

PS1 OVERLOAD

CHASE THE EXPRESS • ALONE IN THE DARK 4
DESTRUCTION DERBY RAW • PARASITE EVE 2

RENT IN COLD BLOOD FOR £1 AT BLOCKBUSTER

PlayNation

£2.95 August 2000

The world's first PlayStation® 1 and 2 magazine

9 771360 317046 08

PS 2 SCOOP

F1 2000 FIRST PICS

RAZOR-SHARP RACER THAT'S SO GOOD IT'LL RUN SCHUEY OFF THE ROAD

AWESOME PS2 SHOTS

STAR WARS STARFIGHTER
& SUPER BOMBAD RACING
WIPEOUT FUSION
RED FACTION

KILLER GUIDES

F1 RACING CHAMPIONSHIP
VAGRANT STORY, GALERIANS

WIN 10 MP3 PLAYERS

STATE OF THE ART PERSONAL STEREOS UP FOR GRABS

ESSENTIAL 101 SWOPS

EXCHANGE OLD GAMES FOR NEW ONES - FREE!



Get away for less.
Driver, the best selling, high speed, tyre squealing, street driving game is now available on Platinum for only €19.99.
Chase it.

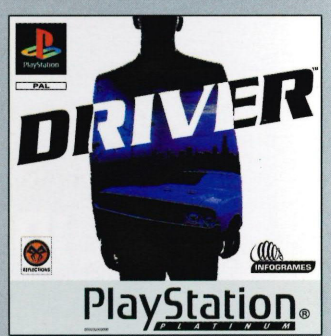
www.driver-games.com

PlayStation® PLATINUM









Driver Platinum™ © 2000 GT Interactive Software Corp. All Rights Reserved. Created by Reflections Interactive Limited, a GT Interactive Software Corp. studio. Published & distributed by Infogrames, Inc. Reflections and the Reflections logo are trademarks of Reflections Interactive Limited. Infogrames and the Infogrames logo are trademarks Infogrames, Inc. "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective companies.

THE RACE FOR PS2 POLE POSITION IS ON!

F1 HEAVYWEIGHTS BATTLE IT OUT LIKE SHUEY AND COULTHARD





● F1 2000: all the proper teams and tracks

F1 2000

The best-selling PlayStation series makes the giant leap onto PS2...

VS

F1 CHAMPIONSHIP SEASON 2000

...but can this new face knock it off the top slot? Find out inside



● F1 Championship 2000: looks very slick

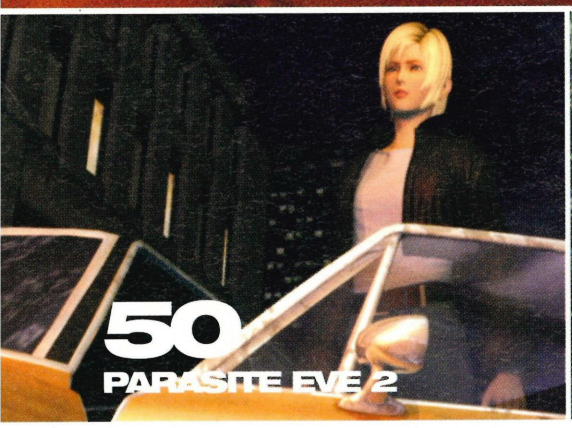
INSIDE THIS ISSUE



NEED HELP? 32-PAGE TIPS MAG



06 CHASE THE EXPRESS



50 PARASITE EVE 2



54 DINO CRISIS 2



72 RED FACTION

REVIEWS

06 CHASE THE EXPRESS

14 NIGHTMARE CREATURES 2

18 INFESTATION

20 MOHO

22 VIB RIBBON

23 TOSHINDEN 4

24 DESTRUCTION DERBY RAW

Other reviews this issue include: Front Mission 3, Martian Gothic and Eternal Eyes

PREVIEWS

46 F1 2000
Two super-slick F1 racers are fighting for pole position on PS2. Find out which is looking the best

49 SILENT SCOPE
Razor-sharp sniper shooter on PlayStation 2

50 PARASITE EVE 2
Fry giant worms using your mind. Like, *what*?

54 DINO CRISIS 2
The battle between man and lizard continues

58 ALONE IN THE DARK 4
Forget Res Evil, the original 'Station horror game jumps back out of the shadows. Be afraid

PREVIEWS

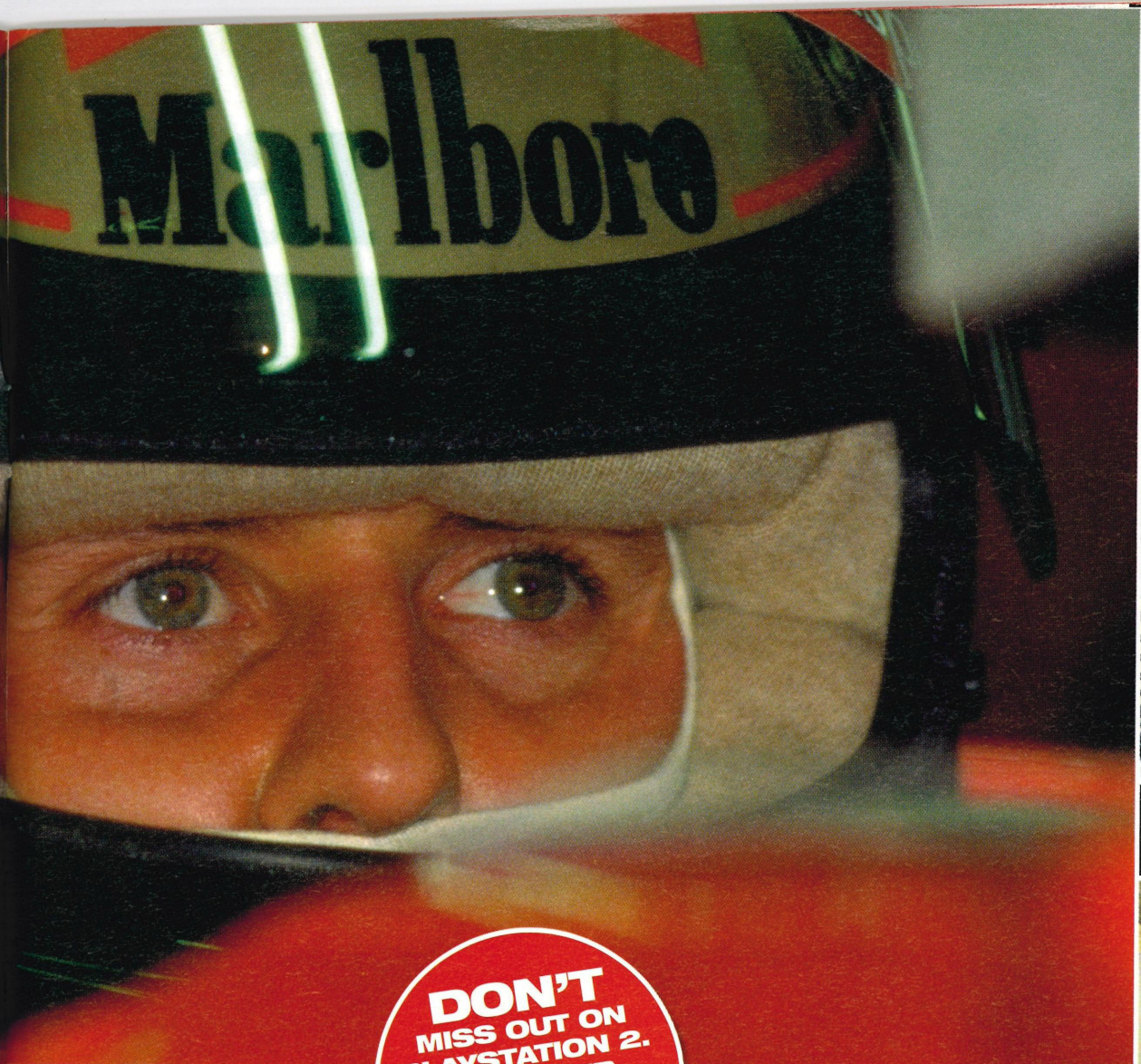
62 SPIDER-MAN
This web-slinging hero debuts on PlayStation

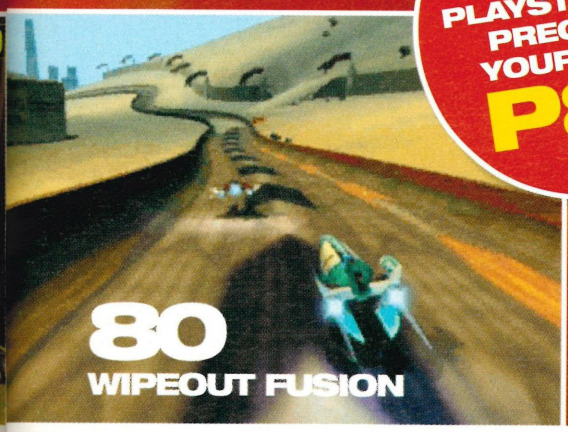
65 TONY HAWK'S 2
More tricks than a meeting of the Magic Circle

66 MEDAL OF HONOUR 2: UNDERGROUND
Fill Fritz full of lead in this WW2 shooter

78 TOCA: WORLD TOURING CAR
Who ordered the double helping of realism?

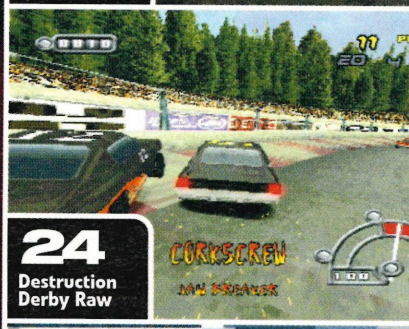
80 WIPEOUT FUSION
So fast it'll leave your eyes behind







14 Nightmare Creatures 2



24 Destruction Derby Raw



49 Silent Scope



65 Tony Hawk's 2



76 Star Wars: StarFighter

DON'T MISS OUT ON PLAYSTATION 2. PREORDER YOURS NOW P82

46 HOT PS2 F1 GAMES

CATCH THE FIRST LOOK AT TWO ALL-NEW F1 RACERS

80 WIPEOUT FUSION

WIN LOADS, SAVE LOADS

34 WIN 10 MP3 PLAYERS!

Bin your chunky old walkman and get with the digital generation with the chance to win one of these small but perfectly formed Cube MP3 players. Answer three easy questions and it could be yours



43 ESSENTIAL 101 SWAPS

Fed up with your current PlayStation collection? Swap your old games for new 'uns – for nowt!

OTHER COOL STUFF

32 VERBAL

You sing our praises, you slag us off, then you set us up with dog-ugly wrestler Chyna. Luckily fit* model Charlie is there to soothe the eyes, but wait 'til you check out our dead ringers...

38 ESSENTIAL 101

Updated every month, this is the only guide you need to what's hot and what should be shot in the world of PlayStation

57 JUST WHAT THE HELL IS THE NEW PS ONE?

Sony has shrunk the PlayStation to a third of its original size, but it can do twice as much. Find out what's different inside

PULL-OUT TIPS MAG

03 ASK THE MASTERS

The Masters solve your PlayStation problems, plus you give your advice to struggling readers

06 F1 RACING CHAMP

Take corners like a pro and take the chequered flag every time with our killer tips

14 GALERIANS

How to beat every boss and solve all the puzzles in this, The Masters' complete walkthrough

18 VAGRANT STORY COMPLETE GUIDE

Conquer this role-playing epic with just a little help from your friends. Well, us actually


CHASE TH

KNOW THIS



PAY NO MORE THAN:

£34.99

JULY 31

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

THE BEST SITE TO SEE THE GAME IN ACTION

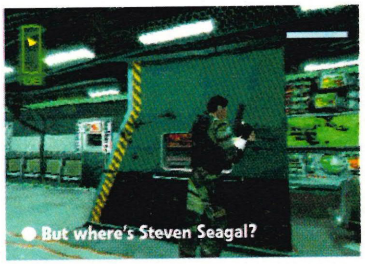
WWW.SUGAR-ROCKETS.CO.JP/CHASE/

E EXPRESS

Evil terrrorist scum have taken over a train. They've got hostages. They've got a live nuke. And you're the only guy who can save the day

Chase The Express was released in America with the marginally less Toytown title, Covert Ops: Nuclear Dawn, which should give you an idea what's going on here: terrorists, hostages, a nuclear threat and – the 'Express' of its Brit name – a train. Going very fast.

You play lieutenant Jack Morton, the sole survivor of a squad of NATO troops guarding a diplomatic train. Jack's the only good guy not in the hands of the terrorists, so it's down to him to explore its carts, rescue the hostages and ultimately stop the Russki scum from unleashing a nuclear holocaust. Basically, if you've watched the Die Hard or Under Siege films, you already know the plot of this one.



● But where's Steven Seagal?



● Care for a light refreshment, Sir?



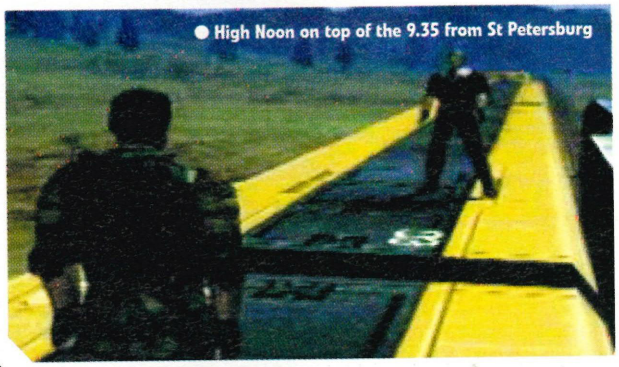
● Jack Morton rips through the terrorists like a Biblical disaster

DIE HARD MEETS RES EVIL

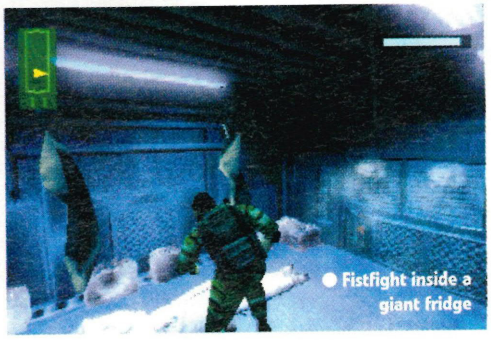
CLASSIC ACTION-FILM MOMENTS DONE UP IN RES EVIL-STYLE VISUALS



● Jack redecorates the buffet car with Russki blood



● High Noon on top of the 9.35 from St Petersburg



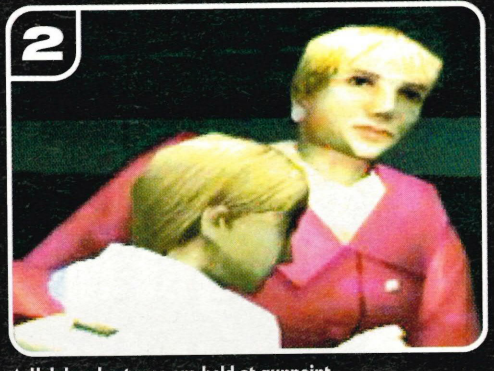
● Fistfight inside a giant fridge

SO THERE'S THIS TERRORIST, RIGHT...

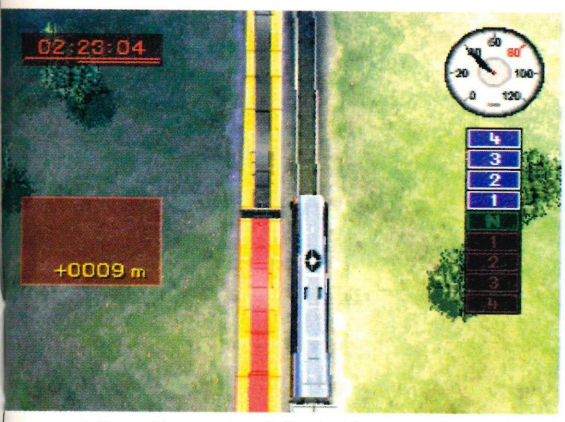
The game kicks off with plenty of film action. Terrorists in gas masks attack the Blue Harvest train and proceed to waste plucky NATO heroes before taking the French ambassador and his family hostage. Meanwhile, leering head terrorist Boris Zugoski pokes fun at the helpless authorities who stand around in control rooms looking worried. Fortunately for everybody bar Boris, Lieutenant Jack Morton has survived the slaughter. First, he concentrates on saving the hostages. Next, he's going to save the whole goddamn world.



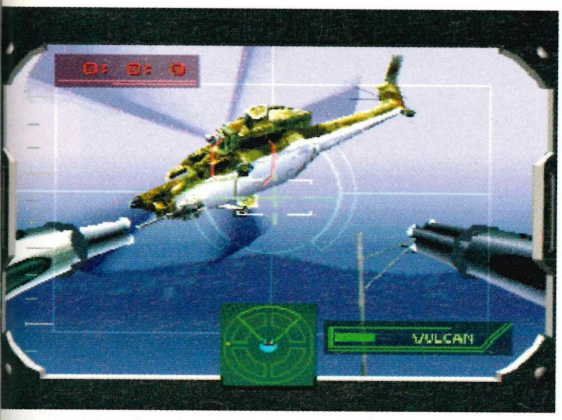
▲ Gas-masked scum leap onto the train from choppers



▲ Helpless hostages are held at gunpoint



▲ Try and keep your train level with the speeding carriage



▲ Big choppers get a taste of some REAL firepower

CHANGE OF SCENE

As adventure games go, Chase The Express is no world-beater. But we do like the little mini-games you have to play every now and then. In particular there's a section where you have to sit in the train's machine gun turret and blast enemy helicopters. Not only is this a lot more fun than the actual game itself, but it makes perfect use of the dual shock pad for maximum vibrating thrills.

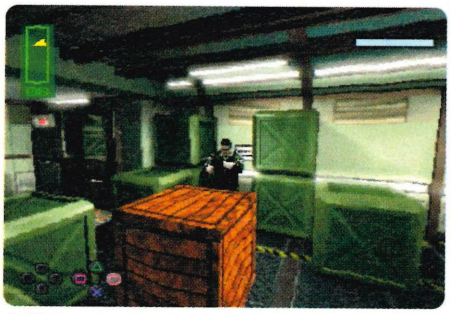


▲ Bullseye! Tracer bullets spell explosive death for another bunch of terrorists

FEELS LIKE DÈJA VU

YOU MAY RECOGNISE SOME OF THE ACTION HERE

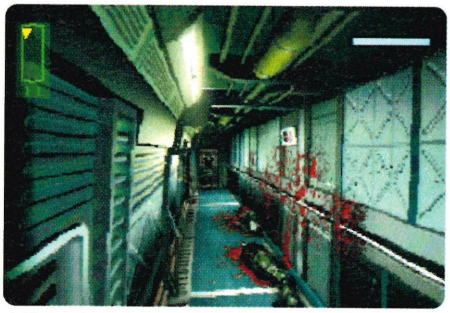
Despite the obvious lack of shambling undead, Chase The Express is VERY similar to the Resident Evil series. If you're a Res Evil fan, you'll recognise the menu system, the puzzles, the camera angles, even the way you carry items. Likewise, the way Jack Morton moves and fights is pretty familiar. But the big question is, is it anywhere near as good as Res Evil?



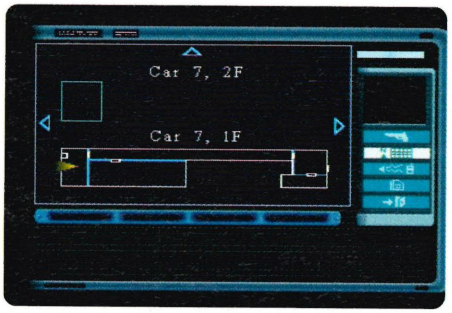
▲ All the camera angles are nicked straight out of Res Evil's school of visuals



▲ Even the puzzles, and the way you solve them are very, very much like the ones in Res Evil



▲ The style of the backgrounds is familiar. But they're a lot less good



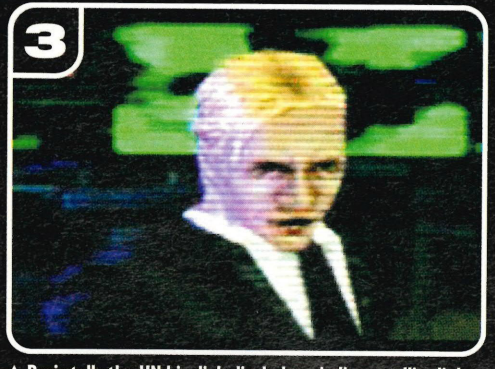
▲ It looks like Jack Morton's been raiding the Res Evil map cupboard, too



▲ Even the way Jack Morton holds his gun looks pretty damn familiar if you've played Res Evil



▲ D'you recognise this menu system? Looks like some kind of copyright violation from where we're standing



▲ Boris tells the UN his diabolical plan via live satellite link



▲ But there's one factor Boris hadn't reckoned on

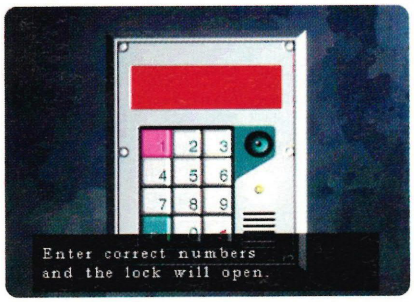


▲ Soon, plenty terrorist blood starts hitting the floor

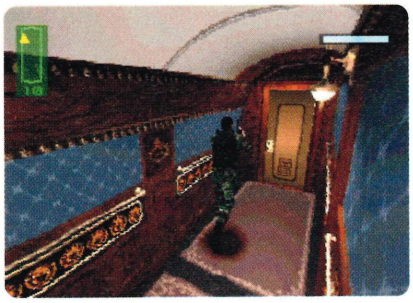
PUZZLES

NOT TOO TRICKY, REALLY

The puzzles here are very much in a Resident Evil style. Except, of course, they're not as good. And they really won't cause the old grey matter too much wear and tear. In fact, they're even easier than Res Evil's too-easy brain-teasers. Chase the Express's 'puzzles' usually consist of finding a keypad, locating a nearby memo, then inputting an obvious key combination in order to access the next room. 'Do you want to press this switch?' asks the game. Of course you do. It wouldn't be there otherwise, would it?



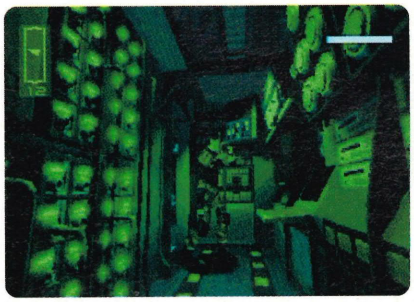
▲ Yup, it's a keypad. But where's the combination?



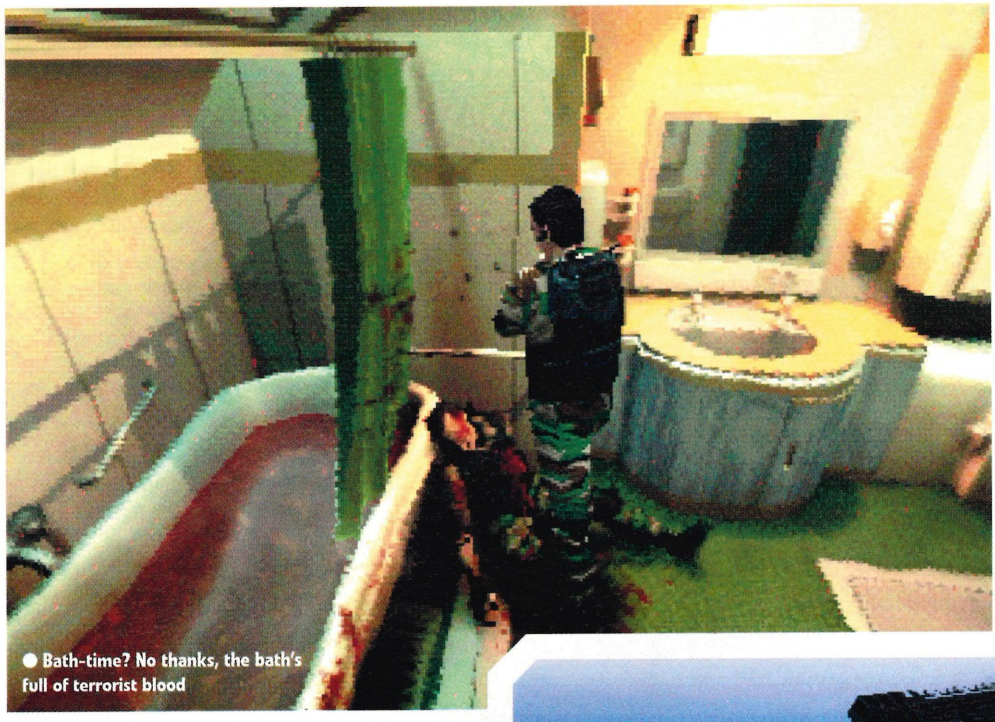
▲ Walk ten yards down the corridor to the left



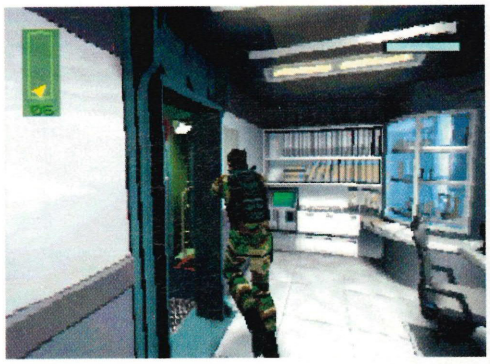
▲ Yup, that's the number on the table there



▲ The door opens. Tricky puzzle, huh?



● Bath-time? No thanks, the bath's full of terrorist blood



▲ Jack sneaks through the carriages pistol drawn



▲ The fights on top of the train are always the best bits

NICKED FROM FLICKS

FILMS ASK: 'CAN WE HAVE OUR IDEAS BACK?'

SEEN IT ALL BEFORE

The Res Evil games go all out to duplicate the spine-chilling atmos of classic zombie flicks like Dawn of the Dead. Chase The Express tries to nick the atmos and the action from four different films. Imagine Under Siege 2 crossed with The Peacemaker, crossed with Air Force One crossed with The Cassandra Crossing and you've got an idea of the game. Needless to say, you have to imagine these films with a lot of the thrills surgically removed. And with even worse scripts.



▲ Under Siege 2: Steven Seagal takes on an entire train full of terrorists. Sounds familiar

LAME AIMING

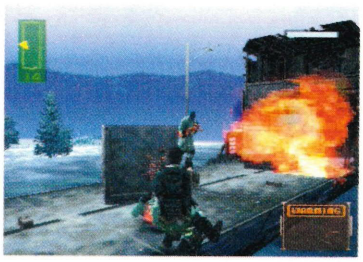
As you're wandering around the Blue Harvest, doing the usual things like picking up memos and checking bodies for ammo, you're bound to come across the odd enemy. Usually they run straight towards you, not even ducking to avoid your bullets, but every now and then they'll be quietly minding their own business. Now would be a good time for a bit of sneaking, yes? Sadly not. You can't actually kill the enemy until the game targets him for you. Now this would be all well and good if the game's targeting system was OK, but it seems to refuse to lock on until you're in the same room as the bad guy. And that's lame.



▲ Stealth action. Except you can't actually kill the guy until you're in the same room



● Even close-up kills are tricky



▲ Lock on to the baddie, damn you!



▲ The targeting is pretty unreliable

PEASY, PUDDING. AND PIE

SAVING THE WORLD SEEMS A LITTLE BIT TOO EASY

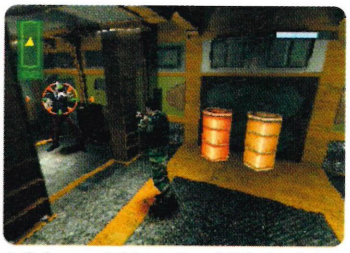
Chase The Express is very easy. Is that a criticism? After all, some of us don't want rock-hard chuck-your-joypad difficulty levels. Thing is, when you get to a boss, you expect some level of challenge. You won't meet the first boss in this game for quite a while, but when you do, you slaughter him in a couple of shots. Which is a bit of a letdown, to say the least.



▲ Your palms remain sweat-free



▲ Fun, but not really that tricky, sadly



▲ Ooh, scary! A boss. Bang! He's dead



▲ The dogs should inject a bit of excitement. Sadly, they look more like aardvarks than deadly attack dogs. Oops

JACK'S JOBBIES

Unintentional humour alert! When it comes to saving your game and getting rid of stuff in your inventory, you have to go to... no, not an item box: the toilet. 'You can deposit things here,' says the game. Snarf! Snarf!



▲ Jack deposits some sticky items in the toilet. But he doesn't wipe



▲ Jack likes to leave his stuff in the big bog roll container in the train's crapper. Or does he use the sanitary disposal unit?

THE GREMLINS IN THE MACHINE

JUST WHAT IS WRONG WITH CHASE THE EXPRESS?

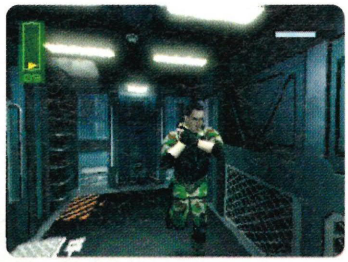
1 THE TRAIN

It's cool that you're able to clamber on top of the moving train for the odd gun battle, but on the whole, trains don't make thrilling game environments. They're too long and straight. For you, this means lots of backtracking through carriages you've already explored 50 times before. Still, at least it's impossible to get lost.



