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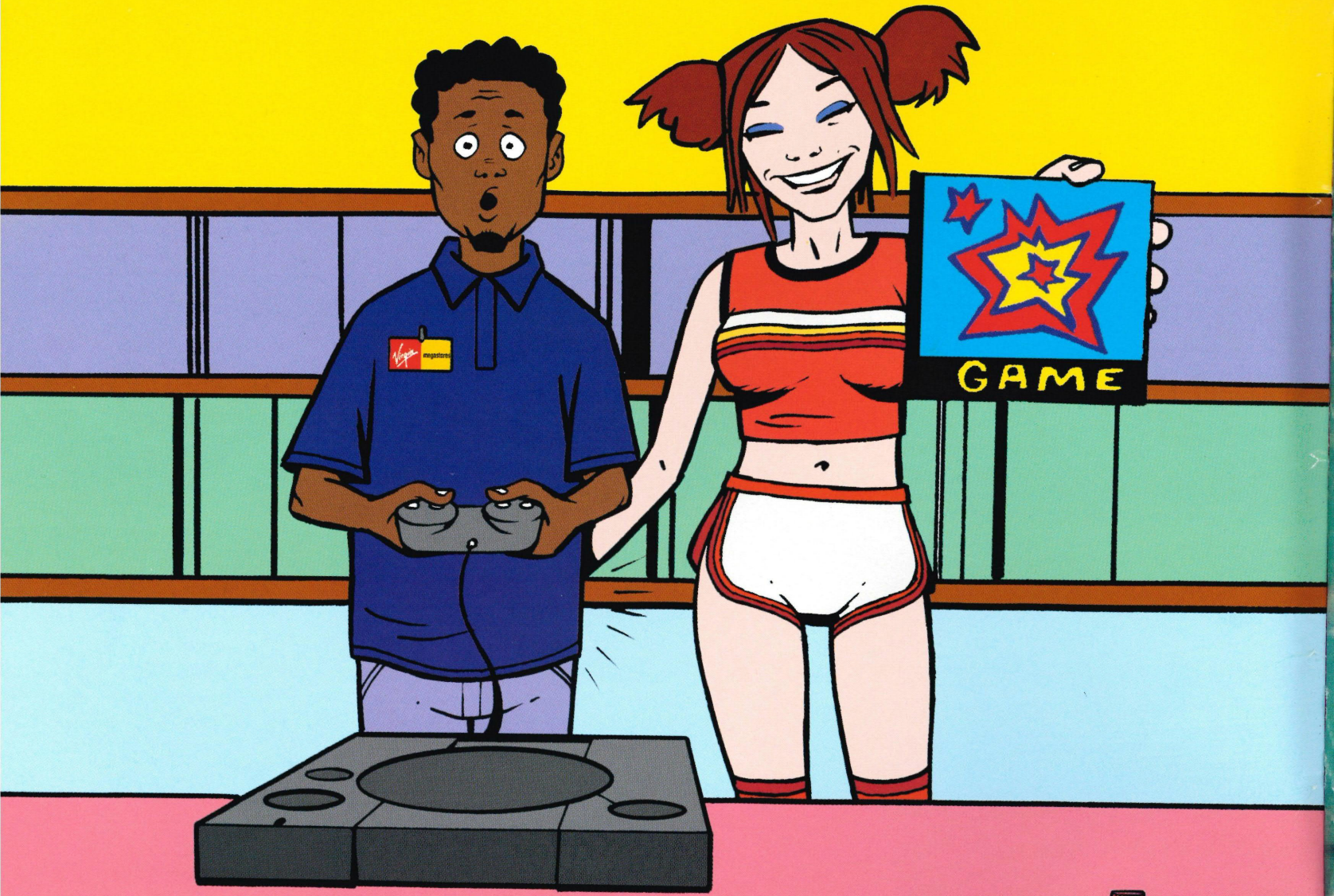
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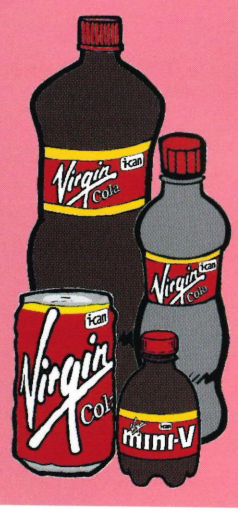
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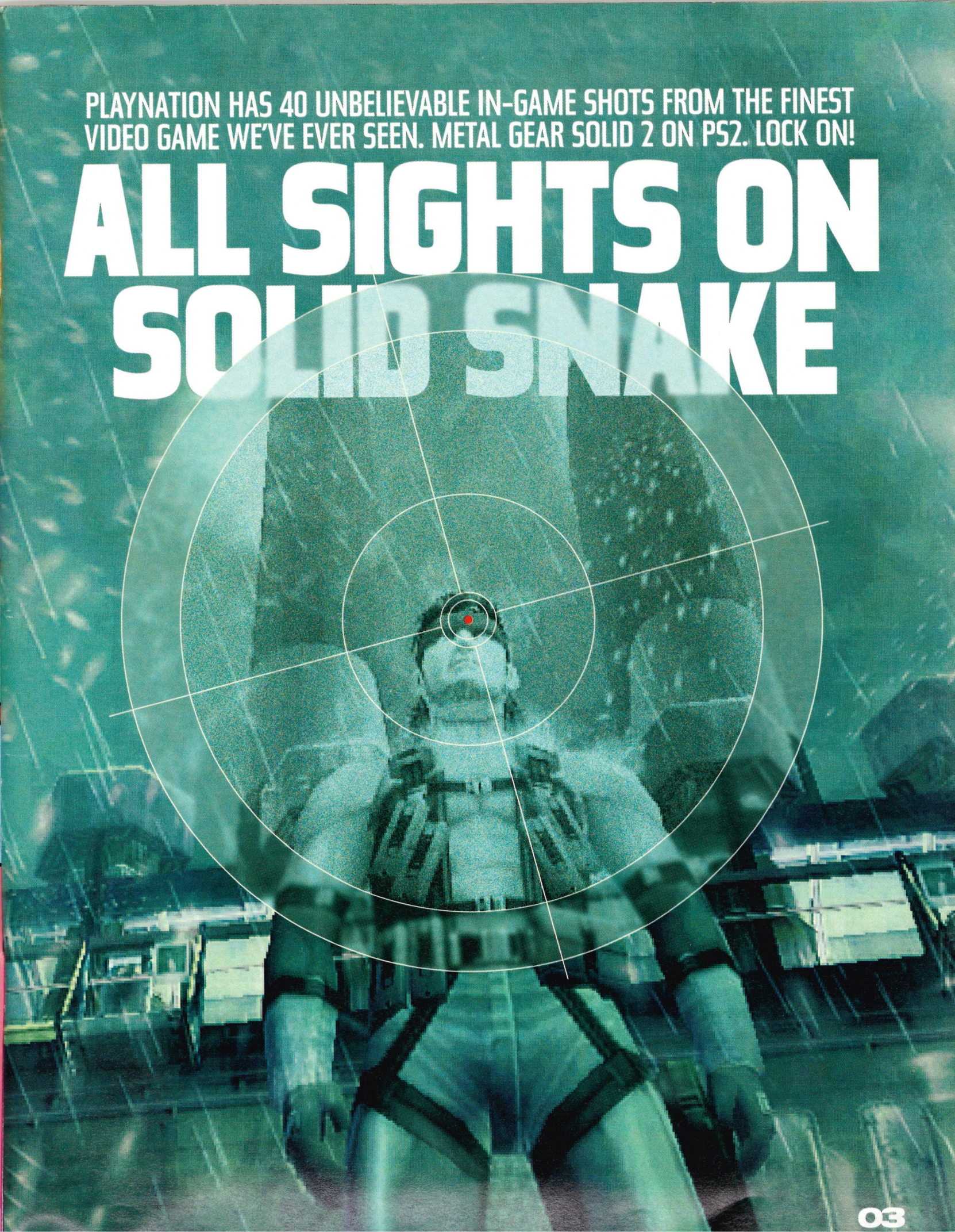
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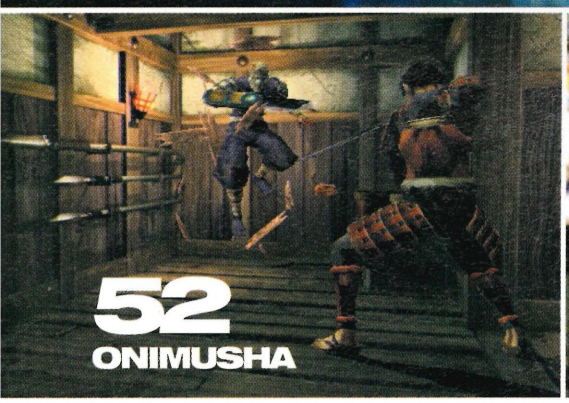
ALL SIGHTS ON SOLID SNAKE



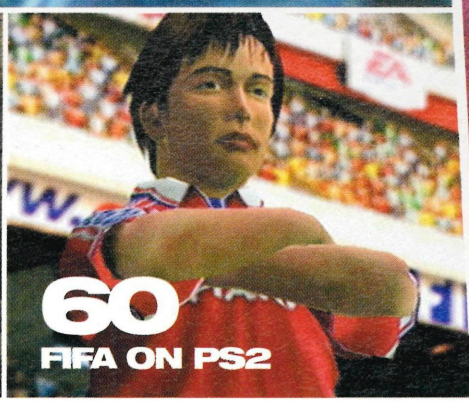
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METAL GEAR SOLID 2

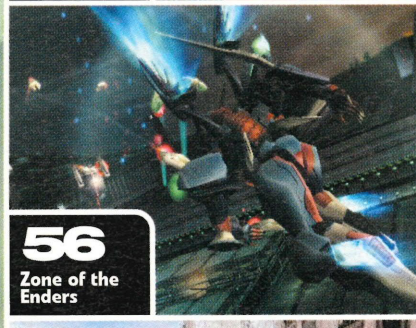
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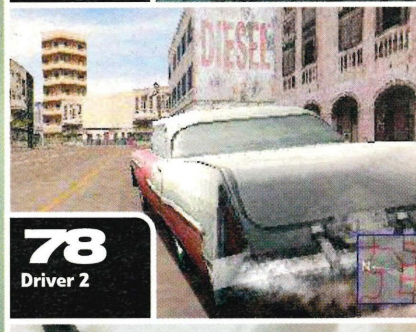
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Lara's love life dissolves into a whirlwind of blood, sexual tension and violent death, all set to a soundtrack of hammering gunfire. Yowza!



VAGRANT STORY

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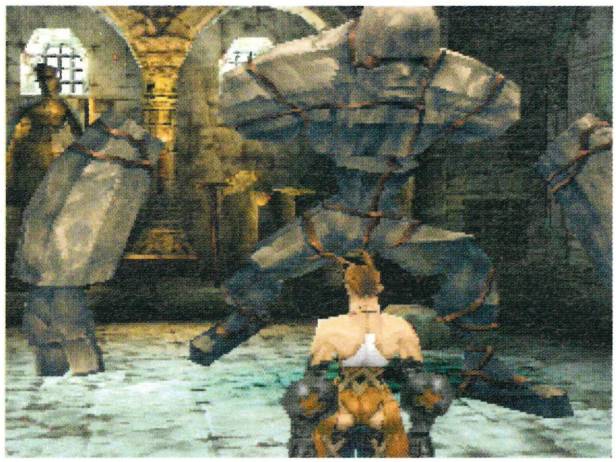
THE BEST SITE TO SEE THE GAME IN ACTION
HTTP://WWW.VAGRANTSTORY-EUROPE.COM/

Hundreds of brutal weapons to master, a bestiary of foul creatures to slay, and a combat system to blow your mind. This is Final Fantasywith teeth! ➤

This is a role-playing adventure set in the grimmest, darkest, dankest dungeon you've ever seen. There's no romance here, nor any hint of cuteness. It's just feast of savage combat and dangerous exploration. Enter the dungeon, slaughter the creatures, avoid the traps, solve the puzzles, collect the loot.

But if this sounds simplistic, wait till you fight your first few battles. There is an encyclopaedia of detail in the combat and magic systems, and only the keenest of students will survive. And those who do will be in for a hell of a treat. This combines the head-scratching complexity of an RPG with the split-second action of a fast-moving beat 'em up.

The plot sees you fighting your way through the dark undercity of Lea Monde hellbent on revenge against your sworn enemy. This being a Japanese game, your names are a bit odd. You're called Ashley, and your enemy's Sydney. But girly names apart, this is dark, dark stuff.



▲ Combat's a hair-raisingly intense affair, especially when you're facing off against one of the game's monster bosses like this giant rock man



● Practise your slaying on the little guys



● Time responses to get instant kills

BLOOD-CURDLINGLY INTENSE!

THE COMBAT SYSTEM'S HALF FINAL FANTASY, HALF BEAT 'EM UP

LISTEN UP

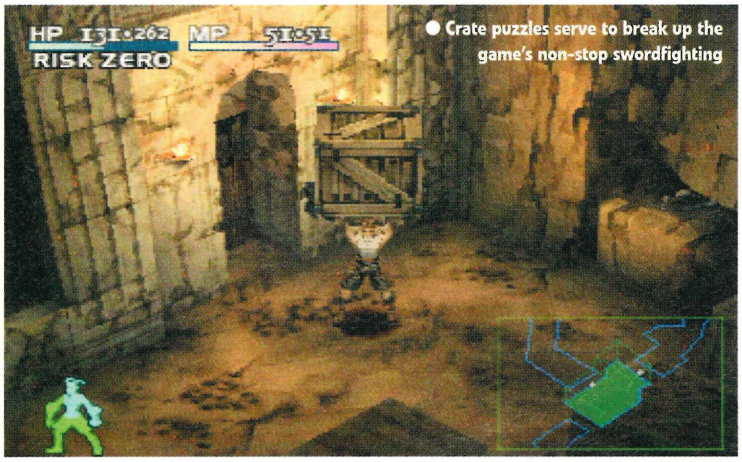
Vagrant should get a place in the Guinness Book of Records for the best and most detailed combat system in the history of RPGs. With its unique blend of turn based and real-time action, you'll need to be a master of attack analysis, AND have the reflexes of a mountain lion. This is unlike any other RPG you've ever played. And once you've got your head round the sheer intensity of it, you'll never look at Final Fantasy the same way again.



▲ The plot's a dark, complex affair centred around dark, underground death-mazes and lost love



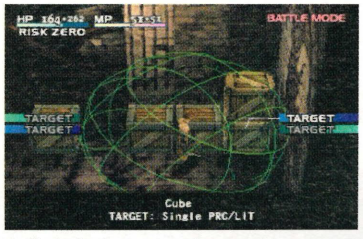
● Choose attacks, then string together combos like in Tekken



● Crate puzzles serve to break up the game's non-stop swordfighting

CRATE STACKING DUTIES

There are puzzles here but they pretty much revolve around shunting boxes around the place to be able to climb up somewhere. There are boxes you can crack, boxes you can carry and boxes you can just push. It's no Tomb Raider, in terms of the difficulty of the puzzles, but they're just tricky enough to be entertaining. And they provide a welcome break from the game's non-stop fighting.



▲ Slash the box to get the movable one out



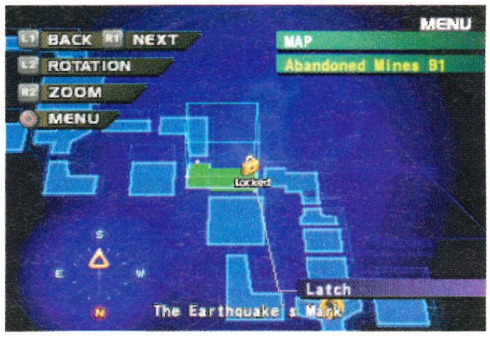
▲ Bingo! You can make a pile and climb up

A PIECE OF CLASS

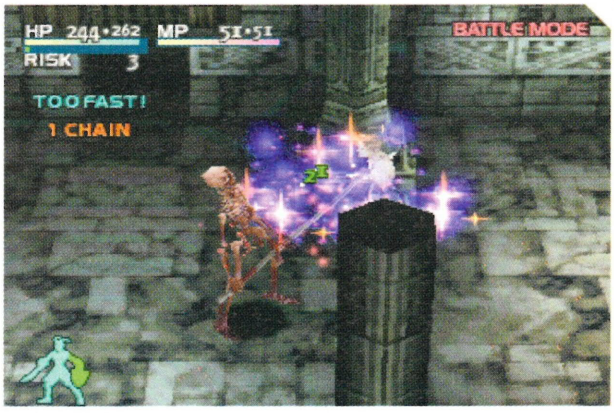
You can choose what kind of character you want to be. You'll have to use both magic and brute force to succeed but the extent to which you want to be a wizard or a warrior is completely down to you. You might want to wear enchanted robes to increase your magical abilities and rely more on fireballs than cold steel in the heat of battle. Or you might prefer the safety of platemail and the familiar weight of your broadsword in your hand to a wizard's staff. Just practise, and the skills will develop.



▲ Practiced warriors can chain attacks together using split-second responses



▲ The map operates in full 3D, so it's actually really helpful in working out where you are within Lea Monde



▲ If you keep using the way of wizardry, you'll become much more powerful. But don't get into a hand-to-hand scrap, or you're meat



▲ The undercity is filled with chances to practise your skills

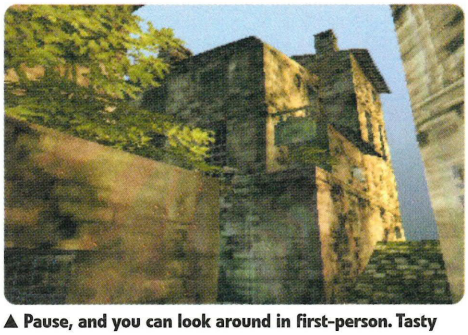


▲ The combat system's complex and working it out takes time

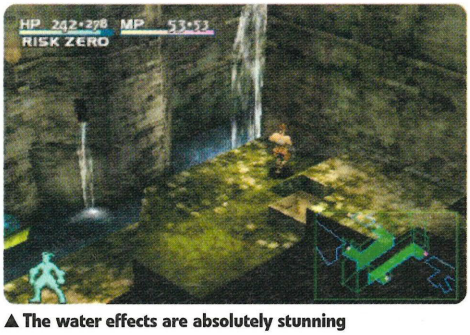
IT'S A LUSH 3D WORLD

WHETHER YOU'RE INDOORS OR OUTDOORS, VAGRANT STORY ALWAYS LOOKS BLINDING

All the rooms and locations are fully 3D and you're constantly rotating the camera with L1 and R1 to check out corners and blind spots. You can see every lantern flicker and every brick in each wall. There's hardly a glitch in to be found, giving everything a really solid feel. The locations range from the dank dungeon halls to trickling brooks to dark city streets. Pause the game, and you can look around in first-person, too. Sweet.



▲ Pause, and you can look around in first-person. Tasty



▲ The water effects are absolutely stunning



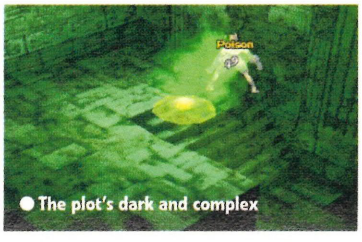
▲ You have to scan rooms carefully for hidden features



● The combat not only plays brilliantly, it looks top-notch, too

'DID YOU KILL MY FAMILY?'

Even though all the blood and thunder adventuring keeps the violence pretty relentless, they've actually managed to spin a damn complex plot through Vagrant. The cutscenes fill you in on what's going down pretty regularly and it turns out your bloke has more than enough reason to be going nuts with his giant sword. In a flashback scene, you get to see two knights spear and gouge his wife and son to death right in front of him. You could say he's pretty angry now.



● The plot's dark and complex



● These knights killed your wife!

THE MOTHER OF ALL BATTLES

YOU WILL NEVER MEET A COMBAT SYSTEM THAT LOOKS SO GOOD AND WORKS SO WELL

Get into your first ruckus and it's welcome to Vagrant Story. The combat system in this game is nothing short of remarkable. It's a system of such style, complexity and elegance that in a few years' time you'll probably be able to take a degree in it. Here's how it all works

THE COMBAT SPHERE

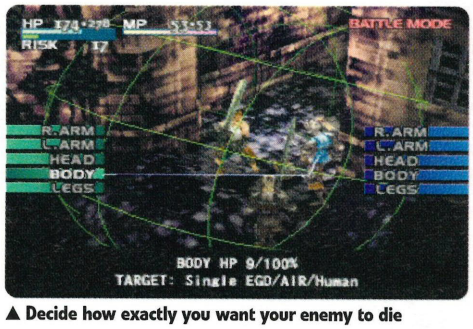
This green globe springs up every time you hit the attack button. The action freezes. The sphere's size shows the range of the weapon you're using and anything inside it can be hit. Also on this screen are the target's details, your chance of hitting it and the likely damage that'll be inflicted. Choose which bit of your enemy you want to hit, then let rip!



▲ Engage the battle sphere to launch an attack

PAUSE THE ACTION

Everything runs in real time as long as you're not accessing a menu or carrying out an attack. So once you've hit the attack button and the combat sphere is up everything freezes. Now you've got as much time as you want to decide on your attack. So you can take as much time fiddling with your equipment or setting your chain abilities without worry.



▲ Decide how exactly you want your enemy to die

TARGET PRACTICE

Not only can you select which target you can hit within your ranging sphere, but you can choose which part of them to hit too. Each hit location has a different chance to hit and damage done. Do enough damage to a particular body part and you might disable one of their special abilities. You can even slow them down if you hit them in the legs enough.



▲ Go for their unarmoured parts to cause big damage

BATTLE ABILITIES

At the core of the combat system are the battle abilities As each attack hits home, you can tag another attack onto the end of it to make a combo. Just hit one of the other attack buttons as you strike. The key to using them is in knowing the timing of each attack's animation and you'll need the skills of a beat 'em up master here. Get it right every time and you can keep smashing away loads of times without the other guy getting a chance to hit back. The same goes for defending yourself. If you manage to time your parry just right (an exclamation mark flashes to show you when to hit the button), you can block damage, or even reflect it back onto the enemy. You need sharp reflexes.



▲ Ashley fouls up the fourth strike of this combo by hitting the button too fast. The more hits you've done, the harder it gets



▲ You've got to keep alternating which attack button you use, or your combo will just go dead

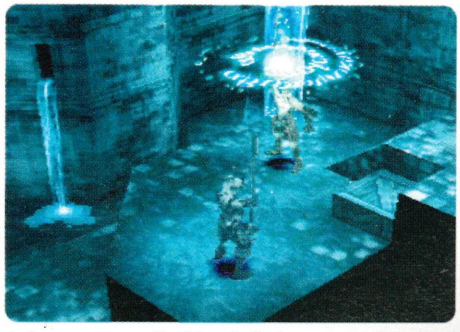
IT'S A KIND OF MAGIC

THE WAY OF WIZARDRY

The spells you get are split into classes such as shamanic healing magic and warlock battle magic. You have a level of magic points that goes down with every spell cast and up slowly over time or when you down a mana potion. And the graphics of the sorcery in action are awesome. Check out a taster of what's to come.

SPIRIT SURGE

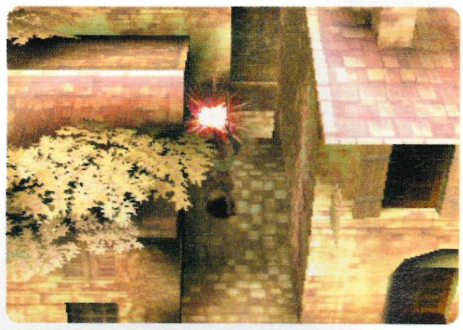
Spirit Surge sends bright waves of mental energy to pound your opponent. It works well on magical beings.



▲ An awesome spell with a similarly awesome lightshow

EXPLOSION

An Explosion spell is enough to put the fear of god into the hardest of satanic beasts. 'Eat this beast from hell!'



▲ Hardcore physical damage: it's good against animals



● Tap a chain button when the exclamation mark shows to do a combo

A GAME OF RISK

YOU'RE LEFT OPEN TO DEADLY ATTACKS

Your 'Risk Points' rise if you block attacks, or chain attacks together. As they rise towards their maximum of 100 your attacks are become less likely to hit and will do less damage. And their attacks get more likely to hit and do more damage. So it's a fine line between stringing together some blinding combos to do serious damage, and leaving yourself open to a vicious counter-attack. Use spells to reduce your Risk Points to zero.



● Tap buttons in time to chain together attacks

CHAIN ATTACKS

You'll end up with chain attacks for every occasion and choosing which to use is vital. Try a poison attack to continuously weaken your foe, or a steal magic move if you plan on using plenty of spells. Or just a simple damage increasing move to bludgeon them into submission. But some of the names involved are a little weird. Raging Ache sounds like a medical complaint. Here, it's a spell.



▲ Choose chains carefully, or die



▲ You can chain any kind of attack together

DEFENCE ABILITIES

Set your defence abilities depending on your opponent. If they're hitting you with tons of spells, use a resist magic move. If you can't penetrate their armour with your attacks, use a repel damage to turn their own strikes against them.



▲ Defence is as important as attack



▲ Reflect damage back onto your foe

BREAK ARTS

The ultimate in martial arts, you acquire break arts for each weapon individually after you've used them for long enough. These blistering special moves are the cream of combat and their awesome power only comes at a price which is that every time you unleash one you lose some hit points of your own. Use wisely.


▲ Break arts are impressive and deadly, but the cost to yourself is terrible


▲ You can only use these super attacks once you've mastered your weapons

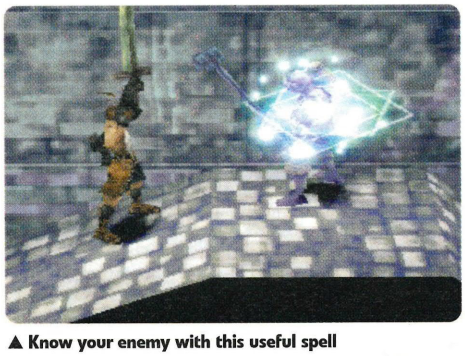
HEALING

The good old healing spell will become very familiar. You have to use it constantly to repair damage.


▲ You need to heal all the time if you want to live

ANALYSE

Analyse is a useful number that lets you check your enemy's strengths and weaknesses, so you can plan your attack.


▲ Know your enemy with this useful spell

FLAME SPHERE

Flame Sphere doesn't just do damage to one hit location on the target, but on all of them. Cast it and watch them fry


▲ Flamesphere hurts the parts other spells don't reach

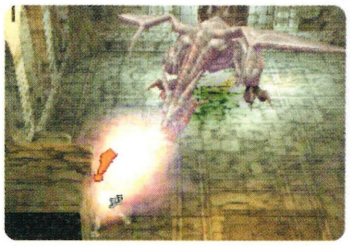
HUGE-O BOSSES

FIGHTS TO THE DEATH WITH BADDIES THE SIZE OF TOWER BLOCKS

The next boss monster is never far away in the world of Vagrant Story. And each one introduces itself with a fill-your-pants flourish. The 10-foot re-animated knight carves a line in the very rock beneath your feet, the massive minotaur smashes its club down with earth-shattering force. It's never the stuff to inspire confidence but it looks mint and it'll make your jaw drop. Either in admiration, or just in fear.

1 DRAGON

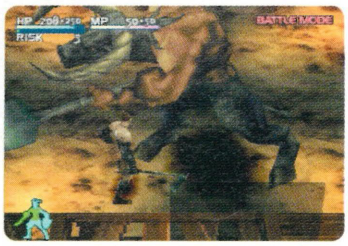
The Dragon comes from a land where foolhardy adventurers are the staple diet for breakfast, lunch and dinner. Usually barbecued.



▲ **Hint: practise your attacks on lizardmen**

2 MINOTAUR

Armed with the only club that's bigger than Man U, Minotaur likes mazes, she-goats and mashing little men like you into bloody pulps.



▲ **Hint: stay close, and go for the head**

3 OGRE

Ogre is lord of the goblins and doesn't really know any magic to speak of. So he'd just like to tear you limb from limb with pure brute force, OK?



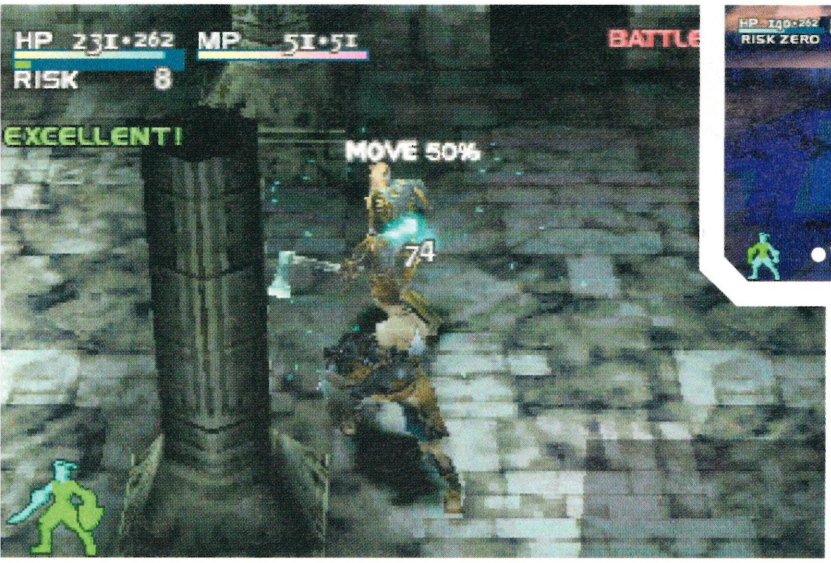
▲ **Hint: use magic against this guy**

4 GOLEM

Rock-hard Golem seems a bit stony-faced but in fact loves his job of pulverising stray heroes. This guy's not quite as hard as he looks though.



▲ **Hint: use your defence abilities well**



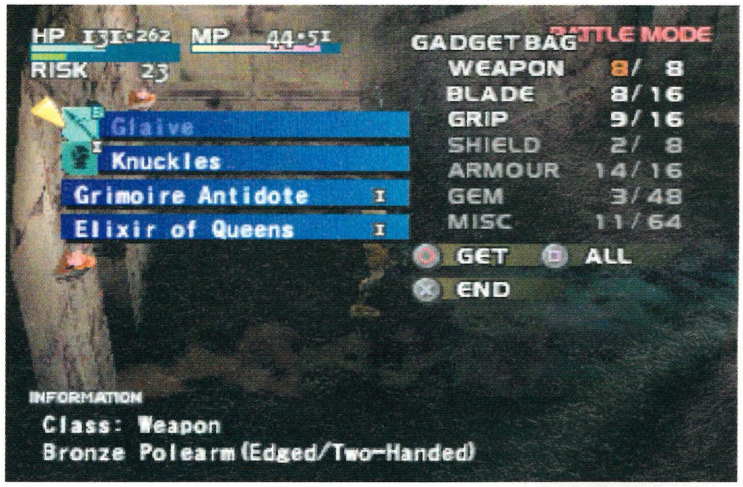
▲ **The only complaint you can level at Vagrant Story is that there might be just a bit too much combat, too many complex attacks. If you like RPG-style combat, though, you'll dig it**



● **You have to have a head for numbers**



● **Mucho complexity awaits you**



▲ **The weapon system's so complex you can even forge your own swords later on**

NOTHING'S PERFECT, SADLY

This may have more polish than the Parachute Regiment on parade but it might not be to everyone's taste. It's heavily menu-driven and there really are a mind boggling amount of stats and other info to take in. And there's no dipping in and out here, you really have to get your head down to make any progress. Also, the never-ending combat may be a bit much for some.

LIKE THIS? TRY THESE

Final Fantasy 8 - Massive epic role-player with a sweeping storyline



Suikoden 2 - Cartoony, old-school RPG that packs a plot-driven punch



WE RECKON

Vagrant's unrelenting dungeoneering and pure hack and slash make it the RPG answer to shoot 'em ups. Pure, streamlined carnage in a combat system no one's ever tried before. This is a gameplay-driven classic. One word of warning, though. It's pretty complex, so if you don't like thinking, steer clear. **Steve O**

9

OUT OF TEN

INFOGRAMES

PlayStation



HOGS OF WAR





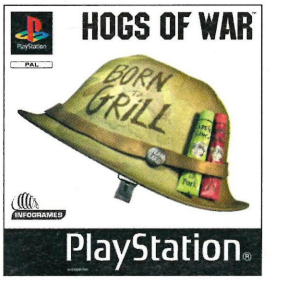

Porkers on parade. Pig against pig, one trotter wrong and you're dead meat.

It's war, 6 nations battling it out to superpigdom. So choose your weapon: jet pack, madness gas, bazooka, grenade, flame thrower...

Lose and you're yesterday's bacon, butcher the opposition and you've won the swill.

Play in a pack or make it on your own. Either way, it's a pig eat pig world out there.

FIGHT LIKE A PIG.



extreme 94%
THE MAGAZINE FOR PLAYSTATION GAMERS

"Piggin' genius... The best multi-player PlayStation game ever!"

www.hogsofwar.net

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IN COLD BLOOD

KNOW THIS

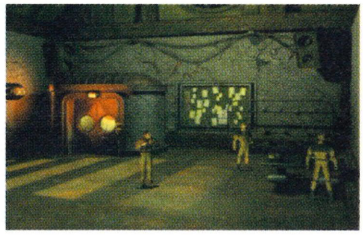


PAY NO MORE THAN:

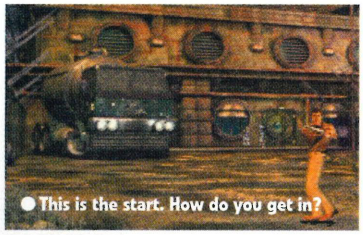
£29.99

OUT JULY

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Cold War gloom dominates in this game



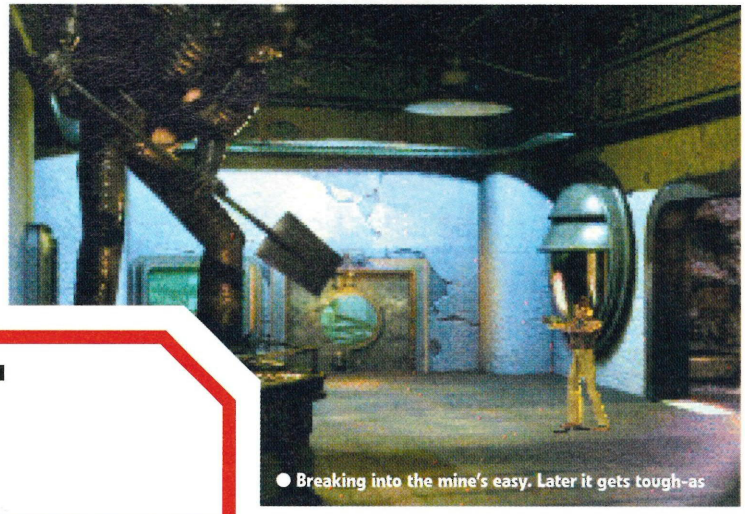
● This is the start. How do you get in?

It's got a plot as dense as treacle, with more twists than a corkscrew. But this adventure crossover bites off more than it can chew and the result isn't all easy to digest

You are John Cord, MI6 agent, and a man who has been sold up the river big time. In Cold Blood begins with you banged up in a dank Russian prison cell and being tortured by a bloodthirsty former KGB goon who's got more than a few screws loose. It was one of your so-called buddies who helped get you in that hole.

Now you have to play through the events leading up to your betrayal so you can remember what happened and work out how to get out of the mess.

Despite the cold war plot though, this is no stealth 'em up. At heart it's a good old point-and-click adventure but played out in Resident Evil-style 3D. And when you are called upon to pull out some stealthy moves or fight some grunts then the whole thing starts creaking like a Russian nuclear sub. The animation is limp, the stealth moves crude and the combat is way too basic. Good job there's enough Iron Curtain atmos and head-frying puzzles to make up for it. Almost.



● Breaking into the mine's easy. Later it gets tough-as

DON'T LOSE THE PLOT

IN COLD BLOOD'S GREAT STORYLINE ROCKS

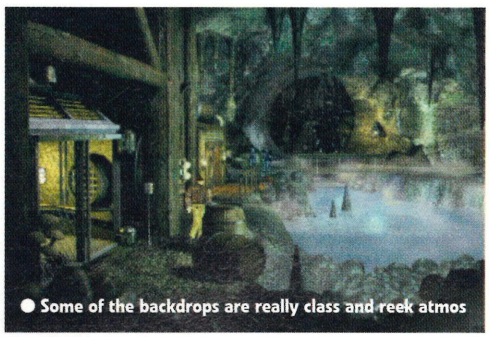
This is serious spy movie stuff. A believable story, Russian nuclear weapons and ice cold dialogue. It finds Cord on a mission in an unstable Russian republic tracking down missing fellow agent Kiefer. You infiltrate the mining facility where Kiefer was lost but things don't prove simple. There are particle accelerators, experimental robots, strange alien materials, and more security than Mike Tyson gets on a Hyde Park jog.



▲ That floating dustbin is in fact a deadly sentry robot. It's indestructable so you've got think quick to survive



▲ This is no ordinary mine 'cos security's tighter than a nat's arse. Trip this laser and get totalled by a minigun



● Some of the backdrops are really class and reek atmos

FILMED ON LOCATION

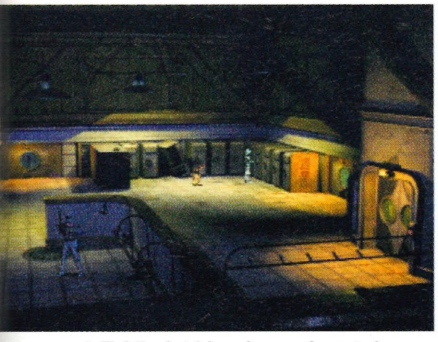
The locations leak cold war atmosphere. Volgia's a very bleak place. Shadows crowd in on you, boosting the sense of tension and menace as you explore the ex-Communist facility. Every detail is included. Ventilator fans churn sterile air inside, fumes rise from exhaust funnels and computer terminals flicker and flash data across their screens. It's pure spy movie class.



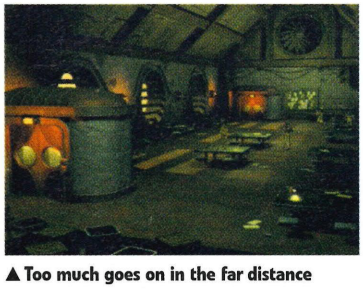
● Exploring the gloomy facility can be a tense experience

SMALL SOLDIERS

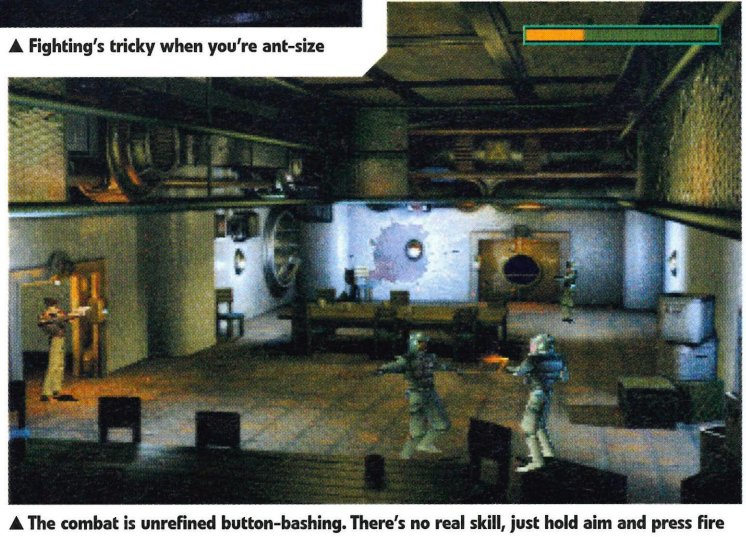
The action is generally viewed from much further away than the claustrophobic closeness of many of the settings in, say, Resident Evil. And while this makes for some mighty impressive sweeping backdrops, it also means that for much of the time all the people in the scene are just tiny figures far off in the distance. This can make it hard to tell friend from foe, make combat a hit and miss affair, and mean that a lot of the searching of bodies and rooms is far too fiddly.



▲ Fighting's tricky when you're ant-size



▲ Too much goes on in the far distance



▲ The combat is unrefined button-bashing. There's no real skill, just hold aim and press fire



▲ It only takes a few hits to be put down

FIGHT CLUB

Combat is a risky affair because it only takes a few hits to put you down and health boosts are rare. The control system is very Resident Evil. You hold down R1 to draw your weapon and then hit ◉ to fire. There is precious little finesse involved and because the figures are often so small on the screen it can be nigh on impossible to work out where you're aiming. So it's down to pointing in the right direction and hammering the fire button hoping you'll come out better.

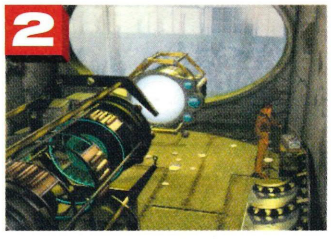
'MY BRAIN HURTS'

HERE'S A SAMPLE OF THE BRAIN DRAINING PROBLEMS TO SORT OUT

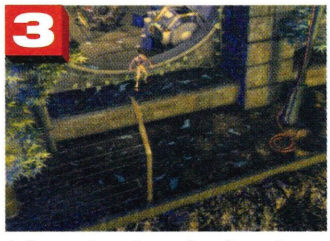
When it comes to puzzles, this is a masterclass. It's that hardcore. Don't put on your thinking cap – you're going to need your thinking helmet to get through this baby. But luckily everything is really well thought out and logic rules the roost. There are no doors only opened by sticking gems in the right holes or safes that only open when you light candles in the right order. Nope, this one's got real world stuff.



