage to escape from the metal bands tying you to the operating table and make a break for freedom.

Galerians plays like Resident Evil, but guns have been replaced with drug-induced powers. Various drugs littered around the labs – Nalcon, Red and Skip – give you differing attacks. For instance, pop a Red and you can set people on fire just by looking at them. Smokin'.

Your captors do their worst to stop you escaping the research compound, and scientists with stun-guns are swiftly replaced by shotgun-toting SWAT teams and laser-pumping mechs. There are loads of characters to meet, from deranged scientists down to nobodies like drug pushers and hotel clerks.

As you work your way through the massive levels and discover the hideous truth about your past, you'll have to unravel loads of puzzles. They get tricky very early on in the game. You'll be "psyching" liquid explosive to blast through doors and solving mysterious riddles involving double-headed animals.

This is tense, bloody and some bits are so sick they make Silent Hill look like Blue Peter. If you're a fan of Res Evil, you will lap this up.

PSYCHIC THUMPING

Injecting different drugs gives you different powers. Red and Nalcon are the two basic drugs you get in the first stages of the game, letting you whack opponents with a psychic blast and set people on fire respectively. Here's how to grease an evil scientist just by thinking about it.


▲ The scientist moves in for the kill. Time to start charging up for a little surprise

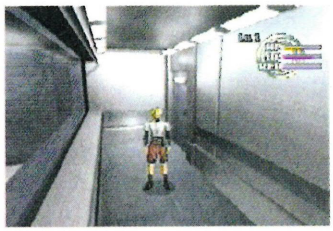

▲ Holding R1 charges up the red circle gauge. When it flashes, you're ready


▲ Hit ⊗ to produces a huge psychic blast that'll kill the boffin stone dead


▲ Yup, he's not getting up after that one. Mad Junkies 1, Evil Scientists 0

SHOOTING UP

You have to keep Rion topped up with pills to use his psychic attacks. It's kind of like keeping him stocked up with ammo. Taking a pill fills your powerbar and chooses which attack Rion does. Using attacks empties your powerbar. Pills are hard to find, so you've got to be careful.



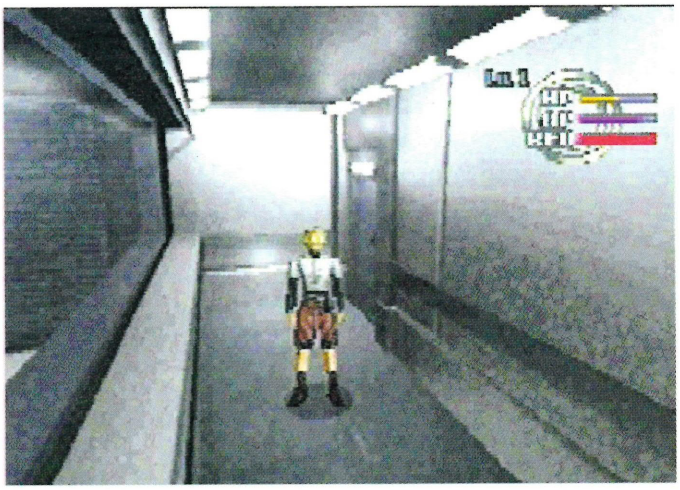
▲ Time to recharge your flaming powers



▲ Grab a red drug phial from your stash



▲ Stick the spike into your veins and feel that psychic goodness flowing in



▲ Wow, man, what a rush! Rion's power is full and he's switched to his flame attack



● Rob the explosives from the locked cabinet

PUZZLING IT OUT

Rion has to seriously use his head if he's going to get through. Finding keys for doors is one thing, but more complex riddles emerge quickly. Learning how to handle explosives will help you get through the later areas. Here's how.



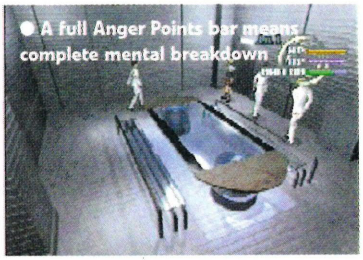
▲ Spray on the explosives



▲ Aim a psychic blast at the door. Boom-shakalaka!



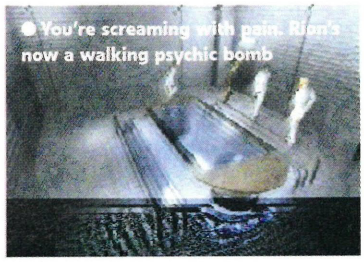
▲ You're through! Go on in



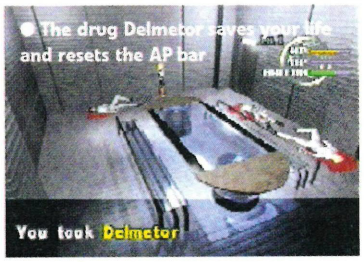
● A full Anger Points bar means complete mental breakdown

BREAKING POINT

Taking the drugs that give you psychic powers gradually turns your brain into a psychic bomb. Your Anger Points fill up as you pickle your mind, so you've got to defuse by taking Delmetor tablets. And they're rare, so you've got to think carefully about when to use them. Get the recipe wrong, and you die.



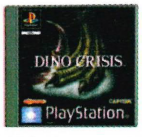
● You're screaming with pain. Rion's now a walking psychic bomb



● The drug Delmetor saves your life and resets the AP bar

LIKE THIS? TRY THESE

Resident Evil 3- the best of the RE crop. Shit-your-pants scary



Dino Crisis- Jurassic Park meets PlayStation in this tense actioner



WE RECKON

The puzzles can be bewildering at times, but the story-line is tense and the combat's gruesome, making for a spine-chilling game. If you're desperate for a Res Evil fix, mainline this beauty. It's just as dark, violent and scary, and it's a welcome break from yet more zombies and yet more T-virus. **Pat**

8
OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

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OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUALSHOCK



▲ Much of it is standard platforming fare



▲ Some of the scenes look really good



▲ But the puzzles will just get on your tits

TOMBI 2

Here's platform madness starring a prehistoric pink-haired punk. But with cuteness to make you chunder, you'll wish this Jurassic Johnny Rotten died out with the dinos



▲ You're given help by various weirdos

You play a punk caveman who's got to jump, roll and slingshot his way through a semi-3D world. It's set to a tinkly soundtrack straight off the Early Learning Centre, and the characters are so damn cute they make Pikachu look like Godzilla.

But at least they've tried to make this stand out from run-of-the-mill jump 'em ups. There are tons of tiny missions to be completed, and each level boasts secrets you can uncover by poaching a hard-to-reach Golden Crab, or doing stuff like making a water pump start working.

It all sounds pretty clever, but it means you're stuck in the same area for hours, trying to find the last red bird or fill up Mrs Miggins' water bucket.

The levels are nicely designed, with all sorts of swingy bits, tricky jumps and climbs to get to grips with. But it's irritating having to go back and find a nonsense item such as a magic frog when you've already been through an area 150 times. Rather than re-inventing the platform game, they've just made it stacks more annoying.

A lot of the puzzles are irritating and your heart sinks when a new message pops up to tell you you have to find the eight silver voles. And the game isn't helped by clunky controls and pseudo-3D that just disguises the fact that this is a 2D platformer dressed up.



● The characters are rancidly cute



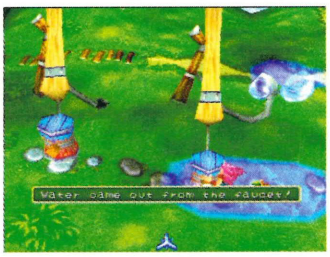
● It looks 3D but mostly you can only move left or right in old-school 2D style

ON AND ON THE PUZZLES GO

You'll reach a new area, then you'll either meet some gimp who tells you what you've got to do next, or you'll read it on a sign. Some of the mini-quests you can only discover by accidentally rolling over one of the things you've got to collect. Whenever you finish one of your good deeds of the day, you'll either be awarded with a cool new item or a piece of clothing that'll give you new abilities. The thing is, it's never-ending, and the puzzles don't develop as the game goes along. It's just 'find new object, get to the hard-to-reach area, jump on the mushroom' again and again. Just check these weirdo sub-quests out.



▲ Suddenly, you're off on another quest, trying to find fish to dry in the wind



▲ Wander into the village, and you have to pump water out of a broken faucet

WE RECKON

This has some nice ideas, but it's pretty messy to look at, and the puzzles'll leave you cold. Interesting for five minutes, boring for the next few days. **Rob**

5

OUT OF TEN

FIND OUT FIRST



132-PAGES OF TOKYO LAUNCH SHOTS, INSIDE STORIES, INTERVIEWS & OPINIONS ABOUT THE PLAYSTATION 2.

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CHAMPIONSHIP BASS

KNOW THIS



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OUT NOW

1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ It takes ages before you get a bite

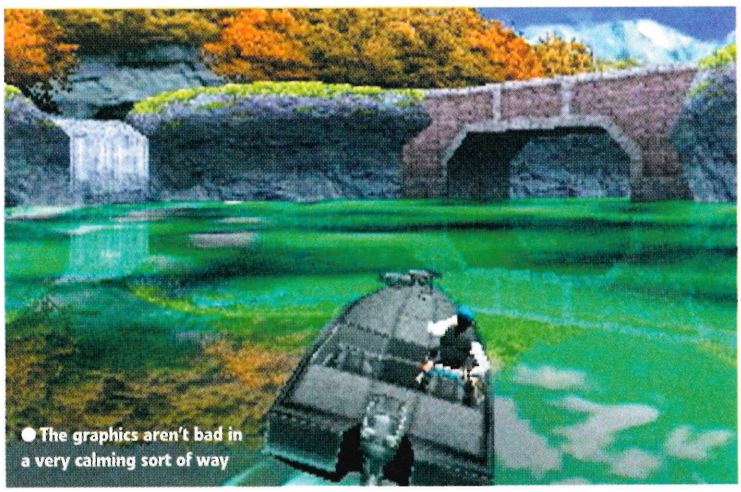
Head out to peaceful American lakes and catch no fish in this too-tricky bait 'em up

Championship Bass captures the bone-grinding tedium of real-world fishing like no other fishing game. You'll spend most of your time staring out at the still waters, wondering if there are any fish in there at all. Maybe this is realistic, but entertainment-wise it's up there with bowel cancer and root canal surgery.

Fishing games can be fun: check out last month's button-bashing frenzy Fisherman's Bait 2. But here, unless you've got a Master's degree in the feeding habits of the American largemouth bass, you're not going to get it right. You really have to know where those big scaly mothers are lurking if you want a chance of landing one.

Thing is, this is well detailed, and the difficulty level is probably absolutely spot-on in terms of realism. But it's just not entertaining. And even if you're a fishing nut who can't go a day without heading out to the canal with your thermos and sarnies, remember this isn't proper British fishing. It's American fishing.

And even if you reckon there isn't a carp or trout in UK waters that you couldn't outwit, these Yankee bass are different creatures. This game makes no effort to entertain whatsoever. You'll be seething with rage within half an hour.



● The graphics aren't bad in a very calming sort of way

WE RECKON

Yo DJ, where's the bass? It's far too difficult to land the whoppers you need to win. We want less realism, more entertainment, ta very much. **Rob**

4

OUT OF TEN

EVERYBODY'S GOLF 2

Do 18-holes with a workmate whose taste in flannel checks is a criminal offence

Most golfers are nothing like the soulless robots on the PGA Tour. You're more likely to find a 45 year-old mortgage advisor hacking up your local 18-holes than Tiger Woods. Everybody's Golf 2 honours these people.

You select a completely unprofessional goon and haul him around the course. The controls are pretty standard, but everything about it is pleasantly comical. You get cussed by the commentator when you mess up, and you can even goad your opponent with a few choice button pushes while he's on the tee.

It's certainly the most fun golfer on the PS, but there are some problems in the control system. Such as how the power bar translates to actual distance of your shot. For a quick versus match with a mate it's ideal, but real-life golfers probably won't see the funny side. But that's because robots cannot laugh.



▲ Judging the power of your shot is hard



● The usual bird's eye view is here



● You can even be a bint in hot pants

KNOW THIS



PAY NO MORE THAN:

£24.99

OUT NOW

1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Everything's a bit zany in this course

WE RECKON

Everybody's Golf 2 has got the laughs to make it perfect for slapping on when the lads are round. But there ain't enough depth here for the serious player. **Dean**

7

OUT OF TEN

CRUSADERS OF MIGHT AND MAGIC

Dust down your codpieces and gird your loins for a below-par sword and sorcery epic that's more cack and gash than hack and slash

You are Drake, a Conan style tough-nut who's big on violence and short on words. Your family were massacred by evil necromancer Necros and you've been locked up in jail the very same evil pointy-hatted geezer. Now it's payback time.

Escaping from your dungeon cell, you have to batter and maim your way to through a number of fantasy worlds using an assortment of weapons, potions and spells. Sadly, this is more like a crappy fighting platformer than a 'proper' RPG. It's like Soul Reaver Lite. No, make that Soul Reaver Shite.

This is just a samey, ham-fisted parade of skeletons, elves and dwarves to scrap with. It seems imagination hadn't been discovered in the time of the goblin. And with a dull combat system, crap plot and poor graphics, this is one bogus journey.

KNOW THIS



PAY NO MORE THAN:

£34.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



● A large part of this game is spent on huge cross country runs

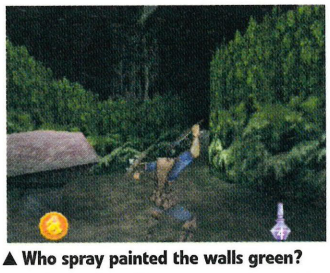
DULL AND DULLER

It's not difficult to make progress in this game and it doesn't take that long to complete. That's actually a good thing, because a couple of hours playing this will make you feel tired all over.

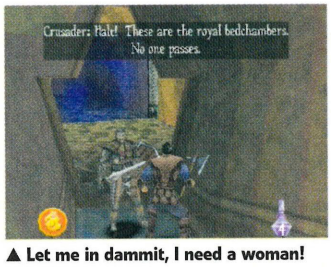
For starters, you never get to choose what to do: it's always just a question of moving on to the next bit, and hacking the next tedious little goblin to death. But even getting around the game world is annoying: it takes bloody ages to travel anywhere. The paths between the five major environments are mind-numbingly long. You often end up running along for fifteen minutes just to get to a goods shop to trade in your booty. A couple of huge treks like this and you'll be losing the will to live, guaranteed.



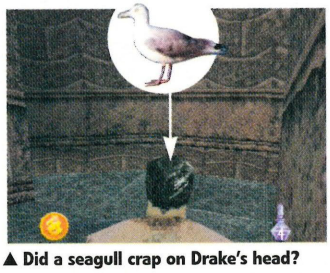
▲ Some scenes look quite nice



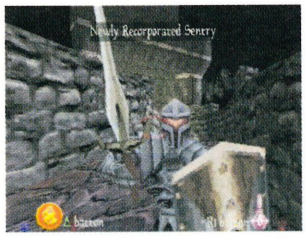
▲ Who spray painted the walls green?



▲ Let me in dammit, I need a woman!



▲ Did a seagull crap on Drake's head?



▲ You can use a first person view



▲ Drake gets hit by some horrible green goo

MAGICAL MYSTERY TOUR

The spell system is a minor plus point. You get up to ten spells, such as healing, fireballs, freezing, and lightning, all with three levels of power. And they all look pretty impressive, from the singeing blast of the Fireball to the ghostly shield of the Spectral Ally spell.

Unfortunately, the spells aren't that easy to use, and the combat is nothing more than a half-arsed beat 'em up. There's none of the in-depth battling that RPGers know and love. Changing weapons and choosing spells is a total pain in the ass. You have to enter a clunky, badly-designed menu screen all the time to scroll through your options, which is really annoying when you're trying to fight off a horde of goblins.

WE RECKON

This is Soul Reaver minus the atmosphere and imagination. No good for RPGers 'cos it's not in depth enough, and no good for everyone else 'cos it's bloody boring. **Steve**

4

OUT OF TEN

GUILTY GEAR

'You stand before this court charged with being a weak version of Street Fighter. How do you plead?' 'Guilty m'lud!'

It's almost like Tekken never happened. This is just the same as the 2D fighting games you were playing ten years ago. It's still jerky. It's still slow-moving. It's still two-dimensional. Sure, the moves are big and bright-coloured. But that's not enough to make this interesting.

Guilty Gear boasts precisely one all-new gimmick – the Destroy move. It's an almighty one-hit-and-you're-dead move that can decide fights in an instant. Sadly, the Destroy moves just seem to make the game unbalanced.

Apart from the Destroy moves, this is old, old hat. The characters are wacky as you like. There's a gay pirate who can summon multi-coloured dolphins of death and a weirdo surgeon who whips out an operating table mid-combo. But after ten years of this kind of weirdness, we're used to characters that are a few chips short of a Happy Meal, and it's going to take a hell of a lot more than concentrated weirdness to make us sit up and take notice.

Other than that, this is pretty much exactly the same as every 2D fighter ever. Sure, some of the moves are big and impressive, but it jerks like a monkey in a mental hospital as the hits go down. Ugh.



▲ This is no Streetfighter folks



● Yes! DoA 2 style panty shot

● Old bloke with big sword hacks at eight foot high freak



KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

SEEK & DESTROY

THE ONE UNIQUE THING IN THIS IS ROT

The gimmick of a Destroy move is that it lets you waste your opponent with one shot in one round. Now doesn't that sound like fun? Veteran Guilty Gear players (all three of 'em) will waste anyone who hasn't played it before in a second flat. It's an idea that sounds kind of cool but turns out to be annoying when it happens to you. And asides from some good-looking graphics that's about all that Guilty Gear has to offer.



▲ Witness the pervy 'flasher' dragon



▲ Salivate over some tasty white pins



▲ Get sliced up on an operating table



▲ Splash in a wee puddle (geddit?)

A GAME OR SLIDE SHOW?

Thing is, this is one of those games that looks great in a still, but it's well disappointing when you see it on the move. It lacks the lightning pace of something like Street Fighter Alpha 3, and the animation's well jerky. Some of the moves look well cool, but it's more like watching a slide show than a game.



▲ The most painful blows are psychological



▲ Solid Snake lookalike Sol burns Axl Rose

WE RECKON

This isn't offensively bad, but it's just a second-rate take-off of a tired old game-style that anyone with any sense exhausted about five years ago. **Les**

5

OUT OF TEN

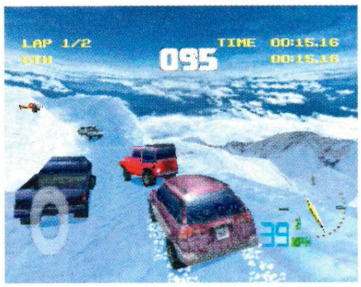
4X4 WORLD TROPHY

Cranking a ton of four-wheel-driven steel through a seven foot pit of slurry should be a top laugh. But this game's too slow

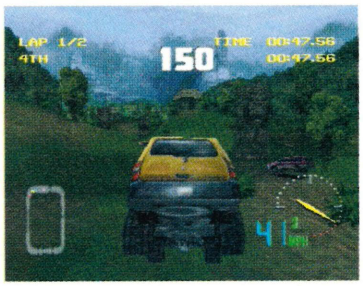
Is there any vehicle more desirable than the Jeep Wrangler? Yes actually. Several thousand. So any racing game based on bog-standard 4x4s instead of sports cars is in trouble straight away. Which is a shame, because World Trophy makes a bold stand in its losing battle.

The bumpy tracks look suitably rugged, ranging from a point-to-point rally in the Black Forest to an oval around Mount Fuji. A whole new skill set is required over ordinary racers. Try a steep hill climb without enough speed and you'll roll back down. Loose surfaces cause wheel spin and you lose grip. It's a fair attempt at matching the antics of real-world doughnut-wheeled tin boxes.

But it can't hold a candle to the likes of GT2 or Ridge Racer for long term appeal. If the furthest off-road your 4x4 goes is Sainsburys, this might show you what you're missing.



▲ Mount Fuji means snow. Handling is tough



▲ Even the big trucks catch some phat air

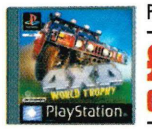


▲ The forest 'rally' stage is easiest to win



▲ 79mph is about as fast as you can go

KNOW THIS



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OUT JUNE

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

WE RECKON

It's a laugh for a while and a different game to the racers you're used to. But it's time-out when you wish you were piloting a Nissan Skyline, not a Patrol. **Dean**

6
OUT OF TEN

ROCK THE RINK

Ice Hockey meets Speedball. And gets its head kicked in

Obviously the people behind this have realised that there is only so much you can do with an ice hockey game.

Just churning the same game out year after year with a few statistical changes to keep it going should get them rumbled by the gaming equivalent of the fraud squad.

So what have they done? Tweaked the graphics so that they don't look quite as polished to keep in feel with the rawness of the game. Axed most of the rules. And thrown in a few teams with dumb names. That's about your lot folks.

Slick gameplay has been replaced with utter carnage but that's not a problem. It's actually fun to beat the crap out of a team and then stick in a goal just to rub salt into the wounds.

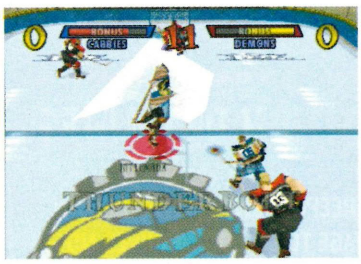
The problem is that after three or four games of this, you find yourself playing it on autopilot, not really taking an interest in what's going on as the game gets more repetitive than an Australian soap.

KNOW THIS

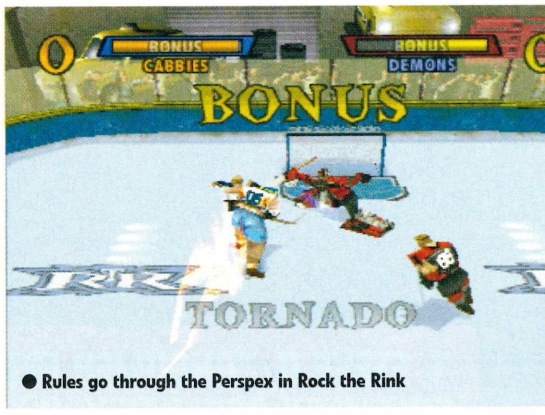


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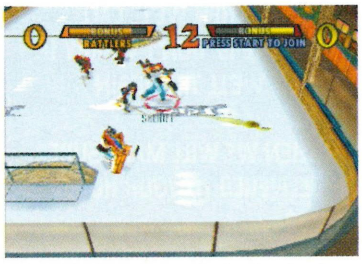
1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



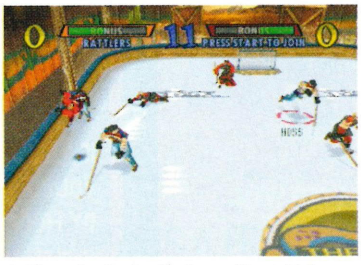
▲ There's some quick-hit body-crunching going on but you'll soon get bored



● Rules go through the Perspex in Rock the Rink



▲ Graphics have been tuned to 'raw' to keep a gritty feel to the whole game



▲ Obsessive ice hocky fans will get kicks from the tweaks but others should avoid this

WE RECKON

Despite fun moments, genuinely original ideas in Rock the Rink are AWOL. This genre needs a good kick to stay fresh but someone else will have to do it. **Les**

4
OUT OF TEN

10 AIWA TELEVISIONS TO BE WON

ONE LUCKY WINNER GETS A 21" SET WORTH £250 AND NINE RUNNERS-UP GET 14" PORTABLES WORTH £150. BEAT THAT

When it comes to playing PlayStation games, these TVs are just about perfect. Not only do they have full Nicam and Surround Sound as well as Scart and S-Video sockets to plug into, but they also boast a Multi AV Enhancer designed to boost the picture when playing games. This means the graphics will be crisper and the sounds even clearer than before. Nice eh? And that's why we reckoned these would make just about the perfect prize for a gamer to win. Good luck!

'I, STEVE O, CONSUMER EDITOR OF PLAYNATION, DO SOLEMNLY PROMISE YOU THAT...'

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IF YOU ARE A WINNER THEN WE'LL CALL YOU ON MONDAY JUNE 19. DON'T WORRY IF YOU'RE NOT HOME – WE'LL TRY AGAIN

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1) TELEVISION USES WHAT TO MAKE IT WORK?

- ☐ a) Electricity
- ☐ b) Worker ants
- ☐ c) Good vibrations

2) WHO INVENTED THE TV?

- ☐ a) Alexander Graeme Bell
- ☐ b) Bobby Charlton
- ☐ c) Fungus the Bogeyman

3) WHAT DOES TV STAND FOR?

- ☐ a) Television
- ☐ b) Tankvariety
- ☐ c) Toadvision

4) WHAT SURROUND SOUND SYSTEM DO THESE TVS HAVE?

- ☐ a) Nicam surround sound
- ☐ b) Farting surround sound
- ☐ c) A gentle wimper sound

5) WHAT COUNTRY IS AIWA FROM?

- ☐ a) Japan
- ☐ b) The Isle of Wight
- ☐ c) Atlantis



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2

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32 PAGES

DEDICATED TO MAKING YOU LOADS BETTER AT GAMING

PAGE 44

THE ULTIMATE WALKTHROUGH FOR HARDCORE STEALTH GODS

18-PAGE SYPHON FILTER 2 GUIDE

PAGE 64

FEAR EFFECT, TOMB 4, DIE HARD 2, RES EVIL 3, MEDAL OF HONOUR, STAR WARS

NINE PAGES OF HOT TIPS & CHEATS

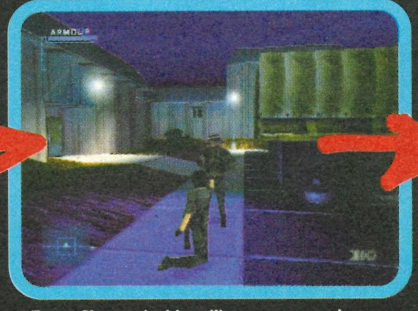
PAGE 62

CALL OUR DEDICATED TEAM OF TIPSTERS AND GUIDE GURUS FOR FREE

MEET PLAYNATION'S MASTERS

● 'What's this fungus on the right side of my face?'

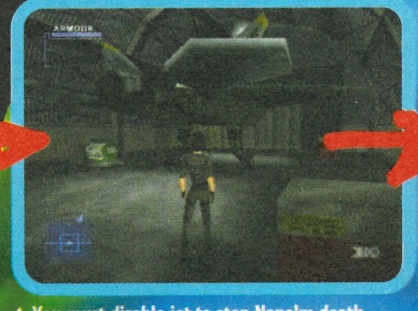
NEXT PAGE SYPHON FILTER 2 GUIDE



▲ Zap a GI goon inside military compound



▲ Use your stealth skills to hide from grunts

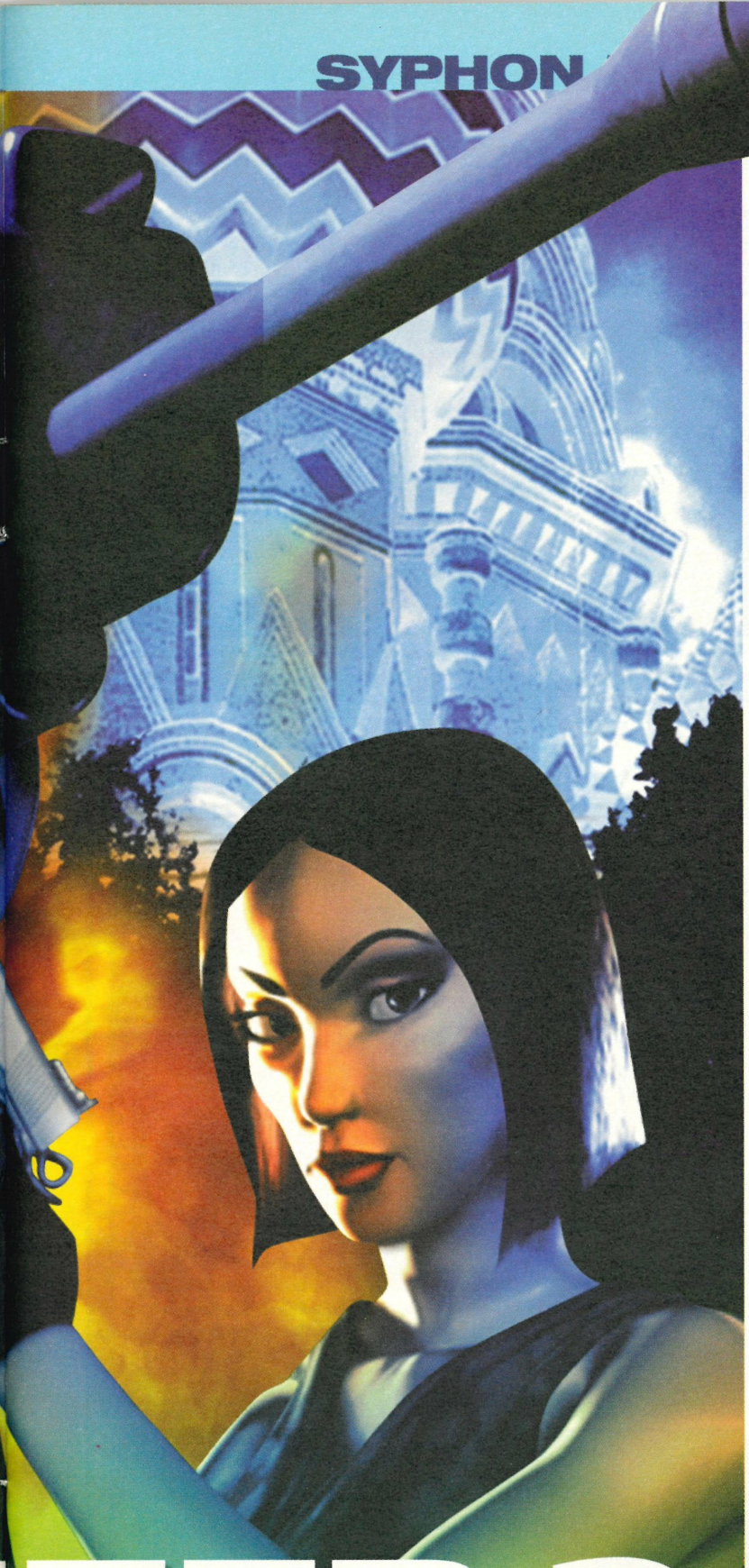


▲ You must disable jet to stop Napalm death



SYPHON FI

SOLVE THIS 21-LEVEL STEALTH EPIC WITH OUR EASY-TO-FOLLOW GU

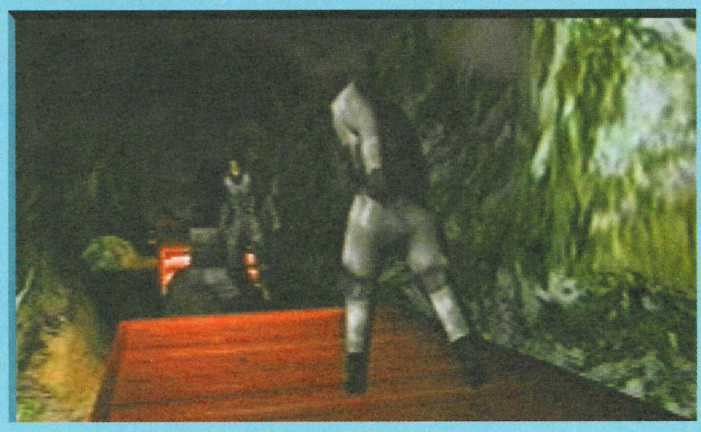


LTER 2

DE. BY MASTERS GURU JOFF BROWN

Inside this guide

HERE'S YOUR COMPLETE SOLUTION TO THE FEAST OF GUNS, GUARDS AND DEAD AMERICANS THAT IS SYPHON FILTER 2



46 **GENERAL TIPS**
Moves and tactics to help you win

47 **MISSIONS 1-3**
Colarado Rockies, McKenzie Airbase interior, Colorado Interstate 70

48 **MISSION 4**
Interstate 70 Mountain Bridge

49 **MISSIONS 5-6**
McKenzie Airbase exterior, Colorado train ride

50 **MISSIONS 7-8**
Colorado train race, C-130 wreck site, stealth tips

51 **MISSIONS 9-10**
Pharcom Expo Center, Ancient China exhibit

52 **MISSION 11**
Moscow Club 32

53 **MISSION 12**
Moscow Streets

54 **MISSIONS 13-14**
Volkov Park, Gregorov in Voltov Park

55 **MISSION 15**
Aljir Prison break-in

56 **MISSION 16**
Aljir Prison escape

57 **MISSION 17**
Agency Bio-lab

58 **MISSION 18**
Agency Bio-lab escape

59 **MISSION 19**
New York slums, stealth tips

60 **MISSIONS 20-21**
New York sewer, battle with Chance

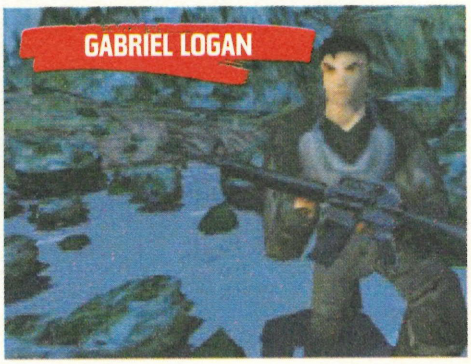
61 **TWO PLAYER MODE & ENDING**
Multiplayer shootouts

Syphon Filter 2: be silent but violent

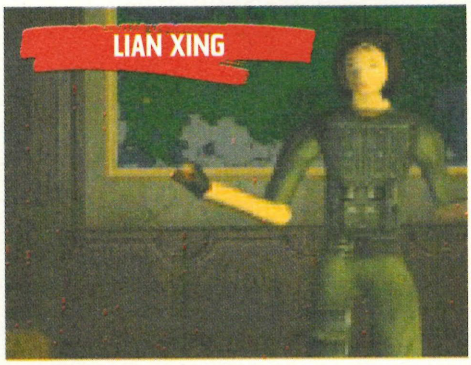
BEFORE YOU START SYPHON FILTER 2, GET TO KNOW YOURSELF WELL



▲ If you thought the first instalment of this Syphon Filter was on the hard side, you ain't seen nothing yet. In this cracking update you'll need to be underhand and a psychopath to get through these 21 missions. Let's rock!