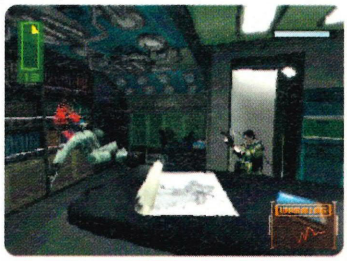
▲ Walk through Smoking and the buffet, and you reach the end of the game

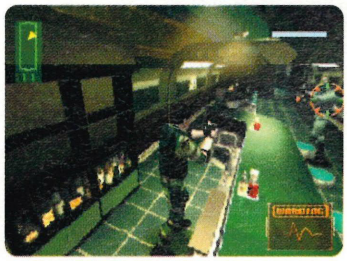

▲ Because it's all on board a train, the environments never get that exciting


▲ Jack heads back to the bog to fish out some items he left there. Yawn

2 COMBAT

You start off with a single pistol, and it's not until halfway through the game that you even get a sniff of a sexier weapon. This might be forgivable if using the gun was a skill-testing fun fest. Guess what? It's not. Without the need to aim or take cover - or even think - you simply press the square button until the enemy dies.

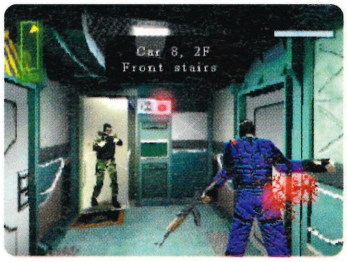

▲ Bang, bang, you're dead. But there's no real challenge in the fights


▲ Wait till the target appears then press the Square button for a while


▲ More enemies. More Square button bashing. Feel tired yet?

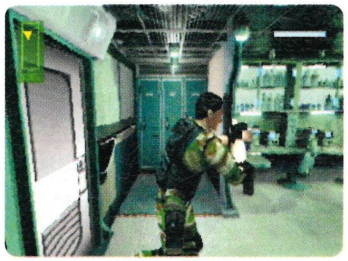
3 REPETITION

Once again, it's set on a train. Carriages on trains, you may have noticed, tend to look very similar. In game terms, this means you see the same things and get to do the same things, over and over again. Remember the cool bits in Res Evil where you get into a totally new area, with new puzzles? There's none of that here. None at all.



▲ Yup, it's another carriage. But there's not that much difference between 'em

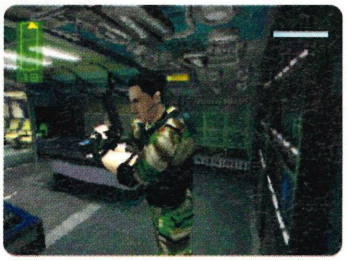

▲ More corridors to explore. Yippee! Even a bit in a station would've been cool


▲ It's a laboratory. But it's also just another bit of steel-plated train

4 FAMILIARITY

If you've played Resident Evil, Silent Hill or Dino Crisis then you'll have seen this done before, and better. Chase The Express makes no effort to add anything new to the formula. There's still the annoying 'nothing unusual here' captions. There's still the seen-it-before puzzles to solve. And the combat's the same, only worse.


▲ You never get to team up with people. You talk to them, then you go it alone


▲ It's like Raccoon City, but the zombies have been replaced by tedious terrorists


▲ More dialogue. But the characters just sit there like lumps of wood

LIKE THIS? TRY THESE

Fear Effect - Loads of tension, great looks and a great storyline



Resident Evil 3 - All the Res Evil frights, with even more fights. Sweet



WE RECKON

Chase The Express is by no means terrible, but it's hardly earth-shattering stuff. It's dogged by a sense that you've played it all before in a slightly better version. It lacks excitement a lot of the time and it's a touch on the easy side. That said, this'll still scratch that adventuring itch until the next Res Evil comes along. **Andrew**

7
OUT OF TEN

DON'T LOSE IT



We all play games and we all play to win. But as John found out winning is never easy. Whether you're having difficulty dispatching the demon zombies of Racoon City or simply struggling to infiltrate the terrorist stronghold of Metal Gear Solid then help is just a call away. With Dial-a-Cheat™ losing is not an option

Please Note: No PlayStations were actually hurt during the making of this advert.

Introducing the world's first voice recognition telephone cheat service. Yes, that's right, voice recognition. And it really does work. Just call Dial-a-Cheat™, state the name of the game you're after and within seconds you'll have all the tips you need. This means no cumbersome traipsing through menu driven systems meaning minutes of wasted call time.

Persons aged 16 or over may call this number **0906 3334470**

Persons aged under 16 should call this number only **0906 3334471**

Calls cost 60p a minute. Make sure you have the permission of the person paying the bill. Calls to the number for persons aged under 16 have a maximum call cost of £3.00 and are terminated by forced release after five minutes. Calls to the number for person aged 16 or over have no such time restrictions. For technical enquiries call 01133830420. Or write to GAME: 24/7 ltd. PO Box 293, Leeds, LS2 7AG

NIGHTMARE CREATURES 2

Shadowy figures lurk down dim alleys and Satan's hell-spawn stalk the streets. No, this is not Milton Keynes, this is London 1934 and our old mucker Crowley's back...

Nightmare 2 winds the clock on 100 years to 1934 and to a London where twisted occultist Crowley has once again opened the floodgates of hell letting a river of foul, foetid fiends flood the noble city's conurbations.

You play Wallace, one of the evil necromancer's test subjects who's been sent totally mad by his horrific experiments. Wallace begins the game locked up in a home for the criminally insane on a cell bed covered in rags jabbering to himself. But now it's time to stop drooling and put right the horrendous wrongs of the demented druid. And to do this you have to chop, hack, dice and slash your way through a throng of ghouls in a quest to pee all over Crowley's demonic parade and save the Big Smoke in the process.



'Meet thy maker'

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

NUMBERS OF BEASTS

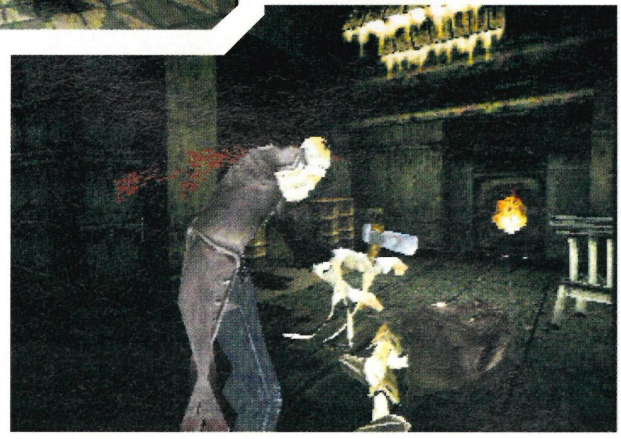
The line up of reanimated corpses, evil mutants and rancid freaks you face is like a who's who of hell's putrid outcasts. There are gibbering zombies, shambling demons and skeletal, scampering monkey-dogs galore. If it's an abomination, it's here and it wants to sup on your innards. And Lucifer's line-up just gets more despicable, more ravenous and more damned difficult to beat the further you go.


▲ Your bog-standard zombie pops up a fair bit


▲ Blimey, these she-zombies are a bit of alright

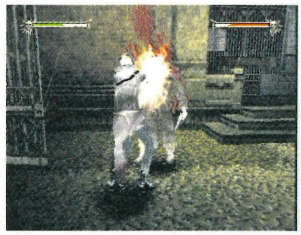

▲ These bellowing demons can be tough


▲ The monkey-dogs hunt in pairs, so beware


▲ Detailed locations provide the backdrop for brutally bload-soaked carnage

NOTICE THE DIFFERENCE

Nightmare 1 was a good-looking game full of gothic atmosphere marred by simplistic combat and a bizarre timer system that had you constantly running against the clock. Thankfully here the visuals and atmos have been tweaked even more and the irritating timer system dumped. But crucially the fighting system still disappoints. True, at first lopping off limbs left right and centre is fun, but the button-bashing novelty soon begins to wear off.


▲ The combat system has been improved but is still a let down

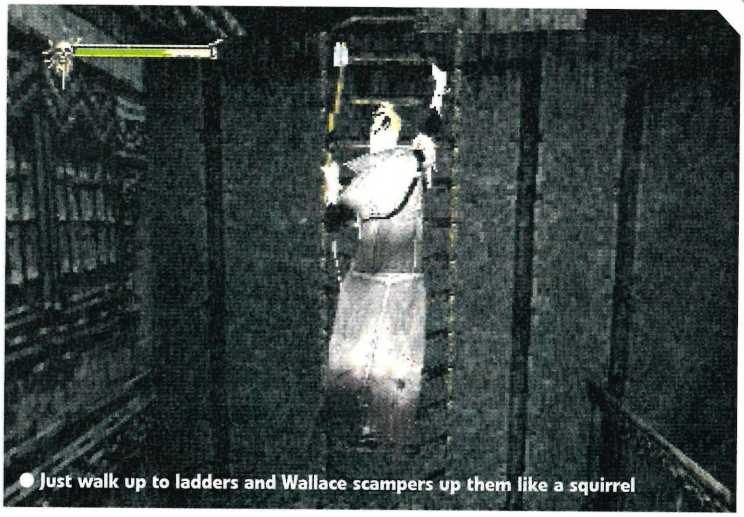

▲ The annoying timer system of Nightmare 1 has gone, thank God



● Swimming in the pitch darkness can be fun



● There are great touches in the animation like when he uses the wirecutters



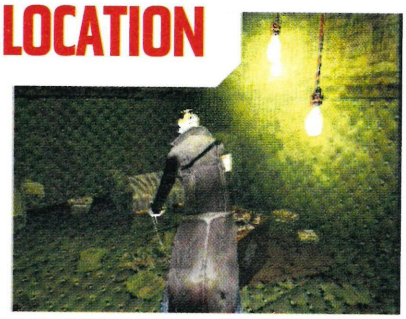
● Just walk up to ladders and Wallace scampers up them like a squirrel

TOUCH OF EVIL

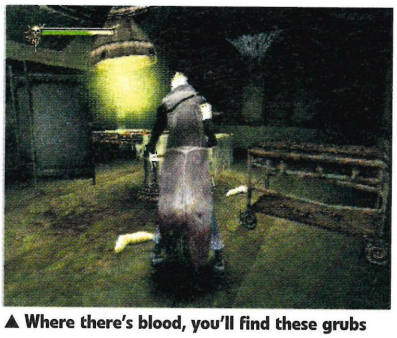
There're a lot of nice touches in the animation that add character to the head-case of a hero. He runs with a loping, hunchbacked gait and he swings his axe like a demented lumberjack. And the way he uses items is cool. To get busy with the wire cutters, for example, he bends over first and carefully places his axe down before giving the cutters and almighty wrench with a swing of his shoulders.

BLOOD-SHOT ON LOCATION

This is a dark, dark world. Glistening, bloated grubs slither in offal; feeble lamps struggle to illuminate the dank hallways. Sometimes rats scuttle out from their diseased lairs giving you a shock in the process. It's the kind of place Frankenstein would take a holiday. If it were real, you would crap yourself. But thankfully this hell on earth stops at your joypad and you can just sit back and soak up location after doom-laden location.



▲ The lighting effects are first class



▲ Where there's blood, you'll find these grubs



▲ Wallace gets soaked in the rain

IMMORTAL COMBAT

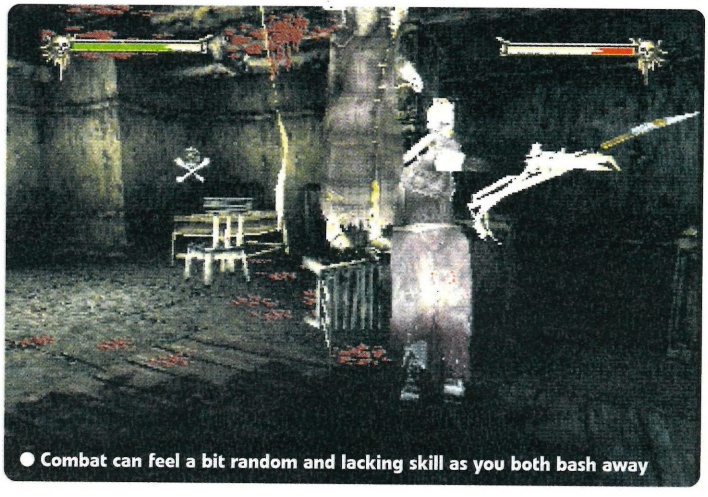
There's only so much you can do with an axe. So the combat moves available are pretty limited. Battles boil down to bashing just two buttons and knowing when to defend. Because as long as you're holding down your block button, you're basically untouchable and all your enemy's hits are deflected. Cue battle after battle of long periods of holding defend, peppered with frenzied tapping of the attack buttons. Tekken it ain't.



▲ Mistime your attacks and you'll get hit with a special move, like this love bite



▲ Hold down block and you might as well be in a tank. They just can't hit you

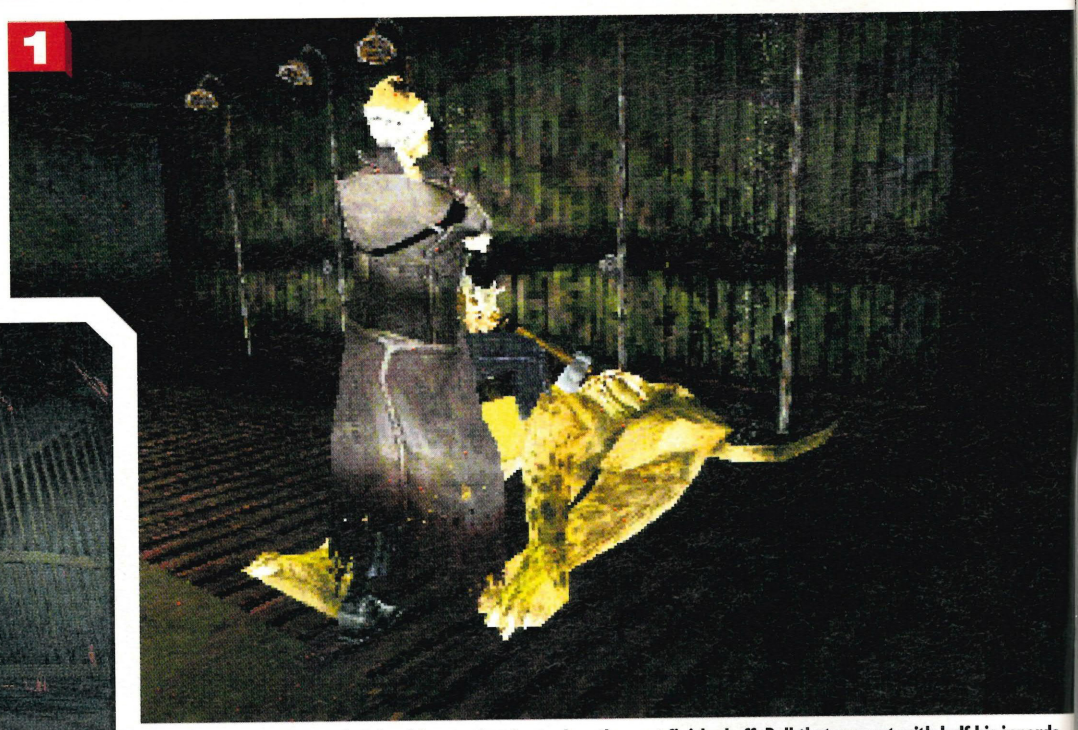


● Combat can feel a bit random and lacking skill as you both bash away

FINISHING MOVES

After you've planted enough hits on the fiend you've been duelling with, you get the chance to perform a finishing move. Get it right and it's lights out for your opponent. And each beast is dispatched with a different flourish. Demons get your hatchet lodged in their ribcage before being yanked out along with half their vital organs. The hell dogs get impaled on the flat blade of the axe and then swung in the air like rag dolls. And the zombies get turned into flesh jigsaws.

1



▲ The demons suffer an almighty blow to the chest when they get finished off. Pull that axe out with half his innards

2



● A Glaswegian kiss finishes off a she-zombie

3



● 'Fatality' flashes up when the time is right

4



● A hell-dog gets it's marching orders

5

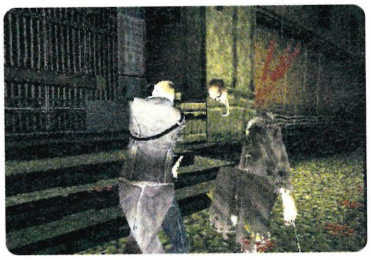


DISMEMBER ME?

The trouble with battling the living dead is kicking the bucket doesn't really bother them that much. Luckily, being experienced in these matters and mad as a hatter to boot, your character knows how to make a hell-sent corpse stay dead.

So to finish them off he knocks them to the floor and hacks them up like firewood, sending bloody body parts flying everywhere, drenching the screen with gore.

That leaves an armless ghoul who couldn't stand up if the undead Britney Spears walked into the room and asked for help unzipping her tight-fitting rubber dress.



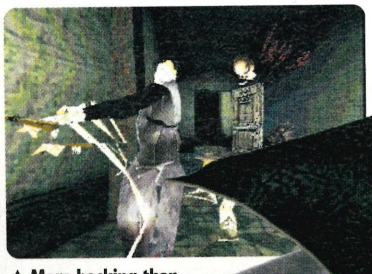
▲ 'Off with his head!' That's gotta hurt



▲ Remove a few limbs just to make sure



▲ The right combos will take a zombie's arms off mid-battle. Then it's easy meat



▲ More hacking than a lumberjack



LOOK AT ME ARSENAL

APART FROM HIS TRUSTY AXE, OUR GIBBERING HERO GETS TO USE A COLLECTION OF SPECIAL ITEMS TO SEND HIS ENEMIES BACK TO HELL. HERE'S A SELECTION...

GAS

Any monster who gets this choking, green miasma let off in their face is temporarily incapacitated and left open to a swift finishing move that will put them down in one go. Got to be quick though or they'll recover



FIRE

The firebomb does pretty much what it says on the tin. Set it off and your foe becomes a flaming ball of evil. This is enough to chargrill almost any of the things-that-should-not-be you get the displeasure to meet



FREEZE

This frigid spell would make hell freeze over it's that powerful. Simply aim it at the detestable horror that confronts you and watch him become a pillar of ice. Then take your axe and smash him into a thousand tiny pieces



BOMB

Very useful when outnumbered, this primitive cluster bomb sends out a ring of deadly shrapnel shards that rip through the flesh of any beasts within its radius. Usually enough to clear any room of its grotesque inhabitants





Press the button with the red light. Red light goes green. Door opens. Hmm



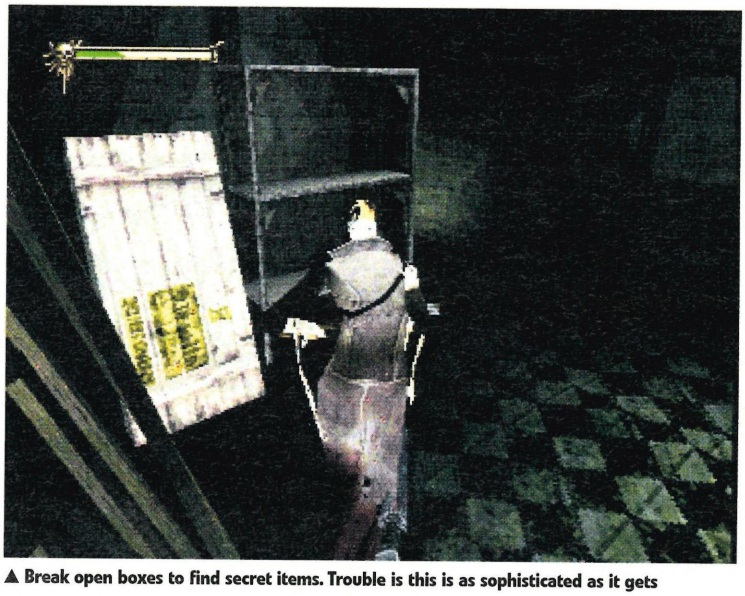
▲ You can't miss the shiny items



▲ There's a bit of Res-Evil style pushing too

MASTERMIND IT AIN'T

With battles that leave you wanting more the other aspects of gameplay need to compensate. But besides exploring there's not much else to be done. There's no platforming to speak of and puzzles are non existent. The game automatically selects the right key or item to use for you. If you haven't got the right item for a particular situation then it shows you what the missing item is. The only puzzle being finding it in the murky locations or breaking the right box to get it out.



▲ Break open boxes to find secret items. Trouble is this is as sophisticated as it gets

LIKE THIS? TRY THESE

Tenchu – Creep quietly around spooky levels armed with nunchaku



MediEvil 2 – Crash noisily around spooky levels armed with a sword



WE RECKON

With pant-cacking levels and awesome animation, this has got the visuals and atmosphere of a classic. Sadly, it's burdened with the gameplay of a nearly-was. For what is basically a roaming beat 'em up, depending on all-out adrenalin for its appeal, it needs a far better combat system to tie it all together **Steve O**

7

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

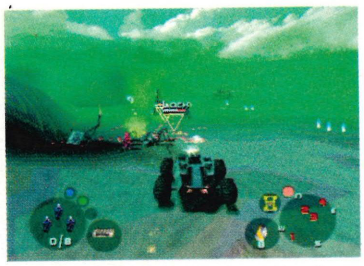
£19.99

OUT NOW

1 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Big guns make things tough. This should be a good thing, but in this case, it's not



▲ You're under attack. Annihilate the alien vermin. A handy lock-on will help matters



▲ Grenades are handy, get 'em while they're hot. Radiation isn't such fun

INFESTATION

TOKENS EQUAL TOP GUNS

Factories are the way forward if you're going to wipe out the alien scum. Swapping tokens for power-ups gives you bigger guns, better grenades and pumped-up tyres for cruising over water. Here's how to do it...



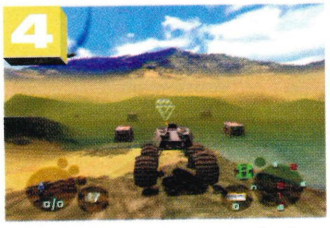
▲ The factories are full of extra goodies



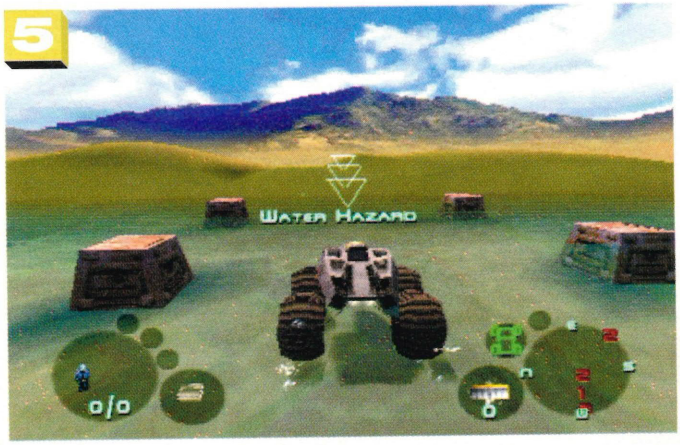
▲ Connect up and spend those tokens



▲ The factory goes to work



▲ Pressing L1 beefs up your wheels...



▲ ...and lets you roll over nasty water

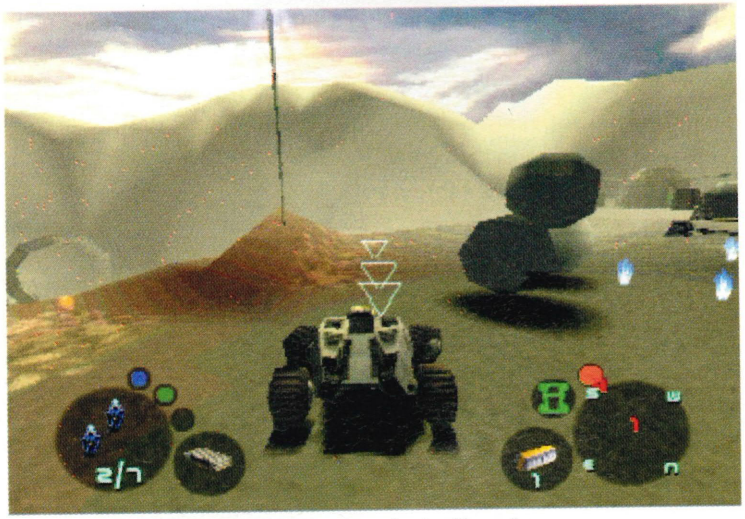
Alien murderer? Welcome to your wettest dream and worst nightmare combined

The planet Ehhodus has got big problems. Innocent scientists have been bombarded by filthy aliens for no reason whatsoever. Clearly, death is the only justice for the evil extra-terrestrial scum, and it's up to you to make sure it's served.

Taking to your trusty ACAM (a four-wheeled tank) you vow to rescue the boffins and murder everything with the cheek to move. Sound good? It's not.

For a start, gameplay is limp, and you'll soon find yourself spinning blindly in circles not having a clue what's going on. Then there's the complete lack of variety – the action remains the same throughout. Landscapes are convoluted and misleading, and the novelty of jumping large gaps with your turbo boost wears thinner than Homer Simpson's pants after a few minutes play.

Having said that, once you get used to the less-than-friendly control system and start chucking grenades at hordes of marauding aliens, there is a warped sense of satisfaction gained from mass genocide. But it's very short-lived, and with the sparse variety on offer you're guaranteed to bin this before you get your money's worth.



▲ Boulders crush stuff for added gameplay, not that it adds much

WE RECKON

There is fun to be had here, but only if you overlook the rubbish graphics and way below standard gameplay. And sorry, but we're not prepared to. **Pat**

3

OUT OF TEN

movies, flights, holidays . . . New i-can with Virgin Cola get money off music, games, movies, flights, holidays . . . New i-can with Virgin Cola g

i-can™ GO ON THE PULL FOR MONEY OFF GAMES.





i-can with Virgin Cola get £5 off game software at Virgin megastores when i spend £29.99 or more

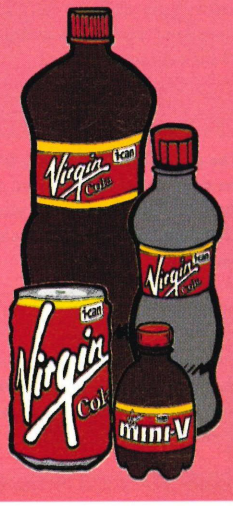
Stick 6 special Virgin Cola ring pulls or tokens onto this i-can™ voucher and get to Virgin Megastores!

Valid until February 28th 2001 • Not to be used in conjunction with any other coupon, multibuy offer or student discount • Offer only available at Virgin Megastores in the UK • One i-can™ voucher – complete with 6 special Virgin Cola ring pulls/tokens – per purchase • Cannot be exchanged for cash • Offer not available on hardware purchases • Coupon value 0.001p PN

2 410505 005000

i-can SAVES YOU MONEY ON CD'S, GAMES, VIRGIN FLIGHTS AND HOLIDAYS. SEE PACKS FOR DETAILS OF HOW TO GET YOUR COLLECTOR WALLET OR PICK ONE UP FROM VIRGIN MEGASTORES.

FOR EVEN MORE OFFERS AND INFORMATION, CHECK OUT www.virgin.com/cola IT'S AN ON-GOING PROMOTION, SO START COLLECTING TODAY.



OPEN TO UK RESIDENTS ONLY. EACH OF THE 'i-can' OFFERS HAVE VARYING CLOSING DATES. FULL TERMS ARE DETAILED ON EACH 'i-can' CARD AND THE WEBSITE. PERSONS UNDER THE AGE OF 18 MAY NOT PARTICIPATE IN SELECTED OFFERS. PROMOTER: THE VIRGIN DRINKS COMPANY, C/O PO BOX 1390 TICKHILL DN11 9JY.

IT'S JUST LIKE ROBOT WARS

Each prison you visit in MoHo is home to a number of different events. In Last Man Standing you attempt to survive as you and a load of other 'bots start kicking the hell out of each other in the arena. Race mode has a completely different feel as you attempt to bash your way around simple circuits, and Run the Gauntlet will test your pad dexterity to the max as you try and guide your droid past lasers, fire and a host of other traps on your way to the end zone. And there's loads more...