▲ You need to cross a ravine to make any progress but this room is as far as you can get



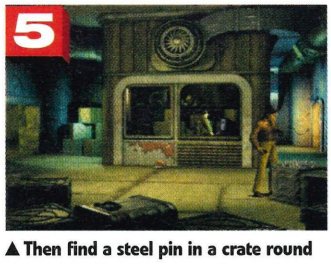
▲ You check out the machinery and find it's a particle accelerator and in the boxes near it are some test bolts to fire



▲ So you clear obstructions from the window, load and fire a bolt to smash through the window



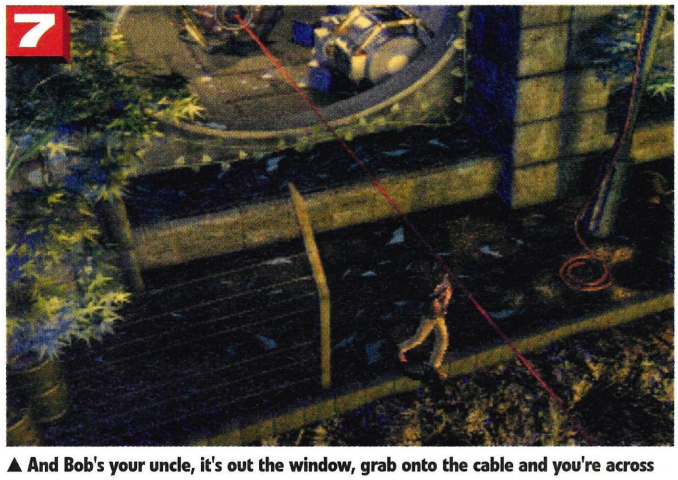
▲ Backtrack and speak to this storeman to get more cable. But you have to threaten him with your gun to get it



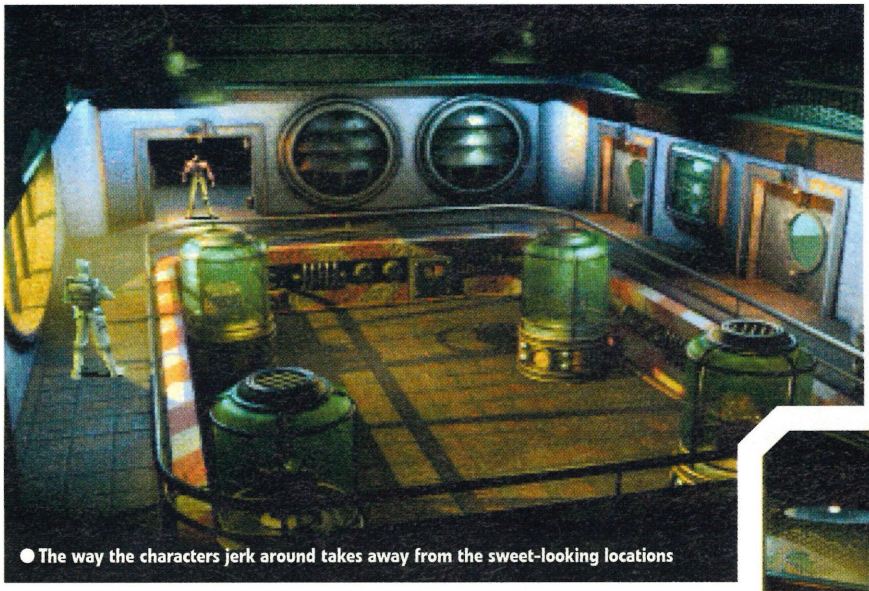
▲ Then find a steel pin in a crate round the back. With the pin and the cable you make a grappling hook



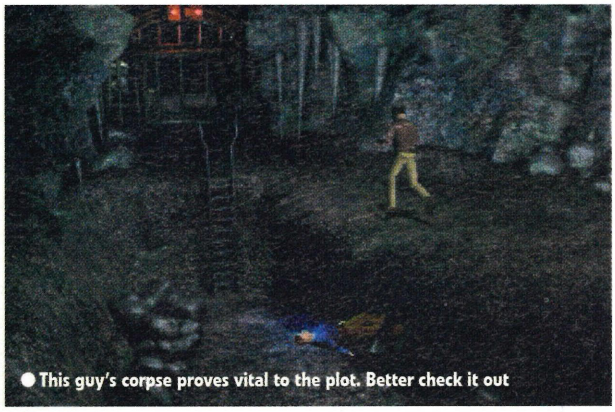
▲ Go back to the firing room and shoot the cable and pin across the ravine at a 1000mph where it sticks in the far wall



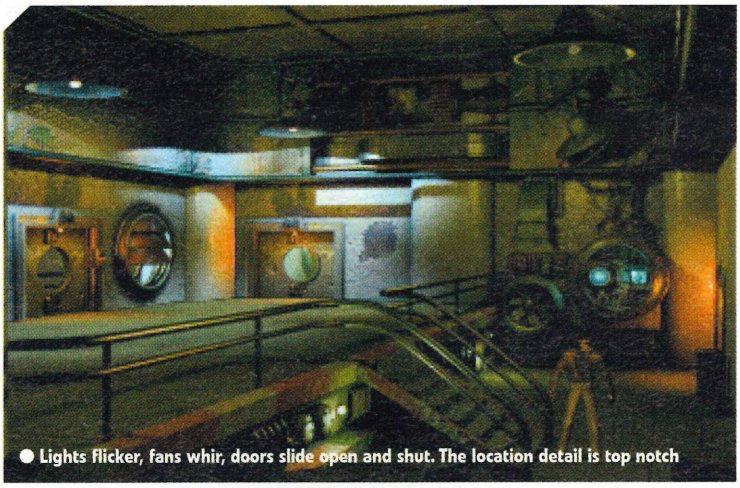
▲ And Bob's your uncle, it's out the window, grab onto the cable and you're across for the next problem. Phew! And that's just for starters



● The way the characters jerk around takes away from the sweet-looking locations



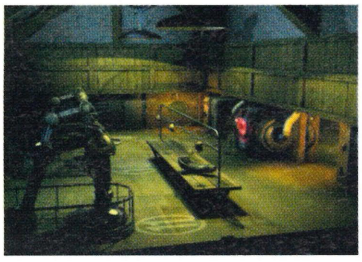
● This guy's corpse proves vital to the plot. Better check it out



● Lights flicker, fans whir, doors slide open and shut. The location detail is top notch

SUSPENDED ANIMATION

From the word go you'll have a problem with the graphics. Unlike the well-drawn if a little oil painting-like backgrounds, the animations, especially of the main character, are a let down. The transitions between actions such as creeping and running are incredibly jerky, and you bounce and flicker around objects and walls. When you're not moving everything looks a treat but once you start running around, it looks like a wounded beetle scuttling over a Rembrandt.



▲ Half the time you can't make yourself out, and the other half the animation is poor



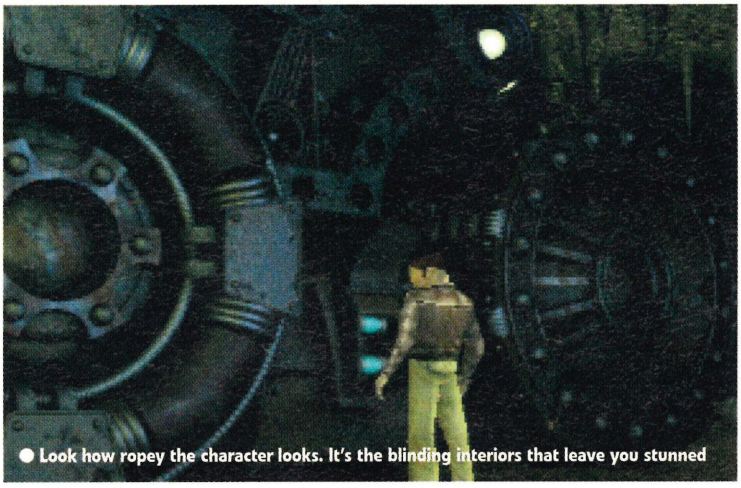
▲ Get near objects or the edge of screens, and your character appears to have a fit



▲ Find the right kind of computer terminal and interact with it...



▲ ...and you'll be able to break into it's database with your watch device



● Look how ropey the character looks. It's the blinding interiors that leave you stunned

LIKE BOND WITH A ZIMMER FRAME

STEALTH & COMBAT ARE DEAD CRUSTY

Even with the James Bond character and espionage plot, this is no stealth 'em up. In fact, it's the stealth and action elements that let down what is otherwise a seriously hardcore puzzler. So if you're looking for the next Metal Gear then think again. The stealth moves add up to a bit of creeping around behind guards' backs and then punching them to take them out quietly. And what with the lame combat you're going to feel very disappointed unless you're a dedicated adventure-head.

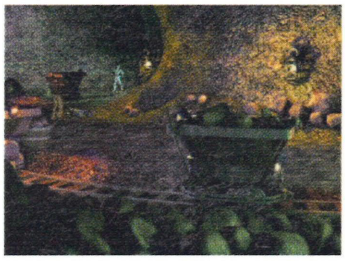


▲ Metal Gear shouldn't quake in its boots. In Cold Blood's stealth moves are tired

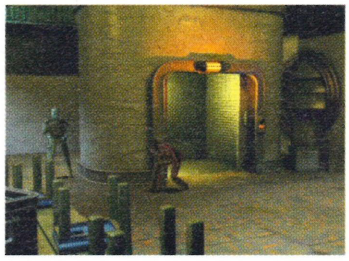
WHAT DOESN'T WORK

KEY ELEMENTS OF IN COLD BLOOD FAIL TO IMPRESS

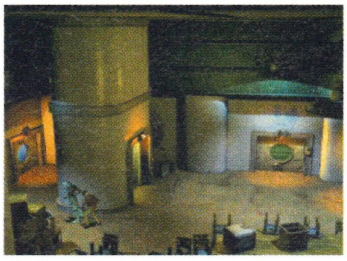
In Cold Blood doesn't deliver on all fronts because it has big flaws in every element of the game's several styles. Some games such as Die Hard Trilogy or Metal Gear Solid fuse different game styles together with perfection. But this game has some pretty flaky holes in each style. Check this out.



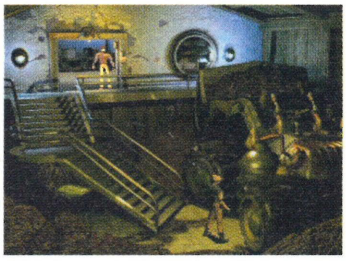
▲ Sometimes you'll shoot a guard who's, say, 20 yards away – but he won't get a scratch. So you take two steps towards him and suddenly he springs to life and pumps you full of lead. Very poor



▲ Some animations spoil the atmos. If you creep up behind a guard to knock him out, when you hit ◉ you stand up, then twat him, then crouch down again. It looks so amateurish it's embarrassing



▲ To silence a guard, there's no clinical neck-break or precision chop to the neck. It's a comedy style no-nonsense punch to the head with a sound effect from a Bruce Lee movie



▲ Character accents clash absurdly. Cord's cut-glass toff's English contrasts wildly with that of the over-acted Commies as he tries to wheedle out information from their replies. Is this supposed to be a joke?



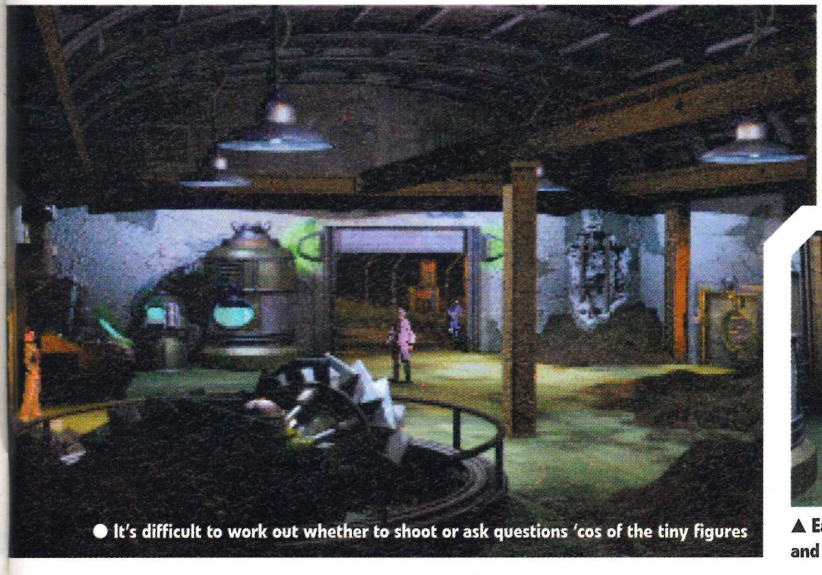
▲ You need help to cross a courtyard. So call on a mate



▲ Team buddy Kostov diverts guards with this explosion



▲ Grunts rush to inspect the damage and you sneak across



● It's difficult to work out whether to shoot or ask questions 'cos of the tiny figures

TALK THE TALK

Talking to other people is done by selecting the subject you want to talk about from a small list available to you and then listening to their responses. The voice acting is pretty good. Your guy speaks in a posh James Bond-stylee and most of the other characters speak in hammy Russian accents. As ever, there's not much flexibility in the topics you can talk about and usually it's a matter of asking whoever you meet everything you possibly can. It's a bit brainless really.



▲ Eavesdrop on what other people are saying and you might pick up a vital clue or two



▲ To have a conversation you just select your subject and then natter away

LIKE THIS? TRY THESE

Fear Effect - Plot-heavy manga adventure that delivers atmos in bundles



Broken Sword 2 - Top point and click puzzler that'll tax your brain



WE RECKON

We've oozed thrill juice in anticipation of In Cold Blood's launch. But what a waste that was. This game's stuck in first gear after a slow start. We love its great logic puzzles, epic environments and spy film atmosphere. But clumsy characters, dodgy gameplay and low-grade stealth make this is a no-no for action freaks. **Steve O**

6

OUT OF TEN

HOGS OF WAR

Fancy smoking pigs in droves (we ain't talking LA warfare here)? Call the RSPCA!



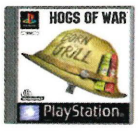
▲ It won't take you long to discover that Hogs of War in one player ain't a load of fun

Your mission is to lead a platoon of porkers into battle using bayonets, grenades and poison gas to gouge, blast, and choke your enemy into submission. You take it in turns to move one of your pigs around and then use a weapon. Each go has to be completed within a short timelimit. This is Worms in 3D.

There are loads of weapons to use, lots of psycho battlefields to scrap on and some laughs to be had. But this is not a game for those looking for action. And it sucks a big one in one-player.

The whole thing's full of cheap gags involving all things pork-related, just like this review. But though they may think they're the funniest trotters since Del and Rodney, the pigs' gags soon start to grate and you end up wishing they'd change the damned record.

KNOW THIS



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£29.99

OUT NOW

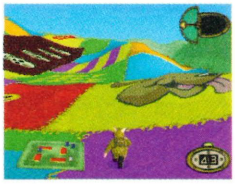
1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



NEVER GO IT ALONE!

Hogs of War is worth playing if you get a bunch of muckers around. Smoking your mate's bacon can provide a fair rasher of fun. But it's when you start ganging up on a mate, or your buddy drops a grenade in his own lap, that the laughs start to flow. But the series of missions you play through in one-player are just dull. Waiting for the computer to take its turn ain't what PlayStation is about.


▲ All that's left is the piggy's smoking boots


▲ Wage war over a colourful kiddy's quilt

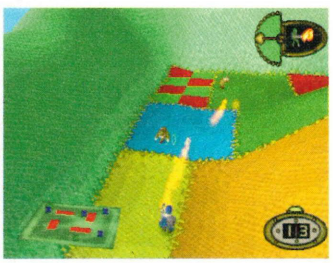

▲ Your target cowers in the sights of your sniper rifle

HAMBURGER HILL

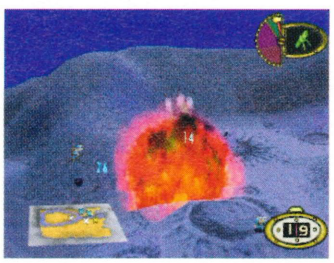
WOT, NO COMBUSTING SHEEP?

Weapon controls are tricky at first but once you get the hang of what angle to lob a grenade or fire a mortar, then pigs start dying as if it were National Ham Day. They get blasted around by shotguns, grilled by flame-throwers and hacked to pieces by shrapnel. Bit like an afternoon at the US Army's test range. The disappointment is that the arsenal available is dull. Give us exploding sheep or projectile uncles anyday!


▲ The psychadelic landscapes can make it hard to spot minefields


▲ OK, the weapons work. But they're surprisingly ordinary for a pig game


▲ Poison gas may be against the Geneva Convention but it sure kills pigs quick


▲ The mortar is mighty hard to aim but its blast radius is deadly

WE RECKON

If you like strategy, swine and slaughter then you'll be happy as a pig in poo with this. But 30 minutes of play left us feeling we were drowning in slurry. **Steve O**

6

OUT OF TEN

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A Good Call...

HERE'S HOW IT WORKS!!

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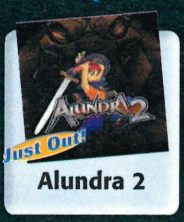
Driver



Medievil 2



South Park Rally



Alundra 2



Legend of Lagaia

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Resident Evil 2



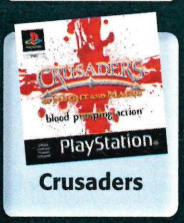
Mille Miglia



Tekken 3



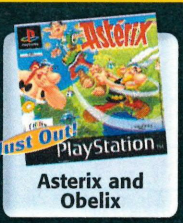
Dragon Valor



Crusaders



Quake II



Asterix and Obelix



Grand Theft Auto 2*



Colin McRae Rally



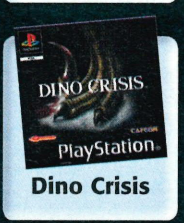
Time Crisis



Metal Gear Solid



Tombi 2



Dino Crisis



Final Fantasy 7



Crash Bandicoot 3



Music 2000



Rugrats Studio Tour



Mortal Kombat Special Forces


Dual Shock & 1 Meg Card



24 Meg Memory Card


Colour Shell

Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)


Recoil Light Gun & reload pedal


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Tenchu*



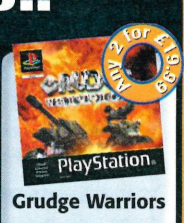
Metal Gear Solid Special Missions



Pong



Glover



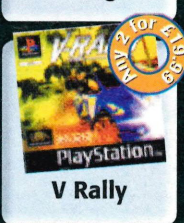
Grudge Warriors



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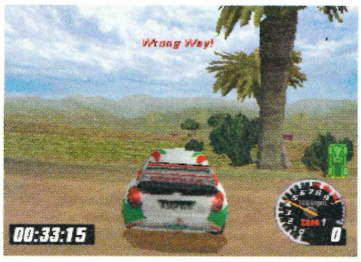


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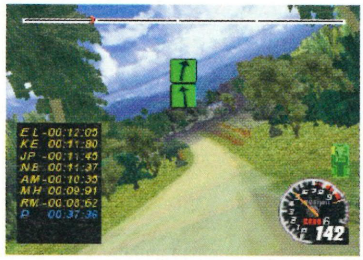
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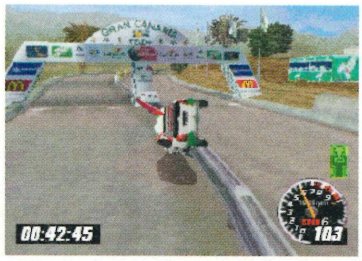
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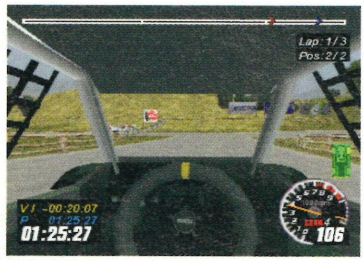
▲ The scene's the Race of Champs



▲ World class rival go head-to-head



▲ But even they make jumbo-sized mistakes



▲ But do they look as bad as this?

RALLY MASTERS

It looks rougher than roadkill, and handles like a box of stones. Not very likely to topple the mighty Colin McRae Rally 2.0 then?

KNOW THIS



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OUT NOW

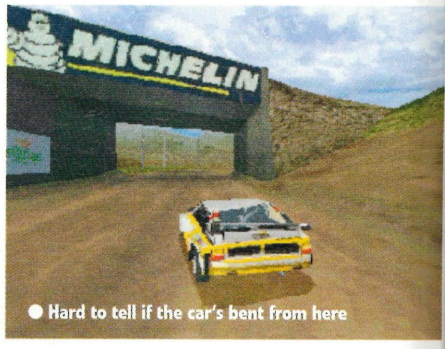
1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Rally games are all over the PlayStation like flies on a fresh cowpat. Flying Scotsman McRae first appeared two years back, sparking a rally game goldrush. Rally Championship, V-Rally 1 & 2, Tommi Makinen – boy, this cash cow was milked so hard its udders fell off.

Rally Masters is the latest to want some of the cream. The difference is that it's based on the annual Race of Champions held in Gran Canaria. Rallying's supremos get together to see who is king of the powerslides, and the package is bolstered with familiar point-to-point rallying and arcade stages.

But boot it up and Rally Masters suddenly looks like a dog's dinner, not the mutt's nuts. Drab, blocky courses and wonky cars wouldn't matter if the handling was pukka, but it's only average. Cars skate over all surfaces and react to bumps totally unconvincingly.

Yes, they slide pretty well if you jerk the car sideways into a corner. But finetuning the slide mid-corner isn't as crucial as it is in Colin McRae 2 where the handling's pretty stiff. Get attuned to the style of handling and you'll lap quickly, but the new McRae's realism spams it big time 'cos you have to react every second, which makes for intense gaming.

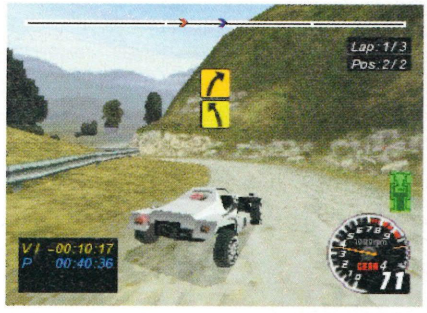


● Hard to tell if the car's bent from here

In Rally Masters, you'll roll the car and it flaps about on its roof for a second like a epileptic whale before righting itself. And you'll be pushed to notice the damage on the dull replays, which favour wide angle views over fast action close-ups.



▲ Sky...road...sky...road...



▲ The Gran Canaria race circuits look cool enough but the cars, views and play is rough

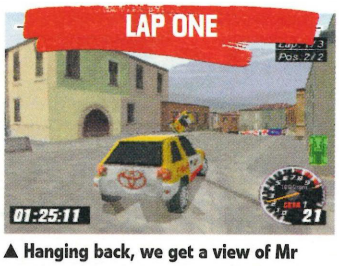


▲ Head-to-head racing is marred by invisible walls that stop you colliding

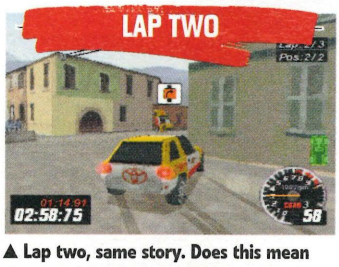
WHY THE COMPUTER CARS ARE THICK-AS

RIVALS CARS APPEAR TO BE DRIVEN BY THOSE WHO NEED CARE IN THE COMMUNITY

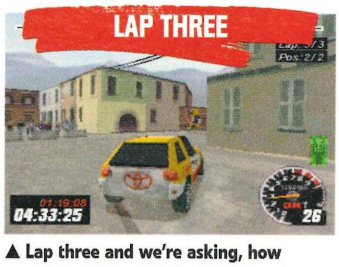
The Challenge Cup mode of Rally Masters lets two cars race on the same circuit, jostling side by side. The first time we played it the computer car made a silly error at the end of lap one. It then made the same balls-up on laps two and three. We tried different cars, but still it kept on happening. We tried it in four races. And then we decided to watch Antiques Roadshow instead.



▲ Hanging back, we get a view of Mr Learning Difficulty stuffing it on lap one



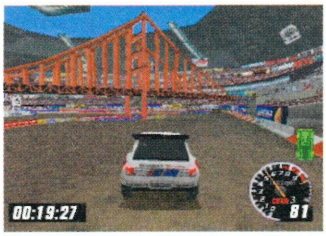
▲ Lap two, same story. Does this mean the console's cars race the same each lap?



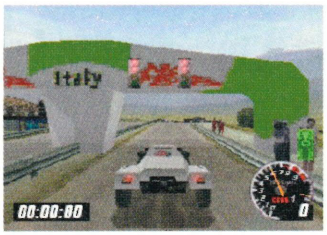
▲ Lap three and we're asking, how exactly is this meant to be challenging?



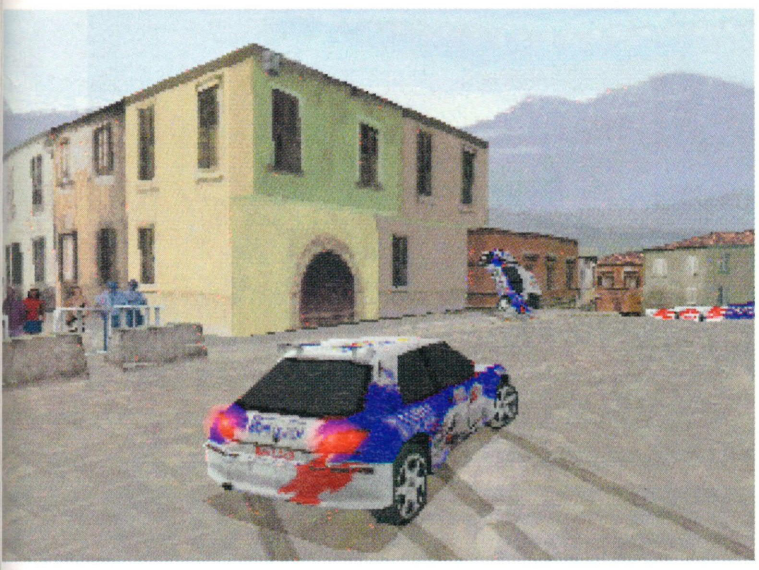
▲ You can see here that the quality of the motors is pretty low-fi in Rally Masters



▲ The US circuit is twisty, colourful and good fun in the nippy Peugeot 205 T16



▲ 'Is that blocky enough or would Sir prefer Lego?'



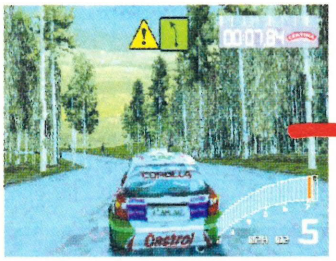
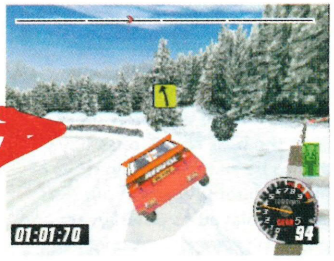
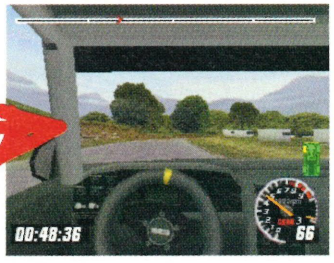
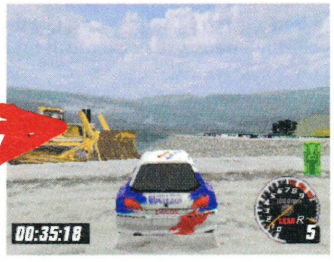
THE RACE OF CHAMPIONS

The meat of Rally Masters is the head-to-head races, which pit you against another car over two identical laps of custom-built twisty rally terrain. The courses here range from the darned tasty indoor USA circuit, to the lazy Italian one. Lazy? Well, in places the two racers aren't separated by obvious metal barriers but by an invisible wall that you unexpectedly bounce off. Yeah, nice.

RALLY MASTERS VS COLIN MCRAE 2

THE TRUTH IS THAT RALLY MASTERS ISN'T FIT TO LICK MCRAE'S DIRTY TYRES

You wouldn't enter your granny in the same beauty contest as Angelina Jolie, but senselessly Rally Masters is going to share shop shelves with the mighty Colin McRae 2.0. In which case, you'd better take note of our instant guide to see how the two games square up. It's ruthlessly scientific you know...

	COLIN MCRAE 2	RALLY MASTERS
THE LOOKS	 ▲ Trackside detail is cracking, cars look great. This is the rally game daddy	 ▲ It's the Elephant Man of rally games. It looks foul, and the cars are wonky
THE REALISM	 ▲ Looks pretty close to the real thing from inside the car, only polygonised	 ▲ The interior here looks like it's a Tomy truck piloted by The Invisible Man
THE TRACTOR	 ▲ Hey nice tractor! Let's drive in for a close-up view	 ▲ Not bad. Shame the unseen barrier stops you from getting near it

LIKE THIS? TRY THESE

Colin McRae 2.0 - like you didn't see that recommendation coming



Rally Championship - Looks good, plays fast and arcadey



WE RECKON

Rally Masters is the Jo Brand of beauty, the Daphne & Celeste of pop, the Asda own-brand of jeans. It chokes in the dust of McRae's latest effort. It ploughs awkwardly into the ditch between realism and arcade fun. There's simply nothing to recommend it over McRae 2. **Dean**

4
OUT OF TEN

KNOW THIS

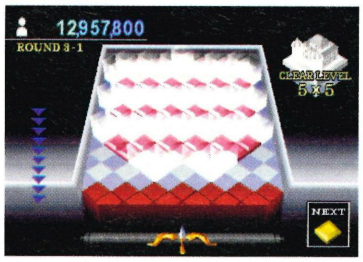


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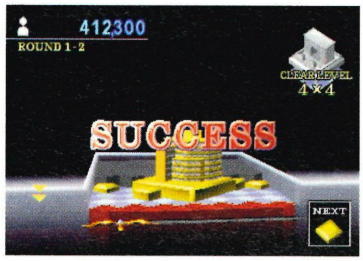
£29.99

OUT JULY

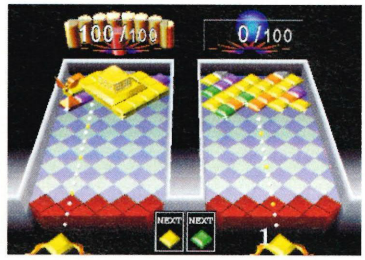
1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Hit the special star tile to erase all blocks of the colour you hit it with



▲ Get a square of 16 blocks and a skyscraper pops up. Victory!



▲ There's tons of ways to play the two-player game. All of 'em are great

LANDMAKER

Build squares out of little blocks to make a city in a top-quality head-frying puzzler

It's been a while since there's been a puzzle game with new ideas. Even the best recent ones have tended to be remixes or rehashes of boring old bubble-busting puzzlers everybody played to death years ago.

Landmaker may not look original – visually, it's the bastard child of Tetris and Bust-a-Move – but it's brimming over with gameplay ideas and weird modes that'll keep you rooted to your PlayStation night after night.

The idea seems simple at first. You fire blocks towards a grid of other blocks, trying to group together squares of identically coloured ones. Once you've made up a group of four, nine or sixteen of the same colour, it turns into a building. Hit the house on the corner, and you knock it down, bringing you big points in one-player, or chucking random, blocks onto the other guy in two-player.

But there's all sorts of other rules that mess you up in your quest to build your square houses of doom. Hit a cube side-on and you change it to the colour of the block you fired at it. Blast a house, and you erase all the blocks of that colour that are touching it. Yeah, yeah, this sounds like a game for the criminally anally retentive. But trust us on this.



● Looks rotten, play brilliantly

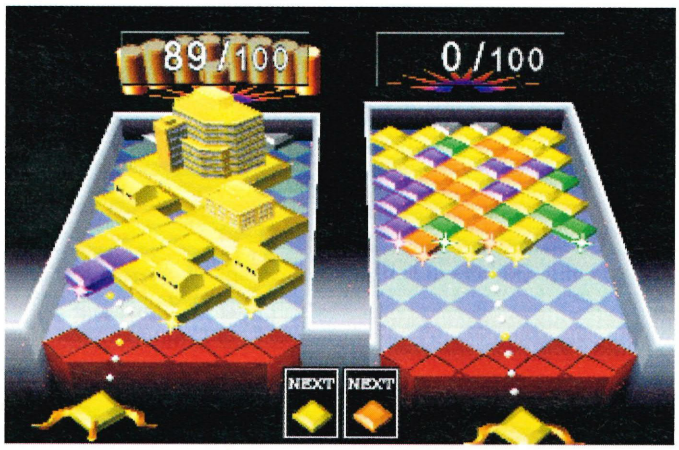


● Puzzle mode presents a series of challenges

'I CAN'T STAND IT!'

IRON GOOLIES NEEDED FOR TWO-PLAYER

In two-player, this'll have you bathed in sweat right from the off. It's hellishly intense. It's also much more unforgiving than stuff like Tetris or Bust-a-Move. One mistake can land you so deep in the clag you'll never get out. Those of you who don't fancy having your first heart attack before you're 30 should check out the one-player mode which is much more relaxing and chin-stroking. You won't be disappointed.



▲ First player to build up 100 squares' worth of buildings wins



▲ Two-player is fast-moving and intense



▲ Blow a house to shower your mate in blocks

WE RECKON

This is second only to Puzzle Fighter in the weird, blocky world of PlayStation puzzles. Pure gameplaying pleasure is guaranteed, whether you play solo or with a mate. **Rob**

8

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

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OUT NOW

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

ALL STAR TENNIS 2000

Take to the courts with some tennis also rans and nobodies



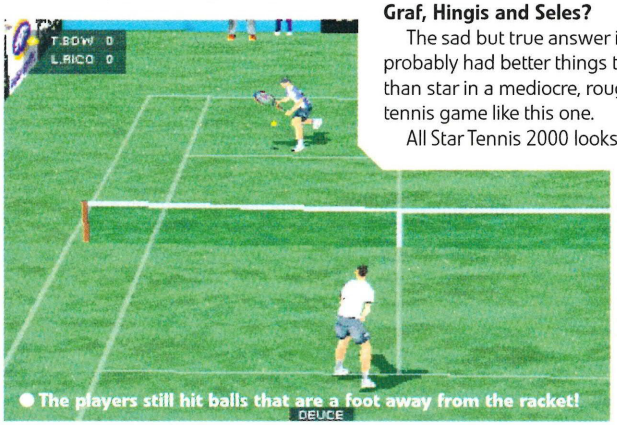
▲ New balls please? New game more like...

Some may consider this a little picky, but surely you'd expect to have a few of the big-name stars in a game called All Star Tennis. So where's Sampras, Henman, Agassi, Graf, Hingis and Seles?

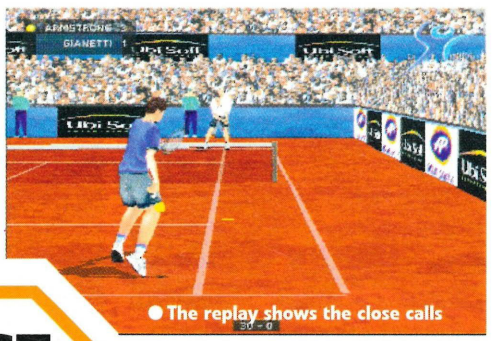
The sad but true answer is that they probably had better things to do rather than star in a mediocre, rough-and-ready tennis game like this one.

All Star Tennis 2000 looks OK, but the player animations are shocking in places. Your guy will be running towards the ball, you press the button to take a dive and it has to run through this link between the two animations before you can even make a swipe at the ball. It looks awful. Worse, it often makes you miss a shot that you would easily have scooped back over the net in real life. Play this for ten minutes and your blood pressure will hit the roof.

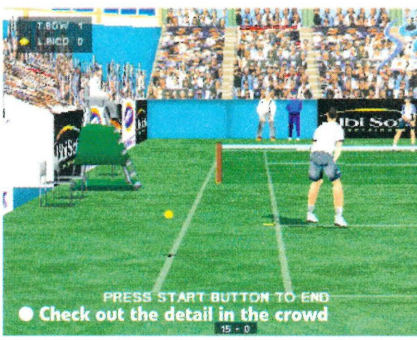
Even if you ignore the all-too-frequent gameplay glitches, this is still really dull and captures none of the excitement a decent game of tennis can generate. Compare this to the slick, fast-moving action of Anna Kournikova's Smash Court Tennis, and you'll realise this game is totally second-rate. Sure it looks 'realistic', but the cartoony action in Anna K's is far closer to the feel of real tennis. It's also a hell of a lot more fun.



● The players still hit balls that are a foot away from the racket!



● The replay shows the close calls



● Check out the detail in the crowd

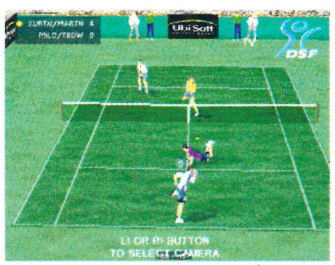
TENNIS BRILLIANCE

EVEN THOUGH YOU'RE BRITISH

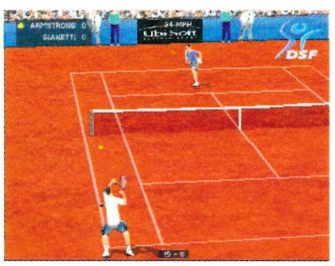


▲ Run to the the net as soon as you can

The fastest way to win tournaments is to hook yourself up in a doubles tournament with a computer controlled partner. The computer's intelligence is so low that the other pair completely fail to work as a team. All you need to do is move right up to the net and get them on the run with a series of volleys and smashes. They'll be all over the place. Bo-ring!



▲ Aim shots at floored opponents



▲ Aim serves as far wide as you can

BRING OUT THE STARS

If you're not au fait with the tennis world then you may well struggle to recognise some of the 'Stars' in All Star Tennis. Richard Krajicek is the most well known male in the game having won Wimbledon in 1996. Conchita Martinez is the only woman we'd heard of but only because of her masculine physique. Not exactly All Star is it?



▲ The Worm isn't just restricted to the WWF



▲ Tennis is quite good. This game isn't

WE RECKON

Tennis is not exactly a complicated game to recreate but this still manages to be dull, boring and not very realistic at all. Anna K still rules the roost. **Steve K**

4

OUT OF TEN

F1 RACING CHAMPIONSHIP

If you were going all-out to beat the brilliant F1 2000 would you use last year's teams in a so-what setting? Nah, thought not

Just a couple of months after the release of the excellent F1 2000 (it scored a nine out 10 and powered straight into our Essential 101), you now have another F1 game.

And there's little point in fannying about so we'll say it – so what?.

Against F1 2000, F1 Racing Championship has stalled in the pits. It isn't up-to-date, doesn't look as sharp and has dumb rivals. You'd be right to ask 'is there anything new here worth my £30?'.

Well, it's got more camera angles than your average F1 game, including a view that shows the driver's head being buffeted by a few Gs. But you'll still return to the top view to secure the best view of flat corners. It's swift, and the handling opts for fun over realism – although the slightest touch of the brake will stop you quicker than an unpaid tart.

It's easy to start winning, and starting dead last ensures a steady stream of cars to take over. But their intelligence is basic, and, aside from the odd blocking swerve, they stick to the racing line like Senna's brain to the inside of his lid.

Y'know, when our buzz juice splashes about as it does when playing the new Colin McRae 2, it really makes a game like F1 Racing Championship seem about as cool as watching your sister dance.

Check out these other elements and you'll see it's not a disaster. But there's no killer app that'll have you open your wallet for it.

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

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



▲ Rival cars' IQ is in single digits



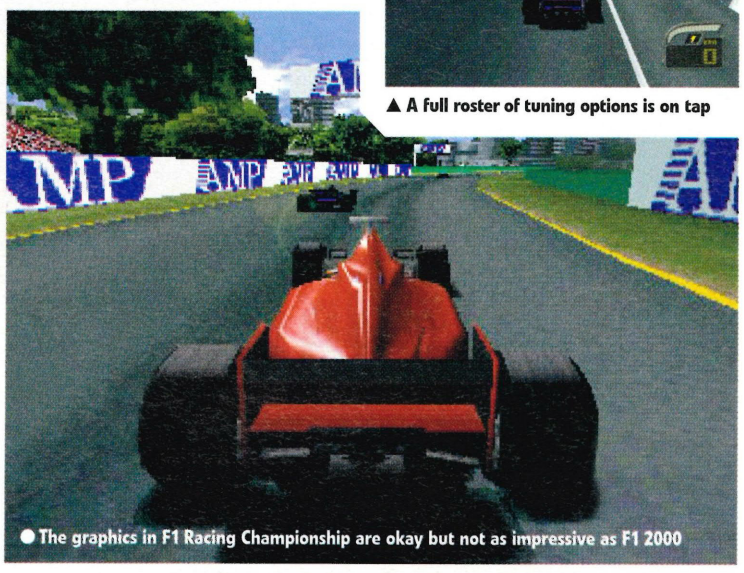
▲ A full roster of tuning options is on tap



▲ This remains the best viewpoint to notch up podium places with



▲ Tracks and environments are all in place but there's no innovation going on

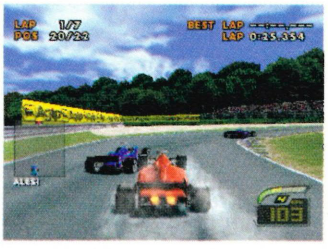


● The graphics in F1 Racing Championship are okay but not as impressive as F1 2000

SIM OR ARCADE?

THE DIFFERENCES BETWEEN THESE MODES ARE TOO SMALL

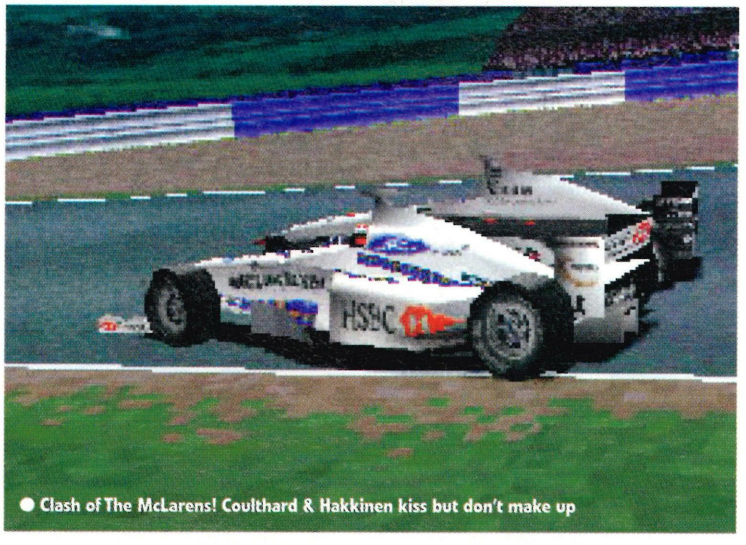
Usually, the arcade and simulation modes in most F1 racing games feel totally different. But not so in F1 Racing Championship. The modes are separated at birth. The handling feels identical between the two. Spins in Sim mode are slightly more frequent and the cars are a touch quicker. In fact, this sim mode is more like the arcade modes you'd find in other F1 games. You won't need a new skillset when you flick between the two.



▲ You'll need to learn very few new skills to master Sim or Arcade modes



▲ Hardcore fans will use this viewpoint to race in whichever mode is selected



● Clash of The McLarens! Coulthard & Hakkinen kiss but don't make up

HOW ABOUT SOME NEW IDEAS?

The two player mode here is fast, good looking and lonely .Two cars on the track is all you get. While this keeps the speed up, it means that a better player will just wipe the floor with you without threats from well-sussed rivals.

If there's a pair of you who are evenly matched then you'll be bored less. But, as in the rest of this game, we'd love to see some innovation in the two player mode. Our suggestion is Monza on unicycles. At least it's fun for five minutes.



▲ Good-looking motor, tired-looking track



▲ Two player raced like this is awkward



▲ This split-screen option is our first choice



● Your choices are simple. Do you spend £30 on this game or F1 2000? Answer is below

WE RECKON

A triumph of mediocrity – that's F1 Racing Championship. Views and speeds might be fresh but it's not enough to wrench the Championship off F1 2000. **Dean**

5 OUT OF TEN



THE MISADVENTURES OF TRON BONNE

A gang of robo-bank robbers go mental in a bizarre, Lego-esque world

As you can tell from the name, The Misadventures of Tron Bonne is a nuthouse game.

You play giant robots who toot about robbing banks with the help of a gang of pint-sized Servbots who look as if they're built from of Lego. Each level's got a different theme, with strategy, puzzle, RPG, and 3D action elements which you explore in your quest to earn a fast buck.

The problem with Ton Bonne is how easy it is – this is a game very obviously targeted at knee-high nippers.

You'll want to grind your Servbots into piles of shrapnel after five minutes of hearing their grating, high-pitched voices. And the game's been layered with a pastel colour which makes any genuine PlayStation fan hanker for the grim, badly-lit environments of Quake 2.

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

But it promises a lot, and you find yourself absorbed by the gameplay.

The range of 'bots available is good and they're easy to master. It's also a bit of a laugh – you serve your robots curry at one point. And you don't get that in Terminator.