▲ Ex-Agency op Gabriel Logan is your gung-ho hero. Harder than a nailgun and more chiselled than Mount Rushmore, Gabe'll be coping with the running and killing side of things

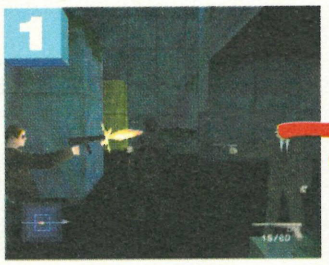


▲ Lian Xing is your stealth expert. But she's been infected with the deadly Syphon Filter virus and it's down to you making the right decisions that will decide whether she'll end up cured or a corpse

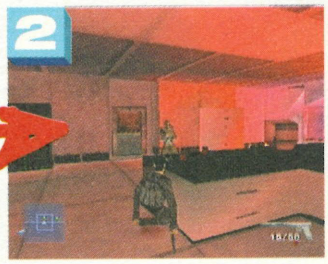
General tips: stealth skills

NO MATTER HOW FAST YOU ARE, YOU'RE GOING TO NEED LOADS OF EXPERT SKILLS TO EVADE AND COMBAT YOUR OLD AGENCY

ROLL OUT OF DANGER

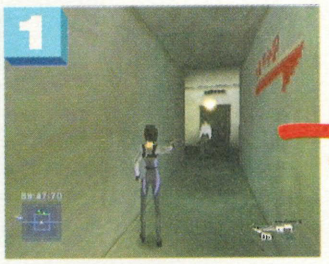


▲ When a sniper's locked a head shot onto you it's time for some serious evasive action or you'll be dead in seconds if you don't react quickly

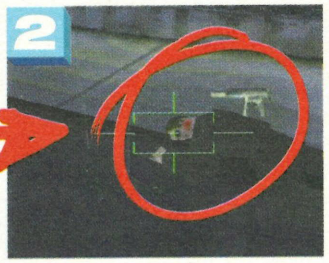


▲ If this happens, use ◉ to roll out of their aim. Be warned though, the moment you're standing again, you're right back in the danger zone

KILL ENEMIES FOR GEAR

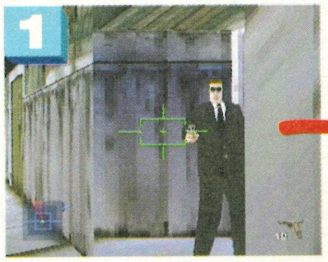


▲ Sometimes it isn't a good idea to run around shooting like Al Pacino at the end of Scarface. Remember who you hit, and where they are

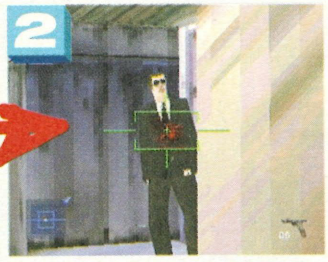


▲ When you walk over your enemies' corpses, you'll pick up their unused ammo. If you kill armoured guards by head shots, collect their flak jackets

SHOOTING ROUND CORNERS

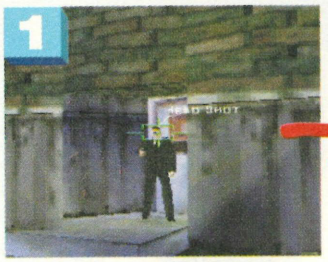


▲ Believe it or not, it's actually quite easy to get an accurate shot from round a corner. This helps when you want to surprise enemies, or hit 'em in the head

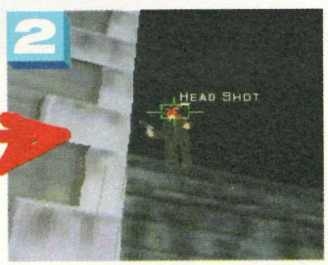


▲ Use the L2 and R2 buttons to peek out from around the corner while holding Target. You'll get out of danger faster and won't need to adjust aim

'IN ME 'EAD SON'



▲ Single head shots kill almost any enemy, but try to use the 9mm instead of longer barrelled guns. It takes a bit of training but it's worth it



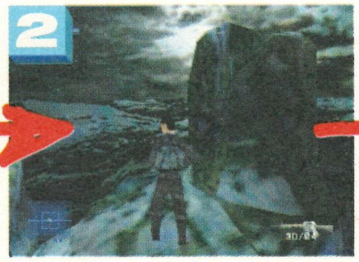
▲ Nine millies have a slightly shorter range, but make up for it because they reload more quickly and are just as effective in cranium cracking

Mission 1: Colorado Rockies

THE AGENCY HAS SHOT DOWN GABE'S PLANE AND HE'S LOST HIS DATA DISCS. GET HIM OFF THE MOUNTAIN QUICKLY!



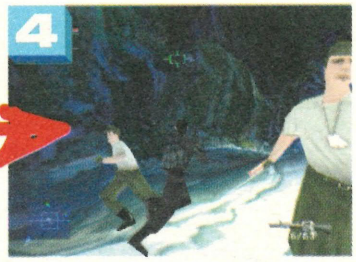
▲ After you find Chance, your men are attacked outside the cave. Kill soldiers for ammo if you need to, while running to the area of high ground on your map



▲ Four soldiers are waiting here, so sneak round the back of the rocks and polish them off from behind. Climb onto the highest point and use the Transponder



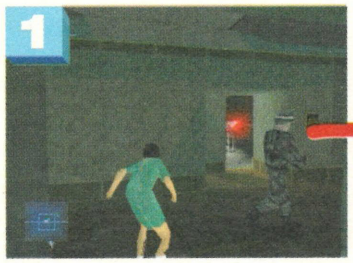
▲ Collect the C4, making sure you run and roll out of danger. Back in the cave, place the explosives and run like hell before you get blasted



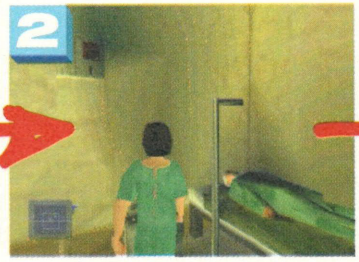
▲ Your GIs are then attacked by two snipers. Head south and climb the ledge to shoot the first sniper. Cross the snowy arch and take out the other with a grenade

Mission 2: McKenzie Airbase interior

MORGAN AND HIS AGENCY GOONS HAVE ABDUCTED LIAN. SHE MUST ESCAPE FROM THE AIR BASE



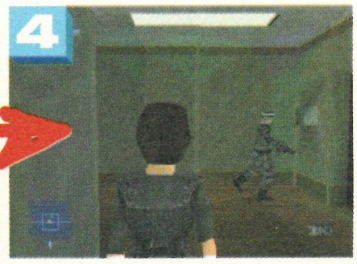
▲ Go north up the hall, close to the wall. Listen to the chat at the end of the hall. Get the adrenalin from Area A9 and head north towards Area A6



▲ Flick switch to open the mirror and go through to the other room. Follow the guard down the hall. Hide in the hollow in the right-hand wall and listen to the guards



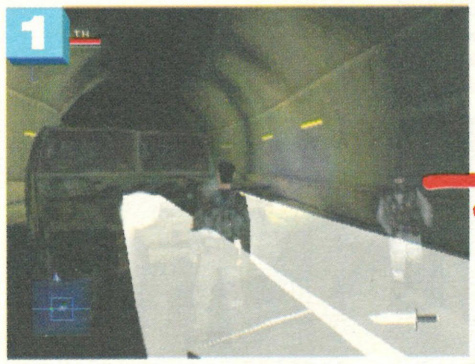
▲ Sneak under the window and into the back room to get your gear. Zap guard with the Taser. Flick the switch and sprint through the doors the guard went through



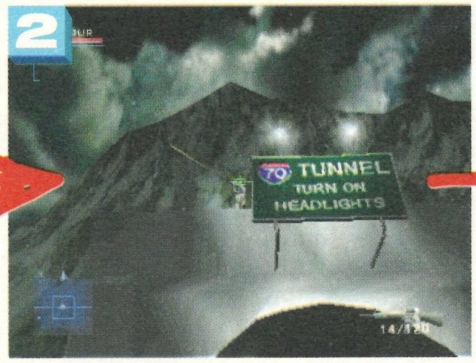
▲ Wait in the alcove to the left and zap the guard as he comes past. Creep and zap the patrolling guard then run to the end of the corridor

Mission 3: Colorado Interstate 70

ARCHER'S ATTACK HAS LEFT GABE WEAPONLESS. HE AND CHANCE MUST MAKE IT PAST THE COMMANDOS IN THE TUNNEL



▲ You've got to get past the guards to reach the crash site. Run into the tunnel and stand between the jeep's headlights. Sneak left round the truck and knife the grunt behind to get lots of lovely killing gear



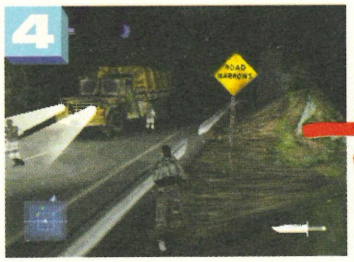
▲ Shoot the two guards in the head and run out of the tunnel to defend Chance. Watch out for the soldier up at the tunnel sign behind you



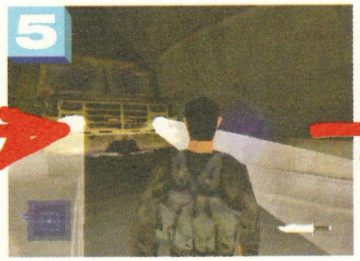
▲ Here's a great bit in the game. Follow Chance back into the tunnel. Then use the flame hose to kill the soldiers in the tunnel. Turn right to get the ones behind you, or you'll be making toasted Chance

Mission 3 continued

YOU CAN RESCUE CHANCE USING THE GAME'S AWESOME INFRA-RED NIGHT-SEEKER KIT



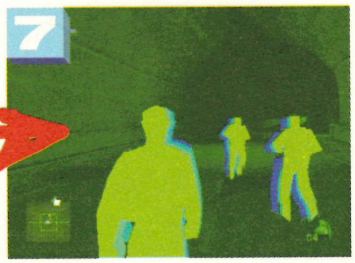
▲ Creep along the cliff. Sneak into the darkness until you get behind the guard near the rail. Climb up to the guards and kill 'em to stop them calling the snipers



▲ Head further down the tunnel with Chance. While he's surrendering, nick the grenades from the back of the truck. And do it quietly



▲ Sneak between the wall and the truck and go back to the power room. Stand at the door of the power room and chuck a Grenade in. The lights will cut out



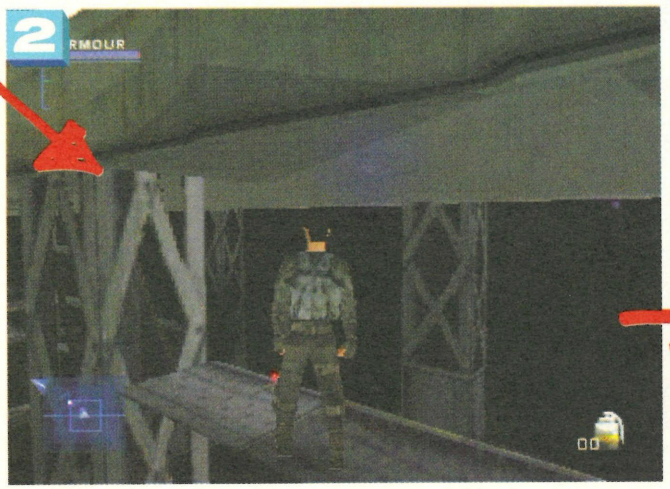
▲ Now you can rescue Chance using night-vision, picking off the soldiers because nobody else can see what's going on. How cool is that?

Mission 4: Interstate 70 Mountain Bridge

ARCHER TRIES TO DESTROY THE MOUNTAIN BRIDGE. GABE MUST DISARM THE CHARGES AND GET TO THE CRASH SITE



▲ Run to the bridge and hang off the edge. Shimmy to the rear of the truck and nab the sniper rifle. Get to the Commander and whack him with a gas grenade



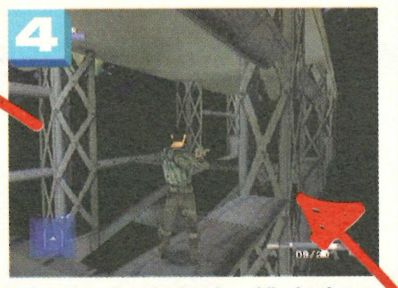
▲ Climb back along the bridge near the equipment truck. Kill the guard under the start of the bridge with the sniper rifle



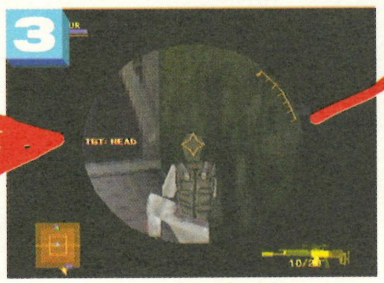
▲ Go to the other side of the bridge and drop two levels down, shooting the guard below before he sees you



▲ Move to the centre of the bridge and climb two levels to the third bomb. Drop and use the upper middle level to get to the last bomb

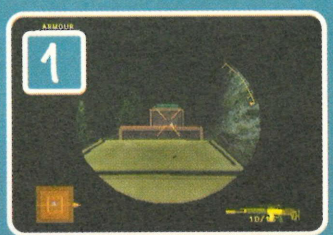


▲ Sneak north and snipe the soldier by the southern truck. Inch southwards on the ledge and kill the soldier near the tunnel entrance

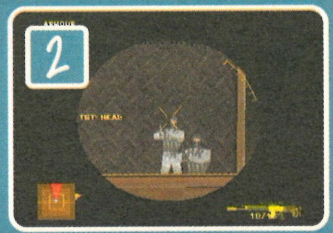


▲ Disarm the first bomb where that guard was and the second which is below the equipment truck where you hear guards

STEALTH TIPS



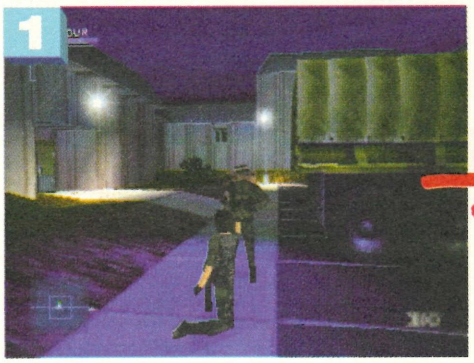
■ If you're having trouble sniping, remember to use the zoom on the rifle



■ Use △ and ○ buttons for bigger heads to split and greater satisfaction

Mission 5: McKenzie Airbase exterior

NOW LIAN'S OUTSIDE, SHE HAS TO MESS UP MORGAN'S BOMBING PLANS AND STEAL A HELICOPTER TO ESCAPE. NOT EASY FOR AN INVALID



▲ Zap one guard and follow the other one to the parking lot. Dispose of the soldier by the truck and steal the silenced sniper rifle. You might as well punish the other dozy guard while you're at it



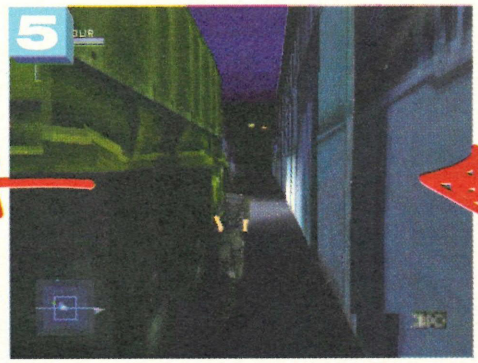
▲ Climb up to the roof between the buildings. Jump down onto the truck. Hide and wait till you're behind the first guard to him, then climb the crates to get behind the second



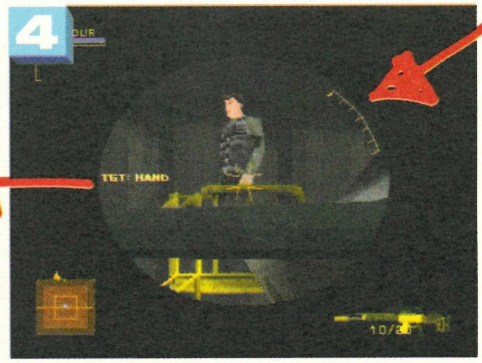
▲ Follow the path to Morgan, hide and fry the guard as he passes. Turn right and enter the small northwest passage to flick the switch. Disable the plane



▲ Head back to the hangar, then go east. Creep along and shock the guard. Shoot out the searchlights and start the truck, then hide by the boxes. Run to the door when the truck explodes



▲ Run down the hall and to the right, where Holman is. Use Taser on the guard then follow Holman to get the info on the disks



▲ Snipe the stairway guard. Zap the guard who appears and head back down the passage. Head south, avoiding the searchlight. Run behind the truck to the southern entrance

Mission 6: Colorado train ride

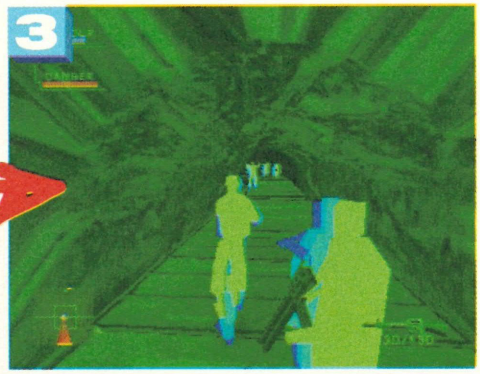
GABE'S HITCHED A LIFT ON A UNITED PACIFIC TRAIN TOWARDS THE CRASH SITE, BUT ARCHER'S SENT IN HIS TROOPS



▲ It might seem a bit Mission Impossible-stylee. But you can do it. Run down the train to the cave, chucking grenades at soldiers. At the cave, kill the guards behind you right away



▲ Carry on running down the train to the grenade thrower in the flak jacket. Shoot him in the head from above. You can shoot the attacking soldiers as they jump down



▲ It's infra-red time again. Hide behind the spout of the oil tanker car and take out the soldiers in the next car, on to the checkpoint on the red car. In the dark, get all the goons from a distance

Mission 7: Colorado train race

WITH THE BRIDGE OUT, THE TRAIN WILL PLOUGH OFF THE CLIFF. GABE MUST REACH THE FRONT OF THE TRAIN TO GET RESCUED



▲ Shoot the guard on the cargo car to get the flak jacket. Kill the guard below the brown crates. Shoot the grenade thrower in the head



▲ When two Agency soldiers run up to attack, don't worry about shooting them. Just run past and climb up to the next car



▲ Jump across crates on carriage to avoid getting hit by soldiers. When you reach the first engine, be sure to shoot the two guards on the next one

Mission 8: C-130 wreck site

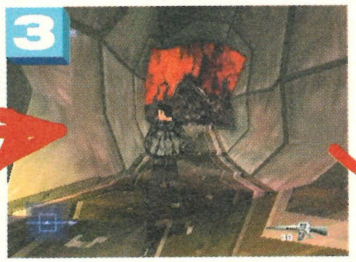
AT LAST GABE'S MADE IT TO THE CRASH SITE. BUT THERE'S A SURPRISE OR TWO IN STORE FOR HIM HERE



▲ After you've shot the first four soldiers, kill the grenade thrower from the left side of the plane's cockpit



▲ The silenced sniper rifle is under the wing of the plane north of the cockpit



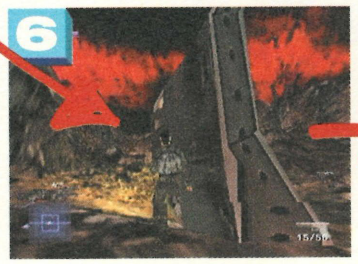
▲ Ambush! Shoot the sniper straight off, then roll and shoot to get the other grunts



▲ Escape to the left of the tail, running and rolling to avoid the snipers on your far right. Hide behind the middle section



▲ Run past the grenade thrower on the second fuselage and head for the tail of the plane, where the data discs are

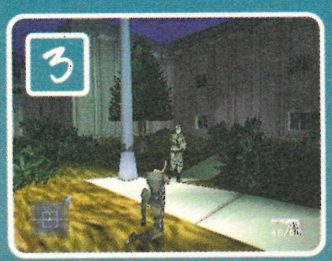


▲ While you're busy picking off the snipers, Archer will run to the chopper. He won't leave 'til you get there, though



▲ Run up the path to the cockpit again and shoot Archer in the head to get the disks back. Phew!

STEALTH TIPS



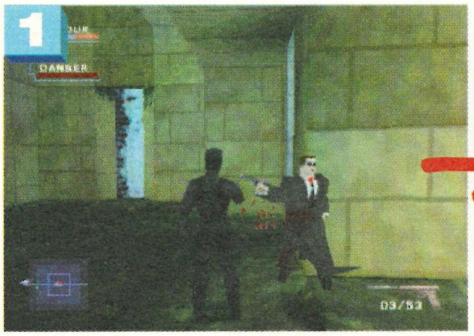
■ Silence is golden. Use ⊗ to creep and crouch and you'll survive longer



■ Enemies can't fight you if they can't see you. So stay out of the light

Mission 9: Pharcom Expo Center

GABE'S AFTER MORGAN AND THE DISCS AT THE EXPO CENTER. SPARE THE ARMY TROOPS AND USE VENTS TO SNEAK AROUND



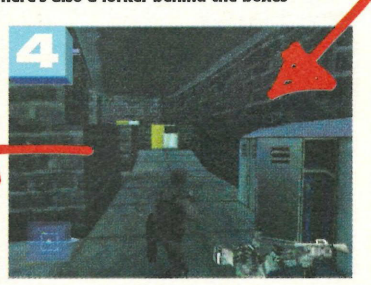
▲ Head towards the ventilation grating at the end of the hallway, picking off Agency Operatives as you go



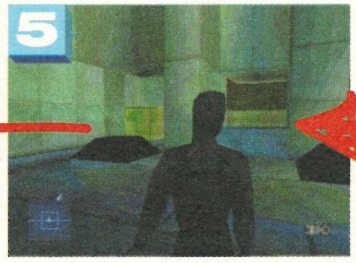
▲ Whack the agent behind the boxes in the corner, then the one on the catwalk. Get the HK-5 ammo and climb up on the catwalk and into the shaft



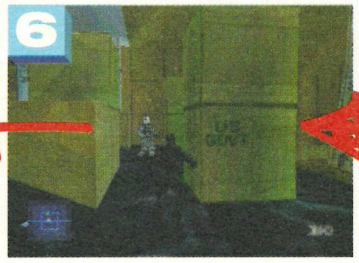
▲ Hold crossbow. Go past the first shaft and knock out the GI. Leave the shaft from the second grating. Use Taser on both guards. There's also a lurker behind the boxes



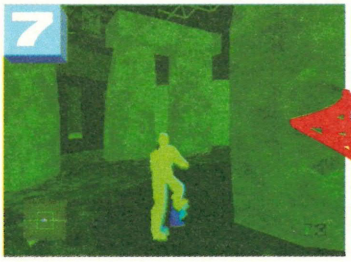
▲ Sneak up to GIs and zap 'em. Sneak round the north side of the boxes and climb over caution sign where the vent is



▲ Enter the shaft and avoid open hallway. Jump onto the boxes and head for west entrance. Plant C-4 in the north room



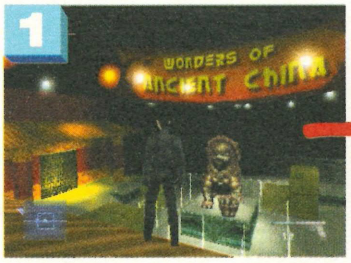
▲ Follow GI up ramp. When the two GIs move, zap the first. Enter shaft round the corner, exit and go east, then south



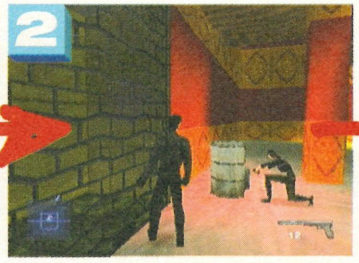
▲ Climb on the boxes and snipe all the night-vision agents. Crawl onto the Stonehenge exhibit and jump to the shaft

Mission 10: Ancient China exhibit

PESKY MORGAN WANTS TO BLOW THE CENTER SKY-HIGH. TERESA MUST DEFUSE HIS BOMBS WHILE GABE PROTECTS HER



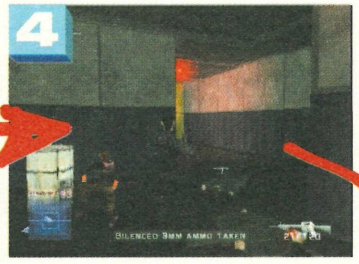
▲ Jump off the roof and pick up the flak jacket from the stack of crates. You're going to need it



▲ Teresa is behind you, busily working to defuse Morgan's first effort to destroy the centre



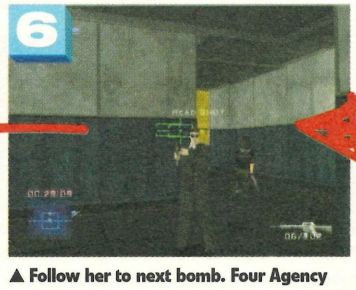
▲ Follow Morgan east down passage where the timer starts. Shoot Agency man who bursts out or he'll waste Teresa



▲ Continue down the hall until you find a bomb which your good buddy Teresa will defuse



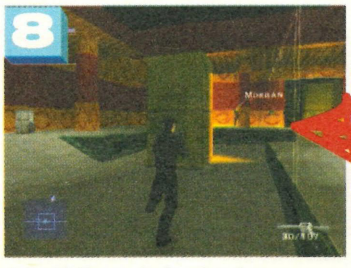
▲ Protect her from three agents and the man behind the gate while she's working on the bomb



▲ Follow her to next bomb. Four Agency men attack. Take two out by crates and kill two in the other hall. There's a bomb here



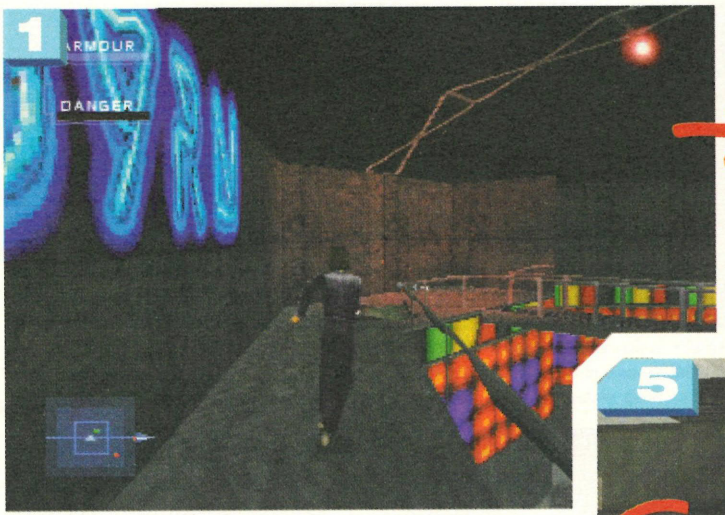
▲ Teresa will now lead you to Morgan, who will block you off by closing a gate. Protect Teresa then confront Morgan in the yard



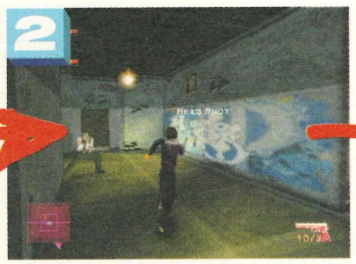
▲ Avoid Morgan by keeping the monument between you until Teresa gives the all-clear. Now you can shoot Morgan

Mission 11: Moscow Club 32

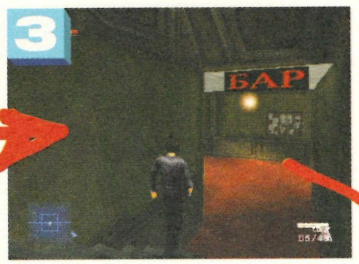
AFTER THE BEST DANCE SCENE SINCE SATURDAY NIGHT FEVER, LIAN MUST CATCH GREGOROV BUT AVOID KILLING RUSKIE COPS



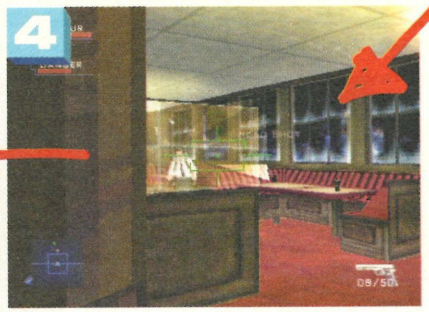
▲ Kill the man in front of you by letting him run through your aim. Scoot round the upper level of the room, shooting as you go



▲ Roll into the alcove around the corner of the hallway so you can pick off the agency creep at the end of the hall



▲ Head downstairs and chase Gregorov down to the floor with the red carpet. Try and kill the Agency man in the alcove



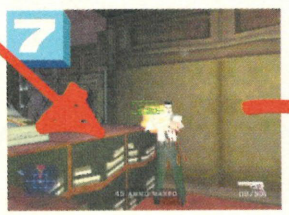
▲ Move towards the restaurant area, taking out the grenade-throwing agents as quickly as you can



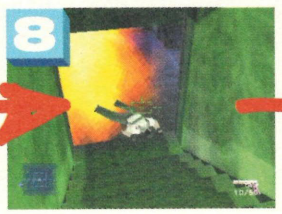
▲ Stay back and shoot out the glass panes from the next level down to hit the two agents. Hide behind bar 'til you're attacked by a man coming downstairs



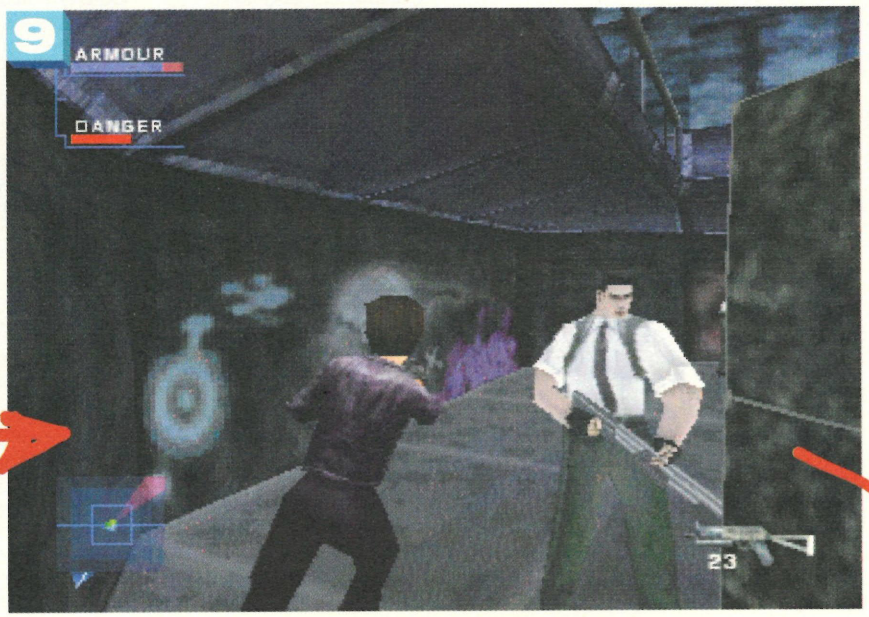
▲ Get in the vent, listen to your enemies chatting. Jump out of the vent after you've killed the first guard or you'll get a grenade in the chops



▲ As the men outside fight the cops, shoot 'em and get to the reception. Trigger the door switch and mow down guards downstairs



▲ Retrieve the grenades after you've killed another grenade thrower - you'll need these in a bit



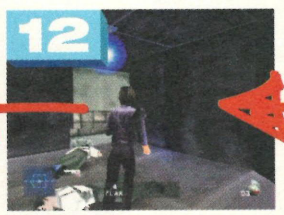
▲ When you reach the strobing dance floor, head straight for the left speaker for cover



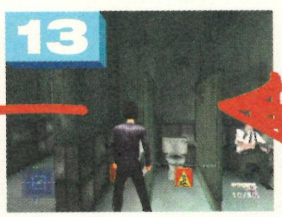
▲ Give the grenade thrower a taste of his own medicine, but be sure to avoid his burning corpse!



▲ To get to the upper level, climb up onto the speakers. Hide round the corner in the next room in wait for your next hit



▲ Look out for the corpses of agents downstairs, as they'll have valuable armour



▲ The Militia will try and gun you down but don't fire back. Just head straight into the toilet across the way



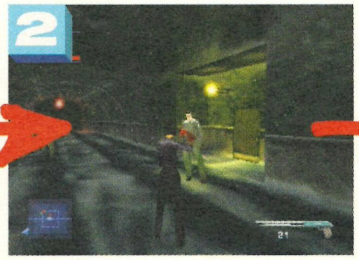
▲ Take out the guy in the last stall, listen to Gabe on the radio and climb out of the window to finish the mission. Phew!

Mission 12: Moscow streets

FAT BOY GREGOROV STILL ELUDES LIAN. SHE'S UP AGAINST THE MILITIA AND THE AGENCY IN THE STREET RACE TO CATCH HIM



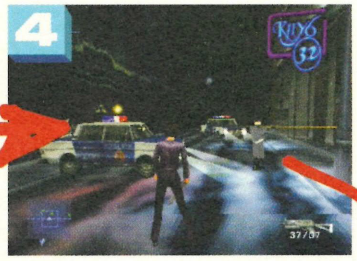
▲ Don't worry about chasing Gregorov at the start of the level - you didn't think he'd be that easy to catch, did you? Get the flak jacket from the police car to your right



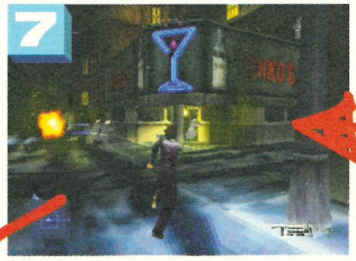
▲ Knock out the grenade thrower on the roof from round the corner. Then you can deal with the two soldiers on the ground



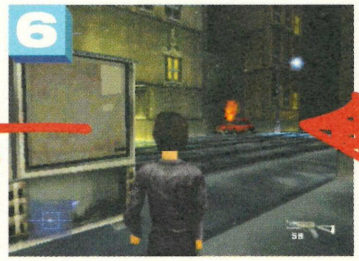
▲ Progress to the tunnel, but don't shoot Gregorov! Wait for the soldier who appears after him



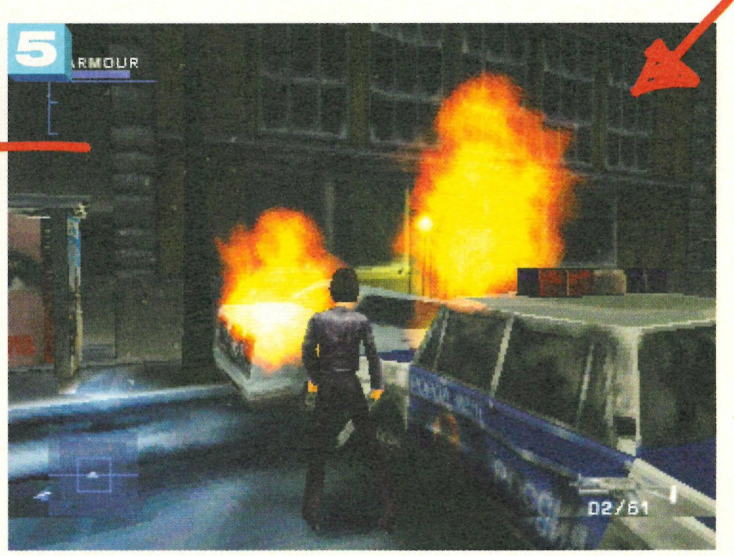
▲ While the cops are busy with the agents in Club 32, nab the tear gas from the car



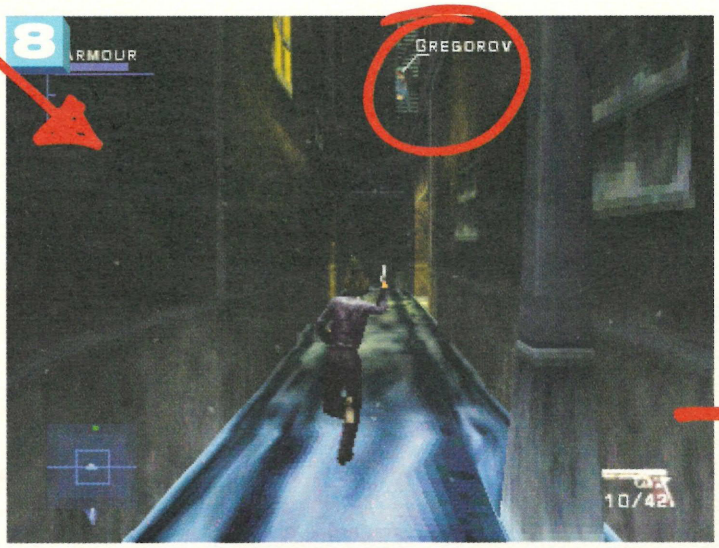
▲ At the crossroads you'll get attacked by militia, so hide behind the red car. Use the tear gas to get rid of them all



▲ Get behind the bus stop and shoot the two snipers off the roof. You'd better collect their guns too



▲ Two men will run at you, but they'll get crushed by a police car. Avoid the grisly crash by stopping before the left-hand turn



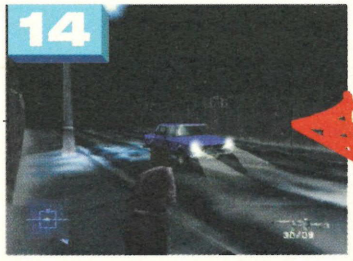
▲ Gregorov turns up and tries to target you. Hide in the doorway 'til he goes then follow him up the alley



▲ Avoid being splatted by the maniac driver by rolling into the doorway on the right-hand side of the alley



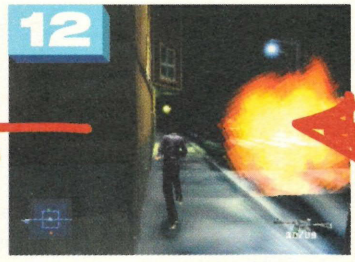
▲ When the car gets wrecked, jump up between the flames and onto the wall. Chase Gregorov across the rooftops