KING OF THE HILL

King of the Hill mode sees six bots battling to see who can stay the longest in the area marked by the crown. You need to smack the other robots off and stay up there yourself to be crowned King

POWERBALL

In Powerball mode you grab a ball and try and throw it at a sticky goalpost. Sounds easy, but the goal is always miles away, and other robots and hazards try to stop you

RUN THE GAUNTLET

Run the Gauntlet asks you to make your way from A to B. Except in between there are other robots, spikes, flames, gun turrets, the works. You need to be nimble on the pad to get through

RACE MODE

Race mode is pretty obvious. You need to keep hitting the speed boost pads to get in front, and elbow anyone that tries to squeeze by you

TAG MODE

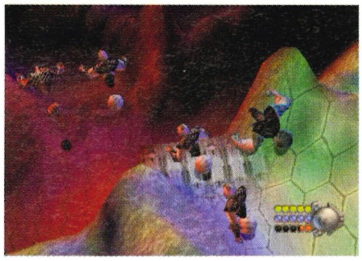
Tag mode scatters tokens all over a ramp-heavy level, and you have to collect them all. It can feel a bit like Tony Hawk's when you do big jumps out of the half-pipe sections

LAST MAN ROLLING

The aim of Last Man Rolling is to survive an arena full of hostile metal nutters. Do anything you can to survive: knock them into holes, smash them with bats, knife them, anything

PURSUIT

Pursuit mode follows along the same lines as Run the Gauntlet, except there's water constantly rising from below you. If you touch it, you frazzle



▲ Race mode: speed-up time



▲ Tag mode: big jumps



▲ Last Man Standing: like it sounds

MOHO

Take the guts of Robot Wars and Gladiators, and throw in some robots punching each other in the teeth in prison. That's MoHo

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT JULY

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

It's the year 2000, and people get around in flying hover cars, eat a single food pill each day and wear silver foil suits... Or at least that was what was *supposed* to be happening right now according to 1960s science's finest minds.

Games developers are equally crap at predicting the future, hence the plot of MoHo. Apparently, in da future, we set up a prison planet called Alpha 9, where we send naughty robots. In order to fend off the daily drudge of prison life, these 'Synthetics' decide to set up some robot Olympics to keep themselves occupied. They'll race, collect things and punch each other in the chops.

It's your job to guide one of these metal convicts through a series of events and a load of prisons. Liberty is your ultimate goal.

PHYSICS CAN BE REALLY IRRITATING

Physics teachers usually have bad breath and beards. Likewise, MoHo's in-game physics also have their annoying habits. As a result, playing the game takes some getting used to, unless you played crusty old games like Marble Madness and Spindizzy when you were younger.

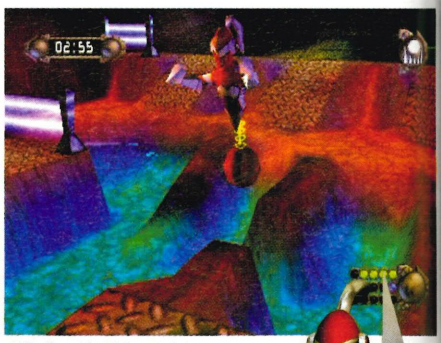
It's most frustrating when you get trapped in a corner getting a good shoeing off two robots: you can't run away, and every hit raining down sends you reeling backwards again. Jumping won't help, and you usually have to wait until they kill you. If that doesn't make you want to kick you TV in and pull the tail off your cat in frustration you must be a saint.





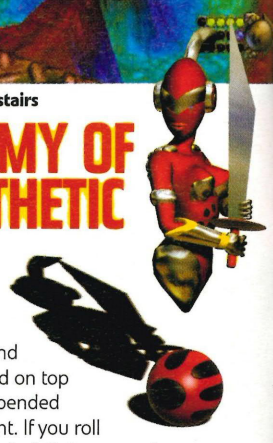
▲ Don't get cornered, or they'll pound you to death

● One slip, and you'll slide annoyingly down the slope



▲ Rollers: bad for stairs

ANATOMY OF A SYNTHETIC



These guys aren't your average robots. For a start, they don't have legs, and instead roll around on top of a ball, like an upended bottle of deodorant. If you roll them off the side of a hill, for example, they keep rolling down until they are stopped by something. This system of inertia and physics is central to MoHo and can be as frustrating as it is rewarding. Some synthetics are quick, some are strong but all of them can punch, jump and block attacks. When your synthetic gets killed in battle, the explosion ripples the ground like water. Cool.

DOUBLE UP AND THE FUN DROPS

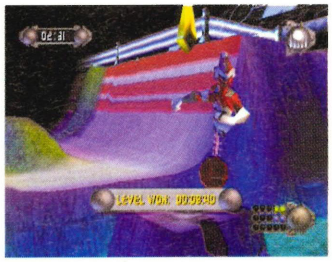
Usually, adding a second human player doubles the fun, but MoHo's multiplayer mode is a bit weak. The split screen crops your view in pretty tight, making it damn tricky to see what obstacles are heading your way. You can play lots of different events, though: Powerball is exactly like that bit on Gladiators where they try and drop the ball into the bucket while getting kicked in by Wolf or Hunter or whatever. The racing comes out pretty dull, and exciting events like Run the Gauntlet are made frustratingly tricky by the close-up camera. Doh!



▲ Run the Gauntlet sucks the big one in split screen, you can hardly see a thing

IT'S TRICKY, BUT FAIR

MoHo asks you to use completely different skills to win each individual course it puts you in. The early race modes are a lot easier than the Run the Gauntlet levels, as you can tap into skills you already have in your gaming repertoire. If you get stuck on a level, go off and try another and come back to it later. MoHo lets you save after every level you finish, so you never need to go back through levels you've already done if you get killed. More games should be like that.



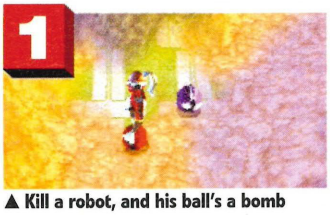
▲ Aim for a record time when you win to get those elusive Gold medals



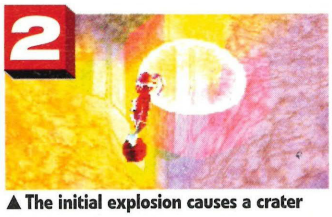
▲ You'll get mashed up lots before you succeed. MoHo is pretty unforgiving

RIDE THE RIPPLE

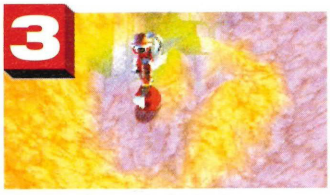
MoHo is a pretty sexy-looking, but there are certain graphical effects in the game that will have your mouth hanging open the first time you see them. The scenery you roll about looks good enough, but any explosions send cool shockwaves rippling through it. Your droid gets shaken up if it's near the epicentre, and it gives a good indication of the power left under the hood of the ageing PlayStation. Later in the game you unlock a subgame that lets you ripple a ball around in a crazy game of earthquake golf. We're pretty sure no game's ever tried that before...



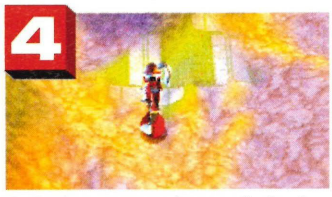
▲ Kill a robot, and his ball's a bomb



▲ The initial explosion causes a crater



▲ The landscape ripples back



▲ Shockwaves spread across the level

RAGE AGAINST THE MACHINES

The more you get kicked in, the more you as a player get ticked off. Your on-screen bot doesn't like it much either, and his Rage meter steadily builds up. When you are sufficiently annoyed you bust out a rage attack and seriously crack some skulls. In a race situation your anger gives you an extra hit of speed, like when athletes store their farts up before a big race.





▲ Please punch me in the face. No, keep doing it. It's not too annoying...

LIKE THIS? TRY THESE

Kula World – This one also features balls rolling around



Destruction Derby 2 – Race and bend metal for your 20 sheets



WE RECKON

MoHo is more original than a teapot made out of a hedgehog, but equally difficult to pick up. If you can brave its spiky control system you're in for a treat: it's 80 levels take longer to plough through than a whole Alaska-worth of snow. The two-player mode leaves a floater in the drink, but otherwise it's good stuff. **Dean**

7
OUT OF TEN

KNOW THIS

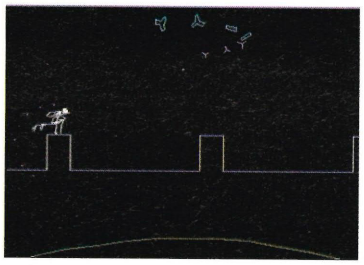


PAY NO MORE THAN:

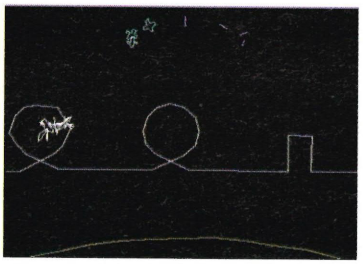
£19.99

OUT JULY

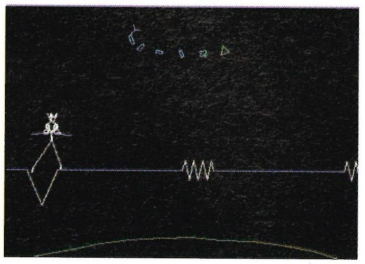
1 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Tap buttons to help Vibri make his way along the musical ribbon



▲ A couple of loop-the-loops should sort out the bunnies from the hares



▲ Put a Travis CD in and Vibri will try to kill himself in time to Driftwood

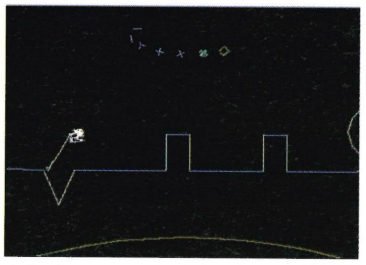
VIB RIBBON

Journey into the mind of a maniac. Welcome to the weirdest PlayStation game ever

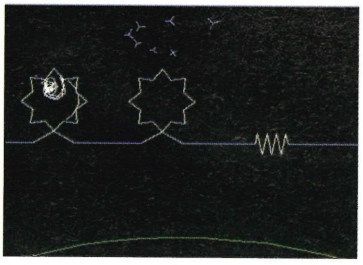
Vib Ribbon is almost too weird for our fragile human minds to withstand. You play as a crudely-drawn rabbit, Vibri, and you hit buttons to jump over rectangles, wavy lines and holes moving towards you along a simple white line. It's all in time to some stupendously weird Japanese music. Think strange voices intoning 'the beat is strong, but the night is long' over a glockenspiel, and you've got the basic idea.

Get your timing wrong, and Vibri turns into a frog, then a worm, then vanishes. Get it right, and he grows angel's wings a little crown and flounces along with a spring in his step. The more time you spend as an angel, the higher your score.

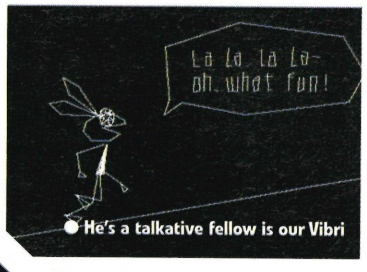
And once you've mastered the game's music, you can flip open your PlayStation and Vib it up in time to your own CDs. Shove in some ambient techno and the line whooshes all over the place. Try rock, and combo wave/hoops appear at speed. We tried some happy hardcore by the much under-rated beat combo Johnny Go Mental, and you needed the reflexes of a mountain lion to keep yourself from getting frogged.



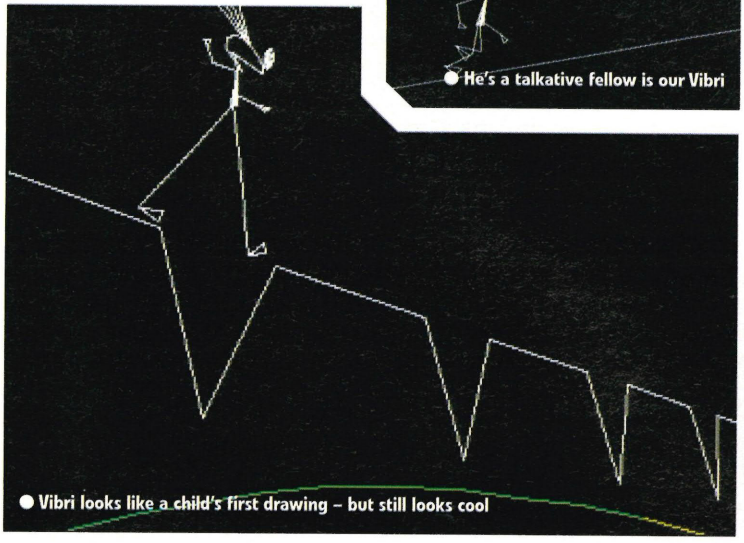
▲ Get it wrong and Vibri turns into a frog



▲ It's hardly a graphics feast



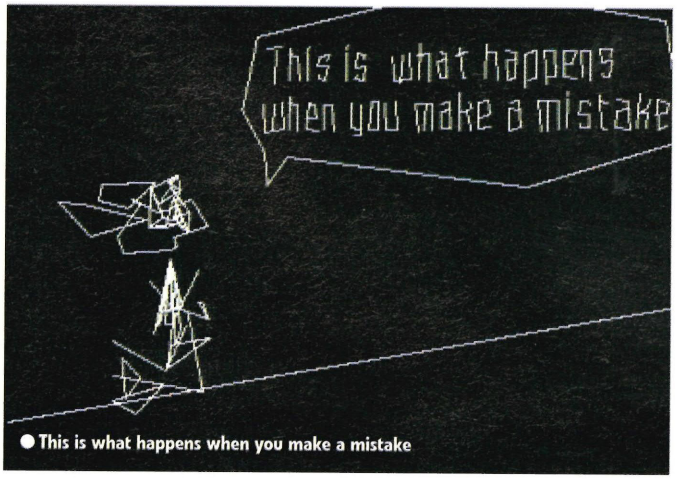
● He's a talkative fellow is our Vibri



● Vibri looks like a child's first drawing – but still looks cool

THE WEIRDER THEY COME

This won't be a game for everyone, guaranteed. It's simple to play, and there's not much more to it than what we've explained here. You'll also complete the game's three built-in levels/tunes within an hour. The fun comes from seeing what shapes your favourite CDs turn into, and challenging yourself to survive them. We're always into games like Vib that have new ideas, a bit of style to them. But this isn't a game you'll play on your own for ages: it's the kind of thing you'll put on when you've got mates round, just to make them go, 'Wow, that's weird.'



● This is what happens when you make a mistake

WE RECKON

This won't be everyone's cup of tea, but it's got that elusive 'cool' factor in spades, and it's a laugh seeing Vibri jump over the beats on your fave CDs. **Rob**

8

OUT OF TEN

TOSHINDEN 4

Lame ass fighter that's out for the count faster than Lou Savarese

Splash out on a beat 'em up and you want more meathead maulers than a WWF convention. You expect blood-spilling combos by the bucket load, and the graphics should be so fast your eyes have trouble keeping up.

Fork out for Toshinden 4 then, and you'll be sorely disappointed. The initial line-up of nine fighters is pathetic compared to Tekken 3's bulging roster. They look rough too, moving with all the grace of a one-legged ballet dancer.

But even the dog-eared graphics and limp line-up are nothing compared to what comes next. You and a mate choose your fighters and it's game on. You land a couple of punches, then prepare to launch a blinding combo of blows. You power up, take your best shot and... nothing. The special attacks and combos are frankly embarrassing. Sure, it all looks impressive when your fighter explodes in a dazzling fists-a-flying attack, but even the best moves cause little damage.

They're way too easy to pull off too, so even your dimwit mate you always cane has a chance with their limited skills.

Toshinden 4's got hidden extras you unlock by finishing the game, but the gameplay stinks so bad you need the patience of a saint to get anywhere near the last boss. Our advice? Don't bother.



▲ If all else fails, stamp on your opponent



● Live by the sword, die by sword. Well, anything's got to be better than playing this turd

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

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



● All the moves are just too easy

FIREBALLING FOR BEGINNERS

You know that satisfaction when, after weeks of practice, you finally pull off a sweet ten-hit combo and whup your mate's ass before he even lands a punch? There's none of that here because the special attacks are just too easy to pull off. As a result you'll get very bored, very quickly.



● Two-hit combos: a cinch



● Mega special attacks: a breeze



● Throw fireballs fool, not giant hearts!



▲ This killer move looks awesome, as Subura captures his opponent in a ring of fire



▲ He then charges in and hacks away with his sword. Nice, but not that powerful

WE RECKON

Toss-inden 4, more like. The graphics are ropey, gameplay is basic and there aren't enough fighters. Get Tekken 3. You don't need anything else. **Paul**

4

OUT OF TEN

DESTRUCTION DERBY RAW

Enough crashes, bashes and smashes to make your dentures do the do!



● Each DD smash has a name. '[illegible]iver' in this case

Wahey! Another sequel! Churn out the same old crap but with a bit of a makeover so we can make a fast buck eh?

The answer to that is both yes and no. Destruction Derby Raw is primarily the same smashing and totalling of cars you've come to expect from the motor-mauling series, but it's still pretty good fun at the same time. There's something strangely satisfying about ramming a helpless driver ten feet into a steel barrier and getting paid money for it.

Having a four-player mode helps as well, so you can relive all your favourite crashes with mates. Without having to unwrap yourself from a lamppost or explain to parents why their beloved Skoda Estate is now the shape of a horseshoe.

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

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

CRASH! BANG! WALLOP!

YOU'LL BE WINCING ONCE YOU'VE WITNESSED A CORKSCREW!

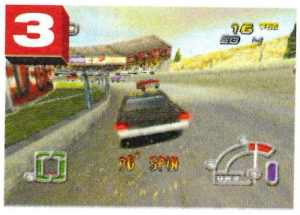
It's the primary reason for having a game like this. Forget the race, lets just smash each other up until the car can't take any more. And in DD Raw, you'll be sucking in air through your teeth as you go head-on into oncoming traffic. The quality of the crash is reflected by the number of points you get and, depending on the mode you're playing in, those points will be worth hard cash. Each time you ram an opponent, a name will pop up on the screen. Teeth Rattler is the most common and most basic shunt, and earns you 10 points. A 90° spin is better as it adds 60 to your total and 180° rolls bump you up to the tune of 100 points. The real star crashes however are usually a combination of three or four moves and earn you untold riches. A Skull Crusher consists of you landing your car on top of another vehicle and is worth a whopping 200 points!



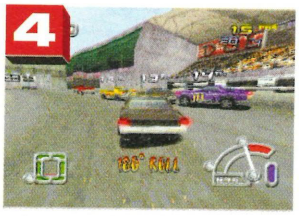
▲This is about to get very nasty...



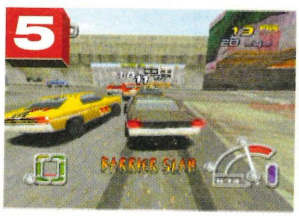
▲ It starts with a Jaw Breaker...



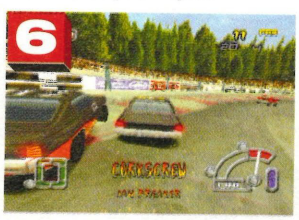
▲ Followed by a 90° spin...



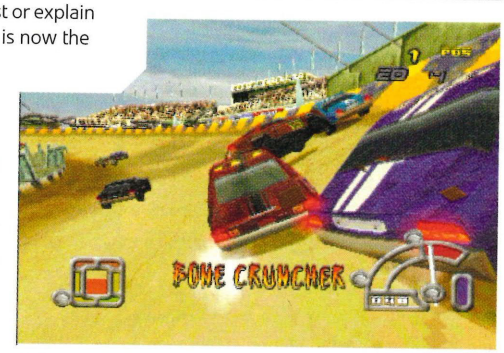
▲ He's still going! 180° roll next!



▲ Add to that a Barrier Slam...



▲ Finish off with a Corkscrew!



▲ A 'Bone Cruncher', and more points in the bag


● The box in the left-hand corner is your damage

DAMAGE LIMITATIONS

The state of your car is shown in the bottom left of the screen. The small box has two main areas – the outer sections are the damage taken to specific areas of the car and the inner area is the total damage. Once that reaches full, the car catches fire and it's race over for you. The colour of each section changes after a hit: green means perfect, yellow is slightly damaged, red equals danger and black... well, black means utterly mashed! The front of the car is most likely to break up since you go headfirst into most crashes, but even when it's in the black as it were, you can still carry on ramming.

FOR CASH LET'S SMASH

GUESS WHAT YOU HAVE TO DO IN THE SMASH 4 $ MODE?

OK, so it doesn't take a genius but the Smash 4 $ Mode is an excellent mish mash of racing and crashing. You take part in a normal – if you can call it that – race but the object is to finish as high up as you can while still earning untold crash points. At the end of the race your points are converted into cash and you retire to the garage. Using your cash you can repair your car or invest in a new motor. Your garage can hold up to six different motors to choose from before each race. Only fully operational cars can compete so trying to enter an old banger still mangled from a previous race is forbidden. Basically, it's down to you then to raise the cash and buy yourself some pristine vehicles to write off.



▲ Weird as it seems you smash up your car...



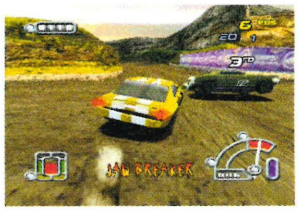
▲ To earn the money so you can repair it

AIM FOR THE BACK

Don't shy away from the chance to absolutely cane someone that has already suffered from one crash, or has slowed up in a crowd. The trick is to aim for the rear corners of the car. If you hit on just right, you'll get a 90° or 180° spin at the very least. High speed side on shunts are best too, as you can practically flip cars 360° with enough power. But the really high-earning crashes come when the track crosses over itself so you ram someone driving across you at equally high speeds. If you can get them into the barrier or make them take out other cars, then you're looking at some massive smash points.



▲ Get 'em while they're stuck



▲ Shunt the butt for max damage



● 'Are you OK in the back'

WRECKIN' CREW

The other main game mode in Destruction Derby Raw is the Wreckin' Racing. This is very similar to Smash 4 $ but instead of getting dollars at the end of each race, you get points. To progress through the courses, each race has a set amount of points you need to meet. Again, the higher up you finish and the more crashes you cause will gain you a higher amount of points. Winning the race isn't enough in some cases, so you have to make a beeline for multiple car pile ups.

For every race you finish, the game offers you a choice for your next venue. The levels are set in a pyramid type layout, so you can have loads of different routes before finishing the game. If you only want to compete in six races you can, but real DD nutcases should take the hardest route that can take in nearly 15 races!



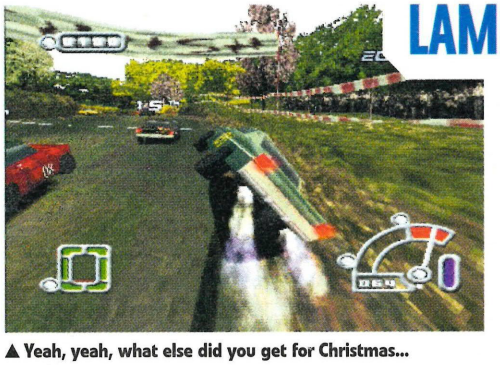
● 'Can we see the sea yet? Are we nearly there?'



▲ Use this screen to check your progress



▲ Multiple pile-up are best for racking up the points



▲ Yeah, yeah, what else did you get for Christmas...

LAMBS TO THE SLAUGHTER

The cars you have available change from race to race depending on the track you're racing and how well you've been performing (i.e how many cars you've been sending to the great cube crusher in the sky). In all, there are eight cars you need to unlock including trucks and a police car (smash the pigs!) in the Wreckin' Racing which can be bought later on in the game.

It's best to pick a quick car because they can do the most damage when at high speeds whereas big, heavy cars can withstand a lot more damage but are too sluggish to control and you can get left behind.

LIKE THIS? TRY THESE

Driver – Become an getaway driver in this awesome racer



Rollcage Stage 2 – More high-speed racing with some spectacular crashes



WE RECKON

This will come as no surprise to you, but while DD Raw is a very good game in its own right, it's not different enough from the previous version to warrant owning both. However, Raw is a hugely enjoyable game and it provides enough long and short-term thrills to keep most people entertained. Not bad at all. **Steve K**

7

OUT OF TEN

FRONT MISSION 3

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT JULY

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Walking battle robots the size of houses get it on in a frenzy of metallic mayhem. Eat your heart out Robot Wars

Climb into a two-legged dreadnought and blast, batter, and bomb your opponents into nothingness in a turn-based combat system. Then climb out and bore yourself senseless with inane conversations and researching. Yes, this is a game of two halves.

It's 2112 and factions within the Japanese army are conspiring to create a world-threatening new weapon. You play the Japanese pilot of a Wanzer – a 20-foot walking death machine which takes its from a combination of 'walking' and 'panzer'. What's a combination of 'walking' and 'tank' called then?

Front Mission 3 feels like last month's Vagrant Story only in a robot suit. It's a big combat system with some RPG elements thrown in for good measure. But here the only time you ever feel involved is during the battles and the dross you have to plough through to get to each one takes forever and just irritates.



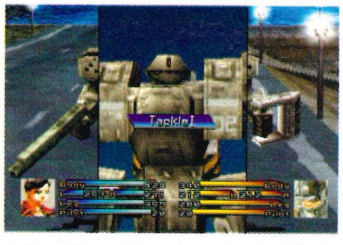


● Some of the FMV is really impressive

SKILLS THAT KILL

KNOW YOUR BATTLE MOVES

Every hit you land gains experience for that pilot with that weapon. And with experience, your characters gain extra battle skills. The chance of one of these skills being used increases over time. The zoom ability makes the character's aim much better while Tackle is a heavy duty hand-to-hand attack. And after a while you'll start pulling out moves that send opposition droids to the big recycler in the sky sharpish.



▲ Your Wanzer does a massive shoulder charge into your opponent with Tackle



▲ You can set which battle abilities you want to use from the stock available



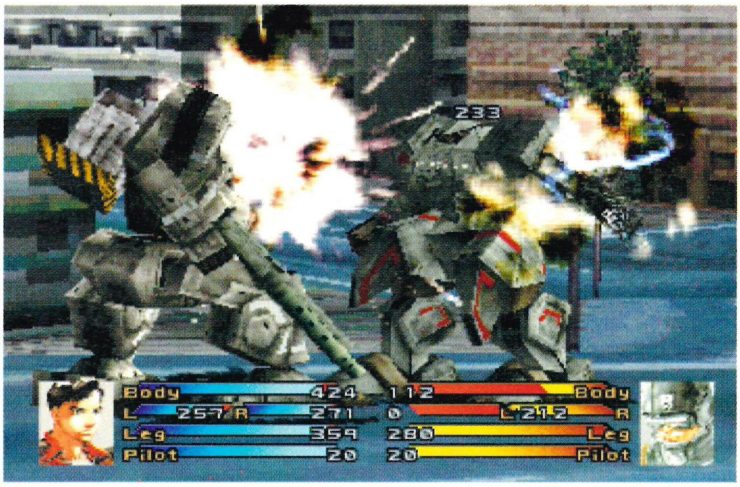
▲ Pilot Damage is a good skill for missiles as you can force enemies to eject early on



▲ Battle abilities get announced with a camera whirl and some special effects

IN THE HEAT OF BATTLE

The battles are turn-based affairs *a la* X-Com. You take one robot at a time expending action points to move and shoot. When you've moved all your Wanzers then it's the computer's turn. The camera swoops in when you attack and shows the metal monsters slugging it out in close-up. Rounds pump out of miniguns, outsized knuckle-dusters fly and missiles twist home in a frenzy of giant metal-plated robo-knights letting rip. These are the game's best moments.



▲ Though nothing happens in real time, things get exciting when two Wanzers go toe-to-toe



● Bleurgh! Krash! Scz-it!



▲ A missile arcs over a hill before impacting



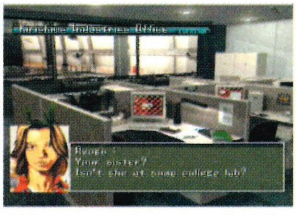
▲ As rounds hit home the damage done is shown



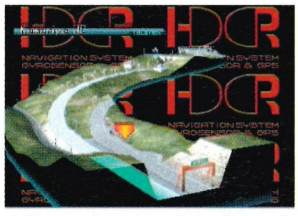
● This game paints a pretty damn impressive picture of futuristic Japan

CALM BEFORE THE STORM

Your time between battles is taken up chatting to other characters, using your database and changing location. But each of these elements rapidly becomes a chore. The conversations are tedious chunks of text which you end up just clicking through. The database is massive, difficult to navigate and comprises about 95 per cent useless waffle. And to move location you pick one of the few options available to you and watch a line get drawn between the two places. Yawn.



▲ The conversations are really dull

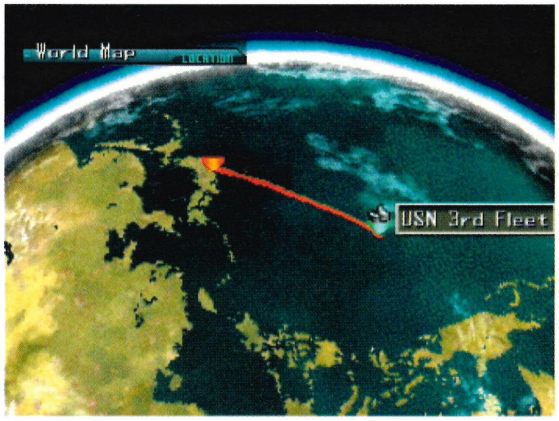


▲ Plenty of graphics, lack of control

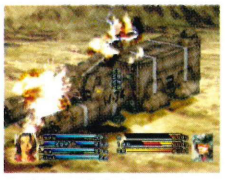
CHOOSE YOUR DESTINY

NEVER PLAY THE SAME GAME TWICE

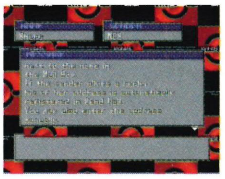
Whose side you come out on in the end is up to you thanks to the 'double feature scenario' system. This means that played the one time you might be defending an installation against a particular character but play it again and make a different choice you might be assisting that character with their assault. Which all adds up to good replay value even if as you are clicking through a ream of waffling dialogue you miss what the consequences of a particular choice might be.