▲ Lock, 'Bots and Two Smoking Barrels



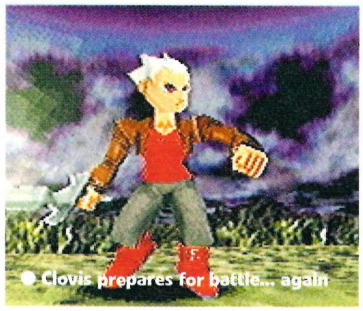
▲ A kids' game but not a bad 'un for that

WE RECKON

Nine-year-old nephews will go ga-ga for this neat-looking spunkers game but most of us would cringe at being nabbed by mates or parents playing this. **Rob**

6 OUT OF TEN

DRAGON VALOUR


Clovis prepares for battle... again

KNOW THIS



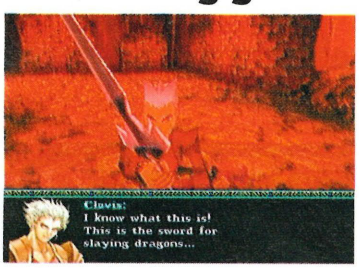
PAY NO MORE THAN:

£29.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD,

A whacking great world, a hero with a Ravanelli haircut, and dragon punch-ups



▲ Clovis sets out to seek vengeance after a dragon flame-crisps his sister

Old school hack and slash is the name of the game here, with your hero hefting a mighty magic sword against a sequence of increasingly massive dragons.

During your breaks from dragon slaying, you get to jump along platforms, explore an enormous 3D world and suffer some amazingly badly-written dialogue and, oh lordy, poetry. But hey, that's what the 'Skip Text' button was designed for.

Dragon Valour's not an RPG, even though it mines the same vein. This is pure action, start to finish. Sure, there's items to pick up, and spells to 'learn', but this is just mindless platform fighting most of the time.

You've got to master some acrobatic swashbuckling moves to deal with the dragons, but a lot of the time you can get by just aiming in the right direction and hammering the hack 'n' slash button.

There's not much here you won't have seen before. Even the dragons don't offer surprises. They stomp around for a bit, then get airborne for a bit breathing fire, before crashing back to earth, sending the Richter Scale into overload.

Does this sound a teensy bit familiar? Damn straight. And the strategies you have to use to defeat them are similarly unoriginal. Run up to the mythical reptiles in their 'stomping' phase, hit them once, then run away. Hey! Wake up at the back there!


▲ Little monsters let you practise your hits


▲ You've got a wide range of moves

WORLDS OF WONDERS

Dragon Valour offers a massive game world to explore, and the scale of the game is truly awesome. You even get to pass down your magic sword and pathological hatred of dragons to your kids, and then play the sprogs when they set out on their own dragon-slaying quests.

If you're an RPG fan who's bored of scrolling down a two-foot-long menu bar every time you want to let loose death on your enemies, this could be worth a look. Just leave your brain at the door when you enter, OK?



▲ Set pieces with dragons are the main bit of this game

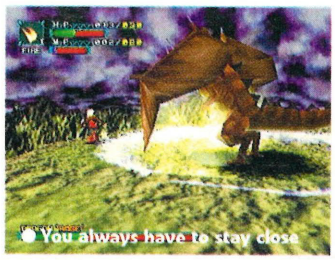

▲ After a while, you'll know how to deal with every single kind of dragon attack. It gets a bit dull

'I CAN'T ESCAPE!'

Our one major gripe with Dragon Valour is in the central part of the game, the fights with dragons.

These tend to take place on circular plateaus of rock but you never get to run where you want. There's an invisible wall that prevents you from running too far from your scaly foe. So you're mostly within range of their slashing tail attacks, stomps and aerial splashdowns. It seems unfair that you have to stay near the dragons when the playing space is limited.


Learn their attack patterns


You always have to stay close

WE RECKON

If the words 'magic sword' make you cavort over your stack of Tolkien books then you'll like this. But we've seen loads of more engaging and original games. **Rob**

6

OUT OF TEN

WALT DISNEY MAGICAL RACING TOUR

Hey, we want to race Micky & Co, not second-grade wannabes!

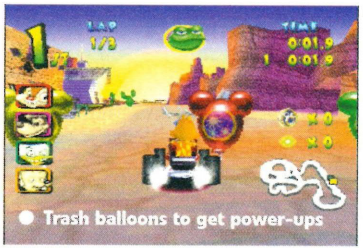
Crash Team Racing, Muppet Race Mania, Speed Freaks. When you've seen one comedy kart game, you've might think you've seen 'em all. They all have the same look, with bright colours, goofy characters and bizarre power-ups.

The tracks in Walt Disney Racing are strangely familiar too. There's a wild west course, an ice level and a prehistoric romp, plus others to burn around.

But there's a couple of differences here you won't find in other games. For starters, it's set in Walt Disney World. That means all of the tracks are based on areas from the Florida theme park. You'll burn round Blizzard Beach, race through the Animal Kingdom and even test out your motor around the Epcot Centre (oddly, there's no drive-by shootings of Brit tourists in rental cars).

The story mode is also kinda cool, and every time you take first place you're given a piece of Disney's Magical Machine. Find all the bits and you unlock new characters.

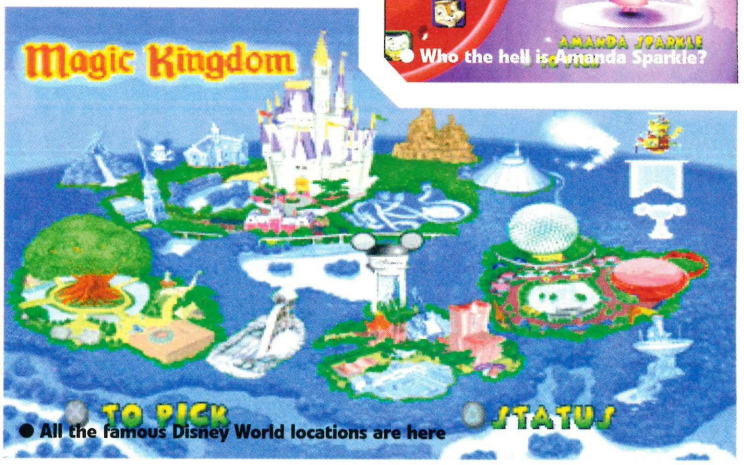
It's also got Disney characters by the bucketload, but these aren't your A-list Mickey Mouse celebs. Nope, the best you get here is Chip and Dale, plus the odd cameo appearance by Jimny Cricket. The rest of the racers are obscure characters not even the biggest Disney fan will have heard of – hell, even the Gummi Bears would've been a better choice than Moe Whiplash and Otto Plugnut.



● Trash balloons to get power-ups



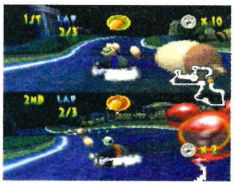
● Who the hell is Amanda Sparkle?



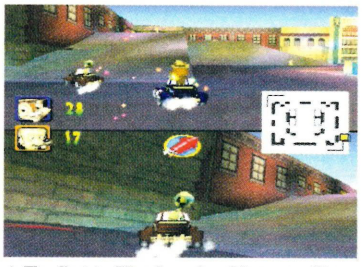
● All the famous Disney World locations are here

MEAGRE MULTIPLAYER

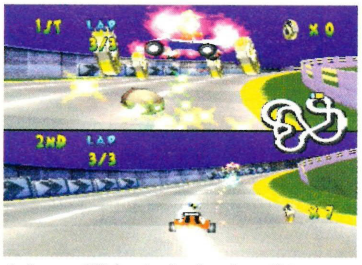
As well as the one-player game, Disney World Racing offers a two-player head-to-head which is, like the rest of the game, similar to the multiplayer races in Crash Team Racing. You can burn round all the one-player tracks and the same power-ups are there so playing dirty is as important as taking the racing line. But other kart racers offer four-player, so you'll feel short-changed with Disney's meagre two-player action.



▲ **There's no other karters in the head-to-head, just you and your mate**



▲ **The first to 30 coins wins this arena. Play fair or use the rockets to nuke your rival**



▲ **Acorned! Take the lead and you'll be peppered from behind**

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

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

WE RECKON

Roll out Micky, Pluto and Donald! That would add much to this neat racer. The gameplay's easy but there's little that's better than Crash Team Racing. **Alex**

6

OUT OF TEN

'MAKE WAY FOR ONE OF THE MOST AMAZING PLAYSTATION TITLES YOU'VE EVER SEEN...'

PlayStation World #3

OUT 23 JUNE

VAGRANT STORY TM

PlayStation

SQUARESOFT

FROM THE CREATORS OF FINAL FANTASY

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● Detonating bombs on this platform will damage the boat underneath



● To lock onto airborne targets, jump up while holding shoot to target them

SILENT BOMBER

Imagine being given a stack of C4 and being told to blow up everything you can find. You're close to the basics of this excellent sci-fi action-drenched blaster

LOCK AND LOAD

TARGET MULTIPLE ENEMIES INSTANTLY

Silent Bomber benefits from having a unique attack method that blends the whole game very nicely. Rather than simply throwing bombs like bullets, you have to lock in on each target and plant explosives on it before detonating them. There are two main ways to use this targeting system. Each must be mastered before you can make progress.

1 LOCK ON

Holding down the square button brings up the target system and shows the range in which you can attack enemies. Once an enemy is within your sights, you'll lock onto them and tapping square will place a bomb into them. The more you press square the more bombs you deploy and the bigger the bang.


▲ The blue ring around the ship means it's primed for exploding, so you can concentrate on the other aircraft

2 STACK 'EM UP

If you don't have a specific target and want to simply destroy an enemy generator for example, you have to use the stacking system. Tapping square will drop a bomb exactly where you are standing and you can stack bombs on top of each other to maximise the power and explosion range. Make sure you don't get caught in the blast.


▲ See the blue ring? That's how far the damage radius spreads

There's nothing more satisfying than mindless destruction while you're sat in front of the TV with a PlayStation joypad in your grip.

Whether it's thrashing cars, carpeting the pavement with shells or watching cities crumble in your wake, brain-out mayhem guarantees to pressurise your adrenalin.

Silent Bomber fits this category of chaos and has the bonus of being an excellent game as well.

You control Jutah, a man with one purpose in life - bombing. The basic storyline involves nothing more than you being part of a crack explosives team sent out to stop rogue robots from taking over a planet. But the execution of this flimsy plot is more enjoyable than it sounds.

Having infiltrated the enemy stronghold you have to blow up as much as you can. It's a tough game providing you can resist the temptation to use the infinite continues all the time but still easy enough to prevent frustration.

It doesn't try to be flash. It just offers a great game that you'd be pleased own.

KNOW THIS



PAY NO MORE THAN:
£29.99
OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD


● Gobble the E-Chip to the left here


● E-Chips boost your strength

WHEN THE E-CHIPS ARE DOWN

Jutah starts the game with the ability to lay three bombs at one time and only a small range on the lock on device. However, collecting E-Chips during the levels will reward you with improved stats and weapons.

E-Chips boost the number of bombs you can lay at any one time, but at the end of the level you get the chance to spread out these chips a little more evenly, making Jutah a better all round fighter. Your shield can be toughened up so you take less damage and you can also increase the size and range of your targeting system so longer range attacks become a valuable part of your arsenal.

EAT NAPALM SUCKER

SPECIAL BOMBS CAUSE MEGA DAMAGE

Destroying pods that don't attack you is advised because these are the containers that hold valuable power-ups and special bombs. There are three types of explosives. Each needs to be used with care because they're not exactly in plentiful supply and you risk damage from them.

GRAVITY

This is excellent for enemies your targeting system doesn't work on. Drop a couple of these and detonate them near evil robots and they'll be sucked into a state of suspended animation. Now run through the 'black hole' dropping normal bombs as you go and detonate them to kill the enemy.



● Black hole bomb guzzles 'bots

PARALYSIS

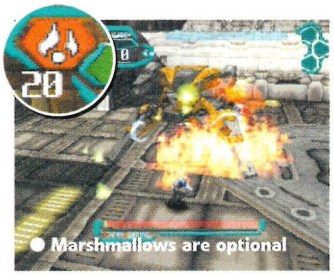
This one is useful on the larger boss or bigger machines. The same process is involved as the Gravity bombs in that you need to drop a couple of them near the boss before running away and detonating them. The 'bot will be paralysed for a short time so you can nip in and blow his butt into next week.



▲ Paralysis doesn't last very long

NAPALM

The most damaging of all the special bombs and also the rarest. Lay a couple of these around an enemy and detonate them to create a wall of fire that will burn for a few seconds. They'll inflict multiple hits so they are useful on bosses.



● Marshmallows are optional



▲ In this mission you have to defend your ship from the enemy masses

WHO DA DADDY NOW?

ENORMO-ROBOTS TEST YOU TO THE MAX

At the end of every stage, you have a brick shithouse boss to deal with before any more progress is made. These include hangar-sized spider robots, ones like Chieftain tanks, and pumped-up Schwarzenegger-stylee cyborgs. Each gets steadily tougher and increases in intelligence. They'll activate protective shields and burst towards you if you've run away trying to gather your senses for a few minutes. Some have weak spots that you need to exploit without mercy, the best being the half tank, half 'bot boss whose target is on its back. Jump on and drop bombs before it spots you.



● Call that a laser? A sneeze more like

ONE-ON-ONE BATTLE ROYALE

If you are tired of the one player game, then there's a two player game on tap.



● Having trouble reading this? Ha ha

Playing the main game co-operatively would have been a brilliant addition to Silent Bomber but you'll have to make do with a battle inside an arena. The further you get into the game the more new characters and arenas are available for you to play through. But it's not the best of game modes.

Some of your rival characters have an advantage over you and there's nothing you can about it, which is makes it Frustration Central. Two player is a neat idea that lacks the kicks you'd expect.

LIKE THIS? TRY THESE

Apocalypse - Bruce Willis stars in this ace action adventure



Omega Boost - An airborne robots thrill-a-thon to make you gasp



WE RECKON

We haven't had this much fun since Gail Porter cooked lasagne for us. Silent Bomber boasts an excellent control system that's simple learn. There is challenge and action that repays repeat visits to the game. Overall it's a title that's a blast of fresh air in a time where endless driving games plague PlayStation. **Steve K**

8

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

£24.99

OUT NOW

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

WIP3OUT SPECIAL EDITION

The greatest WipEout tracks in the world... EVER!



▲ The difficulty level's slightly less daunting than in the original games

Best of compilations have dogged the pop charts for years now, but it's not been something the games industry could really attempt to recreate. Until now. Wip3out Special Edition's a digitally remastered version of Wip3out's Greatest Hits, and it rocks!

This is basically the best tracks from all three WipEout games on one handy disk, all done up in sharp Wip3out graphics. All the tracks here ooze quality, and some of them are literally breathtaking. The game has been tweaked to make it more enjoyable and playable, too. The learning curve is a lot kinder, and the feedback from the collisions is more forgiving. The game's still tough once you're into the later classes, though.

The Eliminator mode from Wip3out has been removed completely and there's a couple of new oval circuits as well, but these are the only major changes. It's difficult to see why anyone who owns Wip3out would need to purchase this, but if you haven't experienced the series, this offers you the finest parts of all three games instantly.

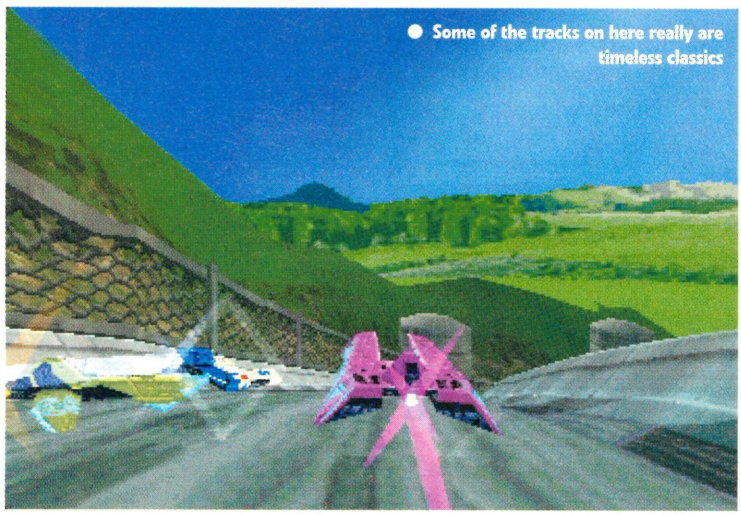
The tracks are excellent and provide high speed thrills this game is famous for. It still looks the part and shifts at a tremendous rate once you've zipped over a few speed boosts. It all adds up to an immensely satisfying package. And you should be able to pick it up for £25 which makes Wip3out Special Edition a steal.



▲ Massive jumps and huge rows of speed-ups. Banzai!



▲ Supersonic violence!



● Some of the tracks on here really are timeless classics

LET'S TALK TACTICS

IT'S NOT ALL SPEED, SPEED, SPEED

The excellent thing about Wip3out is that you need to keep one eye on your energy bar as well as the speed. Staying alive's just as tricky as staying in front. You need to use your weapon pick-ups very carefully. Once you're in first place, the Shield power-up is essential, so it's worth ditching weapons until you get one. The Quake attack is just the ticket when you're trying the catch the leaders: it takes out all racers in front.



▲ Blow your enemies into the stratosphere with the Quake power-up



▲ There's tons of ships to get to grips with



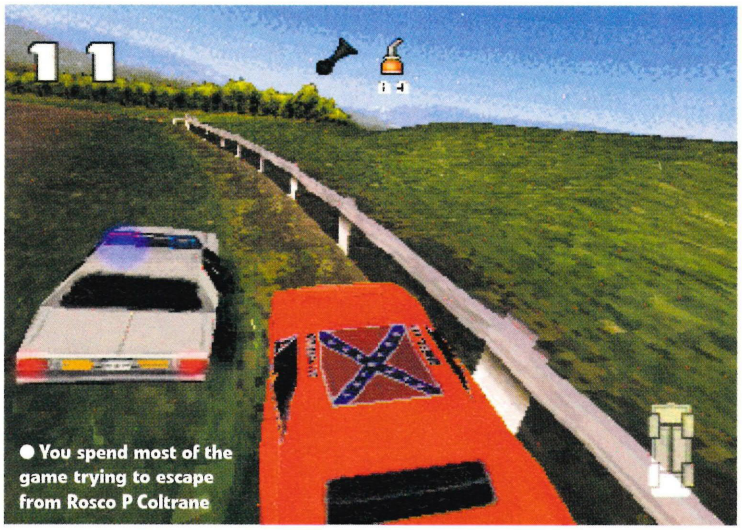
▲ Wipe them out. All of them

WE RECKON

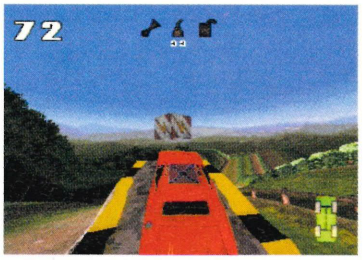
If you missed Wip3out then buy this right now. It's a bit of a cash-in, but it's an ideal introduction to the series. Old WipEout hands should steer clear, though. **Steve K**

8

OUT OF TEN



● You spend most of the game trying to escape from Rosco P Coltrane



▲ Floor it over jumps to get much needed turbo boost power-ups

KNOW THIS



PAY NO MORE THAN:
£34.99
OUT NOW

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

THE DUKES OF HAZZARD

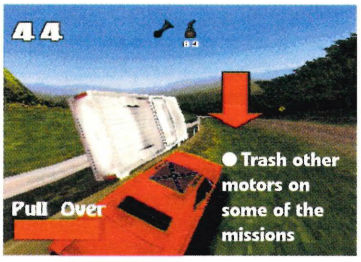
This off-road Driver rip-off tries to recall a cheesy TV show that only your parents would remember. Yeh, it's that cool

The Dukes of Hazzard is one of those early Eighties TV shows you loved as a kid, but, like re-runs of Airwolf and Dad's Army, it's all a bit lame now.

The game sticks to what little plot the shows had, so it's essentially just car chases slapped together by a weak storyline. You drive the General Lee, Bo and Luke Duke's custom motor, red-lining it along tight dirt tracks, weaving through oncoming traffic and avoiding the cops

The missions are dead simple. Just drive, either against the clock or steering clear of bumbling cop Rosco P Coltrane who's always on your tail. You'll have to rescue state chief Boss Hog by ramming the kidnapper's car, jump rivers and break the speed limit by running over the turbo boost bonuses scattered around the track.

But the problem is it's just not that great. It looks blocky, especially the scenery which is dull and lacks any real detail. The other cars are dumb too, and rather than challenging your driving skills they act as if they're just a bunch of redneck goons, constantly ramming you from every direction. Sometimes they appear from nowhere – one minute the road ahead is clear, the next a van full of thugs bursts through a wall, directly into your path. Frustrating? You betcha.



● Trash other motors on some of the missions

WE RECKON

If it's cops 'n' robbers car chases you're after, wait for Driver 2. The Dukes of Hazzard looks shaky and the gameplay's too simple and repetitive. **Alex**

4
OUT OF TEN

KNOW THIS



PAY NO MORE THAN:
£29.99
OUT NOW

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

TEST DRIVE 6

Imagine an Audi TT with a Trabant engine under its bonnet. That's Test Drive 6 folks!

The first five Test Drives were kinda okay driving games. With this latest update, you get the sense that the makers have gone the extra mile with its host of extras and bonus doodahs.

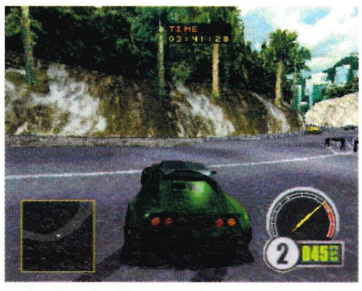
You can bet on each race and scoop tons of cash if you bluff the other drivers into staking their life savings against you winning. You can play as a cop, chasing after speed-busting racers. You can tackle some of the looping tracks as a high-speed challenge, dodging oncoming traffic in an attempt to notch up a perfect time.

And all this effort would have been great if the actual game had been any good. But it's so bad that our first reviewer broke free from his guards and hurled himself out a fourth-storey window rather than play any further.

The cars look and handle like bricks. It feels as if you're skating about a foot above the road rather than driving. The crashes are slow, jerky and stupid. It moves fast but the handling's rougher-round-the-edges than Camilla. The final insult is that scenery pops into view on every corner. When it eventually appears it looks like a kid's finger painting.



▲ Cars take a detour through Legoland in Berkshire – see what we mean?



▲ An abominable game despite its tweaks

WE RECKON

Fill your petrol motor up with diesel and you'd know how this game feels. It lasts two minutes before grinding to a halt, sick as a dog. And stinking. Walk away. **ROB**

3
OUT OF TEN



▲ Cops arrest the escaping game's makers



● A wholly new game almost unrelated to the original Alundra

ALUNDRA 2

£29.99 ● OUT NOW ● 1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

A complete makeover turns Alundra chirpy

Alundra 2 is a cutesy, 3D action RPG starring a ginger-haired teen who's a renegade warrior lost in a world of monsters and magic. Unlike the first Alundra, Alundra 2 isn't a dark, disturbing tale set in a world of dreams and nightmares. It's all pretty chirpy stuff, and the characters sound like they're straight out of an American high school. And the main bloke out of the first one, Alundra, is nowhere to be seen.

In fact, Alundra 2 is done by a different bunch of people from the first one. It features totally different characters and looks completely unlike the first game. And it's not quite as good as its predecessor. If you loved the first Alundra, don't buy this on the strength of that.

That said, it's not bad. The action's fast-moving, there's loads of items to pick up and it's kind of amusing in a cheesy, cheerful way. Some of the bosses are truly evil, too. We recommend not playing it on Normal mode, it's too hard.

The only real problems with Alundra are the plot, which isn't exactly inspiring, and the camera angles. It's often difficult to see what's happening, because you have to swing the cameras round yourself to see round corners. You'll find yourself dying because the camera isn't in quite the right place for you to see the people you're fighting.

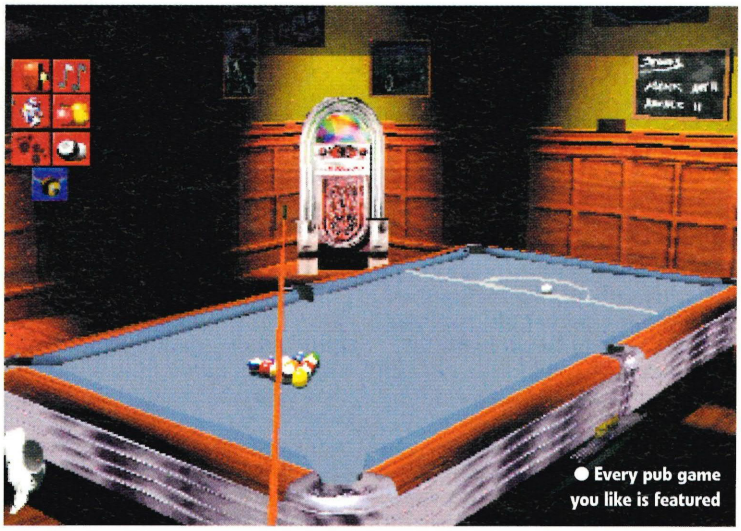
Apart from this, it's not a bad game, but it's neither new or exciting. Stick with the original Alundra.

6



▲ There are all-new characters in Alundra 2

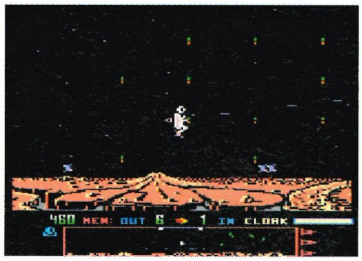
JIMMY WHITE'S 2: CUEBALL



● Every pub game you like is featured

£29.99 ● OUT NOW ● 1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MOUSE

This isn't just a snooker game. You get to play pool, snooker, darts, draughts, fruit machines, even an old-school tabletop space shooter called Dropzone.



▲ Dropzone is a classic jetpack shooter

In fact, there's every kind of non-alcoholic entertainment that's available in the average boozer. And there's plenty of options to get to grips with.

You can play pool as eight-ball, nine-ball, UK pool, whatever you like. The snooker and pool play realistically too and the balls always seem to go where they should. It's tricky enough to keep it challenging.

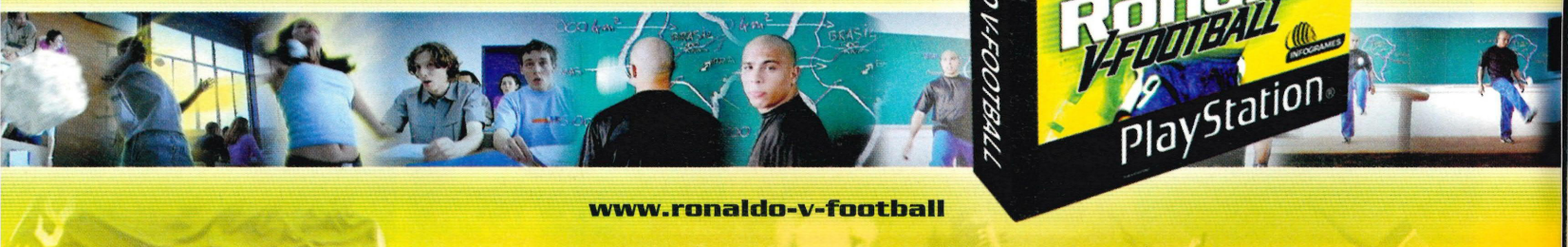
There's one problem. It's a lazy convert from a PC game, so there are mouse pointers everywhere and naff-all explanation of what they do.

This is a pretty good game that's spoiled by an infestation of mice.

6

"Sexy soccer - this is Ronaldo V-Football."

91% Total Station





www.ronaldo-v-football



● Yhe Yeh is clumsy, and has no sign of the delectable Anna K

YEH YEH TENNIS

£29.99 ● OUT NOW ● 1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

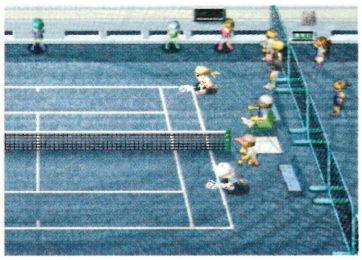
Cutesy tennis action from Japan, complete with those slightly sinister squeaky voices that the Japanese think are cute, has arrived with Yeh Yeh Tennis.

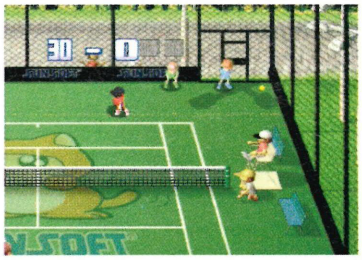
This looks pretty damn similar to Anna Kournikova's Smash Court Tennis, but it's at a disadvantage straight off, since it doesn't have the ex-Communist beauty showing off her perfect pins on the cover.

Yeh Yeh Tennis is slower to play that Anna K, the animation's lousy and the tricky gameplay doesn't square with the cutesy looks. It's far too difficult to return shots, so you never get any big rallies going. It's usually just a case of 'Ping! Ping! Damn!'. That gets pretty dull.

There's a couple of other flaws. It's too easy to bounce the ball off the top of the net and fox your opponent. Ditto for people being hit with the ball in their knackers. Each time we played, there were about five genital injuries a side.

4


▲ There's too many goolie-crushers served



▲ Play is too tricky to make it fun

BLASTER MASTER BLASTING AGAIN

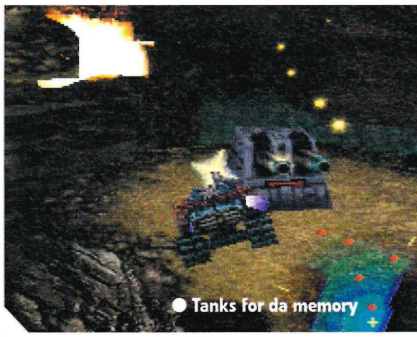
£29.99 ● OUT JULY ● 1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Blaster Master is an old-school blast 'em up where you play a tank with a rocket up its ass. You can rocket 50 feet into the air, do weirdo jet-powered sideways rolls and generally hop from platform to platform like a performing flea, all while laying down heavy fire with your dual laser cannon and tank-mounted rocket launcher.

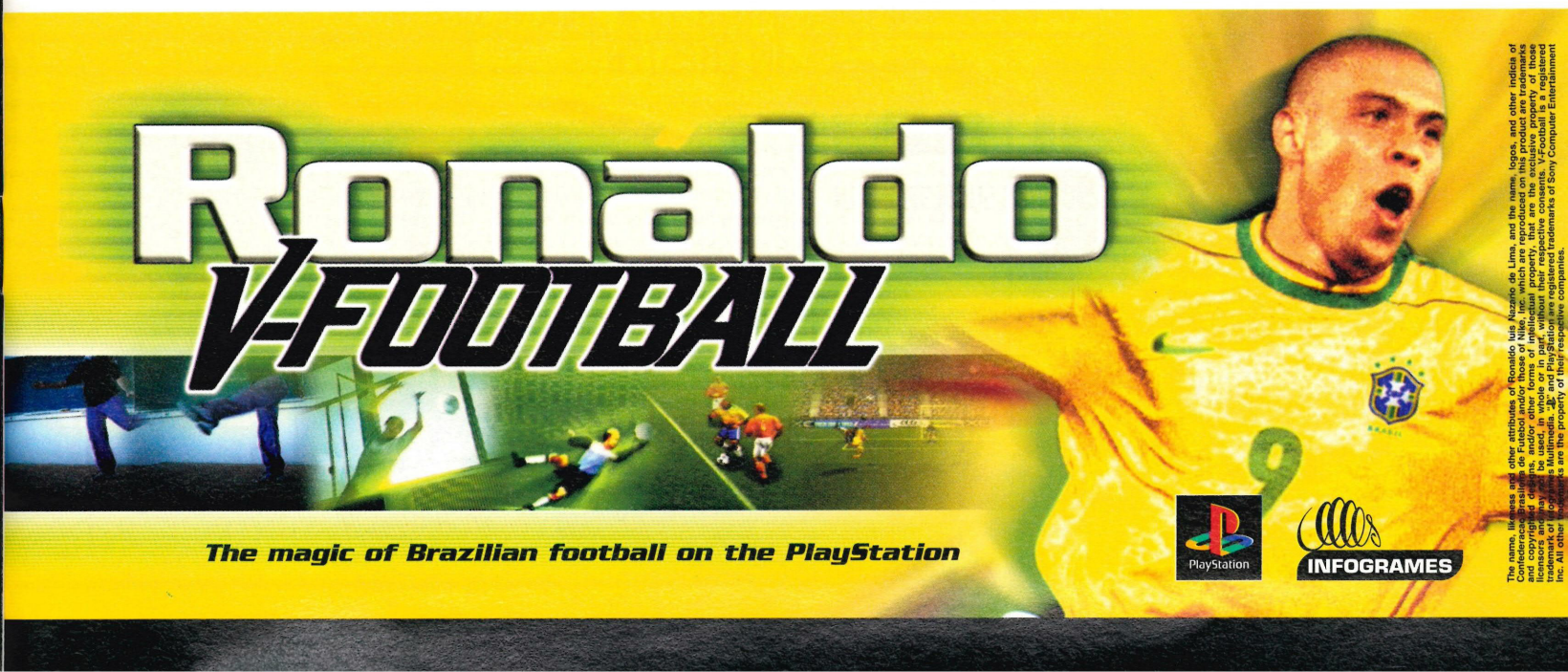
This game is so dumb it hurts. There's not much to it beyond having to shoot anything that twitches within range of your artillery. Planes swoop at you, giant ack-ack guns blast you, little robots get underneath your tank's treads. It's a constant assault of things peppering you with lead. Good job you're a sorted driver.

Blaster Master is kind of fun for a while, and some of the underground locations look quite cool. But after a while you start to crave just a bit more than the never-ending underground gunfight you're presented with. Blaster Master isn't bad at all, but if you're looking for shooty sci-fi thrills we recommend Quake 2 – this is short on ideas.

6


● Tanks for da memory


● Blissfully basic, Blaster Master Blasting Again lives up to its name



VERBAL



WRITE TO VERBAL, PLAYNATION, 338-346 GOSWELL ROAD, LONDON EC1V 7QP OR E-MAIL ALEX.SIMMONS@ECM.EMAP.COM

■ ILLUSTRATION: *DAVE AT MONKEY INDUSTRIES*



STOP BEING A RIGHT BUNCH OF BIANCAS

Why do so many of the letters you print moan about something? Apart from a couple of dodgy games I bought in the last year (F1 World Grand Prix and Castrol Honda Superbike), all my games are class. A few mates have got the Saga Direcast (I like Crazy Taxi but the rest are CRUMBS! but I know it'll be worth the wait for PS2 and then the Dorkcrust will look rubbish.

So I reckon PlayStation is still cool, especially now that game prices are cheaper. So here's my message to everybody moaning about what you write and what's rubbish on PlayStation: shut up and look forward to the new things instead.
Stuart Beale, Chiswick, London
"P'raps we should call Verbal moaners Bianca Wa AAARCH! ers"

HUNT THE MARS BAR

Hidden in this issue are three half eaten Mars bars. Find 'em and call April on 020 7972 6742. First right answer gets a copy of F1 2000. This picture doesn't count, yer lazy boogers!



THERE IS A SICKNESS IN CHESTER

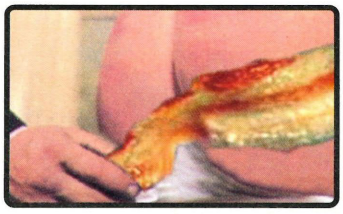
I read about PlayStation games making you ill. It's not true. My eyes seem alright. A bit bloodshot. And three times bigger than normal. And my brain fits fine. If you don't include the stuff leaking out of my ears. My fingers look in good nick although the bones are sticking out a bit nowadays. I can feel my heart beating properly (just like some good drum 'n' bass which is cool).

And despite my ass being four foot wider than usual, it still works OK. PlayStation is good for your health!
Ben Winslow, Chester, Cheshire
"Ah, a Final Fantasy 8 fan then?"

TORTURE-R-ASS

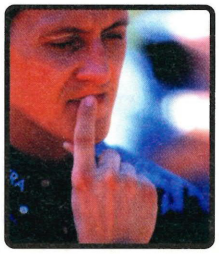
IF WE MAKE MISTAKES, WE GOTTA PAY. SEND YOUR SUGGESTIONS IN

Your Aiwa TV compo said Alexander Graham Bell invented TV. He didn't. It was John Logie Baird.
David Graham, Erith, Kent
"That's Steve O's fault. We've forced him to live with Bjork in Norwich"



Your Tekken characters' history said Kuma didn't like black & white TVs. What's all that about?
Natasha Ball, Kingston, Surrey
"Rob Waugh losing the plot altogether 'Tash. We've forced him to dance like Michael Flatley or risk being whipped with bacon rind"

In your Alien Resurrection bit last issue, you spelt Hannibal Lecter's name wrong.
Kerry Ryan, Liverpool.
"Steve O again. We've invited a busload of Sierra Leonian child rebels to dismember him"



YOUR RUBBISH F1 BETS

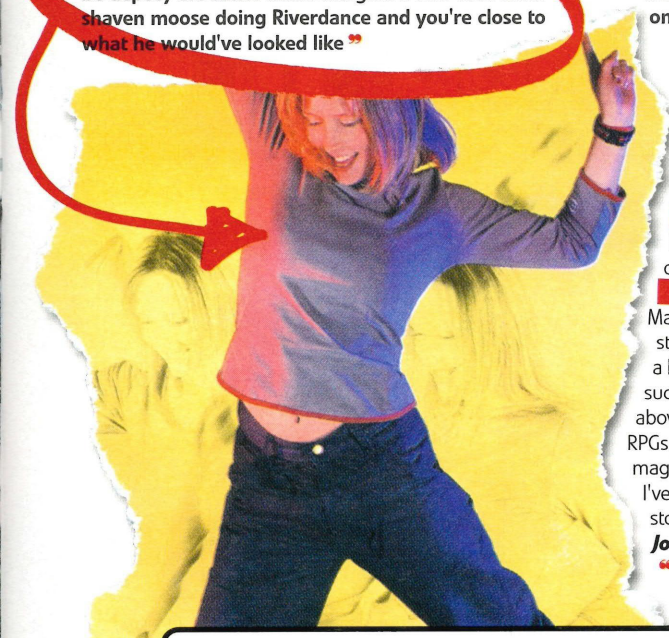
You owe us an apology. In your F1 2000 review (May) you predicted Jenson Button would drop out and Schueey would win the season. Well, you were way off the mark on the Silverstone round, weren't you? Fancy a bet about who'll win Euro 2000 - perhaps you'll go for Slovenia? I'll lay you a £1,000 that it's not.
Christian Gleason, by e-mail
"Button may yet come undone"

APRIL'S FOOL

Great mag, but who's the leaping chick on your 'Disco Cheese' feature in the last issue? And can you print another picture of her? She's a doll.

Mike Raymond, Ilford, Essex

"We used our designer April. It was originally going to be deputy art editor Mike. Imagine a five-foot wide shaven moose doing Riverdance and you're close to what he would've looked like"



TEKKEN MINX

In your Tekken family tree in the last issue, you said Jun used magic to stop Satan sending spirits up her skirt. Is this true or a wind-up?

Michael Farlow, Lincoln

"True. But it didn't work because her son Jin got nabbed by Satan after he was born. More bobbies on the beat, that what society needs"

RPG FAN RELEASED INTO COMMUNITY

You lot are a bunch of YOWZA! . Every time you review an RPG you slag it off. What AY CARUMBA! 's you are. For the record, Saga Frontier's an in-depth game which makes your six out of ten score look pretty CRIPES! ing cr PHOOEY! . Magazines like yours are not staffed by real gamers. You're a load of co COR BLIMEY! suckers who think you're above anyone who plays RPGs. There's plenty of better mags out there.

I've told my mates they should stop buying your mag.

Jonathon Rivlin, London

"Ah, that's why we sold two less copies recently"

PIPER DOWN, IT'S MELINDA WE WANT

Terry D (Verbal, June) needs his brain examining. Billie Piper for the movie Lara? That's like having Michael Barrymore play James Bond. Or Cherie Blair on Page Three. I like the look of Angelina Jolie but I still reckon that Melinda Messenger is the true Brit contenderfor Lara. Can you print a picture of her please?

Razorhead, Norwich

'HELP, I'M STUCK IN MY SOFA'

Is there a record for playing a video game for the longest? I bought Resident Evil Nemesis in March and last week played it from 4.30pm to midnight non-stop. The Guinness Book of Records should put me in. What do you think?

Chris Baker, Cheshire

"Put you in where? The Loony Bin? The Cheshire District Home for Congenital Liars? We calculate that you've not only played the game past the ending but you're actually playing Res Evil 7, the first human being to do so. Impressive"



ISN'T THE PS TOO PRICEY?

I think £299 is too much for PS2. Lots of magazines are saying that the games don't look much of an improvement on PS1. So what's the point of buying it then? I think I'll wait until the price comes down to more like £150. By then there'll be some decent games worth owning.

Liam Kennedy, Co.Antrim, Northern Ireland

"A couple of months back we'd have agreed. But since we saw Metal Gear Solid 2 and the new FIFA on PS2 (see Coming Up starting p48) we've been soaking our undies with thrill juice"

THE JVC DVD WINNERS & AIWA TV COCK-UP

If you don't enter, you won't win. And when PlayNation's got three oh-so-cool DVD players from JVC to hand out, well you're in with a real chance. The three JVC DVD winners are ***Solomon Hayble, 20, from East London, Andrew Middleton, 15, from Mosstodloch, Scotland, and Steve Brown, 25, from Green Welbourn, Lincolnshire.*** Unfortunately, the Win 10 Aiwa TVs compo saw us cock-up by printing the wrong answer to who invented the telly. It should've been John Logie-Baird. We'll ignore that question when plucking winners from the hat. ***Turn over the page now and get in with a chance to win 50 copies of BishiBashi Special.***

WIN 50 COPIES OF THE GREATEST PLAYSTATION PARTY GAME EVER!



50 PLAYNATION READERS MUST EACH WIN KONAMI'S BRILLIANT BISHIBASHI SPECIAL

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BishiBashi Special has picked up a pile of top scores thanks to its great multiplayer laughs and value.

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To be in with a chance of winning, you have to come up with three game ideas that are madder than those in BishiBashi Special (see box on right). PlayNation will judge the best 50 winning entries and send them to Konami who will consider them for the next BishiBashi Special game.

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SEND YOUR FREEPOST ENTRY TO US NO LATER THAN FRIDAY 14TH JULY

THE 50 WINNERS WILL BE CALLED BY WEDNESDAY 19TH JULY. DON'T WORRY IF YOU'RE NOT AT HOME, WE'LL CALL BACK

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ENTER HERE TO WIN WITH OUR FREEPOST ENVELOPE

CAN YOU BEAT THIS BISHIBASHI MADNESS?

Uncle Launcher - ping your uncles onto plates held by Buddha.
Perm Mania - boost your Afro hair-do by keeping good rhythm.
Sushi Gulper - chow down double-quick on sushi.
Jump For The Meat - jump around on pogo sticks for hunks of ham.
Puppet Play - drop bonsai trees on puppets' heads.