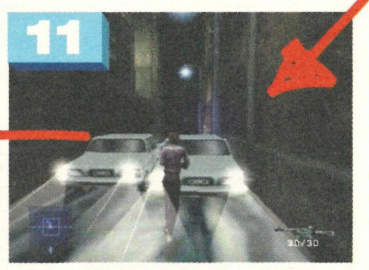
▲ Keep running behind the cars. Don't stay too long behind any one car or it'll blow and you'll be exposed. Make it to the park gate to complete the level



▲ Gregorov will try and shoot you again, so roll and use the red car for cover



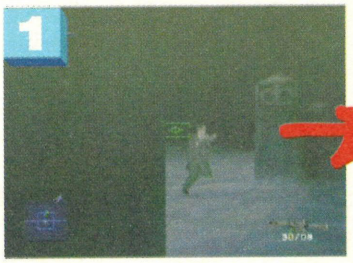
▲ Run down to the end of the street, but don't go near the cars because the grenade throwers are targeting them



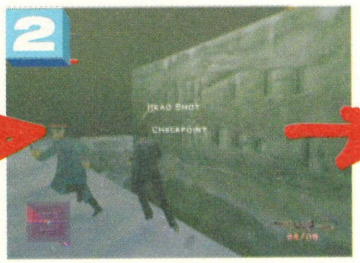
▲ Shoot the rooftop gunman after your big jump, then slide down and pull yourself onto the overhead bar to avoid getting creamed in the street

Mission 13: Volkov Park

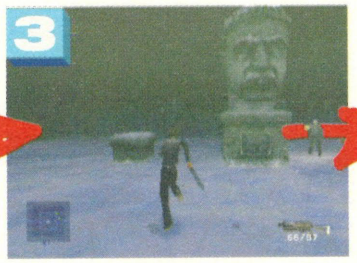
THIS MISTY PARK IS A HAVEN FOR SNIPERS. LIAN'LL HAVE TO SHOOT HER WAY THROUGH TO THE COWARDLY RUSSIAN



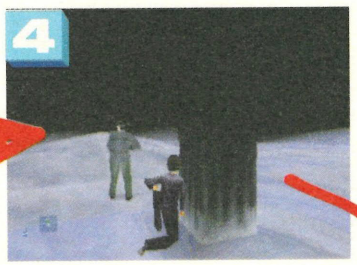
▲ Run to the park wall so you can kill the two guards. Keep low and close to the wall as you enter the park



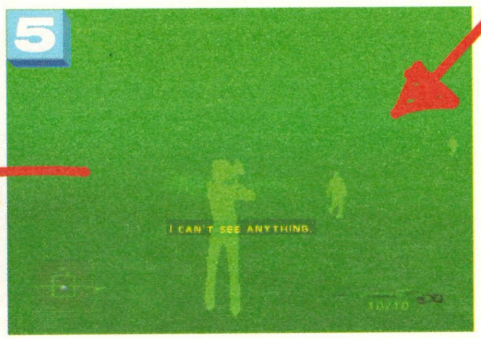
▲ You will find Gregorov at the monument in the centre of the park. Hide from his shots then pick off agency men at entrance



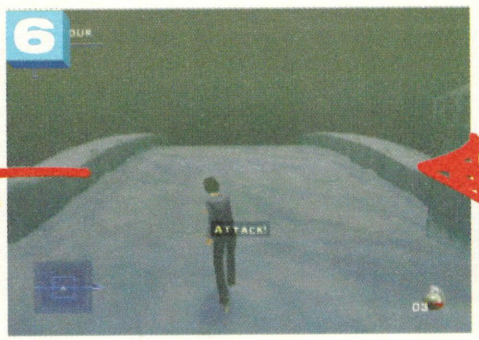
▲ It's hard work taking out the grenade thrower and soldier by the stone head, so stay back as much as you can



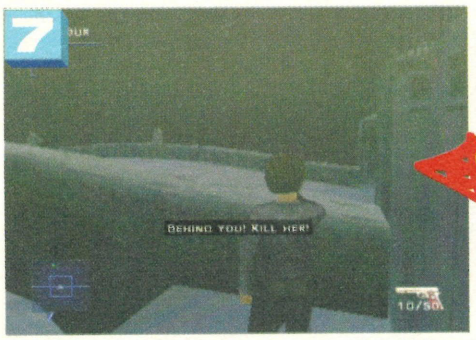
▲ You should be able to climb up bridge and bomb it to the exit. Otherwise, pick off the soldier with the grenade launcher first



▲ You can stock up on ammo in the dark area by picking off unsuspecting soldiers. Follow Gregorov to the next area



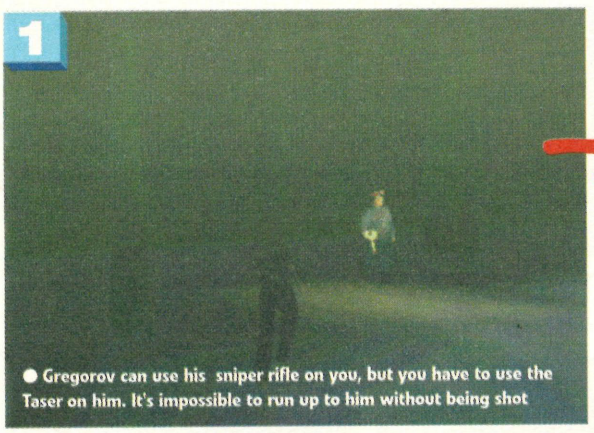
▲ Run straight for the stairs on your left when you reach the bridge, and go as far south as you can



▲ Sneak round the perimeter of the park to the left. If you want more ammo, you can silently snipe or knife guards

Mission 14: Gregorov in Voltov Park

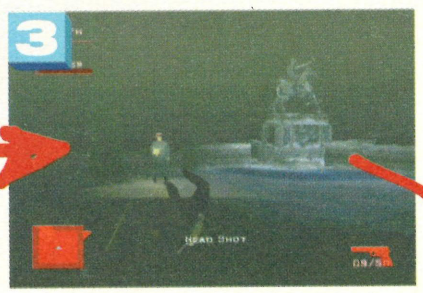
THE WILY RUSSIAN HAS FINALLY BEEN CORNERED BY THE MONUMENT, BUT HE WON'T GO DOWN WITHOUT A FIGHT



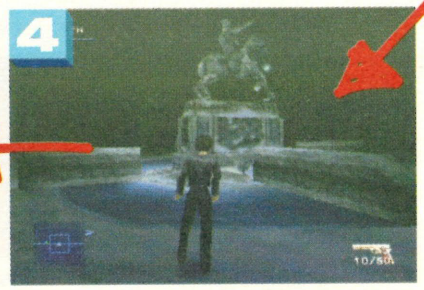
● Gregorov can use his sniper rifle on you, but you have to use the Taser on him. It's impossible to run up to him without being shot



▲ The trick is to shoot out four lights that surround the central statue while evading his sights



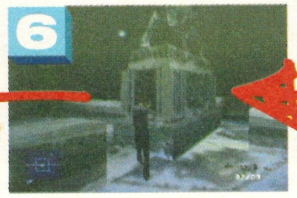
▲ Gregorov will realise what you're doing and speed up once you shoot the first light



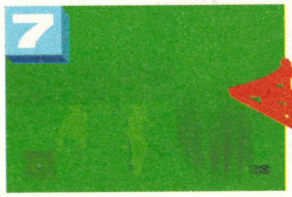
▲ A good place to hide and take aim is at the statue. He won't approach it, so that's where you're safest



▲ Make sure you stay on the opposite side to give you enough time to take aim at the lights



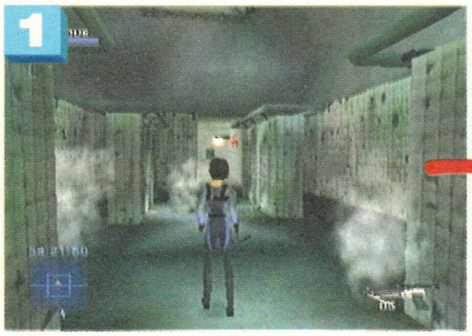
▲ You can see when Gregorov moves on your radar, so keep on the other side of the statue



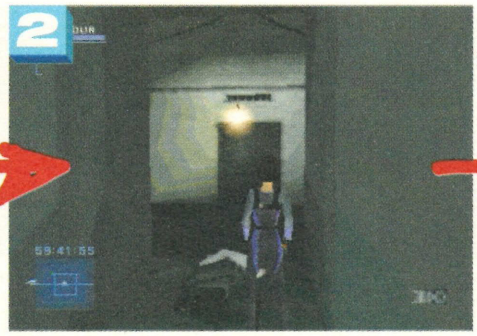
▲ When all lights are out, you can sneak up behind him. Then it's time out for Greggy boy

Mission 15: Aljir Prison break-in

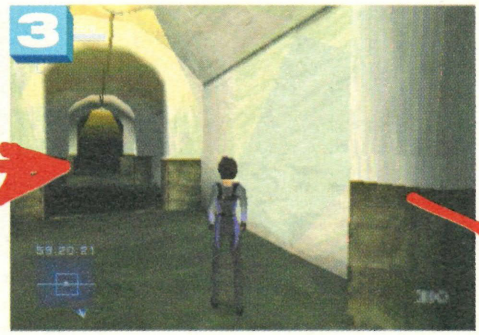
TAKING HER LIFE INTO HER HANDS, LIAN RETURNS TO HER OLD PRISON TO SAVE THE REAL GREGOROV



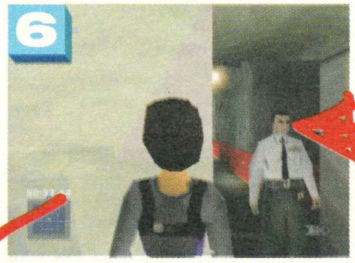
▲ Your crossbow bolts will help you knock out guards silently. But you have a very limited supply



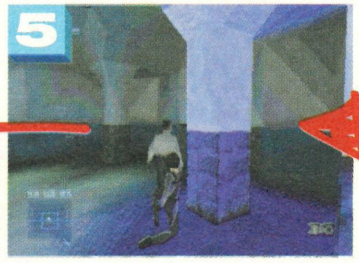
▲ Run as close as you can to the first guard, then sneak and zap him before he can move into the next corridor



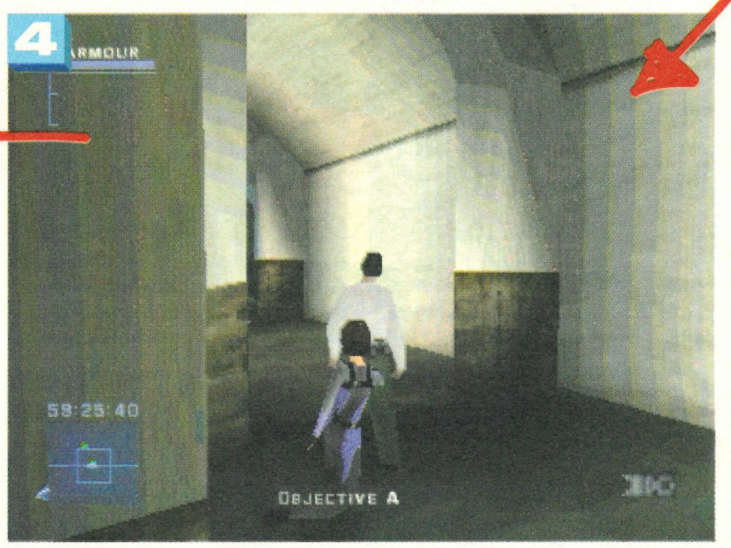
▲ Run down hallway to the south when the female guard moves away from the gate. In the next room, head right



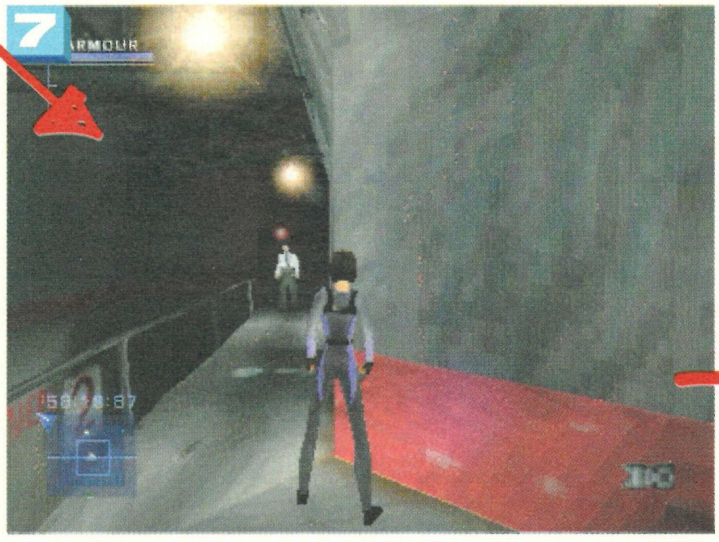
▲ Head east up to the door on the left. Another guard will appear and you know what to do with him by now



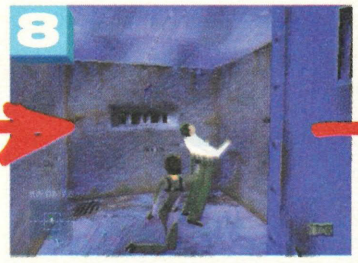
▲ There's a guard near a column. Slip him some volts and move to the wall and fry the female guard once she emerges



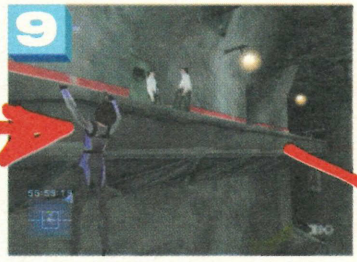
▲ When you come to the big corridor, shock the guard and head back the way you came



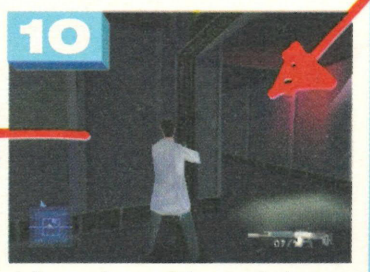
▲ Stop at the first corner in the prison block. Follow the guard nearest you towards the prison cell. Go into the open cell and hide behind the door



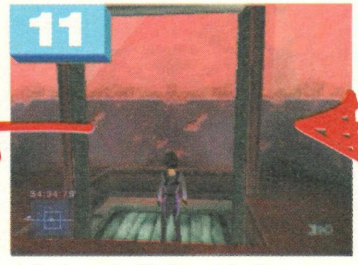
▲ When guard steps in the room, zap him. Head back and go east when guard at the bridge isn't looking



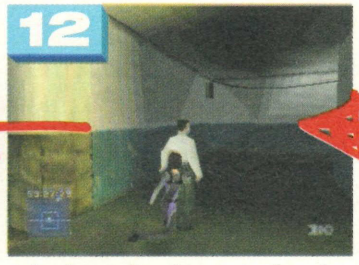
▲ You'll hear guards talking at the next corner. When there are two left, hang down onto edge of the walkway and shimmy past



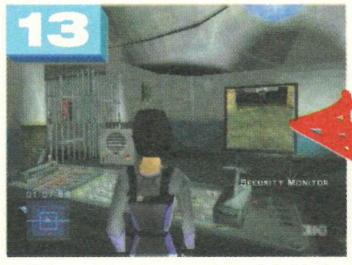
▲ Once you've saved the second prisoner, come back the way you came and go left



▲ Go down the lift. Round the first corner, you'll see two guards approaching. Hang off the side of the lift shaft until the guard has inspected the room



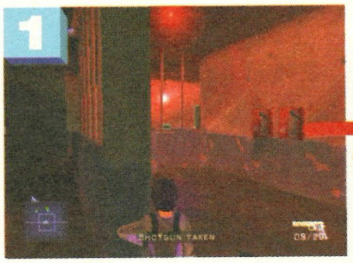
▲ Sneak past when the two guards are in the next room. There's one standing at the entrance to a corridor who you'll need to zap. Don't go down that corridor though



▲ Hide to right of gate and sneak behind guard who opens it. Zap guard at control desk and flip middle and right switches. Reach doorway on left and Taser guard

Mission 16: Aljir Prison escape

LIAN HAD BETTER FIND GREGOROV AND BLAST HER WAY OUT OF THE PRISON WHILE ALL HELL BREAKS LOOSE AROUND HER



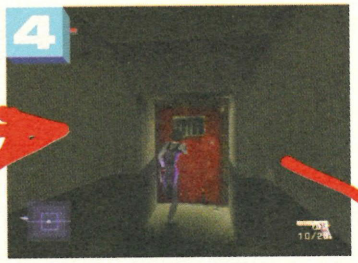
▲ Quickly crouch down and take out the creeping guard behind you. Shoot the other guards from round the corner



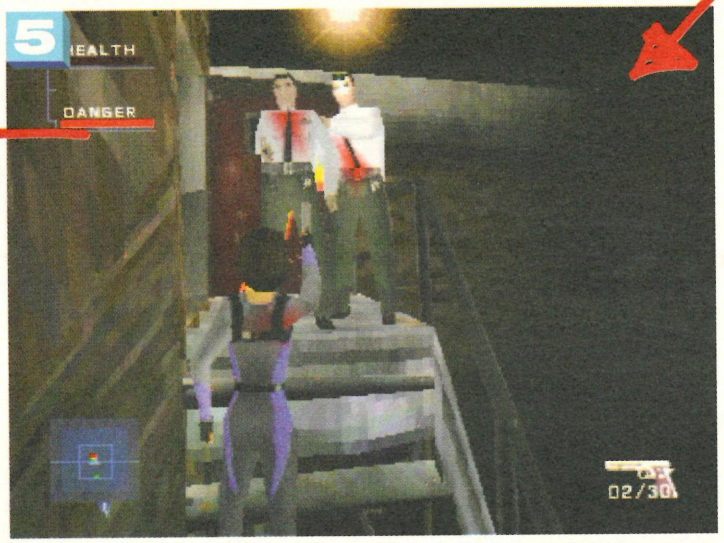
▲ The guards will attack you when you walk towards the cells. Run out and back, and pick the guards off one by one



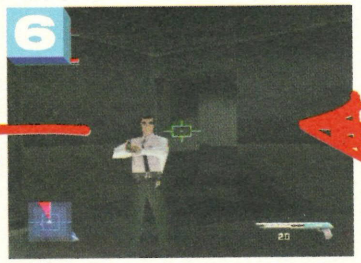
▲ Hide at the top of the stairway, only emerging to blast guards by the door and at the bottom of the stairs. Do the same for the next set of stairs as well



▲ Look south at the bottom of the stairs then shoot a guard at the end of the hall, then head through the red door



▲ Shoot the two snipers before you go upstairs and polish off the guards halfway up. After the first checkpoint, turn and run for the corridor you were just in to get cover



▲ Once you've shot the two guards you can rescue the real Gregorov. Turn round and shoot the guard behind you then protect Gregorov from other guards who appear



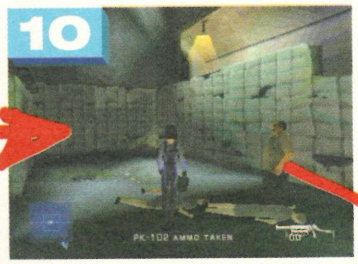
▲ After you kill the shotgun wielding guard in the next room, you get to shoot a couple of murderous guards. Get the Flak Jacket from the gate behind you



▲ Go through the red door and back again. Gregorov will use his smoke grenade. Run to the locked gate and shoot the lock



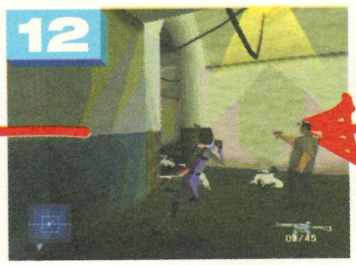
▲ Let Gregorov through the gate, but carry on down the walkway. Shoot the man on fire then, still firing, get the guard at the end of the walkway



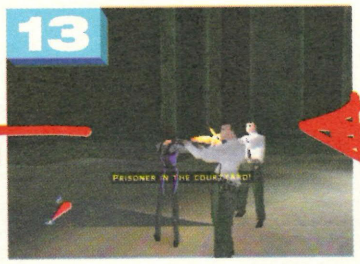
▲ Take his Teargas Launcher and use it to subdue two trigger happy prisoners, then jump down to where they were



▲ Kill four guards and then talk to Gregorov. He and you can both blast your way through the next few guards



▲ When Gregorov shouts "Behind us!" you need to quickly switch round and blast two guards. Kick down the red door and avoid the searchlights



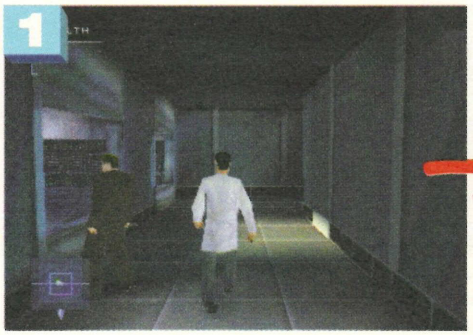
▲ The next two guards can injure Gregorov so take 'em out with the shotgun. When they're dead, get to the lift and start it up



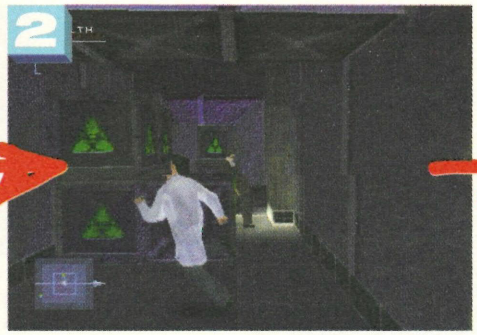
▲ Your final babysitting task is to stay by Gregorov and make big holes in the guards in front of him until you reach the end of the wall

Mission 17: Agency bio-lab

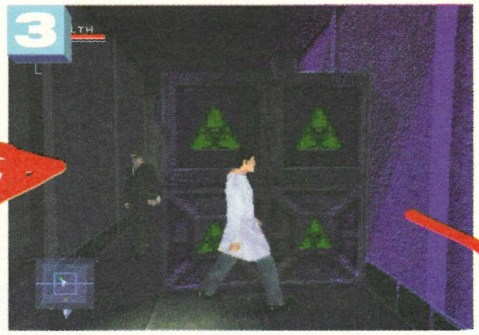
GABE HAS BEEN TRAPPED IN THE AGENCY'S NEW YORK BIO LAB. SOMEWHERE IN THERE IS THE VACCINE THAT CAN SAVE LIAN



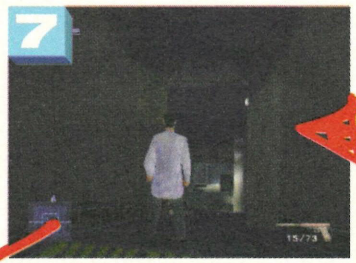
▲ Take a right turn, then another and a left turn. Sneak past the guard and follow the lab worker



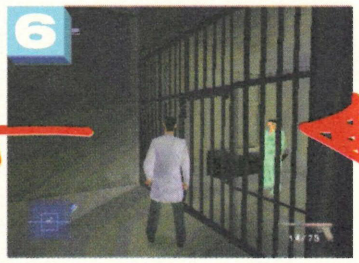
▲ Wait at the top of the ramp. When the lab worker and the guard have passed, go north and hang a left. Wait by the crates for the guard to pass, then carry on to the right



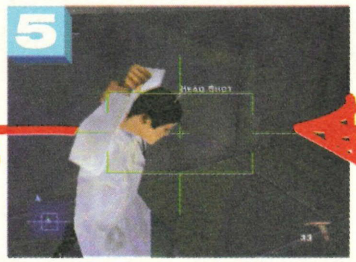
▲ Hide by the next crates and watch the guard's movements on radar. You can follow him, but quietly



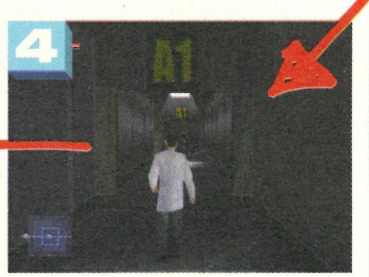
▲ In the middle hallway you can now scramble the camera by creeping up behind it. Go straight ahead. You're almost back where you started



▲ Snipe the two prison guards and you'll talk to the captive Ramirez. Go back upstairs and leave the prison through the northern-most door



▲ Sneak past the guard in the other direction, get the knife from the stretcher and cut his throat. Head south-east and kill all the poor lab workers to get your gear



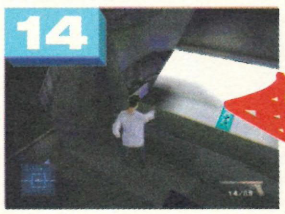
▲ Sneak into the next hall, wait for the guard to go by and go into the room on the right. Access the computer and head back out



▲ Now go north into A4. After the checkpoint, go west then north, then east round the corner. Silently shoot the guards in the back of the head



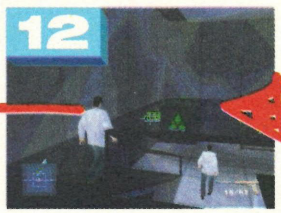
▲ Shoot the guard round the corner, then sneak round the camera. After the next checkpoint, enter the ventilation shaft



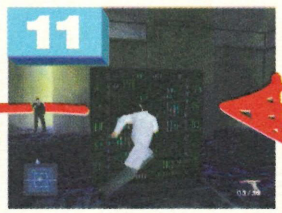
▲ At surgery, shoot the lab worker and exit through the vent shaft at the end of B3. Shoot lab worker and you face Aramov



▲ Gas the worker in the room by flipping the switch at the back of the room. Go through the door there and shoot the guard



▲ Go back to the prison and go through the door on the upper level into area B1. Silently kill the two white-coated geeks



▲ Go to the control desk and uplink the data. A million guards and snipers will crawl out of the woodwork. Pick 'em off



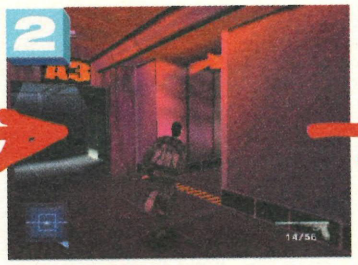
▲ You'll come out in the computer room. Follow Gershon to the lab. Silently shoot the lab worker, or he'll blab

Mission 18: Agency bio-lab escape

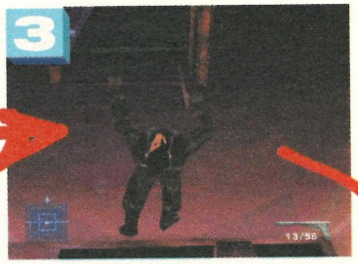
GABE'S BEEN RUMBLED AND MUST REACH TERESA. TROUBLE IS, A LOAD OF SOLDIERS HAVE BEEN SENT WHO CAN'T BE SHOT!



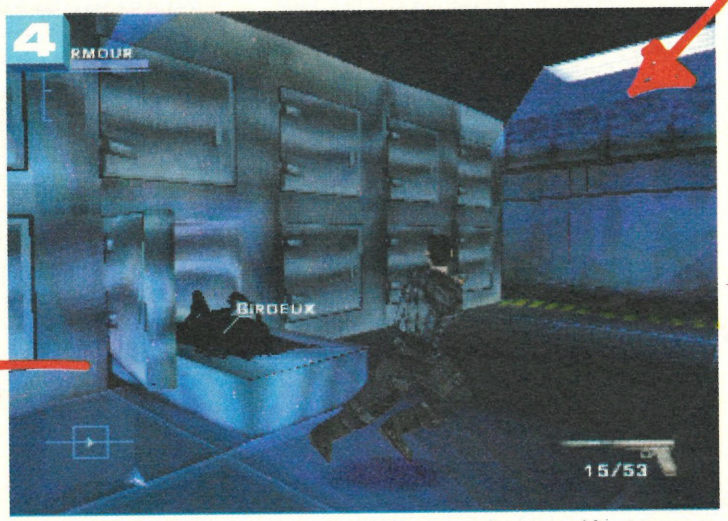
▲ To kill the first 'indestructible' soldier, shoot the chemicals on the desk to cause a massive explosion. In the next room, enter the other ventilation shaft



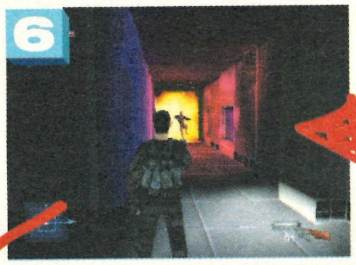
▲ When you leave the shaft go north and take three lefts then two rights. You'll end up in the first place from the last mission



▲ You'll have to stand on the computer desk to shoot the grille and enter the vent in this room



▲ At the morgue, go through the next vent. You'll come out in a room with a weapons cache in a locker. Guess what? Head through the vent



▲ Kill soldier at end of the corridor. Get in vent just round the next corner. At end, press forward to make Gabe jump to shaft



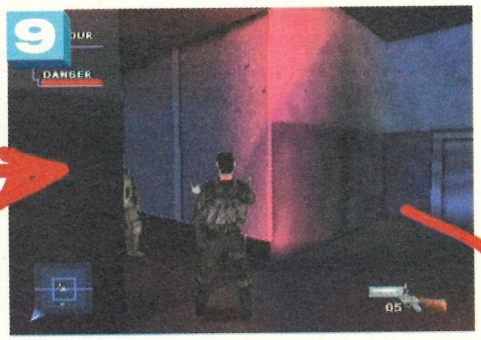
▲ Kill the two armoured guards in the corridor with a grenade, then do the same with another one round the corner



▲ When you reach Ramirez, take the ammo in the crate and get in the cell. Blast the soldier that comes past



▲ At the top of the ramp, use the launcher to blast the two soldiers. But make sure you aim properly



▲ There's another well 'ard Agency soldier round the next corner who needs taking out. Head into the corridor



▲ If you've still got grenades left, shoot your way to the lift to your left. If not then run, and roll



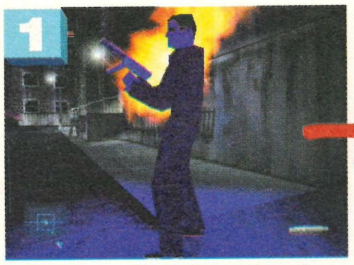
▲ When fire's died down you can use computer to start the lift. There's another soldier behind you to kill



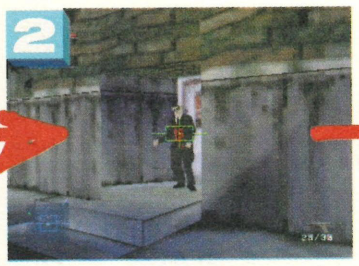
▲ Fire at the soldier who jumps out at you. Stay back or you'll be roasted by the fire of the explosion

Mission 19: New York slums

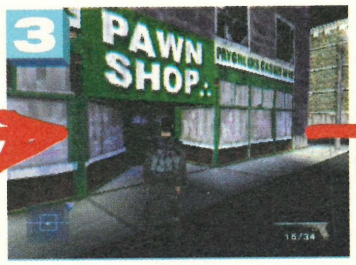
GABE IS ON THE STREETS BUT THE FORCE OF THE AGENCY IS PREPARED TO INTERCEPT HIM BEFORE HE CAN REACH TERESA



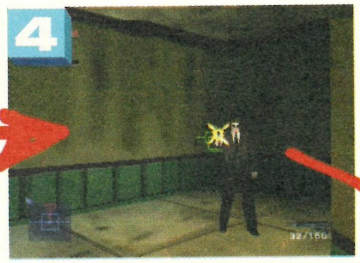
▲ Air Taser can kill the Agent who rushes at you. Pick up flak jacket from his hiding place. Look for sniper on the roof



▲ There's an Agent in the doorway on the right, and you have to take out another sniper on the roof



▲ When you shoot the lock off the pawn shop and enter, you must shatter the glass before you can kill two men who appear



▲ An Agent hides round the corner of the hall inside and must be taken out or he'll shoot you in the back



▲ A sniper waits for you to leave the building. Kill him through the window and get the flak jacket from end of the street



▲ Climb on top of the truck and shoot the Agent jumping down from the left. Climb up the heating unit to get to the next roof



▲ Once you've dealt with the two agents on this level, hang down onto the awning of the motel and drop down



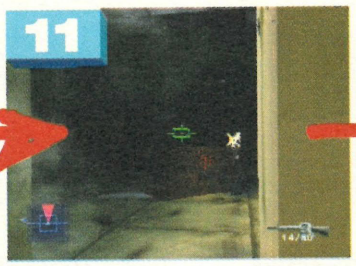
▲ Go down stairs to the north. Avoid fire when you reach the room with the brown block. You can go in one of two directions



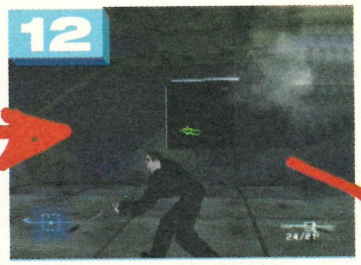
▲ Either will bring Agency ops. Get upstairs on ramp, talk to Teresa, then drop through floor to activate sprinkler



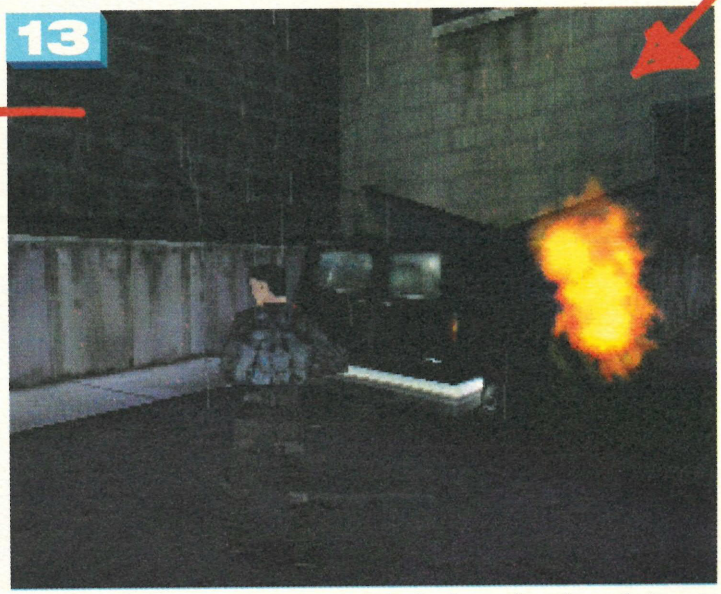
▲ There's two Agency types down the ramp to shoot. Head upstairs and past hole to the corridor. Pick up gear from sniper



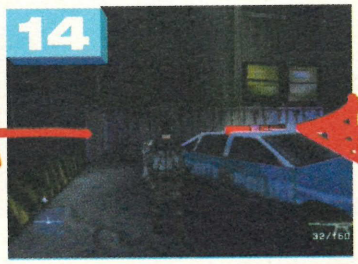
▲ Go into the room on the right. There are two Agency guys to shoot before you climb up the hole above the table. Watch out for more Agency men round the corner



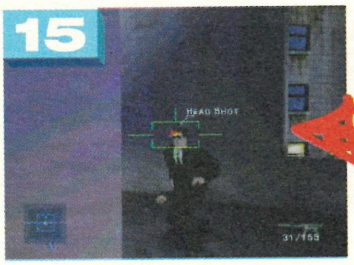
▲ In the last room there's a sniper that needs a head shot. Jump out the window and head back to the motel to kill more. Go north and roll under the fence



▲ Hide from the SWAT officer until he gets squished by the car, then take out the two Agency men. There's another one round the corner



▲ Get the G-18 from the building, then talk to the SWAT officer. Kill the sniper on your left and help the SWAT girl



▲ Run upstairs and knock out all the snipers from round the corners, and your work here will be done

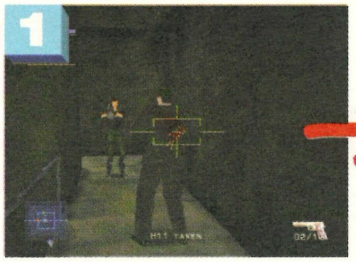
STEALTH TIPS

■ You should use auto-target for running and shooting. But watch out for goons wearing flak-jackets. you've got two options: pump them full of lead or, if you're smart enough, shoot them in the head for instant and effective gratification.