▲ Though the plot is centred round Japan, your quest will take you round the world. Play it a second time and take a different route.



▲ This truck is important whatever your decisions



▲ The plot is advanced through email conversation

LIKE THIS? TRY THESE

Vagrant Story – Better combat system, better role-playing. Just better



Armoured Core – Real time robot battles. Golden oldie that still can be fun



WE RECKON

There's a lot going on here that we like. The combat system, for example, is detailed and impressive. However, on the minus side, the combat is a little slow and it can't carry a whole game on its own. In addition, there are some truly ropey RPG elements lurking about that make the between-battle moments hell. **Steve O**

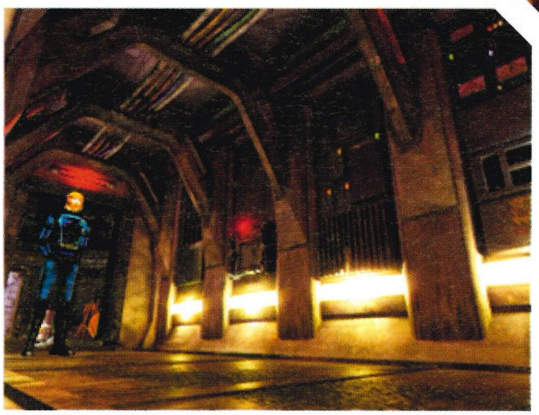
6
OUT OF TEN



▲ The distorted camera angles and the grumbling soundtrack are guaranteed to give you the fear



● Don't get sucked in by the Zen – there's undead flesh to fry



▲ It's quiet... too quiet. Badness is lurking around every corner

MARTIAN GOTHIC

A little bit of fact and a whole lot of fiction go a long way in this sci-fi shocker

BRING YOUR NERVES OF STEEL

Martian Gothic doesn't rely on big scare moments to generate its thrills. Instead it builds an atmosphere of foreboding and gloom that is just as effective. The characters tell you their feelings in hushed tones and react naturally to the events going on around them. The sequence when Kenzo discovers a lady hanging from a beam in the gym, complete with suicide recording is a real heart-wrencher. The inclusion of real-world facts and discoveries like the micro-organisms found in Martian rock give the game an 'it could really happen' edge that sucks you in. Reckon you've got nerves of steel? A post-midnight session on Martian Gothic with the lights off will soon sort out the men from the boys.



▲ The first thing you do as each of the characters is decontaminate yourself from Mars' atmosphere. There's a shocking secret about this green mist



▲ To avoid becoming zombified by the ancient evil, this researcher hanged herself. Her note reveals a little more of the mystery

No sooner has a research base been set up on Mars than a bunch of meddling scientists come along and unleash all kinds of hell onto the unsuspecting inhabitants of this lonely outpost.

As her colleagues and friends are torn apart by the ancient evils of Mars, a lone researcher sends a distress call back to Earth. 'If you send a manned craft,' she gasps, 'warn the crew: stay alone, stay alive.' Ten months pass and Earth sends a team to investigate just what the hell happened up on the red planet. But the three crewmen are unaware of the Pandora's box they're about to step into.

Martian Gothic is survival horror done with style. This game is a Silence of the Lambs to Resident Evil's Night of the Living Dead. You may still be battling zombies, but the horror served up in Martian Gothic is psychological, intelligent and a whole lot more believable than the schlock-horror antics of the Resi cast. As you try to solve the mysteries of Vita base you take control of each member of the investigating team in turn. The special thing is that you can choose to switch between all three characters at will and, to win, you'll have to play as a team.

Character switching is the key to solving the game's tough riddles. The crew members, Karne, Matlock and Kenzo, each have their own section of base to explore and puzzles to solve. The tricky thing is that essential items for one investigator often pop up in another character's area. A magnifying glass appears on screen when there's an important object nearby and items can be swapped between the team-mates via special vacuum tubes. Thinking ahead is a must if you're going to avoid a grisly death at the jaws of a Martian zombie.

KNOW THIS

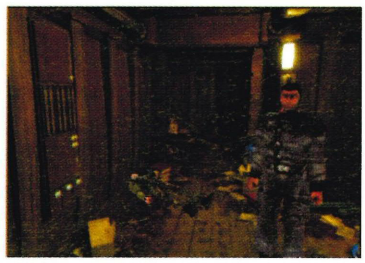


PAY NO MORE THAN:

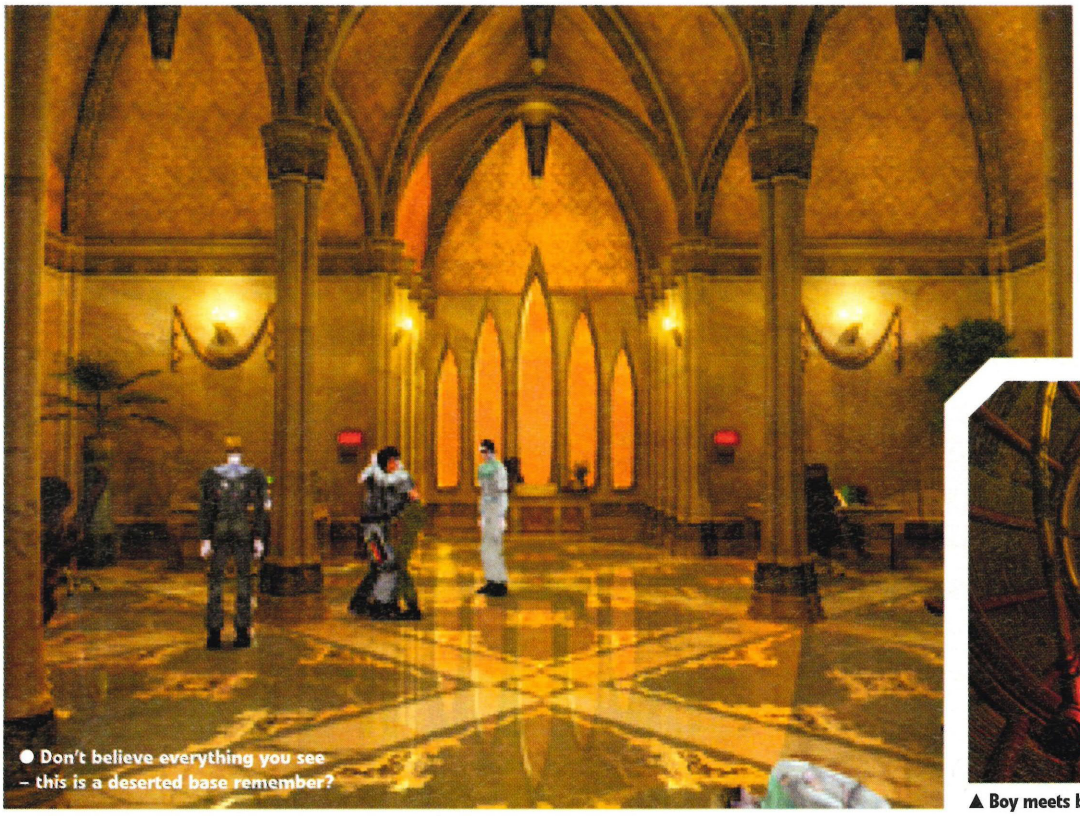
£29.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Death, misery and metaphysics – Martian Gothic is a classy experience for sure



● Don't believe everything you see – this is a deserted base remember?



▲ There's moody horror film atmos in spades going on in here. Play it with the lights on



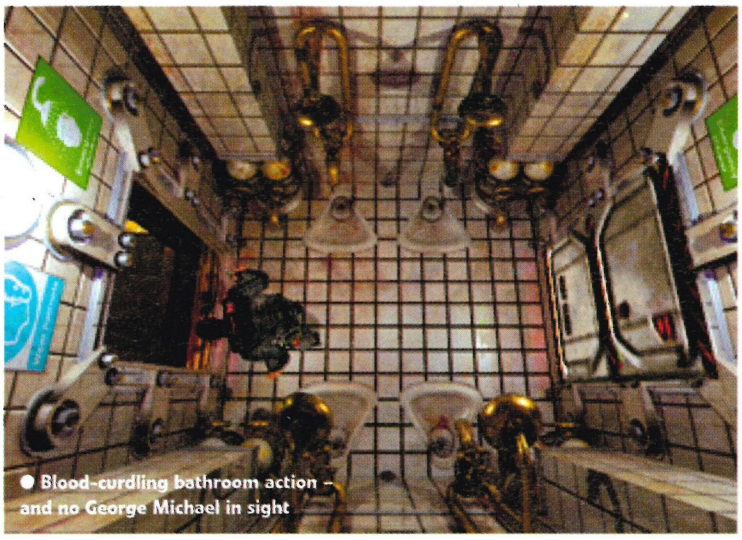
▲ Boy meets boy. Boy tries to slaughter boy



● Kenzo's feeble stomp attack



● The base is trashed – call the maid



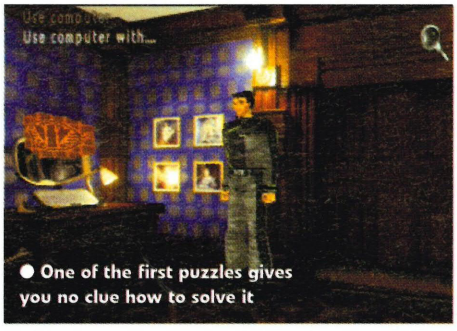
● Blood-curdling bathroom action – and no George Michael in sight

GIVE US A CLUE

USE YOUR ICY-COOL LOGIC SKILLS TO WIN

There are masses of objects to help you solve puzzles. The simplest are the coloured tags or key cards that unlock doors. Other puzzles involve more thought, forward planning and teamwork to solve. One of Kenzo's first tasks is to use a computer to unlock a door for Karne, but the computer will only respond to an authorised voice pattern.

Earlier on you'll have picked up a recording from a corpse which you can use to access the computer. It's logical, but the clues to solving puzzles like these – if they exist at all – are often obscure.



● One of the first puzzles gives you no clue how to solve it



▲ Keep a look out for vac-tubes on the walls – you'll need 'em



▲ Bored of thinking? Then start shooting

LIKE THIS? TRY THESE

Resident Evil 2 – Scarier than Nemesis and still shocking



Hard Edge – Character-swapping fun without the scares



WE RECKON

This is a slick, spooky and satisfying survival horror game with tons of atmosphere and potential scares around every corner. For sure, the unforgiving logic will make more impatient gamers see red, but those willing to get lost in its gothic glory will have a blast. A fine alternative to the Resi series. **Lee**

8

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

£19.99

OUT JULY

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ ...but at night it's perfectly okay



▲ Great static scenes break up the ugliness



▲ You've got to love that crazy RPG speak

ETERNAL EYES

It's an all-new tactical RPG where you collect, train and battle with bizarre animated puppets. Just don't look directly at it

Tactical RPGs are the ultimate in hardcore gaming. You are told a story through automatic (and often incredibly long) cutscenes which are broken up only by the chance to do epic battle with a variety of mutant creations.

These battles are complicated affairs of positioning your heroes in a grid then choosing the most effective attack for your enemy. You then take it in turns against the computer to win control of the battle area. It's kinda like chess, but even more complicated.

Eternal Eyes does nothing to win over non-fans. A band of teenagers are destined to save the world from the onset of war. To do this they must learn how to capture and control over 150 puppet monsters, called Mappets. Think about mating pokémon with muppets (shudder) and you'll get the idea. Collecting all the Mappets is as important in your quest as saving the world.



● Even the simplest battles can last ages



▲ Nice shoulder-pads love



▲ Cutscenes are stunning



● Sound advice from the local honey

UGLY, BUT IT'S A GOER



● This floaty sheep packs a punch but the pink dude's rubbish

Eternal Eyes is a filthy-looking game. During story scenes your squad of Mappeteers shambles around in super block-o-vision. When the camera zooms in on our heroes you want to hide the screen for fear of people thinking you're playing on a Master System. Battle scene graphics (and there are a lot) are bland and unremarkable. Thankfully, there are some truly special slide-show style stills that help carry the story onwards, but these only highlight how cack the rest of the game looks.

With all this visual unpleasantness you'll be glad to hear that playing Eternal Eyes is a much more pleasant experience than looking at it. You're not free to wander anywhere you choose but instead you get sent on quests, each one comprising a chapter in the overall story. After you've equipped your team in town you get whisked away to your destination where you battle screen after screen of bizarre creatures. Win the fights and you score points and advance the story.

WE RECKON

This is niche-market stuff, but it's cheap and certainly different. Just don't expect too much from it. That way, at least you won't be disappointed. **Lee S**

6

OUT OF TEN

BE THE NEXT SUPER SPY FOR ONLY £1

TOP SECRET

CODENAME GREAT VALUE

YOUR MISSION:

RENT IN COLD BLOOD FOR £1,
ONLY AT BLOCKBUSTER

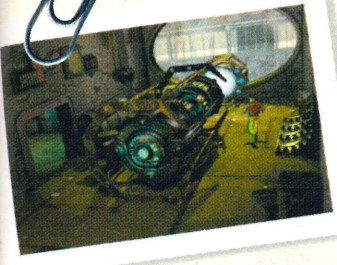
YOUR TARGET:

IN COLD BLOOD



BLOCKBUSTER

AGENT CORD,
AS MI6'S MOST DEADLY OPERATIVE,
ONLY YOU CAN HANDLE IN COLD BLOOD'S
LETHAL MIX OF MIND-BENDING PUZZLES AND
INTENSE GUNFIGHTS. YOU WILL BE DROPPED
DEEP BEHIND ENEMY LINES, FACED WITH THE
TASK OF FINDING MISSING AGENT KIEFER.
YOU MUST USE BRAINS, BRAWN AND STEALTH
TO SUCCEED, BUT WATCH YOUR BACK, THERE
COULD BE A TWIST IN THIS ACTION
ADVENTURE YOU WON'T BE EXPECTING...







PLUS WIN ONE OF 25 COPIES OF IN COLD BLOOD!

To win a copy of In Cold Blood courtesy of Sony and Blockbuster, just answer this question: what was the name of the latest James Bond movie? Write your answer on a postcard, along with your name and address, and send it to: Blockbuster In Cold Blood compo, PlayNation, 338-346 Goswell Road, London, EC1V 7QP. Entries must arrive no later than 25/08/00. The editor's decision is final.

LET ME RENT IN COLD BLOOD FOR £1!

Rent this awesome spy thriller for a only £1 only at Blockbuster, the only place you need to go to check out the latest PlayStation games at great prices.

For your nearest store call the Blockbuster Hotline on 0345 413 561 Calls charged at local rate.

Bringing Entertainment Home™
www.blockbuster.co.uk

BLOCKBUSTER

5600MM00003

Terms & conditions
This voucher entitles the holder who must be a member of Blockbuster to rent In Cold Blood for £1. Only one In Cold Blood £1 voucher per customer. Offer can only be redeemed on production of this voucher. Standard rental terms and conditions apply. Members must be aged 18 or over. Normal membership conditions and extended viewing fees apply. This offer cannot be used in conjunction with any other offer. There are no cash alternatives. Damaged or photocopied vouchers will not be accepted. Offer starts 20/7/2000 and ends 7/9/2000.

VERBAL



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

DON'T, YOU'RE MAKING US BLUSH

I've just read the Vagrant Story review. It was by Steve O I think, and it was excellent. He mentioned all the great aspects of the game. Other mags reckon it's got limited lifespan but I think that's total crap. I also think you were right in say sometimes there's too much fighting, and also... [CUT. BOREDOM LEVELS OVERLOADED].

Shawn, Yorkshire

❝ Cheers for the praise Shawn, but Steve O's head has already swelled to the size of an over-inflated beach ball. Any more and well be covered in bits of brain and skull.



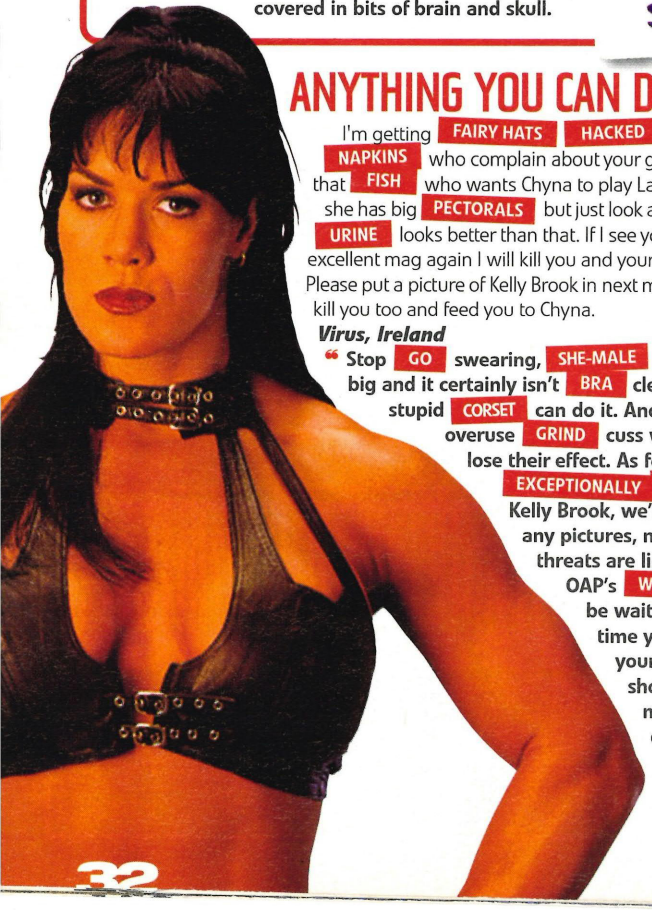
STEVE O

KNEEL, SCUMBAG

I bow myself down before the almighty gods of PlayNation and apologise profusely for insulting the new name. I'm sorry. Now I beg your forgiveness and hope that you will not come after me and force me to eat my own offal as I said previously. Sorry, great name.

Chris T, Newbury

❝ Sorry isn't enough. As punishment, we condemn you to a life of misery. We'll hammer sharp tacks under your fingernails, prising them from the tops of your fingers. You'll then be forced to plunge them in a bowl of vinegar while chewing on a mouthful of fish hooks. Learn your lesson because the next punishment is a whole lot worse... ❞



ANYTHING YOU CAN DO...

I'm getting FAIRY HATS HACKED off with all these NAPKINS who complain about your game reviews. And that FISH who wants Chyna to play Lara in the film OK, she has big PECTORALS but just look at the face. My URINE looks better than that. If I see your name in this excellent mag again I will kill you and your whole family. Please put a picture of Kelly Brook in next month's issue or I'll kill you too and feed you to Chyna.

Virus, Ireland

❝ Stop GO swearing, SHE-MALE It's not PANTS big and it certainly isn't BRA clever, because any stupid CORSET can do it. And when you overuse GRIND cuss words, they kinda lose their effect. As for that EXCEPTIONALLY FOXY LADY Kelly Brook, we're not printing any pictures, no way josé. Your threats are limper than an OAP's WILLY, and we'll be waiting for you any time you want to take your best CRAP shot. In the meantime, why don't you go and COME read a book for once, you dickwad ❞

WE ARE ONE

Is it just me or does Rion from Galerians look like ex-EastEnders character Matthew Rhodes played by Joe Absolom?

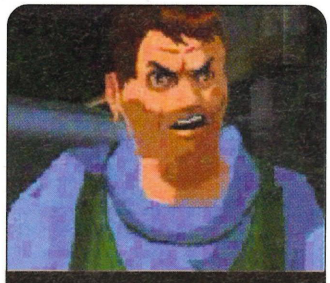
Simon Grewal, Ilford



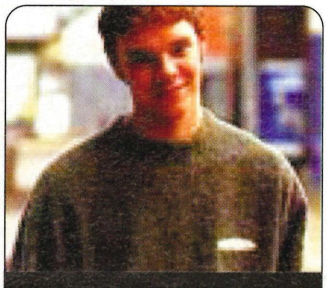
RION

I think Glas from Fear Effect is the spitting image of Mark Thomas, the comedian from the self-titled Channel Four show.

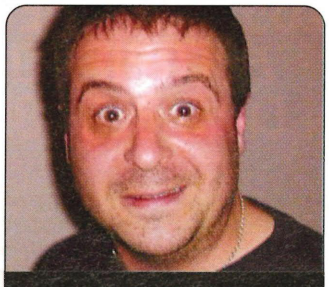
Melanie Smith, Manor Park



GLAS



JOE ABSOLOM



MARK THOMAS

■ ILLUSTRATION: *DAVE AT MONKEY INDUSTRIES*

DOLPHIN ALREADY WASHED UP?

My mates think the Nintendo Dolphin is going to be better than the PS2. Please tell them they are brainless rear-enders with only one brain cell between them.

Martin Ripley, Brough, East Yorkshire

“ Cool it Mart, you don't have to resort to cheap insults to prove to your mates the PS2 is gonna crap all over everything else. I mean, would you splash out on some so-called super console when it's been named after some dumb-ass creature which keeps getting caught in tuna nets? Didn't think so. ”

THE BIG WHITE TELEPHONE

I was sitting on the bog this morning reading June's edition of PlayNation when I came across the photos of Metal Gear Solid on pages 82 and 83. Just one word to sum up the pictures: MIND-BLOWING! PlayStation 2 looks excellent. I've seen clips and pictures of PS2 before, but it never looked that good! Surely it can't get any better than that can it? After seeing those pictures I'm not convinced that game consoles can evolve anymore... can they?

Tom Ray, via e-mail

“ Why on earth did you feel the need to tell us you were on the bog at the time? So what. Do you think we care that you were on the toilet? Do you believe other readers will think you are cool because you read on the toilet ”

TWO CAN'T PLAY AT THAT GAME

Could you tell me whether PlayStation 2 will have a physical link-up like the original machine has? Will PlayStation 2 be able to be linked to an original PlayStation in order to play PlayStation 1 link-up games? Any chance of a picture of Britney Spears?

Neil Barraclough, Halifax

“ No, because PS2 doesn't have the same slots in the back of the machine. Chances are it'll support link games, probably through some kind of internet connection, but if you still want to blow your mate's head off in Doom you'll have to stick to your PS1. And no, we're clean out Britney pics. How about a snap of Charlie instead? ”

dial A cheat™

THE NATION'S NO.1 CHEATS AND HINTS LINE

OVER-16S SHOULD CALL 0906 3334433

UNDER-16S SHOULD CALL 0906 3334434

CALLS COST 60P PER MINUTE. ASK PERMISSION OF THE BILLPAYER BEFORE MAKING THE CALL. GAME: 24/7 PO BOX 293, LEEDS. LS2 7AG

WIN 10

STATE OF THE ART PERSONAL SOUND SYSTEMS

10 PLAYNATION READERS MUST EACH BAG A HIGH-TECH CUBE MP3 PLAYER

Give your pockets a rest by ditching your chunky old walkman and win one of these hyper-cool Cube MP3 players. It's smaller than even the most compact MiniDisc player, just slightly larger than three After Eight mints taped together, so not only will it fit in your pocket, there will also be room for your keys and spare change!

But the best thing about the Cube is it offers the very best in sound quality. MP3s are CD-quality digital sound files you either download off the net or create using your computer and your favourite CD albums. Just crunch your hot tunes onto MP3 then copy them to the Cube. Now plug in a monster pair of headphones and you ears'll be ringing for weeks! And because the Cube is totally jog-proof the music never skips, even if you're listening to Eminem while cycling over speed bumps, during an bone-shaking earthquake!

All you've got to do to be in with a chance of winning one of these cool MP3 players is answer the three simple questions on the opposite page.



ONLY PLAYNATION PROMISES YOU THIS

- WE PROMISE TO GET YOU THE BEST PRIZES YOU WANT
- WE GUARANTEE PRIZES GO TO YOU, THE READERS
- WE PHONE WINNERS DIRECTLY
- YOUR PRIZE IS SENT WITHIN TEN DAYS OF YOU BEING CALLED
- WE PUBLISH WINNERS' NAMES IN THE NEXT AVAILABLE ISSUE OF PLAYNATION MAG

ENTER HERE TO WIN WITH OUR FREEPOST ENVELOPE

WANT TO BLAG A COOL CUBE? JUST CORRECTLY ANSWER THE FOLLOWING THREE QUESTIONS AND YOU'RE IN WITH A CHANCE OF WINNING ONE OF THESE CUTTING-EDGE MP3 PLAYERS

QUESTION ONE
YOU CAN DOWNLOAD MP3 TUNES FROM..?

- ☐ 1. THE INTERNET
- ☐ 2. INTERNATIONAL RESCUE
- ☐ 3. PET RESCUE, CARE OF ROLF HARRIS

QUESTION TWO
HOW BIG IS THE CUBE?

- ☐ 1. TWICE AS LONG AS A BOA CONSTRICTOR
- ☐ 2. SLIGHTLY LARGER THAN THREE AFTER EIGHT MINTS TAPED TOGETHER
- ☐ 3. HALF THE SIZE OF A PEPPERMINT TIC TAC

QUESTION THREE
THE BEST THING ABOUT THE CUBE IS..?

- ☐ 1. IT'S TOTALLY JOG-PROOF
- ☐ 2. YOU CAN ONLY LISTEN TO VINYL RECORDS ON IT
- ☐ 3. IT'S SO HEAVY YOU NEED A TROLLEY TO CARRY IT IN



THE DEADLINES

- ◆ SEND YOUR FREEPOST ENTRY TO US NO LATER THAN FRIDAY 11TH AUGUST
- ◆ THE 10 WINNERS WILL BE CALLED BY WEDNESDAY 19TH AUGUST. DON'T WORRY IF YOU'RE NOT AT HOME, WE'LL CALL BACK
- ◆ WINNERS WILL BE SENT THEIR PRIZES BY FRIDAY 1ST SEPTEMBER

CHECK THIS OUT THEN ENTER

- ◆ CAREFULLY READ THE THREE QUESTIONS
- ◆ TICK THE BOX NEXT TO WHAT YOU THINK IS THE RIGHT ANSWER FOR EACH QUESTION
- ◆ FILL IN THE ENTRY FORM BELOW IN CAPITALS SO IF YOU WIN, WE KNOW WERE TO SEND THE PRIZE
- ◆ CUT OUT THIS PAGE, FOLLOW THE FOLDING INSTRUCTIONS OVERLEAF AND STICK IT IN THE POST BOX. NO STAMP NEEDED

CUT ALONG THIS LINE ONLY

- Name:
- Address:
- Postcode:
- Telephone number:
- E-mail address:
- Favourite band/singer:
- Occupation:
- If you could win any competition prize, what would it be?
- Age

THE REVERSE SIDE OF THIS PAGE IS A FREEPOST ENVELOPE. JUST CUT THIS PAGE OUT AND FOLLOW THE INSTRUCTIONS OVERLEAF. ENTRY TO THIS COMPETITION COSTS NOTHING

● PLEASE DONT STICK ANYTHING ELSE IN THIS FREEBIE COMPO ENVELOPE ●

PlayNation

▼ SECOND FOLD ▼

RESPONSE LICENCE No.
LON 9835

2

Plug me into one of those cool Cube MP3s
PlayNation
338-346 Goswell Road
London
EC1V 7QP

▲ FIRST FOLD ▲

THIS IS A FREEPOST ENVELOPE

IT COSTS NOTHING TO ENTER
THIS AWESOME PLAYNATION COMPETITION

CUT ALONG THIS LINE ONLY

MAX POWER.CO.UK

- **FEATURE CARS** THE BEST CARS FROM BRITAIN AND AROUND THE WORLD, INTERACTIVE AND IN YOUR FACE
- **BE A FEATURE CAR WRITER** SEND US A FEATURE ON YOUR CAR AND WE'LL UNLEASH IT ON THE WEB
- **GIRLS** THE HOTTEST, HORNIEST GIRLS ON THE WEB INCLUDING JORDAN, JO GUEST AND JAKKI DEGG
- **CRUISES** THE MADDEST CRUISE REPORTS FROM AROUND THE COUNTRY
- **BE A MAX CRUISE REPORTER** SEND US A REPORT AND WE'LL MAKE YOU AND YOUR CRUISE FAMOUS
- **ADVICE CENTRE** ALL YOU NEED TO KNOW ABOUT TUNING YOUR CAR
- **INSURANCE** AWESOME ON-LINE QUOTES FOR THE BEST DEALS AROUND
- **CARS FOR SALE** TONS OF MAX'D MOTORS FOR SALE
- **COMPETITIONS** WIN THE BEST GEAR. NEW COMPETITIONS EVERY WEEK

FREE REGISTER NOW AND GET YOUR VERY OWN MAX POWER E-MAIL ADDRESS

PLUS ER IN DRAWERS, ON THE PULL, HOLIDAYS, VIDEO GAME AND CD REVIEWS, CLUBBING, MEGA EVENTS LISTING, BTCC, COP WATCH, LEGAL ADVICE, SHOW REVIEWS, JOKES, MAX USA, ON-LINE CHAT, BULLETIN BOARDS

GET YOUR DAILY FIX... CARS, GIRLS & ARSING ABOUT





VISIT WWW.MAXPOWER.CO.UK



THE GREAT PLAYSTATION GAMES GUIDE

- HERE'S PLAYNATION'S UNIQUE PICK OF THE FINEST PLAYSTATION GAMES YOU CAN OWN
- IT'S ALSO THE ONLY PLACE YOU CAN SWAP AN ESSENTIAL 101 GAME FOR FREE (P43)
- IT FEATURES THE NEW AND PLATINUM RELEASES WE SAY ARE THE BEST ON OFFER
- BUT WE DON'T FORGET TO TELL YOU WHICH GAMES YOU SHOULDN'T TOUCH (P42)



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

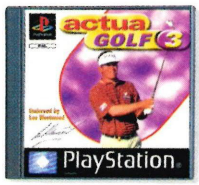
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent.