HERE'S WHAT WE CAME UP WITH

Gravel Trunks - pack swimming trunks with gravel
Trainer Pong - run fast to make your Nike's stink
Goatee Grab - steal friends' beards without them knowing

For more BishiBashi mayhem, visit:
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CHECK THIS OUT THEN ENTER

1. CHECK OUT BISHIBASHI'S BARKING MULTIPLAYER GAMES AND OUR SUGGESTIONS LISTED ABOVE
2. THEN COME UP WITH THREE SHORT GAME NAMES AND IDEAS YOU THINK ARE EVEN NUTTIER
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ENTRY FORM

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■ E-mail address if you have one:
■ Got a favourite web site?
■ Occupation (e.g student):
■ If you could win any competition prize, what would it be?
■ Age

1	■ GAME NAME :	■ DESCRIPTION:
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3	■ GAME NAME :	■ DESCRIPTION:

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- BUT WE DON'T FORGET TO TELL YOU WHICH GAMES YOU SHOULDN'T TOUCH (P44)



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

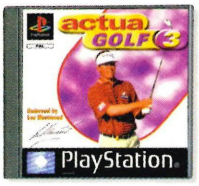
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent .



ACE COMBAT 3

PLAYERS 1-2 | 8

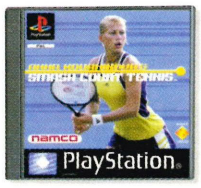
The best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are tricky though.



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.



BISHI BASHI SPECIAL

PLAYERS 1-4 | 8

Over 85 games include catpulting uncles, building burgers, eating sushi and doing karaoke to boost your hair size! A multiplayer blast.



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

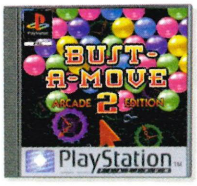
Touched-up graphics, a new plot and new environments. And the toughest puzzles in any 'Station point-and-click adventure.



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

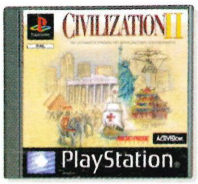
A hideously addictive game that doesn't look much but it's impossible to put down. Shoot the coloured bubbles to win.



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.



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.



COLIN MCRAE RALLY 2

PLAYERS 1-2 | 9

This beauty keeps your adrenalin frothing. It looks crisp, moves at a frightening lick and the powerslide handling keeps play hellishly intense. The icing is kick-ass split-screen racing.



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

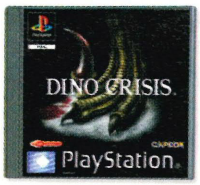
The crash 'n' dash driving game gets a graphics refit. It's a great laugh mashing your motor in one-player, and the two-player's top.



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.



F1 2000

PLAYERS 1-4 | 8

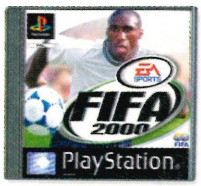
Bang up-to-date drivers and teams combine with electrifying gameplay to make this the choice for the discerning F1 fanatic.



FEAR EFFECT

PLAYERS 1 | 10

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



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.



GALERIANS

PLAYERS 1 | 8

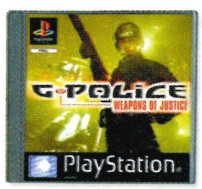
This sci-fi shocker will turn you paranoid about the NHS in five seconds flat. You get evil docs, mad computers and doped-up victims staggering down whitewashed corridors. Psychic attacks, drugs, and finding Mum in a fridge mix to give more shocks than Silent Hill or Res Evil.



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.



G-POLICE 2

PLAYERS 1 | 8

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



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

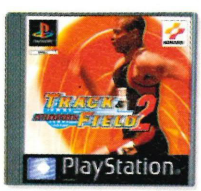
The daddy of all driving games. It's hyper-real, brimming with motors, and is absolutely crammed with tuning options.



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

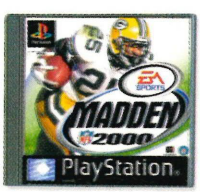
Skewer zombies and slay vampires in this monster Tomb Raider-style adventure that looks superb and plays brilliantly.



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

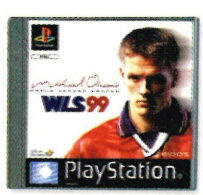
Sir Dan is back in another fun packed 3D adventure. Plenty of laughs, great graphics and hidden extras, but it is way too short.



METAL GEAR SOLID

PLAYERS 1 | 9

An abolute 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.

FREE WITH PlayNation

FROM THE MASTERS

WALKTHROUGHS, TIPS, CHEATS & TACTICS FROM PLAYSTATION EXPERTS

PLAY IT!

YOUR FREE 32-PAGE TIPS & CHEATS SECTION



EURO 2000

TOP TRICKS & TACTICS TO TROUNCE YOUR MATES

MediEvil 2

BEAT EVERY SINGLE BOSS IN OUR 11-PAGE GUIDE

COLIN MCRAE RALLY 2.0

HOT STARTS, COOL SLIDES & TOP SPEEDS

DIE HARD TRILOGY 2

REACH BONUS LEVELS, SECRETS, BOSSES

ROLLCAGE STAGE 2

ALL CARS & TRACKS, PLUS MEGA SPEED

PLUS RED HOT CHEATS FOR TOP GAMES

The Masters

WALKTHROUGHS, TIPS, CHEATS & TACTICS FROM PLAYNATION'S EXPERTS | 020 7880 7474

Sweaty palms? Failing eyesight? Uncontrollable shaking? Unless you've just spent all day in bed with the shower section of the Argos catalogue, you're probably suffering from what pros call 'game frustration'.

Well, don't fret. We can't find a cure for cancer, get you a real chaingun or put Kelly Brook in your bed. But we can solve all your gaming worries in the blink of an eye.

The Masters spend every day perfecting their skills until their knowledge is bigger than Vanessa Feltz's cake cupboard.



Are we robots, ninjas, or merely four blokes with a shared passion for kicking the crap out of top games? Call us to find out.

You can call us from 3.30pm to 6.30pm weekdays on 020 7880 7474.

The cool thing about calling us is that it's no rip-off premium phone line – you'll pay the same as phoning a pal in London. Who else can you do that with?

Remember – only PlayNation's Masters can rescue you from your gaming hell frustration.

INSIDE PLAY IT THIS ISSUE

03 **ASK THE MASTERS**
The section where you ask us any questions you want answered

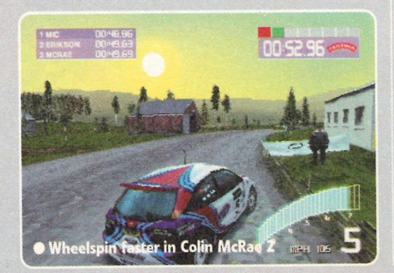
06 **COLIN MCRAE 2**
What a fantastic game this is. We make it better with some great racing tips

09 **TIPS AND CHEATS**
From subtle hints to great big cop-outs, they're all here

14 **EURO 2000**
Some top timely tips for this FIFA footy gem. Go on, make England win!

16 **DIE HARD TRILOGY 2**
Alternative routes and bonus levels explored in Old Baldy's Bust 'Em Up

20 **MEDIEVIL 2**
11 pages which show you how to stuff Palethorn and his minions



● Wheelspin faster in Colin McRae 2


● Pop it in the onion bag in Euro 2000


● Get a new lease of life in MediEvil 2

ASK THE MASTERS

YOUR QUESTIONS ANSWERED

FINAL FANTASY 8

Help! In FF8 I am trying to beat Malboros for their tentacles but they always put bad breath on before I can do anything to them. How do I beat them?
Bennet Loveday, Feltham

The only way you'll get past the Malboros is to resist their bad breath by getting ST-Def x4 from Cerberus in Galbadia Garden. Then junction your magic in the following way: sleep for attack, and confuse, beserk, death and break for defense. The Malboros will still hurt you, but you should now be able to cope with their bad breath.

Could you name all the Guardian Forces in Final Fantasy 7? Your magazine is brilliant, by the way.
Darragh Crehan, Galway
Here they are on the right, Darragh.


● The best flesh you'll get on PlayStation

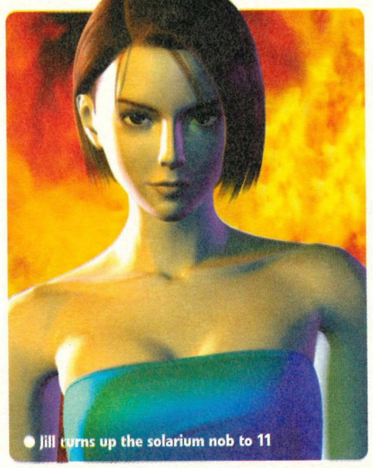
PORNSTATION

How's it goin'? And how's yer ma? Send her my love and tell me when the first porno game is coming out on the PS2 (none of that 'glamour photography' crap.)
Danno Tanno, 3rd greatest lover in the world, the details of my address are quite inconsequential.

Although Enix's O Story will feature two lasses kissing and cuddling, don't expect a full-on filth fest. It's unlikely to be released over here, anyway. Looks like photo glamour game Primal Image is all you'll be getting.


● Squall wields Lionheart in Final Fantasy 8

GUARDIAN FORCE	WHERE TO GET IT
QUETZALCOTL:	SQUALL'S COMPUTER IN THE CLASSROOM
SHIVA:	SQUALLS COMPUTER IN THE CLASSROOM
IFRIT:	FIRE CAVERN OUTSIDE BALAMB GARDEN AS PART OF THE TEST
SIREN:	TOP OF DOLLET SATELLITE DURING THE EXAM
BROTHERS:	TOMB OF THE UNKNOWN KING OUTSIDE OF DELING
DIABLOS:	SUMMON HIM USING THE MAGIC LAMP
CARBUNCLE:	GARGOYLE AND LIZARD BOSSES IN DELING DURING PARADE
LEVIATHAN:	NORG IN BALAMB GARDEN
PANDEMONA:	FUUJIIN IN BALAMB TOWN
CERBERUS:	GALBADIA GARDEN
ALEXANDER:	EDEA AT THE END OF DISC 2
DOOMTRAIN:	GET SIX REMEDIES, IRON PIPES AND MALBORO TENTACLES THEN USE SOLOMON RING
BAHAMUT:	GALBADIA UNDERGROUND RESEARCH FACILITY
EDEN:	ULTIMA WEAPON IN GALBADIA UNDERGROUND RESEARCH FACILITY
CACTUAR:	CACTUAR ISLAND GIANT CACTUS
ODIN:	CENTRA RUINS
TONBERRY:	CENTRA RUINS. DEFEAT ENOUGH TONBERRIES TO RAISE THE KING
CHOCOBO:	CATCH A CHOCOBO THEN USE GYSAHL GREENS DURING BATTLE
PHOENIX:	USE PHOENIX PINION DURING BATTLE.
GILGAMESH	APPEARS RANDOMLY


Jill cums up the solarium nob to 11

RESIDENT EVIL 3

I am trying to get past the Sales Office in Resident Evil 3. I know the computer needs a password but I can't find it anywhere. I'm going a little bit mental, give me a hand Masters!

Alex Mild, Wantage

The passwords are right under your nose, Alex. If you use the remote control to watch the TV you'll see adverts for ADRAVIL, AQUACURE and SAFSPRIN. The names of these products all work as passwords.

SPEED FREAKS

Please save me from my own private hell. I buy your mag all the time and have never seen any cheats for Speed Freaks which is doing my nut right in. And in true Scottish style: 'Your mags no bad ataw, gies some freebies, ya bass.'

Iain Russell, Glasgow

Bass? Do we look like fish? Hmm... don't answer that one. Anyway, there aren't any real cheats, but try this. For an easy turbo, hold the brakes and accelerate at the same time. The kart will stay in the same location. When you release the brakes, you'll be away with automatic turbo speed.

SYPHON FILTER 2

How do you kill Chance on the last level of Syphon Filter 2? He's completely covered in high-impact kevlar armour. Please help.

M Nixon, Stoke-on-Trent

Keep shooting Chance with anything you've got. That'll buy you enough time to get to the gun on the other side of the helicopter. Now you must use it to push Chance back onto the rotor blade of the helicopter. It's not easy but it's great when he finally gets Moulinexed.

BRING THE POWER BACK

There are riots on the streets, McDonalds is smashed and small babies are torn to shreds in front of our very eyes. That's right, you the people are campaigning for the right to have your say on these hallowed pages. Think our chosen game stinks? Got a game-busting cheat? Speak up, comrades! This month: You pull apart Resident Evil 3:Nemesis.



■ My opinion: Pure class, exploding zombie heads, moans, brilliant!
■ My tip: Aim the shotgun at the zombies' legs and watch them squirm, then blow them up with the grenade launcher. Beautiful.

Jonathon 'Sick' Rickard

■ My opinion: Nice graphics, great cut scenes, loads of blood, Mr Big chasing Jill throughout the game.
■ My tip: Always check your ammo for shotgun so you can reload manually because Jill's too slow. Sometimes it's better to run than to fight.

Otis 'Stabber' Mamwell, Colwyn Bay

■ My opinion: Great for that adrenalin-pumping, edge-of-your-seat feeling. When Nemesis appeared for the first time I had to run to the bog.
■ My tip: Do what the English did in Zulu: fire - step back, fire - step back, fire - step back, leg it.

'Ali' G Horton, Oldham

■ My opinion: A great pants-filling experience. The Nemesis is on your tail and there's nowhere to run, he's like a bitch on heat.
■ My tip: A shitload of artillery, a box of clean underpants and the will to kill yourself before zombies eat your brains.

Raymond 'Robber' Baron, Musselburgh

■ My opinion: The best scene in the game is the FMV when you see the zombies tearing through the streets.
■ My tip: Always aim to hit the head of the zombie with the shotgun - it saves ammo.

Jason 'X' Stewart, Aberdeen

Send your views to The Masters

NEXT MONTH: GRAN TURISMO 2

STUCK?

THE MASTERS GUARANTEE TO CURE YOUR GAMING CONSTIPATION



DUKES OF HAZZARD

You gotta help me y'all! I can't complete level 12 on Dukes of Hazzard and I'm goin' crazier than a shithouse rat! Gimme some tips, boy!

Alan Meal, Grove

Shut up with the redneck accent and we'll tell ya. Stay close to the road signs and be sure to pick up the wrenches that let you fix your car. There are three nitros along the way. Use them as soon as you get them for that extra boost. Follow Bo's directions at the stop sign and you'll be finished in no time. Yee-ha, or some such nonsense.


▲ General Lee looking a bit sorry for itself

GRAN TURISMO 2

I play Gran Turismo 2 almost every day. I have won every car on it apart from the Mercedes CLK race car. Tell me how I can win this car, please.

Dwayne Beckford, Wembley

Unfortunately, you can't get that car on the UK version, cos apparently Mercedes got upset that it was in the European game and so it was removed for legal reasons.

The data's still in the game though, so if you have an Action Replay cheat cartridge you may be able to hack it out of there. But beware of corrupting your saved games, though.

Help me O Masters! I can't get the last gold licence test I need to get into all those cool races on Gran Turiosmo 2! Is there a cheat I can use?

George Veal, Newbury

You don't need to cheat to complete the test. If you access the playback menu, you'll find a list of demonstration videos including every single license test. Watch how it's done and you'll soon be able to win that license with no problems.

BASKETBALL

Basketball is my life and I cannot decide which game is the best on the market. Tell me!

Dean Russell, Hornchurch

The game you want is NBA Basketball 2000. It's got an eight-player mode, plays like a dream and looks scarily real. Why else would it be in our 101 best games month after month?

SOUL REAVER

I'm playing Legacy of Kain: Soul Reaver and I've just come across Kain for the second time. But I can't get any further, can you help me?

Shawn Boniface, Orpington

You're right at the end of the game so things are pretty tough. See that glowing thing in the centre of the room? That will restore your life completely. Kain can't hurt you while you're in it.

Stay in the centre of the room and watch for the glow that shows where Kain is. You have to climb up to him as he's charging his lightning and whack him with the Soul Reaver, then run back to the middle. If he hits you, get to the centre as quick as you can. He gets faster, so if you don't spot him straight away, don't try and attack him.

TWONK OF THE MONTH

My friend says that if you complete all modes of Street Fighter EX Plus Alpha, you can access a 'fruit mode' that lets Ryu and Chin Li have a cheeky shag. I've completed everything but I can't find the code anywhere! Please help, I'm desperate!

Andy Tetley, Middlesborough

Hombre, you so sex-crazed you make Benny Hill look like Shaolin monk. Of course there's no 'fruit' mode in any Street Fighter game, no matter what porkies your mate tells. It's a cold shower or grot mags for you. Or you could just buy Dead or Alive...

ASK THE MASTERS ANYTHING

PREFER TO WRITE RATHER THAN PHONE YOUR QUESTION? USE THIS AND SEND IT IN (SORRY, NO PHOTOCOPIES)

Your name

Your address

E-mail address

Telephone number

Your Question

COLIN MCRAE RALLY 2.0

GET THE MOST OUT OF THIS STUNNING RACER WITH THESE EFFECTIVE TIPS

Rally essentials

ROOKIES, LISTEN UP TO THESE BASIC SKILLS



▲ Skidding is the key to speed. In most other driving games, losing grip is something we try desperately to avoid. On this rough terrain however, going sideways is the fastest way of taking corners





▲ There are no practice runs or qualifying laps. And you'll be oblivious to all the obstacles ahead until you're motoring towards them at 100 MPH

■ Listen to your co-driver. Often he is just as important as the driver, and is essential if you want to get to the end of the rally in one piece. All you have to do is pay attention and drive

Road surfaces

WANT MAX PERFORMANCE FROM YOUR CAR? GET A GRIP ON THE TRACK CONDITIONS

TARMAC



▲ Cars grip better on this surface than anywhere else, but tarmac is not at all easy to rally on. The handling's more sensitive and small errors often leave you speeding into the side of a house



▲ Slow down on corners steeper than level four. Unless you're travelling at near to top speed, you can use the handbrake alone to get round the bend. Straighten up quick or you'll over-steer

■ **SETTINGS:** Grip is high and you'll accelerate easily, so use a high-speed setting. Choose wet tarmac tyres if you have to do a wet and a dry rally with the same pair. They have good grip on both courses

DRY/WET MUD, DUST AND GRAVEL



▲ These road surfaces are the most fun of all. Not only is there enough grip to take corners at speed, it's also slippery enough for loads of manic sliding action

More road surface tips

HOW TO NAIL IT THROUGH SWEDISH WOODS OR WELSH MOUNTAINS WITH TOTAL CONFIDENCE

DRY/WET MUD, DUST AND GRAVEL



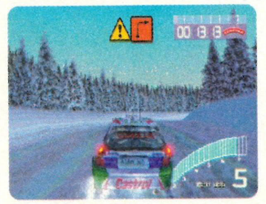
▲ Neglecting the good ol' stopping pads will result in frequent encounters with tree stumps. Take note of how steep the corner ahead is and know how fast it can be taken



▲ Wet mud can be difficult if you don't consider the loss in grip. Steering's not as reactive, and your turning angle should be steeper than usual. Hit the breaks a little earlier too

■ **SETTINGS:** Set the car with more acceleration on the wet stages. Make the steering slightly sensitive and set the suspension to a softer position to absorb all of the uneven terrain and stones

SNOW AND ICE



▲ This may sound screwy, but the key to winning is to go extremely slow. Try to take bends at speed and even slight curves will leave you eating snow bank



▲ You'll get the best turns if you slide at about a 90 degree angle on steeper bends, then accelerate towards the inside of the corner to keep your car on the track

■ **SETTINGS:** Soften the pressure of your brakes. Using stiff breaks will make your wheels lock up and you'll slide off course. Use soft suspension to grip the road better

Power sliding

HOW DO YOU REPLICATE THOSE PERFECT SLIDES THAT MCRAE DOES SO WELL? HERE'S HOW





▲ As you begin to skid, control the car by steering in the opposite direction. Keep the car in a constant skid, making sure the front bumper is near to the inside of the bend



▲ To stop the car from sliding to the outside of the bend, accelerate towards the inside straight after you tap the handbrake. This will also help to keep up your speed

■ On corners that are below a Level 4, you should ease off the speed so that you don't plough into banks or trees. Steer the car into the turn and tap the handbrake to put the tail end of the car into a slide

Powersliding

MORE TIPS ON THIS ESSENTIAL SKILL



▲ Do not let the car straighten up before the end of the corner. This will throw you off balance and you'll lose a hell of a lot of speed because of this



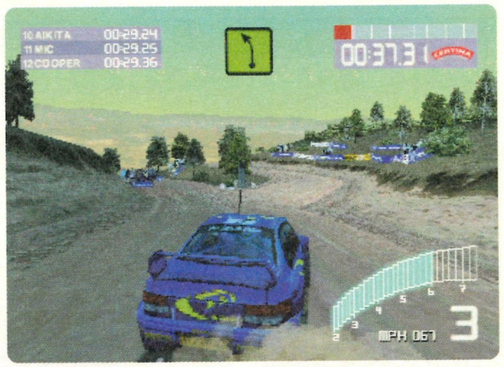
▲ Unlike circuit racing games, there are no barriers in CMR2. Your priority is to stay on the track. Don't zoom round corners unless you know what's coming



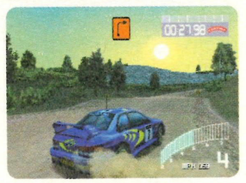
▲ Even if you feel you're going too slow, staying on course for the whole rally often means faster times than if you storm through crashing every thirty seconds. You'll also keep your motor in top form

Changing gears

AUTOMATIC IS FOR WUSSES – TRUE RALLY GODS SELECT THE MANUAL GEARBOX



▲ A manual car is faster if used wisely. Get used to listening to the revs so you know when to change gear. Change up quickly for better acceleration



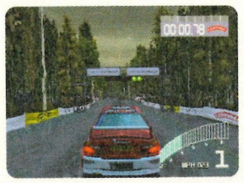
▲ Don't change to a higher gear when your revs are too low because the car will not be able to accelerate properly and will bog down considerably



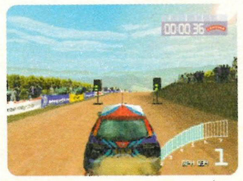
▲ When going round a corner, if your revs are quite low, you can get more speed by dropping down one gear. As you exit, move up a gear at mid-to-high revs

Get a good start

SELECTING THE RIGHT AMOUNT OF REVS AT THE START LIGHTS IS ABSOLUTELY CRUCIAL TO THE TIMES YOU FINALLY DELIVER



▲ Start with your revs too low and your turbo won't kick in fast enough. Your car will not pull off the line to its maximum ability, and you'll have lessened your chances of winnning



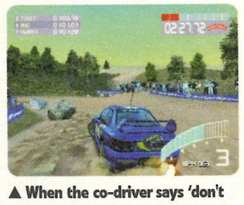
▲ To get the best start, try keeping your revs between five and six thousand RPM. This way your motor will be ready to go and your wheels won't spin too much as you pull off

Listen, don't stop!

TEMPTED TO SILENCE YOUR BLABBING CO-DRIVER? DON'T – HE'S GONNA HELP PUSH YOUR CAR TO ITS EXTREME



▲ The main command is the direction of the next corner. Respond by positioning the car slightly to the opposite side of the track for a racing line, and start a slide early if the bend is over a hill



▲ When the co-driver says 'don't cut', watch out for an obstacle on the inside of the bend. Make sure you don't collide with whatever's there because it will send you into a serious spin

MADCATZ®
PUTTING THE BITE BACK INTO GAMING

TIPS&CHEATS

ALL THE COOLEST TIPS AND CHEATS YOU NEED TO BEAT THE TOP GAMES



Star Wars Episode 1: Jedi Power Battles

GET NASTY AS DARTH MAUL, OR SIDE WITH OBI-WAN AS THE QUEEN AND CAPTAIN PANAKA

PLAY AS DARTH MAUL

To play as Darth Maul, complete the game in so-called Easy mode as Qui-Gon. On the character selection screen, highlight Qui-Gon's picture and hold down Select until it changes to Darth Maul.

QUEEN AMIDALA

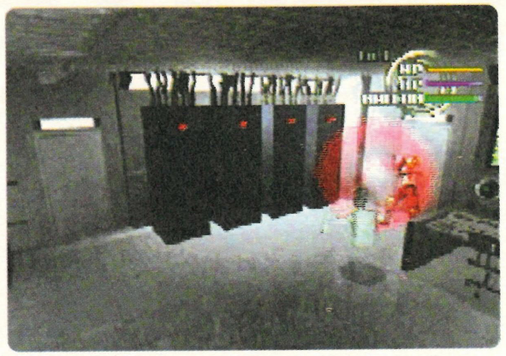
To play as the Queen Amidala, complete the game in the rock-solid Jedi mode as Obi-Wan. Highlight his picture then hold down Select until Her Royal Highness appears.

CAPTAIN PANAKA

To play as good guy Captain Panaka, complete the game as Plo Koon in Jedi Mode. Highlight his picture on the selection screen and – you guessed it – hold down Select.

Galerians

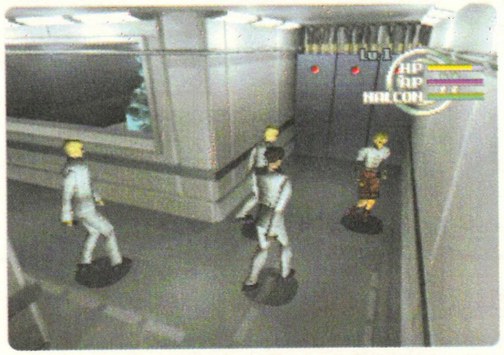
ROOKIE'S GUIDE TO KILLING NASTIES



▲ First master the Nalcon. It's your first weapon and no enemy is immune from it. It's dead useful when used with skip. Use it by charging it up so it's nearly full, then let off short bursts to kill weaker enemies



▲ Red does twice as much damage as Nalcon, but don't use Red unless it's at least three-quarters charged. It has no effect on Robots or Rainheart, though



▲ If you're fighting larger groups of monsters, use the D-Felon to keep them constantly convulsed. You can charge it up again while they're in this state. Dorothy is the only enemy immune to D-Felon

Jojo's Bizarre Adv'

UNLOCK LOADS OF HIDDEN CHARACTERS

To get access to these wild weird folk, you'll need to win Jo Jo Ability Points by winning battles. Here's how many you'll need:

CHARACTER	POINTS
RUBBER SOUL	350
KHAN	1000
HOL HORSE AND OINGO	1300
NEW KAKAYOIN	1450



▲ How screwy is this game?



▲ Another slice of Jap madness

Guilty Gear

PLAY AS THE TOUGHNUT BOSSES



▲ To play as Baiken, complete the game in Normal Mode without using any continues



▲ To play as Testament and Justice, complete the game in Arcade mode



▲ Alternatively cheat. Just hold down ↓, ●, L1 and R2 from the moment you turn on the PlayStation to the title screen. You'll see the bosses appear above the normal characters on the selection screen

Tombi 2

FIND ALL THE EVIL PIGS WITH EASE

Is the pink-haired caveman having problems finding all the porkers? No worries, here's the fast-track to making bacon.

1. GHOST PIG: FOUND IN PIPE AREA

Climb up the chains just before the Trolley Entrance. Use the flying squirrel suit to fly under the long steam pipe

2. EVIL EARTH PIG: KUJARA RANCH AREA

Use the poles left of the ladders to swing your way up to the see-saws. The pig is in the air between the red birds

3. EVIL FLAME PIG: FOREST ENTRANCE

Use the Swimming Pig Suit to enter the tunnel to your left, where the blue ghost guardian originally was

4. EVIL ICE PIG: WATER TEMPLE

Get to the other side of the waterfall and it should be floating in the air when you complete the room

5. EVIL WATER PIG: WATER OF THE HEAVENS AREA

This one's pretty easy to find. It's on the right-hand side of the first red roof on this level

6. EVIL TIME PIG: PIPE AREA

Climb down the right-hand chain under the drawbridge. It's opposite the chain with the mudball on it



▲ Tombi needs pigs and he ain't trippin, fool

NHL Rock the Rink

FUNKY EXTRAS TO IMPRESS YOUR MATES



● It's better to play as real teams, not loser ones

TWO-PLAYER KING OF THE RINK MODE

Get this cool hidden extra just by entering the following code on the title screen: press SEL, ▲, R2, L1, →, ←, ✕

LOADS OF CHEATS AND NEAT EXTRAS

Get the most out of your game with this stack of cheats. Enter these passwords as your New Player name for the following extras:

MODE	PASSWORD
ALL BOARDS	POWER SLAM
BONUS MOVES IN NORMAL PLAY	IAMWEAK
ALL SOUND EFFECTS	NO CHANCE
PLAY AS NHL TEAMS	BAILEY

Suikoden 2

BIG UP YOUR EXPERIENCE POINTS

If you want to get big and strong quick, use this neat trick. You're attacked by Highland soldiers after spying on the Highland camp. When Nanami asks you where Jowy is, reply "..." every time to get wave after wave of Highland soldiers worth 1000 EXP a battle. Stop when you start getting less EXP for the battles.



● Get experience points fast...



● ...just by keeping quiet

Vigilante 8: 2

SWEET CODES TO UNLOCK MOTOR MADNESS



▲ Enter these passwords by highlighting 'Game status' on the options menu then press L1 and R1, and press ⊗ twice.

CHEAT	CODE
SPEED UP GAMEPLAY	QUICK_PLAY
BIG WHEELS FOR CARS	GO_MONSTER
SLOW DOWN GAMEPLAY	GO_SLO_MO
REDUCED GRAVITY	NO_GRAVITY
SUPER MISSILES	BLAST_FIRE
VIEW END SEQUENCES	LONG_MOVIE

Rollcage 2

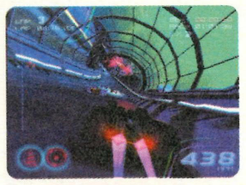
MEGA SPEED, ALL TRACKS AND ALL CARS

Enter these beauties as passwords to excel in this ruff 'n' tumble racer. You need to enter the right number of full stops to get them to work.

CHEAT	PASSWORD
MEGA SPEED	LOOK.OUT!.ITS.ANDY.GREEN
MIRROR MODE	I.AM.THE.MIRROR.MAN,.OOOOOOOOOO!
GET EVERYTHING	I.WANT.IT.ALL.AND.I.WANT.IT.NOW
VERY HARD MASTERS MODE	MASTERS.IS.AS.HARD.AS.NAILS.MON!



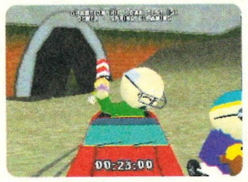
▲ You won't find faster cars



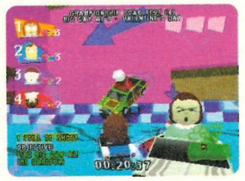
▲ Every car, every level. Sweet

South Park Rally

ACCESS ALL RACERS AND COURSES



▲ To play as Mr Garrison, beat the first two levels as Chef in Champ Mode without using any tokens

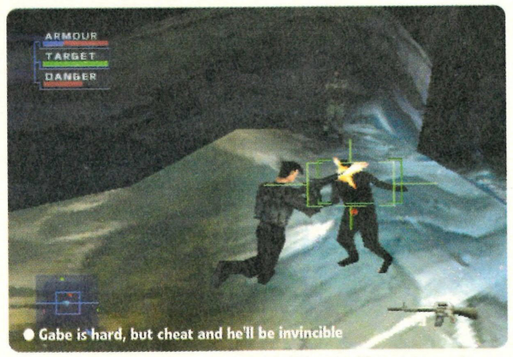


▲ To unlock all racers and courses, complete Championship Mode without using any tokens

Syphon Filter 2

SUPER AGENT MODE

Pause the game and highlight the Weaponry option. Press and hold SEL, L2 ◉, ▢, and ⊗ in that order. Select 'Cheats' in the Options menu and toggle Super Agent Mode. This will allow you to kill all enemies in flak jackets with one shot.



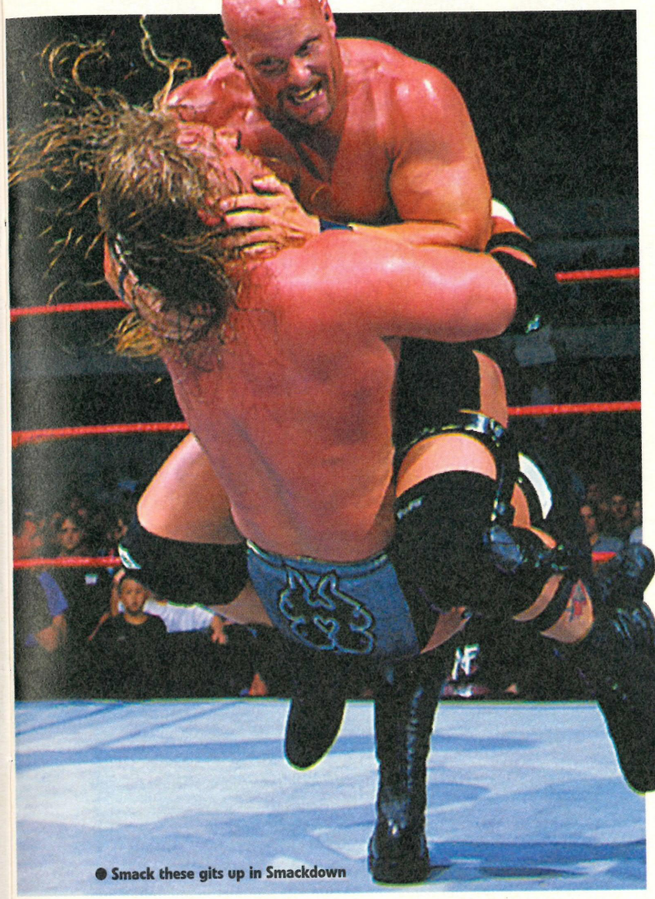
● Gabe is hard, but cheat and he'll be invincible

Beatmania 2

TWO BRAND NEW GAME MODES

This DJ game's got a couple of new tunes. Check out the secret Rave Second Remix and Hard Tekno settings by going to the arcade mode and holding SEL on Expert level. Press ◉ and choose Classic for the Rave Second Remix or Techno for Hard Tekno.



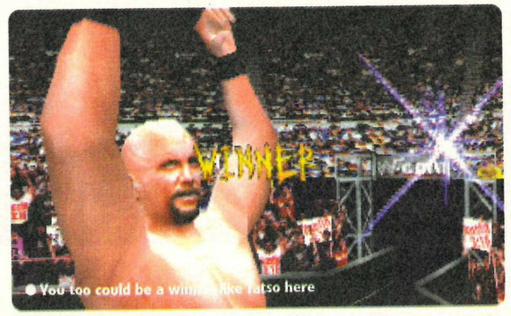


● Smack these gits up in Smackdown

WWF Smackdown

EXTRA ABILITIES AND TITLES

If you complete pre-seasons, you'll unlock rewards. The more you complete, the better they get.



● You too could be a winner like Tatso here

PRE-SEASON	REWARD
1	WEALTH
2	EUROPEAN TITLE AND ABILITY
3	WOMEN'S TITLE AND ABILITY
4	TOURNAMENT AND ABILITY
5	HARDCORE TITLE AND ABILITY
6	IC TITLE AND ABILITY
7	TAG TITLE AND ABILITY
8	TITLE MATCH AND ABILITY
10	SKIP PRE-SEASON

Crash Team Racing

EXTRA BATTLE ARENAS TO RACE ON

Get even more thrills from the classic drive 'em up. Complete the game at these difficulty levels to access the hidden playing fields.

COURSE	DIFFICULTY
PARKING LOT	EASY
NORTH BOWL	MEDIUM
BASEMENT	HARD



▲ Come first for new stuff



▲ Aw, ain't he cute!

ECW Hardcore Rev

MAKE YOURSELF LOOK EVEN DUMBER

If you're tough enough to complete career mode you'll get selected goodies. What you get depends on who you use.

WRESTLER	CHEAT MODE
CHRIS CHETTI	EGO MODE
TOMMY DREAMER	CUSTOM WRESTLER TEXTURES
RHINO	BIG HEAD MODE
JASON	BIG HAND MODE
BALLS MAHONEY	BIG FEET MODE
SPIKE DUDLEY	FAT MAN MODE
SAL E GRAZIANO	HANGMAN MODE
TAZ	HEADLESS MODE
ROADKILL	LITTLE HEAD MODE

EURO 2000

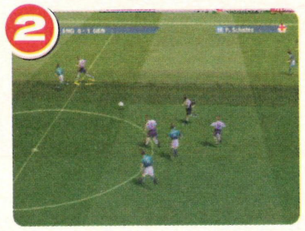
HERE'S ALL THE TACTICS YOU NEED TO RUN RINGS 'ROUND YOUR MATES IN THIS SUMMER'S EURO PUNCH-UP. THE WINNER'S NOT FOOTBALL – IT'S YOU

Ballplay basics

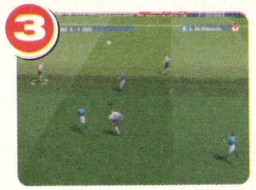
YOU'LL HAVE TO WALK BEFORE YOU CAN RUN



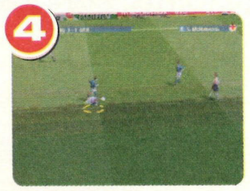
▲ Keeping possession is easy if you keep the ball moving. Advance as much as possible with one player but look for gaps and pass as soon as you are approached



■ The arrows at the side of the screen which indicate that a player is nearby and available are very useful. We reckon you should only pass the ball into gaps where the arrow points or you'll pass into an empty space or worse, to the pesky opposition



▲ Using the lob is very good for long passing. The easiest way to worm your way out of a crowded situation is to tap ◉ and flick the ball over the heads of the incoming defenders

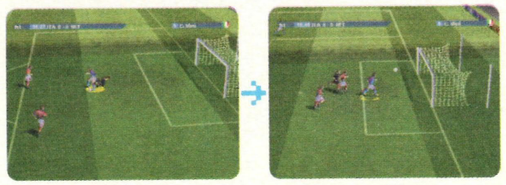


▲ The slide tackle is the most effective way of getting the ball but watch out that you don't foul the player in possession. Sliding from the side is the best way of avoiding this

Tricks and tactics

THESE TIPS WILL HELP YOU KEEP POSSESSION

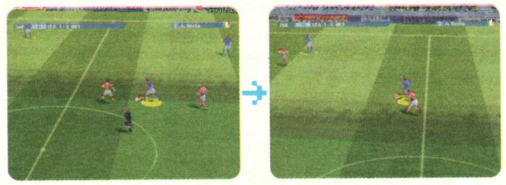
'THE FLICK'



▲ Just like the usual FIFA games, you can pull off mind boggling tricks at the touch of a button. The smartest of them all is the flick, performed by holding R2

▲ This can be used to get past defenders and you can also use it to get past the keeper. But it's very difficult to perform and requires perfect timing

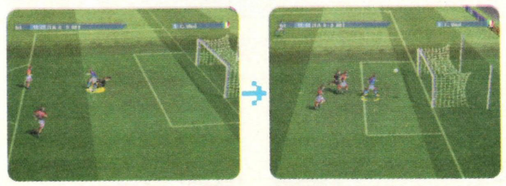
'THE SPRINT'



▲ When approaching a defender head on, there's an easy way to take them on every time. Jog to them until they're going to challenge you

▲ Then unexpectedly sprint off to the left or right of them. If the defender does attempt to tackle you, hit L2 and you'll easily jump over him

'THE GINOLA'

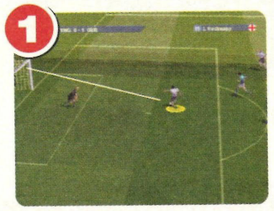


▲ Try the cheeky tactic of forcing a foul. Turn your back on a player about to slide tackle, and he'll trip you. You get a free kick out of it

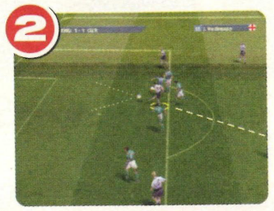
▲ Another method is to perform the spin by hitting R2. If you don't get fouled, this trick will most likely get you past him

Easy ways to score

THEY THINK IT'S ALL OVER. IT WILL BE WHEN YOU PULL OFF THESE CUNNING STUNTS



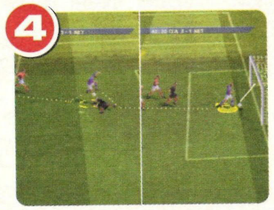
▲ Look for a split in the defence and sprint through it towards the centre of the box. When head on with the keeper, just before you reach the penalty spot, aim for a top corner and smack the ◉ button



▲ When in the box, short bursts of speed will confuse the keeper. Tap the run △ button just before a defender lunges in, then pelt the ball in the net faster than the keeper can scream 'Michael Owen!'



▲ Sprint down the side line, looking out for a striker who's running in, preferably on the far side. Use ◉ to curl the ball to your partner's head then press the Dpad in the direction of the goal and hit ◉. Go-o-o-a-l!



▲ In a one-on-one with the keeper, wait until he charges off the line then tap L2 before he dives at your feet. Your player will jump over him, leaving him eating mud as you stroll past the goal line with the ball

Two-player tips

BEAT YOUR MATES WITH EASE AND SKILL



▲ Playing your mate in Euro 2000 is the same as playing against the Playstation – unless he's crap, in which case he'll be a lot more unpredictable



▲ With a few hours play against the computer you'll begin to notice how players 'think': that is, when they'll go for a tackle, how they pass and how to take 'em on



▲ When up against your mate however, that all goes out the window. If they haven't had as much practice as you, they'll be out of shape

■ Just remember that the speed of play will be that much more frantic. Force them to pass so you can intercept the ball and make 'em panic by challenging their attacks as soon as possible. Then use your easy goal tricks and you're laughing!



▲ Remember when you first played the game how hard it was to do decent tackles or achieve accurate passes? Exploit these weaknesses against yer pal



Cool teams

WE CHOOSE TWO OF THE BEST TEAMS

FRANCE

The team we love to hate right now! They eat frog legs, but they won't eat our beef. And the World Cup? Fluke!



■ As we write, this team seem to be England's greatest enemies. World Cup holders but with a world ranking of third, they cannot go without being mentioned.

■ Their squad has a great balance of talented players and ball winners. Zidane, their top skillster, was last year's player of the year and has an uncanny, almost psychic knowledge of what's going on in the field around him.

■ Former Arsenal player Nicholas Anelka is about as popular here as Gary Glitter at a children's fair. But he's amongst the fastest players in the world.

ENGLAND

Who knows where they'll be by the time you read this. But Blighty's best seemed settled before the tournament began.



■ Even though the English Premier League is now the most skilful league in the universe, its national team is ranked only a miserable 11th in the world.

■ Whether this is because the team don't train together enough or 'cos they play well only when losing is open to debate.

■ Take a good look at your squad in action. Which partnerships are performing well together? Is it Cole and Scholes? Beckham and Shearer? Use a hot pairing as springboards for working towards some wicked goal manoeuvres and you'll rocket up the rankings.