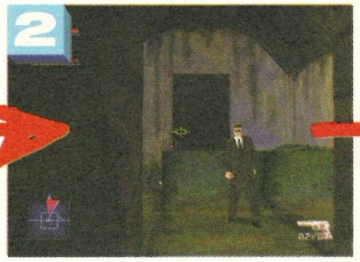


Mission 20: New York sewer

TERESA AND GABE CUT A SWATHE THROUGH THE ENEMY AS THEY HEAD TO A BRUTAL SHOWDOWN WITH THE AGENCY BOSS



▲ Run left to the sewage pool. Don't try to kill everyone. Head back down and to your left. There's two guards in the room at end



▲ When you've activated the Drain Control, shoot the Agency men behind you or they'll blow you apart



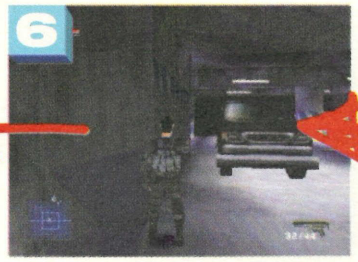
▲ Go back to the pool. Jump onto the walkway and head up the first entrance to your left



▲ Reach control room and there's two guards to kill. Jump onto the pipe above you while facing north. Kill snipers below



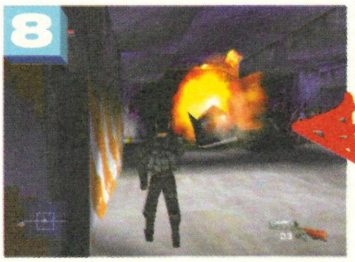
▲ In the garage, hide behind the van. You can get the man standing to your right then run past van and take out the rest of 'em



▲ Get as far away from the van chasing you as you can. When it explodes it could take you with it. Shoot Teresa's sniper



▲ When the Agency guys start running out of the gassed room, kill them all and get their grenade Launchers. Get upstairs



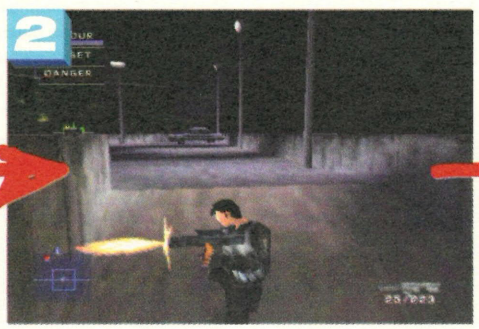
▲ On Level 4 shoot the moving van to get the man behind it. Take out man behind other van and two more snipers

Mission 21: Battle with Chance

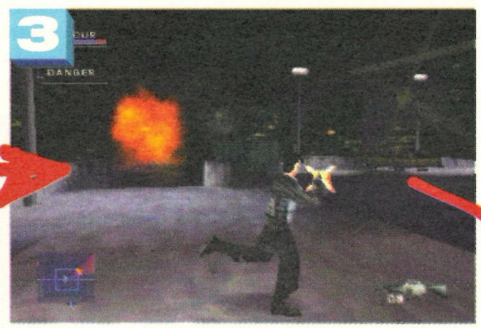
CHANCE REVEALS TRUE COLOURS AND GABE'S OUT FOR REVENGE. HOW DO YOU KILL THE MAN WHO DEFLECTS EVERYTHING?



▲ Run towards the chopper, shooting Chance as often as you can. Get the UAS-21 from the chopper



▲ Roll back under the tail and down the ramp. Wait till Chance has slowed down his attack, then head up to him



▲ You have to manoeuvre so that Chance is in front of you and he is in front of the rotor blades of the helicopter



▲ You only have twelve shots to drive the traitorous bastard back onto the rotor blades, so aim well



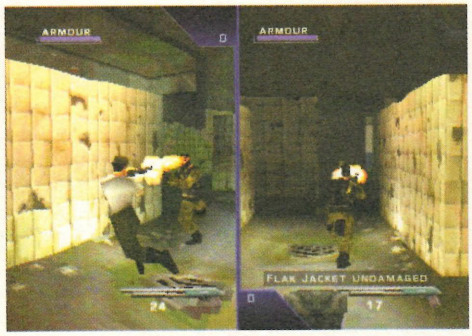
▲ Grab the flak jacket to stave off Chance's deadly attacks. It won't help much though



▲ Eventually Chance will be driven onto the blades - splat! He's catfood and you've saved the western world!

Two player mode

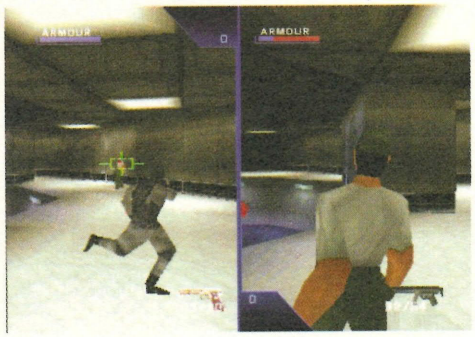
WHAT WILL YOU DO WHEN YOU'VE COMPLETED THE ONE PLAYER MISSIONS? BRING YER MATES ROUND AND FRAG 'EM!



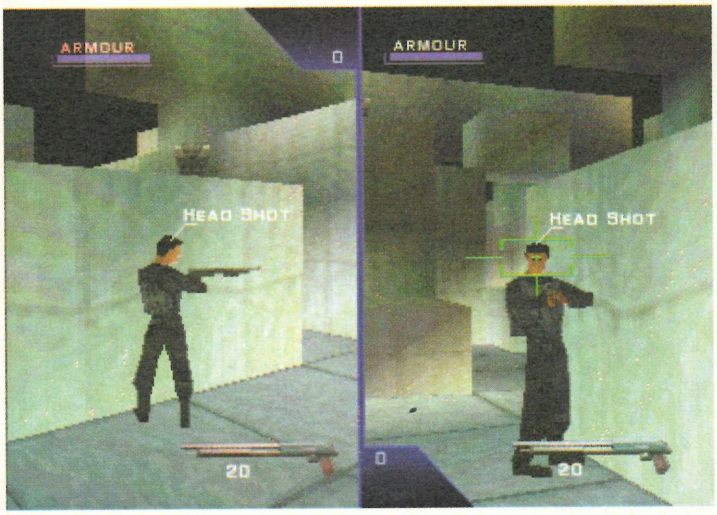
▲ The main thing in multiplay with your mates is to keep your cool. Keep moving at all times and know the level you're playing in. You'll probably win every time



▲ Tactics of battling with no mercy can fall under two main types. The first, we'll call, 'Rambo nutter'. Use Autotarget and run around pumping lead at anything



▲ This is an especially effective tactic when you are running away backwards from your mate while you shoot at them



▲ Let's call the next tactic 'Mr Sneaky Git'. Find good hiding places near your mate (look at their screen), then hit 'em with an elegant head shot



▲ Last thing, use the right weapon at the right time. Learn how to change weapons quickly to take best advantage of the situation at hand. OK?

Mission accomplished?

YOU'VE SAVED BRIDGES IN COLORADO, RESCUED PRISONERS IN MOSCOW AND BATTLED ENEMY AGENTS IN THE BIG APPLE. THE WORLD IS SAFE FROM THE SYPHON FILTER VIRUS. ISN'T IT?



▲ Your memories are a collection of gravestones of colleagues who've copped it or a list of traitors and goons who deserved to taste your lead-spitting rifle



▲ But none of this stops your dodgy former boss holding some sinister plans for you. For a stealth king such as you, it just doesn't let up

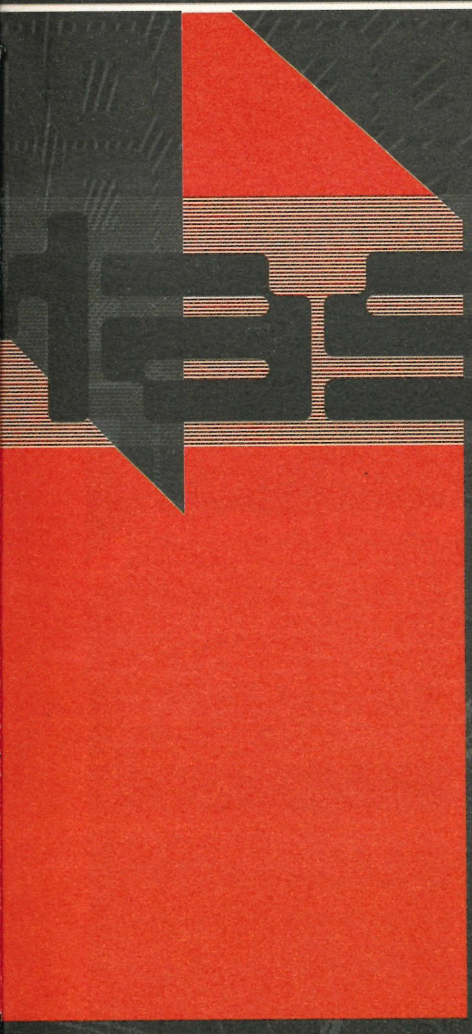
FREE TIPS & CH
THE TEAM YOU



'THE MASTERS AT YOUR SERVICE'

- WE'RE THE MASTERS, A DEDICATED TEAM OF FOUR GURUS OF GAMING COMMITTED TO GIVING YOU TIPS, CHEATS AND HELP
- OUR NAMES ARE AL C, JOFF, SIMON AND MIKE J AND WE WORK FOR PLAYNATION
- CALL US BETWEEN 3:30-6.30PM MONDAY TO FRIDAY ON 020 7880 7474 FOR HELP
- WE DON'T USE OVERPRICED PREMIUM RATE LINES LIKE OTHER MAGS USE
- YOU CAN E-MAIL US AT THE.MASTERS@ECM.EMAP.COM
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THE MASTERS, PLAYNATION, 338-346 GOSWELL ROAD, LONDON EC1V 7QP. OR E-MAIL: THE.MASTERS@ECM.EMAP.COM

ASK THE MASTERS ANYTHING YOU WANT

IF YOU'RE STUCK, WANT CHEATS, RELEASE DATES OR TIPS, WRITE YOUR QUESTION HERE AND SEND IT IN (NO PHOTOCOPIES)

- Your name
- Your address
- E-mail address
- Telephone number

- Your Question

TIPS&CHE



Syphon Filter 2

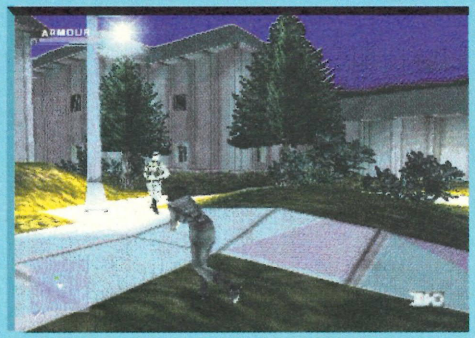
LEVEL SKIP AND COOL MISSION SECRETS

MISSION SECRETS

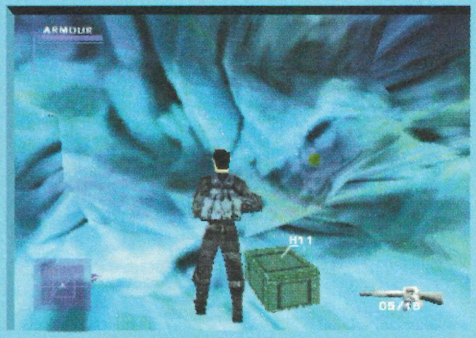
Yeh, we know we've got a full Syphon Filter walkthrough in this issue (starts p44). But no way will that stop us lifting the lid on loads of cool unlockable features in this oh-so-cool stealth 'em up. To get hold of them you have to complete secret tasks in the one player missions. Here's some for the time being. But look out for a few more in the next (July) ish.

THE TASKS YOU NEED TO DO

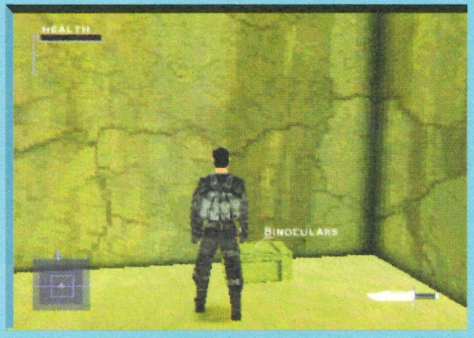
MISSION	NEW FEATURE	TASK
COLORADO ROCKIES	'COLORADO ROCKIES' ARENA	FIND H11 CRATE IN CAVE NEAR WATERFALL RAVINE
COLORADO INTERSTATE 70	'CAVES' ARENA	FIND BINOCULARS IN CRATE IN BACK ROOM
C-130 WRECK SITE	'JUNGLE ' ARENA	1) KILL ARCHER IN CHOPPER WITH ONE SHOT
	SYPHON FILTER 1 CHARACTERS IN 2 PLAYER MODE	2) COMPLETE MISSION IN UNDER 3 MINUTES
PHARCOM EXPO CENTER	'PHARCOM INCUBATOR LAB' ARENA	GIRLY MAG IN LOCKER
MOSCOW CLUB 32	'DISCO BASEMENT' ARENA	KILL 3 BODYGUARDS ON DANCEFLOOR AT START BEFORE THEY THROW GRENADES
MOSCOW STREETS	'RHOEMER'S BUNKER'	GET PK-102 FROM WHITE CARS THAT TRY TO FLATTEN YOU
VOLKOV PARK	'SURREAL' ARENA	GET BIZ-2 OUT OF FIRST CAR BEFORE AGENT BLOWS IT UP
ALJIR PRISON (BREAK IN)	'ALJIR PRISON' ARENA	COMPLETE WHOLE LEVEL WITHOUT THE CROSSBOW



▲ During play, pause, highlight 'MAP' and hold D-pad ⇨ L2 R2 ● ■ and ✕ all at the same time. Then go down to 'Options' and you should see a 'Cheats' menu that will allow you to end mission.



▲ So you can access new arenas, you need to find secret items in the two player mode. This crate is in a cave on the side of the cliff near the water ravine in Mission One.



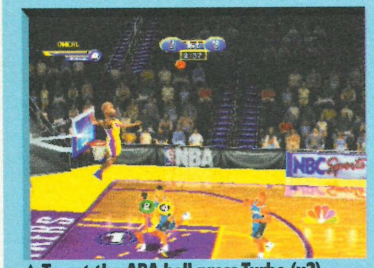
▲ Here are the binoculars hidden away in Mission Three. Wander into the first door on the left in the tunnel, then turn right. Hurry though or you will fail your mission.

MADCATZ®
PUTTING THE BITE BACK INTO GAMING

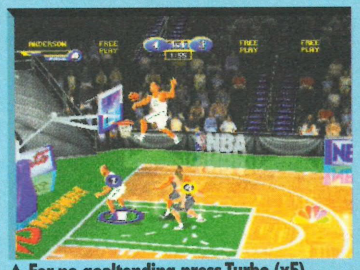
NBA Showtime

NEW EXTRAS, CHANGE THE RULES

Codes are performed by pressing the Turbo, Shoot and Pass buttons in different combinations, and then a D-Pad direction at the 'Tonight's Match Up' screen.



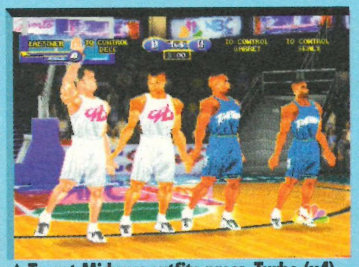
▲ To get the ABA ball press Turbo (x2), Shoot (x3), Pass (x2), then Right. To get different uniform- Turbo (x4), Shoot (x3), Right. Big head- Turbo (x2), then Right.



▲ For no goaltending press Turbo (x5), Shoot (x5), Pass (x5), then Left. For no fouls press Turbo (x2), Shoot (x2), Pass (x2), then Right.



▲ To play with big heads press Turbo (x3), Shoot (x4), Pass (x5) then Left. For unlimited Turbo press Turbo (x4), Shoot (x1), Pass (x1) and finally Up.



▲ To get Midway outfits press Turbo (x4), Pass (x1) then Right. To show your shot percentages press Pass (x1) and finally Down.

Fear Effect

LOAD UP WITH AMMO, HEALTH

You need to select 'Credits' at the options screen, then enter these button combinations to activate the cheats.

INFINITE AMMUNITION

To get stacked with enough ammo to keep your weapons blazing non-stop press this combination: L1 △ ○ □ ● ● △ ■ ◁ △

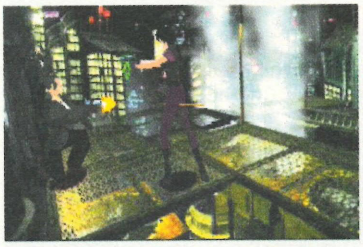


ONE HIT KILL WITH FIREARMS

To have the smallest bullets kill any sucker who strays into your path enter this lot: L1 △ ○ □ ● ● △ ■ □ R1



INFINITE HEALTH



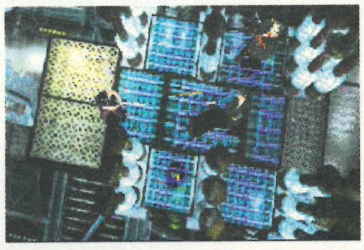
▲ Be harder than Superman by entering: L1 △ ○ □ ● ● △ ■ ▷ ■

DOUBLE AMMO



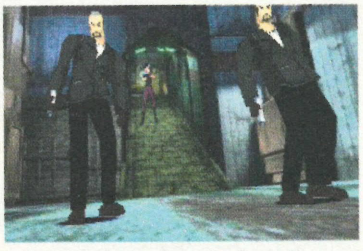
▲ To make the value of each ammo item double hit: L1 △ ○ □ ● ● ▷ ▷ R1 R2

INSTANT PUZZLE SOLUTION



▲ If you get stuck on the tricky puzzles key in: L1 △ ○ □ ● ● □ □ □ ○

HARD ENEMIES



▲ To make all enemies as hard as nails enter: □ □ □ △ □ □ □ ■ ◁ ▷

Tenchu: Stealth Assassins

LEVEL SELECT



When on the Mission Select screen hold R1 and press ■ ■ △ △ ▷ ▷ ○ ▷. All ten missions will then open up to you.

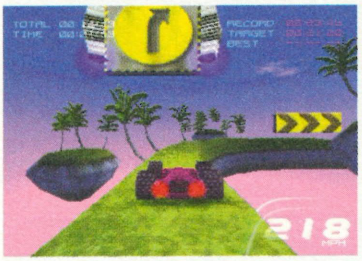
MADCATZ ACCESSORIES FOR PLAYSTATION, N64, PC AND DREAMCAST

Rollcage Stage 2

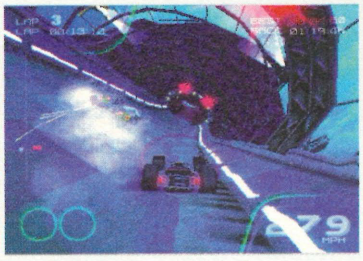
ALL TRACKS, NEW MODES OF PLAY AND OTHER GOODIES

One of the fastest racers on the Playstation, and we've got codes to make it even faster.

CODE	EFFECT
LOOK.OUT!.ITS.ANDY.GREEN	MEGA SPEED
NOW.THAT'S.WHAT.I.CALL.RACING.147	ALL TRACKS
PURSUIT,.A.SUIT.MADE.FROM.CATS	PURSUIT MODE
IS.IT.COLD.IN.HERE.OR.IS.IT.JUST.ME?	DEMOLITION MODES



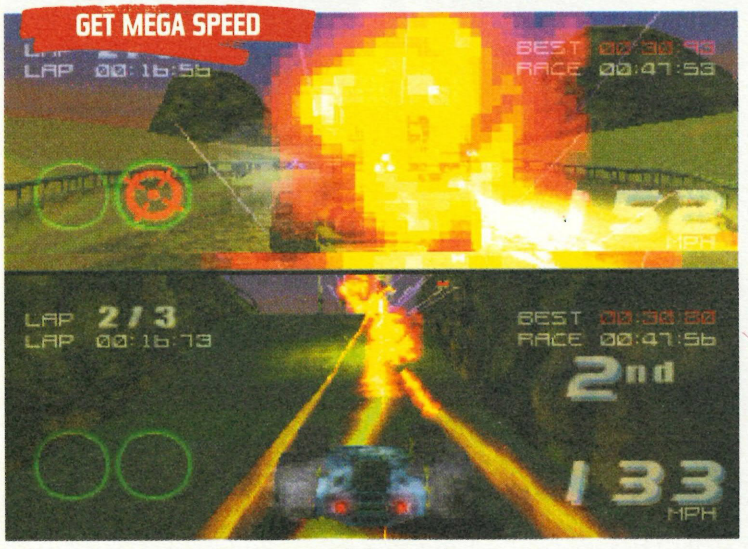
▲ Activate Demolition mode



▲ Zoom down the straits with mega speed



▲ Open Rollcage Stage 2's weird and wonderful tracks



▲ Use the mega speed code to fry your snail-like mates!

Medal of Honour

BE UNBEATABLE!



MULTI-PLAYER CHARACTERS

Make multiplayer death matches more fun. Get hidden characters with these passwords. Enigma Machine flashes green if you do them properly.

PASSWORD	CHARACTER
BEACHBALL	NOAH
WOOFWOOF	BISMARK
BIGFATMAN	EVIL COL. MULLER
GUNTHER	GUNTHER
NUTCRACKER	A GIANT NUTCRACKER
SSPIELBERG	DINOSAUR
ROCKETMAN	WERNER VON BRAUN
PAYBACK	WILLIAM SHAKESPEARE
FINESTHOUR	WINSTON CHURCHILL
HOODUP	WOLFGANG

INFINITE AMMO

Go to Options and enter the password screen and type BADCOP-SHOW. Then activate it in the 'Secret Codes' menu. This will only work in missions that you have already completed.

INVISIBILITY

Enter the password screen and type in MOSTMEDALS. Then activate it in the 'Secret Codes' menu. This will unlock Invisibility (Audie Murphy) mode. This only works in missions that you have already completed.





LEVEL SELECT PASSWORDS

MISSION	PASSWORD
1	RETTUNG
2	ZERSIOREN
3	BOOTSINKT
4	SENFGAS
5	SCHWERES
6	SICHERUNG
7	EINSICKERN
8	GESAMTHEIT

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Abes Odysee
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Actua Golf
Actua Ice Hockey
Actua Soccer 2, 3
Addidas Power Sorcer 1, 98
Agent Armstrong
Agile Warrior
Air Combat
Akuji the Heartless
Alien Trilogy
All Star Tennis
Alone in the Dark
Alundra
Andretti Racing
Anna Kournikova Tennis
Ape Escape
Apocalypse
Arkanoid Returns
Armoured Core
Army Men Series
Assault Rigs
Asterix
Atlantis
A-Train
Azure Dreams
B Movie
Ball Blazer Champions
Batman and Rabin
Batman Forever, The Arcade Game
Beast Wars Transformers
Bio Freaks
Blast Radius
Blood Omen
Bloody Roar 1, 2
Bomberman World
Brahma Force
Breath of Fire 3
Brian Lara Cricket
Broken Sword 1, 2
Bubble Bobble
Bubsy 3D
Bugs Bunny Lost in Time
Bushido Blade 1, 2
Bust A Move 2
C & C Red Alert
C & C Retaliation
Capcom Generations Vol. 1, 2
Cardinal Syn
Casper
Castlevania, Symphony of Night
Castrol Honda Superbike
Championship Motocross
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Clock Tower Ghost Head
Colin Mcrae Rally
Colonization
Colony Wars
Colony Wars Vengeance
Command and Conquer Series
Constructor
Contra Legacy of Wars
Coolboarders Series
Courier Crisis
Crash Bandicoot Series
Crash Team Racing
Crime Killer
Criticom
Croc 1, 2
Cyber Tiger
Cyberia
D
Dance Dance Revolution 2nd Remix
Dark Forces
Darklight Conflict
Darkstalkers 3
Dead Ballzone
Dead or Alive
Death Trap Dungeons
Descent 1 & Maximum
Destrega
Destruction Derby 1, 2
Devil Dice
Diablo
Die Hard Trilogy
Dino Crisis
Disruptor
Doom
Dracula X-Nocturn in the Moonlight
Dragonball Z-Ultimate Battle 22
Driver
Duke Nukem Series
Dynasty Warriors
Ehrgeiz
Enemy Unknown UFO
ESPN Extreme Games
Everybodys Golf
Evil Zone
Excalibur 2555 A.D
Exhumed
FIFA Series
Fifth Element
Fighter's Impact
Fighting Force 1, 2
Final Doom
Final Fantasy 7, 8
Firestorm
Firo and Klawd
Fishermans Bait
Formula 1 Series
Formula Karts
Forsaken
Forty Winks
Frogger
Future Cop: LAPD

G-K

Galaxian 3
Gex
Gex 3 Deep Cover Gecko
Gex 3D
Ghost in the Shell
Global Domination
Goal Storm
G-Police 1, 2
Gran Turismo 1, 2
Grand Theft Auto
Grand Theft Auto London 1969
Guardian's Crusade
Gunship
Hard Boiled
Hard Edge
Hardcore 4 X 4
Heart Of Darkness
Hercs Adventure
Hercules
Hexen
Independence Day
Indy 500
Int. Superstar Soccer Deluxe
International Track & Field 1,2
Iron Man XO Manowar in Heavy Metal
ISS Pro 98
ISS Pro & Evolution
Jade Cocoon
J McGrath Super Cross 98
Jersey Devil
Jonah Lomu Rugby
Jurassic Park Series
Kingsfield
KKND Krossfire
Klonoa
Knockout Kings 2000, 99
Krazy Ivan
Kula World

L-P

L.M.A. Manager
Le Mans 24 hrs
Legacy of Kain: Soul Reaver
Legends of Legaia
Lego Racers
Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lunar Silver Star Story
Medal Of Honour
Medievil 1,2
Megaman Series
Men In Black
Metal Gear Solid Integral
Metal Gear Solid Original
Metal Gear Solid Special Missions
Micro Machines V3
Mission Impossible
Mobile Suit Gundam
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat 3, 4
Mortal Kombat Mythologies Sub Zero
Mortal Kombat Trilogy
Moto Racer 1, 2
Motor Head
Mr Domino
MTV Sports Snowboarding
Myst
N20
Nagano Winter Olympics
Namco Museum Vol.1.2.3. & 4
Nanotek Warrior
Nascar 1,98, 99, 2000 & 50th Anniversary
NBA Series
Need For Speed ,2 3
Need For Speed Road Challenge
NFL Series
NHL Series
Nightmare Creatures
Ninja
No Fear Downhill Mountain Biking
Nuclear Strike
ODT
Off World Interceptor Extreme
Olympic
Omega Boost
Overboard
Overblood 1,2
Pac Man World
Pandemonium 1, 2
Parasite Eve
Phantom Menace:Star Wars
Pitball
Pitfall 3D
Player Manager '98
Pocket Fighter
Point Blank 1, 2
Pong
Pool Hustler
Pool Shark
Populous the Beginning
Porsche Challenge
Power Move Pro Wrestling
Premier Manager 99, 98
Primal Rage
Puchi Carat

Q-U

Quake 2
Rage Racer
Raging Skies
Rainbow Six
Rally Cross 1, 2
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
RC Stunt Copter
Ready 2 Rumble
Rebel Assault 1, 2
Reboot
Re-loaded
Resident Evil Series
Resident Evil Directors Cut
Re-volt
Revolution X
Ridge Racer Type 4
Rival Schools
Riven: Sequel To Myst
Road Rash
Road Rash 3D
Rock & Roll Racing 2
Rogue Trip
Roll Cage
R-Type Series
Rugrats
Rushdown
Sampras Extreme Tennis
Samurai Showdown 3
Scars
Shadow Gunner
Shadowman
Shellshock
Silent Hill
Silhouette Mirage
SimCity 2000
Sled Storm
Small Soldiers
Smurfs
Snow Racer 98
Soul Blade
South Park & Rally
Soviet Strike
Speed Freaks
Speedster
Spice World
Spyro 1, 2
Star Fighter 3000
Star Gladiators
Star Wars Series
Steel Reign
Street Fighter Series
Street SkBer
Suikoden
Supercross 2000 & Circuit
Syndicate Wars
Syphon Filter
T'ai Fu
Tarzan
Tekken 1, 2, 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5, Off Road
Tetris Plus
This is Football
The Lost World
Theme Hospital
Theme Park World
Three Lions
Thrill Kill
Tiger Shark
Tiger Woods
Time Commando
Time Crisis
Tobal No. 1, 2
TOCA 1, 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3, 4, Tomba
Tommi Makinen Rally
Tomorrow Never Dies
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Top Gun
Total Drivin
Total NBA
Total NBA 97
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Transport Tycoon
Trash It
Treasures of the Deep
Triple Play 2000
Tunnel B1
Twisted Metal Series
UEFA Champions League
UEFA Striker
UFO Enemy Unknown
Ultimate Battle 22
Ultimate Doom
Ultraman &
Ultramandyna
Ultraman Fighting Evolution
Um Jammy Lammy
Unholy War
Uprising X

V-Z

V2000
Vandals Hearts 1, 2
Victory Boxing 1 & 2
Virtual Golf
Virus
Viewpoint
Vigilante 8 & 2nd Offence
VR Baseball 97
VR Powerboat Racing
V-Rally 1 & 2
Vs
V-Tennis
War Craft 2: The Dark Saga
War Games
War Gods
War Hammer Series
Warhawk
Warzone 2100
WCW Series
Wild 9
Wild Arms
Wing Over 1,2
Wipeout Series
World Cup 98
World League Soccer 98
Worms & Armageddon
Wreckin' Crew
Wu Tang
WWF Series
X-Files
X Games Pro Border
X men vs Street Fighter
X Racing
X2
X-Com Terror from the Deep
Xenogears
Xevious 3DG
Xi Devil Dice
X-Men Children of the Atom
Z
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Zig Zag Ball



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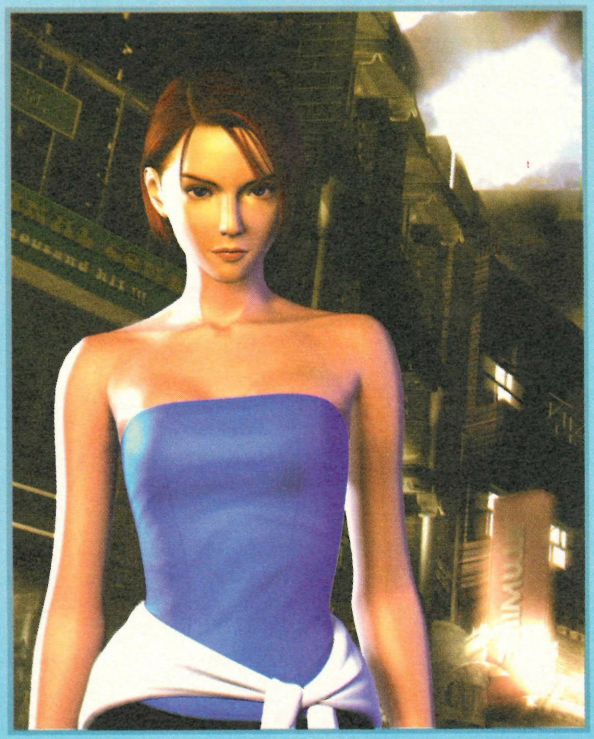
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EXTRA COSTUMES

If you've completed the game once you'll only get one suit, but the more completed game saves and different grades you get the more suits you can choose from. There are five costumes, including a Dino Crisis suit, S.T.A.R.S outfit, sexy biker chick and a miniskirted Jill. Your end grade will determine which costume you get.

DEFEAT FINAL NEMESIS EASY



▲ Pummel him with rockets to back him into the corner he came from. Then get the cannon going by pushing the three Power Sources. Fire to get rid of the rubbish and it'll then fire automatically at him



▲ You can choose either 'run away' or 'stay and kill the ugly mug' FMV sequence. Of course, we go for the second choice because you can open more secrets that way



One of the best things about this is the FMV. And you get different ones depending on your choice



Dogs from hell. Don't pretend you're hard. Be a man, admit that you cacked yourself on this bit!

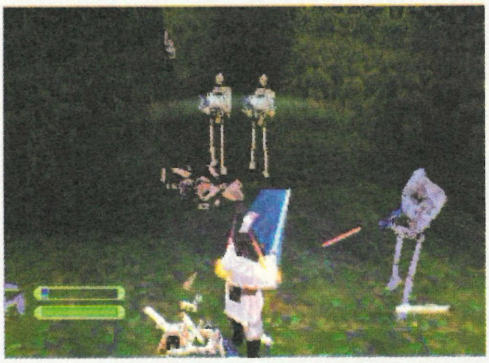
HOW TO GET THE BOUTIQUE KEY

Finish the game in under seven hours, using a maximum of thirty Ink Ribbons and you'll get the Boutique Key. This will unlock the Boutique in Uptown. Go and visit! Nice!

Star Wars Episode 1: The Phantom Menace

SABERS, JAWAS AND DESTROY DARTH EASILY

USE LIGHT SABER ANYWHERE



It is possible to get out your Light Saber when hanging from ropes, under water and anywhere else that you cannot normally. Press Start, highlight 'Weapons' and select the light saber

GIANT JAWAS IN MOS ESPA



If you enter the word 'Turntables' as a code, the Jawas in Mos Espa will be huge. But don't be scared. It'll make them easier targets to hit.

DEFEAT DARTH MAUL EASY



You must have grenades or the rocket launcher. After he kills Qui Gon, stand behind last energy door. You see him waiting round the corner. When the door opens, fire rocket launcher at him. His health bar may not show but he takes damage

Saga Frontier

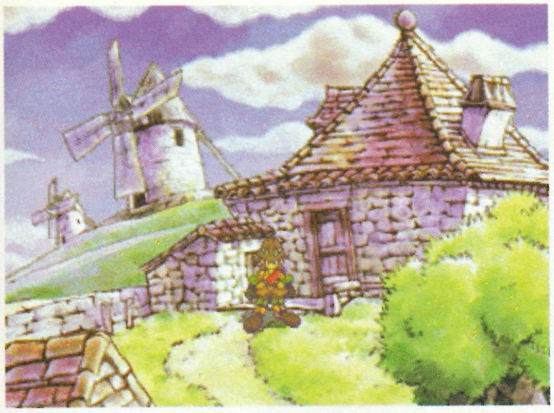
BE STRONG, BE ROUGE

GET ROUGE

Start game, select lute. When you get to Manhattan go to Luminous and get Rouge to join you. Beware if you go to Magic Kingdom or you risk losing him.

SUPER STRONG T260/T260G

Equip the T260/T260G with three Hyper Blasters and 4 Warlord Armors in its Type 1 body. Check the stats and you'll find that it will have 999 HP and 99 defence.



▲ Fairytale looks mask a hardcore RPG in Saga Frontier



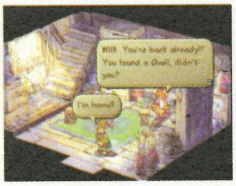
▲ Boost your effectiveness with big hit points and defence

ROUGE'S SECRET SCENARIO

Here's a bit of clever reincarnation. When you battle Rouge in Blue's scenario, make sure you die and lose all your LP. When you combine together, you will be in control of Rouge instead of Blue.



▲ Fighting monsters



▲ End of the first quest



▲ Cave battle underway

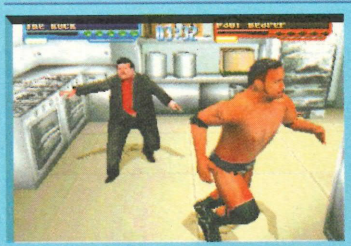
WWF Smackdown

UNLOCK SECRET CHARACTERS

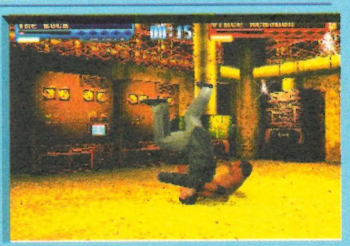
Play through Season Mode for a certain amount of years and you'll be able dish out the punishment with newly unlocked characters.