ACE COMBAT 3

PLAYERS 1-2 | 8

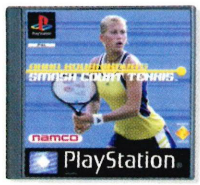
The best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are tricky though.



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.



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

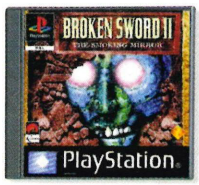
Tekken 3 with teeth. Transform into a slavering beast and smash mates to a bloody pulp. Great graphics and cool combos.



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 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

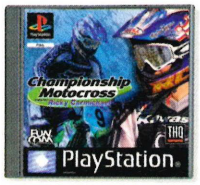
Choose your dancer, hit the floor and pull off some slick moves in the ultimate boogie battle. A great two-player blast.



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

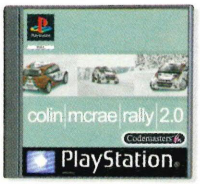
Cane huge, snorting dirt blasters around the globe in the most realistic motorbike racer on the PlayStation, fact.



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.



COLIN MCRAE RALLY 2

PLAYERS 1-2 | 9

This looks crisp, moves at a lick and the powerslide handling keeps play intense. All this, plus kick-ass split-screen racing.



COLONY WARS RED SUN

PLAYERS 1 | 9

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



COMMAND AND CONQUER: RED ALERT

PLAYERS 1-2 | 9

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



COOL BOARDERS 2

PLAYERS 1-2 | 8

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



CRASH BANDICOOT 2

PLAYERS 1 | 9

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



CRASH BANDICOOT 3

PLAYERS 1 | 8

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



CRASH TEAM RACING

PLAYERS 1-4 | 8

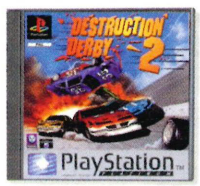
Kart action from Crash and the gang. Blast mates off the tracks as up to four players skid, jump and powerslide round the courses.

DEAD OR ALIVE

PLAYERS 1-2 | 8

A fast beat 'em up with sharp graphics, gut-punching action and sweet combos. Not as instantly playable as Tekken 3, but it's a lot more rewarding when you learn decent combos. The girls have enormous hooters too!





DESTRUCTION DERBY 2

PLAYERS 1-2 | 8

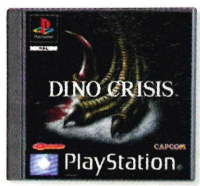
The crash 'n' dash driving game gets a graphics refit. It's a great laugh mashing your motor in one-player, and the two-player's top.



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

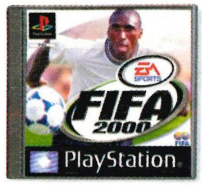
Bang up-to-date drivers and teams combine with electrifying gameplay to make this the choice for the discerning F1 fanatic.



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

Evil docs, mad computers, drugs, and finding Mum dead in a fridge all combine to provide 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 around loads of psychedelic levels. Pretty simple but very addictive.



LEGACY OF KAIN: SOUL REAVER

PLAYERS 1 | 9

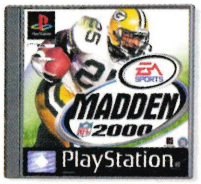
Skewer zombies and slay vampires in this monster Tomb Raider-style adventure that looks superb and plays brilliantly.



LMA MANAGER

PLAYERS 1 | 9

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



MADDEN 2000

PLAYERS 1-4 | 8

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



MEDIEVIL 2

PLAYERS 1 | 8

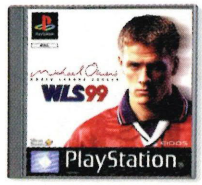
Sir Dan is back in another fun packed 3D adventure. Plenty of laughs, great graphics and hidden extras, but it is way too short.



METAL GEAR SOLID

PLAYERS 1 | 9

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



MICHAEL OWEN'S WLS 99

PLAYERS 1-2 | 8

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



MICRO MACHINES V3

PLAYERS 1-4 | 9

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



MOTORHEAD

PLAYERS 1-2 | 8

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



MUSIC 2000

PLAYERS 1-4 | 9

Updated version of 1998'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

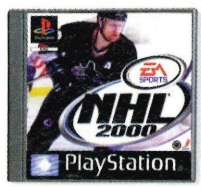
Jet fighters zoom round stunning courses in one of the best sci-fi racers around. Great visuals and a pumping soundtrack top it off.



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

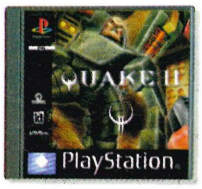
Take on a series of boss robots, with enough weaponry to vapourise entire galaxies. Leave your brain at the door.



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 against.



QUAKE 2

PLAYERS 1-4 | 9

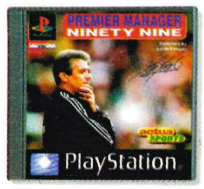
An ultra-violent atmos and army of goons for you to frag make this a one-way ticket to hell. And it's the mutt's nuts in multiplayer.



POINT BLANK 2

PLAYERS 1-2 | 9

More variety than the first so your lightgun sharp-shooting skills are pushed to the limit. Multiplayer 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 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.



SILENT BOMBER

PLAYERS 1-2 | 8

Rip through armies of killer robots armed only with a big bag of bombs in this blaster-with-a-twist. Silent Bomber adds a tasty strategic element to the basic blast 'em up recipe, and it plays really neat and sweet into the bargain. Looks great too, with some fantastic explosions going down as you battle through the robot hordes.



SUPER PUZZLE FIGHTER 2 TURBO

PLAYERS 1-2 | 10

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



SYPHON FILTER

PLAYERS 1 | 9

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



SYPHON FILTER 2

PLAYERS 1-2 | 9

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



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.

DROP OUTS

Competition to stay in the 101 has never been hotter. Yesterday's PlayStation hits get shunted out to make room for the new breed. Farewell, old friends!

APOCALYPSE

Bruce Willis bows out to allow a harder, sleeker and more explosive game to take his place. Silent Bomber's similar to Apocalypse, but it's got smarter visuals and some tasty strategic play.

BROKEN SWORD

Broken Sword's fantastic, but who needs two intense puzzlers when you can sear your synapses quite enough with Broken Sword 2? Broken Sword's gone to the everlasting game bonfire...

WIP3OUT

Wip3out gets edged out by its younger brother. WipEout 3 Special Edition has taken all the best tracks from WipEout 1, WipEout 2097 and WipEout 3 to make an irresistible WipEout selection box.

DANGER DANGER!

New games so hilariously bad the CD isn't fit to be used as a frisbee. Don't buy these ones

RALLY MASTERS

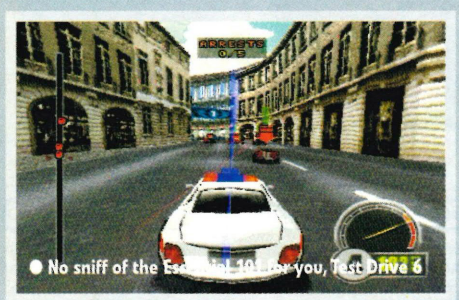
Rally Disasters, more like. The makers of this aren't worthy to lick the soles of Colin McRae's shoes. It looks pig-ugly, and it plays even worse, thanks to cretinous computer cars and horrible handling.

DUKES OF HAZZARD

A game this limp would have been an insult to Eldorado or Crossroads, never mind to the greatest motorised hick show ever filmed. We were foaming at the mouth with rage when we played this.

TEST DRIVE 6

This is a cess-pit of a game. In the entertainment stakes, Test Drive 6 is up there with counting the hairs on the back of your hand, and the graphics wouldn't be out of place on a calculator. Yuck.



● No sniff of the Es[illegible] for you, Test Drive 6



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

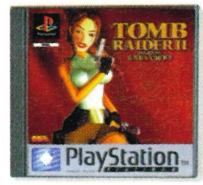
Twitchy handling and slippery courses make this one hell of a challenge. But master it and it plays sweetly and looks great.



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

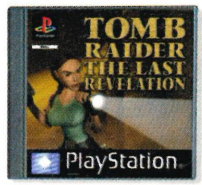
Favours non-stop gunfights over difficult puzzles. Sprawling locations and tough puzzles make it harder to finish than the original.



TOMB RAIDER 3

● PLAYERS 1 | 8

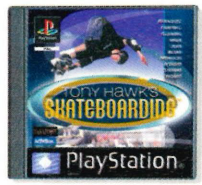
The worst Tomb Raider, but a class act still. More variety over 1 and 2 but little else. Some of the puzzles just frustrate but still a fine game.



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.

VAGRANT STORY

● PLAYERS 1-2 | 8

Hardcore beat 'em up style combos mix with a hugely complicated menu-based spells and weapons system in this dungeon adventure. There's tons to learn, loads of underground areas to explore, and a well-scripted and unusually dark plot underpins the action. The ultimate combat RPG, no question.

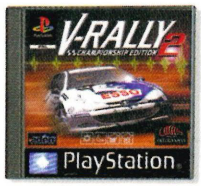




VIGILANTE 8

● PLAYERS 1-2 | 9

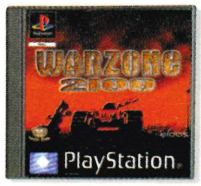
Cars with guns fight it out in bizarre battle arenas. The best driving shooter around offers many laughs in two player.



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.

NEW



WIPEOUT 3 SPECIAL EDITION

● PLAYERS 1-2 | 8

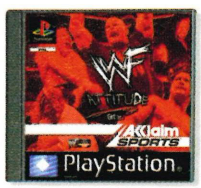
This is WipEout's Greatest Hits in one £20 package – all the best tracks, loads of ships and weapons to make you weep.



WORMS

● PLAYERS 1-2 | 8

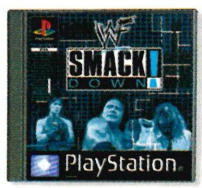
A gutter-class embarrassment in one-player but a world-class crack with four of you unleashing ridiculous weapons.



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.

FREE WITH PlayNation

FROM THE MASTERS

WALKTHROUGHS, TIPS, CHEATS & TACTICS FROM PLAYSTATION EXPERTS

PLAY IT!

YOUR FREE 32-PAGE TIPS & CHEATS



VAGRANT STORY

ALL THE BOSSES LAMPED,
WORLD MAP & FIGHTING GUIDE

GALERIANS

COMPLETE WALKTHROUGH

F1 CHAMPIONSHIP RACING

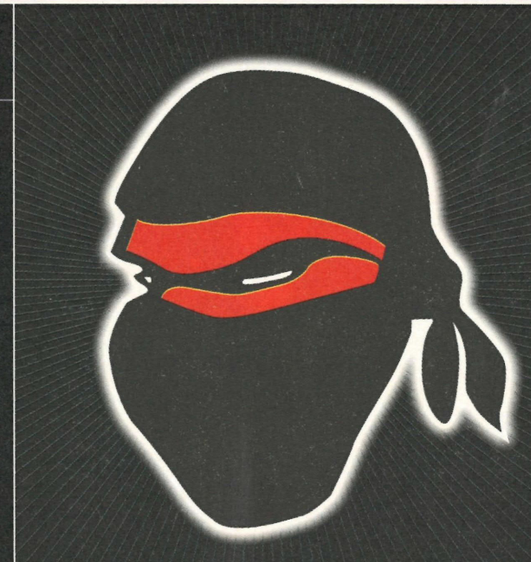
GET TOP LAPTIMES, BEAT THE WORLD

The Masters

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

Welcome to the nerve centre of tips excellence. Manning the controls of our giant, steam-powered cheating machines are the Masters. From deep within our subterranean base we call on the forces of – oh, sod it. We've got big desks by the PlayNation toilets and that's it.

It's true about the excellence bit though. This issue we're covering the hard-as-old-cheddar slash-'em-up Vagrant Story. We needed 13 pages to cram in every boss, every weapon combination and guides to magic, defence and break arts. Not to mention the complete Galerians walkthrough. It's all you need to complete this monster game.



Add in a spiffing F1 Racing guide, all your letters and reviews, not to mention a massive tips and cheats section with a brand new Platinum games page, and you'll wonder how we shoehorn it all in.

And you can call us from 3.30pm to 6.30pm weekdays on 020 7880 74747 for advice on any game. It's no rip-off premium phone line either – you'll pay the same as phoning anyone in London.

020 7880 7474

CALL THE MASTERS BETWEEN 3.30PM AND 6.30PM WEEKDAYS

INSIDE PLAY IT MAGAZINE THIS ISSUE

03 ASK THE MASTERS
Anything bugging you? Need a helping hand out of a tight spot? Then ask us

04 BRING POWER BACK
It's your turn to lend advice to fellow gamers. This month: Gran Turismo

06 F1 2000
Take on the world and win at Formula 1, only with our expert tips

08 TIPS AND CHEATS
If it's new and it's sneaky, it's here. Plus, new classic cheats section

14 GALERIANS
Complete walkthrough for this all-time scariest game

18 VAGRANT STORY
Weapons, tactics, magic, maps, bosses, everything you need – it's all here



● Thrash the competition with our F1 guide



● Kill with confidence in Galerians



● Whap the monsters in Vagrant Story

ASK THE MASTERS

YOUR QUESTIONS ANSWERED

TOMB RAIDER 3

In Tomb Raider 3, in Aldwych I can only find four secrets: one, two, three, and five. Where's the one with the Masonic Mallet?
John Gray, Woodcroft

When you've opened the locked door with the masonic mallet, follow the hallway down until you get attacked from the right. Near the train, kill the enemy and check the dark end of the cavern. The fourth secret should be in there, waiting for you.

I am stuck on the Meteorite Cavern in Tomb Raider 3. Why can you not use the level skip when Willard is stunned? Please help me.
Tommy Hewitson, Kilmonock

You can't use the level skip because it's the last level... to kill the boss collect all four artifacts and then gun down the boss when he becomes vulnerable. Keep the pit in between you and the boss.



● Lara checks out the dark corners in Tomb Raider 3

C&C RED ALERT

Wotcha masters! Are there any cheats for Command and Conquer: Red Alert? It's so cool but I've only just got a copy of it. Boo hoo!
Nigel Brink, Manchester

Click on the TEAMS menu with ◉ then move the cursor over the following button icons on the menu bar and press ◉ on each to enter the code.



CHEAT	BUTTONS TO PRESS WITH ◉
1000 CREDITS	■ ■ ● ✕ ▲ ●
CHRONOSPHERE	▲ ● ● ■ ● ✕
REVEAL MAP	■ ▲ ● ✕ ▲ ■
PARABOMB	● ✕ ● ● ✕ ▲
WIN LEVEL	✕ ■ ● ● ▲ ●
NUKE	● ✕ ● ▲ ● ▲

MUPPET RACE MANIA

Are there any cheats for Muppet Race Mania? I love it but I am no good at it at all.
Simon Whittaker, Manchester

Here's a cheat that will get you all muppets and vehicles. On the main title screen press ◉, ▲, ✕, ◉, ▲, ✕, ◉, ▲, ■, ✕ before you press START for the main menu.

RES EVIL THE MOVIE

This has nothing to do with games as such. All I want to know is if there is still going to be a Resident Evil film. Cheers!
John Fairweather, Swanley

After a long, long wait, there is indeed going to be a Resident Evil film, directed by Jamie Blanks who last helmed the slasher flick Urban Legend. From what we've heard it sounds like the plot's going to be classic Umbrella Corporation mayhem. Don't expect it any time soon, though.

PASSWORD	CHEAT
ANGRYLOCAL	PEOPLE WILL FOLLOW YOU
GHANDI	NATIVES WORSHIP YOUR COPTER
QUAKER	WORLD PEACE
DAVEDITHER	POWERFUL WEAPONS
DRBENWAY	DOUBLE DAMAGE
MOUNTADEW	UNLIMITED FUEL
IAMWOMAN	INFINITE ARMOR
THEBIGBOYS	UNLIMITED AMMO, FUEL, AND ATTEMPTS
NOSFERAT	7 ATTEMPTS
STRANGELUV	INFINITE AMMO
EARTHFIRST	INFINITE FUEL
VULTURE	DOUBLE FUEL MILEAGE
FUGAZI	INFINITE AMMO, FUEL AND ATTEMPTS
MIDNIGHOIL	INFINITE AMMO, FUEL AND INVINCIBLE CHOPPER

SOVIET STRIKE

What are some of the passwords for Soviet Strike?
Danny Ripman, Southampton
Concise and to the point, so we'll be brief too. Look to your left...

COOL BOARDERS 2

Gimme some cheats for Cool Boarders 2. Thank you, you lovely people!
Herman Style, Morecambe
Uh, okay... enter these codes as names in tournament mode and the word Cheater will appear to confirm correct entry. By the way, pressing R2 and L2 will alter head size in big head mode.

PASSWORD	CHEAT
ALL TRACKS	WONITALL
ALL BOARDERS	OPEN_EM
ALL BOARDS	GET_EM
DISPLAY COORDINATES	SHOWPOS

BRING THE POWER BACK



Seems like you guys are still rioting for a hallowed place in PlayNation this month as we've had absolutely loads of reviews and tips for the stunning Gran Turismo 2. Okay, we surrender, you can have your say. There's even a special section on the Ask The Masters form for your opinion now. Just don't kill the children, okay?

My Opinion: GT 2 is a high-octane, post-supersonic adrenaline-charged ego trip of a game, with enough options to keep teenage petrol-heads happy and enough cars to send John Prescott into deep shock.
My Tip: When someone's gaining on you, block his path, then wall him.
James 'Unabomber' Berridge, Leicestershire

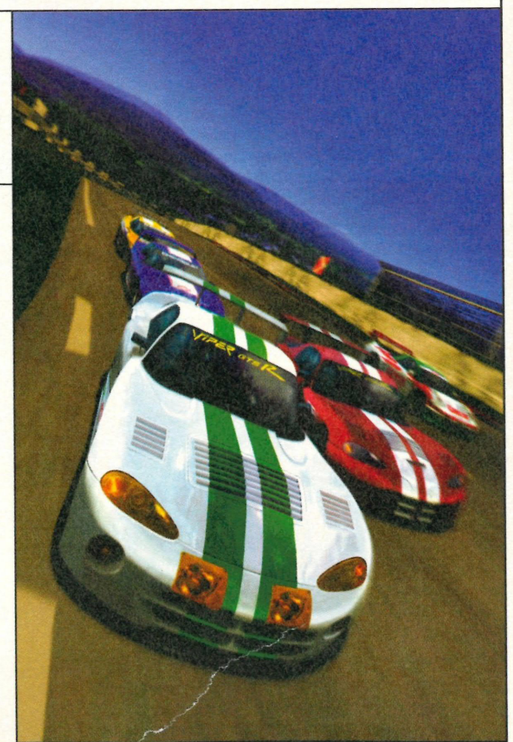
My Opinion: The game is amazing but is far too hard and the handling is very twitchy.
My Tip: Dose up on coffee and chocolate. Keeps you awake and improves concentration.
James 'Elmore' Leonard, Newbridge

My Opinion: Playing this game for ages teaches you loadsa cool stuff about the real cars.
My Tip: If an opponent car is really annoying, ram the back of it. The sound of a crunching Viper is so satisfying.
Ian 'Bash' Ashpole, Watford

My Opinion: Better than sex with Buffy, more in-depth than FFVIII and has more cars than Jeremy Clarkson has ever driven.
My Tip: A good way to get an advantage (or cheat) is to find killer Action Replay codes.
Steven 'I'd rather play a driving game than have sex with Buffy' Messer, Edinburgh

My Opinion: The detail on the cars is great and the stats are cool. Every race is very competitive.
My Tip: Use a racing line and steer the opposite direction if you slide.
Matthew 'Robber baron' Robershaw, Wakefield

My Opinion: I found it easier than GT1. After a week I had five licences and done all GT Special races. Disappointed about no qualifying laps.
My Tip: The historic race will accept modern cars.
'Furious' Kevin Fenten, Listowel



NEXT MONTH: JEDI POWER BATTLES

STUCK?

THE MASTERS GUARANTEE TO CURE YOUR GAMING CONSTIPATION

STAR WARS EPISODE ONE

I'm stuck on Star Wars Episode One...Its soooo annoying! PLEASE HELP! WHAT DO I DO NEXT?
Clatchmore Scurvy, London

Chill, man. You haven't told us where you are. Here's how to get the cheat menu, anyway: highlight Option and press △, ◉, ⬅, L1, R2, ▣, ◉, ⬅. Hold down L1, SEL and △ and the cheat menu should appear.

ALUNDRA

On Alundra in the chapter 'A Dance with Nirude' when the sign reads something like 'to proceed hit the switches once then twice in alternating order,' what does it mean?
Luke Scott, Essex

It means, hit the first switch, then the second, then the first one twice, then the second one twice. Okay?

SISTER IN THE BATH

Dear Masters,
It all began six years ago when I saw my sister in the bath. Since then I have never been able to complete any game due to excessive trembling. Is there some sort of game pad or accessory that can combat this problem?
Steve Watts, Bolton

Unfortunately you are stuck with your problem, Steve. We suggest getting counselling, getting drunk or best of all, getting a life. They get weirder every month...

X-FILES

Dear Masters,
I have the game The X Files and I'm experiencing a big problem on disc four, just after getting the tape off the tramp at the railroad and inserting it in. Once I get all the info from it, I can get no further in the game. Could you help?
Ron Coltart, Girvan

Capture a frame of the doctor's face from the video. Run it on ING and you'll find out he's Colonel Jonathan Rauch, from Eisenhower Field in Alaska. Video conference with the Lone Gunmen.Get the email to tell you where the Colonel lives. Check your PDA for mail and click on the attachment. This'll put the coordinates your navigation system and you will be able to go to Alaska.



● X-Files misery? The relief is out there

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:

→ Telephone number:

→ Email address:

→ Your question:

→ Jedi Power Battles is good because:

→ My best tips for this game are:

F1 RACING CHAMPIONSHIP

MAKE SCHUMACHER LOOK LIKE A BEGINNER WITH THESE MASTER TIPS

Rules of the road

BE NICE OR YOU'RE OUT OF THE RACE



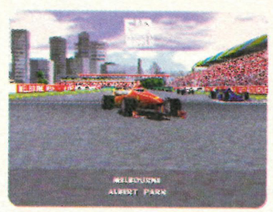
▲ Respect the other drivers. All of the usual pushing techniques to get round corners are completely out of the window in F1. Lethal drivers get the black flag which means you're out



▲ Be careful when closely following another car. The computer tends to brake slightly earlier than is needed and you'll end up smashing into his rear if you're not ready



▲ Don't take shortcuts no matter how tempting it might be. If you use a slip road to cut a corner, the game will know and you'll have to pull into the pit for a ten-second penalty



▲ If you see a yellow flag, be cautious – chances are, there's a nasty crash up ahead. Don't ignore this warning or you could be disqualified. Reduce your speed and look out for hazards

Racing lines

PERFECT YOUR CORNERING TECHNIQUES



■ If you want to stand any kind of chance of winning an F1 race, cornering is something you'll have to master pretty quickly. The most important thing to remember is to get into the habit of taking a racing line. This is how...



■ Move to the outside of the track as you approach a bend. If you're not sure which side that is, follow the other cars in front of you. There will also be black tyre marks on the road, and you can use these to help guide you



■ Brake as late as you can without crashing. Once you're upon the bend, turn into the inside, tapping the accelerator to regulate your speed. Step on the gas as you exit to leave the corner with as much speed as possible

Overtaking

SNEAKY TRICKS TO PASS OPPONENTS



■ Unlike other driving games, it's really hard to overtake in F1 Racing – just like the real thing. If you're racing the computer on the harder difficulty settings, you won't have any extra speed to fly past them on the straights. So...



■ The easiest way to pass someone is to out-brake them at a corner. Pull over to the side of them on the straight, and hit the brake slightly later than they do. If you to it right, you'll cut in on the inside forcing them outwards

Settings

SET YOUR CAR TO SUIT RACING CONDITIONS

HIGH SPEED



■ After a while you will get to know what each course has in store for you. Some of them have long straights – perfect for reaching top speeds – and some have loads of steep bends requiring good acceleration



▲ To get high speeds out of your motor, you need to raise the gear ratios. Boosting the sixth gear to around 55 will give you greater welly but make sure you remember to regulate the rest as well

HIGH ACCELERATION



▲ To get a high acceleration rate, shorten the gear ratios. The first gear will have most effect. As with high speed, balance out the other gears to get the top performance



▲ The amount of fuel you have affects the weight of the car. Start with less fuel and you'll have better acceleration, but make sure you have enough to make it to the end



▲ Using softer tyres gives you more grip. This means you'll wheel-spin less, giving you more acceleration. In long races, you'll have to pit-stop to change them a couple of times



▲ The down-force wings create wind resistance that slows you down. Set them at less of an angle and you'll reduce resistance, boosting acceleration but losing grip

RAIN



▲ You have to set your car to combat the slippery situations of a race in the rain. The first thing you've got to do is put on the wet grooved tyres – designed to maximise grip on a rain-soaked track. Increase the angle on the down-force wings. This will decrease your acceleration and top speed but will give you loads more grip around bends. To get even more traction, raise your body height. This will also give you slightly better brakes. Don't stiffen the brakes any more because the wheels will lock up which is less effective

PIT-STOP TIPS

GOOD STOPS CAN MAKE THE DIFFERENCE



▲ There are two main Pit-stop strategies to use. For the one-stop strategy, you'll need to start with a lot of fuel and harder tyres. This will slow you down at first, but one stop means less time wasted

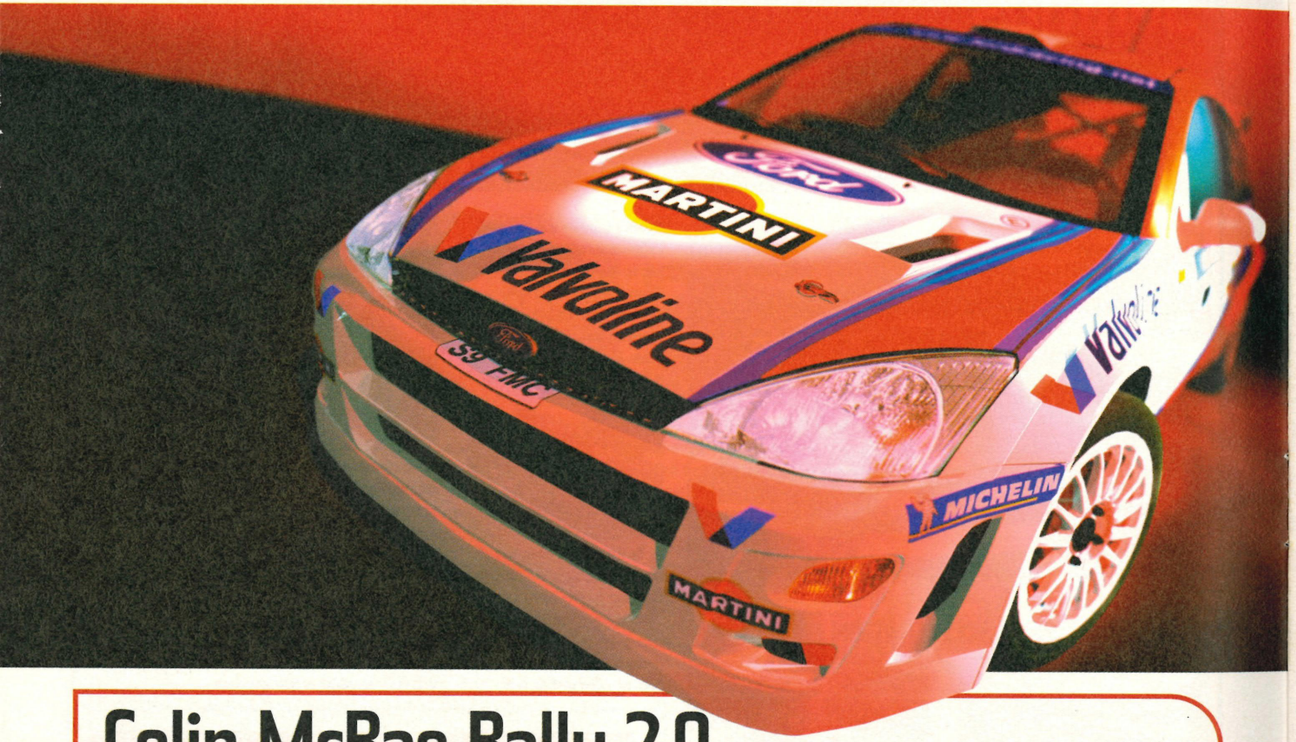


▲ You can start with less fuel and softer tyres on the two-stop strategy. But you will have to use this advantage to make up for the time you lose in the pits. This is usually the better choice. You'll make up more time than is lost

MadCatz®
PUTTING THE BITE BACK INTO GAMING

TIPS&CHEATS

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



Colin McRae Rally 2.0

COL'S COOL COMEDY CODES

Check out these zany cheats that prove rallying isn't just rambling on wheels. Go to the 'Create New Driver Profile' screen and type the codes in as your name. You'll be able to toggle most of them on and off on the Cheats menu in Options. The fireball option had us in hysterics

CHEAT	CODE	MODE
LOW GRAVITY	MOONLANDER	ALL MODES
TURBO MODE	ROCKETFUEL	ALL MODES
CAT SILHOUETTE	HELLO RAZU AND FLEA	ALL MODES
LANCER ROAD CAR	OFFROAD	ALL MODES
MINI COOPER	JOBINITALY	ALL MODES
SIERRA COSWORTH	JIMMYSCAR	ALL MODES
FORD PUMA	COOLESTCAR	ALL MODES
MIRRORED TRACKS	RORRIMSKCART	ALL MODES
SHOOT FIREBALLS	GREATBALLSOF	ARCADE
BOUNCING COLLISIONS	RUBBERTREES	TIME TRIAL, SINGLE STAGE, SINGLE RALLY
MONSTER TRUCK WHEELS	EASYROLLER	TIME TRIAL, SINGLE STAGE, SINGLE RALLY



▲ Oh, how we laughed when these cheats came in

Cool Boarders 4

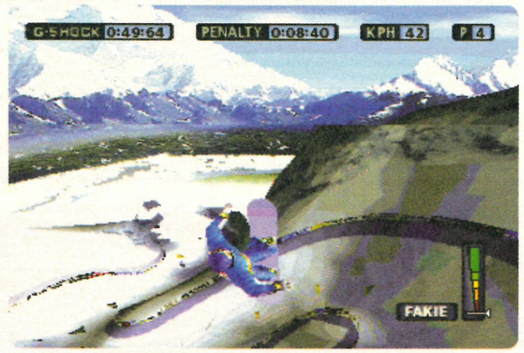
A WICKED NEW MOUNTAIN IS ALL YOURS

ALL MOUNTAINS, CHARACTERS AND BOARDS



▲ Enter ICHEAT as your name in one-player mode. You'll hear a sound and you'll have all mountains, characters and boards to play with

SPECIAL EVENTS



▲ If you enter IMSPECIAL as your name in one-player mode, there'll be a sound and you'll be able to play all of the special events in the game

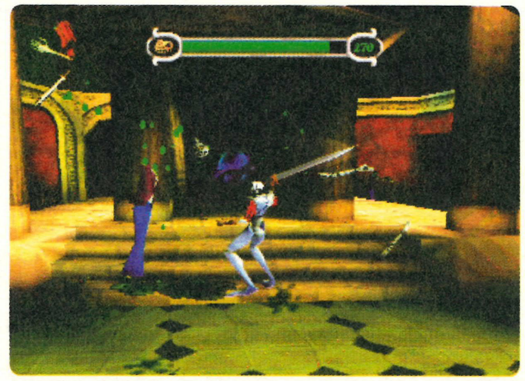
EXTRA MOUNTAIN



▲ In the tournament, enter NEWHILL as your name and you'll be rewarded with a new mountain to play around on

MediEvil 2

GREAT BIG CHEAT

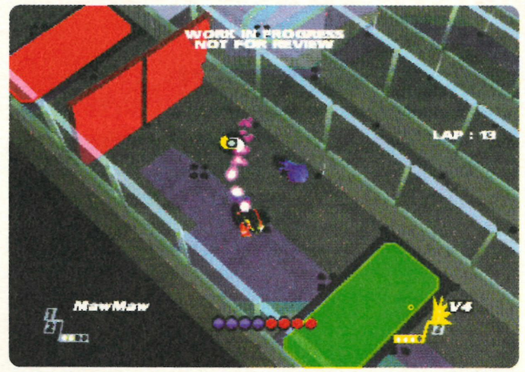


▲ For a level skip, invincibility and more hold L2 and press the following buttons: ●●●●●●←●↑↓→●←←●→●←←●●↓●●→ A cheat menu will appear below the normal options when you pause the game. Check out that gatling gun!