DIE HARD

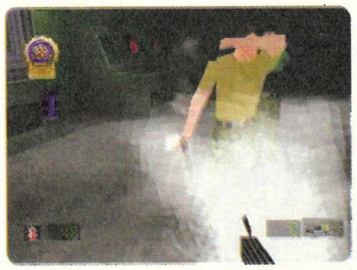
HERE'S YOUR EASY-TO-FOLLOW GUIDE TO HOW TO NAIL SOME OF THE TRICKIER MOMENTS IN THE NEW DIE HARD TRILOGY

Third-person action mode

USE THESE TIPS TO AVOID ENDING UP IN THE FIRING LINE



▲ These security cameras ain't just for decoration. Shoot 'em out using first person Aiming Mode Ⓐ to keep the enemy from spying on you and bringing more goons on your head. Even if you're up against a time limit (in the Bio-Lab, for example) it's always worth stopping and taking the cameras out of commission



▲ Don't ignore the explosive pick-ups scattered throughout the game. The smoke and flash bang grenades will disable the enemy. It's fun to cap 'em in the head when they're wiping the smoke from their eyes. The frag and incendiary grenades are ideal for toasting multiple enemies, whilst the mines will stop enemy sneaking up on you



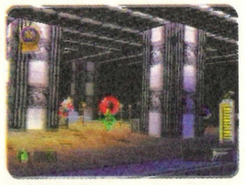
▲ Look out for the vending machines scattered about the third-person levels. Stand next to them and use the action button to get an instant boost to McClane's health. McClane can boost his health meter by several hits at each machine, but don't go all tubby and glug too many cans or the machines will run dry

Sharp shooting

HOW TO AIM, SHOOT AND SEE THE GORE FLY



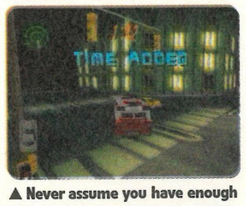
▲ Be careful not to hit too many stray hostages. You could ice a couple by mistake, but if you dust off too many innocent victims it's Game Over. Don't use frag or incendiary grenades when hostages are present



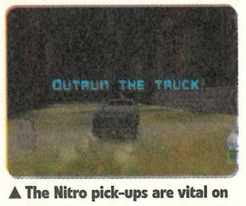
▲ Reload after every few shots rather than waiting until you're facing an angry enemy with an empty chamber. A second's hesitation could mean instant death, so keep that shooter full of bullets

Extreme driving

TIPS TO MAXIMISE YOUR DRIVING



▲ Never assume you have enough time. It makes sense to start off each driving mission by seeking out some Extra Time pickups. Once you've safely added an extra minute or two you can concentrate on the job at hand

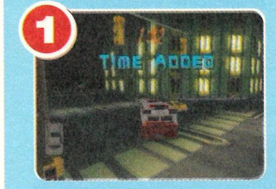


▲ The Nitro pick-ups are vital on the missions where pure speed is essential. It's impossible to complete the Dam level without using your Nitro speed burst, so don't forget to stock up. But it makes the car hard to control

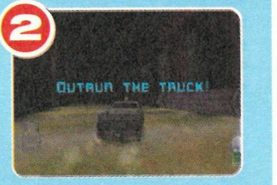
TRILOGY 2

Prison level

FIGHT THROUGH RIOTING PRISONERS



▲ Make your way to the execution cell on the first floor. Kill the guard to get the security card, then flip the switch to fry the prisoner, just for jollies. Go up the stairs to the second floor and use the card to enter the armoury



▲ Press the red button in the next room to open the big door down below. Jump back down to the first floor through the window. Shoot the guard who is beating the prisoner and then flip the switch. Search the open cells

Hangar level

BLOW UP THE APC, FIND SECURITY CARD



▲ Barrels and crates can be used to reach power-ups and ammo. Go to the back of the hangar and up stairs to the crane. Press the red button on the left to drop crate on the APC. Go back to wrecked APC



▲ Kill the guy in the blue top to get the security card. Climb up the pathway that now accessible through the APC wreckage. Walk along the ledge and down the steps to the next hangar



■ Work your way through all the barrels and crates, killing as you go. Eventually you'll come to a gap in the crates to the right. This leads to the Hangar office. When you reach the office kill the guard inside and use the card on the lift to complete the level

Bunker level

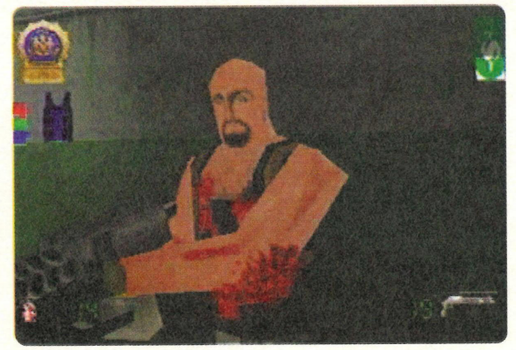
FIND SECURITY CARDS AT VIKTOR'S HQ



The red security card is easy. Kill all the guards in the security monitor room to get the card. The green card is in a heavily guarded barracks room. To reach it you'll have to pass through tunnels guarded by laser turrets. Trip the lasers on the floor and you'll be shot to ribbons by the turrets Use the first-person aiming mode Ⓐ to shoot out laser box, then inch past the lasers as they flash



To get the blue key you should already have inserted both the red and green keys into the security console. Go through the door with the green button to enter Viktor's office. Shoot the guards to the right of the office to get the blue card. Then shoot up the barrels to reveal the Special Car Keys that you will need in the pretty disappointing Extreme Driving Mode



▲ When you've used all three security keys you are ready to face Viktor. Keep well back from his lethal flame-thrower blasts to avoid sudden death. Pick him off at a distance as he lumbers around the room. Sorted!

Bio Lab level

HOW TO DISABLE THE AUTO DESTRUCT PANEL

1



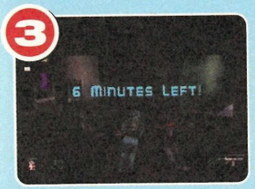
▲ Use flame-thrower on Bio lab personnel. Move quickly because you're working against the clock. Head straight for the lab to the left of the building where the monkeys are trapped in cages. Place a proximity mine in the entrance to prevent being ambushed inside the lab. Shoot barrels to get the 25% life pickup

2



▲ Press the red button to open the monkey cages. Pick up the white security key from the cage and watch as the proximity mine blows the grunt to smithereens. You should have about eight minutes left on the clock at this point. Leave the monkey test lab and head for the opposite side of the building

3



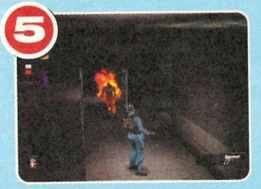
▲ Enter the room with two red buttons and an auto-destruct panel. Press the red button nearest the door to turn off the laser traps in the corridor outside. Use the white security card on the panel to complete Phase One. Be prepared to face more heavy duty security guards

4



▲ Head left from this room and then follow the corridor round until you reach the room with a stack of crates and a fire engine in the corner. Kill the guards to get the red security card. Head back and use card on the auto-destruct panel to complete Phase Two. See Amir open a door. Flush him out!

5



▲ Turn left out of the room again but this time go into the locker room directly ahead. Watch the amusing scene as the flaming Bio-specialist rolls around in the showers. Go through the door Amir just entered and be prepared for a testing boss battle

6



▲Concentrate on shooting out the four red energy cells above the lethal laser. Make sure you've got the machine gun equipped as the pistol is too slow and will leave you exposed. When the laser is destroyed Amir will come after your butt

7



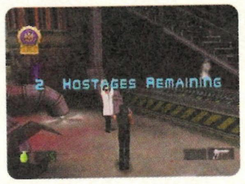
Keep dodging around the room and try to lure Amir towards the lab doorway where you can pick him off easily. Take the green card, then press the red button in the glass cubicle. Run back and use the green card on the auto-destruct panel to complete the level

Hoover Dam level

RESCUE HOSTAGES, FIND LIFT SECURITY CARD



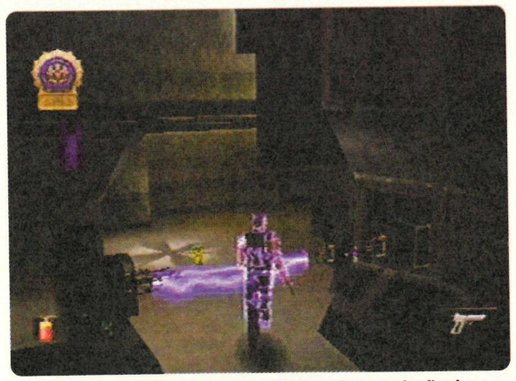
▲ At the start of the level save the hostage cowering behind the pipes to the right. Then press the flashing switch nearby. Use the machine gun on the Enforcers and head for the control panel on the gantry. Press the red button to extend the bridge. You're about to enter a bit of a firefight



▲ Move carefully through the pipe areas after crossing the bridge. There are two hostages to save as well as lots of heavily armed guards. Climb the stairs to the control room. Watch for the proximity mine in the shadowy doorway. Shoot at it from a distance to remove the threat



▲ Now work your way downstairs and then go through the next pipe lined area. Pass with care through the blue forcefield and pick up the blue card next to the hostage that's been killed. Now go back to the lift to complete the level



▲ Work your way downstairs and then through the next pipe lined area. Pass carefully through the blue forcefield and pick up the blue card next to the dead hostage. You've got the necessary cards so go back to the lift to complete the level

Casino level

SAVE HOSTAGES AND GET CASINO LIFT MOVING



▲ Go downstairs and find the bar with the red button behind the counter. Push the button to lower the walkway. Head back upstairs towards the far side of the casino. Kill the guy with the hard hat to get the security card



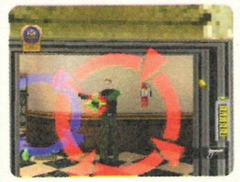
▲ Go back to the lowered stairway near bar. Use card and flick switch. The roller-coaster will crash down. Investigate wreckage. Climb debris and fight through the gaming tables. Climb stairs and call elevator to complete level

SUPER SECRETS

THERE'S MORE FUN TO BE HAD. BELIEVE IT



▲ Complete the Third person Action/Adventure mode in the Arcade setting to play the Basement level as a rat with a tiny machine gun strapped to its back. Yeah, you read right!



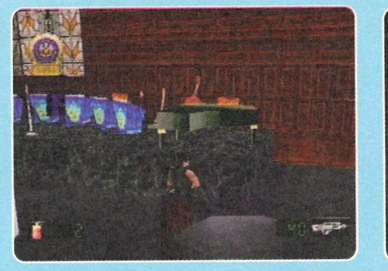
▲ Complete the Movie Mode to unlock this first-person battle against McClane's secret arch enemy. Don't sweat buddy, we won't spoil it for you by telling you who he is

High Rollers level

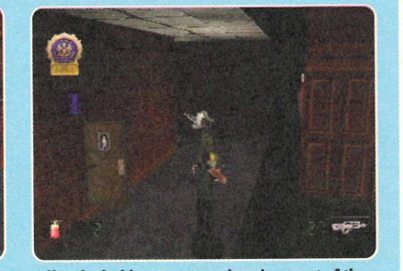
FIND A WAY THROUGH THE SECURITY DOORS AND HUNT DOWN REESE



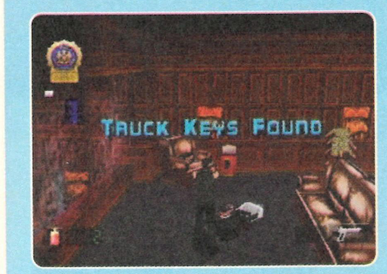
▲ Enter the big casino floor with the car in the middle. Shoot out the windows of the shop to get a health power-up. Then shoot out the huge painted glass panels to the right of the casino floor. Shoot the two guards standing by the truck



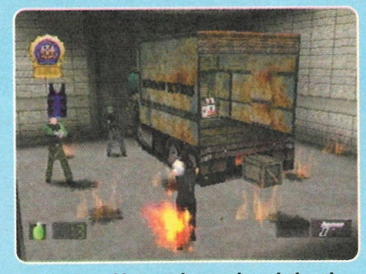
▲ Open the hidden door just to the right of the piano to find a room full of ammo and two guards. Stock up and then go back into the area with the truck and through the single door at the very back of the room



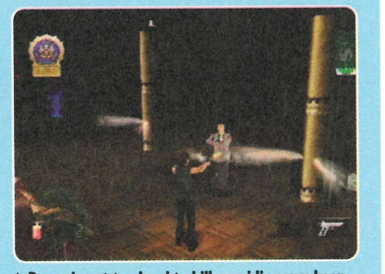
▲ Use the Jackhammer to make mincemeat of the rock hard Special Ops guards that attack you in the corridor. Follow the corridor round and go through the grey door and up the stairs. Shoot the proximity mine at the doorway at the top of the stairs



▲ Enter the room and quickly waste the pest with the flame-thrower. Shoot the guy hiding behind the desk to get the truck keys. Go back down and use the keys to start the truck. The truck will drive through the double doors. Get out and go into the control room next to the double doors



▲ Press the red button, then go through the other grey door and follow the corridors round until you come to another truck. Take out the guard who is hiding behind the truck and step carefully on the burning floor. Go through the far door to find Reese's office



▲ Reese is not too hard to kill providing you keep moving and take advantage of the 100% health pick-up by his desk. When he approaches the desk shoot at the computer to cause a damaging explosion. Finish him off to complete the Action/Adventure Mode

MEDIEVIL 2

ROLL UP, ROLL UP, YOU LUCKY PEOPLE! WELCOME TO THE CREAKY, FREAKY, VICTORIAN LONDON OF MEDIEVIL 2. LET THE MASTERS BE YOUR GUIDE



It's a London thing

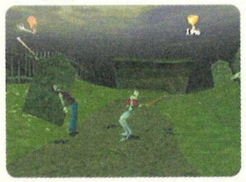
THE STORY SO FAR IS...

▲Sir Dan Fortesque has been raised from the dead again, but this time he's woken in Victorian London with new enemies

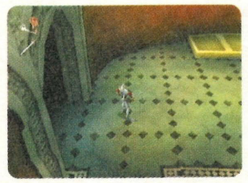
▲He needs all the help he can from loony Professor Hamilton Kift. Cheeky cockney ghost Winston lets you save progress

Shoots you, sir

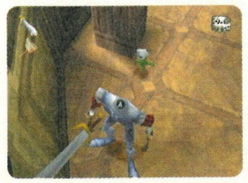
HERE'S YOUR AVAILABLE WEAPONS



▲ Every gent's weapon of choice, the Cane Stick is good for beating up zombies and has a neat power-up attack if you press and hold ●



▲ The Hammer of Thor packs a mighty punch and is great for flattening annoying nasties. No prizes for subtlety though



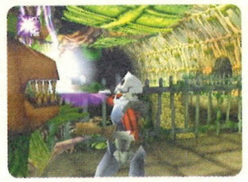
▲ More powerful than the pistol, the Crossbow is the first projectile weapon that really hurts. Keep it stocked with ammo from the Spiv



▲ The axe is unwieldy in hand-to-hand combat, but a press of ● turns it to a short-range projectile weapon with infinite ammo



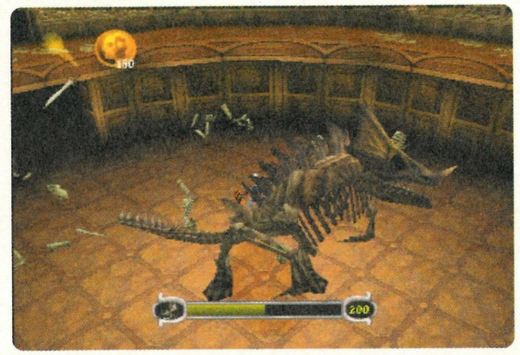
▲ The Broadsword is the upgrade to the sword you find at the start of the game. Get it and you'll never need that penknife again



▲ Need to fry fast enemies without getting too close? Choose the Lightning. It follows them around, so no aiming needed

T-Wrecks

HOW TO KICK THE DRIED-OUT DINO'S BUTT



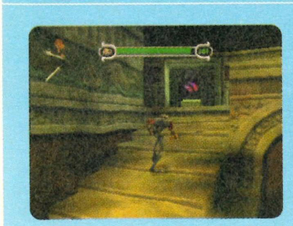
▲ Run up the lanky lizard's tail and slice its brain when it summons the smaller monsters. It'll only take a couple of hits, but...



▲ ...it returns in flying form. Use the back room to get onto the upper level and shoot the washed-up winged fossil in the brain when the baby dinos return

The Museum

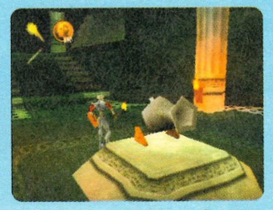
AFTER HIS RUDE AWAKENING, DAN NEEDS TO FIND HIS WEAPON AND KICK SOME BONY TAIL



▲ Grab the sword from the centre exhibit in the room opposite you and get the Museum Key from the crypt. Don't miss the pistol up the stairs



▲ Climb the stairs and jump around the upper area to get to the Museum Door. Defeat the bony birds behind it and avoid the musket-toting guards



▲ Use the cannonball from the garden and get the torch from the display room. Ignite the torch from the nearby light to set the cannon off



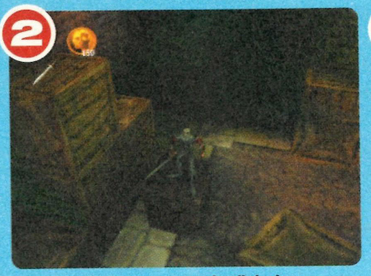
▲ Run around the high ledge to get the Dinosaur Key above the door. Ignore the tomb and run into the other door to reach the first boss

Kensington

THESE POSH TOWN HOUSES CONCEAL BIG TROUBLE FOR OUR DARK AGE HERO



▲ Slash all the zombies then kill the gent in the top hat as he tries to resurrect them. There's three sets to destroy, and Life in the museum garden



▲ Use the lift by the quay and pull the box over to get the Depot key. Head back and go through the Depot Door by the museum. More zombies appear



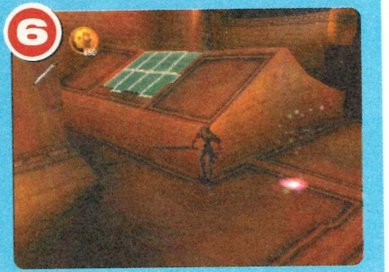
▲ Once you've got the Town House Key in the depot stay high up and use the pistol to defeat all the undead dogs. Don't miss goodies in the yard



▲ Push the crate onto the cart to get out of the room. Head towards the Town House round the corner. The Pocket Watch is upstairs behind crates



▲ To get the Chalice, climb up the wall and onto the railway track. Ring the bell in the railway station and if you have enough souls the train will stop



▲ There's a ladder on the left side of the museum. Climb onto the roof to finish the level and get to the tomb. Don't go 'til you've got the Chalice

The Tomb



▲ Jumping round the hanging baskets will get you gold and ammo. Defeat the dogs to get into the tomb, and watch out for more in the dark inside



Pull out the blocks to reach the items on the three walls, watching for some sneaky hiding dogs. Put them on the laps of the right gods in the next room and you're sorted

The Freakshow



▲ Hammer the bearded ladies, then go up the hill and follow the dragon master's trail. Kill him when he conjures a dragon



▲ Bash Imps in the room with door hammer to get drumsticks. Hold down ● on the Test Your Strength machine for gold



▲ As DanHand, you can get past tent flaps for money. After the green/white tent go left. Use trampoline to get the Chalice



▲ Go through the psychedelic tunnel and kill the first mecha-elephant buy hitting the imp on its back when it's turned around



▲ Go back and trampoline to the far shore. Defeat other elephant and open the Big Top outside green/white tent



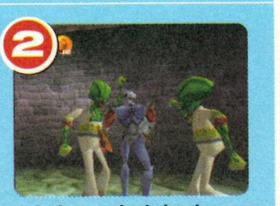
▲ Use the three levers to drop the machinery on the evil elephant. Hit the imp on elephant's back or it'll scarper

Observatory

TIME TO TACKLE YOUR FIRST HEAD MONSTERS



▲Go up the hill and collect your head from the left side of the Observatory. Shoot the seagull. In fact shoot all seagulls – they're boogers



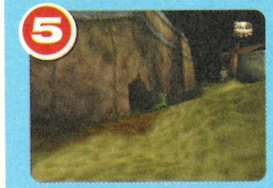
▲ Go down to the docks where you'll meet your first head monsters. Attack the creature they've possessed until they jump off, then smack 'em



▲ In the room with four switches, stick your head in the opening and you'll be able to see the correct arrangement to lower the drawbridge



▲ Over the drawbridge you can jump across the ships to reach the Chalice. There are goodies to be found on the ground between ships too



▲ If you jump between the ships, you can use the DanHand to get into one of them and get buckets o' cash. Watch out for the water though



▲ Flick the lever to raise the wooden platform. At the end of the platform, do a Daring Dash (run plus ▲) to jump onto the ship



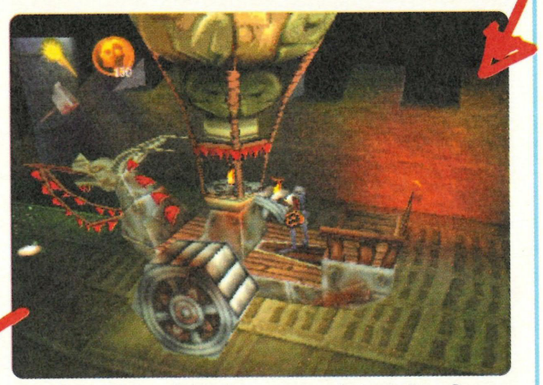
▲ The entrance to the Greenwich Naval Academy is on the other side of the big ship. As usual, make sure you have the Chalice of Souls before progressing

Naval Academy

STINKING SAILORS AND SEABIRDS BE HERE!



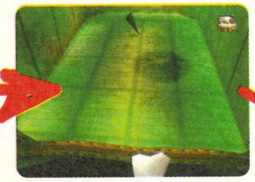
▲ Fight your way into the Academy past those irritating sailors. You've already got the Chalice for this level so don't fret if you don't get them all



▲ Inside, you'll have to finish off some more pesky head critters. Run right up the ramp to the balloon. Light its fire with your torch



▲ Go back down to the submersible and stuff your head inside. It'll sink down, and if you look (with your head) you'll see where the bellows are in the tank



▲ Run downstairs and use the directional controls to pick up the bellows with the magnet. Keep switching to the head view to check the magnet's shadow

Just like Branson wished he'd done, use the bellows to fan the balloon's flames. This will raise the balloon up so you can land in the Observatory. Use Dogman to block Mander's magic, but stay far enough away or he'll stun you



Kew Gardens

THIS THORNY LEVEL IS FULL OF MUTATED PLANTLIFE THAT'LL GIVE DAN MORE THAN A LITTLE PRICK



▲ Get the potting shed key from the pond to the right, then open up the potting shed to your right. You'll find the water tank valve inside



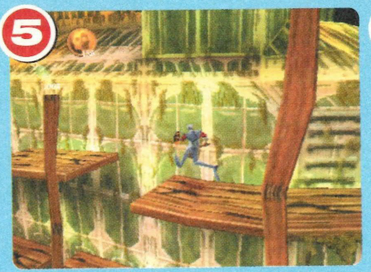
▲ Kill lots of plants and pick up the antidote they leave behind. Enter conservatory. Kill pumpkins in the room's centre before they infect the gentry



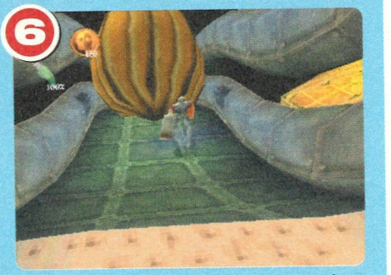
▲ It's not easy though. Make sure your best weapon and the antidote are selected so you can switch between them by pressing L1 and ●



▲ Run round the balcony to the Pond Room. Cross the bridge and you'll be in a room with a central giant tree. Kill the plants and save the people



▲ Jump up the tree and onto the ledge. You'll come outside the conservatory. Climb the wooden platforms 'til you're on the roof



▲ Walk towards the giant pumpkin but be ready to run back quickly when it comes rolling after you. Dodge to one side to avoid it



▲ In the room where the pumpkin was, you can visit the Spiv for top-ups. Use the water tank valve at the pipes with the arrows on



▲ Go back to the first room in the conservatory. Now you can climb on the opened flowers to your left and scale the walls to get the Pond Room valve



▲ Use the Pond Room valve on the pipes by the tree room ledge. You can get the Hothouse valve by climbing the two flowers on the same ledge



▲ Enter the Pond Room. Jump across the flower to Hothouse Room. Chalice is at the top of giant tree



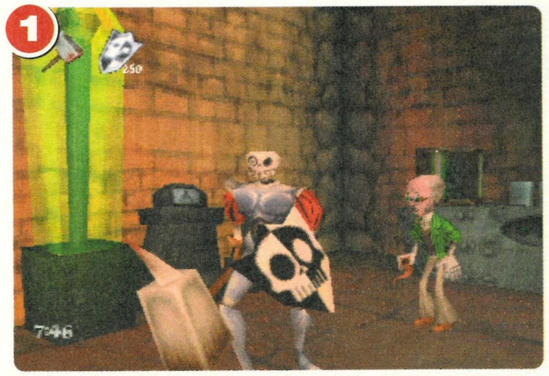
▲ Save people then use the DanHand to enter the crack in the glass and save four Hands for dosh



▲ Use the Hothouse valve and you can climb flowers. Battle GM plant life before you're home

Darkenstein

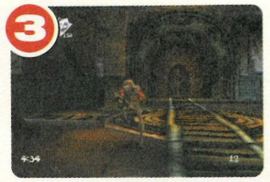
DAN NEEDS A PIECE OF ASS AND MORE IN THIS SCREWY LEVEL



▲ You have eight minutes to collect six pieces for the Prof's monster: two arms, two legs, a torso and a bum. No laughing at the back please



▲ Hang a right into the room with the rail tracks. There should be a selection of limbs hanging round to your left as you enter



▲ Strike when the creatures aren't blocking or you'll never get them. You have twenty seconds to get each limb back to the lab



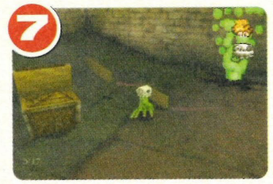
▲ Trouble is, you can only carry one piece at a time so don't bother killing more than one monster, or one you've already collected



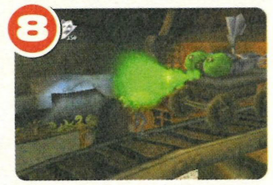
▲ Now it's time for the spiderlike Torso, which generally hangs round the middle of the room or near the tracks. It shoots goo so be careful



▲ To get the chalice, follow the train track up to the higher level and jump around the ledges in the main room. The Spiv's up here as well



▲ There's money and life through the small hole at the ramp near the entrance of the railway room. Hitch a lift on a hand to get in



▲ The Bum travels regally round the tracks. Avoid its noxious gases and kill it when you've swiped it off its cart. Like working with our Rob

Iron Slugger

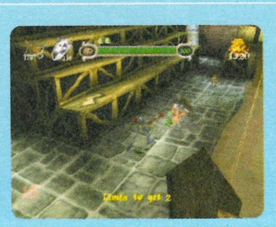
SECONDS OUT, ROUND ONE! FISTS UP TO FIGHT THIS METAL MONSTROSITY IN THE MAIN EVENT



▲ To defeat this metal menace, know your moves. R1 is high block, R2 is low block. Without blocking you've got no chance



▲ △ is high punch, ○ is medium punch and ✕ is low punch. □ is jab. This is assuming you've still got your arms, that is



▲ In between rounds, don't tackle the imps. Shoot them to get your limbs back. You can only recover a maximum of two, though



▲ Block constantly and aim for the Slugger's unprotected areas. When he's lost his arms, he's so much like tinned dogfood

Wulfrum Hall

DAN TAKES ON VAMPIRES IN THIS VERY BLEAK HOUSE IN THE COUNTRY



▲ DanHand can get in the window on the right. When the butler isn't looking, grab the key from the next room. Go back, press the pad and get in the lift



▲ When you come out of the next room, head right then straight ahead, avoiding the little girl. Jump over mantelpiece and out the window



▲ Enter hall to destroy all swordsmen. Chalice is here. Bust through the wood in the blocked entrance and enter room on right upstairs



▲ To toast your first vampires let the sun in from the window and avoid the miffed vampire. Pull other coffin into sunlight



▲ Enter the room at the top left of the stairs. After you've killed the first vampire, push other coffin onto platform and then onto the crate



▲ After you've pushed coffin into the light, enter the room on the far left of the stairs. Get to window by jumping on hanging platforms



▲ Don't push coffins onto the green areas or you will wake vampires. Drop coffins into the light, blocking vampires with crates



▲ Head up the stairs through the near right door. Push the square crate past the oblong one to create a path to the platform in the next room



▲ Push coffins off the ledges one at a time. Get enraged vampires to follow you. Use blocks to push vampires onto platform for a sunny death



▲ At the last door, scale the ramp to open the window. Diagram in small room shows the squares on the chequered floor that wake the vampires



▲ Push the coffins into the adjoining room and hit the lever three times to raise the chandelier and fry vamps. Count's door is near window

Wulfrum Hall boss



▲ The Count is the end-of-level boss in Wulfrum Hall. He can't be hurt by your puny weapons, so reflect his energy bolts back on him using the mirrors



▲ When he loses his armour angle all the mirrors to reflect light into the centre of the room. The second time round he'll rearrange the mirrors, so be quick

Whitechapel

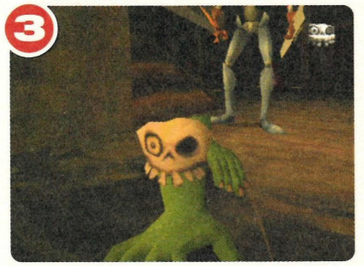
THERE'S TROUBLE BREWING IN THE EAST END



▲ Hack your way through the graveyard. Outside club, turn right, then run all the way down to the courtyard with the crate in



▲ Push crate against the wall and climb the ladder to enter the other side of the house. Run to the cellar and smash boxes to get Library Key



▲ Use DanHand to enter the coal cellar and press the pad to move the bookshelf upstairs. Collect the Griffin Shield from behind it



▲ Enter the library opposite and climb the ladder to get the Club Membership Card. Jump out of the window and head back to the club



▲ Head down to churchyard. Collect flaming crossbow from the house nearby. In churchyard stand on block in front of statue to turn on lamps



▲ Hit lamps so they all face the centre. Stand on the pads by the lamps so that they are all different colours. The stone will open revealing the Unicorn Shield



▲ Collect the Beard from his tomb. From the club, head downhill and take the first right, and then right again. Burst into the shop and peg it downstairs



▲ Run all the way back to the cemetery and use the two Shields in front of the crypt. Slaughter the zombies 'til the old man appears. Then give him a good smacking



▲ Smash crates for money then run up the stairs and into the haberdashers. Enter the changing room and Dan will emerge as the perfect Victorian gentleman



▲ Not only will the policemen give you a little more respect, but you can take advantage of your new found finery to finally enter the club – so long as no one says 'who let the undertaker in?'



After you have spoken to the rum old tart Madame Jo-Jo ('oos bin killin' all ma gels?'), run downhill and go through the double doors. They're just round the corner from the churchyard

The Sewers

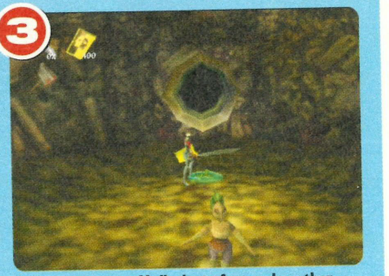
DAN FINDS A LOAD OF OLD MULLOCKS IN THIS STINKY LEVEL



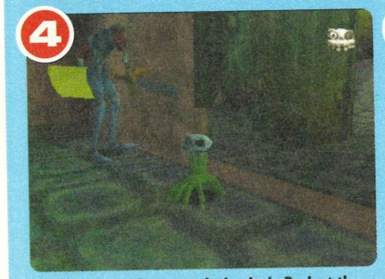
▲ Drop down the hole and follow the Mullock. Kill the monster possessing the herd beast and you will be granted an audience with the King Mullock



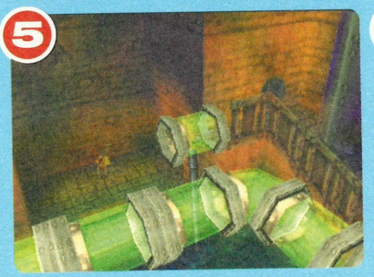
▲ Go down the tunnel by his hut and save the herd beasts. Hit one so it charges into boulders to continue, and kill tentacle creature to free first girl



▲ There are more Mullocks to free and another female to rescue past next blocked door. Use DanHand to get Chalice through the central hole



▲ Scale the ladder to reach the dock. Back at the centre, cross bridge to your right. DanHand can walk under cracks in the door. Press pad to open it



▲ Climb next steps with DanHand and enter green tube. If Dan's body works the next room's switch, DanHand can reach the other side using the tubes



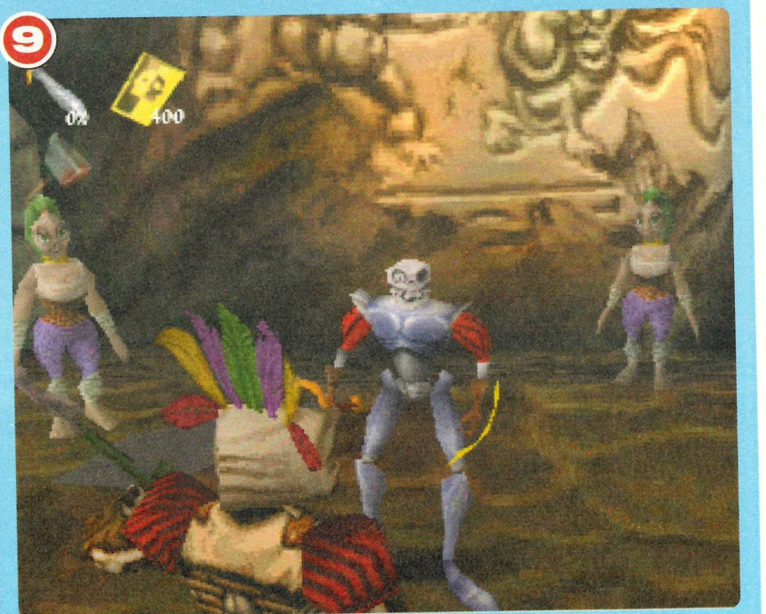
▲ After DanHand presses the pad, Dan's body can rejoin it by running across the tubes. Get the poster from the Spiv in the room to your right



▲ There's a new tentacle monster in the room past the Spiv. Kill it, move back out and go down the other passage to the room full of pipes



▲ Last two tentacle monsters are on top of pipes in room. Look for healing vials behind table on ground



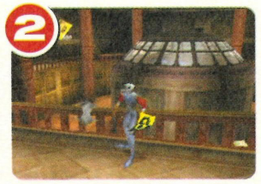
▲ When you've freed all the girls return to the centre where the happy Mullocks will give you a reward. Ring the bell to fetch the raft off this level

Time Machine

TIME TO HEAD BACK TO THE FUTURE



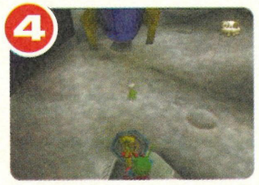
▲ Go downstairs to the Earth gallery and use DanHand to go inside the exhibit. Climb the stairs and on to the satellites to get the first Time Machine piece



▲ The other two pieces of the Time Machine and the Time Machine itself are in the exhibits that surround the Earth gallery, marked Contact and Space



▲ In the Contact exhibit, simply press the pads in the correct order in a Simon-says stylee. Get it wrong and you'll be back to the start, you damned imbecile



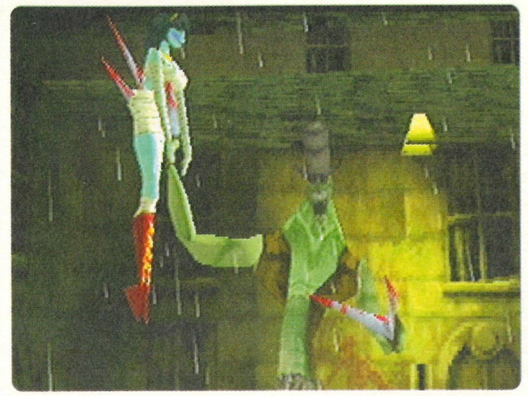
▲ In the Space exhibit use Dan's body to press on the buttons. Each one will raise an alien who will shoot at DanHand. Get them to hit the rocket ship

Enter the Time Exhibit where you'll see an HG Wells-style time machine called the Chronochair. Use all three pieces you've collected to start up the Chrono-chair and get the hell out of there. It's very easy this one



The Ripper

LEGENDARY TART KILLER STEALS DAN'S GIRLY



▲ You must protect Kiya at all costs, but there's a big problem. The Ripper will only become vunerable when he is draining all her strength away. Now what are you going to do about it?



Here is our solution to dusting this troublesome serial killer. Keep topping up your girl Kiya's health whilst continuing to slash The Ripper. When he's on his last legs, he'll reign fire down on you. If you can avoid this you can finish him off and do Londoners a favour



Use Good Lightning to restore Kiya's health while avoiding The Ripper's onslaught. Her health is on the bottom to the right, the Ripper's is on the left. Keep hitting him with everything 'til he'll pops his clogs. You get your stressed babe back

Time Machine Sewers

THE MULLOCKS ARE ANGRY. DAN HAD BETTER KICK THEM IN



▲ Enter the central hut and drop down the hole to collect the Time Stone. Use Dan Hand to climb back up to the pad by the hole to free Dan



▲ Pick a fight with the Mullocks who are guarding the King's hut. The king himself will venture out. Give him a slap and pinch his key



▲ Enter his hut and beat up the two Mullocks inside, then head through to the next room. Don't try and enter that big sewer pipe though



▲ Use the king's changing room to don the king's hat and receive the Good Lightning. Dozy Mullocks will now think Dan is their king



▲ Go down the tunnel to your right to get back to the docks. Ring the bell for the royal raft which will take you back to the Time Machine

Cathedral Spires

HARD TIMES FOR DAN IN THIS DEMON-BASHING FINALE



▲ Stock up on ammo from the Spiv up the ladder to your right. You'll need it all. Go down to collect first Soul to your left and climb ladder

▲ After busting the first demon with a projectile weapon, use Ⓐ to shield yourself from molten metal whilst climbing to platforms

▲ If you can defeat the two demons at summit you will find the second Soul on the edge of the roof. Don't waste ammo when you have no aim

▲ There's a Soul in each of the two rooms on top of the Cathedral. Watch out for the oodles of nasties that appear when you get them, though

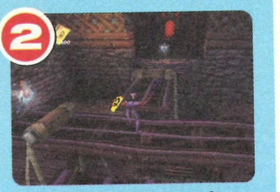
▲ At the back of the tower there is a room with life and the Spiv. Climb up and rescue fifth Soul and open the door at the top

Cathedral descent

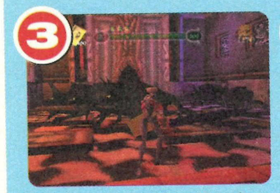
DOWNHILL ALL THE WAY BUT IT'S A HARD TASK



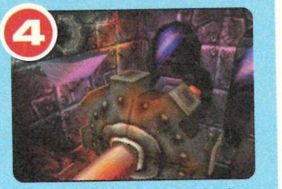
▲ Use switch to lower chandelier, collecting the two Souls on the way down. Go through smaller door at bottom of the shaft for another Soul



▲ Go through larger door and use swinging platforms to jump to the ladders on either side of next room There are three Souls above you



▲ In room on the other side, raise the chandelier and use a Daring Dash and jump to get the Golden Cog. Go back and through the door at ground level for the last Soul



▲ Put Golden Cog into machine in next room and pull lever to rotate the next room. DanHand can go there to retrieve other Golden Cog and use cogwheel to flip back out



▲ Put the second Golden Cog in machinery in the first revolving room and use it to revolve the second room 'til Dan gets through



▲ Running back through rooms is the hardest part of all. Make sure the chandelier is descended at the end or you'll have no chance at all

The Demon



▲ Destroy Dogman and Mander as you did in Greenwich, making sure Dogman absorbs most of Mander's magic instead of you

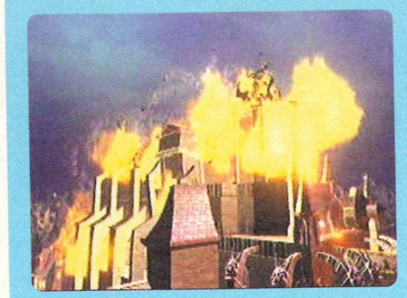


▲ Jump the demon's flame attacks and jump to the first area he punches. Avoid Palethorn's missiles or you'll be too stunned to hit him



Sad to say, we're close to the end now so brace yourself. The trick here is to hit the back of Palethorn's ship after his attacks so that he accidentally guns the demon. Four hits and the demon and Palethorn are done for. Do we not like that? Way to go!

Demon destroyed



Dan has defeated Palethorn and his infernal friend in one fell swoop. Not bad for someone with no lower jaw. Now he gets to spend some quality time in his girlfriend's tomb for some nightmare nookie sesssions!

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NHL Series
NHL Face-Off Series
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No Fear Downhill MBK
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Tarzan
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Theme Park
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Um Jammer Lammy
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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

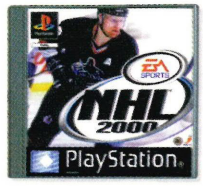
Jet fighters zoom round stunning courses in one of the best sci-fi racers around. Great visuals and a pumping soundtrack top it off.



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.

QUAKE 2

PLAYERS 1-4 | 9

Here's the definitive first person corridor shooter on PlayStation. Its ultra-violent brooding atmos and army of sci-fi goons on tap for you to frag make this a one-way ticket to hell. And it's the mutt's nuts in multiplayer.

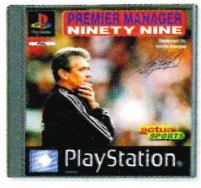




POINT BLANK 2

PLAYERS 1-2 | 9

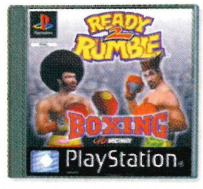
More variety than the first so your lightgun sharp-shooting skills are pushed to the limit. Multi player options make for a post-pub blast.



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.



READY 2 RUMBLE

PLAYERS 1-2 | 9

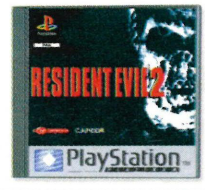
Arcadey boxing effort which injects a much-needed bit of fun into the punch-ups. Full of combos and super-attacks.



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.



SOUL BLADE

PLAYERS 1-2 | 8

Nutso characters beat each other senseless with a collection of swords, knives and great big clubs. Play's 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.



STREET FIGHTER EX 2

PLAYERS 1-2 | 9

This is rammed with characters, special moves and hidden extras to keep you playing 'til 4am. Combat system rewards the pros.



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 | 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

Games that can't take the heat get kicked out of our scorching PlayStation kitchen

COLIN MCRAE RALLY

Sorry, Colin. This hurts us as much as it hurts you. Colin McRae 1 was the definition of rallying class for two years, but next to the brutal Colin McRae 2, it looks weak. Goodbye, old friend!

PRO PINBALL: TIMESHOCK

It's a not-bad pinball game, but it's the only one lumped with one table. The competition in the 101 is hotter than hell these days, and realistic ball-bearing movement isn't enough to keep you in the top dogs.

THESE GAMES MUST DIE!

New games that should be sealed inside a lead coffin and fired into space to warn aliens never to make contact with Earth

JEDI POWER BATTLES

What is it with Star Wars game? Always terrible, always selling mountains. This one looks mind-bogglingly poor, and the gameplay is pure Kwik Save No Frills. George Lucas already enough of your cash.



▲ Hangman characters escape from exercise book

CRUSADERS OF MIGHT AND MAGIC

Crusaders of Shite and Tragic more like. This is so boring it gives RPGs a bad name, which is saying something. It's hideously bad to look at, boasts an awful storyline, and is difficult to control.

CHAMPIONSHIP BASS

This fishing game pumps up the realism so high that fun exits by the back door. It's totally impossible to land the bass of your dreams. You'd have more chance landing Jennifer Lopez in your bedroom.

RESCUE SHOT

A wacked-out wabbit wanders along and you've got to shoot everything that attacks him. Yeah, a gun game for ladyboys and vegetarians. Bring us games where you use a G-Con to kick off a harvest of death.