YEARS	CHARACTER
1	IVORY
2	PRINCE ALBERT
3	JACQUELINE
4	VISCERA
6	MIDEON
7	GERALD BRISCO
8	PAT PATTERSON

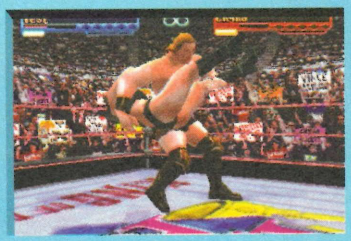
ACCESS OTHER AREAS IN THE ARENA



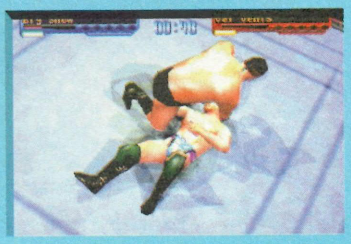
To get new areas, go outside ring to near entrance. Use Irish Whip to chuck rival at door. Fight will move to new room.



Find other doors to throw your opponent through and you'll end up scrapping in loads of rooms around the building.



▲ Test about to nail rent-a-moose-a-



▲ Val Venis gets mangled by The Big Show



▲ Stone Cold notches up another win

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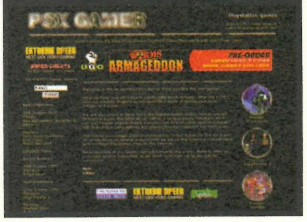
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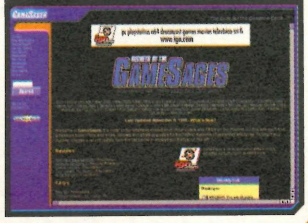
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DAILY STAR

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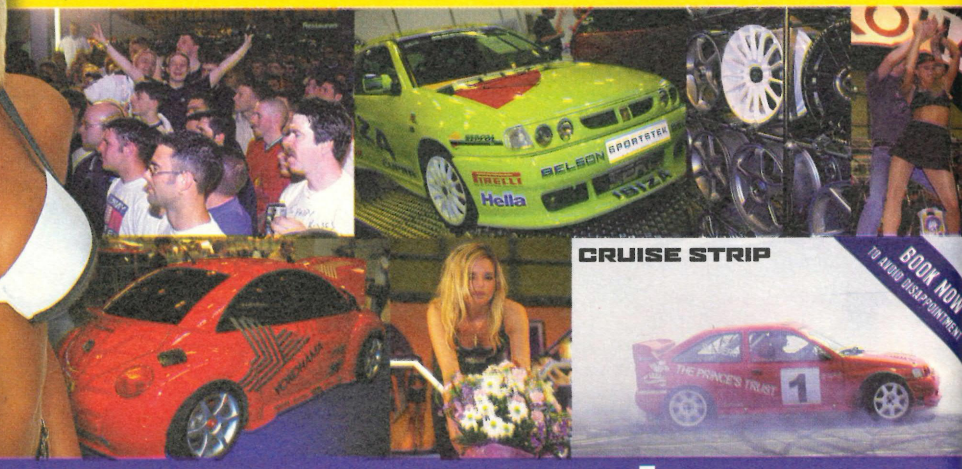
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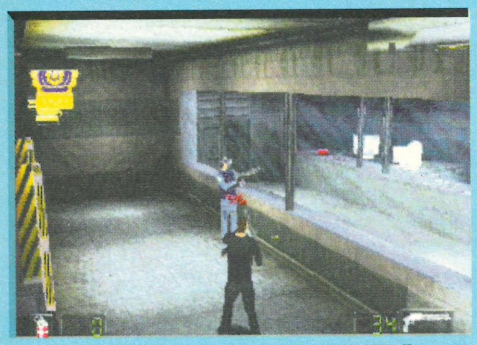
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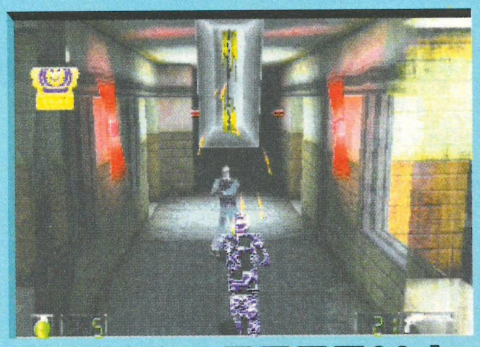
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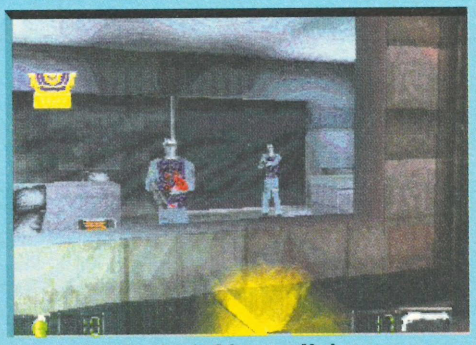
PILES OF WEAPONS, DOG-SLOW ROCKETS, WILLIS' BIG HEAD



▲ To get all weapons, press: ■ ■ ● ● L1 L1 To automatically reload in 'Shooter Mode', press: ■ ■ ▲ ▲ ● ●

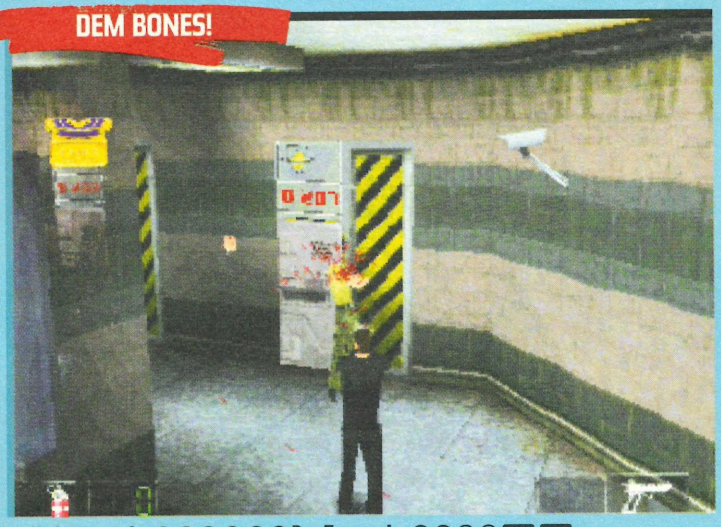


▲ To get a big head press: R1 R1 L1 L1 ▲ ▲ . To turn off laser sight, press: L1 L1 ▲ ▲ L1 L1 L1 To be electric man, press: ■ ■ L1 L1 R1 R1



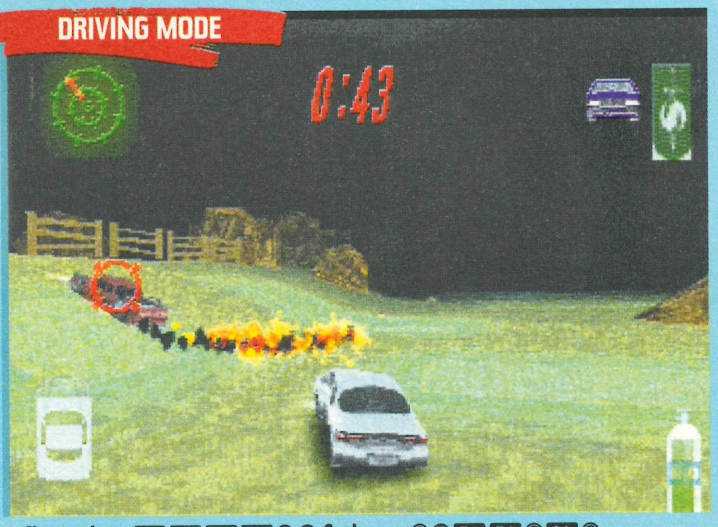
▲ For first person view in Adventure Mode try: ● ▲ ▲ ■ . Endless ammo: L1 L1 R1 R1 ● ● For invincibility, press: ▲ ▲ ● ● L1 L2

DEM BONES!



▲ Skeleton mode: ● ■ ▲ ▲ ■ ● Pop Top mode: ■ ■ ● ● R1 R1

DRIVING MODE



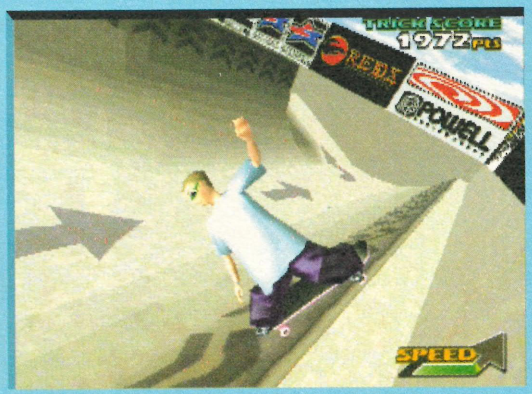
▲ Slow rockets: L1 R1 R1 L1 ▲ ■ Snake car: ● ■ R1 R1 ● L1 ●

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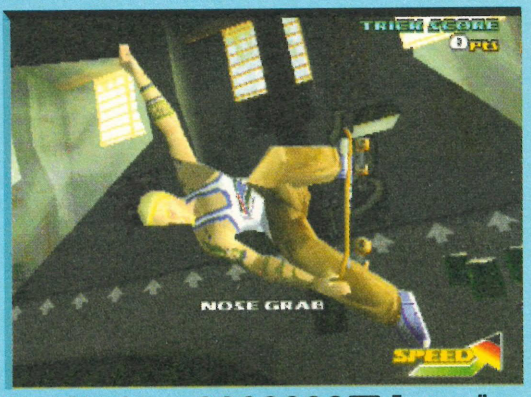
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Street Skater 2

ALL TRACKS, BOARDS, CHARACTERS



To get different costumes go to the character select screen and hold either L1 L2 R1 or R2 . Maximize character stats with: L1 ■ D-Pad Left, D-Pad Left, R2 D-Pad Left, R1 D-Pad Left. To unlock 'View Movies' menu R2 R2 L1 L2 L1 R1 R1 R1

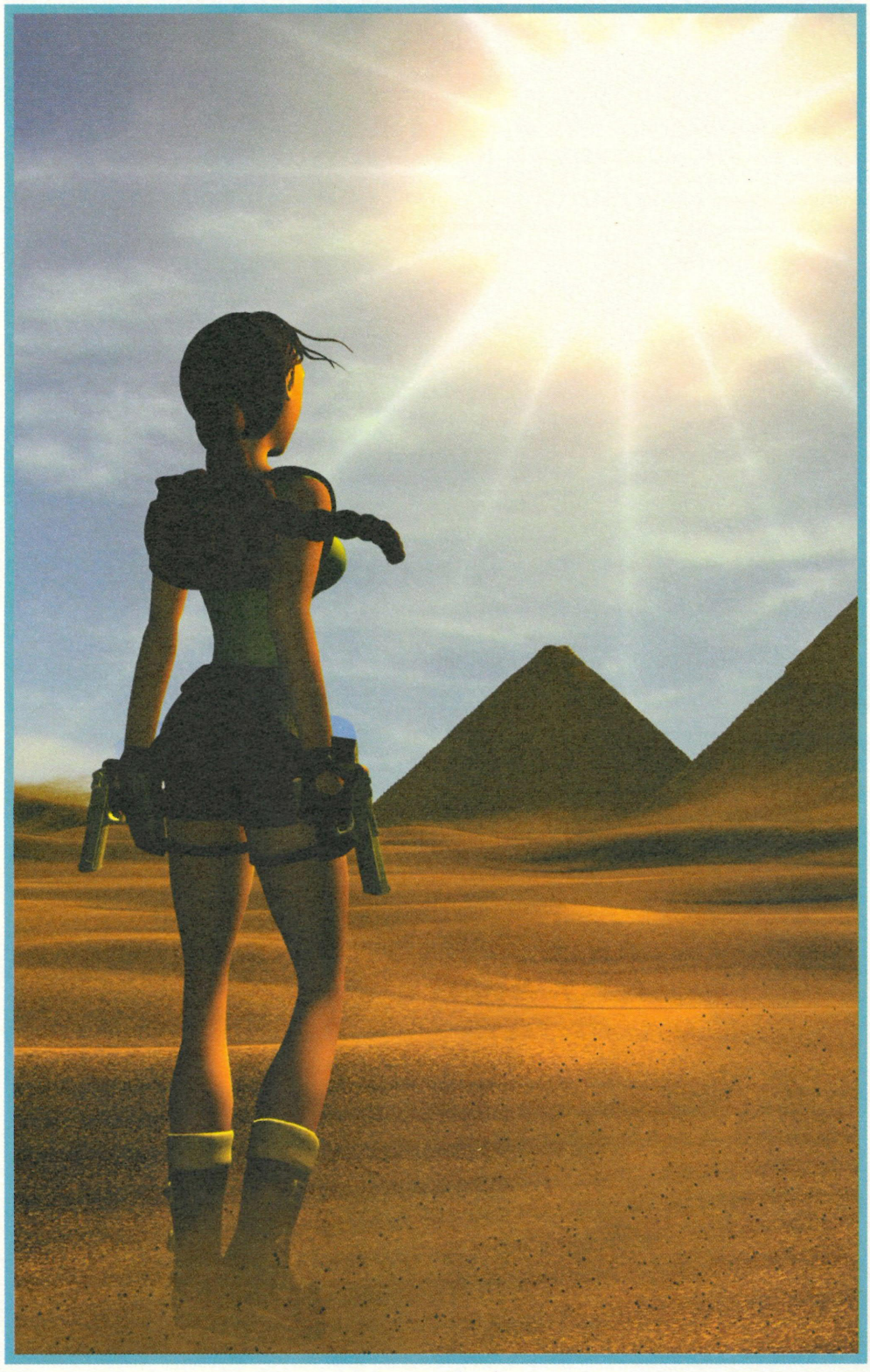


To get all boards, press: ● ● ■ ● ■ ■ ● R1 . To access all characters, press: D-Pad Left, D-Pad Left, ● ● L2 ■ D-Pad Right, R2 . To use all tracks, press: D-Pad Left, D-Pad Right, D-Pad Left, D-Pad Right, ● ● R1 ■

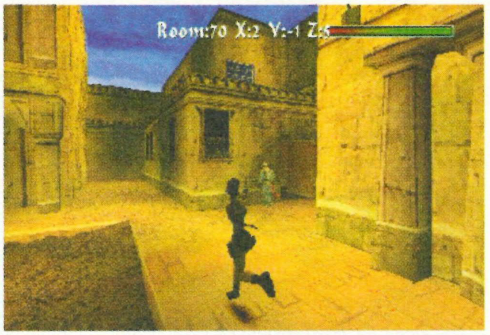
Tomb Raider 4: The Last Revelation

GET PILES OF AMMO, WEAPONS, ITEMS

These cheats are extremely difficult to pull off. When you correctly face Lara north, the pin on her compass will flicker, going transparent as it sways precisely past the north point. If this isn't happening, reposition Lara.

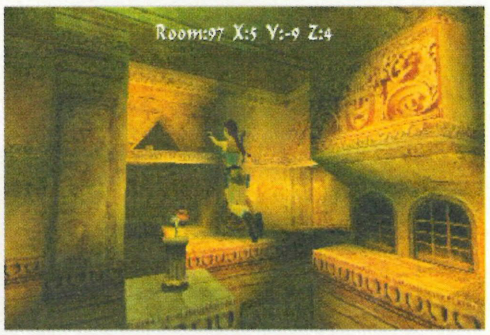


ALL WEAPONS



▲ Face Lara exactly north. Bring up the inventory. Highlight the small medipack. Hold: L1 L2 R1 R2 then D-Pad Up before you exit the inventory

LEVEL SKIP



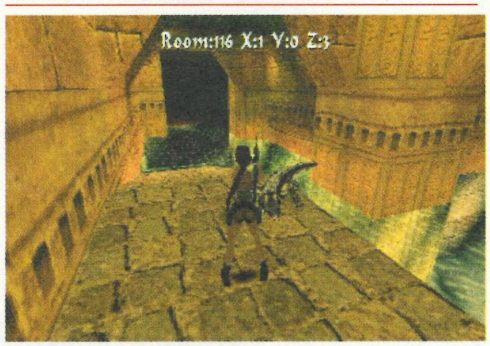
▲ Face Lara north. Bring up the inventory screen. Go to 'Load Game', then hold: L1 L2 R1 R2 and D-Pad Up then exit inventory

ALL ITEMS



▲ Face Lara north. Enter the inventory screen. Highlight the large medipack and hold: L1 L2 R1 R2 plus D-Pad Down before you quit the inventory

UNLIMITED AMMO



▲ Face Lara exactly north and bring up the inventory screen. Highlight the large medipack and hold: L1 L2 R1 R2 ⇩ Exit the inventory screen and when you re-open it, you should have full ammo on every weapon

Q+A

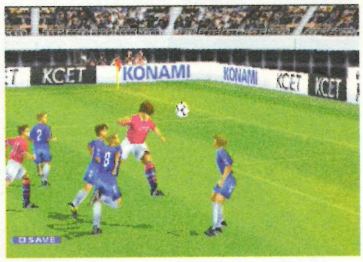
WITH THE MASTERS

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ISS EVOLUTION

Evolution is a great footy game but I want more! Are there any cool cheats for it, Masters?
Dan Trimble, Merseyside

If you press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨ you'll unlock two All-Star teams in the Cup mode. They should keep you playing for a bit longer, Danny boy.



▲ Get two new All-Star teams in ISS Evo

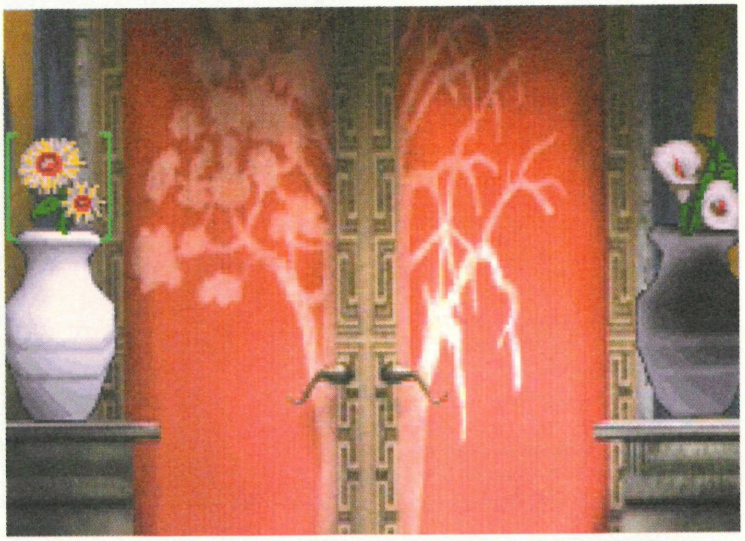
FEAR EFFECT

In Fear Effect how the hell do you do the black and white vase puzzle? I'm at the end of my tether and have the urge to become a flower seller!
Mark Bushell, Bedford

We love Fear Effect which is why it scored a scorching perfect 10 back in our March issue. So big respect to you Mark for owning a copy.

No problem when it comes to your request. Put the white vase on the left and the black on the right. Then put the wilted lilies in the black vase and the fresh sunflower in the white one. This will open up the next part of the level to Madame Chen and the decomposing Deke.

Oh, one other thing – don't sell flowers, you'll be laughed outta your town.



▲ What decomposing horror lurks behind these doors? Find out the solution above

COOL BOARDERS 4

I hate to admit it but I'm pants at Cool Boarders 4. What can I do to make me look good in front of my mates?

Shhh..don't tell your friends but if you enter ICHEAT as your name, you'll get access to all the courses, boards and characters. That should allow you to save face in multiplayer mode.



● Get the whole world beneath you

CRASH TEAM RACING

Hey, Masters! Have you got any way whatsoever of beating N Oxide's top scores in Crash Team Racing?
Jamie McAulay, Lanarkshire

You'll be smacking N Oxide up in no time with these wicked cheats. Enter them correctly on the main menu screen and you'll hear a sound.

CHEAT	CODE
Super Turbo Pads	Hold L1 and R1 and press △ ⇨ ⇨ ● ⇦
Always get Invisibility power ups	Hold L1 and R1 and press ⇩ ⇦ ⇨ ⇧ ⇩
Invisibility	Hold L1 and R1 and press ⇧ ⇧ ⇧ ⇨ ⇨
Unlimited bombs	Hold L1 and R1 and press △ ⇨ ⇩ ⇨ ⇧ △
Unlimited Wumpa Fruit	Hold L1 and R1 and press ⇩ ⇨ ⇨ ⇩ ⇩
Unlimited Masks	Hold L1 and R1 and press ⇦ △ ⇨ ⇦ ● ⇨ ⇩ ⇩



▲ 'Warning: heavy plant crossing'



▲ Magical protection is always handy



▲ Unlimited bombs equals kart carnage

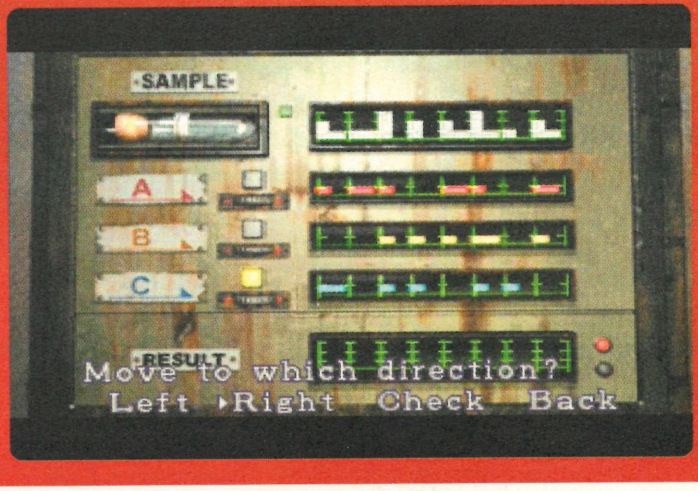


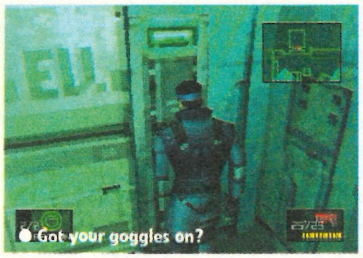
▲ Crash himself the racing favourite

RESIDENT EVIL 3

I really want to know how to use the machine with the water sample on the Dead Factory 1F level of Resident Evil 3. What's the sequence?
Harry Darcel, Bournemouth

To meet your Nemesis, you need to get the bars to add up to the display at the top of the machine. If there's three bars on the top display, switch all three fields on. If there's only one bar, just one field will do. In fact, here's a shot of the machine in the completed mode to help you.




● Got your goggles on?

METAL GEAR SOLID

In Metal Gear Solid where in the armoury is the Sniper Rifle?
Lee Love, Isle of Wight

It's past the lasers in the bottom left storage room. You can't get it until you've beaten Ocelot. Use your thermal goggles to avoid the lasers.

DISCWORLD 2

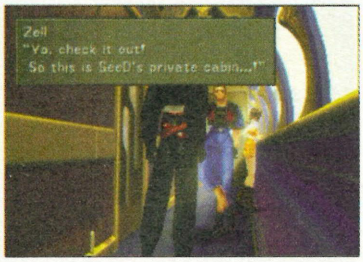
I'm stuck on Discworld 2. I have all the things apart from the Vile Smell. Can you tell me how to get it?
Scott Wasilewski, Chorley

Walk up to the three men outside Mrs Cake's shop in the Shades. Use the Genie Bottle on the Vile Smell, and you'll get it.

FINAL FANTASY 8

After you've gained Bahamut from the research centre, how the hell do you get down the large hole to face the ultimate weapon and gain Eden?
Loz Caile, Durham

You've done well to get Bahamut Loz. Nice one.
To get all the way down the hole, you need choose Zell and use your Reserve Steam Pressure wisely. Use two RSP on the first two levels and then one each on the last two. Pick 'Leave it to Zell' when you're faced with two options 'cos he's the most mechanically minded. He'll be able to bash the machine at the bottom and get you through.



▲ Loz from Durham's a FF8 god it seems

TOY STORY 2

In your April issue tip for Toy Story 2 (get 100 coins on Level 1), we can only find 93! Are there some hidden ones?
Sarah and Peter Johnson, Cornwall

There sure are. In the bedroom, jump onto the platforms and slide down into the cot and you'll find more coins and an extra life as well. If that doesn't up your wonga count enough, check out the back of the basement for some more.

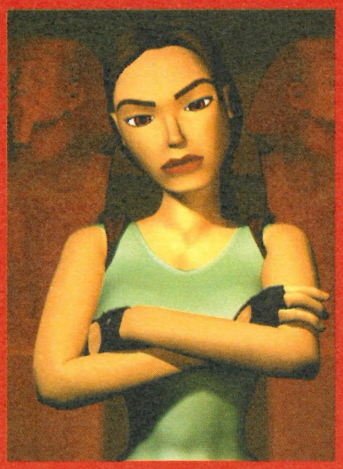

● Don't get out of your cot! There's some loot heading your way

TWONK OF THE MONTH

TOMB RAIDER 4

I'm on the training level in Tomb Raider 4 when Lara's 16. I've decided not to follow Von Croy into the tomb, but how do I keep training? I think Lara should be out in the sun, not in the dark.
Mart Benson, Lancs

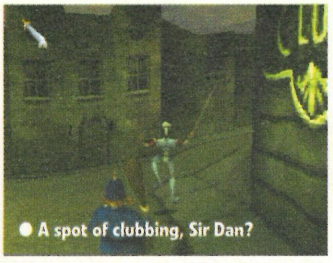
What's the weather like in dumb thicko land Mart? In most computer games, once you enter a level you have to work your way through it, not run away. So push on through the level and don't try and wimp out. What are you, some lily-livered Lancashire lightweight?

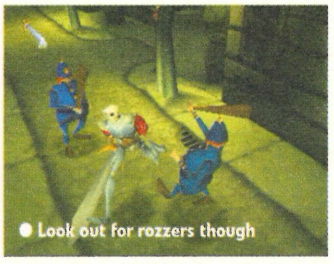


MEDIEVIL 2

Help! Where's the membership card for the club in Whitechapel on MediEvil 2?
John Warren, Manchester

You'll need to head right outside the club then use the crate to climb up and into the window of the house. In the basement there's a load of crates. Bust 'em and you'll get the Library Key. The library is upstairs and the Membership Card is up the ladder inside. Happy now?


● A spot of clubbing, Sir Dan?


● Look out for rozzers though

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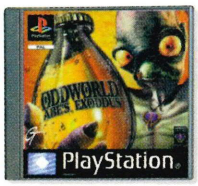
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ABE'S ODDYSEE

PLAYERS 1-2 | 9

A great alien platform adventure that's rammed with puzzles. Loads of laughs come from the farts and character voices.



ABE'S EXODDUS

PLAYERS 1-2 | 9

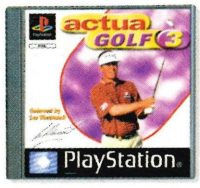
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent .



ACE COMBAT 3

PLAYERS 1-2 | 8

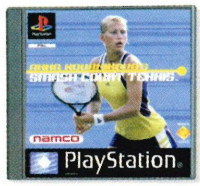
The best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are tricky though.



ACTUA GOLF 3

PLAYERS 1-8 | 9

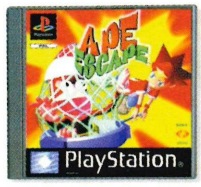
The best golf game with an innovative Dual Shock pad control system. All the real golfers are here. A class multiplayer game too.



ANNA KOURNIKOVA'S SMASH COURT TENNIS

PLAYERS 1-4 | 9

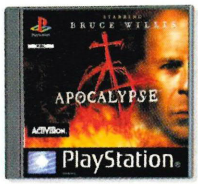
The greatest tennis game to hit PlayStation. Playable in one-player, but best with three mates. Cute cartoony graphics are nice.



APE ESCAPE

PLAYERS 1 | 9

Needs a Dual Shock pad, but if you've got one and you're into cutesy platform games, this has got fun and tons of challenge.



APOCALYPSE

PLAYERS 1 | 8

Bruce Willis saves the world again in this wise-cracking blaster. A bit on the samey side but more fun with a Dual Shock pad.



BLOODY ROAR 2

PLAYERS 1-2 | 8

Tekken 3 with teeth. Transform into a slavering beast and smash mates to a bloody pulp. Great graphics and cool combos.



BRIAN LARA CRICKET

PLAYERS 1-2 | 9

Suss out the tricky control system and you'll be playing the best cricket game on your PlayStation. It's great in two-player, too.



BROKEN SWORD

PLAYERS 1 | 8

Point-and-click adventure with rock-hard puzzles and neat graphics. Superb fun, but frustrating if you don't have patience.



BROKEN SWORD 2

PLAYERS 1 | 9

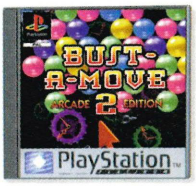
Touched-up graphics, a new plot and new environments. And the toughest puzzles in any 'Station point-and-click adventure.



BUST-A-GROOVE

PLAYERS 1-2 | 8

Choose your dancer, hit the floor and pull off some slick moves in the ultimate boogie battle. A great two-player blast.



BUST-A-MOVE 2

PLAYERS 1-2 | 9

A hideously addictive game that doesn't look much but it's impossible to put down. Shoot the coloured bubbles to win.



CHAMPIONSHIP MOTOCROSS

PLAYERS 1-2 | 8

Cane huge, snorting dirt blasters around the globe in the most realistic motorbike racer on the PlayStation, fact.



CIVILISATION 2

PLAYERS 1 | 8

An awesome God game like Sim City. You start in the Stone Age and progress through the years, building up your civilisation.



BISHI BASHI SPECIAL

PLAYERS 1-4 | 8

Over 85 games to play, all of them totally out-there Jap madness including catpulting uncles, building burgers, eating sushi and karaoke to boost your hair size. A grade-A multiplayer blast.



COLIN MCRAE RALLY

PLAYERS 1-2 | 9

Looks mighty tasty and there's a sweet two-player to tuck into, but awesome gameplay is what this game is really about. A lot of fun.



COLONY WARS RED SUN

PLAYERS 1 | 9

Star Wars-style space blaster with tons of missions in space and on planet surfaces. Looks great and the plot keeps you guessing.



COMMAND AND CONQUER: RED ALERT

PLAYERS 1-2 | 9

Build up your army and then unleash it on your foe in a frenzy of real-time strategy. Great two-player link-up makes this a winner.



COOL BOARDERS 2

PLAYERS 1-2 | 8

Easy-to-use trick system makes this the snowboard game to own. Graphics could be smoother but it plays a treat in one or two-player.



CRASH BANDICOOT 2

PLAYERS 1 | 9

A damn good platformer that looks very cool. Boasts loads of variety and tons of secrets and hidden extras. Addictive.



CRASH BANDICOOT 3

PLAYERS 1 | 8

Better graphics and greater variation than Crash 2, this looks nice and is great fun to play. Shame it's too short.



CRASH TEAM RACING

PLAYERS 1-4 | 8

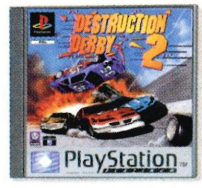
Kart action from Crash and the gang. Blast mates off the tracks as up to four players skid, jump and powerslide round the courses.



DEAD OR ALIVE

PLAYERS 1-2 | 8

A very fast beat 'em up with sharp graphics, gut-punching action and sweet combos. Better still, all the girls have enormous hooters.



DESTRUCTION DERBY 2

PLAYERS 1-2 | 8

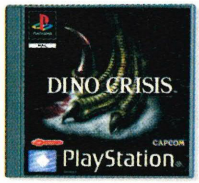
The crash 'n' dash driving game gets a graphics refit. It's a great laugh mashing your motor in one-player, and the two-player's top.



DIE HARD TRILOGY

PLAYERS 1 | 9

Bruce Willis is back for action in this great 'three games for the price of one' deal. The second bit is best played with a lightgun.



DINO CRISIS

PLAYERS 1 | 9

Resident Evil meets Jurassic Park in this puzzle-packed suspense adventure. Visually it rocks, and has some awesome T-Rex battles.



DOOM

PLAYERS 1-2 | 9

The game that made you love shotguns, this is the original shoot 'em up in blood-streaked corridors. Two-player is total class.



DRIVER

PLAYERS 1 | 9

Imagine Grand Theft Auto crossed with Gran Turismo, with a funky 70s soundtrack. This car chase thriller is awesome.



DUKE NUKEM: TIME TO KILL

PLAYERS 1-2 | 8

Tomb Raider meets Doom in a violent corridor shoot 'em up boasting fast action and tons of bad guys to target practice on.



FEAR EFFECT

PLAYERS 1 | 10

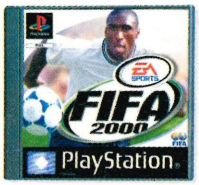
Plays like a vicious horror film directed by John Woo. Loads of action and some blinding puzzles are guaranteed.



F1 2000

PLAYERS 1-4 | 8

This walks the thin line between playability and racing realism with a swagger. Bang up-to-date drivers and teams combine with electrifying gameplay to make this the choice for the discerning F1 fanatic.



FIFA 2000

PLAYERS 1-8 | 7

Latest version with the teams, leagues and players from the current season. It's fast, but too jerky and too easy to score.



FINAL DOOM

PLAYERS 1-2 | 8

Rock-hard sequel to the classic first-person blaster, with 30 new levels. Great on link-up but strictly for the hardcore.



FINAL FANTASY 7

PLAYERS 1 | 9

A huge game with great characters and battles. Put aside six months to play it, and at under £20 it's serious value for money.



FINAL FANTASY 8

PLAYERS 1 | 9

Sprawling role-playing epic that plods at first, but ultimately will hook you for months. Battles are something else.



FORMULA 1 97

PLAYERS 1-2 | 9

All the genuine drivers, teams and motors from the 97 season. Hot graphics and slick play are a plus. Two-player is clunky though.



G-POLICE 2

PLAYERS 1 | 8

Pilot kick-ass vehicles in this futuristic cop game. Controls take some getting used to, but stick with it and it pays.



GEX: DEEP COVER GECKO

PLAYERS 1 | 8

Great graphics set this apart from most other platformers. The levels are varied, but it the controls are fiddly to learn.



GRAND THEFT AUTO 2

PLAYERS 1 | 8

Rammed with better looks, crime and immorality, GTA2 supersedes the original with a vengeance. Repetitive missions are a let down.



GRAN TURISMO

PLAYERS 1-2 | 9

The daddy of all driving games. It's hyper-real, brimming with motors, and is absolutely crammed with tuning options.



GRAN TURISMO 2

PLAYERS 1-2 | 10

You'll probably never see a better racing game on your PlayStation. Enormous range of cars, great handling, class visuals. A treat.



INTERNATIONAL TRACK & FIELD 2

PLAYERS 1-4 | 9

Classic no-brainer finger tapping madness. Great graphics and reams of events make for classic multiplayer fun.



ISS PRO EVOLUTION

PLAYERS 1-4 | 10

The best football game ever, because it looks, plays and feels more like the real thing than any other 'Station game.



KULA WORLD

PLAYERS 1-2 | 8

Bizarre puzzle game where you guide a beachball round loads of psychedelic levels. Pretty simple but very addictive.



LEGACY OF KAIN: SOUL REAVER

PLAYERS 1 | 9

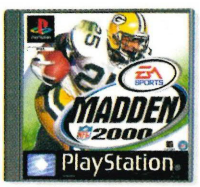
Skewer zombies and slay vampires in this monster Tomb Raider-style adventure that looks superb and plays brilliantly.



LMA MANAGER

PLAYERS 1 | 9

The best football management game on the PlayStation, with a slick interface that allows you to glide easily between options.



MADDEN 2000

PLAYERS 1-4 | 8

The smartest American football game around that's simple to pick up and play, but boasts enough moves to keep you coming back.



MEDIEVIL 2

PLAYERS 1 | 8

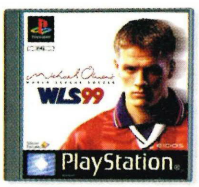
Sir Dan is back in another fun packed 3D adventure. Plenty of laughs, great graphics and hidden extras, but it is way too short.



METAL GEAR SOLID

PLAYERS 1 | 9

An absolute goolie-busting classic which no Essential Collection can be without. Incredible graphics and James Bond-style plot.



MICHAEL OWEN'S WLS 99

PLAYERS 1-2 | 8

Though a bit of a bitch to master, WLS does have the most moves to pull off in any of the 'Station's legion of footy games.



MICRO MACHINES V3

PLAYERS 1-4 | 9

Race mini motors across table tops in one of the most addictive games around. Get three mates and a multitap, and you're quids in.