Micro Maniacs

MAX POWER SPECIALS, SMARTER ENEMIES

MAXIMUM POWER SPECIALS



▲ At the 'Secret Options' selection on the Options screen, hold down SEL and press ● ✕ R1 ●↑●↓↑↓✕●

INFINITE

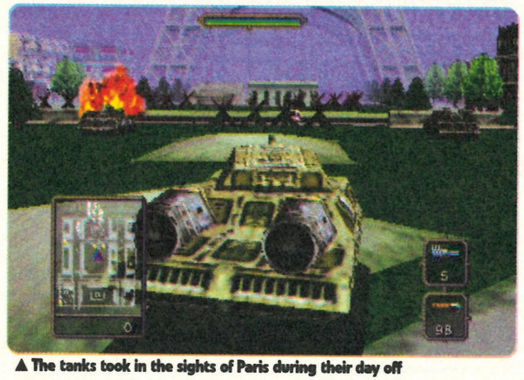
At the 'Secret Options' selection on the Options screen, hold down SEL and press ●✕●●●✕←✕●●●←↑△

SMARTER ENEMIES

At the 'Secret Options' selection on the Options screen, hold down SEL and press ●↑△●●←△●●✕↓

Battletanx: Global Assault

PASSWORDS FOR EVERYTHING YOU NEED



▲ The tanks took in the sights of Paris during their day off

CHEAT	PASSWORD
ALL TANKS	THRTN
ALL WEAPONS	SRTHMB
INVINCIBILITY	MSTSRVV
LEVEL SELECT	BCKDR
MONEY	DPPCKTS

SF Ex 2 Plus

MORE FIGHTERS AND MODES

EX OPTIONS

Highlight the Options selection at the main menu. Hold SEL and press ➡

Completing combo sets will get you in-game extras. Here's the lowdown...

BONUS	HOW TO GET IT
FIGHT AS SHADOW GEIST	COMPLETE GARUDA'S COMBO SET
FIGHT AS KAIRI	COMPLETE SHADOW GEIST'S COMBO SET
FIGHT AS HAYATE	COMPLETE KAIRI'S COMBO SET
MANIAC MODE	COMPLETE VEGA'S/M. BISON'S COMBO SET
EXTRA BONUS GAME MODES	COMPLETE HAYATE'S COMBO SET



● Combo sets - collect the lot

Urban Chaos

CHEAT MODE AND LEVEL SELECT



● Need more energy? Tap in the cheat below

CHEAT MODE

If you're running low on energy and weapons, hold down ● ● ● ● and press ➡ and they'll be refilled



● Go anywhere you like with this level select

LEVEL SELECT

On the new game screen, press L1 R1 SEL and ST and you can go to the map screen to select all areas

Crusaders of Might and Magic

UNLIMITED ITEMS AND MAGIC



▲ If you complete the game, you'll be able to start a new game with unlimited magic and items, and all talismans, shields, spells and weapons

Army Men: Sarge's Heroes

ALL WEAPONS, ALL LEVELS, ALL YOURS

ALL WEAPONS

To get all the weapons pause the game and press ● ● R1 L1

ALL LEVELS

Hold down ● L1 and R1 then press ➡ ⬇ ⬅ and ➡ on the main menu and you'll open up all the game's levels



● Explore the rolling vistas and vast plains of Army Men world

Theme Park World

GOLD TICKETS, FREE MONEY, GET EVERYTHING

GOLD TICKETS

When you're in your park press ➡ ⬇ ⬅ ➡ ● ➡ ⬅ ⬇ ➡ ● ● ● ● ST You'll hear a sound if you get it right

NO MONEY TAKEN FROM BANK

Press ⬅ ⬇ ⊗ ● ● ● ● ● ● ● ● ST when you're in your park. Listen for the sound to confirm correct entry

GET EVERYTHING

Press ➡ ⬇ ➡ ⬇ ⬅ ➡ ⬇ ➡ ⬇ ➡ ➡ ➡ ➡ ➡ ➡ ➡ ST in the park. A sound will confirm correct code entry



▲ Visit Theme Park World on a false passport with these cheats

Jackie Chan's Stuntmaster

SEE THE CHANSTER DO HIS STUFF



Jackie Chan's Stuntmaster has a movie option carefully 'hidden' away somewhere. Well, it's not that hidden actually. To get to it, simply collect 20 dragons. Could hardly be easier, right?

▲ Watch Jackie's movie option with this hint

GTA 2

CHEAT AT CRIME

Enter these codes as your player name to get all sorts of leg-ups in the underworld. It's criminal really

CHEAT	PLAYER NAME
LEVEL SELECT	ITSALLUP
ALL WEAPONS	NAVARONE
NO POLICE	LOSEFEDS
TURBO MODE	IGNITION
EXTRA MONEY	MUCHCASH
UNLIMITED HEALTH	LIVELONG
MAX WANTED LEVEL	DESIRES
5X MULTIPLIER	HIGHFIVE
10 MILLION POINTS	BIGSCORE
DISPLAY COORDINATES	WUGGLES

Rainbow Six

ALL LEVELS, GUNS... EVERYTHING YOU WANT

Pause the game, hold down L1 and enter these codes to paint the whole world with a rainbow. Or something...

CHEAT	CODE
Level select	● ✕ ● ■ ■ ▲ ✕ ✕
Invincibility	■ ✕ ▲ ▲ ✕ ■ ● ●
All main guns	✕ ● ● ▲ ■ ✕ ■ ●
All secondary pistols	✕ ▲ ■ ● ■ ✕ ▲ ■
More ammunition	■ ■ ● ▲ ✕ ▲ ✕ ▲
Full health for entire team	▲ ▲ ✕ ● ● ✕ ■ ■
Hostages cannot be killed	● ● ■ ▲ ✕ ▲ ✕ ●
No terrorists	▲ ● ● ▲ ■ ✕ ▲ ●
Supermen mode	✕ ■ ▲ ▲ ● ■ ✕ ✕
Free-for-all mode	● ▲ ▲ ✕ ● ■ ✕ ▲
Open all doors	▲ ■ ■ ▲ ✕ ● ■ ▲
Carry all items	▲ ✕ ✕ ● ■ ● ✕ ▲
All maps	✕ ● ■ ▲ ▲ ■ ● ✕
View ending sequence	■ ▲ ■ ■ ● ● ✕ ▲

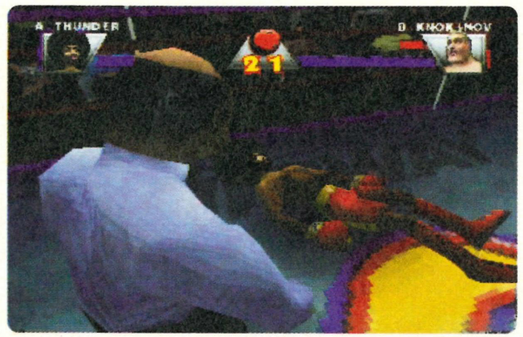


▲ Clearly, he deserves to be shot for wearing a jacket like that

Ready 2 Rumble

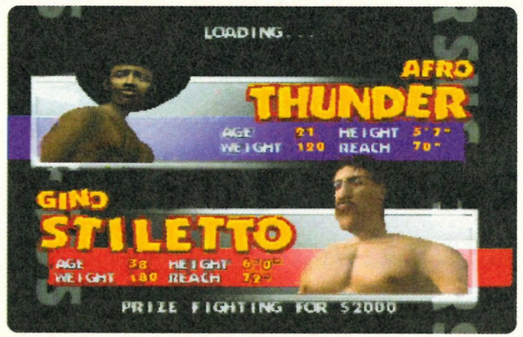
BRONZE, GOLD, CHAMP CLASS BOXERS

BRONZE CLASS BOXERS



▲ Enter **BRONZE** as gym name in championship mode. Go into arcade mode and you'll be able to play as Kemo Claw

GOLD CLASS BOXERS



▲ Entering **GOLD** as a gym name in championship mode. In arcade mode you'll have access to Nat Daddy

CHAMPIONSHIP CLASS BOXERS



▲ Enter **CHAMP** as gym name in championship mode. Damien Black, Bruce Blade, Kemo Claw and Nat Daddy will be available to play in Arcade mode

Spyro The Dragon

99 LIVES, FLYING GATES

99 LIVES

Enter the inventory screen and press ● six times, then ● ▲ ● ◀ ● ▶ ●

GATES TO FLYING LEVELS

WORLD	GATE LOCATION
ARTISANS	JUMP ON ALL FIVE STONES IN THE WATERFALL POND
PEACE KEEPERS	USE CANNON NEAR DR SHEMP LEVEL TO HIT TARGET ON BIG ROCK
MAGIC CRAFTERS	NEXT TO DRAGON IN CAVE NEAR SUPERCHARGE SPOT
BEAST MAKERS	JUMP IN TREE STUMP NEAR THE BIG BUILDING FULL OF TREASURE
DREAM WEAVERS	KILL GUARDS AND CLIMB STAIRWAY IN CENTRE OF WORLD

Crash Bandicoot

BEAT THE TIME TRIALS



▲ It's easy when you know how

QUICK BOOST

You won't be timed until you start the time trials, so you can wait about a minute for all the other riders to zoom off. You can now race without being knocked off the road

Metal Gear Solid

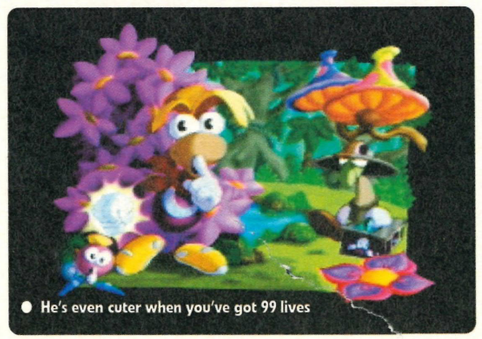
GHOST PICTURES

Get the camera by completing the game with the ending in which Meryl dies. Snapping certain areas will show up 'ghost' images of the game makers! Here's where to do it

DEVELOPER	LOCATION
KOJIMA:	OTACON LAB, PICTURE FRAME TO THE RIGHT
MATSUHANA	HALLWAY OF CORPSES OUTSIDE OTACON LAB
SATO	COMM TOWER A ROOF DESTROYED BY MISSILES
NAKAMURA	IN THE POOL OF MERYL'S BLOOD
SHINKAWA	SNIPER WOLF'S HALLWAY BEHIND THE SECOND PILLAR
UEHARA	EDGE OF ELEVATOR WHERE THE RAVENS ARE
NEGISHI	SEWAGE WATERFALL
MIZUTANI	FIGHTING METAL GEAR
KOREKADO	MEN'S RESTROOM
SASAKI	PICTURE FRAMES IN THE COMMANDERS ROOM
SONOYAMA	TORTURE MACHINE
TOYOTA	CONTAINER IN THE MIDDLE OF RAVEN'S WAREHOUSE
KOZYOU	BEHIND THE WATERTANK-LIKE STRUCTURE IN THE CANYON
SHIMIZU	WOLF DOG CAVE
MUKAIDE	REFLECTION IN WOLF DOG CAVE PUDDLE
KANEDA	THE MIRROR IN THE WOMEN'S RESTROOM
FUKUSHIMA	HELIPORT LOOKING OUT TO SEA
TAKADE	NINJA ROOM
FUJIMURA	ELEVATOR IN COMM TOWER B
SHIKAMA	ELECTRIC FLOOR
KIMURA	MG UNDERGROUND BASE, TIP OF OF METAL GEAR'S RAILGUN
KOBAYASHI	ROCK IN THE CANYON
NISHIMURA	NEXT TO BAKER'S CORPSE
ONODA	WHERE BAKER IS TIED UP
KITAO	DECOY OCTOPUS CORPSE
OKAJIMA	MAGGOTS OF THE REAL DARPA CHEF IN THE CELL
YOSHIMURA	DEAD END OF AIR DUCT
HIRANO	ELEVATOR IN COMM TWR B IN THE SHAFT OF TOP LEVEL

Rayman

ALL LEVELS, 99 LIVES AND POWER-UPS



● He's even cuter when you've got 99 lives

LEVEL SELECT

When 'Rayman' in bubbly letters appears on your screen, hold ▲ ● and ST►. The screen will shake and you'll be able to skip any levels you like

PLAY AS BIG RAYMAN

when the Ubi Soft logo is on screen, press and hold L1 L2 R1 and R2. When the brick wall appears, hold down ST► as well and keep holding until the screen goes black

99 LIVES AND POWER-UPS

When the game is paused hold down R1 R2 and L2 and press ● ▶ ● ◀ ●. More tricky than it sounds

GALERIANS

GORE-FEST GALERIANS CAN GET A LITTLE TRICKY. HERE'S HOW TO HANDLE THE PUZZLES AND SLAY THE BOSSES. DON'T FORGET TO PACK THE PAMPERS

Stage A: Michaelangelo Hospital

RION WAKES UP IN A STRANGE ASYLUM AND FINDS HE HAS THE POWER TO KILL WITH BRAINWAVES



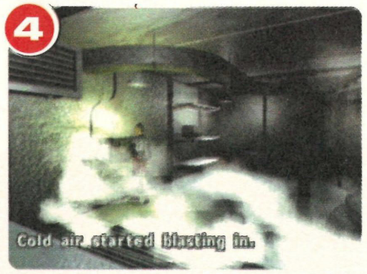
▲ Search red button on wall for drug list. Use 'Sense' ⓐ on doors to open. Attack lab guy with Nalcon. Get RC (recovery capsule) and security card from consoles. Exit via door beside tall computers



▲ Kill guards, use card in next room to open barred door. Press switch to disable auto lock. Take RC from desk. Enter door to right. Pick up freezer key from red button. Press blue button to open storeroom. Go in



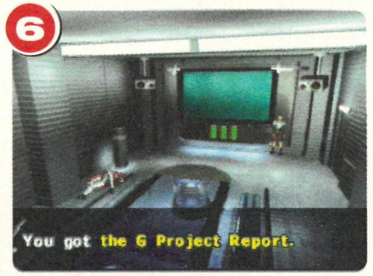
▲ Exit storeroom, follow corridor to broken fuse door. Enter room on right. Pick up PPEC key from right console, Delmetor from left. 'Sense' machine in middle. Enter door on right. Note number: 9607932



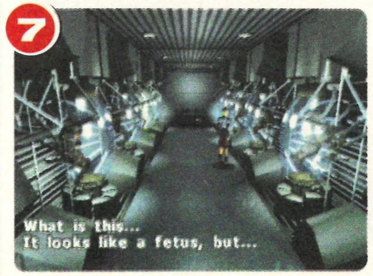
▲ Pick Nalcon off chair and 'Sense' chair and wall. Return to corridor and enter freezer room. Get RCs from shelves and Nalcon from lab equipment. Steal fuse from wall box, use machinery by door to turn off jets. Press red button on tank for cutscene



▲ Open 'broken fuse' door, use PPEC key to open locker for explosive and Delmetor. Use explosive on pink door in corridor with red writing on wall. 'Sense' door to blast it. Go downstairs, turn left and head for monitor room. Check monitors, press button on pillar



▲ Find two adjacent doors. The lower one's a Save Room. Enter the other and search bin for article about Rion's family. Enter the other door you unlocked. Kill everyone, search room for an RC and Red. Press switch by screen to view report



■ Get the Delmetor from the shelf in next room, pick up the special PPEC office key from trolley. Go back upstairs to the office. Check the map using ◉ for the last locked room on floor 15. Red will stop the rifle-toting soldiers from reloading and firing



■ Kill the scientists, then search their office for Delmetor and Nalcon. Use the card in console then enter the number you saw on the wall earlier (9607932). Go back downstairs to floor 14 and use your updated card to open door. Enter storeroom on the right for loadsa drugs

Stage A: continued



▲ Follow corridor round. Go through door on left and pick up RC from machine on the left. Use Nalcon on robot, then go down the stairs at the back of room to reach floor 13. Turn left and go through the left-hand door for a Save Room



▲ Go through door opposite. Search desk for control room key, and back of room for Nalcon. 'Sense' projector, then press red light on your right, then left, then middle to get projector to work. Get pictures from projector. Flick red switch near door to unlock it



▲ Turn right when you leave the room and enter door to face three monsters. You can 'Short' if your AP is full and you have some Delmetor to kill them instantly. Run around the room until you reach the control room. Use the control room key and enter



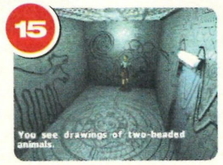
▲ Press first blue button to unlock Lem's room, and next one to unlock the armoury. Get Nalcon from third desk, Red from fourth. Search the desk in Lem's room for some notes. Get the Eagle Stone. Now enter the other door in Lem's room



▲ Find the four tubes along one wall of this room and place the Eagle Stone in the second tube from the left. Now return to the Goddess Statue room and enter the armoury. Get Skip from shelves and retrieve the Wolf Stone from the back. Go upstairs from the Goddess Statue room



▲ You're now on floor 6F. Head down corridor and through door on right. Get research lab key, Delmetor, RC and Nalcon. 'Sense' bed for more visions and turn on projector for Test Data. Go back down to room with four blue switches. Use research lab key. Get Nalcon, Delmetor, Skip, RC and Monkey Stone



▲ Go through the door next to the Armoury. Enter the left-hand door to check animal patterns. Continue down corridor, take test lab key from next room. Re-enter Goddess Statue room, locked test lab door. 'Sense' centre chair for a cutscene. Get Snake Stone, return to the room with four tubes



▲ Place Wolf Stone in second tube from right, Monkey Stone in far right tube and Snake Stone in left-hand tube to open secret door. Go through door. Don't 'Short' or take Skip or Delmetor before end of level. Work your way through the series of corridors and rooms, then go upstairs and use the save point



▲ Use the computer next to the orb in the next room. Lem appears, but you can 'Short' to kill him. Don't relax just yet, because he'll get up in robot form – still wanting you dead. If you're still 'Shorting', walk towards him to finish him. Easy! Search him and use his eyeball to operate the lift

Stage B: your house

THINGS TAKE A TWIST HERE AS RION EXPLORES HIS OLD HOME AND DISCOVERS THE GRISLY MURDERS OF HIS PARENTS. THE BADDIES ARE SUPER EVIL AND THE END LEVEL BOSS IS TOUGH



▲ Go to the right side of your house and closely examine the tyre tracks you can see leading into the muddy pond. 'Sense' the pond for a clue. Enter the garage to the right and get RC from the shelf. Open car door to get the back door key. Enter the back door over the pond



▲ Go through the doors on the right of the dining room. Turn right then follow the corridor round to the left. Enter next set of doors after long, panelled corridor. Kill charging beast then enter Save Room at end of the corridor. Go through red double doors



▲ Check the billiard table then search room for Delmetor, Nalcon and RC. Get doorknob from behind bar. Return down corridor and enter other double doors. Check picture on mantelpiece for a cutscene. Get the Metamorphosis painting from the chair



▲ Search the shelves to find some Delmetor and Red. Leave the room and head back down the panelled corridor towards the dining room. Two assassins will leap at you – scary. Pause the game for a moment to change your sodden underwear, then roast them with a blast or three of Red



▲ Investigate the bathroom round the corner from the dining room. Press the button on wall to drain the bath and get the key to the second floor. Re-enter dining room for a sick cutscene that shows exactly why Rion's mum ain't gonna be cooking dinner tonight. Gruesome!

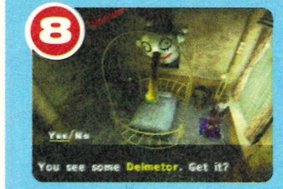
Stage B: cont'd



▲ Use doorknob on other dining room doors to enter front hall and face two more assassins. 'Short' them if your AP gauge is full and you have some Delmetor, or roast 'em with Red. Go upstairs and use the second-floor key



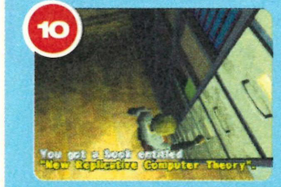
▲ Kill beast and enter study. Pick up bedroom key from desk and get Delmetor from cabinet by vase. Leave study and enter light brown door. Examine hole and agree to leap across it when prompted. Keep pressing ⌂ to avoid falling



▲ Go through door, enter first room on right. Search bedroom for Red and Delmetor from blue mat by bed. 'Sense' bed for cutscene. Place painting in space by wall to reveal secret staircase to lounge: handy. Leave room and move down corridor checking the rooms



▲ Use bedroom key on door. Pick up RC from bookcase. Read note on table and 'Sense' jewellry box. Head downstairs to bathroom, just the other side of dining room doors. Use 'Sense' on sink to levitate Rion's mother's ring. Place it in jewellry box upstairs



▲ Pick up father's ring from box and take mother's ring. Head back to the study, head towards door on the left at opposite end of corridor. Search silver drawers for computer theory book. Use father's ring in hole to the left of window and mother's ring in right hole



▲ Enter the secret room. Pick up the '3' ball and RC. Head to the games room and place ball on table. 'Sense' pond near tracks to raise car. Place the '9' ball from the car on billiard table. Enter the secret room. Get Red, the diary and the shed key



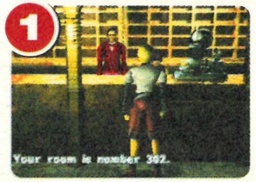
▲ Open shed on left side of house to get Nalcon, Skip and doll from back shelf. Time to face Birdman outside! Boost your attack level with Skip, and don't 'Short'. Keep moving to avoid his blasts, use Nalcon when he stands still



▲ When he divides, wait until they've all fired before blasting. When they circle in the air, keep to the edges to avoid the combined attack. Then it's Birdman on his own again. You have to hit him three more times before he dies

Stage C : the Babylon Hotel

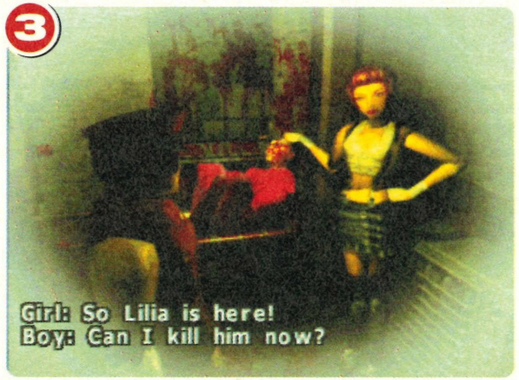
HELLO HELLHOLE! THIS LEVEL ROCKS! GET READY TO WITNESS SOME OF THE SICKEST SCENES EVER TO GRACE THE PLAYSTATION



▲ The helpful desk clerk tells you your room number's 302. Use the Save Room next to the lift. Go up to 203 to see the Mad Bomber. Check in on the Jesus Freak in 206. Visit the Hitman in 303 twice and look in on the Actress in 304. Then go to your room



▲ Search the room to find RC and Red. Look at the mirror in the bathroom and read the note. Then go back to 203, 206 and 303 to visit the Mad Bomber, Jesus Freak and Hitman again. Next, check out room 306 and speak to the guy inside



▲ Go back downstairs to the lobby and enter the door behind the desk. 'Sense' the corpse inside to see a cutscene featuring Rita and Rainheart. Look at the diagram on wall, and search the desk for RC. Next, flick the circuit breaker switch off and then on again



▲ Go back to the lobby and talk to the man there to learn the correct knock for 204. Head for 201 and try to enter until a man tells you to come in. Talk to the maintenance man for some new information about Lilia. Search the room for two RCs and a Delmetor



▲ Enter room 304 and speak to the woman inside. Leave, re-enter and speak to her once again. Search the room for Nalcon and RC. Next, leave the room and speak to Rainheart in the corridor. Take his sage advice and head straight for room 301

Stage C: continued



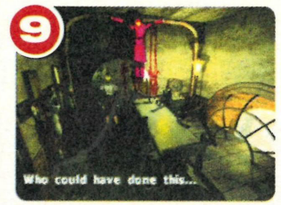
▲ Sucker! You're instantly attacked by two assassins lurking in room 301. Use Red to stop them charging at you. Read the note from Lilia on the desk in the room, then pay yet another visit to your mad mates in rooms 203 and 206. Next, go straight to room 305 and get set to be ambushed by three more pesky assassins



▲ If you've got enough AP, 'Short' the assassins to kill them all, or just fry 'em with Red and dodge round the room. Then head for room 303. The Hitman tells you to go to room 205. As usual, follow his advice and once you get there, answer the phone in the room. Next, search the room for some very welcome Nalcon and Red



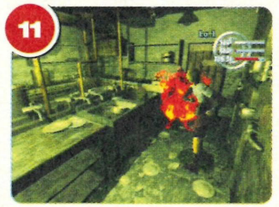
▲ Kill the assassin in 202. Now, remember that special knock you were taught for room 204? Now's the time to use it. You might need to try several times before getting in, so don't worry. Once inside, talk to the dealer and search for Nalcon, Appolinar, Red and Skip. You'll get some D-Felon on leaving



▲ Have a conversation with Rainheart by the clock in the middle of the second floor corridor. But before you follow him straight to room 305, take a spine-chilling detour around rooms 203, 206, 303, 304 and 204. Not for the faint-hearted, this tour – he's gone and slaughtered all your weird friends. Well creepy!