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

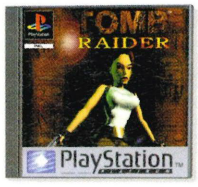
Lightgun shooter where you must wipe out a terrorist threat using just a pistol. Almost identical to the arcade original.



TOCA TOURING CARS

PLAYERS 1-2 | 9

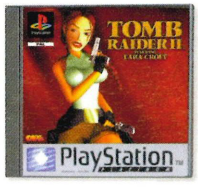
Twitchy handling and slippery courses make this one hell of a challenge. But master it and it plays sweetly and looks great.



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

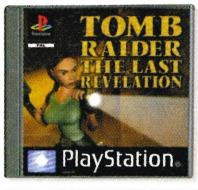
Favours non-stop gunfights over difficult puzzles. Sprawling locations and tough puzzles make it harder to finish than the original.



TOMB RAIDER 3

PLAYERS 1 | 8

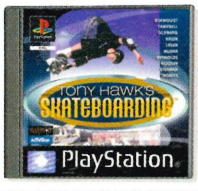
The worst Tomb Raider, but a class act still. More variety over 1 and 2 but little else. Some of the puzzles just frustrate but still a fine game.



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.



UN 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

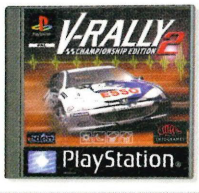
Despite the blocky graphics, Urban Chaos is still a cracking violence-fuelled romp set in a city infested by crime. Plenty of variation.



VIGILANTE 8

PLAYERS 1-2 | 9

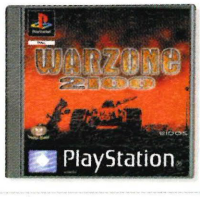
Cars with guns fight it out in bizarre battle arenas. The best driving shooter around offers many laughs in two player.



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

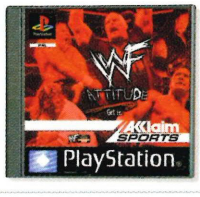
Very similar to its predecessor, although the tracks are better and it's slightly faster than before. Great graphics and soundtrack.



WORMS

PLAYERS 1-2 | 8

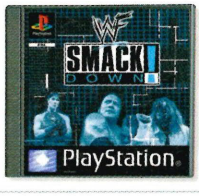
A gutter-class embarrassment in one-player but a world-class crack with four of you unleashing ridiculous weapons.



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

ESSENTIAL 101 SWOPS



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PlayNation is the only PlayStation magazine to offer a swops service that costs no more than the price of a phone call and a stamp. Check out our Essential 101 Games selection that starts on p40 and if you fancy swopping one of the games in it for one you want to own, call us.

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THIS IS A NORMAL RATE PHONE LINE, NOT A RIP-OFF PREMIUM LINE!

1. DECIDE WHICH GAME YOU WANT TO SWOP FROM THIS ISSUE'S ESSENTIAL 101. WE ONLY SWOP GAMES THAT WE STOCK. WE CAN'T GUARANTEE WE HAVE YOUR FIRST CHOICE
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- ☑ You can swop one game with each Swops Voucher (we don't accept photocopies) .
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NEXT MONTH

AUGUST ISSUE OF PLAYNATION ON SALE 21 JULY



■ WIDTH 193mm ■ HEIGHT 38mm ■ DEPTH 144mm

PS ONE IS A THIRD OF THE SIZE OF YOUR EXISTING PLAYSTATION!

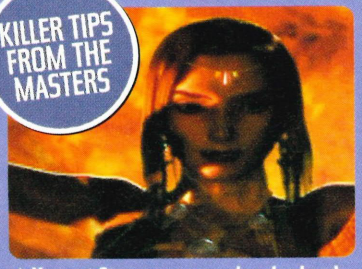
PS ONE: SMALL BUT PERFECTLY FORMED

We'll bring the first details and pics of PS One, the new compact-sized PlayStation which allows you to game on the go. Find out how much it will cost, when it's released and what it means for your current PlayStation next month. Don't miss it.

THE NEW

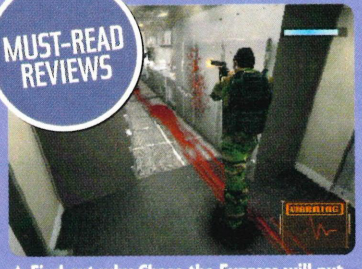
HOW THE NEW PLAYSTATION 1 WILL WORK ON THE MOVE, LINK YOU TO

KILLER TIPS FROM THE MASTERS



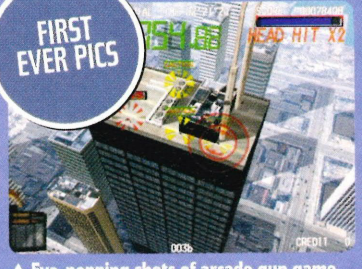
▲ Vagrant Story: every puzzle solved and all enemies busted in our mammoth guide

MUST-READ REVIEWS



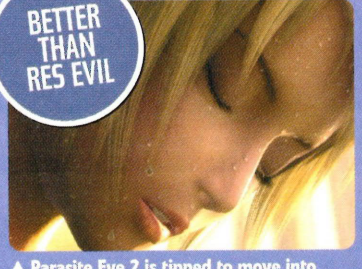
▲ Find out why Chase the Express will put your off rail travel for life

FIRST EVER PICS



▲ Eye-popping shots of arcade gun game Silent Scope on PlayStation 2

BETTER THAN RES EVIL



▲ Parasite Eve 2 is tipped to move into pole position as the horror epic on PS1

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PS one™

They'll be a pin-sharp colour LCD screen that will plug in the back of your PS One so you can play on the move

You can play all your existing PlayStation games on this mini console, using your old joypads and memory cards

Plug in a digital mobile phone and you can connect to your mates, allowing you to swap stuff like game saves

PS One is tiny – only slightly larger than a CD Walkman!



PS ONE

THE INTERNET AND CALL YOUR MATES' MOBILES

WHAT PS2'S NEW HARD DRIVE WILL DO FOR YOU

DOWNLOAD MUSIC AND MOVIES USING YOUR PLAYSTATION 2



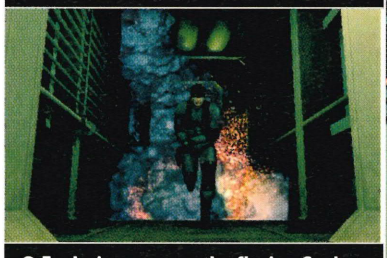
COMING

JULY 2000

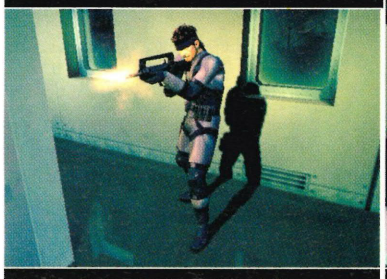
FIRST IN-GAME METAL GEAR 2 PICS! STARE TOO LONG AND YOUR EYES WILL POP!



● Snake hangs down just out of sight



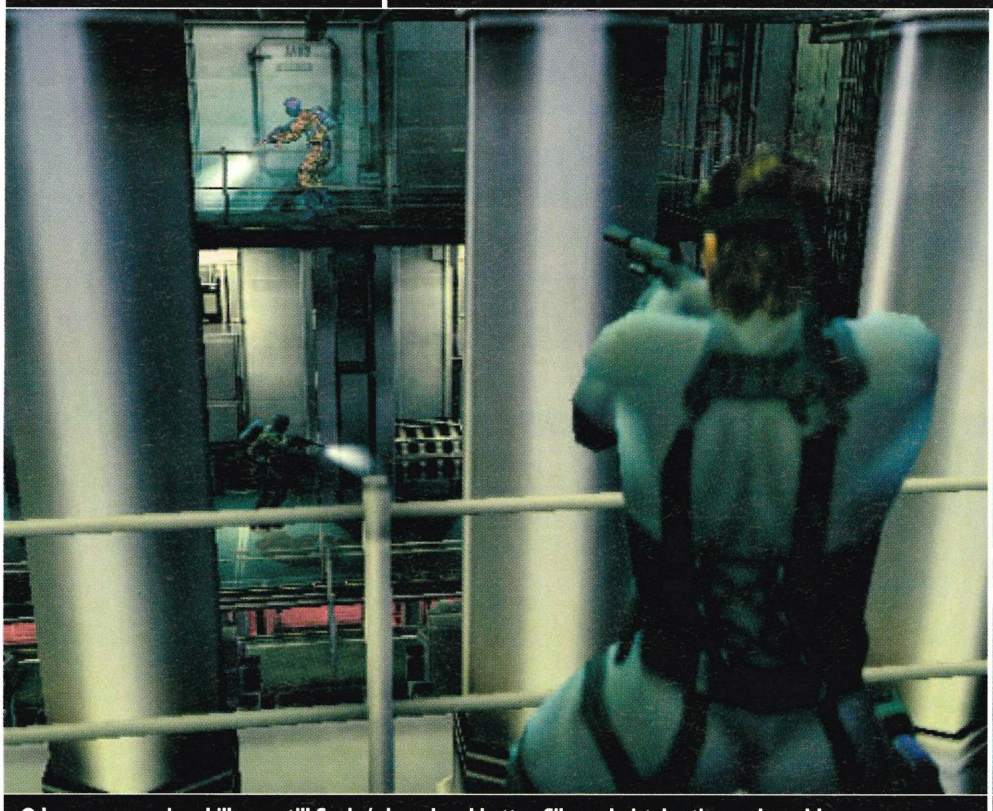
● Explosions pursue the fleeing Snake



● Check the shadow effects! Awesome!



● You can flick into a first-person view for accurate shooting. Pop a cap in that sucker's head



● Long-range sniper kills are still Snake's bread and butter. Silenced pistol action – oh yeah!



● The guard's shadow betrays him to the waiting Snake



● No fair! Soldiers with bulletproof shields take on Snake

CHECK THIS! FIRST IN-GAME METAL GEAR 2 PICS!

I'M ONLY HAPPY WHEN IT RAINS

Metal Gear 2 is the first game to really show what PlayStation 2 can do. Yeah, stuff like Ridge Racer 5 and Tekken Tag look brilliant, but they're really just better-looking versions of PlayStation games. MGS2 is different: to watch, it's like James Bond, Aliens and Godzilla all rolled into one.

Snake creeps through the shadows as rain drenches the ship he's exploring. Every drop of rain falls realistically, streaming off Snake's shoulders and splashing when he runs through puddles. Hell, the downpour even floods his night-vision goggles when he stares directly into the storm clouds, and he can only see clearly again by wiping the visor with his hand.

● The rain effects as Snake sneaks through the enemy battleship are unbelievably realistic. Nothing's cheap n' cheesy: this is all high-gloss, big budget stuff

ONCE BITTEN, NEVER FORGOTTEN

Solid Snake returns in a cinematic adventure that marks the day when action games finally grew up. Welcome to Metal Gear 2

> METAL GEAR SOLID 2

OUT 2001

Watching the trailer for Metal Gear Solid 2: Sons of Liberty for the first time give your the same tingling sensation in your belly as watching the promo for The Phantom Menace or Mission: Impossible 2. You knew it was going to be good before the action even started, but you didn't think it would be *that* good.

But you're thinking the screenshots on this page aren't real, right? That they're fakes, or taken from the intro sequence. Wrong. We've seen the game being played and can guarantee this is what Metal Gear Solid 2 looks like when you're frantically caning the joypad. It's awesome stuff to watch, but even better to play.



● The lighting are the best we've ever seen



● Snake ventilates a surrendering guard. Hardcore!

THE START OF SOMETHING BIG

This is only a taster of what's to come. Little is known about the plot, although it is set in New York and the cutscenes will be the first to really push the PS2's digital surround sound capabilities. Its creators wanted the player to feel like they're starring in their own action movie, and with graphics like these and a musical score by the guy who wrote the theme to Enemy of the State, this could be the closest you'll get to starring in a James Bond movie. Shame it's not coming out for another year and a half though.

PREPARE FOR A VISUAL ONSLAUGHT!

Unlike Hollywood blockbusters, Metal Gear 2 doesn't rely on big names to reel you in. Nope, it's the mind-blowingly sharp, solid graphics which hit you in the face like one of Snake's Stinger missiles. And Just when you're climbing back on your feet, Snake pulls on the trigger and rips into enemy troops. Showtime! Empty shells bounce off the ground, glasses and bottles shatter and blood sprays on the wall. None of the effects are cheap and cheesy: this is all high-gloss, big-budget stuff. It looks great.

JOHN WOO MEETS THE MATRIX

The Metal Gear crew also give a nod to The Matrix. When Snake is confronted by a skinhead girl who chucks knives at our hero, Solid dodges the blade in slow motion, Matrix-style, rolling to one side before raising his pistol and letting off a flurry of rounds. The movie-style sweeping camera angles keep you in the thick of the action, circling and zooming in so close you can almost smell the gunpowder.





BIGGER, BETTER, HARDER, FASTER

Metal Gear 2 plays like the original on steroids. Stealth is still top of Snake's to-do list, crawling past crowds of soldiers shivering in the cold and shimmying along ledges to avoid the eagle-eyed guards who patrol the ship. Things hot up as soon as Snake fires a shot, though: streams of guards come racing from every direction trying to shoot him down.

The combat sequences are works of genius, inspired by firefights in The Matrix and countless John Woo flicks. Snake gets through ammo faster than the US Army, ducking behind crates that buckle and crack as they're pumped full of lead. He can roll out from behind cover and shoot from the hip, strafing with his machine gun, or pop up and take carefully aimed shots in the first-person sniper mode. Viewing the action down the barrel of your gun is particularly useful when the riot troops attack. These guys hide behind bullet-proof shields, but aim low and you can blow out their knee caps, causing them to collapse to the floor, a mess of blood and screams.

● Snake duels it out one-on-one with one of Liquid Snake's new thugs. This chick throws knives with frightening accuracy









METAL GEAR RAY

Although exact details of Snake's mission are still under lock and key, the nine minute movie we've seen hints at what to expect. Revolver Ocelot, the gun-slinging beardy bloke from the first Metal Gear, is back and he's a damnsight meaner. One poor sap takes a bullet to the head from Ocelot's trademark Colt 45, leaving a trail of blood down the wall as he slumps to the floor.

Snake's brother Liquid also wants revenge, and this time the Metal Gear he's strapped inside is bigger and tougher than before. Judging by the movie the new Metal Gear Ray is the size of a multistorey car park. It stomps through New York, crushing tower blocks like a mechanical Godzilla. This sucker breathes plasma too, the burning light spurting from its head and torching anything in it's path. And just when you make it to safety onboard a nearby battle cruiser, the giant robot leaps into the water and lunges up to attack!

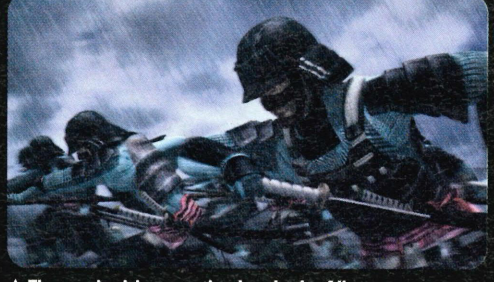
● Be VERY afraid of Metal Gear Ray. It's the size of the Empire State Building, breathes white hot plasma and can swim. And you've got to fight it on your own

● The backgrounds look amazingly sharp, and the lighting's so cool the characters really blend in

● The scene-setting movies are unbelievably sharp-looking, and create a real atmosphere

● There's a massive range of slashes, parries and stabs to get to grips with

SLAY IT AGAIN, SAMURAI



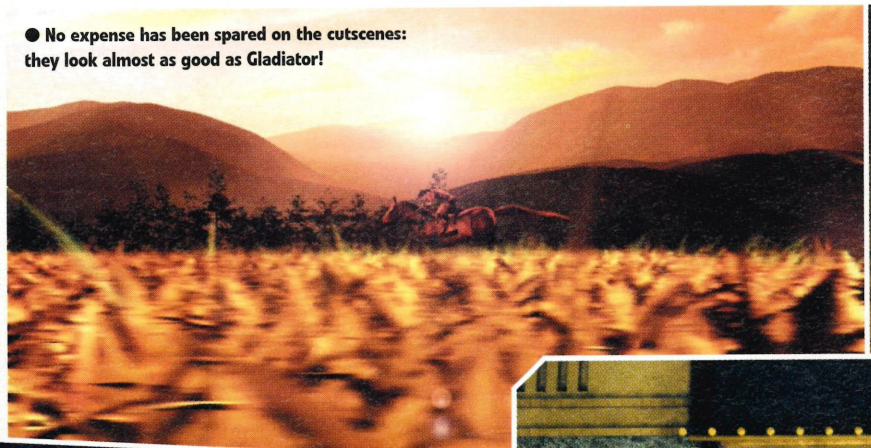
▲ The war is vicious, costing hundreds of lives



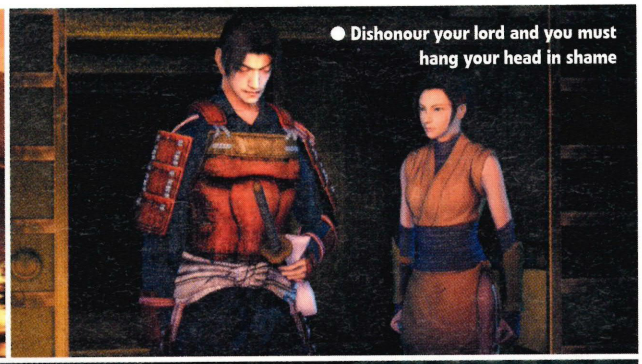
▲ The code of Bushido allows no mercy to the defeated



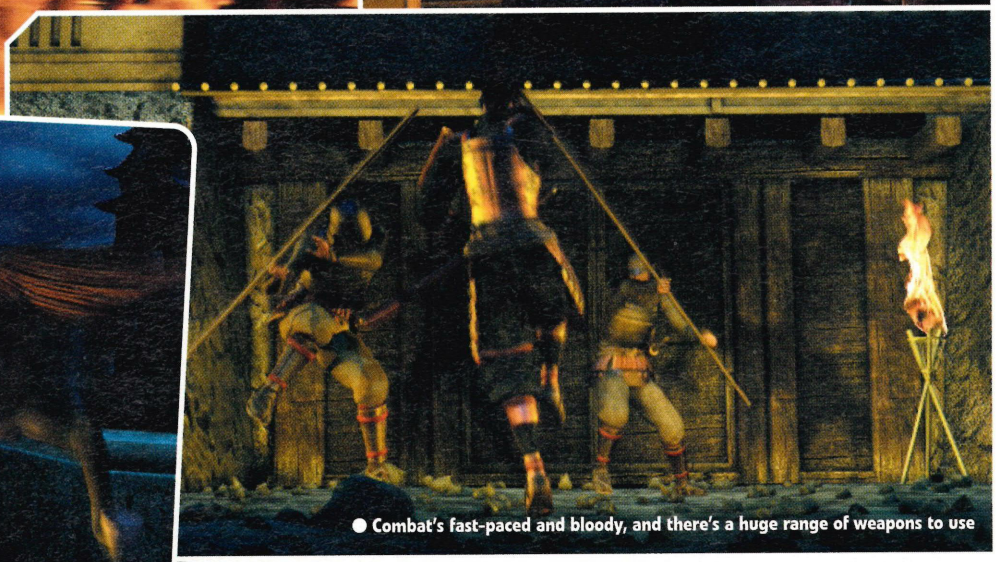
▲ You're a samurai who's out to save a kidnapped princess



● No expense has been spared on the cutscenes: they look almost as good as Gladiator!



● Dishonour your lord and you must hang your head in shame



● Combat's fast-paced and bloody, and there's a huge range of weapons to use



● There's a whole world of warring samurai to explore here

RESIDENT EVIL
WITH BLOODY GREAT SWORDS

> ONIMUSHA: WARLORDS

OUT 2001

Swordfights, slaughter and the way of the samurai spice up this Res Evil-style PS2 thriller

Onimusha is like Resident Evil crossed with a martial arts movie. You walk the samurai-swamped streets of 16th Century Japan, solving puzzles and hacking up bad guys in an ongoing battle between rival warlords. Visually Onimusha shows off every ounce of the power of PS2, with super-detailed characters that look so life-like you can almost see their blackheads.

The scenery is just as class. Onimusha plays like Res Evil so it automatically switches camera angles as you play, but the detail is unbelievable. Each location looks lush, with trees swaying in the wind and streams bubbling in the background.

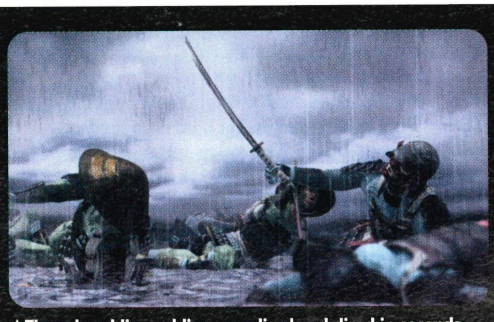
It's not just the presentation that's nicked from Resident Evil. The controls are almost identical. If you've played Res Evil on your PS1 you'll pick this up instantly. There's the same balance between action and puzzles too, and you won't last long unless you're seriously tooled.

Luckily, Samanosuke, the samurai you control, can power up his blade by collecting the three elemental gems - wind, fire and thunder - and combining them for the ultimate in carnage.

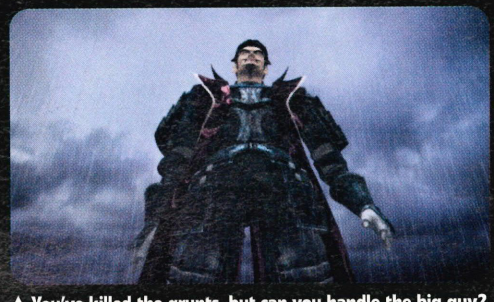
You're gonna need all the help you can get. After you've hacked through waves of kamikaze samurai, you're ambushed by demons. These guys'll get up even after you're shoved a sword through their stomach, and when you're swamped by the suckers not even a blade which spits fire is going to save you.



▲ You're a dab hand with the tools of your trade



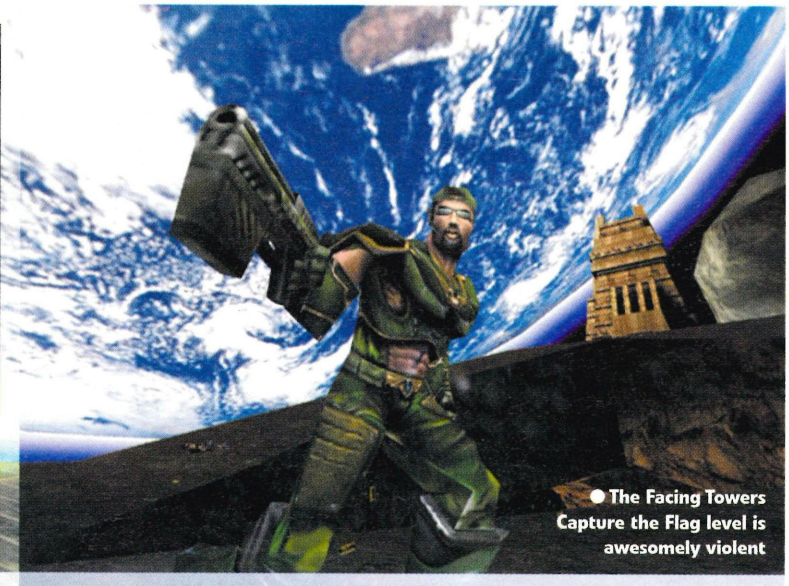
▲These bumbling soldiers are sliced and diced in seconds



▲ You've killed the grunts, but can you handle the big guy?



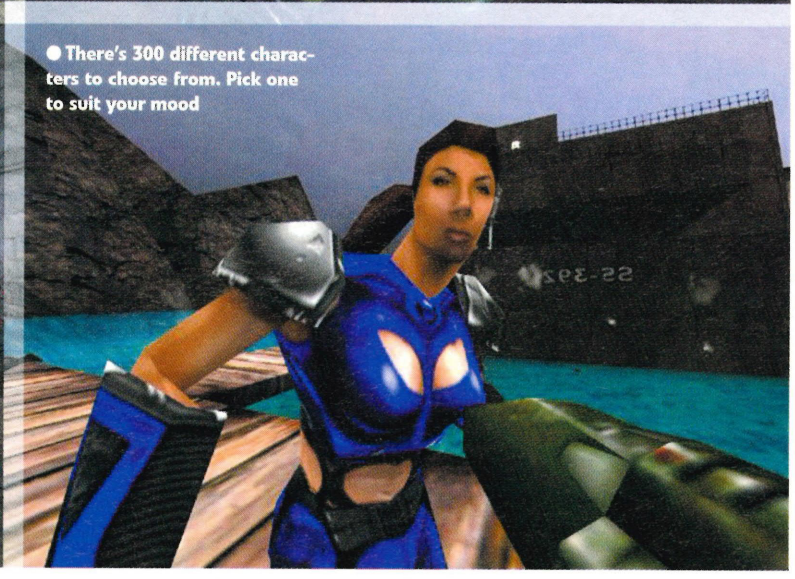
● Ten different weapons make for high-octane lightshows when the action begins



● The Facing Towers Capture the Flag level is awesomely violent



● Sniper shots can take a guy's head clean off. Even close up, the rifle's a killer



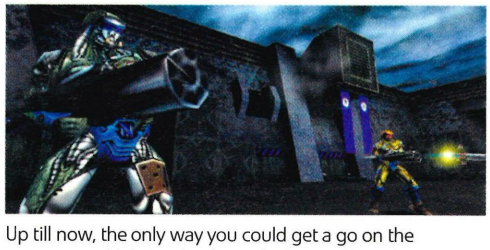
● There's 300 different characters to choose from. Pick one to suit your mood

UNREAL TOURNAME

WE'VE SEEN NOT ONE, BUT TWO PS2 MULTIPLAYER DEATHMATCH

> UNREAL TOURNAMENT

OUT DEC



Up till now, the only way you could get a go on the awsome multiplayer deathmatch shooter Unreal was to lash a couple of grand on a high-end PC. But that's about to change. See, Unreal Tournament - which walked away with no less than seven "PC game of the year" awards - is about to go PS2. And the PS2 version's going to look just as sharp as the PC game. Result!

GAMEPLAY

Types of game on offer are Domination, Assault, Capture the Flag and Deathmatch. You can play all of them against your PS2 or with your mates in split-screen. If you play against the computer, you're playing against 'Bots', who are computer-controlled fighters. Whichever way you play, you regenerate every time you die, so the important thing is to either score kills in deathmatch, or capture territory Assault or Domination, or run off with the other team's flag in Capture the Flag.

WEAPONS

Unreal boasts ten weapons, each with names designed to strike icy fear into the hearts of opponents. "I've got The Ripper!" "No problem, I'm packing The Redeemer!"

LEVELS

Unreal has 50 arenas of mass destruction: they're massive and have tons of secret areas to explore.

CHARACTER TINKERING

Time to dust off your imagination, Unreal has 300 possible combinations of skins and character models to play with.

LEVEL TINKERING

Sadly not, the levels you see are the only ones you get.

MEN IN WHITE COATS

The Unreal boys have already wowed the PC gameplaying world: providing the PS2 version is up to scratch we've got no worries. And from the shots above, this is looking fully as good as the PC version. Sweet.



● Two-pistol action John Woo style is the ideal choice for close-up mass slaughter

● The bigger energy weapons light up the screen like a high-voltage Christmas

● All the characters and levels are sci fi themed. Check the chaingun!

● PS2's power will allow for massive numbers of gun-toting opponents on screen

T VS TIMESPLITTERS

ARENA SHOOTERS. WE PUT THEM BOTH TO THE TEST

> TIMESPLITTERS

OUT DEC



TimeSplitters is being developed especially for the PS2, unlike Unreal Tournament which is a conversion of a PC game. Being PS2-specific gives it the advantage of exploiting every inch of the machine's power, so you can expect fast, smooth-running deathmatch action.

From what we've seen it's pretty similar to Unreal. It's a multiplayer split-screen kill-your-mates effort with the option to play against computer goons controlled by your PS2. But Time Splitters has got some tasty additions that should make it well worth getting hot under the collar for.

GAMEPLAY

It looks as if TimeSplitters is really going to flex its pecs in multiplayer mode, with a ton of different modes including Deathmatch, Capture the Bag (that's "Bag", not Unreal's "Flag"), Escorts, where you have to safeguard the life of some VIP and Last Stand, where you hold off a massive opposing force.

WEAPONS

TimeSplitters will have a scarily big arsenal. Double-pistola action, M16s, chainguns and laser rifles are just some of the flesh-rippers on offer.

LEVELS

There's tons of levels, all themed around grim sci fi locations, and they're all looking smart.

CHARACTER TINKERING

Nope, you're stuck with the ones you get.

LEVEL TINKERING

Yes. The game's mapmaker option uses a simple "Lego" system allowing players to create their own deathmatch levels. This we like.

MEN IN WHITE COATS

Most of the guys working on TimeSplitters also worked on the awesome GoldenEye. We expect great things.



● Smooth graphics rule in Z.O.E



● A city begs for mercy



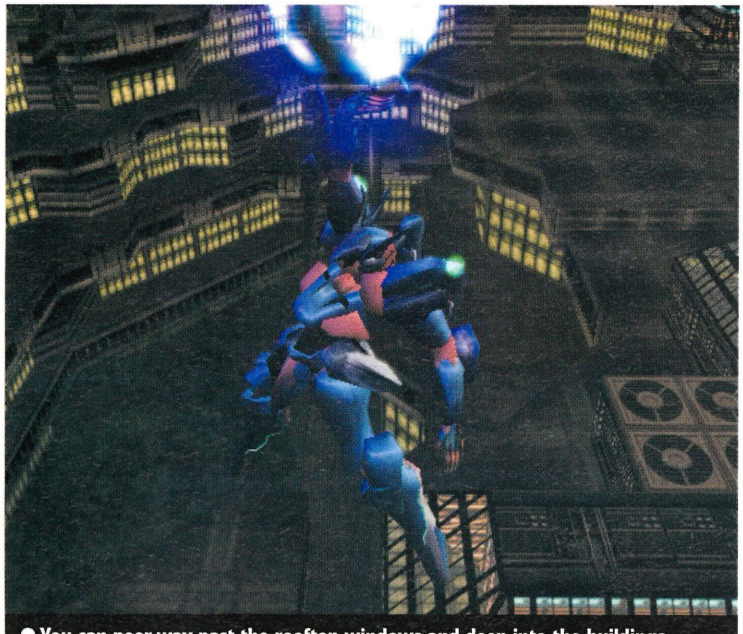
● When gravity-defying 'bots collide!



● Check out the PC-trouncing backgrounds coming soon to a PS2 in 2001

WHEN BOTS GO BAD!

METAL GEAR MAN'S DOWN WITH THE DROIDS IN THIS PS2 EPIC



● You can peer way past the rooftop windows and deep into the buildings

> ZONE OF THE ENDERS

OUT 2001

In the past, the robot has been seen as a bit of a wuss. Thanks to slapstick tin such as Metal Mickey, Twiki and every single Star Wars droid, the mech in our mind's eye has been more likely to make your girlfriend go 'ah, cute!' than to make you want to take shelter behind lead-reinforced doors.

Thankfully, the metal muthas of Z.O.E ain't going to provide comic relief by being left out in the rain - and instead are likely to leave gaping holes where your intestines should be.

This could be because the man responsible for Z.O.E - Zone Of The Enders is Hideo Kojima, the brains behind legendary bullet festival, Metal Gear Solid.

Our resident Scot-boy, Rob Waugh says that north of the border, 'Ender' means a stiffie. Not in this game is doesn't.

It's to do with wee Manga-like infants who pilot skyscraper-sized 'bots called Jehutys. Naturally, the 'bots are tooled-up death-o-trons which battle over a variety of jaw-dropping cityscapes in a bid to overthrow the military regime of Mars.

The story is crucial to the gameplay. There'll be puzzle-solving among all the bloodshed which should mean this'll exercise the brain as much as the fingers.

The bits of Z.O.E we've seen so far are sending the kind of smoke signals that suggest this is gonna be one of PS2's biggest blasts. Not only does it look gorgeous – for once 'like a Manga film come to life!' really rings true – but it's faster than a cheetah in a Ferrari and chock-full of cracking action and inspired weaponry.

And the control system looks like it'll spring a few nice surprises, too. We're promised a game that'll wine and dine the analog stick into awestruck submission, giving the kind of freedom of movement other PlayStation games have only hinted at this far. Expect to get a rather large ender for Z.O.E sometime next year.

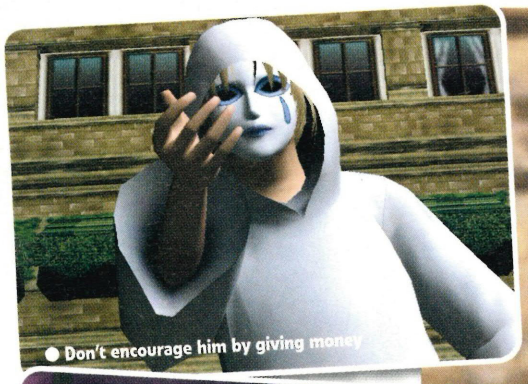
● You've just got to see the Metal Gear man's game in action to believe its retina-tearing visuals



● Pity the suckers below – they're going to get peppered with splinters of robot



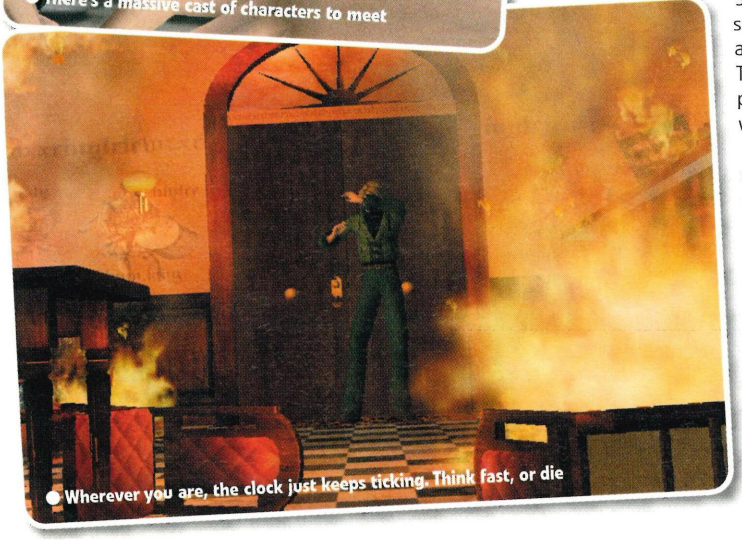
● The game's a good way off but these early shots blow wind up our skirts already


● Don't encourage him by giving money


● Face evil cultists in the past ... or is it the future?


● Solve mind-bending puzzles


● There's a massive cast of characters to meet


● Wherever you are, the clock just keeps ticking. Think fast, or die


● As you flick back and forth through time, a dark mystery unravels

BACK TO THE FUTURE

TIME TO RENEW YOUR TIME TRAVEL CARD

> SHADOW OF DESTINY

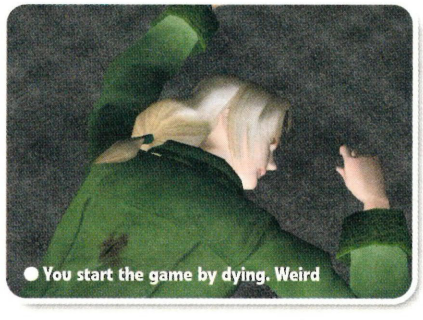
OUT 2001

Shadow Of Destiny on PS2 is a Res Evil-style adventure where you'd better pay attention to the story, or you'll end up dead. This is no series of brain-teasers linked by a paper-thin plot. It's a full-on adventure where the story's central to the action.

It's got a time travel theme and it starts right at the end where you see your character stabbed to death. Sounds odd? It get odder, and you have to stay with it, or you'll lose the plot. And your life. Thanks to the clock-meddling twist, you go back to before your death and then get to run around, trying to prevent yourself being turned into a human kebab.

You have to solve a mystery which involves travelling back to four different points in history. Of course, there will still be puzzles to unravel, but the idea is that you're always against the clock, so you'll be making split-second decisions. Being on the timer also means you won't be able to stop and gawp at the scenery, which is shame, since it's shaping up to look great: breath will condense, footprints will appear in the snow - all the kind of stuff you'd expect from a pukka PS2 game.

It's good to see someone pushing the boundaries of how clever games can get. We'll bring you more news soon.


● You start the game by dying. Weird



● You'll need to squeeze every ounce of power out of these fragile buggies

WILD THINGS

TAKE YOUR PS2 FOR A SPIN, 4X4-STYLE

OUT NOV

> WILD WILD RACING



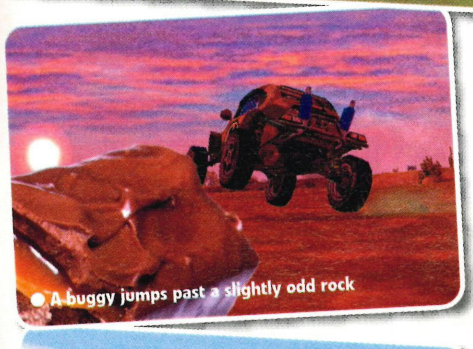
● You can even see the drivers inside their cages

After Wild Wild West, you'd have thought giving anything the "wild wild" tag would be the kiss of death. That hasn't put off the boys behind Wild Wild Racing who, with a total disregard for the truly awful antics of Will Smith, have gone ahead anyway.

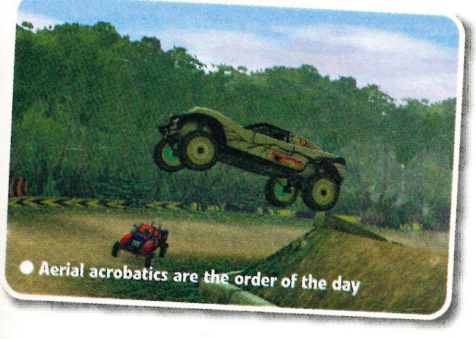
This had best be good, then. And early reports suggest it may well be. As an idea, it's not quite up there with the discovery of fire – you race 4x4 vehicles around all-terrain courses – but thanks to some PS2 hocus pocus it could well be satisfying nonetheless.

For a start, the game's physics engine aims to give you the feeling of driving on tarmac, gravel, mud and ice in a vehicle with spring-loaded suspension and six-foot high tyres. Every lump of gravel, every hummock in the road will transmit itself through your Dual Shock 2, giving you the real feel of caning fragile, bouncy buggies over some of the toughest tracks on earth.

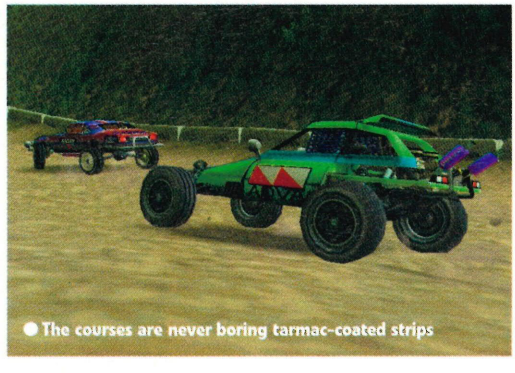
And if you get tired of just racing, check out the Challenge mode, where you have to complete a range of eye-popping stunts and tricks to win yourself new cars and tracks. Whichever way you play this, it's looking sharp as tacks. We'll bring you more mouth-watering shots soon.



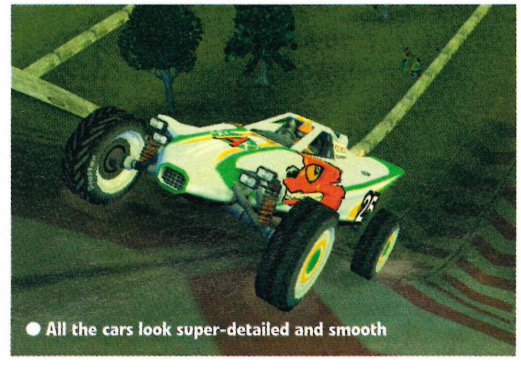
● A buggy jumps past a slightly odd rock



● Aerial acrobatics are the order of the day



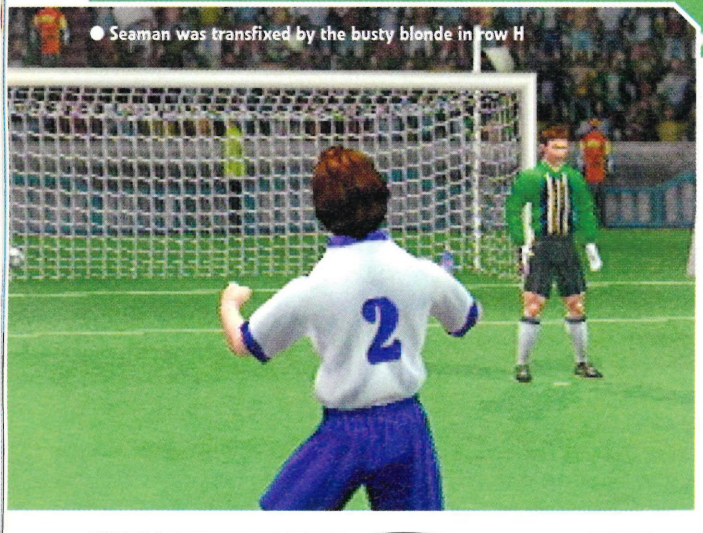
● The courses are never boring tarmac-coated strips



● All the cars look super-detailed and smooth



● Stam wallops it in the back of the net. Now watch it again in the class replay mode



● Seaman was transfixed by the busty blonde in row H

IT'S A GOAL

> FIFA SOCCER WORLD CHAMPIONSHIP

OUT OCT

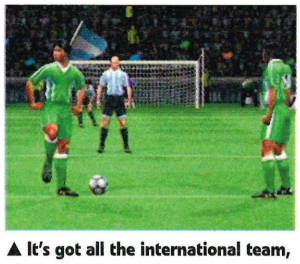
Football comes to PS2 with FIFA Soccer World Championship, the most rounded and enjoyable soccer game we've played

The best sports title on PS2 up 'til now has been a Mahjong game and you don't need us to tell you that's a sad state of affairs. So the release of FIFA Soccer World Championship this month for Jap PS2 came as a bit of a relief. And as you can see from these shots, it looks absolutely mint.

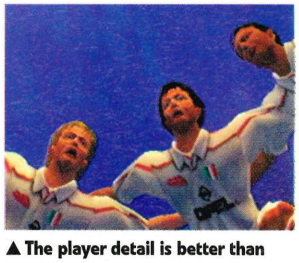
You have to see this on the move to really appreciate it, though. The animation is unbelievably fluid and for the first time, the characters seem to slide from one move into another like they were real people, not puppets with rectangular legs. Squint at the screen and it could be real football you're watching.

The FIFA control system we know and love hasn't been tinkered with too much, though. If you're already a master at FIFA 2000 on PlayStation, you'll be right in the swing of this in a few seconds flat. Some of the easy, cheesy goals you can score in FIFA have vanished too. You can't just hoof the ball across the box and sit back, safe in the knowledge some bloke will automatically head the ball into the back of the net. You have to work a bit harder to score, and that's a good thing.

This is just a taster of what we're going to get when they release a PS2 FIFA game over here. The people behind the game promise the FIFA we get is going to be a big improvement on the Japanese version in terms of graphics and fluidity of play. Think of this one as FIFA on PlayStation one-and-a-half and come October we'll really see what PS2 can do. And maybe the Arsenal squad will have stopped looking so damn Japanese.