MOTORHEAD

PLAYERS 1-2 | 8

Ridge Racer-style handling and mind-blowing speeds make this sci-fi sportscar racer a blast in both one and two player.



MUSIC 2000

PLAYERS 1-4 | 9

Updated version of last year's dance music game. There are 3,500 samples to mix plus you can sample from your own CDs.



N.GEN RACING

PLAYERS 1-2 | 9

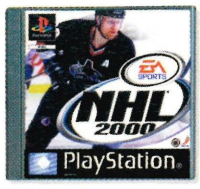
Jet fighters zoom round stunning courses in one of the best sci-fi racers around. Great visuals and a pumping soundtrack top it off.



NEED FOR SPEED 3

PLAYERS 1-2 | 8

This arcade racer's mix of top motors and winding tracks is a blast. Feels as fast as any other PlayStation racer.



NHL 2000

PLAYERS 1 | 8

The NHL series is the original and best when it comes to ice hockey. This has all the players, superb looks, and smooth gameplay.



NIGHTMARE CREATURES

PLAYERS 1 | 8

Gothic horror adventure where demons run riot in Victorian London. Tomb Raider-ish action with a little more hack and slash.



NUCLEAR STRIKE

PLAYERS 1 | 8

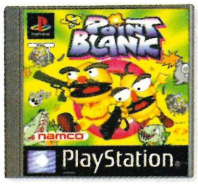
Supremely hardcore helicopter shoot 'em up. Complete objectives by eliminating terrorists and save the world from nuclear meltdown.



OMEGA BOOST

PLAYERS 1 | 8

Take on a series of boss robots, with enough weaponry to vapourise entire galaxies. Leave your brain at the door.



POINT BLANK

PLAYERS 1-2 | 9

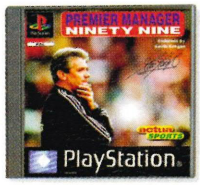
Get a lightgun for this cartoon-style shooting gallery game. Looks childish but tons of fun. Best with a mate to battle with.



POINT BLANK 2

PLAYERS 1-2 | 9

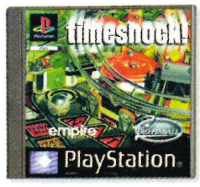
More variety than the first so your lightgun sharp-shooting skills are pushed to the limit. Multi player options make for a post-pub blast.



PREMIER MANAGER 99

PLAYERS 1 | 8

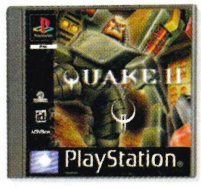
May not be as up-to-date as LMA Manager, but still a playable and easy to use footy management game with plenty of detail.



PRO PINBALL: TIMESHOCK

PLAYERS 1-4 | 8

The only pinball game you should own. Realistic ball movement makes this a cracker despite featuring only one table.



QUAKE 2

PLAYERS 1-4 | 9

The definitive first person corridor shooter. Ultra-violent, brooding atmos, and an army of sci-fi grunts to frag. Tops in multiplayer.



READY 2 RUMBLE

PLAYERS 1-2 | 9

Arcadey boxing effort which injects a much-needed bit of fun into the punch-ups. Full of combos and super-attacks.



RESIDENT EVIL

PLAYERS 1 | 10

Gore-soaked adventure with zombies, giant mutants and a lot of head-popping. The game PlayStation was built for.



RESIDENT EVIL 2

PLAYERS 1 | 10

Although not as tough to finish as the first, Res 2 has bigger weapons, nastier baddies and four ways to complete it.



RESIDENT EVIL 3

PLAYERS 1 | 10

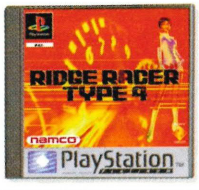
The scariest of the three, thanks to the constant attentions of the Nemesis, a huge dead dude who won't stop till you're dead.



RETURN FIRE

PLAYERS 1-2 | 8

Fast-paced arcade army game where you control a load of tanks and generally shoot the crap out of the enemy.



RIDGE RACER TYPE 4

PLAYERS 1-2 | 10

Gran Turismo 2's only real competition. This looks absolutely amazing, handles nicely, and has cars coming out of its ears.



ROLLCAGE STAGE 2

PLAYERS 1-2 | 8

Gravity defying racer that lets you drive on the walls and ceilings. Sweet-looking tracks and great two-player modes make this class.



SILENT HILL

PLAYERS 1 | 8

Sinister adventure with classy horror flick atmos and loads of gore. Evil cutscenes and general creepiness are big on the menu.



SLED STORM

PLAYERS 1-4 | 9

Annoy your mates by nipping in and out of hidden shortcuts as you cane 100 horsepower snow-mobiles over mountain courses.

SF EX 2

PLAYERS 1-2 | 9

The latest in the brilliant Street Fighter series is rammed with loads of characters, special moves and enough hidden extras to keep you playing 'till 4am. The combat system rewards the experienced fighter.





SOUL BLADE

PLAYERS 1-2 | 8

Nutso characters beat each other senseless with a collection of swords, knives and great big clubs. Plays a bit basic, though.



SPYRO THE DRAGON

PLAYERS 1 | 8

Nauseatingly cute but this platformer plays smoothly, looks super sharp and has tons of levels. A surprisingly big heap of fun.



STREET FIGHTER ALPHA 3

PLAYERS 1-2 | 9

The biggest and best 2D version of Street Fighter released. Ryu and the rest of the gang slug it out in classic style.



SUPER PUZZLE FIGHTER 2 TURBO

PLAYERS 1-2 | 10

Cutesy versions of the Street Fighter mob fight by dropping gems at each other. Definitely the best puzzle game around.



SYPHON FILTER

PLAYERS 1 | 9

This spy thriller isn't that great to look at, but has fine-tuned gameplay, heavy-duty weapons and tip-top firefights to boot.



SYPHON FILTER 2

PLAYERS 1-2 | 9

More of the same but with an extra character to play as, more weapons, and all-new missions. As much gun-toting fun as ever.

DROP OUTS

Like Watford, these can't do enough to stay in PlayStation's Premier Division

ALIEN TRILOGY
The arrival of Quake 2 squeezes this good but dated first person corridor shooter out.

DEVIL DICE
Intriguing and devious puzzler that was unique in its day but is now looking tired compared to rivals.

NBA BASKETBALL 2000
Slick hoop action but not enough to keep you glued even with the eight player option.

TWISTED METAL WT
A monster motor mash-up that provided many a two-player laugh but looks dead ropey these days.

MEDIEVIL
Another classic gets overtaken by its successor. It's a good Platinum buy but not 101-worthy.

STREET FIGHTER EX1
Its turbo-charged new cousins show this up as having fewer characters and simple gameplay.

ROT SPOTTERS GUIDE TO CACK

Why these games belong in a gravel pit in Norfolk, not your local high street

BARBIE SUPERSPORTS
This game scored one out of ten last month. That's quite a feat. We said that even your seven-year-old niece deserved better gameplay than this pathetic, unplayable piece of gruffy our console has seen. Barbie just doesn't belong on PlayStation.



▲ Barbie Supersports: damn dis deadly dull doll

ROAD RASH JAILBREAK
With gameplay and visuals as appealing as dog-doo pie, it's more fun burning your money than spending it on this dated bike game.

ARMORINES
First person low-grade Starship Troopers-stylee action at its worst.



TEKKEN 2

PLAYERS 1-2 | 9

Plays fast and sweet. This hasn't got the looks of Tekken 3 but it's still a rocking beat 'em up that delivers plenty of clout.



TEKKEN 3

PLAYERS 1-2 | 10

Unbeatable at Platinum price, this is packed with hardmen and hot graphical touches, and boasts 1,500 wicked moves.



TENCHU: STEALTH ASSASINS

PLAYERS 1 | 8

Slip into Japanese houses and slit people's throats. Plenty of sneaking around and sword fights, too. Class Ninja action.



TIME CRISIS

PLAYERS 1 | 9

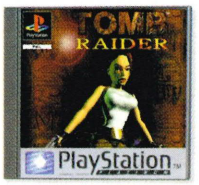
Lightgun shooter where you must wipe out a terrorist threat using just a pistol. Almost identical to the arcade original.



TOCA TOURING CARS

PLAYERS 1-2 | 9

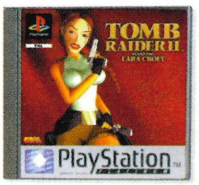
Twitchy handling and slippery courses make this one hell of a challenge. But master it and it plays sweetly and looks great.



TOMB RAIDER

PLAYERS 1 | 10

The original perfect mix of action and puzzles. Egyptian atmosphere and blinding gameplay make this the best of the first three.



TOMB RAIDER 2

PLAYERS 1 | 9

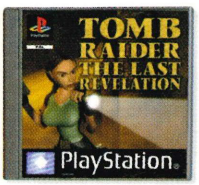
Favours non-stop gunfights over difficult puzzles. Sprawling locations and tough puzzles make it harder to finish than the original.



TOMB RAIDER 3

PLAYERS 1 | 8

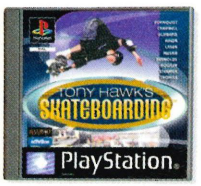
The worst Tomb Raider, but a class act still. More variety over 1 and 2 but little else. Some of the puzzles just frustrate but still a fine game.



TOMB RAIDER: THE LAST REVELATION

PLAYERS 1 | 10

Return to the brain-teasing puzzle-filled Egyptian tombs of the original classic. Top graphics up the already tense atmos.



TONY HAWK'S SKATEBOARDING

PLAYERS 1-2 | 9

A rocking stunt laden treat that looks cool and is a cinch to get into though tough to put down. Two player caps it off nicely.



UM JAMMER LAMMY

PLAYERS 1-2 | 8

Parrapa sequel where the raps of the original are replaced by guitar licks. Plays the same, but now there's a neat two-player jam.



URBAN CHAOS

PLAYERS 1 | 8

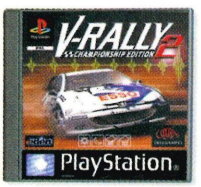
Despite the blocky graphics, Urban Chaos is still a cracking violence-fuelled romp set in a city infested by crime. Plenty of variation.



VIGILANTE 8

PLAYERS 1-2 | 9

Cars with guns fight it out in bizarre battle arenas. The best driving shooter around offers many laughs in two player.



V-RALLY 2

PLAYERS 1-2 | 9

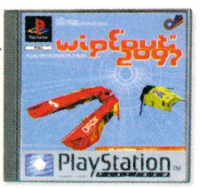
A dirt-drenched, mud-spattered off-road racer with stacks of tracks, cars and gameplay. Top night in with mates guaranteed.



WARZONE 2100

PLAYERS 1-2 | 9

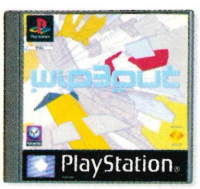
A real-time war strategy game with lots of levels and plenty of challenge. Build up your army and develop weapons, then attack.



WIPEOUT 2097

PLAYERS 1-2 | 9

Super-fast anti-gravity racer that streaks through sci-fi cities to a kick-ass soundtrack. Top late-nighter in link up mode.



WIP3OUT

PLAYERS 1-2 | 9

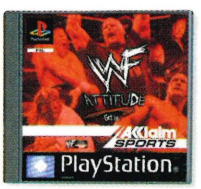
Very similar to its predecessor, although the tracks are better and it's slightly faster than before. Great graphics and soundtrack.



WORMS

PLAYERS 1-2 | 8

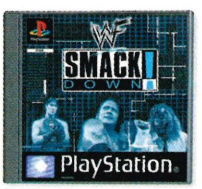
A gutter-class embarrassment in one-player but a world-class crack with four of you unleashing ridiculous weapons.



WWF ATTITUDE

PLAYERS 1-2 | 9

Overtaken by Smackdown but still with loads of fans. All the wrestlers and moves you need to launch a top grapple-fest.



WWF SMACKDOWN

PLAYERS 1-4 | 9

The ultimate grappling game is fast to play, looks sharp and the killer combos are easy to pull off. It's bursting with game modes.

PHOTOGRAPH: RICHARD LEWISOHN

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IMPORTANT CHECKLIST

- ☑ With each Swops Voucher (original, not a photocopy) you can swop one game.
- ☑ It must be a fully working game in its original box and with the instruction manual. We check every game.
- ☑ So we hold a selection of good games, we grade the Essential 101 Swops into three groups. This may limit the games available.
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SEND THIS WITH YOUR GAME TO: IMRAN, ESSENTIAL 101 SWOPS, PLAYNATION, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP (JUNE 00)

NEXT MONTH

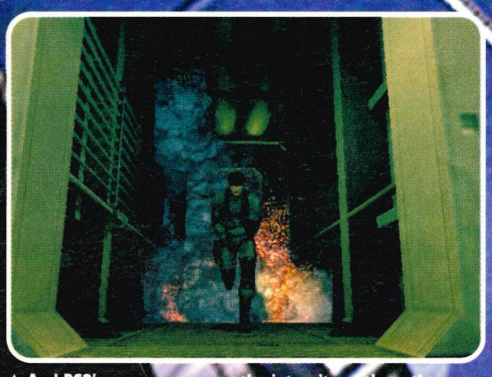
JULY ISSUE OF PLAYNATION ON SALE 23 JUNE

METAL GEAR SOLID 2

UNDERCOVER WITH PS2'S HOTTEST RELEASE YET



▲ Solid Snake is looking sharper than ever on PS2



▲ And PS2's powers ramp up the intensity of the action

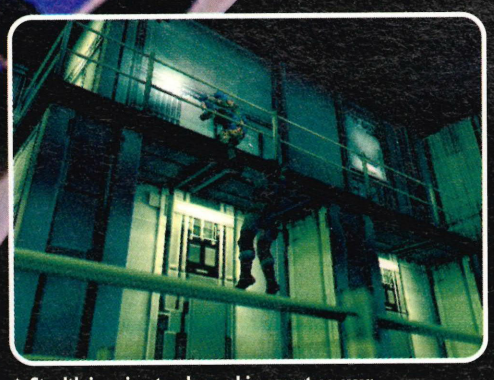


▲ When Snake breaks cover, it all kicks off

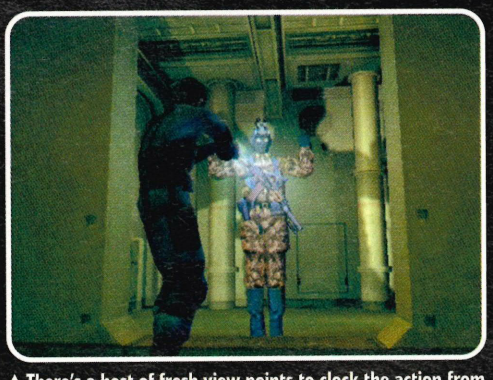
AWESOME
VALUE!
NEW PULL-OUT TIPS & CHEATS GUIDE
EXPERT GUIDES & TIPS FOR EURO 2000, COLIN MCRAE RALLY 2, MEDIEVIL 2, DIE HARD TRILOGY 2

REVIEWS OVERLOAD
VAGRANT STORY
NIGHTMARE CREATURES 2
IN COLD BLOOD
TENCHU 2
RALLY MASTERS

PS2 SPECIAL
FIFA 2001 (HONEST!)
WORLD IS NOT ENOUGH
FINAL FANTASY 10
UNREAL TOURNAMENT
ONIMUSHA: WARLORDS



▲ Stealth is going to play as big a part as ever



▲ There's a host of fresh view points to clock the action from



▲ And in this final frame, Snake's in a whole heap of trouble

COMING

JUNE 2000

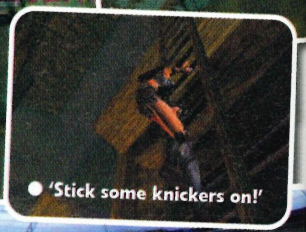
'DOCTOR, MY EYES HAVE MELTED!' 'THAT'LL BE DOWN TO PS2 OVERLOAD SIR'



● London-based hi-res PS2 game Getaway is in early development



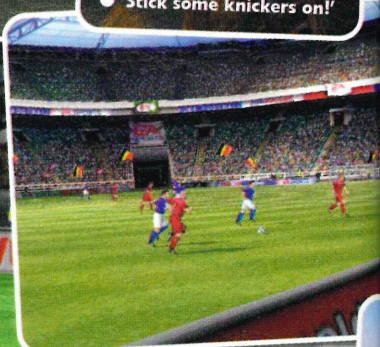
● Drakan is an RPG epic



● 'Stick some knickers on!'



● The unnamed FIFA game (let's guess...FIFA 2001?)



▲ FIFA gets a big revamp for PS2



● WipeOut Fusion on PS2 is rammed with upside down tracks and new ships



▲ Development shot from F1 on PS2

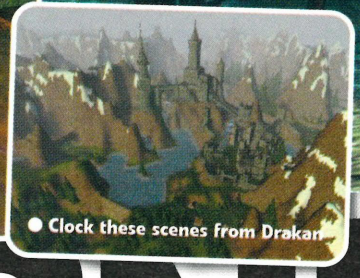


▲ Can you see your reflection on the chasis?



● Here's a shot from Summoner on PS2

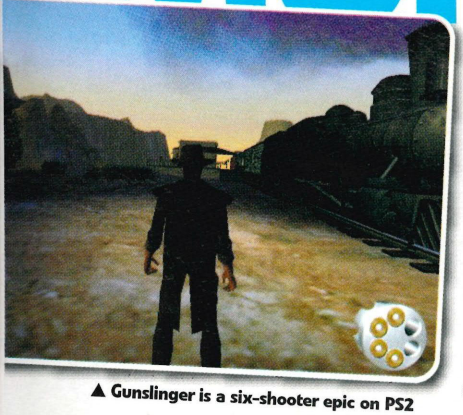




● Clock these scenes from Drakan

ONLY FOUR MONTHS TO GO!





▲ Gunslinger is a six-shooter epic on PS2

IN 16 WEEKS YOU'LL BE ABLE TO HAVE A UK PLAYSTATION TO CALL YOUR OWN. AND THE GAMES JUST GO ON GETTING BETTER

When PlayStation 2 hit Japan, it was a bit of a damp squib. Sure, Ridge Racer 5 and Street Fighter EX 3 were cool games, but they were rushed, and they weren't anything new.

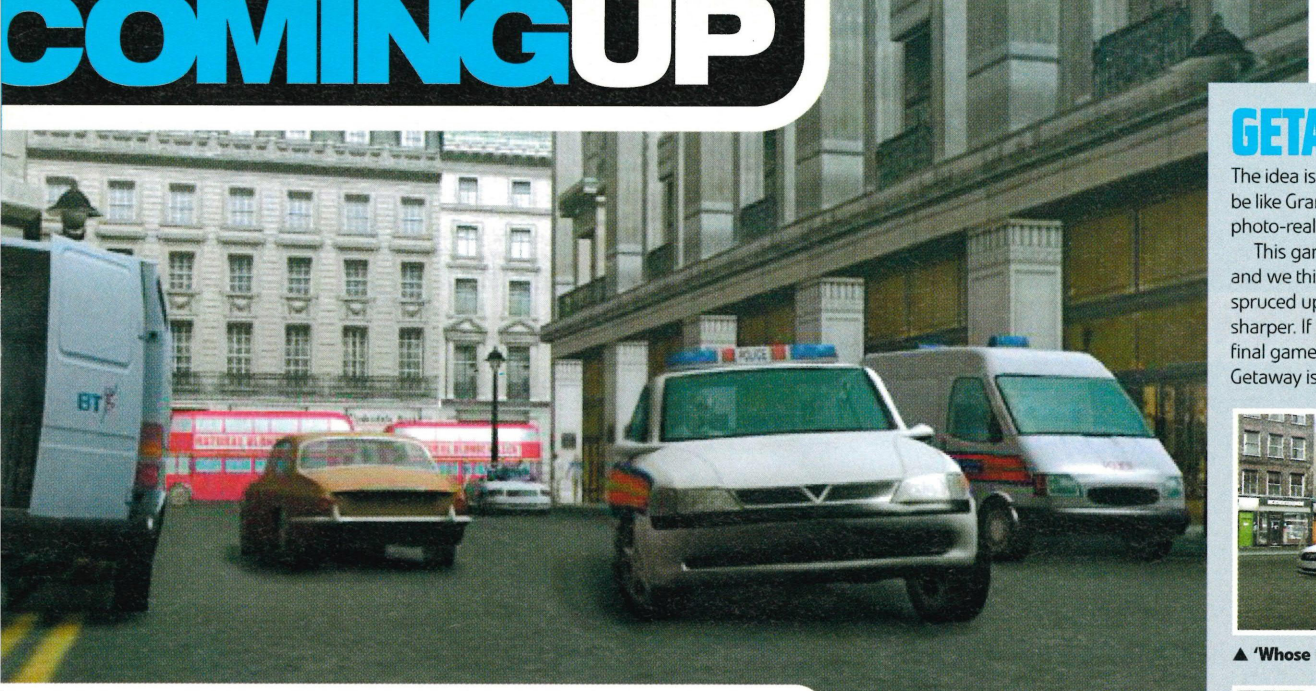
And getting the world's most powerful games console to do Mah Jong games is like hiring Jean-Claude van Damme to tear a bit of tissue paper in half.

But by the time PS2 hits the UK, the games are going to be a hell of a lot more impressive. No-one's confirming the launch lineup as yet, but every day we're seeing new, fresh and sparky games that we can't wait to get our hands on.

These are some of the best shots we've seen so far. Bear in mind that some of these games are early work in progress, so they'll improve visually before they hit the shelves. Every day, new titles are being announced, and new screenshots are appearing.

If you've got access to the Web and you want daily updates of everything new and cool on PS2, head to our friends at *www.computerandvideogames.com* for sharp news, less waffle, and all the visuals you could want.

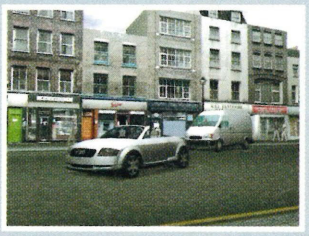
COMING UP



GETAWAY

The idea is that Getaway is going to be like Grand Theft Auto in 3D, in a photo-real version of London.

This game's still miles off release and we think these pics have been spruced up a little to make them look sharper. If they manage to make the final game look anything like this, Getaway is going to be the business.



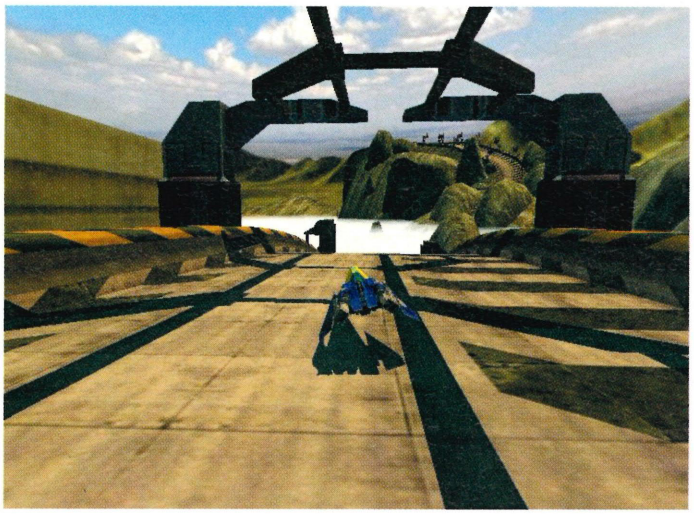
▲ 'Whose the smug git in the TT?'



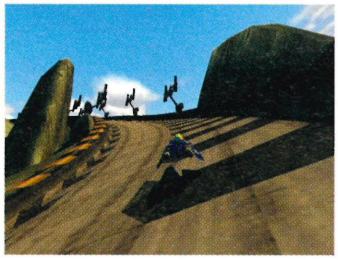
▲ 'Red Ken nicked my parking space'

WIPEOUT FUSION

The new WipEout game's not just a PS2 respray of the original. It's got all-new features like upside-down tracks and destructible bits of track that you can rip to bits with your all-new weapons arsenal. Check these shots out and drool.



▲ Check out the resolution of the WipEout environments here on PS2



▲ You can destroy trackside objects with your awesome guns. Kill! Kill!



▲ But we hope the racing's more action packed than these lonely shots show

FIFA 2000

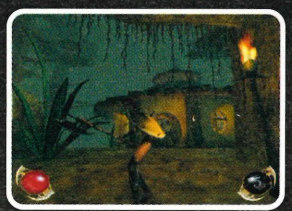
The FIFA series returns on PS2 with some sharp new looks. The players look a lot more realistic and they move more smoothly too. We're promised a host of new management features as well. These shots come from the Jap game FIFA World Soccer, and the Euro version, up for release on PS2 late this year, is going to look loads better. Still, these look pretty tasty.



▲ Sure this shot looks nice, but the Euro version of PS2 FIFA is going to be even better!

DRAKAN

Drakan's going to be a huge fantasy world that you can explore either on foot or flying high on the back of a dragon. There'll be thousands of people to meet, thousands of weapons to try out, and a virtually limitless world to explore.



▲ Drakan's having a pop at Final Fantasy on PS2. Will it cut it?

TIME SPLITTERS

Goldeneye on N64 is a gold-plated classic. The people behind it have defected over Sony to produce this awesome sci-fi shooter for PS2. PS2's awesome power means you can enter battles against literally hundreds of individual robot enemies. Looks smart.



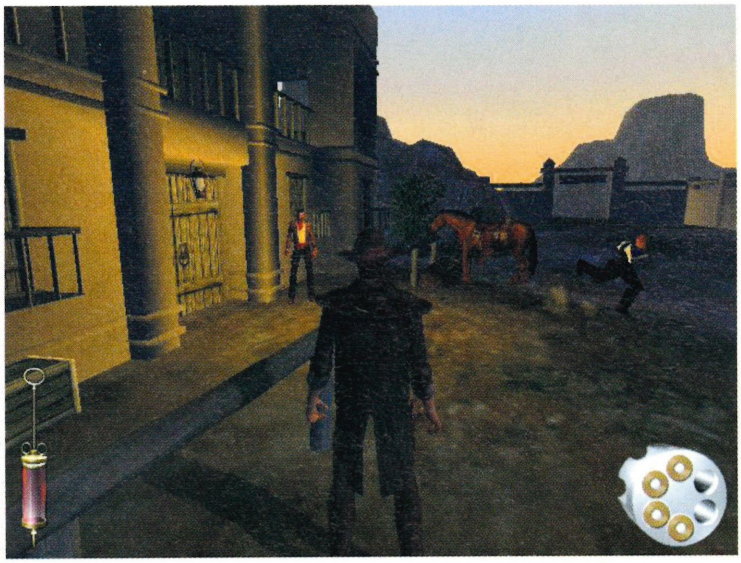
▲ The team responsible for GoldenEye on N64 are making this



▲ Weaponry and navigation look as if they're lifted from GoldenEye

GUNSLINGER

This grim, gritty Wild West shooter's looking to capture all the tense, dramatic face-offs you get in Clint's movies. Expect six-shooters, saloon shootouts and innocent people fleeing the area as High Noon-style stand-offs build up to their deadly climax. Awesome!



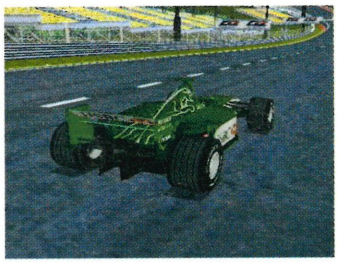
▲ Face-off with some sleaze-bag. But you've got only four bullets left so make 'em count

THE NEW F1

Amazingly detailed cars and pin-sharp tracks combine to make this look like a stunner-in-waiting. Check the detail on those buildings! Don't expect any surprises on the gameplay front though, it's only an F1 game.



▲ Great track details has some of us excited about F1 on PS2



▲ But we'll be surprised if gameplay is very different from existing versions

SMUGGLER'S RUN

This is a open-plan racing game where you play a smuggler caning a dune buggy across the countryside. Choose any route you like, even driving through fences and across farmland. It's all about getting your payload over the border without falling into the hands of Johnny Law – imagine a Cannonball Run for crooks and you'll be getting warm.



● 'I've six cases of hooch to deliver so sod the roads, it's cross country for me!'



● 'Buy my rhino tusks or I whip yo' butt'

DEALINGS WITH DEMONS

> SUMMONER

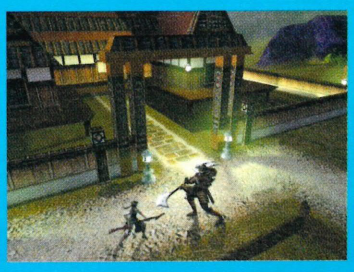
Devils, swords and magic on your PS2

This is looking massive, dark and epic, a grown-up version of Final Fantasy. It's got a smart magic system where you summon and make pacts with demons. At the start of the game, you summon up a fiend from hell.

But instead of doing your bidding, it stomps off and kills everybody in your village. After that, you're hunted through the game's massive, sprawling world, teaming up with other misfits as you go. This looks smart.



● Don't mess with the dark side, or you're in trouble



▲ This is like FF8, only darker



▲ Demons are useful allies

WHEN DID YOU FIND OUT?

WELCOME TO computer and video games

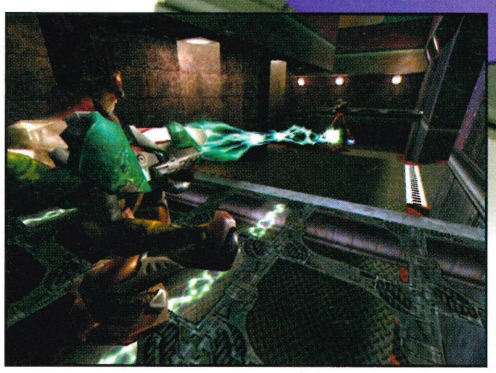
THE LAUNCH OF PLAYSTATION 2



www.computerandvideogames.com
8:00pm 13 SEPTEMBER 1999

QUAKE 3 ARENA FOR DREAMCAST







www.computerandvideogames.com
9:34am 25 DECEMBER 1999

TOMB RAIDER ON GAMEBOY



www.computerandvideogames.com
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METAL GEAR SOLID PS2 DETAILS

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SEGA'S NETWORK KINGDOM

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LINKS TIPS REVIEWS SHOP NEWS PREVIEWS CHARTS



▲ Loads of the puzzles will involve deciphering glyphs and patterns



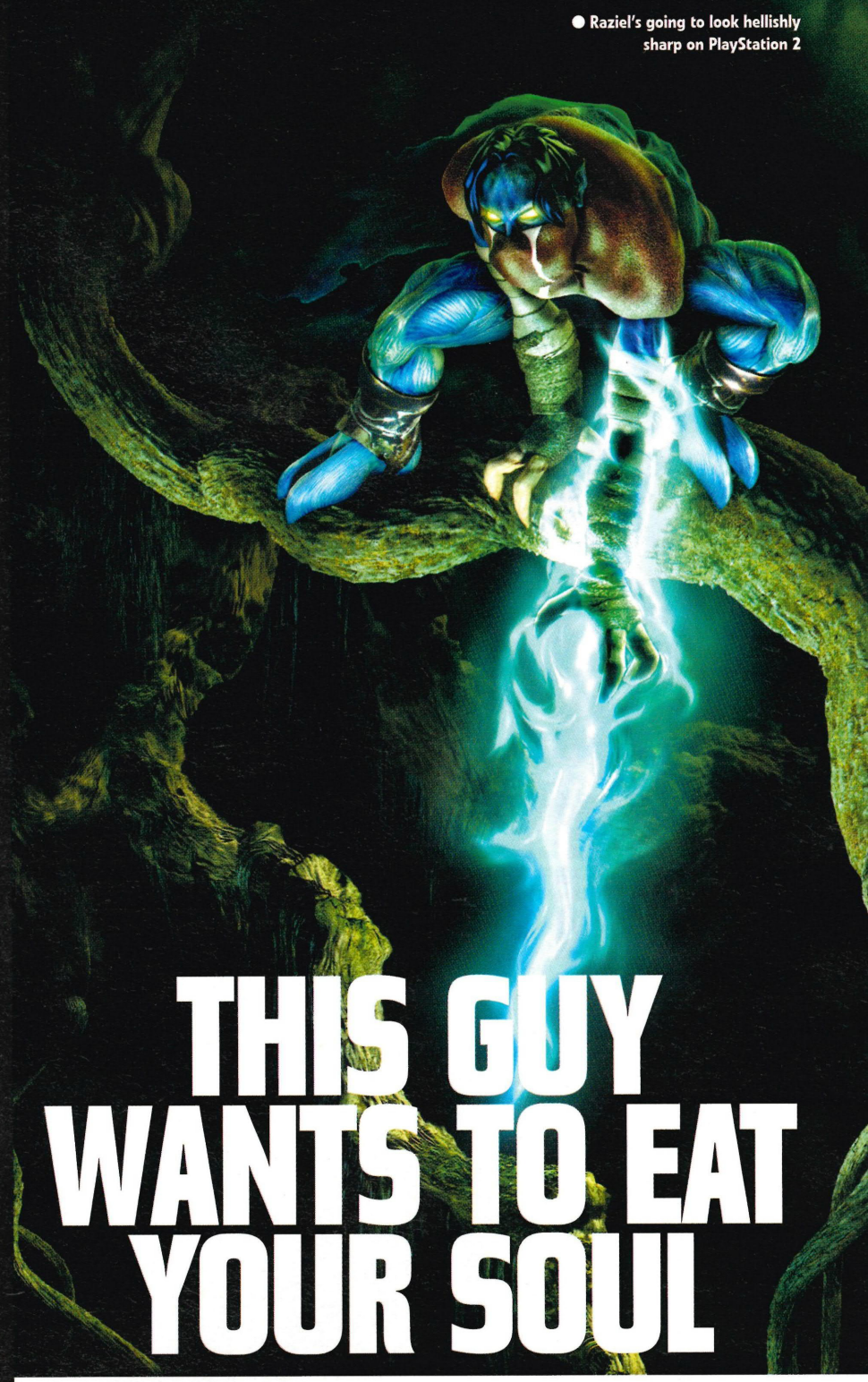
▲ In Soul Reaver 2, Raziel has the Soul Reaver sword right from the start



▲ Plane-shifting special effects will be loads more impressive



▲ Magic's going to play a much bigger part in Soul Reaver 2



● Raziel's going to look hellishly sharp on PlayStation 2

THIS GUY WANTS TO EAT YOUR SOUL

> LEGACY OF KAIN: SOUL REAVER 2

OUT DEC

Soul Reaver pushed PlayStation to its absolute limit, so it's no surprise Raziel and his soul-sucking chums are moving on to PS2

If you managed to slog through to the end of last year's massive vampire epic Soul Reaver, you'll remember Kain limps off into a vortex and Raziel follows. The words 'To be continued...' scroll across the screen.

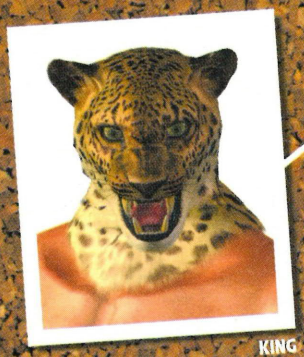
Here's the sequel and as you'd expect, Raziel's got more skills to learn to take him through the real and spectral versions of Nosgoth's history. He can fry vampires with bolts of spiritual energy, blast areas with enormous spell effects and add more powers to his mighty Soul Reaver sword.

At the end of the original, Raziel discovers he's the reincarnation of a vampire hunter, so expect much soul searching in Soul Reaver 2 as he hunts his creator, Kain, through scenes of the vampire clans 'taming' Nosgoth's human population and farming them for blood.

Once again, Raziel must face the clans of vampires, but as he traces their genetic strands into history, he faces new and twisted forms of vampire ancestors, along with humans who have a bit more fight in them than the frightened wretches in Soul Reaver 1. We'll bring more details and sizzling shots next issue.