▲ Now head straight for room 305 to smash Rainheart. Keep dodging around the room pounding him with Nalcon all the time. Don't use Red or 'Short'. Stay in corners to avoid his fire attack. Ignore the decoy monsters that appear and he'll soon be crying like the baby he really is



▲ Go to the lobby, turn off circuit breaker and go through the boiler room and up to the kitchen. Enter wooden door to get Skip, RCs and Red. Return to kitchen and kill monster. Go through other door at back of kitchen. Rita will fly across the room to smash you to a pulp



▲ Keep dodging out of Rita's way until she stands still for a split second. Now's the time to hit her with either Nalcon or Red and run before she comes after you again. Repeat until she gets really mad and starts throwing furniture. Move clockwise around the room to avoid it



▲ When she stops with the furniture throwing, blast her again. Eventually she'll draw a circle of furniture towards her. Run to the other end of the room to avoid the deadly Ikea attack. When she yells 'Die' and dives, dodge and unleash one burst. Repeat until she croaks

Stage D: Mushroom Tower

TIME TO FIND OUT THE TRUTH BEHIND ALL THE SLAUGHTER. POSSIBLY THE EASIEST LEVEL TO COMPLETE, BUT THE STAGGERING END SEQUENCE MAKES IT ALL WORTHWHILE



▲ Search the dispensers for drugs. Walk to one of the Shooter doorways round the tower wall. 'Sense' door and control Lilia. Save game at blue panel. Activate lights in this order: yellow, green, blue, pink, red. Warp and get control of Rion



▲ Use Shooter. 'Short' robots. 'Sense' next Shooter. Use Lilia to step on pink, turquoise, green, red and blue. Revert to Rion and use next Shooter. Pick up stuff from pillars. 'Sense' Shooter. Activate blue, red, yellow, turquoise and green. Rion rides to next room



▲ 'Sense' the next Shooter to control Lilia. Activate the red, blue, turquoise, yellow, pink lights to warp upstairs. Use the Save Room through the red doors. Get drugs found around the room. Look and 'Sense' each pod for more secrets, and to face Cain



▲ Keep circling him as he fires. He'll vanish: when he returns again hit him with a full blast of Nalcon or Red until he starts a thunderstorm. Avoid his bolts and repeat until he throws fireballs. Stay close to him to avoid them and keep blasting



▲ After Cain, search the pillars for drugs then enter red doors to Mother, the final boss. Run around and blast the eyeballs. Avoid the spotlight to evade lightning and stay close to Mother to avoid the lasers. With three RCs you'll win easily like this

VAGRANT STORY

BLIMEY! THIS FANTASTIC RPG'S A HARD 'UN AND NO MISTAKE. FEAR NOT: HERE'S OUR GUIDE TO ALL THE WEAPONS AND BOSSES OF LEA MONDE



● George Best's glamour photography days were shortlived

In the Dark

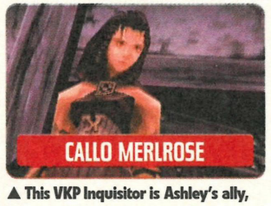
THERE'S NO GOODY-GOODY HEROES IN VAGRANT STORY. INSTEAD THERE ARE FACTIONS STRUGGLING FOR POWER

ASHLEY RIOT

▲ Our main man is a Riskbreaker with the patented RPG 'troubled past'. Part of an elite corps of troubleshooters, he's sent to infiltrate Lea Monde and find out about the Mullencamp sect

SYDNEY LOSSTAROT

▲ Mullencamp's enigmatic leader, Sydney, is strong in the ways of the Dark. And as camp as a row of pink rubber tents. Is he utterly evil, or the saviour of Lea Monde? Aha…



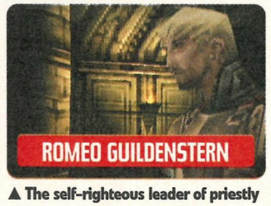
CALLO MERLROSE

▲ This VKP Inquisitor is Ashley's ally, but snooping around might be more dangerous than she thinks. She finds she's not the only one with strange powers from the Dark of Lea Monde



JAN ROSENCRANTZ

▲ This slimy ex-Riskbreaker in the pay of higher powers turns up halfway through the game asking for Ashley's aid. But how can you trust a man with that hideous bubo on his lip? Ugh!



ROMEO GUILDENSTERN

▲ The self-righteous leader of priestly warriors the Crimson Blades, kilt-wearing Guildenstern wants to take power away from the State and back to the Church. Heavy stuff



WHO'S THE VILLAIN?

▲ The fact that Rosencrantz and Guildenstern are named after the treacherous nobles in Hamlet gives you a clue as to how trustworthy they are. Who said book-learning sucks?

Game basics

Normal mode



▲ While Ashley's wandering the dungeons of Lea Monde, he'll regenerate Hit points and Magic points. This means that if you rest after a fight, you'll be back up to full strength in a matter of minutes

Battle mode



▲ Pressing ◉ puts Ashley in Battle mode. Although he'll heal more slowly, he'll be able to strike at enemies. Just remember to revert to Normal mode after a battle or you'll take ages recovering

Battle sphere



▲ When you're in Battle mode, pressing the ◉ button again brings up a revolving sphere that shows the range of your weapon. Anything within the sphere is easy game for a smacking

Strength



▲ Your Strength score shows whether you're a puny weakling or a clone of the Rock. The weapon you use will determine its final value. High STR means you'll deal harder blows and absorb more damage

Agility



▲ You'll get more hits in on the enemy if your AGL score is higher. It'll also affect how far you can jump when you're not fighting. Warning: heavy weapons and armour will lower your AGL

Intelligence



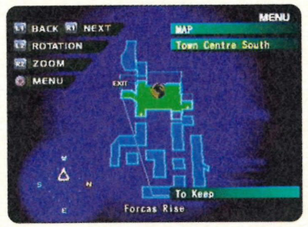
▲ Your INT may not look important at first, but put it this way: high INT, you are Gandalf. Low INT, you are Paul Daniels. Spells will hit more and harder when you're smarter

Map of Lea Monde

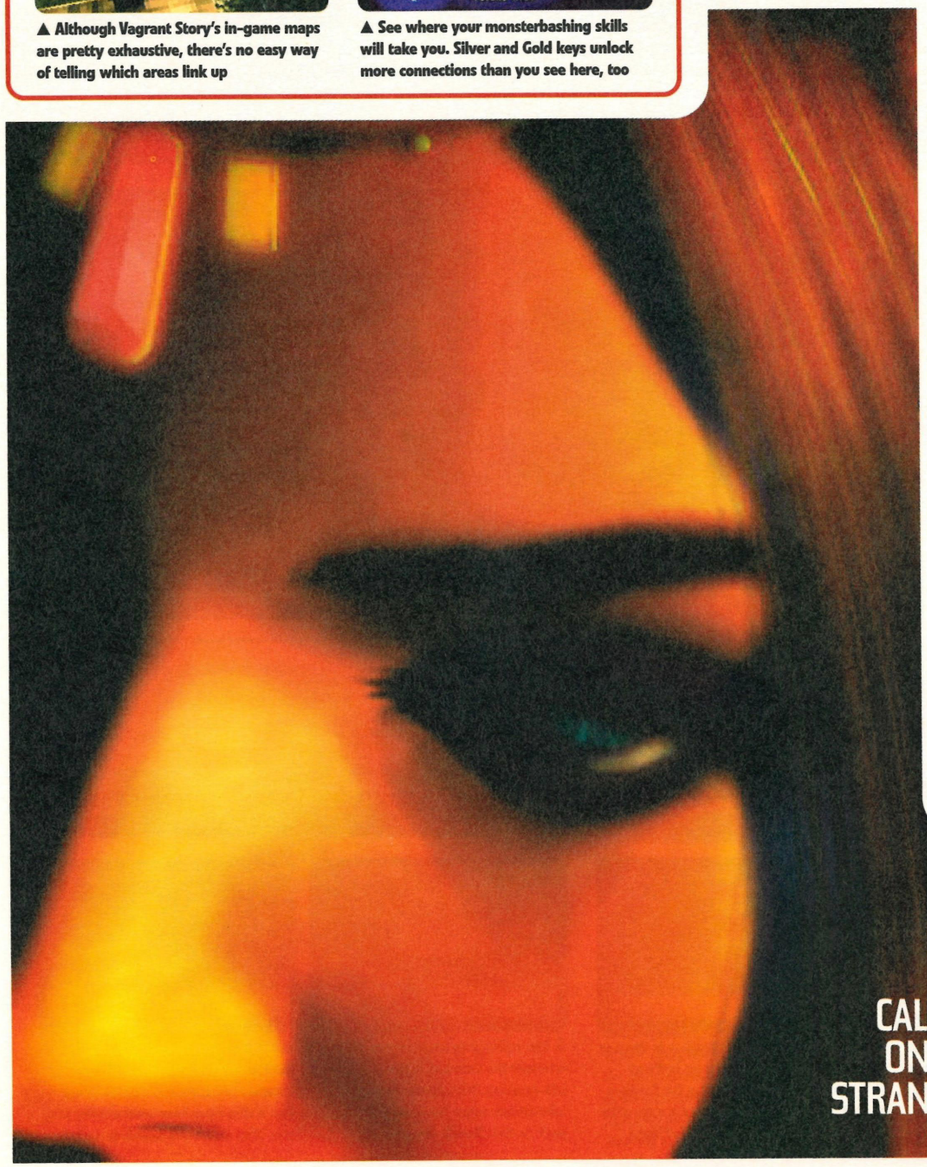
HERE BE DRAGONS. AND OGRES, LICHES, MINOTAURS...



▲ Although Vagrant Story's in-game maps are pretty exhaustive, there's no easy way of telling which areas link up



▲ See where your monsterbashing skills will take you. Silver and Gold keys unlock more connections than you see here, too



CALLO'S NOT THE ONLY ONE WITH STRANGE POWERS...



WINE CELLAR

Here's where Ashley begins. You'll learn the basics of exploration and combat in these halls, as well as recovering abilities



CATACOMBS

Things start hotting up now, so make sure you start practising those new-found chain moves among the tombs



ABANDONED MINE B1

The Ogre rules these dark caverns. Watch out for the Wyvern and cheeky goblins too. They may be your first deadly enemies



CITY WALLS WEST

Watch out for a dangerous self-locking room on your way to and from the abandoned mines. Nothing much else here, though



SANCTUM

Dragon men and undead abound here. Sharpen your weapon on dragon-class lizard men to beat up the awesome Dragon



THE KEEP

If you find sigils to open these magically locked doors, you can battle enhanced versions of all your least favourite bosses



IRON MAIDEN B1

No save points in this dungeon, but you only need to complete the first two rooms to get all the items you need to continue



IRON MAIDEN B2

Gluttons for punishment can come here to battle extra nasties when they've finished the game. Who are we to criticise?



IRON MAIDEN B3

The lethal Asura rests here. Another one for second-game psychos, but there's treasure beyond Puff Daddy's dreams, too



TOWN CENTRE WEST

Wrest the Crimson Key from Father Duane and his powerful Crimson Blades in your first taste of life in the big, bad city



TOWN CENTRE SOUTH

This Crimson Blade-filled area has loads of narrow streets, so get ready to fight like a brave or climb from danger like a girl



CITY WALLS EAST

A gathering place for zombies. Use it to hone your weapon's skills against the undead class. They're dead easy really



UNDERCITY EAST

Home to Lea Monde's weirdest. Doll-children and liches live round here. Ignore the harpies when you can, they won't attack



CITY WALLS NORTH

Lizard men abound in these corridors. They'll reappear when you return, too, so there's a chance for lots of dragon-class action



CITY WALLS SOUTH

A time challenge against loads of lizard men characterises this wall section which borders the forest and the city



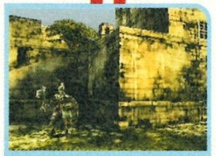
ABANDONED MINE B2

It's a long trek through this area of ugly orcs, and you don't have long to get through most of it or you'll be back at the start



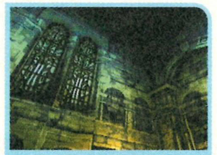
UNDERCITY WEST

A sprawling area that joins many others. Watch out for a dark elemental and lich lords who aren't keen on letting you through



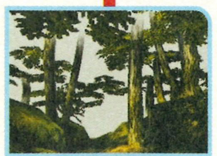
TOWN CENTRE EAST

This part of town is chock-full of Crimson Blades, but they'll supply loads of kit when they die, so get thee to a workshop right now



GREAT CATHEDRAL

Four levels and twice as many bosses mean you'll want to hoard goodies won from other areas for an emotional showdown



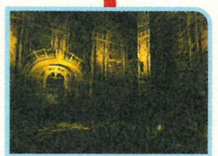
SNOW FLY FOREST

This woody area can confuse. Head south to Traces of the Beast, then go west then south to reach the Earth Dragon



LIMESTONE QUARRY

Mean evil-class gremlins populate this tricky area, but you'll need to pass it to get to the temple and the Great Cathedral



TEMPLE OF KILTIA

Get the Silver Key from the 'dread' Minotaur Lord and you'll be able to enter that great big cathedral over there for the big crunch

Weapons

You wear dread leggings, you use the casserole shield and you fight with the pink squirrel. Stop laughing! They're deadly weapons and stout armour and without them you're a Riskbreaker-shaped stain on Lea Monde's pavements. Just wait until you get to name your own weapons. PlayNation's fabled Vinnie Blade kicked a whole heap of ass…



■ When you fight, it's your weapons that gain experience, not you. There are six classes of enemy (human, beast, undead, phantom, dragon and evil) and you'll need to keep using one weapon against each class



■ Some enemies can have different weaknesses to one type of weapon but be of the same class. For example, you can't kill all those Crimson Blades you meet in the city centre with the same weapon



■ Phantom points are a measure of each weapon's energy, gathered from the Dark. The more enemies you fight, the higher it will get. When your weapon's PP is full, you'll do double damage



■ Minimalists can use one weapon to fight two adjacent classes. Just have one blade for humans and beasts, one for undead and phantom enemies, and one for dragons and evil foes if you want to keep it simple

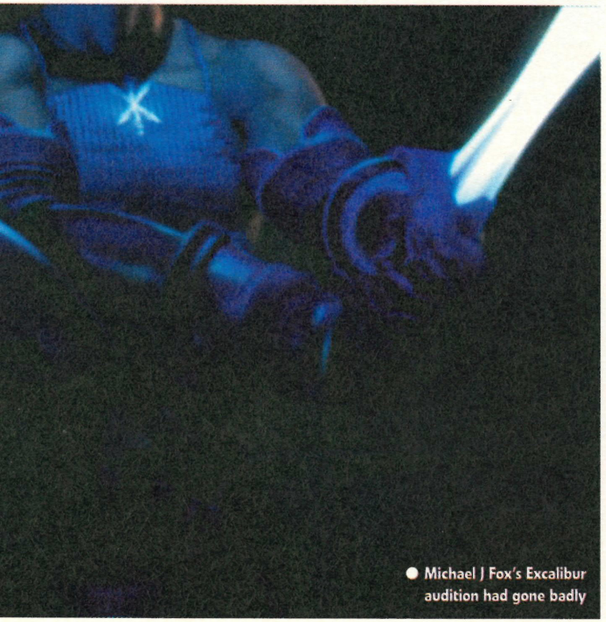


■ There's one thing to remember about affinities. For weapons, choose one that has the OPPOSITE affinity to the enemy you're fighting. Choose armour that has the SAME affinity. There's method in the madness





■ There are three basic types of weapon: blunt, edged and piercing. This is the most important thing to consider when fighting. If you're using the wrong one you'll have little or no effect on the enemy



● Michael J Fox's Excalibur audition had gone badly

Combining blades



▲ The gear you find in chests can be pretty cool, but for awesome weapons do a bit of DIY. Workshops allow you to disassemble weapons then combine blades to forge even stronger ones. What follows is the lowdown on all the weapons and the blades you can make. Remember, you must disassemble weapons to combine blades and reassemble to use them

Axes

TYPE: EDGED

Axes are heavy hitters but lower your agility. There are less in the game so you won't come across blades all that often, but if you use them lots you'll get kick-ass break arts

THIS WEAPON	PLUS THIS	GETS YOU THIS
Francisa	Battle Axe	*Tabarzin*
Tabarzin	Francisa	*Chamkaq*
Chamkaq	Tabarzin	*Tabar*
Tabar	Tabar	*Bullova*
Bullova	Bullova	*Crescent*

Great Axes

TYPE: EDGED

Sporting greater range but also greater penalties on agility than the Great Swords, the Great Axes are perfect for killing the slow and dumb enemies in the Beast class

THIS WEAPON	PLUS THIS	GETS YOU THIS
Sabre Halberd	Large Crescent	*Balbriggan*
Balbriggan	Sabre Halberd	*Double Blade*
Double Blade	Double Blade	*Halberd*

Staves

TYPE: BLUNT

If you're intent on becoming a master magician, staves will increase your intelligence. They're useful for defeating Phantom class enemies, but they're pants in a real fight

THIS WEAPON	PLUS THIS	GETS YOU THIS
Summoner's Baton	Clergy Rod	*Shamanic Staff*
Shamanic Staff	Summoner's Baton	*Bishop's Crosier*
Bishop's Crosier	Bishop's Crosier	*Sage's Cane*

Daggers

TYPE: PIERCING

Daggers are great starting weapons. Their small size means they don't impose much loss of AGL but their high speed can make pulling off chains tricky

THIS WEAPON	PLUS THIS	GETS YOU THIS
Dirk	Scramasax	*Throwing Knife*
Throwing Knife	Scramasax	*Kudi*
Kudi	Throwing Knife	*Cinquedea*
Cinquedea	Kudi	*Kris*
Kris	Cinquedea	*Hatchet*
Hatchet	Kris	*Khukuri*
Khukuri	Hatchet	*Baselard*
Baselard	Baselard	*Stiletto*
Stiletto	Stiletto	*Jamadhar*

Crossbows

TYPE: BLUNT

Effective against evil class enemies, the crossbows have the biggest range but aren't exactly scary. Use them to pick off slow-moving enemies who have strong attacks

THIS WEAPON	PLUS THIS	GETS YOU THIS
Target Bow	Gastraph Bow	*Light Crossbow*
Light Crossbow	Target Bow	*Windlass*
Windlass	Target Bow	*Cranequin*
Cranequin	Windlass	*Lug Crossbow*
Lug Crossbow	Lug Crossbow	*Siege Bow*
Siege Bow	Seige Bow	*Arbalest*

Swords

TYPE: EDGED

If you use the Fandango you get near the start of the game and combine it with other weapons, you can forge killer blades which are great for slashing humans and beasts

THIS WEAPON	PLUS THIS	GETS YOU THIS
Fandango	Rapier	*Spatha*
Rapier	Spatha	*Short Sword*
Firangi	Short Sword	*Shamshir*
Shamshir	Firangi	*Falchion*
Falchion	Shamshir	*Shotel*
Shotel	Falchion	*Khora*
Khora	Khora	*Khopesh*
Khopesh	Khopesh	*Wakizashi*

Great Swords

TYPE: EDGED

These combine greater range than swords with more damage. They're two-handed so can't be used with a shield but you can polish off enemies much more quickly

THIS WEAPON	PLUS THIS	GETS YOU THIS
Katana	Broad Sword	*Executioner*
Executioner	Katana	*Claymore*
Claymore	Executioner	*Schiavona*
Schiavona	Claymore	*Bastard Sword*
Bastard Sword	Bastard Sword	*Nodachi*
Nodachi	Nodachi	*Rune Blade*



▲ Is that a Great Sword in your pocket or are you just a psycho?



▲ There's nothing better than hacking away at evil dead men

Polearms

TYPE: PIERCING

You can't use a shield with these weapons because they're so unwieldy but that's cool, daddio, because by the time those enemies reach you they're already dead

THIS WEAPON	PLUS THIS	GETS YOU THIS
Scorpion	Glaive	*Corcesca*
Corcesca	Scorpion	*Trident*
Trident	Corcesca	*Awl Pike*
Awl Pike	Trident	*Boar Spear*
Boar Spear	Trident	*Fauchard*
Fauchard	Boar Spear	*Voulge*
Voulge	fauchard	*Pole Axe*
Pole Axe	Pole Axe	*Bardysh*
Bardysh	Bardysh	*Brandestoc*

Maces

TYPE: BLUNT

These are great for going up against armoured foes. Anything with a thick skin will suffer if you equip these meaty battering tools. Ultra-violence rules

THIS WEAPON	PLUS THIS	GETS YOU THIS
Ball Mace	Spiked Club	*Footman's Mace*
Footman's Mace	Ball Mace	*Morning Star*
Morning Star	Footman's Mace	*War Hammer*
War Hammer	War Hammer	*Bec de Corbin*
Bec de Corbin	Bec de Corbin	*War Maul*

Shields

TYPE: ALL TYPES

You'll be surprised how many times the enemy misses you when you have a nice shield

THIS SHIELD	PLUS THIS	GETS YOU THIS
Targe	Buckler	*Pelta Shield*
Pelta Shield	Targe	*Quad Shield*
Quad Shield	Targe	*Circle Shield*
Circle Shield	Quad Shield	*Tower Shield*
Tower Shield	Quad Shield	*Spiked Shield*
Spiked Shield	Circle Shield	*Spiked Shield*
Round Shield	Tower Shield	*Round Shield*
Round Shield	Spiked Shield	*Kite Shield*
Kite Shield	Round Shield	*Kite Shield*
Casserole Shield	Round Shield	*Casserole Shield*
Casserole Shield	Round Shield	*Heater Shield*
Casserole Shield	Kite Shield	*Heater Shield*
Heater Shield	Casserole Shield	*Oval Shield*
Oval Shield	Heater Shield	*Knight Shield*
Knight Shield	Oval Shield	*Hoplite Shield*
Hoplite Shield	Hoplite Shield	*Jazeraint Shield*
Jazeraint Shield	Jazeraint Shield	*Dread Shield*

Heavy maces

TYPE: BLUNT

The range of the Great Maces allows Ashley to strike down enemies before they reach him, but they're not exactly the most common weapons in the game. If you find one, use it to beat the hardest armoured villains into a bloody pile of goo and metal

THIS WEAPON	PLUS THIS	GETS YOU THIS
Footman's Mace	Sabre Mace	*Gloomwing*
Gloomwing	Footman's Mace	*Mjolnir*
Mjolnir	Mjolnir	*Griever*
Griever	Griever	*Destroyer*

Hand armour

THIS ARMOUR	PLUS THIS	GETS YOU THIS
Reinforced Glove	Knuckles	*Ring Sleeve*
Knuckles	Ring Sleeve	*Chain Sleeve*
Ring Sleeve	Chain Sleeve	*Gauntlet*
Gauntlet	Vambrace	*Plate Glove*
Vambrace	Plate Glove	*Rondanache*
Rondanche	Plate Glove	*Tilt Glove*
Tilt Glove	Tilt Glove	*Frelturnier*
Frelturnier	Rondanche	*Fluted Glove*
Fluted Glove	Frelturnier	*Hoplite Glove*
Hoplite Glove	Hoplite Glove	*Jazeraint Glove*
Jazeraint Glove	Jazeraint Glove	*Dread Glove*

Body armour

THIS ARMOUR	PLUS THIS	GETS YOU THIS
Banded Mail	Cuirass	*Ring Mail*
Ring Mail	Banded Mail	*Chain Mail*
Chain Mail	Ring Mail	*Breastplate*
Breastplate	Chain Mail	*Segmentata*
Segmentata	Breastplate	*Scale Armour*
Scale Armour	Breastplate	*Brigandine*
Brigandine	Breastplate	*Plate Mail*
Brigandine	Scale Armour	*Plate Mail*
Platemail	Brigandine	*Fluted Armour*
Fluted Mail	PlateMail	*Hoplite Armour*
Hoplite Armour	Hoplite Armour	*Jazeraint Armour*
Jazeraint Armour	Jazeraint Armour	*Dread Armour*



▲ Body armour is the single most useful defence Mr Riot can get



▲ Look out behind you! Armour helps at embarrassing times like this

Leg armour

THIS ARMOUR	PLUS THIS	GETS YOU THIS
Fusskampf	Chain Leggings	*Poleyn*
Fusskampf	Poleyn	*Jambeau*
Poleyn	Chain Leggings	*Jambeau*
Jambeau	Poleyn	*Missaglia*
Jambeau	Chain Leggings	*Missaglia*
Missaglia	Poleyn	*Plate Leggings*
Plate Leggings	Missaglia	*Fluted Leggings*
Fluted Leggings	Plate Leggings	*Hoplite Leggings*
Hoplite Leggings	Hoplite Leggings	*Jazeraint Leggings*
Jazeraint Leggings	Jazeraint Leggings	*Dread Leggings*

Head armour

THIS ARMOUR	PLUS THIS	GETS YOU THIS
Chain Colf	Bone Helm	*Spangenhelm*
Spangenhelm	Chain Coif	*Cabasset*
Cabasset	Spangenhelm	*Sallet*
Sallet	Barbut	*Basinet*
Basinet	Barbut	*Armet*
Armet	Basinet	*Close Helm*
Close Helm	Basinet	*Burgonet*
Burgonet	Close Helm	*Hoplite Helm*
Hoplite Helm	Hoplite Helm	*Jazeraint Helm*
Jazeraint Helm	Jazeraint Helm	*Dread Helm*

Fighting tactics







■ Lea Monde's not a safe place to be, before or after dark. If Ashley wants to save Merlose then he'd better get a bit tasty with the old moves

Risk

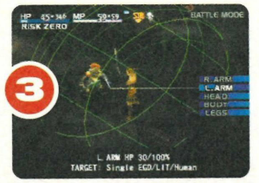
The concept of Risk is pretty much unique to Vagrant's fighting system, and it's essential that you grasp what it's all about. Basically, the more fighting you do, the less you'll be prepared to defend against the enemy. This is very important, so listen up



▲ If you have a risk score of, say, 30 or above, you'll notice your own attacks are far less likely to succeed and inflict less damage when they do



▲ Enemy attacks have a higher chance of hitting you and will do more damage if your Risk is high. Check out your items for help in lowering your risk score



▲ Do this by simply using the super guarana gum called Vera, which ups your concentration. When you're out of Battle mode, your Risk will drop faster too

Chains



▲ Chains are at the heart of Vagrant's combat system. Pressing ●, ▲, or ■ when you see the red exclamation mark will inflict another attack. You can't press the same button twice in a row though, so the best bet is to get familiar with a two or three button pattern you can always use

Chains (continued)



▲ The more attacks you chain, the harder it gets, but you'll earn experience for every one you complete. Chaining isn't always the best way because it raises risk so much. Don't be a hero without loadsa Vera. Remember to alter your choices of chains for each battle. As with defence, you can only select three. Sneaky abilities like Snake Venom won't work against more powerful enemies. Think ahead, it's boring but it'll save your noggin time and again

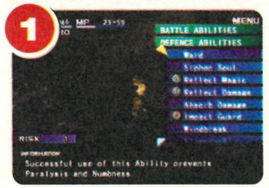


▲ To inflict maximum damage use Heavy Shot, then Gain Life. Then swing in with Crimson Pain and the life you've gained should equal the life you lose. Repeat until the enemy is so much tubby custard



▲ In battles with magic users, start with the wonderful Heavy Shot again, follow through with Gain magic and end with Mind Assault to remove the enemy's mojo. Wizardly types like the Lich are often sad weaklings without any magic

Defence



▲ You can only have three skills ready to use on ●, ● and ● at any one time, so when you've got the choice of many make sure you equip the right ones for the coming fight. Fiddly but essential



▲ By far the most useful defence skill is Impact Guard, which, when used correctly, will halve damage taken. This skill will be absolutely crucial when fighting harder enemies, so get it when you can



▲ If you can take the pain, using the Reflect Damage and Reflect Magic skills can be as powerful as striking your enemy. They won't save you from damage but they'll deal some pain back to the enemy



▲ If all else fails, reflect damage at enemies you can't destroy, using your battle time to heal yourself up. It's an odd technique but works on almost any foe, and the harder they are the more you'll hurt 'em

Break Arts



▲ Break arts are learned when you've socked enough enemies with a particular weapon. They're special attacks almost like magic, except they're only available when you've equipped that weapon



▲ The big difference is that they don't take magic points, they actually use up HP instead. Small break arts only use 25 HP but the more impressive, Bruce Lee style ones take up to 75HP



▲ The best thing about break arts is that they have hardly any impact on your Risk. That's right, you can use break arts to your heart's content and they'll never get less accurate or powerful. Cool or what?



▲ As with everything else, there's a time and a place for the impressive break art. Don't think you can use them if your enemy's strong against that type of weapon, or the affinity of the break art

It's Magic, Debbee!