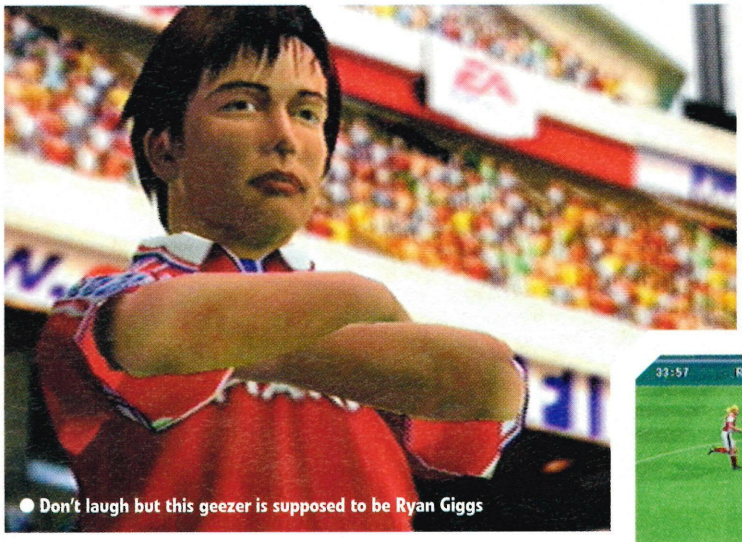
▲ It's got all the international team, plus all the league line-ups



▲ The player detail is better than anything you've seen before

BANZAI BECKHAMS AND SUSHI SOUTHGATES

This month some top footballers are taking games companies to court, saying they haven't given permission for their likenesses to be used in videogames. The as-yet-unnamed stars reckon the game graphics are now so good the in-game players look too similar to their real-world selves, and they want a bit of cash to compensate. Yeah, like they need MORE money. But we don't reckon the makers of Japanese FIFA are in too much danger, since they've made all the players look just a touch Oriental. Check these strange, new versions of your fave Premiership stars.



● Don't laugh but this geezer is supposed to be Ryan Giggs



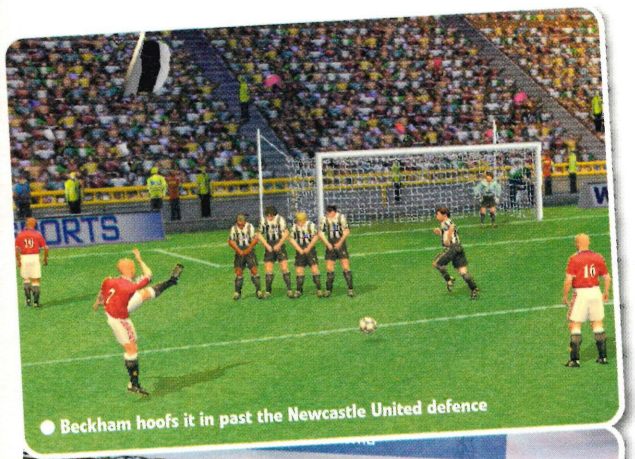
● The controls are the same as FIFA on PS1 so it's easy to pick up and play



● The green arrow shows who you'll pass to



● Having to tap run is still a pain in the backside



● Beckham hoofs it in past the Newcastle United defence

RECOGNISE THIS... OR THIS?

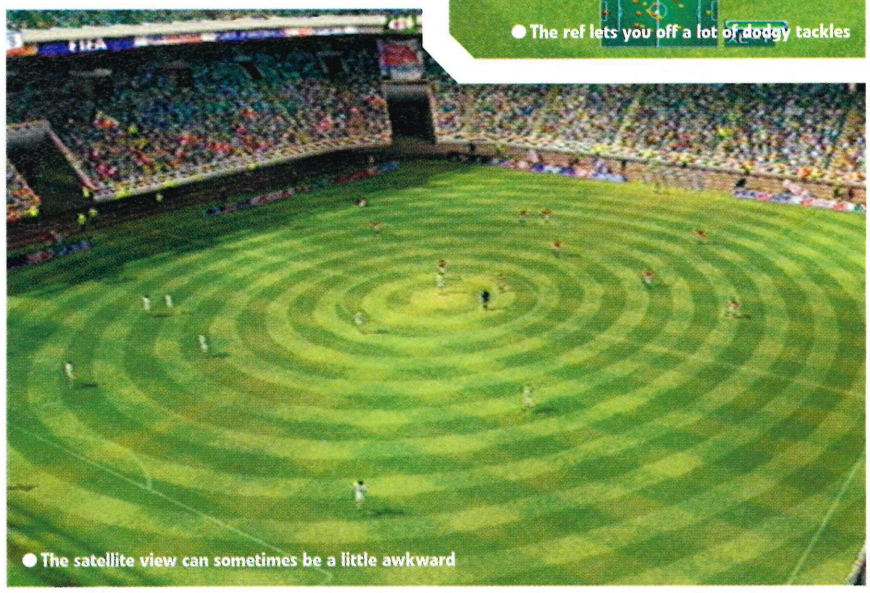
Basically, if you're used to FIFA's nifty controls, you'll be able to pick this one up and play it straight away. You even still tap Triangle to run. The trick moves are pretty similar too, though some of the more cheesy ones have been filtered out. Here's some moves you'll recognise, now in gorgeous PlayStation 2-o-vision.



● The ref lets you off a lot of dodgy tackles



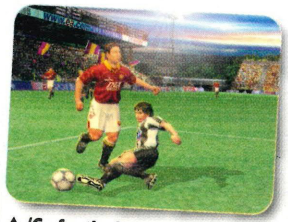
● Although the close-up views are cool, it's almost impossible to play



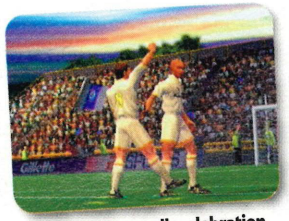
● The satellite view can sometimes be a little awkward



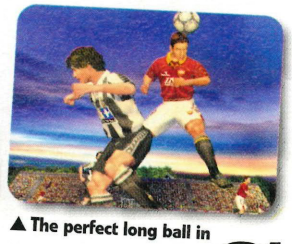
● Playing one-twos is a cinch in PS2 FIFA



▲ 'Go for the ball, not his legs!'



▲ The chicken walk celebration



▲ The perfect long ball in



● This is an in-game shot of GT2000 running. Way to go!

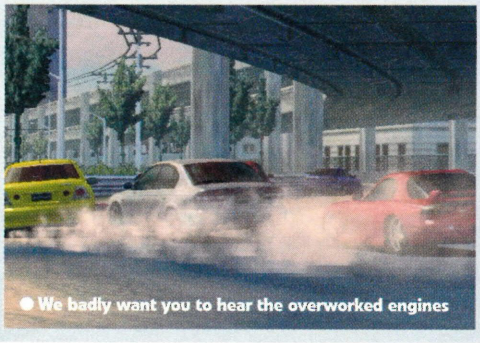
GRAN TURISMO 2000

PlayNation's been tearing up an early version of Gran Turismo 2000 on PlayStation 2. And, as you'd expect from the trailblazing series on the new console, it's cranking up the jaw-drop factor to even giddier heights.

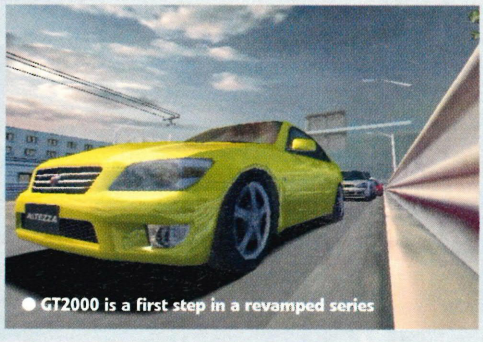
For a start, the intelligence of your opponents has been tweaked beyond the usual grandad levels. Expect a tougher time from the other cars on the tracks. Couple that with speeds around twice as fast as previous outings, blinding looks, and you've got a game that'll be showing the PS2 the time of its life.

But that's not all. While Gran Turismos 1 & 2 were well-known for using the dual control pad, GT2000 will really be taking it out for a spin. The harder you mash the buttons, the faster you'll go. And Sony promises you'll be able to 'feel the speed as you manouveur through curves and shoot down straights.'

All this we know despite the fact the game's only halfway complete. It's also been confirmed that the finished version, due at the same time as the machine's UK launch on 26th October, will boast two extra tracks, in Monaco and Tokyo.

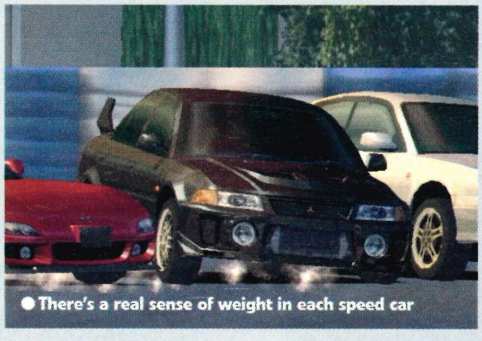


● We badly want you to hear the overworked engines

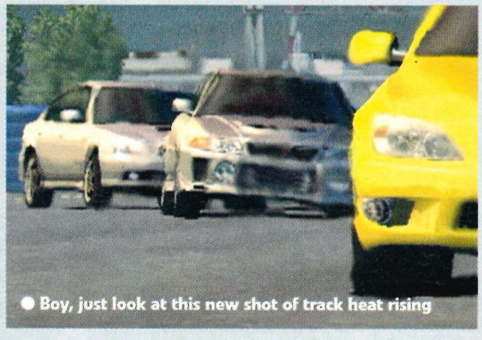


● GT2000 is a first step in a revamped series

WHEN THE MIGHTY PS2 AND GRAN TURISMO MEET HEAD-ON, EXPECT TV'S ACROSS THE LAND TO GO ON STRIKE



● There's a real sense of weight in each speed car



● Boy, just look at this new shot of track heat rising

SMUGGLER'S RUN

The US countryside is the preserve of banjo-playing inbreds, rutting bison and sadistic googly-eyed tractor drivers who wave you into the path of a oncoming Mack. Thanks to PS2's Smuggler's Run there's now a new fear - smugglers.

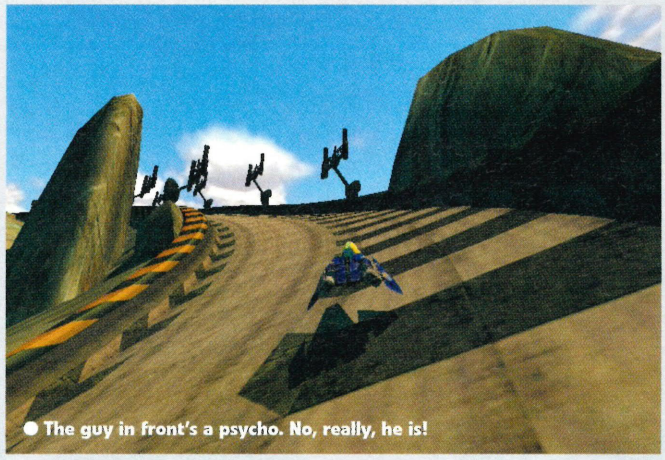
This time it's you who's the bad guy, loading up a dune buggy with contraband and outwitting the cops across an endless vista of farms, fences and forests. We've seen the game and are worried it might be too real – the country looked lonely and dull. We expect more by the time it's out at Christmas.



▲ We like the looks of Smuggler's Run but it was missing some hardcore action when we saw it running

WIPEOUT FUSION

How often have we been promised, 'drivers will each have their own personality' only to discover that they have – but it's all the same personality? Not so WipEout Fusion on PS2. It has a host of improvements, but the one that's getting us excited is the new opponent identities. If it works then that should make for some absolutely gripping head-to-heads. WipEout Fusion's out for Christmas here.



● The guy in front's a psycho. No, really, he is!

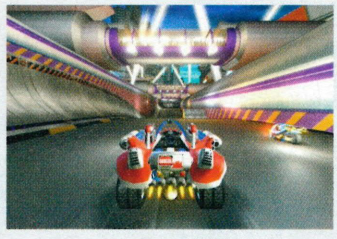
MOTOR MAYHEM

Like Mad Max crossed with Robot Wars, Motor Mayhem asks you to pretend it's the future and that your life hinges on you successfully piloting a tooled-up combat vehicle against a variety of armed foes.

The game promises fast-moving motorised violence across eight arenas and includes a four-player split-screen deathmatch mode. This sci-fi racer is slated for an early 2001 release.



▲ Motor Mayhem is a cartoony WipeOut



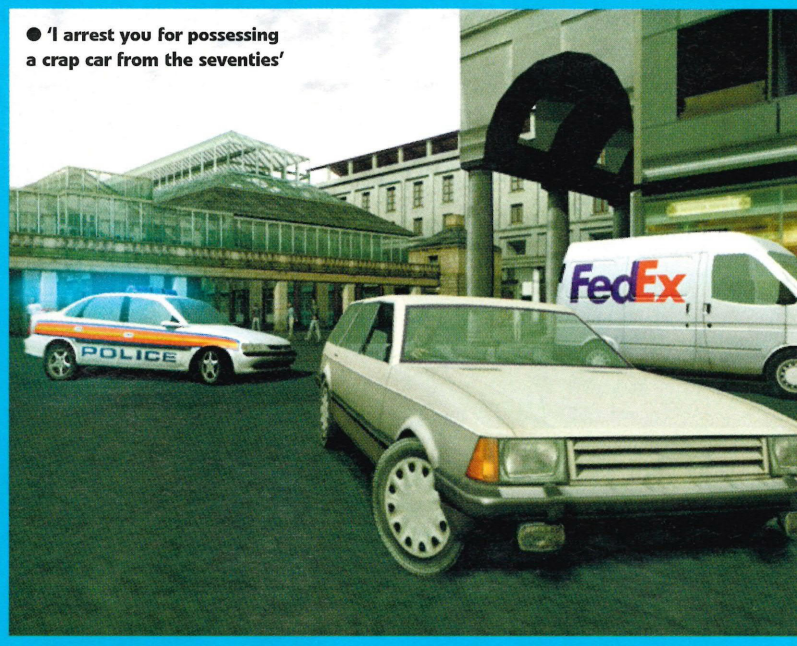
▲ It's a PS2 launch for 2001

NASCAR 2001

Anorak-wearing racing fans will gleefully tell you that Daytona 500 is the holy grail of racing events, no doubt collecting spittle at the side of their mouths while they do so. Yet until now it's never been featured in a racing game. Nascar 2001 has Daytona as one of its 14 tracks, but also boasts over 30 drivers and cars, improved opponent intelligence and a cool-sounding career mode. Expect it around October this year.



● Nascar 2001 is expected to be a launch game for PS2



● 'I arrest you for possessing a crap car from the seventies'

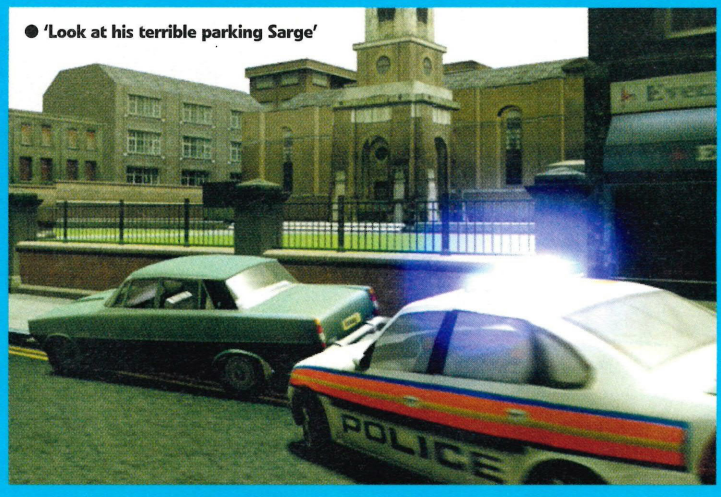
YOU'RE NICKED SUNSHINE

> THE GETAWAY

A super hi-res GTA London-style game hits PS2 in 2001

In real life, London smells, is full of hobos and is impossible to move around in. In The Getaway, however, London is your playground, a personal race course for you to race around in one of up to 50 cars.

Imagine Grand Theft Auto London, given a massively high resolution 3D makeover to look and drive like a demon within 70 km of London's streets. We expect The Getaway to be out next year.



● 'Look at his terrible parking Sarge'



▲ This street's from the Lock,Stock movie



▲ We can't believe the graphic quality

COMING UP

MUNCH'S ODDYSEE

Anyone already familiar with Abe and the Oddworld series will be at the pant-cacking stage for this latest in the series.

Unlike the other Oddworld games, this is less a platform adventure game and more a real-time sim. Munch and Abe have to make sure their environment does well, and under your guiding hands it can either go completely to pot and become a toxic dump or thrive and flower into a tree-hugger's dream. Using 'Gamespeak' technology that really sets the Oddworld games apart, this looks like creating an beautiful believable living world where characters. Awesome.



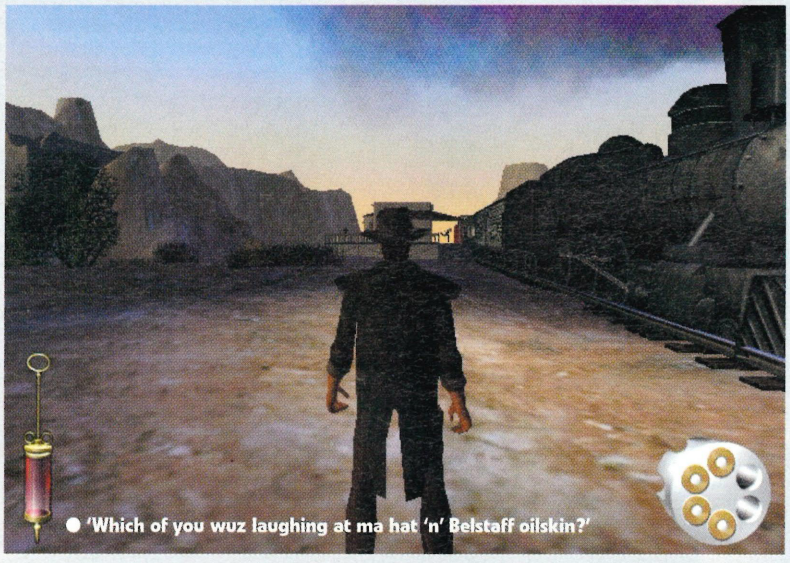
● We love the look of this game



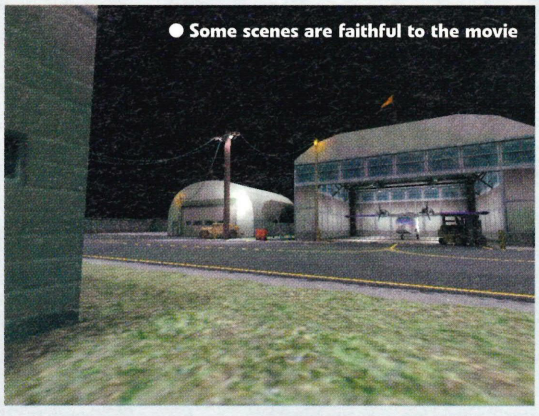
● Is this going to be PS2's first retina-stunner?

GUNSLINGER

Gunslinger gives you a choice right from the beginning. Are you going to be a white-hat-wearing all-round good guy, or an evil stogie-chewing baddie? The character you choose dictates how you behave during the game, but the object is basically the same – you're on a revenge mission. Complete objectives like winning a gunfight, hijacking a stagecoach, playing in a card game and rescuing prisoners in order to get your own back on an evil landowner. You'll master skills such as the quick-draw, two-handed pistol fight, and gambling.



● 'Which of you wuz laughing at ma hat 'n' Belstaff oilskin?'



● Some scenes are faithful to the movie

THE WORLD IS NOT ENOUGH

Once again it's time to don the natty shoulder holster and play at being 007. Released simultaneously on PlayStation and PlayStation 2, The World Is Not Enough sees you prowling settings familiar from the film, ventilating the evil Renard's slimy henchmen and getting to grips with a variety of Q's ingenious gizmos.

But the PlayStation 2 version has been created using the Quake III Arena game engine, so you can expect Bond's adventures to look better than ever. Genuine dialogue and sound effects from the movie, a new targeting system for superior baddie bashing and a cool multiplayer mode are also fitted. The World Is Not Enough is out later this year and is shaping up well.

GRADIUS

Looks like the PlayStation 2 won't be free of the curse of retro gaming. Yes, the 'classic' shoot 'em up series, Gradius is winging its way two-wards with Gradius III and IV both appearing on one disc later this year. This will only really appeal to fans of the series, but at least they get something extra for their cash – in this case, beefed-up graphics are a part of package as well as added play modes and two original movie demos.



▲ OK, so it doesn't look much like a PS2 game, but the gameplay's well frantic



▲ Thank heavens for the shield. Without you'd be nuked in seconds



▲ See the bar at the bottom? That's how you power up your weapons

X SQUAD

The game X Squad caught our eye because it's set to be PlayStation 2's first squad-based shoot 'em up. You have a group of four buddies you must lead into action across a series of missions. But your troops will all be stubborn bloody-minded coves and will talk back, think and act freely. You'll need tactical nous to use their different skills to ensure you send stacks of bio-terrorist scum to the cemetery.



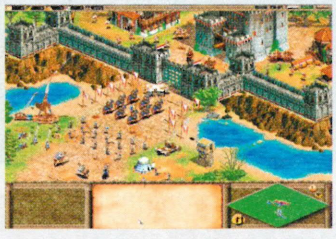
● Let's hope the ropey looks get fixed for launch

AGE OF EMPIRES 2

Age Of Empires 2: The Age Of Kings sees you take on a real-time strategy world where you're crowned the ruler of one of 13 civilisations drawn from history.

You get to change history by plotting the course of civilisations such as the Vikings, Celts and Japanese from the time of the fall of Rome up to the Middle Ages. It's your military prowess and diplomacy that matters in this PS2 epic.


▲ Like Command & Conquer in chainmail


▲ History swots should do well in this

STREET LETHAL

Street Lethal gives you the chance to design and race souped-up concept cars around ten of the world's cities.

The idea is to test pre-production motors around places such as London and Paris. Crash and your cars will buckle so the handling will be affected accordingly. If you take much damage then it's game over and you won't unlock the secret cars.



● Your homebrew motors rule Paris


● Look at these lush settings

INFESTED WITH DEVILS

> SUMMONER

RPG fans at the ready - it's questing time

With the help of a Summoner's ring, you can call forth demons, dragons and elementals for all manner of rampaging fun. First you need the rings though, yes?


● Summoner boasts great looks

That's the point of Summoner, an RPG due out sometime later this year, which sees you heading up a quest to find the magical rings and save your kingdom from annihilation. If the overall backdrop of demons, magical rings and sword-carrying gimps is hardly new, the PlayStation 2's should see to it that the standard RPG look is given a bit of an overhaul. The in-game movies and effects are looking excellent and overall the graphics have a real film feel that should see it shinning to the top of the RPG tree.


▲ 'So I was have a really nice walking weekend in the Lake District when suddenly...'



BETTER THAN WATCHING G

PS 2 SPORTS GAMES WILL MAKE THEIR TV EQUIVA

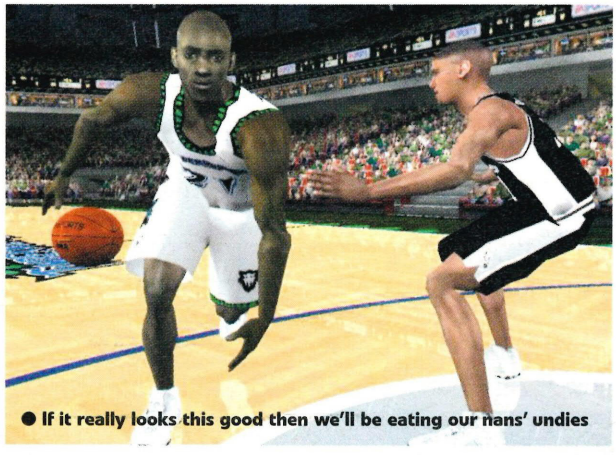
Instead of heading for Hackney Downs and risking injury, disfigurement and disgrace on the field of play, the wise man simply plugs in his PlayStation 2 and enjoys the fun of competitive sport with none of the drawbacks.

And thanks to the buffed-up graphics PS2 serves up, the host of titles on offer will now look, feel and sound better than ever before...

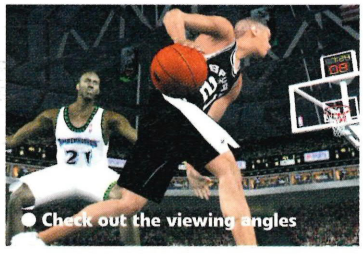
NBA LIVE 2001

Nowhere is the new izzy-whizzyness of the PlayStation 2 going to make more of an impact than sports games. Almost every sweat-em-up you'll see on the new machine will have realer-than-real effects. NBA Live 2001 is a great example.

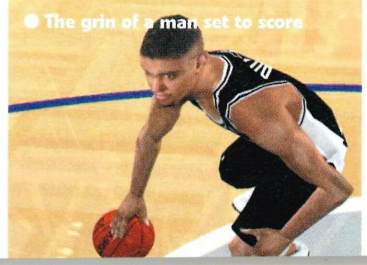
The latest version of the basketball series will boast seriously cranked-up visuals such as real-life player models, cool new stadium movements and even an animated bench. All that and a create-a-player option too.



● If it really looks this good then we'll be eating our nans' undies



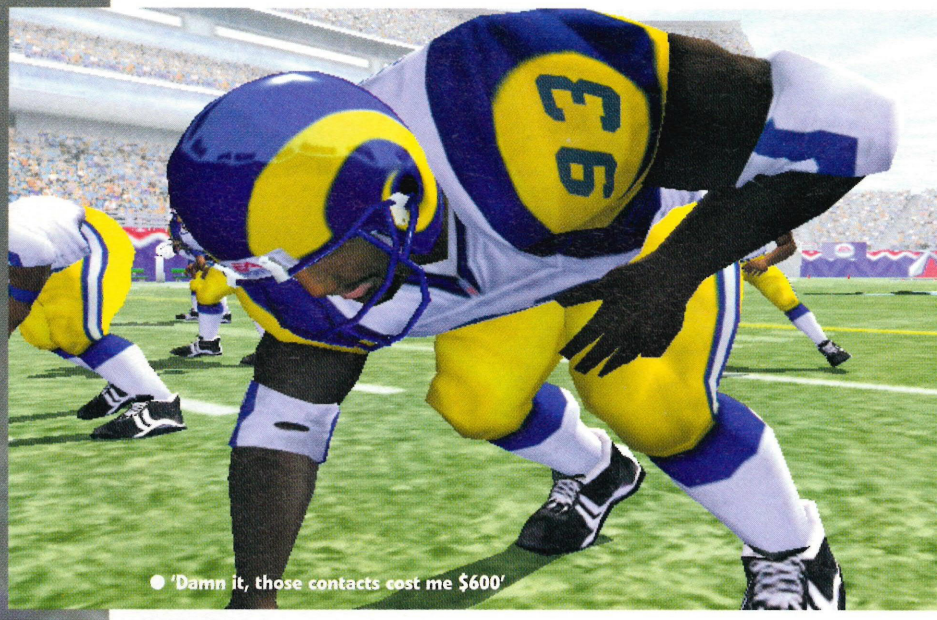
● Check out the viewing angles



● The grin of a man set to score

KNOCKOUT KINGS 2001

The brain-damaged goons of the canvas are back for Knockout Kings 2001 for PlayStation 2 - and this time they're joined by the laydeez. Yes, some of the world's most fearsome female punchers have been motion-captured to join a line-up of legendary pugilists including Ali, Joe Frazier and Rocky Marciano. Of course, there's also a heap of new in-game touches like the "haymaker" punch and new fighting styles which give players the chance to re-create fighters of yore. Knockout Kings 2001 should be out early next year.



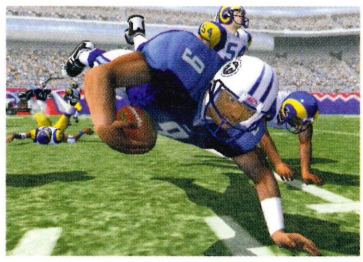
● 'Damn it, those contacts cost me $600'

MADDEN 2001

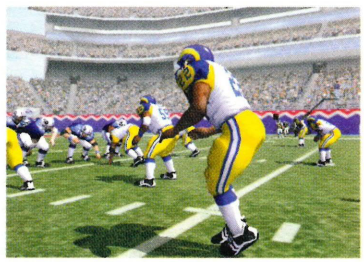
The latest turnout for the PlayStation's long-running American footy series, Madden, promises - or threatens, depending on what you think about American football - an insane level of detail.

Can anyone truly be interested in the fact that the height and weight of each player has been factored into collisions to make them more realistic? Does anybody care that players will wear the same wristbands and do the same celebration dances they do in real life.

We'll have to wait 'til the end of the year, and the release of Madden 2001 to find out.



▲ Real men do one-handed press-ups



▲ 'We move when the cheesy music starts'

RANDSTAND!

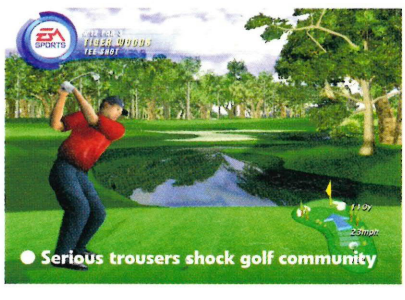
ENTS SEEM AS DYNAMIC AS A FROZEN CORPSE

TIGER WOODS PGA TOUR 2000

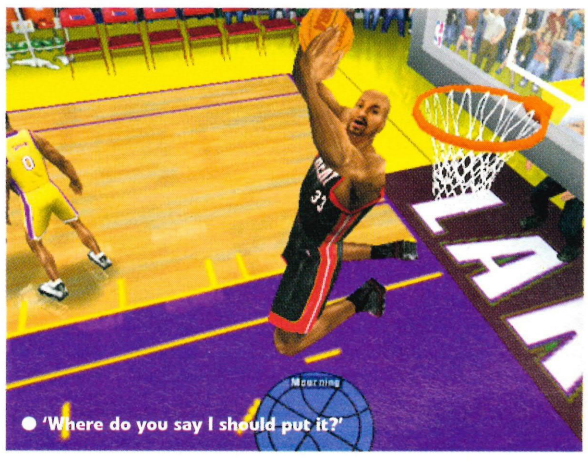
Tiger Woods again lends his heavyweight backing to the latest PGA effort with Tiger Woods PGA Tour 2000.

As well as the Tiger sanction, other top fairway ramblers have been motion-captured.

The game lets you qualify and play in a simulated PGA tour. Improved game physics and swing controls mean that for the first time a bit of real golf knowledge could prove handy on PlayStation's greens. This is due for release at the end of this year.



● Serious trousers shock golf community



● 'Where do you say I should put it?'

ESPN NBA 2NIGHT

ESPN Extreme Games was among the first sports games on PlayStation. Now ESPN, a US sports channel, is back with, they say, a "personality".

The idea is that 2Night captures the real live feel of the basketball event, with fast-paced arcade action and touches such as Stuart Scott's 'funny' comments during matches.

All this, and 25 high-flying dunks, five different game modes and a create-a-player option. Hoopla!

▲ The PS2 version of International Track & Field promises big gains in copying the authentic athletics experience – but not including steroids, sex changes and cheating apparently

INTERNATIONAL TRACK & FIELD

Those who value the use of their fingers – pianists and heart surgeons, say – would do well to steer clear of ESPN International Track And Field

If it's like other Track and Field games, then it'll involve frenzied pad pummelling, only this time with PS2's sheen.

Us lot at PlayNation are massive fans of the Track & Field series, not least because it's settled many arguments over who makes the tea and who's a motormouth. As the saying goes, when the flag drops the bullshit stops.

The PlayStation's best 'all-back-to-mine' livener has been given a full fitness workout ready for its PS2 release.

For the first time, real-life stars of athletics have been signed up to help with the visuals. Pole-vaulting champ Jeff Hartwig, formere 100-metre world record holder Maurice Green and sprinter Ato Boldon have all undergone the motion capture treatment to make sure the 700 moves you see in the game are the best yet. We're promised pukka facial expressions and reactions, so expect to see losers gurning like constipated gibbons.

In addition, the new, improved Track & Field will have over 12 individual international events, including the 100-metre dash, long jump, weightlifting, gymnastics, and skeet shooting (whatever that is), all of which you'll be able to thrash either in single event or championship modes.

Of course, it's the multiplayer bits that we're most interested in. Track and Field has always been first out of the box when mates drop round. And this looks like being no different . Lace up your spikes for Track and Field later this year.



▲ 'Until I had them reduced they were out here!': Italian water babe goes to extreme measures to boost her performances

FINGER FLICKIN' GOOD

> SYDNEY 2000

PlayStation 1 gets its most up-to-date athletic game

The world of sweating, grimacing, nut-crushing Lycra and steroid-gobbling, otherwise known as the Olympics, is given the official PlayStation treatment thanks to Sydney 2000.

While Sydney 2000 will have its fair-share of the kind of joypad abuse familiar to anyone who's ever played Track And Field, the idea here is to vary things by providing players with a management feel. As a result, you'll have to give your athletes tender loving care in between events, making sure they keep themsleves in trim, but also ensuring the poor lambs don't wear themselves out before they compete.

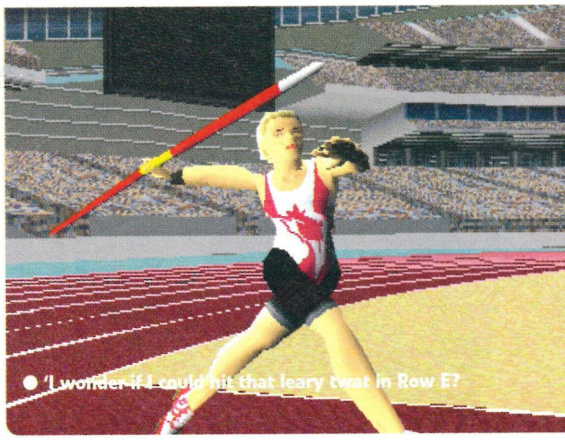
The virtual gym isn't the only thing that's caught our eye. Aside from some tasty-looking graphics, each event will involve a new set of skills just as it would in real-life. While nimble fingers will probably see you through the running events, other contests will involve button combos which you'll have to get sussed, and some may involve some tasty steering and timing techniques.

Plenty for the solo flyer to get his teeth into, then. However, it goes without saying that Sydney 2000's multiplayer mode has got to be up to scratch if it's going to give Track And Field's celebrated gameplay a run for its money.

Expect to see Sydney 2000 on good, old-fashioned PlayStation 1 sometime in July.

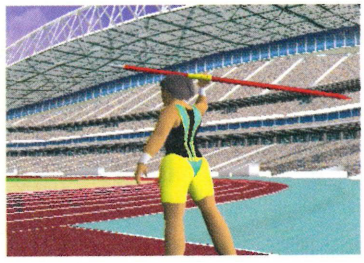


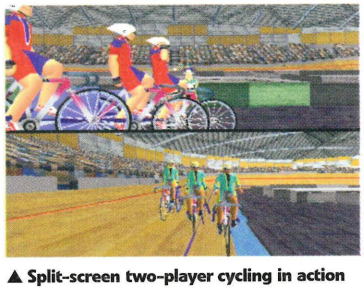
● He's a Brit. So he'll flunk the start

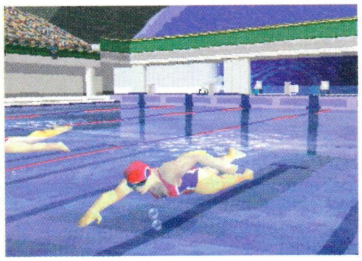

● 'I wonder if I could hit that leary twat in Row E?

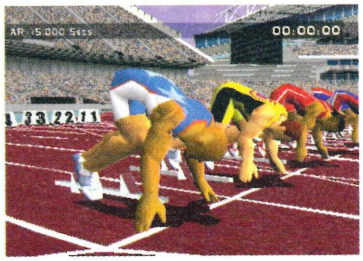
● Imagine the button sequence you'll need to master to get this chick doing the perfect corkscrew and entry



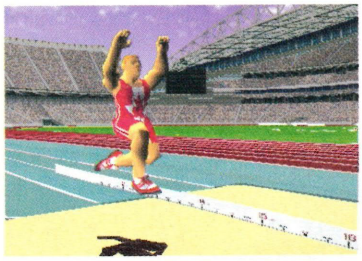

▲ Javelin needs new skills if you're to win

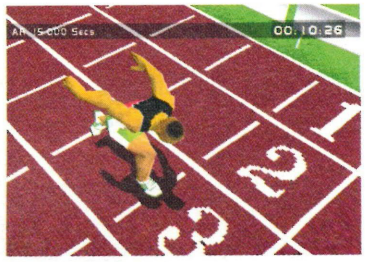

▲ Split-screen two-player cycling in action


▲ They'll lose without the new Speedos



▲ Officials preferred mass colon inspections


▲ Tubby Canadian about to leave crater



▲ We like the simple but bold graphics

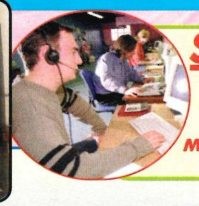
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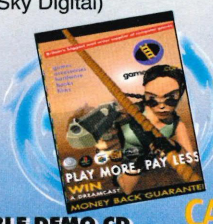
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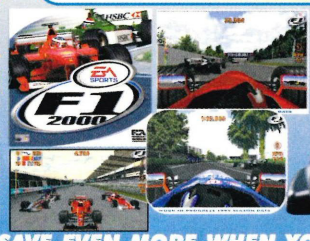
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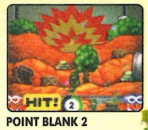

APE ESCAPE


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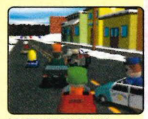

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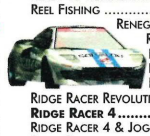

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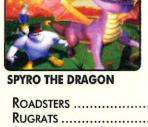

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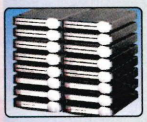


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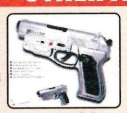
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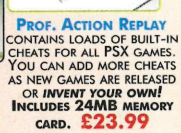
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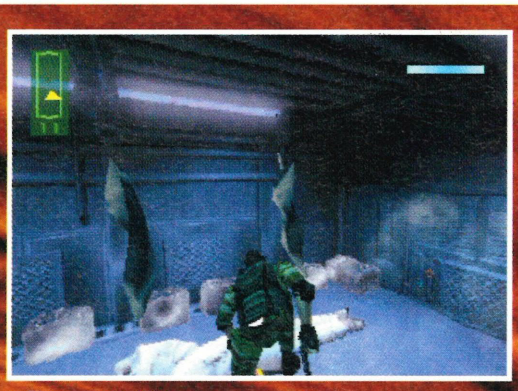


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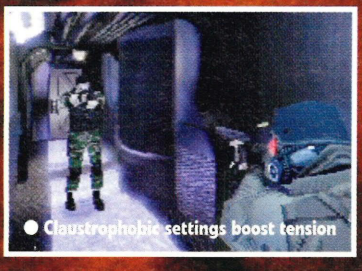


▲ These are the VIP hostages you must save



▲ Train-top action is hot

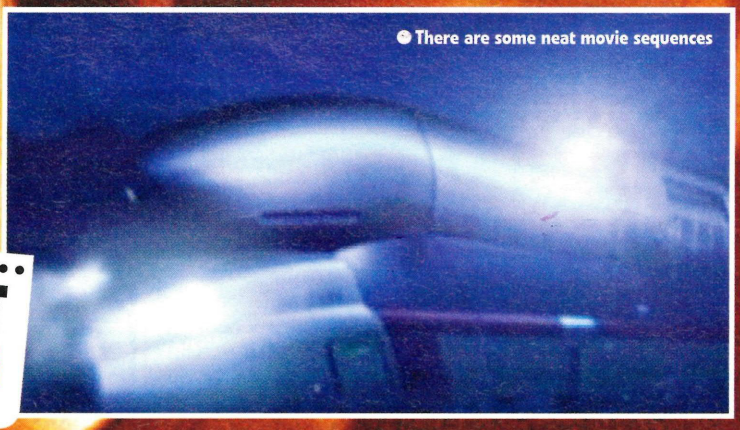
THE 9.35 FROM ST PETERSBURG WILL NOT BE STOPPING



● Claustrophobic settings boost tension



● 'This nuke's gonna blow soon!'



● There are some neat movie sequences

OUT AUG

> CHASE THE EXPRESS

You love Under Siege and Die Hard on video, right? And Res Evil rocks? Then prepare for this PS1 game

If you've ever watched any of the Die Hard or Under Siege films, the plot of Chase the Express is going to sound familiar.

You're a lone muscleman trapped on a speeding train which has been hijacked by a bunch of slimeball East European terrorists. As usual, the evil ex-Commies have brought along a nuke in a box, and they've taken a whole bunch of VIP hostages. And guess who's got to save the day, the train, the VIPs, the world?

We'd kind of expected Chase the Express to be a never-ending firefight on top of a bunch of clattering boxcars, but it's actually a lot more thoughtful and slower-moving than that. The terrorists are spread thinly throughout the carriages, so most of the time you're sneaking around, solving puzzles and generally trying not to raise the alarm.

To play, it's very like Resident Evil with terrorists. In fact it's so like Res Evil we reckon the menu screens must be some kind of copyright violation.

Combat's well cool, thanks to the three difficulty levels. You can choose Res Evil-style targetting, or simply auto-lock onto whatever jumpsuited goon stumbles into your gunsights.

The bits when you're fighting on top of the train are especially sweet. Shoot someone near the edge and they'll fall off with an agonised shriek, trailing blood down the side of the boxcar. Sweet.

Every staple action-film moment has been shoehorned into Chase the Express, and it fits together into a cinematic whole.

You'll find yourself piling into an elevator to avoid oncoming guards, rescuing VIPs from snarling Commies, leaping behind a kitchen counter to avoid a hail of fire. This is the distilled essence of every Die Hard, every Under Siege, shaken up with a big dose of Resident Evil. **Review next issue.**

BIG UP THE JUNGLE MASSIVE!

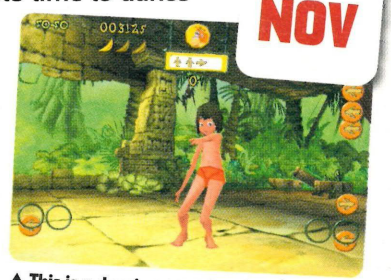
> THE JUNGLE BOOK RHYTHM N GROOVE

OUT NOV

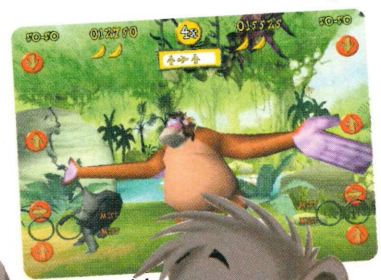
Get your Y-fronts on Mowgli, it's time to dance

Billed as an 'adventure', The Jungle Book Rhythm N Groove is in fact a Bust-A-Groove-style dance sim where you get to cut a rug along to some of the classic songs from the kids' Disney movie. This game's launching on both PS1 and PS2. Clearly, it looks great, and from what we've seen, the tried-and-tested method of bashing keys to create dance combos will be in place. In single player you get to play as the original jungle boy, Mowgli, following a story which'll bring you into contact with the sly snake Kaa and the menacing Shere Khan. Multiplayer gives you the option of choosing Baloo, King Louie or other characters. Alongside the old faves like I Wanna Be Like You and Bare Necessities, there's 15 minutes-worth of cinema sequences and nine different levels for lots of frugging fun.