DAD KILLS SON, SON JOINS SATAN, DAD HIRES INVISIBLE REPTILE GUARDS

THE WORLD OF TEKKEN TAG IS A VERY STRANGE ONE INDEED. HERE'S SOME THINGS YOU MAY NOT HAVE KNOWN ABOUT OUR FIGHT-MAD FRIENDS. WE KID YOU NOT



KING

Armour King's a mate of King's from the orphanage. Armour King presumably ended up in the orphanage because his parents didn't like having a child made entirely out of tin



ARMOUR KING



DEVIL

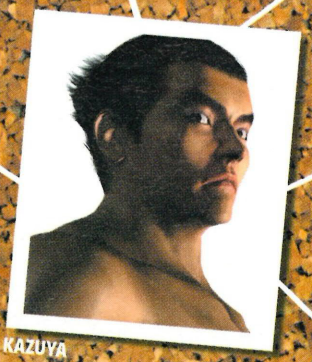
Kazuya gets his power from this laser-eyed devil geezer who's drunk a bit too much Ribena in his time and has a power ful lust for C&A suits

One nigh drawn to herself k his demo though s best mat It's amaz Bacardi B



PAUL

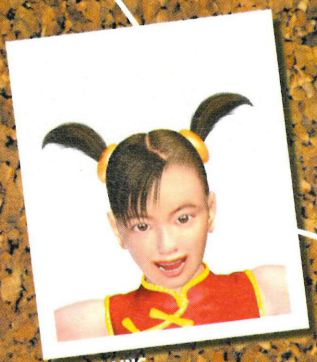
Paul wanted a battle with Kazuya at the last Iron Fist Tournament, but missed out 'cos of a bike crash. He broke both arms but thanked God his three-foot tall wet-look blond barnet escaped unhurt



KAZUYA

Kazuya's haired He seems to man's ba clothes. H Heihachi at one po dad woul up late to X-Files on

Ling owns Panda and spends most of her time trying to save Panda's black-and-white ass from the lustful Kuma



XIAOYU LING

Little Ling's managed to convince Heihachi that if she wins the Iron Fist competition, he'll pay for her to build... wait for it... a gigantic theme park. You couldn't make it up



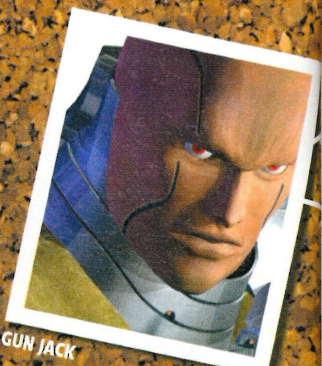
PANDA

Kuma's been Heihachi's bodyguard for years. He's the son of the original Kuma who fought alongside Heihachi in Tekken 1. Kuma Junior has an intense hatred of small black and white TVs. No-one knows why

Kuma secretly loves Xiaoyu's Panda. If you use the sidestep move and circle Kuma behind Panda, you can make him realise his dream in true Discovery Channel style



KUMA



GUN JACK

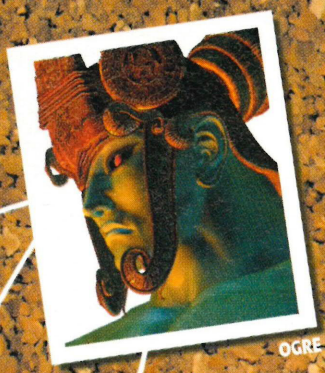


JUN



HWOARANG

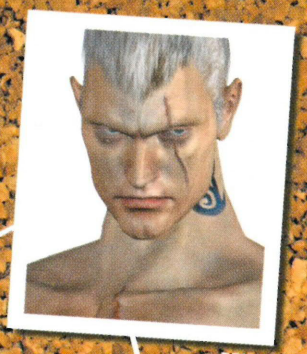
Hwoarang hates Ogre, God of Fight, since he ate his master Baek Doo San. Strangely, Baek is back in town, and looking pretty healthy for a man who's been shat out of a ten-foot demon's ass



OGRE

Hwoarang got beat by Jin Kazama in a fair fight, so the H-man is out for a bit of revenge against the man who gives skintight PVC trousers a bad name

Metal space ninja Yoshimitsu's been paid by wacky boffin Dr B to steal Ogre's blood. Our money's on the ten-foot tall demon, to be honest



BRYAN

felt herself
zuya and got
ked up with
eed, even
new he was
vith Satan.
what a few
zers can do



YOSHIMITSU

Heihachi dug up the God of Fight while on an archaeological dig in Mexico and immediately challenged the enraged underworld god to fight all his mates. As you do



JIN

Jin's the son of Lucifer-loving Kazuya and town-bike Jun Kazama. While pregnant with Jin, Jun had to use magic to stop Satan sending spirits up her skirt too. You could say Jin's a little mixed up now

Dr Boskonovitch hired the space ninja Yoshimitsu to steal some of the God of Fight's blood so he could bring his daughter back to life after he killed her in an experiment. One thing's for sure, you don't get that in Eastenders

The cyborg with the Ravanelli hair, Bryan Fury, seeks to kill Boskonovitch and his metal stooge Yoshimitsu. Bryan was reanimated by Dr B's bitter rival, Dr Abel. Dr Evil and Dr Death however, were not implicated

Jin was trained as a boy by Heihachi, who unfortunately forgot to advise his grandson about taste in trousers while he was at it



JULIA CHANG

son of grey-
chi, and
ire his old
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tch the

Julia Chang seeks out Heihachi to find out if he was behind the disappearance of her Red Indian Momma Michelle and settle the squaw

DOCTOR B



HEIHACHI

Heihachi, a tad eccentric some might say, rented killer kung fu lizard Alex to guard the Mishima corporation's HQ. Maybe he thought armed security guards would be a bit too conspicuous

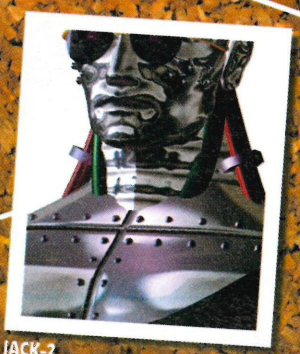
The uppercutting lizard Alex and kung fu kangaroo Roger were both experiments made by Doctor Boskonovitch on one of his 'funny' days



ROGER

Heihachi's sinister mega-corporation owns the rights to Gun Jack, and designed the deadly artillery weapons on his arms. Which don't work. But they lost the receipt

Jack-2 got destroyed by a satellite weapon in a bacteriological war. Why he's still alive and well and dishing out Body Smashes is anyone's guess. Gun Jack is a restored version of Jack 2 with guns on his arms. And a pointy Chinese hat



JACK-2



ALEX

DISCO CHE
YES PLEAS

STEPPING SELECTION IS THE FIRST OF A NEW BREED OF PLAYSTATION 2 MUSIC GAMES THAT'LL REALLY MAKE YOU SWEAT

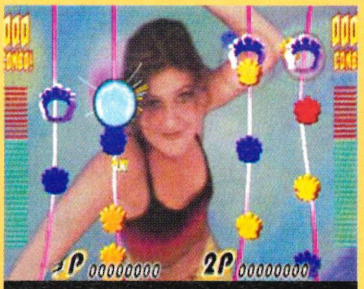
You'll have seen them down the arcades. The dancing games where there's always some stick-thin Japanese teenager doing this hyper-speed Macarena dance to some godawful Japanese tunes, and never putting a foot wrong.

Stepping Selection on PlayStation 2's going to bring dancing games to your front room, but with ultra-cheesy pop music as the soundtrack, and no Jap teens to show you up. And there's even close-up pictures of busty Britney playing on the telly as you lay down the funky moves on your living room floor.

What you do is lay the big plastic mat down on the floor, then goggle at the vids playing, watching for instructions on which coloured circles to put your feet on. It's kind of like karaoke crossed with a TV fitness workout. First time you see someone on it you think 'I bet I'm hot at that' only to give it a shot yourself and end up looking a prize nob. But girls go nuts for it, so get your missus to bring her fit mates round for an evening of getting jiggy.

As you'd expect, it's got the cheesiest soundtrack you've ever heard. There's a range of Dairylea-infected tunes including the luscious Britney's Hit Me Baby One More Time, Larger than Life by BackStreet Boys and Steps's 5-6-7-8. You even get vintage cheddar such as Ghostbusters and Girls Just Want to Have Fun.

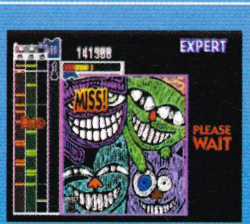
It sounds lame as hell, but get out on the plastic and you'll laugh so hard you'll bust your farting strings. Watch your mate who thinks he's Travolta in Saturday Night Fever doing a version of the Funky Gibbon. And there's something about the steps that makes lady's chests wobble in this hypnotic way. You've got to check it.



● Stepping Selection on PS2

GETTING JIGGY WITH IT!

Arcades are being invaded by music games as we speak, and the next stop in the invasion is your front room. Here's some of the music games you might be seeing over the next few months.



GUITAR FREAKS

This one's out on PlayStation in Japan now, but it's not confirmed if it'll come to the UK. You're a legendary guitar-player, riffing your way through slabs of guitar-based rock. You've got a guitar-shaped peripheral and you've got to hit buttons in time to the music to lay down squealing guitar licks.



DANCE DANCE REVOLUTION

The original and best dancing game, made for PlayStation last year. It's been on the verge of a UK conversion for ages now. The videos aren't as slick as the ones in Stepping Selection, but it's still like playing Twister on Fast Forward. Fingers crossed for a UK version, 'cos this is a laugh and a half.



DRUM MANIA

One session of this makes you lose half your body weight in sweat. Make like a drum-rolling maniac and beat on these drum-shaped peripherals in one of the most frenzied music games ever devised. You've got to provide the drum track to hyper-speed pop music by hitting the drums in time.



PHOTOGRAPHY: RICHARD LEWISOHN



● This powerhouse pumps out a cool 400bhp and will rack up 0-60mph in 4.3s. So it should for £101,000

THE ITALIAN STALLION RIDES OUT

> FERRARI F360

OUT 2001

This one's a long way off, but a PlayStation 2 racing game where you race the 184mph Ferrari 360 Modena is just too tasty to ignore

Meet the only cars too swank to appear in the Gran Turismo series. Even the super-sharp Gran Turismo 2000 on PS2 is missing the 360 Modenas' thunderous Italian Vees shoehorned into hand-built blood-red metal bodywork. These cars are so damn posh they had to have a game all of their own.

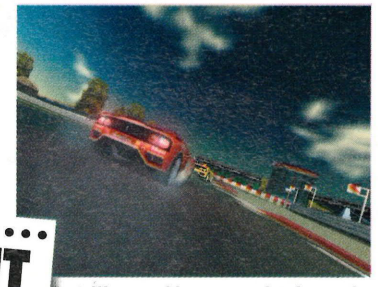
So what can we expect? Well, we've played an in-development version of Ferrari F360 and the handling is startling. It's more spot-on than you can find in Gran Turismo with the cars' set-ups so authentic that it lets you pull doughnuts. You just can't do that in any racing games on PlayStation. The way the Ferraris lurch forward as you juice up the engine feels spot on. Not that any of us have ever driven a real Ferrari, mind, but the motors behave just like they do in Magnum P.I. And that makes us happy.

You'll get to crash your way through all the coolest motors in the Ferrari stable and you'll even be able to crunch up that famous gleaming bodywork with the game's so-cool damage system.

We were able to roll motors off tilted jumps, do loop-di-loops, and cane 'em around a selection of tough tracks.

There's a host of other smart features that will set this apart from the pack. One of the coolest things is that the computer car drivers will choose their own routes around the track, make mistakes but learn from them and never do the same lap twice. In top racers like GT2 or Ridge 4 the computer cars have slightly different car setups to your motor which means they pull off pre-programmed tricks their cars wouldn't physically be able to do.

But in Ferrari 360, your computer rivals start with the same set-up which means it's down to your skills versus theirs to see who crosses the finish line first.



▲ We were blown away by the cars' handling in Ferrari 360 on PS2



▲ A yellow Modena pilot nails the brakes of his motor



● 360s are user-friendly updates of F355s

TRADE FOR REAL!

The game's going to have tuning and car-trading options, but this time you'll be bargaining with real people. You can link up to an online car mart, sell your battle-scarred old motor or haggle with some sucker to get their tuned-up beast for naff all.

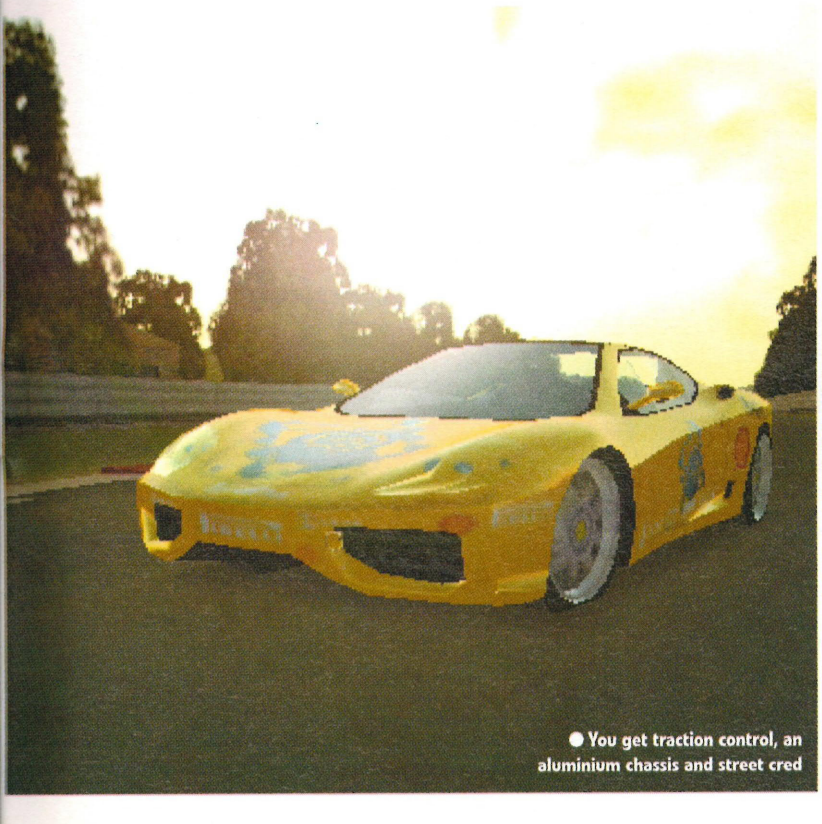
You'll be able to test drive the motors you want to buy, or just challenge other people to an online race. If you've ever thought you might be the best racing game driver in the UK or even the world, this game'll be your chance to test your skills against the best of the best. Or if you just fancy racing against your mate when he's away on holiday, just link up your PS2s and you're away. You could even sell him a car while you're at it!



▲ We've played it and it drives like a dream



▲ Own one and a F1 gearbox will cost you a cool £7,000!



● You get traction control, an aluminium chassis and street cred

GOING FOR GOLD

> SYDNEY 2000

OUT JULY

This is the next step up for athletics games. Track & Field button bashers sign on here

The official game of this year's Sydney Olympics is trying to capture every element of Olympic sport, from sweating in the gyms behind the scenes to struggling for glory in front of crowds of screaming Aussies. The idea is to make a multi-event sports game that's a little bit more than just a button-mashing frenzy.

In one-player, you even have to train your athlete between events using 20 'virtual gym' exercises where you can actually see their muscles beef out after you've punished them on the bench press. Watch you don't leave them chained to the torture devices down the gym for too long, though because if you destroy their morale they'll put in a lacklustre performance on the day.

There's a lot of variety in the events. In the kayaking event, it's all about movement and direction as you try and steer your canoe through slalom poles. In the diving events, it's down to spot on timing and learning key combos. Of course, it wouldn't be complete without a few events where button-bashing is the key to success. Weightlifting, sprint cycling and sprinting will be about how fast you can hammer the buttons on your joypad. Chainmail gloves and thimbles are an option for the hardcore.

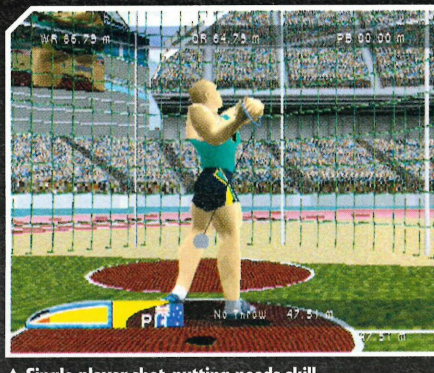
You can play this as a multiplayer quick blast, or follow a country's team of 12 athletes through each gruelling round till they scoop gold or go home empty-handed.



● Russian weighlifting veteran prepares for the lav



▲ Multiplayer button bashing is in place



▲ Single player shot-putting needs skill



● Vagrant Story boasts almost too much combat. No, really!

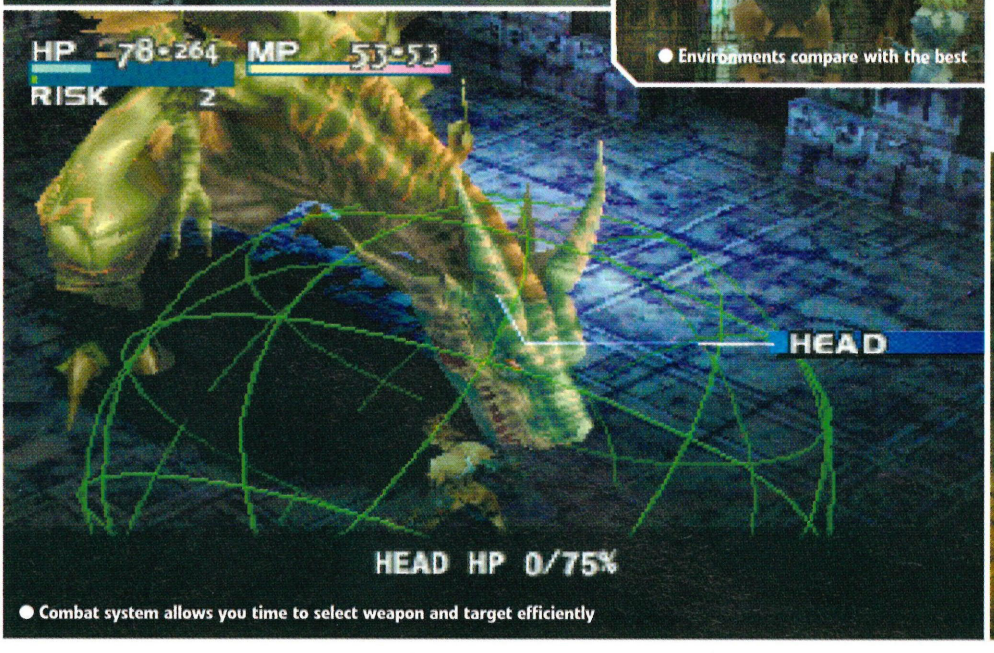
KEEPING IT UND



● This dungeon epic contains some very class retina-wrenching scenes



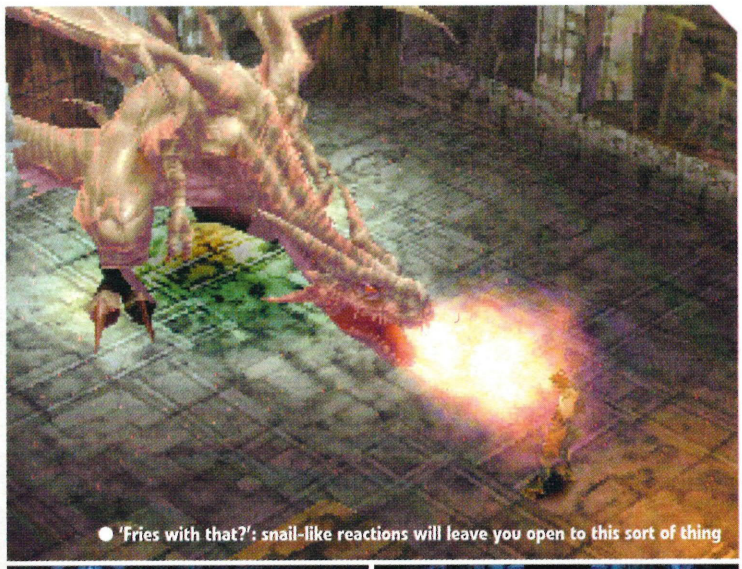
● Environments compare with the best



● Combat system allows you time to select weapon and target efficiently



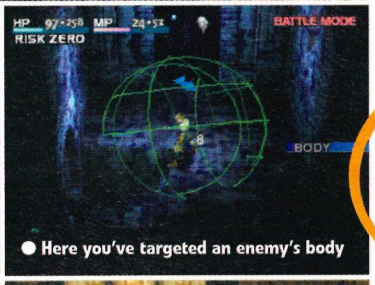
● Don't let the dungeons 'n' dragons theme put you off



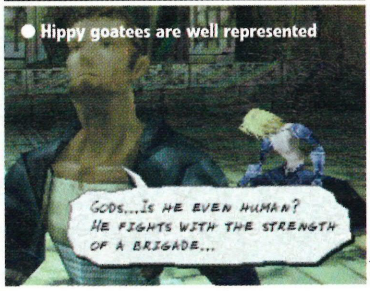
● 'Fries with that?': snail-like reactions will leave you open to this sort of thing



● There is an easy-to-use fighting system



● Here you've targeted an enemy's body



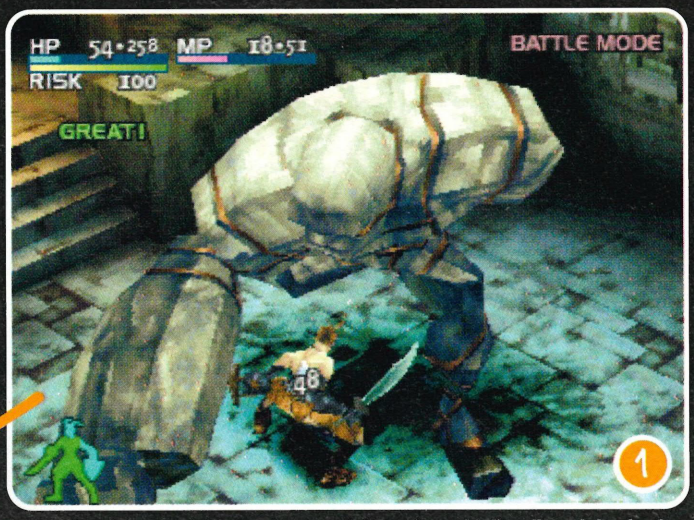
● Hippy goatees are well represented



● Get it right and the skeletons go down

DUEL TO THE DEATH!

If there's one criticism you could chuck at Vagrant Story it's that there's just too much fighting. The plot, the puzzles, the exploration are all side dishes. The centrepiece is combat and plenty of it against increasingly giant and deadly foes. But when the battles are this sweet, who's complaining?



▲ Off with his nadgers! Here's a chance to inflict pain on this literally rock-hard oaf



▲ But it's his arm you wisely go for, an effective move that cuts his risk to you



▲ Bingo! Seconds later the brick goon has fallen apart like Paula Yates

ERGROUND

OUT JUL

DARK, BLOODY DUNGEON ADVENTURE VAGRANT STORY IS GOING TO BE A PLAYSTATION CLASSIC, ONE OF THE ALL-TIME TOP TEN

> VAGRANT STORY



▲ We love the death-dealing process in Vagrant Story. You halt the action, select the most effective attack, then let rip and hope for the best

There is a real buzz here at PlayNation about Vagrant Story. It's one of those select 'Station games that guarantees a crowd each time you play it. 'But it looks like some Dull-o-Rama RPG barbarian nonsense' we hear you think. Trust us on this one.

First up comes the gameplay that convinces you that you're playing four different games as you stride from room to room in this shadowy undercity. You do beat 'em up-style combos, use RPG-style menus, dodge blows and run for cover as if you're in a 3D adventure.

Everything about Vagrant Story is polished. The combat, the visuals, the thunderous slashing sounds, even the musical score. But it succeeds because it's overflowing with superb combat.

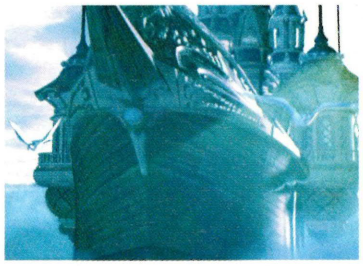
There's so much different death magic and razor sharp weaponry in here you'd need a solid week to learn all the attacks.

At the critical moment when you aim a broadsword slash at an enemy, you can freeze the action for a second to let you choose which part of them you going to have a pop at. It's intense. It's fast-moving. It's everything you don't expect from an RPG. And it's one of the best-looking games on PlayStation. This is a two thumbs fresh game all the way. Giant review next ish.



● Blond Zidane Tribal teams up with a thuggish bodyguard and little wizard Vivi Ornitier for epic swords and sorcery adventuring

TOON TIME



▲ The movie bits in FF9 are sharp as ever



▲ The world's steeped in weird magic

> FINAL FANTASY 9

OUT DEC

It may look cartoony, but Final Fantasy 9 is so sharp, so deep and so massive that it'll make your PlayStation pour steam out its joypad ports

Final Fantasy 9 is the last installment in PlayStation's best series of RPGs, before the Final Fantasy team move on and up to the online world of PlayStation 2.

They've pulled out all the stops to make this an awesome finale. The new FF is cutesy to look at, but it boasts visuals so sharp and high-res that you won't believe they're not on PlayStation 2. The spell effects are so brightly coloured and intense they'll give children fits. And once you've been sucked into its sprawling swords-and-sorcery plot, you'll know this is anything but kiddie.

If you're familiar with the sinister corporations and deathdealing guns of Final Fantasies 7 and 8, you'll be in for a surprise. Final Fantasy 9 is pure fantasy, with magic swords, wizards and elves everywhere, and a central plot involving a spoilt Princess of an ancient city. The main characters are Zidane Tribal, a 16 year old thief who's got a tail and an overriding interest in the laydeez, and a corrupt nine-year old wizard who's called Vivi Ornitier.

As in previous Final Fantasy games, your characters pack serious firepower. In this case it's mostly magical. Expect ultra-tough bodyguard character Salamander Coral to rely on his strength, though. He believes that physical strength is everything. But sorcery's the force that powers most of the battles, whether Salamander likes it or not. Wizards can choose to specialise in white or black magic, and Ornitier has already dabbled in the dark side.

One of the things that's been sorted out for the final Final Fantasy is the magic system. Some of the attacks in FF8 took so long you could have gone off to put on a brew as your Guardian Force did his thing. No more. You won't have to sit through any long, drawn-out attacks if you don't want to, and you can concentrate on killing. The items have become a hell of a lot more interesting, too. Items will give you skills, but if you use an item for long enough, you'll learn the skill and be able to do it without having to have the item to hand.

The plot kicks off in a theatre taken over by thieves. Princess Garnet Til Alexandros 17th (nice name) is venturing towards it in the company of her bodyguard, the stuffy Adelbert Steiner. These are your characters.

CELLULOID FANTASIES

We've seen new video clips of the Final Fantasy movie, which is looking smarter by the minute. Unlike Final Fantasy 9, it's going to be very sci fi, with scenes set on board spaceships with meteors raining past, and sinister robot warriors climbing out of dropships with their blasters drawn. It's all set in the 22nd Century, with a bunch of eco-warriors fighting against a sinister corporation who are draining the planet's life energy - a very similar plot to the epic Final Fantasy VII. With voice talent provided by Steve Buscemi, Alex Baldwin and James Woods plus computer effects so intense the film's costing thousands of dollars a second, this is going to make Toy Story 2 look like Space Invaders.

We'll keep you updated with news of this awesome title as we roll towards its 2001 release date.



● Salamander Coral gets angry



● Visuals are more detailed than FF8's

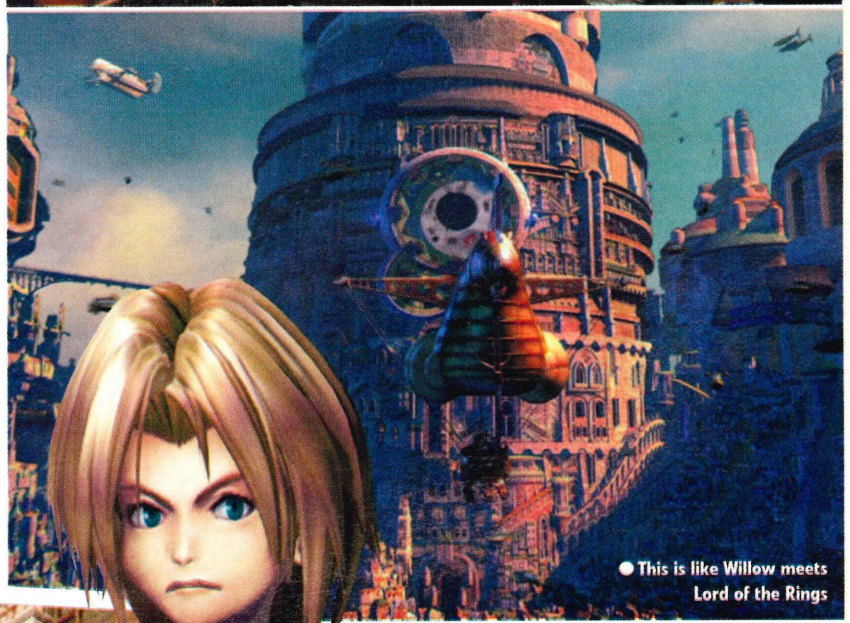

● The plot's pure OTT sorcery



● Strange beastmen are part of the fun



● Characters are cartoony but sharp


● This is like Willow meets Lord of the Rings


● The backgrounds look unbelievable



● Yup, it's another huge, gravity-defying object

▲ As ever, there's plenty dialogue

FINAL FANTASY TIMELINE



▲ JAPAN, AUGUST 2000
FINAL FANTASY 9

The Final Fantasy games always shift about four million copies each in Japan, making more money than blockbusters like The Matrix!



▲ UK, DECEMBER 2000
FINAL FANTASY 9

Finally! And let's hope they get the translation done slightly better than they did for Final Fantasies 7 and 8!



▲ UK, MAY 2001
FINAL FANTASY FILM

The world's going to go nuts for this epic. People who don't know about computers were blown away by Toy Story 2, so they'll be gobsmacked by this!

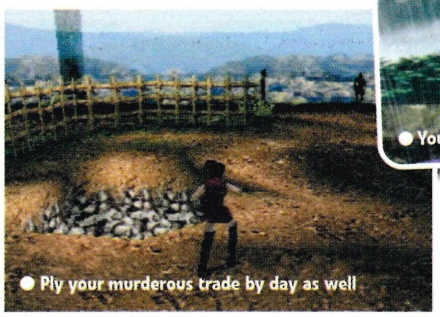
■ MAY 2001
FINAL FANTASY 10

Back to a realistic style for this sprawling cyberfantasy. The makers promise us that it'll have some online features, but they've refused to be more specific.

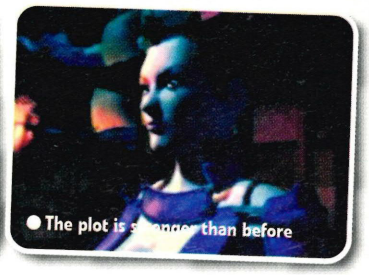
■ DECEMBER 2001
FINAL FANTASY 11

This is the big one. This massive epic is basically a huge online world which you can explore, a world created by linking together hundreds of thousands of PS2s. But for it to work properly, we'll need broadband connections to the Net (who remembers Dreamcast?).


The settings are looking superb


Ply your murderous trade by day as well


You're a ninja bent on revenge


The plot is stronger than before

BACK WITH A VENGEANCE

OUT AUG

> TENCHU 2: BIRTH OF THE STEALTH ASSASINS

The death of your master must be avenged. And anyone who gets in the way will have your sword drawn across his throat

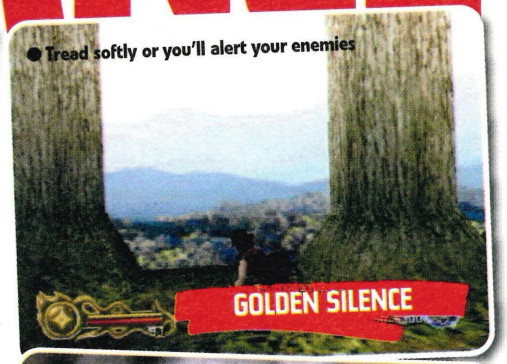
Tenchu was the game that brought true stealth to the PlayStation. Its combination of nailbiting tension and brutal outbursts of ultra-violence made it a minor classic. And this time round you'll have to be even more ingenious, even more stealthy, and even more merciless to succeed.

Because Tenchu 2 is going to be loaded with more missions, more characters and more game features than a ninja has blood on his hands.

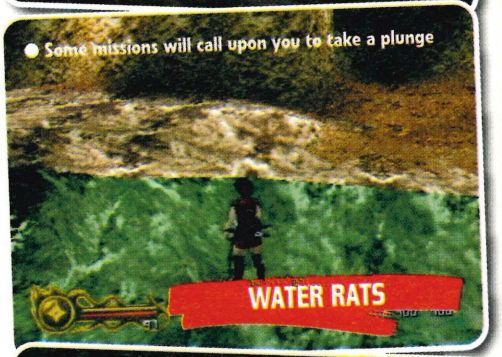
Set four years before the original, Tenchu 2 follows Ayame and Rikimaru as they wreak vengeance on the man who murdered their Lord, Gohda. Thing is, the twelve missions here are totally different depending on who you play as. This makes for a whopping 24 missions with eight bonus levels and a secret character to be unlocked. With a host of new gear including bows, blinding dust and a magical tree, you won't ever want the slaughter to end.


▲ It's dark stuff when your trade is killing


Get to play as cute but deadly Ayame, grey haired Rikimaru, or unlock another secret character









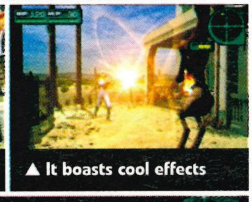
THE PLOT SICKENS

A PLAGUE HITS NEW YORK IN THIS SMART-LOOKING HORROR ADVENTURE


▲ It's got Res Evil looks


▲ Game styles vary


▲ Check this scenery out


▲ It boasts cool effects



▲ Unload clip after clip into building-sized slug-beasts

> PARASITE EVE 2

OUT AUG

A female opera singer is rattling through an epic piece in a concert hall, and every time she looks at a member of the audience they burst into flames.

That was the awesome intro to the original Parasite Eve, an RPG from Final Fantasy's makers about an alien plague which turned New York into a human barbecue. It never made it to these shores because it was little more than a sequence of smart-looking film bits without any game to go with them.

Now Parasite Eve's back and this time there's more to it than just eye candy.

It's set in New York again but this time you take on the alien parasites in a live-action 3D adventure. It's hands-on Resident Evil-style fighting all the way as you battle virus-infested freaks using grenade launchers, sub-machine guns and shotguns.

You should expect ultra-smart cinema bits hooking up the action as in the first one, but this time the emphasis is on gameplay. You'll get a mix of gamestyles such as Metal Gear-style stealth action with a scanner showing you where plague-dripping fiends are waiting for you, as well as hardcore object puzzling. There's even a sort of magic system.

You play a tough New York cop who's been infected with a strain of the virus which gives you dark powers that allow you to ignite people by looking at them, or even turn their bodies into rotting slush.

There's more than enough scope for slaughtering in style, too. You can tape weapons together so you can get that tasty machine-gun/flamethrower combo that Ripley uses in Aliens. You can turn your weapons on pieces of scenery too. In one bit, you'll be able to blast an electrical coil which will spew fatal bursts of electricity over the alien-possessed mutant lurching towards you. It's pure gory action all the way to the end. Bring on the opera singers of death!

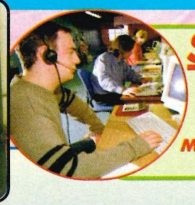
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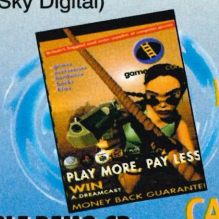


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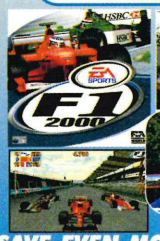
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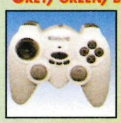
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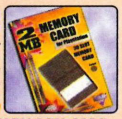
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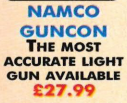
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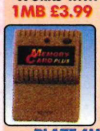


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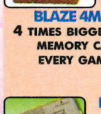


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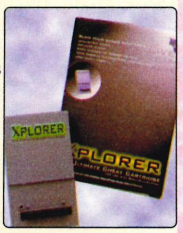
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ANGELINA JOLIE GETS IT

SHE PEELED OFF FOR PLAYBOY AND HAS GOT TATTOOS ON HER BEHIND. MEET HOLLYWOOD'S LARA CROFT

She's got the lips. She's got the body. And now she's got the job. Angelina Jolie, Oscar-winning star of Hackers, The Bone Collector and Girl Interrupted, is going to be Lara Croft in the live-action Tomb Raider movie beginning production this summer.

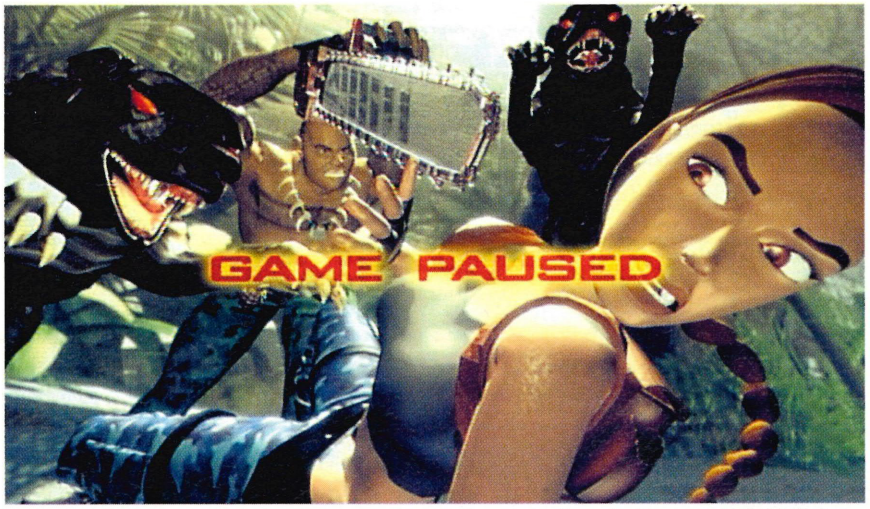
As you can see from this pic, they couldn't have made a better choice. Angelina's delicious bod has become legendary after shoots in Playboy and other jazz mags, but over the last couple of years she's become more famous for her spot-on acting skills. Not to mention for snogging her own brother at the Oscar ceremony.

At the moment, the luscious Ange is shacked up with wildman star Billy Bob Thornton, and she's just added a design of his name to the growing collection of tattoos on her butt.

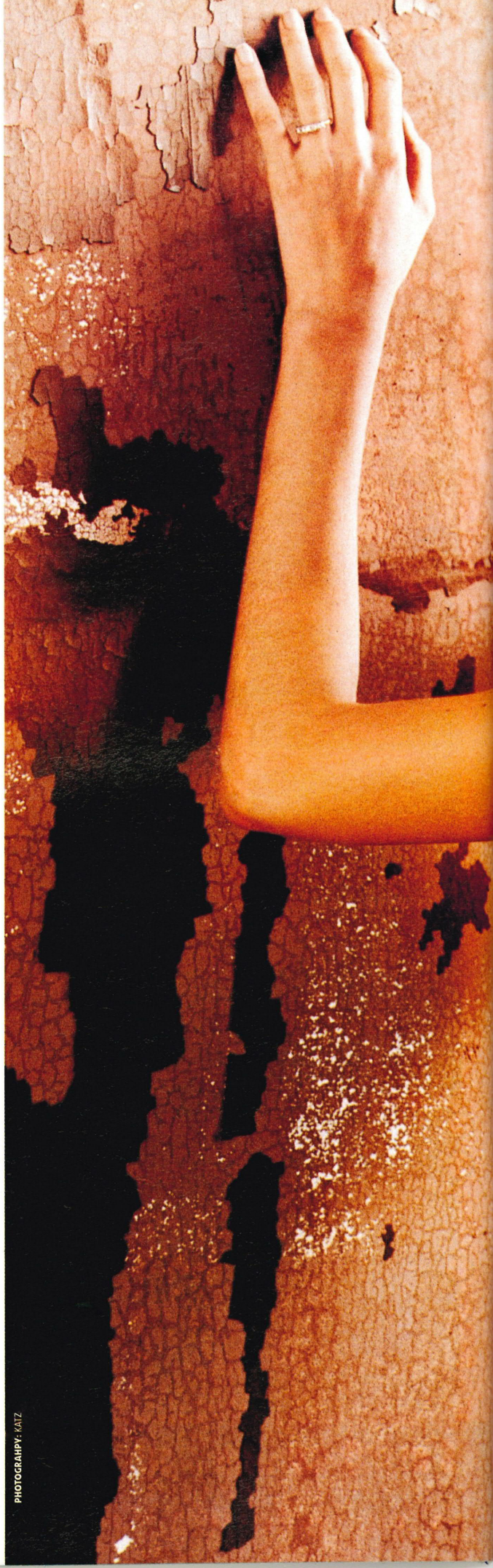
Paramount has also confirmed that the director of the film's Simon West, the guy who did the amazing Con Air. He's also the guy behind that awesome Budweiser advert with the dancing ants.

The script's by a couple of total unknowns, one of whom has put in time acting as an alien in Star Trek: the Next Generation. Neither of 'em have written a film before so god knows how they got the job. Not much is known about the plot yet.

Of course, people are already going absolutely nuts speculating about it. There's even a complete script circulating on the net, written by some absolute lunatic who swears blind it's the real thing. Don't believe the hype. We'll check up everything we print, so you know you can trust what you see in PlayNation.



▲ The most famous computer game character ever moves from your telly to the big screen by 2001. We just hope Ms Croft doesn't do a Super Mario Brothers or Mortal Combat Annihilation – Jeez, they were awful!



PHOTOGRAHPY: KATZ





● Welcome back Destruction Derby! Sequel's more than a tweak

MY OTHER CAR IS A PILE OF SCRAP METAL

> DESTRUCTION DERBY RAW

OUT AUG

Soothe away road rage in a storm of four-player splintered panelling

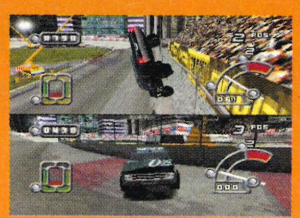
It's been four years since Destruction Derby 2's awesome mix of four-wheeled destruction and gasoline-soaked race action, and we'd kind of given up hoping for a sequel.

Destruction Derby Raw isn't some lame-assed rehash warmed up to squeeze coinage out of fans of the original.

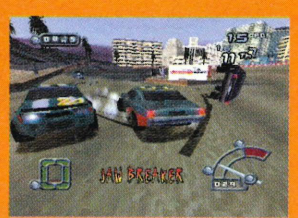
Everything's been tweaked, from the graphics down to the tinkling noise you get when someone caves in your windscreen. And there's a selection of smart new ways to play, too. Skyscraper mode lets you duel to the death on top of a midtown multistorey, with cars being shunted off the edge and spiralling twenty floors to their deaths. Assault lets you rip through a field of aggressive motors alongside a partner whose job is to ensure you reach the end of the race in one piece.

There's a GT-style upgrading mode to allow you to buy new cars by winning races.

But the main mode is still a no-holds-barred stock car race where you cane American muscle cars over jumps, through crossovers and even into massive, reeking sewers. Check out our full review next issue.



▲ Multiplayer smashes rule here!



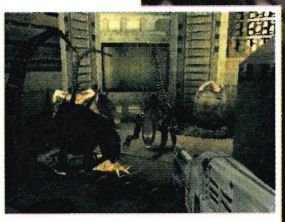
▲ This level's a pukka Derby



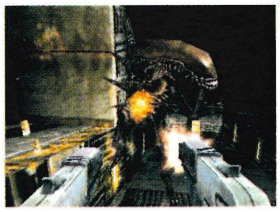
▲ Crashes are fast and deadly



▲ You get GT-style upgrades



▲ The graphics look top notch



▲ The shock factor is high here

REBORN

GO HEAD TO HEAD WITH THE UNIVERSE'S ULTIMATE KILLING MACHINE IN THE GAME WITH SO MUCH ATMOSPHERE YOU COULD REPAIR THE HOLE IN THE OZONE LAYER WITH IT



● These screens show loads of action but it's the suspense factor that rules in Alien Resurrection

OUT SEP

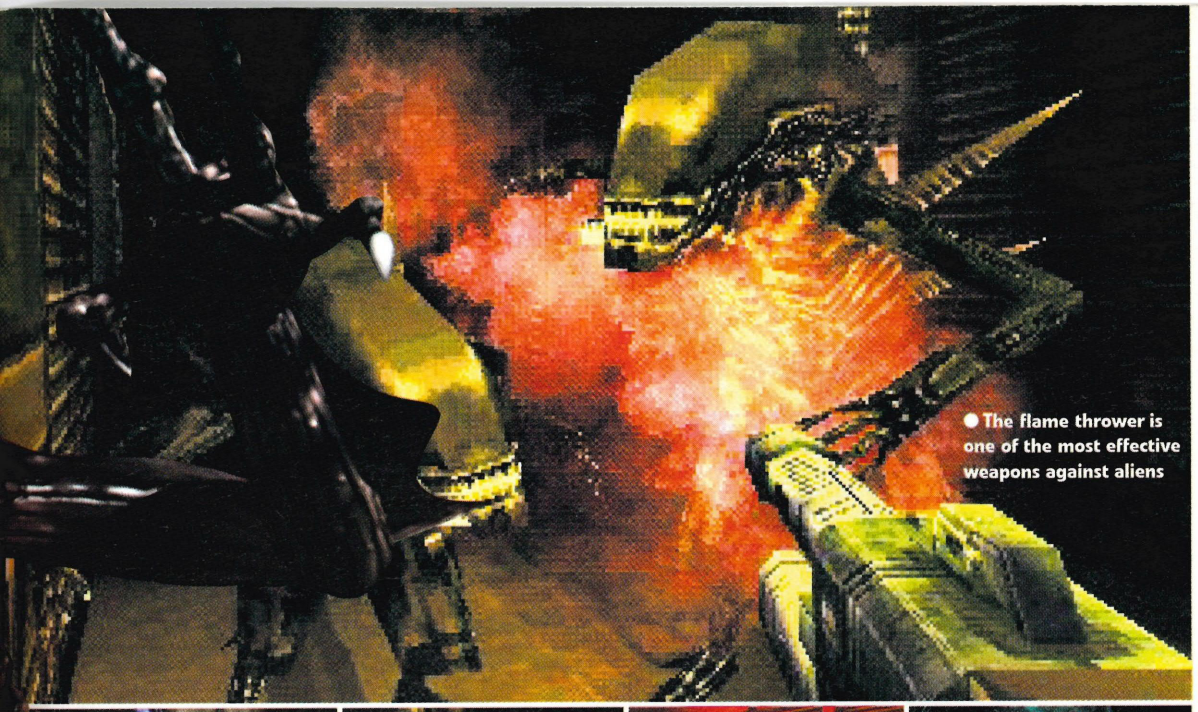
> ALIEN RESURRECTION

The Alien films mixed sci-fi action with pure horror to create an atmosphere that's half cold sweat and half blind fear. And the game looks set to deliver the same thing. If the mention of a first person shooter only makes you think of trigger-pumping action then think again.

This may resemble a Doom or a Quake from the stills but it's a blaster that's equal parts loose cannon and loose sphincter where tension drips from every ceiling, and every corner promises to deliver a heart-stopping shock

It's been a long time coming. About a year back, everyone expected it was going to be released as a third person actioner in the mould of Tomb Raider. But the developers weren't happy because it just wasn't fill-your-pants scary enough. So they decided to put you right in the action, looking your acid-blooded nemesis square in the eye.

And the results are stunning with the PlayStation stretched to the max. With visuals and sound effects straight off the big screen, you couldn't get closer to the feeling of playing cat and mouse with a herd of deadly ETs on a drifting science vessel without going into suspended animation and waking up in 200 years time to do it for yourself.



● The flame thrower is one of the most effective weapons against aliens

JUST LIKE THE FILM

A lot of work has gone into making this feel as close to the movie as possible. The action starts with the ship on full alert, crew members rushing to the life pods, marines manning barricades and aliens running riot, slaughtering as they go.

Often as not, though, you'll only be a spectator to these incidents, just catching the end of a firefight. And as you move through the dark interiors with terrified civilians clambering through bulkheads and squads of marines battling aliens as they materialise from the shadows, you can almost hear the movie cameras rolling and the director shouting 'cut' after each scene.

Every last ounce of power has been squeezed out of the PlayStation to bring this to silver screen life and the visuals are stunning for it. Lights flicker casting ominous looking shadows in the corners, aliens scuttle along the ceilings and walls, and gas seeps from broken pipes. And it moves so slick you'd swear they oil it daily.

And the sound only makes your blood pressure rise even further. The total absence of music and bleak sound effects only increase the sense of isolation. It all makes it clear that you are very, very alone, your lonely footsteps echoing like a invitation to any bloodthirsty critter in earshot.



▲ The shotgun does the damage



▲ The pulse rifle is standard issue



▲ Face hugger alert!



TO KILL

TO KILL AN ALIEN

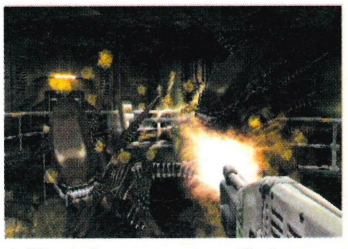
The action is not all about mowing down waves of mindless enemies who stand around until they spot you. If you've seen any of the Alien films then you'll know these beasts were put in this galaxy to massacre humans in ways so blood-chillingly devious that Hannibal Lector would applaud. So they don't rush you, they stalk you. Whether it's a lone beast shadowing you through air vents, or a pack manoeuvring to surround or outflank you before attacking, it's always enough to keep you on your toes.

You'll never feel safe. An alien is hot on your tail, ready to chew you into a bloody pulp. But you manage to get through a blast door and slam the switch behind you. But before you can draw breath, the critter starts spitting acid on the damn thing. There's no escape.

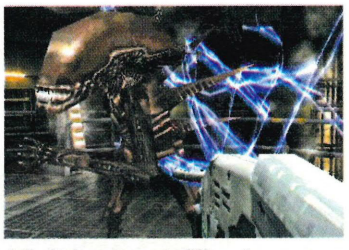
True to form, you'll not only be up against soldier aliens but face huggers and a queen that, like Graeme Norton, is a vicious man eater. Plus that huge mutant Ripley/alien offspring from the end of the film. Apart from Ripley, you also get to play as some of the other characters such as Winona Rider's android Annalee and some of the other mercenaries from the film, each with unique weapons and abilities.



▲ Death to all acid-blooded lifeforms



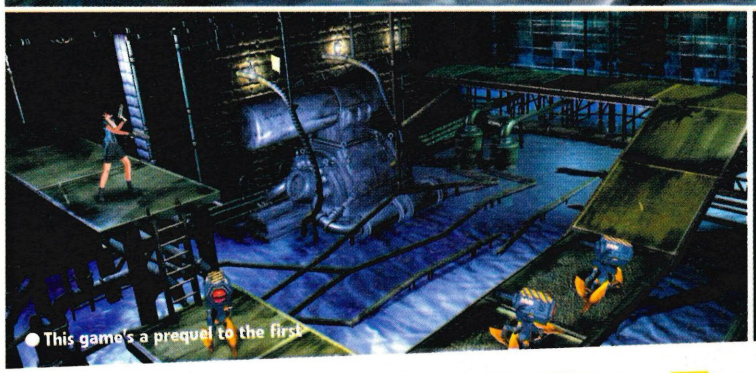
▲ Aliens often gang up to outflank you



▲ Each character gets different weapons



● Hana Tsu-Vachel from the original makes her return – with bigger norks



● This game's a prequel to the first



● Word is it's nastier than before

FEAR HAS A NEW NAME

> FEAR EFFECT: RETRO HELIX

OUT DEC

Fear Effect Retro Helix is the sequel to the tasty Manga-spiked adventure Fear Effect which rocked our doobies earlier this year. It stars the three money-grubbing mercenaries out of the first one, along with a new, shady but sexy companion, Rain Qin.

Now if you've played the first Fear Effect, you'll be confused about how the three mercenaries can be off on their travels again without a couple of them coming packed in bodybags.

The reason is that Fear Effect Retro Helix actually happens before the first Fear Effect, with the mercenaries searching out the legendary Chinese island of the immortals, Pengai Shan, and Rain's evil twin sister Mist.

Their quest takes them through the dark streets of New York's Hell's Kitchen and into the tombs of long-dead Chinese Emperors.

For those of you that felt a bit short-changed by Fear Effect's 12 hours of gameplay, the sequel promises high replay value with a completely different set of enemies each time you play. And with a massive new selection of close combat weapons to gut and maim them with, we reckon this is going to be a knockout. More news soon.



● New York's gloomy Hell's Kitchen hosts much of the action





THEY'RE BACK!

The giant, hungry lizards out of Dino Crisis are coming back for more claw-and-fang action on PlayStation 1 this autumn. And sexy redhead Regina is back to put paid to the dinos with her shotgun at her hip. She's got to face a new range of foes in this one, including giant Plesiosaurs that rear up out of the depths of the sea. Don't go expecting this one to change the tried-and-tested Resident-Evil-with-lizards formula too much, but it's supposed to have a lot more bits where the dinosaurs gang up on Regina.



▲ What a beautiful lush place to die horribly in

THE COLOURS, MAN, TOO INTENSE!

> THE MISADVENTURES OF TRON BONNE

The Misadventures of Tron Bonne may have one of the worst game names in history, close third after Hebereke Popolito and Jo Jo's Bizarre Adventure. But it's actually looking kind of interesting.

It's a cutesy, super-bright RPG with a hotch-potch of different game styles. You explore a colourful 3D world and get into strange sub-games every five minutes.

You'll find yourself rearing weird little Pokemon-style monsters, then racing comedy cars against cute freaks. You also control an army of servbots and dungeon bits where you're searching for ancient treasure. It's totally hatstand but if you want a fresher RPG than your average one then look for out for our no-punches-pulled review appearing in our July issue.



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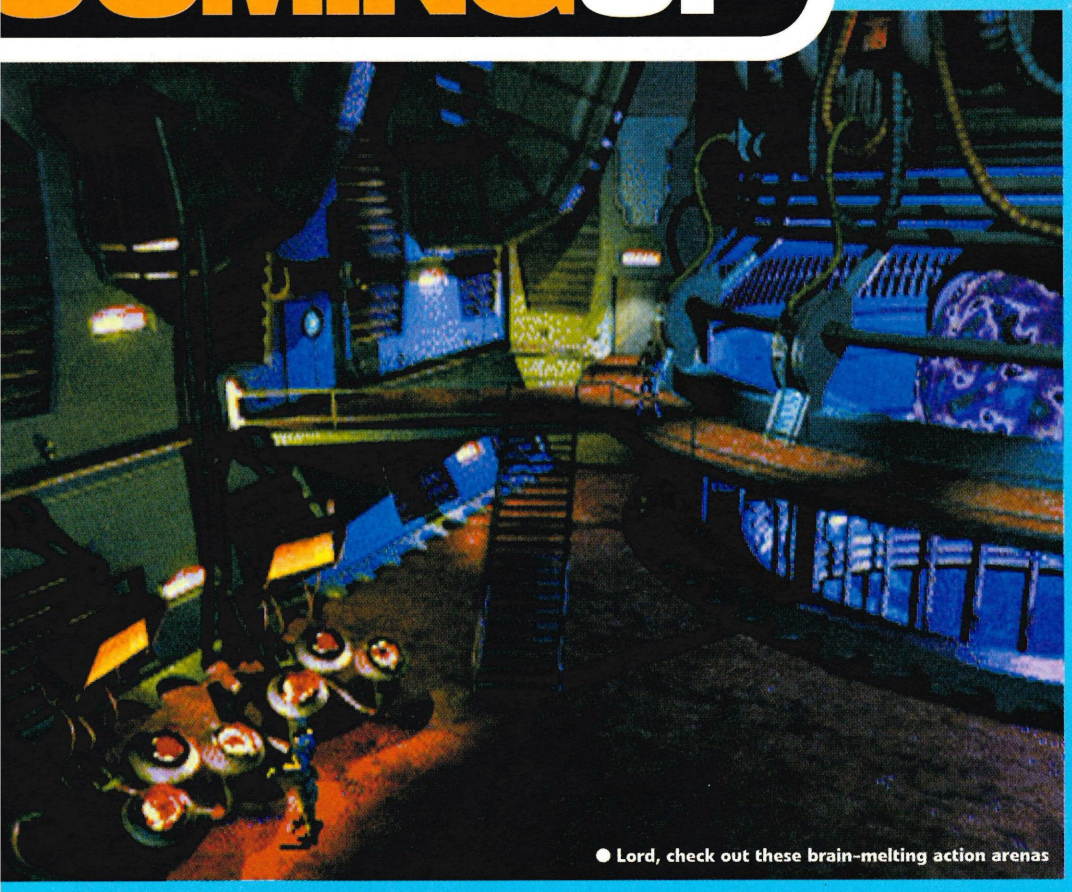
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● Lord, check out these brain-melting action arenas

PACKING A FEW SURPRISES

OUT JULY

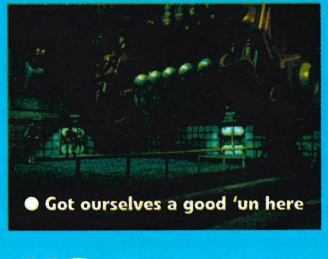
> IN COLD BLOOD

This is like the grown-up version of Metal Gear Solid, a PlayStation 2 game that's somehow made it to PlayStation 1. Check it out

In Cold Blood is a spy adventure with the same kind of tense, stealthy gameplay and atmosphere that made Metal Gear such a treat.

But unlike Metal Gear, the people you meet don't spout crap all the time and stopping you getting a word in edgeways.

You get to choose what you say, have proper conversations with people, persuade them to help you, or divert them as you sneak into restricted areas.



● Got ourselves a good 'un here

But don't get the idea it's just a stale, antiseptic chat-'em-up. This is a weapons grade action game and it's a clever one.

Sometimes the action and the yakking blend together so perfectly you'll swear you're right in the middle of a Bond film.

At one point, you're disguised but trapped in an uranium mine. You've got to get the lift to come down for you, so you put your lighter to the fire alarm system. The lift hums down, and there's a guard in it. But she's suspicious, asking why the alarm's ringing.

You flick into the conversation topics menu, searching for an excuse. 'It's broken' you try. She stays frosty. Whatever you say, she stands there, suspicious. It's only when it occurs to you to stick your pistol in her face that she lets you into the lift. Keeping the gun trained on her, you head up in the lift.

In Cold Blood has a mix of dialogue and action not seen in a PlayStation game before.

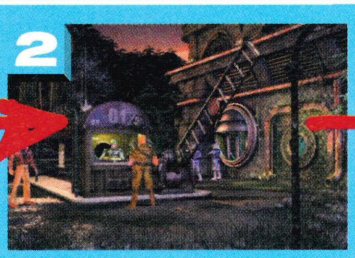
You'll hack into computer systems to find out a password, then you can go up and use the password on people. You wander around areas in disguise, pumping people for info, then once you've got the goss, you pull out your pistol and pump 'em again. Full of lead.

This is the link between the old school of PlayStation games where talking's just for boring cutscenes, and the kind of movie-esque game you'll be playing on PlayStation 2. We're doing a full-blown review in the next issue but stay up to the minute by turning over to see lots of new shots and info. **More over...**

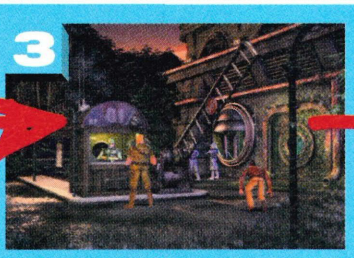




▲ If you head into the mine alone you'll be shot like a dog. Talk to this Russkie instead



▲ Ask him the right question and he comes with you. He distracts the guard



▲ He keeps trying to sell the guards fags. You've got to sneak across



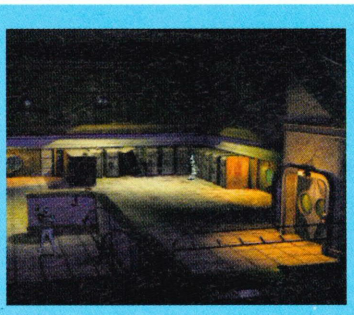
▲ Keep listening, 'cos if the Russkie talks to the guards by the door, they turn!

YESH, MISH MONNEYPENNY

John Cord's a trained killer, but he's a smooth operator as well. You've got to get busy talking to people, learning about the levels,trying to pull a fast one on anyone who's gullible enough to listen. Each level's packed with puzzles, some easy, some truly devilish. Here's how to get yourself into the uranium mine wher a US agent has vanished without trace. Poor old Trace...



▲ Con this guy into letting you in



▲ Sneak past these trigger-happy guards



▲ Keep tiptoeing 'til you're well out of earshot, otherwise the guards come after you

THE DARK DRAMA UNFOLDS

The whole game unfolds in flashback after your bloke has been betrayed into the hands of the KGB. The game opens with you having your head dunked into a blood-soaked sink, having been hideously tortured. As images flash through your mind, you play through the missions, trying to find out who's going to betray you. Here's some of the hundreds of people you'll meet.

CHI

You'll find yourself working alongside this communist Chinese agent a lot of the time, although she's fiercely patriotic and not at all sympathetic to us good old Brits. You'll sometimes have a hard time persuading her to help you

CORD

This is you. You're a posh, suave British agent. On the soundtrack, Cord sounds exactly like James Bond

NAGAROV

The Russian dictator who rules Volgia. As you come round from your torture sesh, he's looming in the background. The substance 'nephthalene' discovered by you in the mine was meant to be his key to nuclear domination. Now all you've got to do is escape and tell MI6.

CHI



CORD



NAGAROV



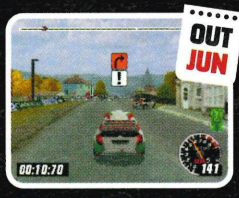
ALSO COMINGUP

Check out these reviews and previews in PlayNation soon



WILD RAPIDS

Cane a canoe down a sequence of river rapids in this weirdo racer. You can do all sorts of ridiculous flips and stunts, as you paddle along. Odd.



RALLY MASTERS

McRae and the gang churn up the dirt in this one-on-one rally challenge racer. Not looking like it's going to be a challenge to the mighty Colin McRae 2



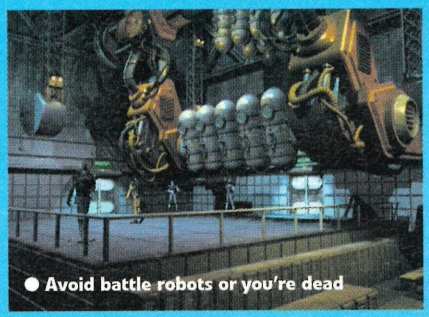
MOHO

Weirdo space gladiator action which boils down to loads of bright-coloured sub-games. There's 80 challenges to get to grips with.

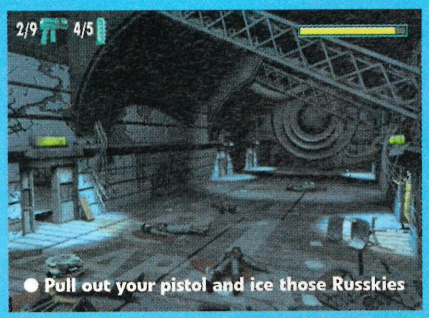


SILENT BOMBER

The world's robots have gone mental and you've got to fill all those tonto Metal Mickeys full of lead in this sharp-looking 3D shoot 'em up



● Avoid battle robots or you're dead



● Pull out your pistol and ice those Russkies

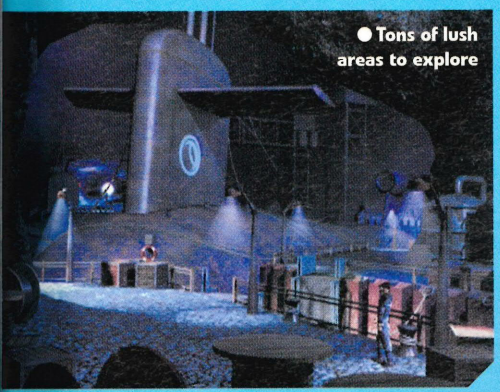
FIGHT ME, YOU RUSSIAN PIGS!

Weaselly, devious play is essential if you want to keep John Cord's posh, Cambridge-educated ass in one piece. The combat's very Resident Evil in feel, but you can't soak up the damage like you can in Res Evil.

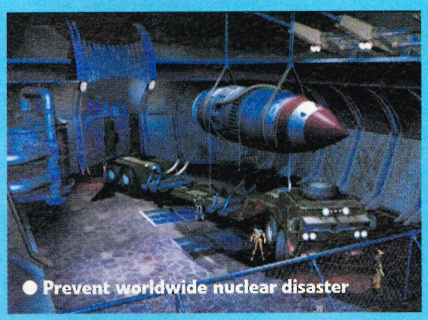
Two or three bullets and your well-spoken hero is just lying there leaking on the ground, and there's no herbs or medipacs that can patch up the gaping holes in his torso. A lot of the time you're trying to sneak through heavily guarded military complexes, and if you take on the guards more than one at a time they'll plug you before you can peg it around the corner.

You've got to tiptoe up behind people and snap necks without their mates seeing. The guards here are too intelligent not to notice when their mate nips round the corner and doesn't come back. You can hide in shadows, but if you shoot at someone, then run off they're with it enough to let off a couple of rounds into the darkness just to see if you're there. Some of them even have night vision, and there's robots wandering the complexes that are so heavily armoured you can't take them down without industrial explosives.

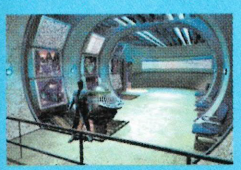
You've got a Metal Gear-style scanner to help you see where the enemies are, but if you try and take the levels Arnie-style you'll just die. You distract guards, can get disguised and bluff your way past them, and even hack into computers to bamboozle them. But stop to think what you're doing and you're meat.



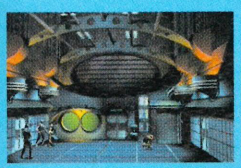
● Tons of lush areas to explore



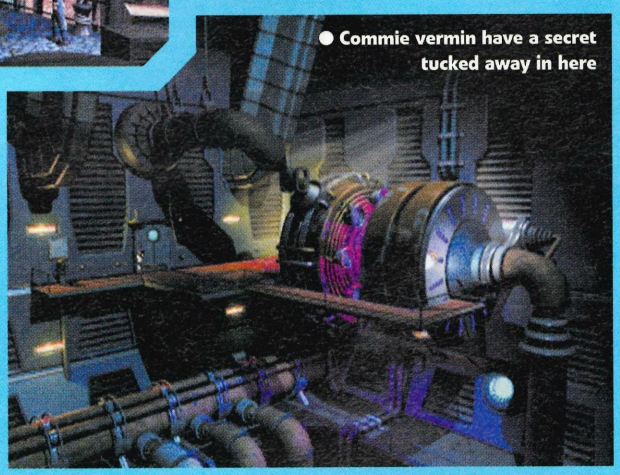
● Prevent worldwide nuclear disaster



▲ Deep inside the complex



▲ Stay disguised, stay alive



● Commie vermin have a secret tucked away in here

HOW IT WORKS

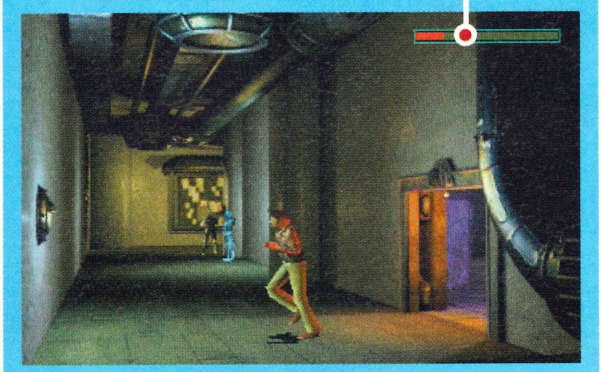
What's cool about In Cold Blood is it combines really intelligent talky bits with Metal Gear-esque scanning and targeting. Here's how.

● This dot's an enemy. Watch their movements and avoid them

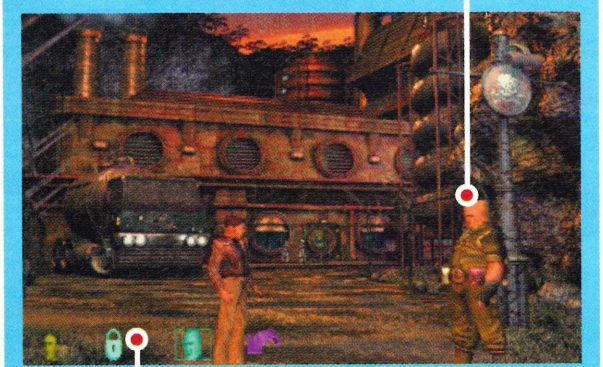


● Use these icons to radio for hints and to hack into computers

● When you get shot at, this bar appears. Two or three shots kill



● You can talk to other characters by pressing ⊗



● Use these items to choose topics of conversation



LANDMAKER

Like puzzle games? You'll go nuts for this. It's a simple yet addictive puzzler in a Bust-a-Move style where you group blocks to make buildings,



BLASTER MASTER

A space-age monster truck with vertical take-off jets takes on an entire underworld filled with evil aliens in this balls-out blaster.



ETERNAL EYES

Old-school RPG action with evil princesses, wizards and enormously long, doom-laden conversations. This isn't looking like a Final Fantasy-beater.



NIGHTMARE CREATURES 2

The horrific levels of gore in zombie-fest Nightmare Creatures 2 have meant that it's been put on hold for the censors to look over.



WALT DISNEY RACING

A set of nobodies out of Walt Disney films – Chip the Chipmunk, anyone? – go for a clunky and supposedly 'wacky' comedy rally race. Oh dear.



ACTION MAN 2

The man with the plastic pants returns for more driving, shooting and constant costume-changing action. The last one was pretty good.

PlayNation

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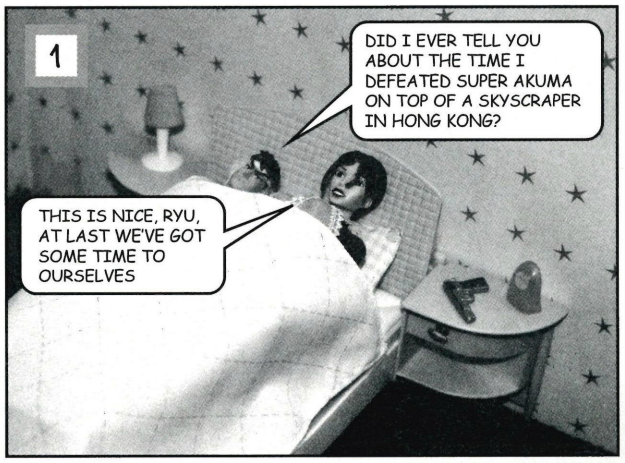
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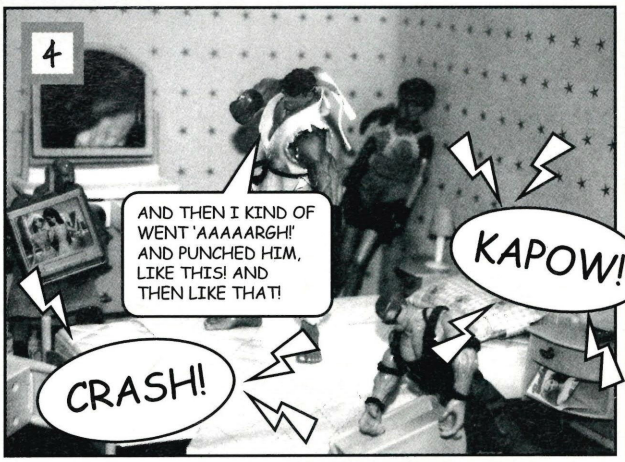
Cheery Deidre

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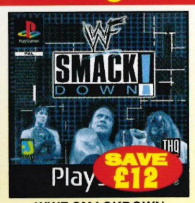
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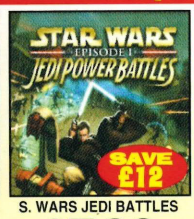
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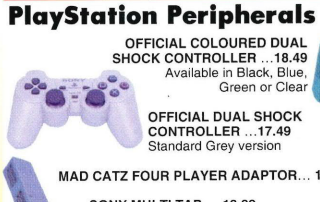
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