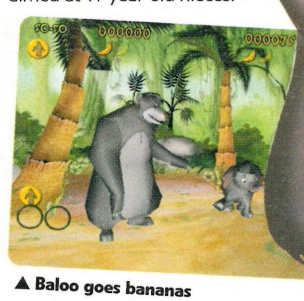
Obviously, though, this is aimed at 11-year-old nieces.



▲ This is a dancing game on both PS1+2



▲ King Louie's big beats



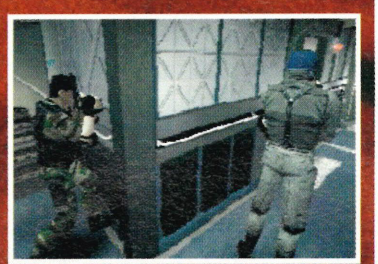
▲ Baloo goes bananas



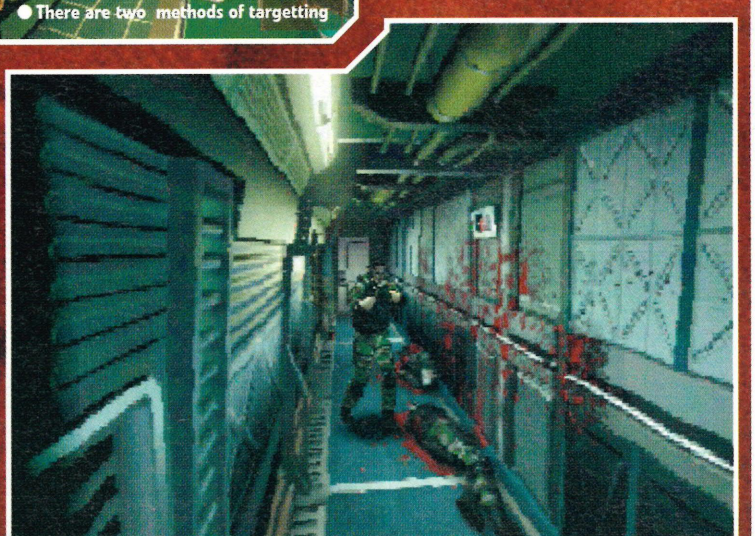
● This is a cool-looking game



● There are two methods of targetting



▲ There's much room for stealth action



▲ Well put it this way, this grunt ain't gonna be getting up any day soon

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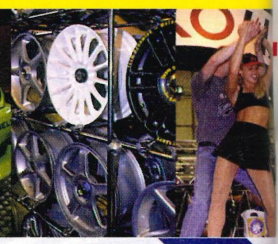


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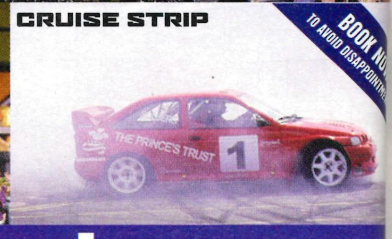












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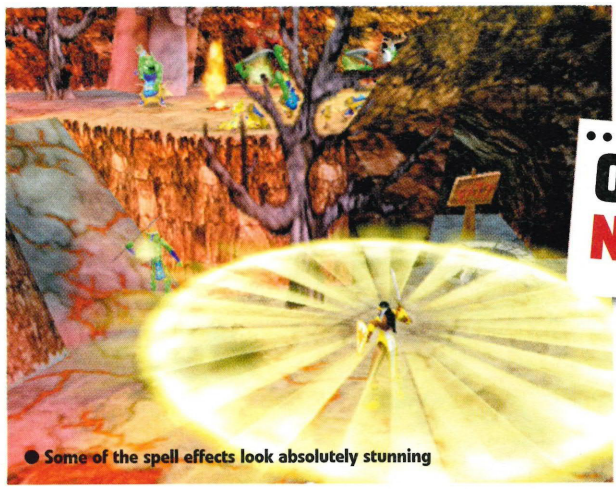
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'FOLLOW ME, LADS. I KNOW THE WAY'

OUT NOV


● Some of the spell effects look absolutely stunning


● Classic goblin-bashing action. Can't be beat


● The environments look absolutely lush

> GAUNTLET: DARK LEGACY

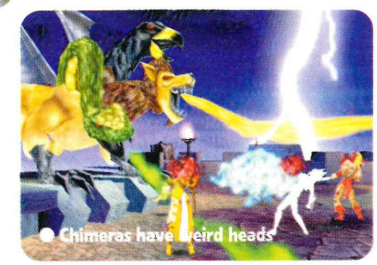
Band together for some multiplayer goblin-slaying

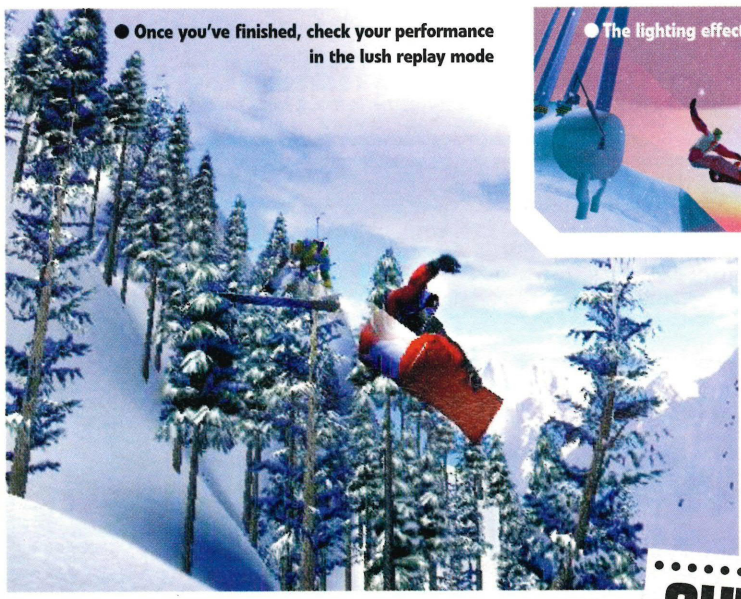
Sometime in the mid-80s, Gauntlet appeared. It was a 2D dungeon adventure, and it was basic as hell. But it was probably the first arcade game ever where you and three mates could take it on together.

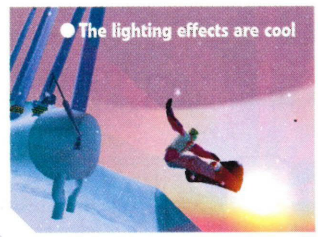
Flash forward 15 years, and Gauntlet's back on PS2, and it's now tooled with some seriously flash visuals.

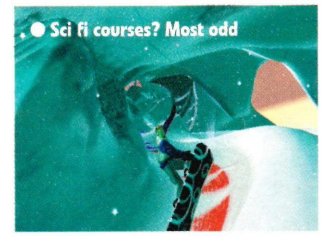
The central idea of guiding a team of Warriors, Wizards, Archers and Valkyries around dungeon levels remains the same, but the variety in the gameplay has improved massively.

The PlayStation 2 version - Gauntlet: Dark Legacy - sees tons of new characters joining the action. You'll now also be able to control dwarves, knights, sorceresses and jesters, each of whom brings a whole new set of skills, spells and combos you can unleash on the various dungeon-dwelling scum who'll stand in your way. The combat's no longer just a matter of chucking missiles: it's more like a free-roaming, smart-looking beat 'em up. There are new realms to explore too, and they'll be home to a whole host of fire-breathing bad guys, some old friends, some totally new. If you're a fan of the original, you'll be pleased to know Death's still in there, too!


● Chimeras have weird heads


● Once you've finished, check your performance in the lush replay mode


● The lighting effects are cool


● Sci fi courses? Most odd


● Super-detailed boarders

BOARD GAMES

OUT NOV

> SSX SNOWBOARDING

Jack up your heartbeat to dangerous bpms with SSX

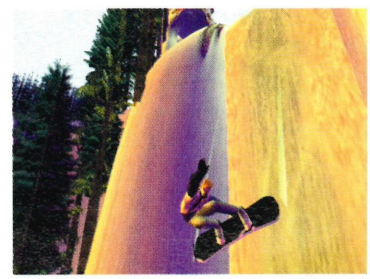
Boardercross is hardly out of nappies as far as extreme sports go, but there's already a PlayStation 2 game in its honour.

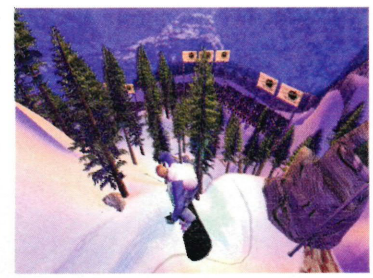
Like the sport, SSX takes place on a kind of snow-covered motorcross track - stuffed with jumps, turns and hidden shortcuts. Before you get that far though, you need to prove your snowboarding worth and rack up Adrenaline Points by pulling tricks.

Once you've got enough points to get out to the courses it's clear that the blokes behind SSX have taken a few liberties as far as reality is concerned. The boarders here get their high-octane fix on a variety of tracks ranging from the tongue in cheek - the Aloha Ice Jam - to the ridiculous - Tokyo Megaplex.

Still, who cares, so long as the game looks good? And it certainly does. Three different gameplay modes (freeride, world circuit and championship event) all give the game a chance to do the graphics equivalent of wearing a bikini and strutting along Venice Beach showing its tan.

What's more, it's got the tunes to match. Ultra-hip vinyl meddler Mixmaster Mike (who DJs for the Beastie Boys) and drum and bass dons Aphrodite and Mickey Finn have all had a hand in the soundtrack. SSX touches down in November this year.


▲ Catch serious air to get Adrenalin Points


▲ The stunts are big, fast and deadly

WHACK-O JACKO

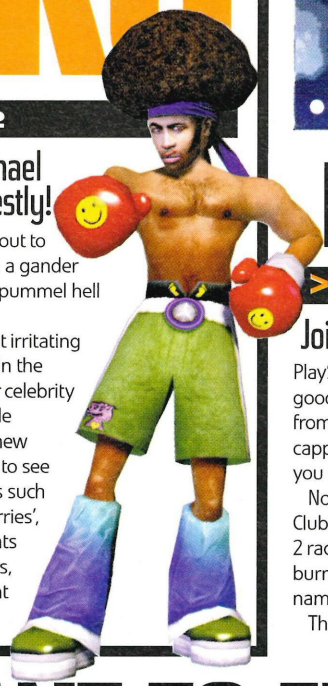
> READY 2 RUMBLE 2

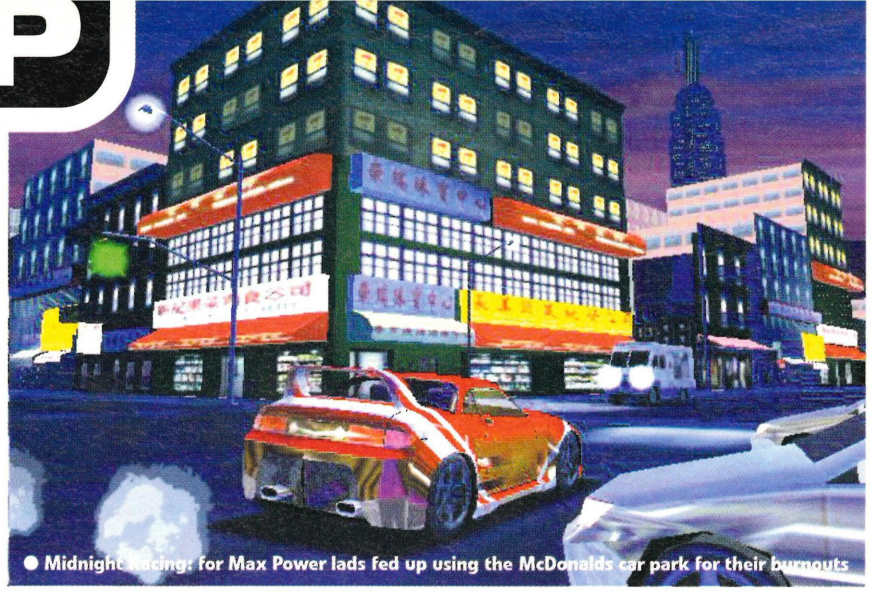
Your chance to smack Michael Jackson in the chops. Honestly!

Even if Ready 2 Rumble Round 2 turns out to be a complete dog, it's got to be worth a gander for at least one reason – the chance to pummel hell out of Michael Jackson.

Yes, almost unbelievably, pop's most irritating 'chameleon' will make an appearance in the PlayStation 2 box-a-thon, joining other celebrity bruisers like Shaquille O'Neal and 12 all-new characters. Expect to see some fresh moves such as the 'rumble flurries', a fresh set of taunts and victory dances, and a tournament mode that's new.

OUT NOV





● Midnight Racing: for Max Power lads fed up using the McDonalds car park for their burnouts

RUDE CARS, FAST LADS

> MIDNIGHT CLUB

OUT NOV

Join the Midnight Club and speed's your only choice

PlayStation gamers have been used to being the good guy. Whether you were saving the empire from alien attack, chasing baddies in a squad car or capping the ass off a evil henchman, chances are you were doing it in the name of righteousness.

Nowadays, being bad is good. And Midnight Club: Street Racing is no different. It's a PlayStation 2 racing game which gives you an entire city to burn around in, but burn around in the dubious name of lawbreaking.

The aim is to speed illegally around the city until you meet a rival equally intent on standing before a magistrate – another member of 'the Midnight Club' in other words.

The two of you then tear up the city at breakneck speeds until one of you wusses out.

Keep up the good work and you'll get to tune your car and all the other sort of stuff you'd expect.

Our one concern about this fine, upstanding idea is that this game looks a bit shit for a PS2 launch game. In fact, it looks pants for a PS1 game. Oops!

'YOU WANT TO FIGHT. FIGHT ME'

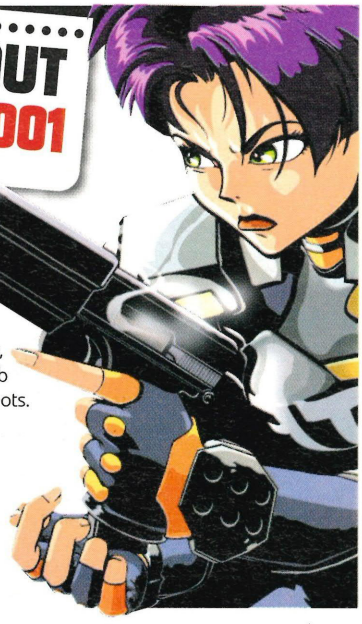
> ONI

OUT 2001

Meet a manga Lara on PS2

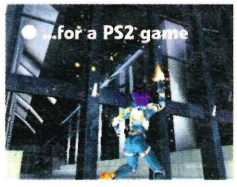
Oni is a 3D action/adventure game where you play high-kickin' Jap babe, Konoko, a cop and one-woman SWAT team who's haunted by ghosts and shadows of her past.

True to the PlayStation 2, the Manga-style animation has been beefed-up to the max, and our heroine takes on the goons using martial arts combat and gunplay – if she's out of ammo she can switch to chop-socky. The game promises that Konoko is able to pull tricks such as killing the lights, chucking a concussion grenade, then diving out of a nearby window. But, just like Midnight Club on this page, we're unimpressed by the quality of these PS2 shots.





● Ain't looking hot...



● ...for a PS2 game



● We're expecting a better Rayman

OUT DEC

LET'S HEAR IT FOR THE LITTLE GUY!

> RAYMAN 2

The makers of Rayman 2: The Great Escape reckon you'll be hunched over your PlayStation 2 for at least 40 hours helping Rayman defeat the sinister Captain Razorbeard and set his people free from from slavery. Why such a time-Hoovering job?

Rayman has 20 worlds to explore and defeat bosses to complete his quest. That's before he's stuck his nose into the secret routes and hidden worlds scattered about.

This is meant to be more of an adventure than the previous ropey Rayman. The game's in full 3D and he boasts a new skillset. There's a bit of buzz surrounding Rayman 2 which is good 'cos we've never liked the weak original.

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CARNAGE ON THE STREETS OF LAS VEGAS

> DRIVER 2

OUT NOV

PlayStation's mammoth-selling cops 'n' robbers game returns and this time it isn't taking prisoners

Despite rumours running rife across the 'net, Driver 2 will NOT be released on PlayStation 2 in time for its UK's launch, but will instead strengthen this year's PlayStation 1 Christmas line-up when it's released later this year. In fact, the guys behind Driver have no plans of porting their baby to PS2, but from what we've seen of Driver 2 so far, there's still plenty to get excited about.

With big, fat American cars to trash and another load of street-perfect cities to burn around, Driver 2 is already looking sweeter than Billie Piper dipped in syrup. In the first Driver there were a couple of cars to play around with and a whole lot of square, grey blocks to drive around. Things are a bit different in the sequel.

For starters there are bends in the roads. Forget handbrake-turning around every building: now you can cruise around corners in style in your open-top roadster.

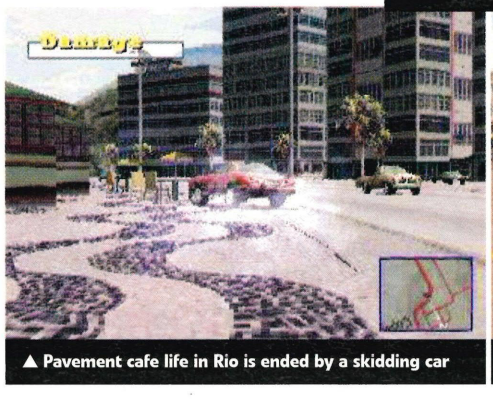
There are loads more cars to thrash too, but the coolest addition here is your new ability to get out of your motor and steal other cars. Fire engines, ambulances, school buses... it doesn't matter what you nick, as long as it's got enough juice under the bonnet to keep you ahead of the law. You'll even need to climb out of your car to solve puzzles and get through to areas you couldn't reach in a sportscar. It's not going to be Tomb Raider, but it's a smart addition nonetheless. We can't wait.



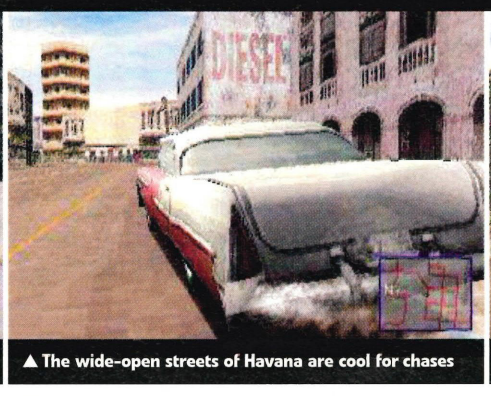
▲ Nick the school bus and go for a Dirty Harry-style rampage through the streets

CRUISING USA

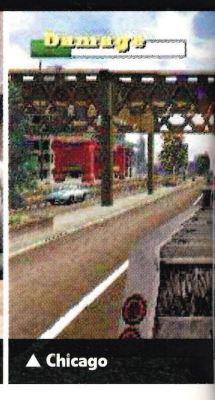
The four new cities to cause havoc in are Havana, Las Vegas, Chicago and Rio, each with a sprawling 20 miles of tarmac to explore. The cities here have been accurately mapped on the real thing, and while you won't be able to patrol the streets and find the real-life deli on the corner of 1st and Avenue, all the major landmarks are in the right place. And all the cities have new features missing from the first Driver: curved bends, overpasses and a ton more civilian traffic. Gas up your motor and prepare to raise hell.



▲ Pavement cafe life in Rio is ended by a skidding car

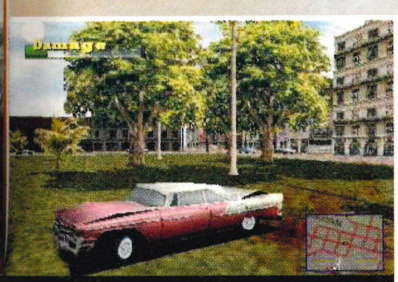


▲ The wide-open streets of Havana are cool for chases

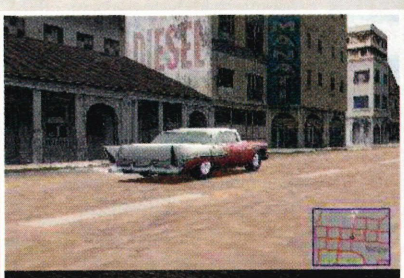


▲ Chicago

● The action never lets up. Step on it, bad bwoy!



▲ Frolic through the park



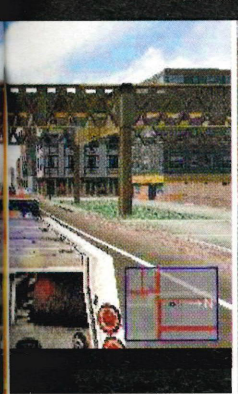
▲ Diesel provides the threads for Driver 2

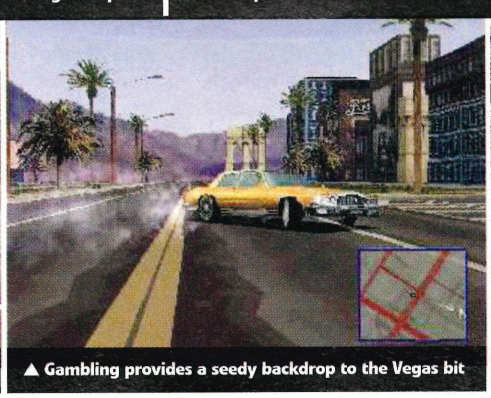


▲ The car crashes have got even better

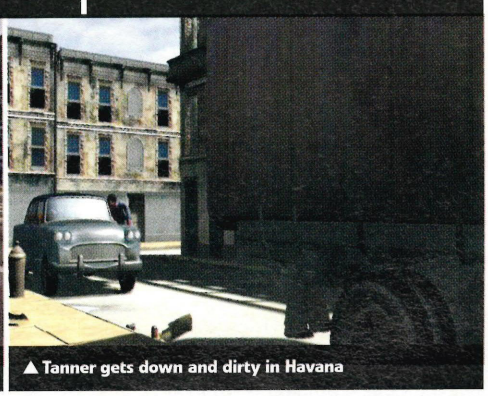


▲ The cars look tons smoother than in Driver 1





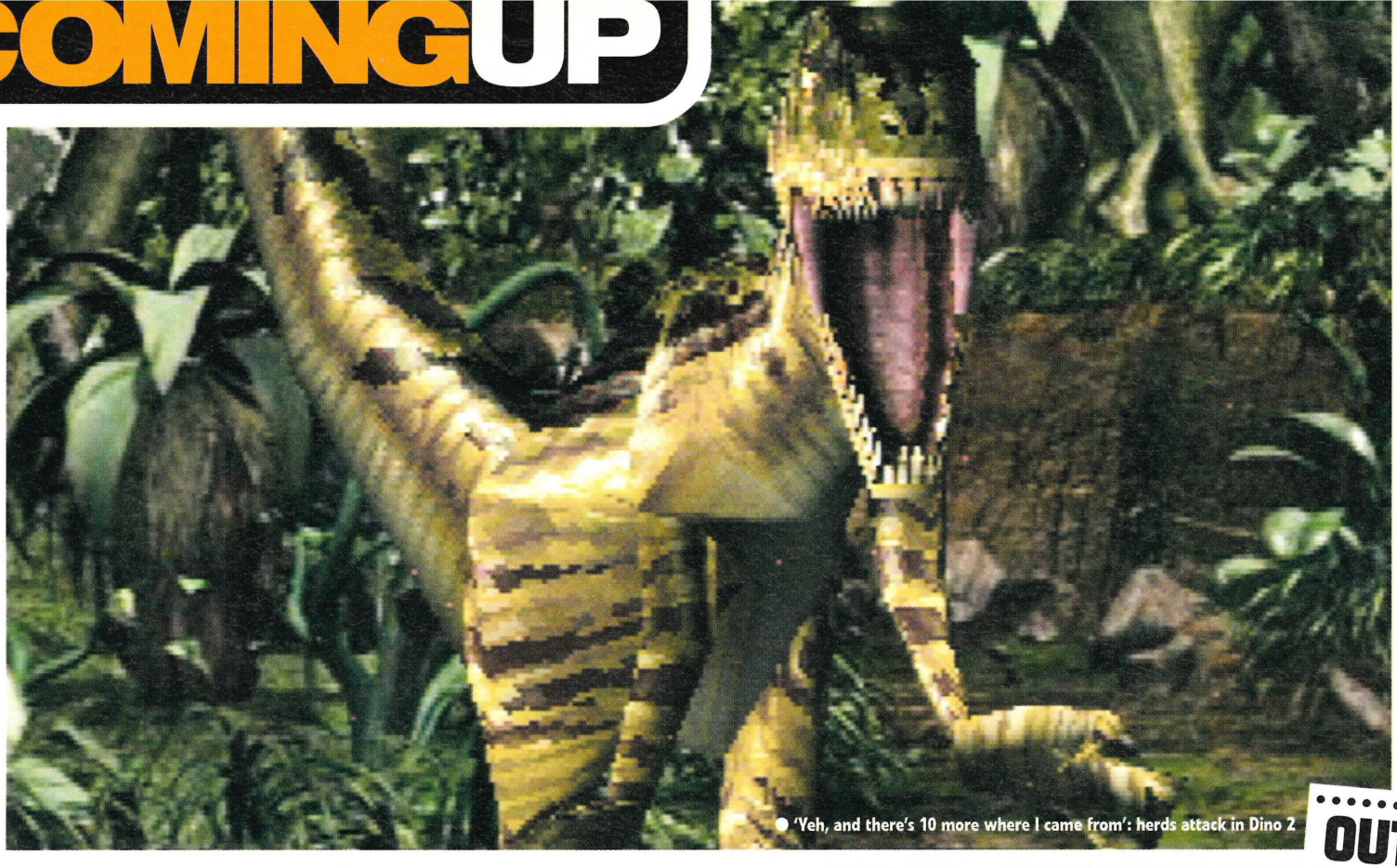
▲ Gambling provides a seedy backdrop to the Vegas bit



▲ Tanner gets down and dirty in Havana

TWO PLAYER

Another of Driver's sweet new features is the two-player split-screen mode. It's a head-to-head ramming duel to the death. Each driver selects their vehicle of doom then takes to the streets of any of the four cities. There's no guns to pick up, it's just a question of driving straight at the other guy as fast as you can. Although it's early days yet, this looks like it might be well cool.



● 'Yeh, and there's 10 more where I came from': herds attack in Dino 2

OUT NOV

CLAWS OF THE CARNIVORES

> DINO CRISIS 2

You'll be desperate for the new guns on tap in Dino Crisis 2 – the 'saurs hunt in herds now!

The last game on PlayStation 1 by the people behind Resident Evil is going to be Dino Crisis 2.

It's the result of five years of tuning the 'survival horror' recipe, and it offers a whole load of new, knuckle-bleaching features that'll bring the most hardened Res Evil-head out in a cold sweat.

The dinos have got bigger, for a start. Resi's Nemesis is a dwarf compared to the towering, toothy Plesiosaurs in Dino Crisis that rears up out of the sea to shave you into slivers like a bacon slicer.

There are ten types of ravenous super-lizards to fight this time, and all new enemy intelligence will mean that the scaly mo'frickers attack you in huge packs, sometimes up to ten at a time.

Loads of the action happens outdoors, so there are less walls to keep you safe. And you'll also be able to swim into the sea using diving gear to take on the sea-borne dinos in their own patch .

To even up the odds, you can now carry more than one weapon at once. Combine the Magnum's head-popping power with the flesh-sripping blast of the shotgun to down several tons of armoured carnivore with a couple of shots.

Slaughtering a dino will earn points which you can use to purchase new weapons, ammo and survival items.

As you explore the ruins of Edward City, site of an experiment involving time travel and dinosaurs (don't ask!), you'll take part in mini-games, save team members from dinos, or chase a scaly freak to gut it for the key it's eaten.

We can't wait for this one.



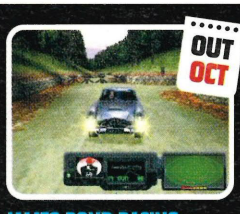
▲ Sea-based dinos invite you in for your last swim



▲ Lord, there's nowhere to hide in the Dino Crisis 2

ALSO COMINGUP

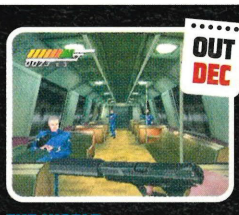
Check out these reviews and previews in PlayNation soon



OUT OCT

JAMES BOND RACING

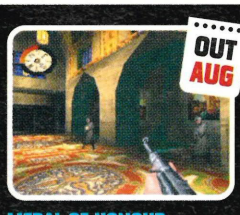
Aston Martins with machine guns under the bonnet go head to head in this weirdo Bond spin-off. We're not sure the suave super-spy would approve.



OUT DEC

THE WORLD IS NOT ENOUGH

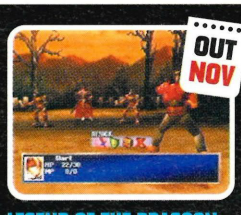
Even on PS1, this Bond-based shoot 'em is looking like a tasty morsel. It's even sharper on PS2. Both versions will release at the same time.



OUT AUG

MEDAL OF HONOUR UNDERGROUND

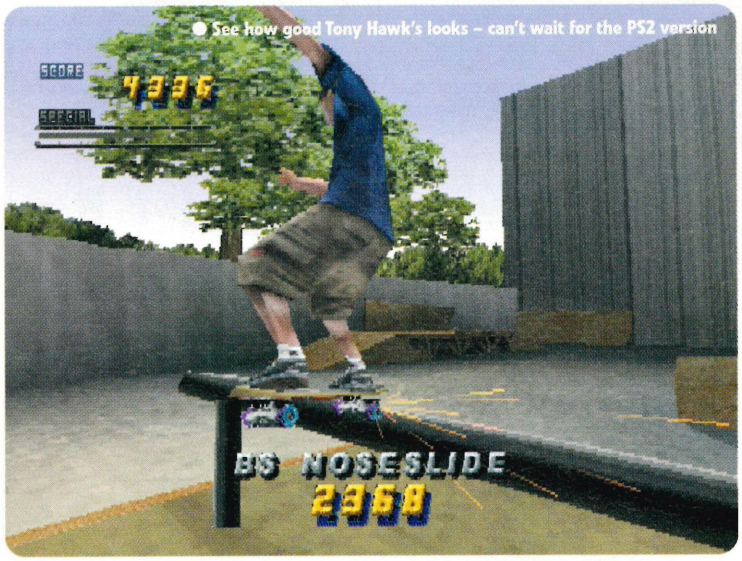
The World War 2 shoot 'em up returns with a female french Resistance fighter in the lead role. 'Leesten very carefully, I shall zay zees only wernce...'



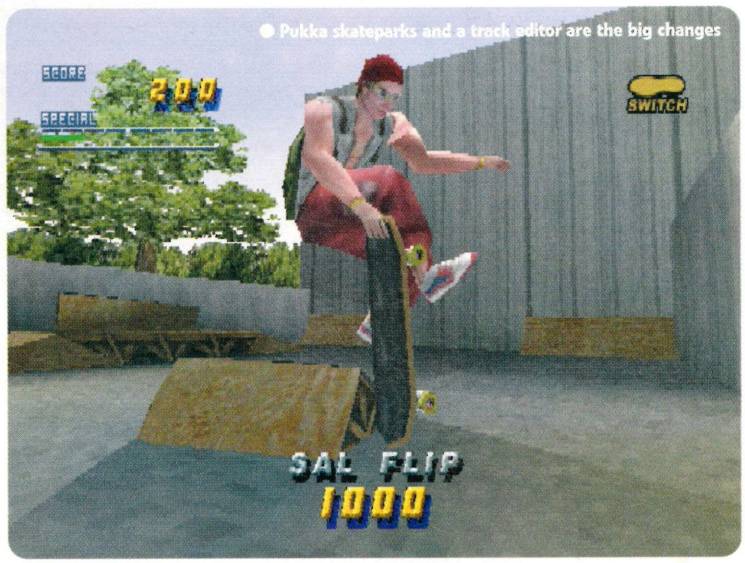
OUT NOV

LEGEND OF THE DRAGOON

The Final Fantasy boys should start sweating. This 3D RPG adventure epic is looking like it has the ingredients to take it to the top. Let's hope we haven't spoken too soon.

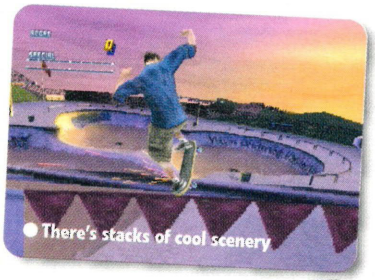


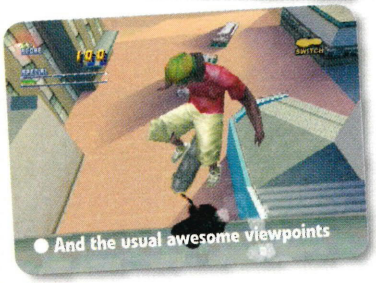
● See how good Tony Hawk's looks – can't wait for the PS2 version

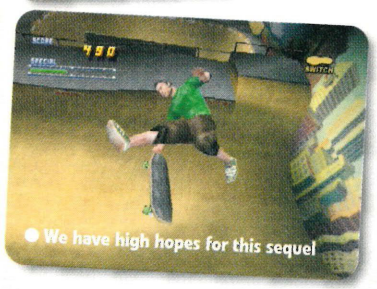


● Pukka skateparks and a track editor are the big changes

SKATE TOUGH OR DIE


● There's stacks of cool scenery


● And the usual awesome viewpoints


● We have high hopes for this sequel

> TONY HAWK'S SKATEBOARDING 2

OUT AUG

Tony busts back with a game that mops up the niggling mistakes in the first one. Skating perfection?

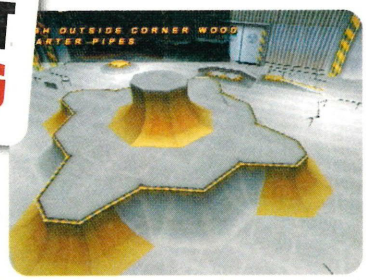
The only problem with the first Tony Hawk's Skateboarding was how the parks were so obviously made-up. Sure, it was a buzz grinding along a pole suspended above a giant dam, but you knew it just wasn't like the real thing.

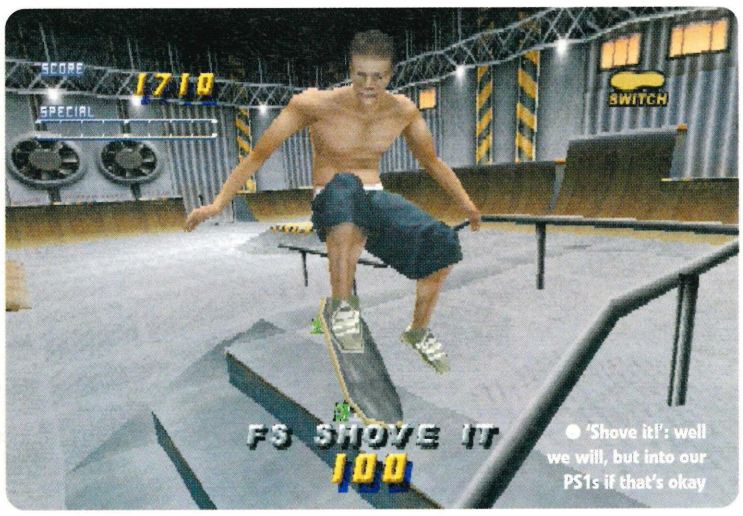
Tony Hawk's 2 is going to be set in real, famous skateparks spread all around the world. And you can do a full, proper skate championship against up to seven mates.

It'll give you the chance to pull off some of skateboarding's most famous stunts in the correct locations. You can do the Leap of Faith, the one where this Californian maniac did an ollie off a two-storey building and broke his board in half, or the one where Tony H himself managed to pull off a 900 degree spin.

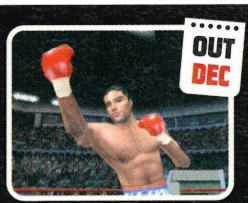
But if the real-world parks don't suit, you can put ramps, grinds and bowls together to make your own skatepark. We've seen the level editor, and it looks well tasty. The first Tony Hawk's wasn't exactly a long-life game, so it's good to see they've made a bit of an effort to keep you playing.

There's loads more new tricks too, with a huge range to perform standing on your hands on the edge of the half-pipe, and a bigger range of grinds. You can even do stunts against the back of a basketball hoop, knock it over, then do a grind along the vertical pole. Nice. We'll bring you more nollies-a-popping Tony Hawk's news soon.


▲ Build your 'parks with the track editor



● 'Shove it!': well we will, but into our PS1s if that's okay


OUT DEC

KNOCKOUT KINGS 2001

Ali and the gang take to the ring once more on PS1. There's a PS2 version working out in the gym too. We'll be looking for big improvements on the original PlayStation version.


OUT AUG

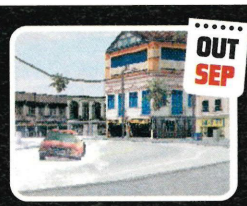
MARTIAN GOTHIC

An abandoned space station turns out to be full of bad things that want to eat human flesh in this Res-Evil-on-Mars actioner. Looking very tasty, actually.


OUT SEP

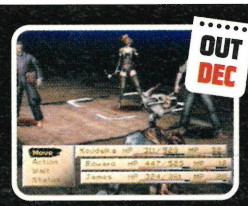
X-MEN MUTANT ACADEMY

Huge, super-charged freaks in skin-tight Lycra beat the stuffing out of each other in this over-the-top Marvel bash 'em up. Didn't our Adam attend Mutant Academy?


OUT SEP

DRIVER 2

Go undercover in the Mafia for some tyre-squealing car chase action in this 70s cop thriller. And this time, you can explore the cities on foot, and nick motors!


OUT DEC

KOUDELKA

Gothic RPG set in a lush 3D verion of a decaying Monastery. Genuinely spooky atmos and sharp-looking turn-based combat make this one to watch.


OUT DEC

CRASH BASH

Everyone's favourite Tasmanian rodent returns in a free-roaming party-style fighter with all the characters out of the platform game. Take that, y'damn Dingodile!

PlayNation

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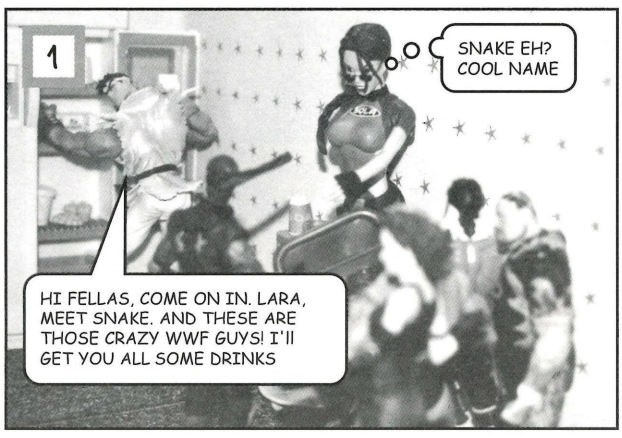
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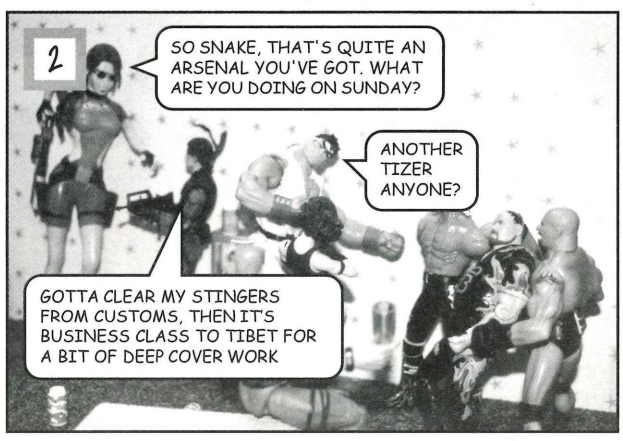
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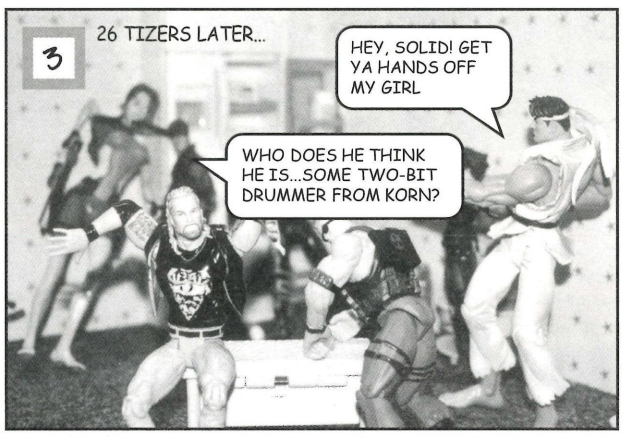
emap active

Cheery Deidre

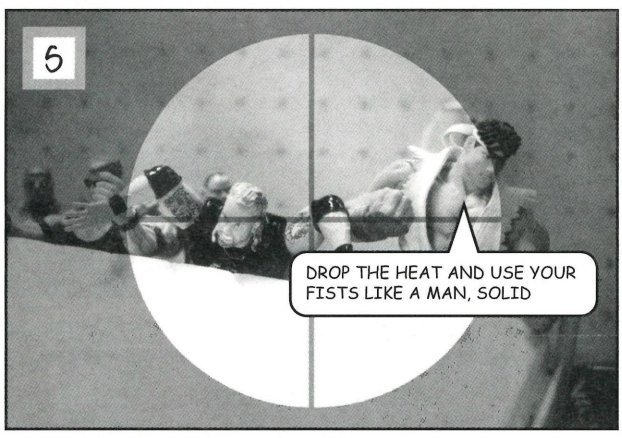
DEIDRE'S PHOTO CASEBOOK. LARA & RYU HAVE A PARTY. BUT IT GOES BAD













Deidre's Helplines

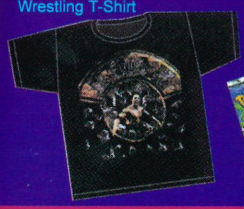
Lucozade makes me ga-ga	0122 442244
I steal my girlfriend's undies	0173 465856
I hit on every babe I meet	020 347 9914
How can I tell if I'm dead?	020 972 6733

DEIDRE SAYS:

You're jumping from the frying pan into the fire if you go with Snake Solid. He's a bad apple. His assassin's lifestyle might reward him with penthouses and fresh Ferraris but it has warped his view of meaningful relationships. With him around, check your laundry basket before you enter the bathroom Lara.

Deidre x

GO FOR IT!


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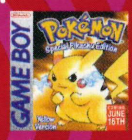
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Championship Manager 00	Extreme G 2	Mario Kart	Resident Evil 1,2,3	Thrasher: Skate or Die	WCW Nitro
Crash Bandicoot 1,2,3	Final Fantasy 8	Medal of Honour	Rollcage	TOCA 2	Wipeout
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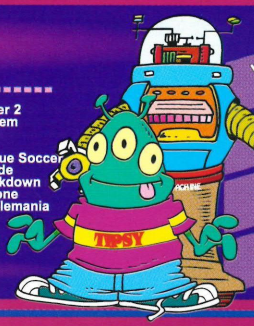
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