Pick a card



▲ There's times when a well-placed blow won't do the trick. Not only is our Ash a master of hack and slash, he's not half bad at conjuring tricks either. They come in five different flavours, including teleportation, which you gain later in the game

Shamen



▲ Your best friend is your Heal spell. It only costs five points of magic and the amount you heal will increase with your intelligence. Never shrink from using it in a fight, either. In a choice between delay or death, take delay



▲ Remember, out of a fight magic points are cheap cos they regenerate faster than HP, so use them instead of waiting for your health to improve. Heal also damages undead – a bit. You're still better off lamping them

Sorcerer



▲ Sorcerer Spells are the most useful spells in a fight because they can alter the whole outcome. Try and get spells like Prostasia (improve weapons) and Herakles (increase strength) as soon as possible



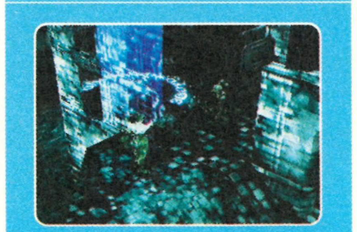
▲ Try casting status ailments like Tarnish or Leadbones on magic users. They'll be so concerned with getting rid of them they won't be able to use offensive magic. If they do, they'll still be weaker

Teleportation



▲ When you defeat the Lich he'll pass on the secrets of teleportation. At last you can jump from save point to save point. You'll need 15 MP plus 4 MP for every circle, so if you're travelling far you may need to recharge your magic before you continue

Warlock



▲ Use the warlock spells with care. Many magic users will be immune, and you might find you do more damage with a decent chain attack. As with all fighting, the key is to use the most appropriate attack at exactly the right time

Enchanter



▲ If you don't have a gem that enhances a particular element or class affinity for your weapon, check enchantment spells for the same sort of effect. You can't combine with strength enhancements though



▲ Remember it's the weapon itself you're enchanting, so if you choose to change weapons during a fight, you'll lose the enchanted advantage and have to spend more magic to spook up your new blade

Big Bosses

Minotaur

■ CLASS: BEAST HP: 275 / MP: 5
SPECIAL ATTACK: GIGA RUSH



▲ Reaching any part of the Minotaur's body apart from the legs is a challenge. Use the weapon you've been training on beasts to defeat the horny bastard

Golem

■ CLASS: EVIL HP: 240 / MP: 15
SPECIAL ATTACK: GRANITE PUNCH



▲ Use a blunt weapon or an air-affinity weapon, or you'll have to use the Reflect Damage defence. Configure your chains and defence buttons and heal, heal, heal

Dragon

■ CLASS: DRAGON HP: 480 / MP: 0
SPECIAL ATTACK: THERMAL BREATH



▲ Its head is vulnerable to piercing weapons and its tail's weak against edged. Apparently. Get under its neck to avoid fire breath, reflect damage and don't give up

Father Duane

■ CLASS: HUMAN HP: 250 / MP: 100
SPECIAL ATTACK: POISON MIST



▲ Finish off Duane's lackeys before you go near him. Keep using Antidote against his poison mist and he might not get a chance to hit you as he casts it again and again

Phantom

■ CLASS: PHANTOM HP: 320 / MP: 140
SPECIAL ATTACK: FIREBALL



▲ Use some-proper elemental affinity tricks. Wear the salamander ring to resist fireballs and stick an Undine Jasper on your sword. If you have frost fusion, use it

Ogre

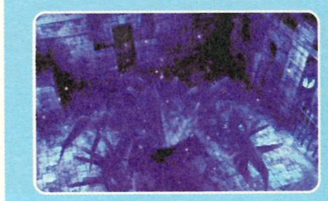
■ CLASS: BEAST HP: 540 / MP: 35
SPECIAL ATTACK: CASTS DEGENERATE



▲ The ogre's resistant to long chains so keep your risk low and reduce his strength or armour through spells. Use your best beasty weapon to destroy him

Giant Crab

■ CLASS: BEAST HP: 420 / MP: 0
SPECIAL ATTACK: AQUA BUBBLE



▲ Fire, air and lightning attacks will have most effect against this ugly sea beast. If you can hit its tiny mouth with a piercing weapon you'll hurt it more, but it's tricky

Father Grissom

■ CLASS: HUMAN HP: 350 / MP: 100
SPECIAL ATTACK: SPELLS



▲ Grissom may be able to cast a good spell but physically he's pants. So get in there and use your best chains to make him dead as quickly as possible

Dark Crusader

■ CLASS: EVIL HP: 380 / MP: 80
SPECIAL ATTACK: PROSTASIA, DEGENERATE



▲ Take out the crusader before Grissom. Use break arts or air attacks and use Tarnish if you have it. While it improves its strength or lowers yours, hit it in the belly

Even bigger bosses

Jan Rosencrantz

■ CLASS: HUMAN HP: 400 / MP: 100
SPECIAL ATTACK: SWORD BREAK ARTS



▲ Break arts and short chains are the only thing that works on this dislikeable character. Anything fancy won't have any effect. It's not like you'll kill him, worse luck

Air Elemental

■ CLASS: PHANTOM HP: 380 / MP: 160
SPECIAL ATTACK: LIGHTNING BOLT



▲ Use the Windbreak defence ability to halve damage on the airy fool's lightning bolts. Cast soil fusion at the start of the battle to enhance your earthy attacks

Earth Elemental

■ CLASS: PHANTOM HP: 380 / MP: 160
SPECIAL ATTACK: VULCAN LANCE



▲ Use your thunderburst spell and reverse all your gems from the air elemental battle. Magic your armour for safety or charge in with an enchanted sword

Sky Dragon

■ CLASS: DRAGON HP: 675 / MP: 0
SPECIAL ATTACK: THUNDER BREATH



▲ Use a piercing weapon on its head but keep risk down. Better to get under its neck than suffer its breath attack. Reflect tail attacks, but beware, they're powerful

Lich

■ CLASS: EVIL HP: 130 / MP: 110
SPECIAL ATTACK: MAGIC



▲ Wait for them to teleport in front of your then target head or arms for physical damage. They're immune to most spells but magic ward renders theirs useless

Water Elemental

■ CLASS: PHANTOM HP: 380 / MP: 160
SPECIAL ATTACK: AQUA BLAST



▲ Aqua ward halves damage from aqua blast, and try out Flame Sphere for multiple hits. Salamander Rubies on your phantom-affinity weapon will help

Ogre Lord

■ CLASS: BEAST HP: 560 / MP: 110
SPECIAL ATTACK: TORNADO, SURGING BALM



▲ It's a fight to see who can weaken who with degenerate and tarnish. His surging balm spell's negated when you cast a spell on him. Chains won't have much effect

Snow Dragon

■ CLASS: DRAGON HP: 720 / MP: 0
SPECIAL ATTACK: FROST BREATH



▲ This frosty critter from the land of the sasquatch has piercing weakness in the tail and edged weakness in the head. Use fire-affinity weapons and dragonite gems

Minatour Lord

■ CLASS: BEAST HP: 540 / MP: 0
SPECIAL ATTACK: GIGA RUSH



▲ By now you should more than enough armour to withstand bull-boy's one major onslaught, so just belt him with physical attacks until he gives in

Great Cathedral bosses

Marid

■ CLASS: PHANTOM HP: 580 / MP: 180
SPECIAL ATTACK: AVALANCHE, AQUA BLAST



▲ This top water elemental's strong versus edged weapons, so power up your blunt or piercing phantom-affinity blades. Spark fusion's what you need to cause damage

Ifrit

■ CLASS: PHANTOM HP: 500 / MP: 180
SPECIAL ATTACK: FIREBALL, FIRE STORM



▲ The fire master is strong versus edged weapons too. It's gem-swapping time. Pyro guard against fire storm and shake off attacks with fireproof defence ability

Djiin

■ CLASS: PHANTOM HP: 500 / MP: 180
SPECIAL ATTACK: LIGHTNING BOLT



▲ Chances are you don't have both attack and defence spells for every element but stick with what you have and batter the elemental back into thin air, or defend

Dao

■ CLASS: PHANTOM HP: 500 / MP: 180
SPECIAL ATTACK: VULCAN LANCE



▲ Use blunt weapons, and you may have to chase the tubby bitch around the room with long-range gear to slap this earth spirit up. Try air-affinity break arts too

Lich Lord

■ CLASS: EVIL HP: 290 / MP: 320
SPECIAL ATTACK: SPELLS



▲ You'll really need Magic Ward while you hit this dangerous enemy round the head and the arms. From here on, you'll need all the magic restoratives you can get

Nightmare

■ CLASS: PHANTOM HP: 500 / MP: 180
SPECIAL ATTACK: METEOR, DARK CHANT



▲ Spirit surge spell helps destroy this dark elemental. No enchantments will aid you in this fight but you can use morlock jets on shields and angel pearls on weapons

Arch Dragon

■ CLASS: DRAGON HP: 785 / MP: 0
SPECIAL ATTACK: DIVINE BREATH



▲ This battle's a bit different because the arch dragon is a light-affinity monster. Treat it like any other dragon fight and hopefully you'll defeat the lizard king

Guildenstern

■ CLASS: EVIL HP: 500 / MP: ?
SPECIAL ATTACK: MAGIC SPECIAL ATTACKS



▲ Chase Guildy with edged weapons and slow him down with leadbones. Don't waste risk-lowering or magic-restoring items, you'll need them after this

Dark Angel

■ CLASS: VERY EVIL HP: 700 / MP: ?
SPECIAL ATTACK: EVIL SPECIAL ATTACKS



▲ Use long-range break arts when he's near and employ magic ward. Attack as he flies over you – it's possible – and he won't be able to use the Bloody Sin

UK's BIGGEST & BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS PRESENT

INTERACTIVE TELCOM

CHEATS & TIPS FOR OVER 3000 GAMES

CHEATS UNLIMITED

PLAYSTATION CHEATS, TIPS & WALKTHROUGH GUIDES

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



A
A Bug's Life
Abe's Exoddus & Odysee
Ace Combat 2 & 3
Actua Golf
Actua Ice Hockey
Actua Soccer 2 & 3
Adidas Power Soccer
Agent Armstrong
Agile Warrior
Air Combat
Akuji the Heartless
Alien Trilogy
All Star Tennis
Alone in the Dark
Alundra 1 & 2
Andretti Racing
Anna Koumikova Tennis
Ape Escape
Apocalypse
Armoured Core
Army Men Series
Assault Rigs
Asterix
Atlantis
A-Train
Azure Dreams
B
B Movie
Ball Blazer Champions
Batman and Robin
Batman Forever
Beast Wars Transformers
Bio Freaks
Blast Radius
Blood Omen
Bloody Roar 1 & 2
Bomberman World
Bomberman Fantasy Racer
Brahma Force
Breath of Fire 3
Brian Lara Cricket
Broken Sword 1 & 2
Bubble Bobble
Bubsy 3D
Bugs Bunny Lost in Time
Bushido Blade 1 & 2
Bust A Move 2
C
C&C Series
Capcom Generations
Cardinal Syn
Casper
Castlevania
Castrol Honda Superbike
Championship Motocross
Chase The Express
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Clock Tower Ghost Head
Colin McRae Rally 1 & 2
Colonization
Colony Wars: Red Sun
Colony Wars: Vengeance
Constructor
Contra Legacy of Wars
Coolboarders 1, 2, 3 & 4
Courier Crisis
Crash Bandicoot 1, 2 & 3
CTR
Crime Killer
Croc 1 & 2
Cyber Tiger
D
Dance, Dance Revolution
Dark Forces
Darklight Conflict
Darkstalkers 3
Dead Ballzone
Dead or Alive
Death Trap Dungeon
Demolition Racer
Descent 1 & Maximum
Destrega
Destruction Derby 1 & 2
Devil Dice
Diablo
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Disruptor
Doom
Dracula X
Dragonball Z
Driver
Duke Nukem Series
Dukes of Hazzard
Dynasty Warriors
E
Eagle One Harrier Attack
ECW Hardcore Revolution
Ehrgeiz
ESPN Extreme Games
Euro 2000
Everybody's Golf
Evil Zone
Excalibur 2555 AD
Exhumed
F
FA Premier League Stars
FA PL Football Man. 2000
FA Premier League Stars
Fear Effect
FIFA 2000, 99 & 98
Fifth Element
Fighter's Impact
Fighting Force 1 & 2
Final Doom
Final Fantasy 7 & 8
Firestorm
Firo and Klawd
Fisherman's Bait
Formula 1 Series
Formula Karts
Forsaken
Forty Winks
Frogger
Future Cop: LAPD
G
Galaxian 3
Gekido
Gex Series
Ghost in the Shell
Global Domination
Goal Storm
G-Police 1 & 2
Gran Turismo 1 & 2
GTA 1, 2 & London
Guardian's Crusade
Guilty Gear
Gunship
H
Hard Boiled
Hard Edge
Hardcore 4X4
Heart Of Darkness
Hercs Adventure
Hercules
Hexen
I
Independence Day
Indy 500
Int. Sup'star Soccer Deluxe
Int. Track & Field 1 & 2
Iron Man XO Manowar
ISS Pro 98 & Evolution
J
J McGrath S'cross Series
Jade Cocoon
Jersey Devil
Jonah Lomu Rugby
Jurassic Park: Lost World
K
Kagero - Deception 2
Killer Loop
Kingsfield
KKND Krossfire
Klonoa
Knockout Kings Series
Krazy Ivan
Kula World
L
LMA Manager
LOK: Soul Reaver
Legends of Legaia
Lego Racers
LeMans 24hr
Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lunar Silver Star Story
M
Martian Gothic
Medal Of Honour
Men In Black
Metal Gear Solid & SM
Micro Machines V3
Micro Maniacs
Mission Impossible
MLB 2001
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat Series
Moto Racer 1 2 & 3
Motor Head
MTV Sports Snowboarding
Muppet Racemania
Myst
N
N20
Nagano Winter Olympics
Namco Museum Vol. 1-4
Nanotek Warrior
Nascar Series
NBA Live Series
Need 4 Speed Series
NHL Series
NHL Face-Off Series
Nightmare Creatures
Ninja
No Fear Downhill MBK
Nuclear Strike
O
ODT
Off World Inter. Extreme
Olympic
Omega Boost
Overboard
P
Pac Man World
Pandemonium 1 & 2
Parasite Eve
Pitball
Pitfall 3D
Player Manager Series
Pocket Fighter
Point Blank 1 & 2
Pong
Pool Hustler
Pool Shark
Populous: The Beginning
Porsche Challenge
Power Move Pro Wrestling
Premier Manager 99 & 98
Primal Rage
Puchi Carat
Q
Quake 2
Quarterback 97
R
Rage Racer
Raging Skies
Rainbow Six
Rampage: Universal Tour
Rampage: World Tour
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
RC Stunt Copter
Ready 2 Rumble
Rebel Assault 1 & 2
Reboot
Re-loaded
Resident Evil 1, 2, 3
Resident Evil Survivor
Re-volt
Ridge Racer 1, 2, 3 & 4
Riven
Road Rash 1 & 3D
Rock & Roll Racing 2
Rogue Trip
Roll Cage 1 & 2
Ronaldo V-Football
R-Type Delta
Rugrats
S
Sampras Extreme Tennis
Samurai Showdown 3
San Francisco Rush
Scars
Shadow Gunner
Shadowman
Shanghai Triple Threat
Shellshock
Silent Hill
Silhouette Mirage
SimCity 2000
Sled Storm
Smackdown Wrestling
Small Soldiers
Smurfs
Snow Racer 98
Soul Blade
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops: Stealth Patrol
Speed Freaks
Spice World
Spyro 1 & 2
Star Fighter 3000
Star Gladiators
Star Ocean 2
Star Wars: Jedi Power Bat
Star Wars: Masters of TK
Star Wars: Phantom Men
Steel Reign
Streak Hoverboard Racing
Street Fighter Series
Street Racer
Street Skater 1 & 2
Sukoden
Super Puzzle Fight 2 Turbo
Supercross 2000
Syndicate Wars
Syphon Filter 1 & 2
T
T'ai Fu
Tarzan
Tekken 1 2 & 3
Tempest X3
Tenchu
Test Drive Series
Tetris Plus
The Smurfs
Theme Hospital
Theme Park
Theme Park World
This Is Football
Thrasher Skate & Destroy
Three Lions
Thrill Kill
Tiger Woods
Time Crisis
Tobal No. 1 & 2
TOCA 1 & 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3 & 4
Tomba
Tommi Makinen Rally
Tomorrow Never Dies
Tony Hawk's 1 & 2
Total Drivin'
Toy Story 2
Transport Tycoon
Treasures of the Deep
Tunnel B1
Twisted Metal 1, 2, 3 & 4
U
UEFA Champions League
UEFA Euro 2000
UEFA Striker
UFO Enemy Unknown
Ultimate Battle 22
Ultraman & Ultramandyna
Ultraman Fighting Evol
Um Jammer Lammy
Unholy War
Uprising X
Urban Chaos
V
V2000
Vagrant Story
Vampire Hunter D
Vandals Hearts 1 & 2
Victory Boxing 1 & 2
Vigilante 8 & 2nd Offence
Virtual Golf
Virus
VMX Racing
VR Baseball 97
VR Power Boat Racing
V-Rally 1 & 2
Vs
W
War Craft 2
War Games
War Gods
War Hammer Series
Warhawk
Warpath: Jurassic Park
Warzone 2100
Wayne Gretzky's Hockey
WCW Mayhem
WCW Nitro
WCW vs NWO Thunder
WCW vs The World
Wild 9
Wild Arms
Wing Over 1& 2
Wipeout 1, 2097 & 3
World Cup 98
World League Soccer 98
Worms
Worms Armageddon
Wreckin Crew
Wu Tang Taste the Pain
WWF Attitude
WWF In the House
WWF Smackdown
WWF War Zone
WWF Wrestlemania
X
X - Files
X men vs Street Fighter
X-Com Terror From Deep
Xena Warrior Princess
Xenogears
Xevious 3DG
X-Men Children of Atom
Z
Z
Zeiraam Zone
Zeitgeist
Zero Divide 1 & 2
Z-Gundam
Zig Zag Ball



THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

MOBILE PHONE ACCESS: 0700 5900 615

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 138

INTERNATIONAL ACCESS: +44 (0)700 5900 020

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 023

Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PSX2 - SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656

Check out our new website at www.cheatsunlimited.com

DR
OU

Competiti
been hot
shunted
breed. Fa

AP

Bruce Willis
more explo
Bomber's s
visuals and

BR

Broken Swo
puzzlers w
enough wil
to the everl

WI

Wip3out g
WipEout 3
from WipE
make an ir

DA
DA

New gan
to be use

RALLY

Rally Disas
worthy to
looks pig-u
cretinous c

DUKE

A game thi
Eldorado c
motorised
at the mou

TEST

This is a ce
stakes, Test
hairs on th
wouldn't b



NEXTMONTH



CHASE THE EXPRESS

ALL PUZZLES SOLVED, ALL ENDINGS UNCOVERED. SORTED.

CALL THE MASTERS ON 020 7880 7474

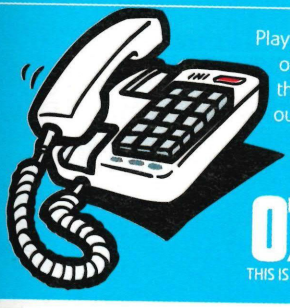
PHOTOGRAPH: RICHARD LEWISOHN

ESSENTIAL 101 SWAPS



THE WORLD'S ONLY FREE! SWAPS SERVICE THAT GUARANTEES QUALITY GAMES

FANCY GETTING YOUR HANDS ON PLAYSTATION'S BEST FOR FREE?



PlayNation is the only PlayStation magazine to offer a swaps 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 p39 and if you fancy swapping one of the games in it for one you want to own, call us.

020 7972 6744

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

1. DECIDE WHICH GAME YOU WANT TO SWAP FROM THIS ISSUE'S ESSENTIAL 101. WE ONLY SWAP GAMES THAT WE STOCK. WE CAN'T GUARANTEE WE HAVE YOUR FIRST CHOICE
2. GIVE IMRAN A CALL ON 020 7972 6744 ON MONDAYS, WEDNESDAYS OR FRIDAYS BETWEEN 4.00pm & 7.00pm AND TELL HIM WHAT YOU WANT
3. HE'LL SEE IF HE CAN MAKE THE SWAP. IF HE CAN, SEND US YOUR GAME REGISTERED POST WITH THE FORM BELOW. WHEN WE GET IT, WE'LL SEND YOU YOUR CHOICE IN RETURN

IMPORTANT CHECKLIST

- ☑ You can swap one game with each Swaps Voucher (we don't accept photocopies) .
- ☑ It must be a fully working game in its original box and with the instruction manual. We check every game.
- ☑ We grade the 101 into three groups by popularity – and you can only swap within grades. This may limit the games available.
- ☑ You must get the game you promised to swap to us within five days or we'll have to cancel the swap.
- ☑ The PlayNation number you call is a normal rate phone line, not a premium rate line like other magazines use. It'll cost the you the same as calling a mate in London.

SWAPS VOUCHER

IF WE'VE AGREED A SWAP, COMPLETE THIS FORM (NO PHOTOCOPIES) AND SEND IT WITH YOUR GAME

Name: ..... Telephone: .....

Address: ..... Email: .....

..... Game sent: .....

Postcode: ..... Game wanted: .....

SEND THIS WITH YOUR GAME TO: IMRAN, ESSENTIAL 101 SWAPS, PLAYNATION, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP (AUGUST 00)

NEXT MONTH

SEPTEMBER ISSUE OF PLAYNATION ON SALE 25 AUGUST

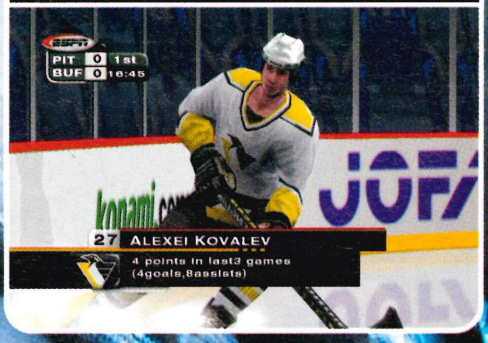
SILENT SCOPE



ESPN X GAMES



NHL HOCKEY



SEVEN BLADES



EPHEMERAL FANTASIA



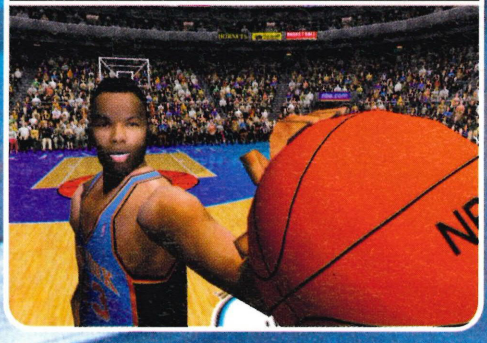
RING OF RED



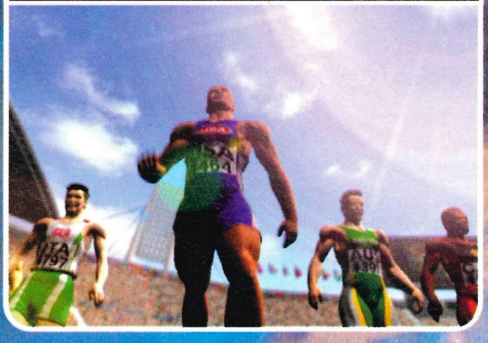
ISS WORLD SOCCER 2000



ESPN NBA 2 NIGHT



INTERNATIONAL TRACK & FIELD



PLAYSTATION

ALL-NEW SHOTS OF RED-HOT PS2 GAMES INCLUDING

FREE!
148-PAGE MILLENNIUM TIPS BOOK
CHEATS FOR EVERY GAME RELEASED IN 2000



METAL GEAR SOLID 2

ZOE



SHADOW OF DESTINY



PLAYSTATION 1 STRONGER THAN EVER!

FIRST PLAYS OF:

- PARASITE EVE 2
- DRIVER 2
- SYDNEY 2000
- SNO CROSS CHAMPIONSHIP
- CHICKEN RUN

2 POWERS UP

METAL GEAR SOLID 2, SILENT SCOPE AND LOADS MORE!

COMING

AUGUST 2000

HOTTEST SHOTS AND INFO ON THE PLAYSTATION 1 AND 2 GAMES THAT COUNT



● Will Coulthard win the season? Anything is possible when you're behind the wheel

BRAKES ARE FOR

PLAYSTATION 2 AND FORMULA 1 WERE MADE FOR EACH OTHER. STAND



● Schuey: your arch enemy

> F1 CHAMPIONSHIP SEASON 2000

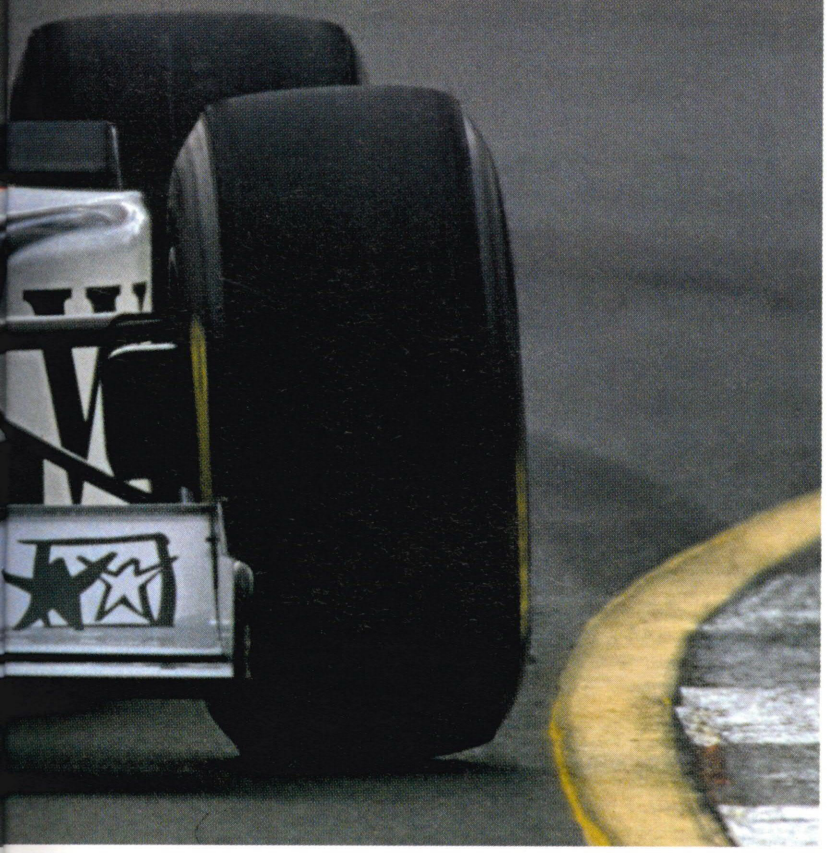
OUT DEC

Break-neck speeds and cornering at 80mph is what Formula 1 is all about, and this turbo-charged monster pulls it off effortlessly. Push hard on the gas and the trackside scenery rockets past. The elegant buildings of Monaco look lush here, but when you're behind the wheel you don't get the chance to check them out!

As well as jaw-loosening graphics, F1 Championship 2000 boasts one innovation which makes it stand head and shoulders above other Formula 1 racers: a full-on pit-stop section, complete with a 22-man crew, every one of them fully motion-captured. Realism is boosted by ITV's Jim Rosenthal who provides commentary on the race broadcasts, all of which have been 'directed' by real-life F1 director Keith McKenzie. Wowsers!

UPJ

'PLAYSTATION 2'S AWESOME POWER MAKES THESE TWO NEW FORMULA 1 GAMES THE MOST REALISTIC YET'

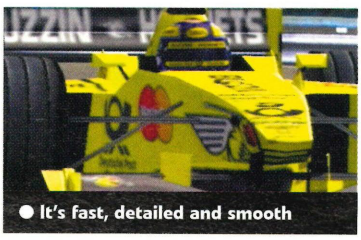


PUSSIES!

BACK AND WATCH THEM MATE



● The special effects are very neat



● It's fast, detailed and smooth



● The views of Monaco are spectacular

SO REAL EVERY CRASH HURTS

In the past, the only thing that has stopped high-tech sports like Formula 1 achieving their full PlayStation potential has been the limits of the machine. With PlayStation 2, the stakes have been raised considerably, meaning you can now expect insane levels of realism from your games. The two F1 titles we've seen are already upping the detail levels and this, remember, is still early days for PS2. Imagine the kind of gameplay depth they're gonna be achieving two years from now. Ouch.



● Keeping your eyes on the track is difficult when the scenery looks this good

ALL THE TEAMS, ALL THE TRACKS

Both of the games we've featured here will boast an official F1 licence, and both will be bang up-to-date. The F1 governing body isn't quite as scroogy with its licence as, say, FIFA, which means gamers get a better deal all round. Both F1 games, for instance, will feature Shuey's new crash hat, plus all the right team colours and sponsors. If you found yourself really believing you were there as you ripped down the Monaco straights before, imagine how you'll feel when you play these babies.



● Look hard enough and you can even make out Mika's signature on his helmet



ONLY YOU CAN STOP SCHUEY FROM WINNING THE SEASON

PlayStation 2's mind-blowing graphics look so sharp it feels like you're actually behind the wheel of a Ferrari

> FORMULA ONE 2000

OUT NOV

With a PlayStation Formula 1 pedigree longer than your arm, this baby is odds-on favourite to take the chequered flag. For starters it's being published by Sony itself, and obviously the Jap giant knows the PS2 like the back of its hand so it can get the most out of the machine. But also Sony has enjoyed huge F1 success on PlayStation, thanks to its best-selling Formula 1 series.

F1 2000 will be the first Formula 1 racer on PS2 and already it's shaping up nicely. The developers have gone to extreme lengths to make sure this caters for every F1 fanatic's needs, and everything from the logos on the drivers' helmets to the TV-style replay camera angles has been meticulously slaved over.

Television veterans Murray Walker and Martin Brundle once again supply the commentary for the race and pit lane low-downs, often bickering between themselves when Murray muddles his words for the umpteenth time.

As well as vastly improved presentation, PlayStation 2's superior processing power will be used to bring the computer-controlled drivers to life. Each will have their own personality, so when you're strapped inside your million dollar motor it really will seem like you're racing against the best of the best.

17-man pit crews come as standard, along with marshals who warn you of dangers on the track ahead. Watch out though: if you're black flagged, you're out. And in F1, you don't get a second chance.



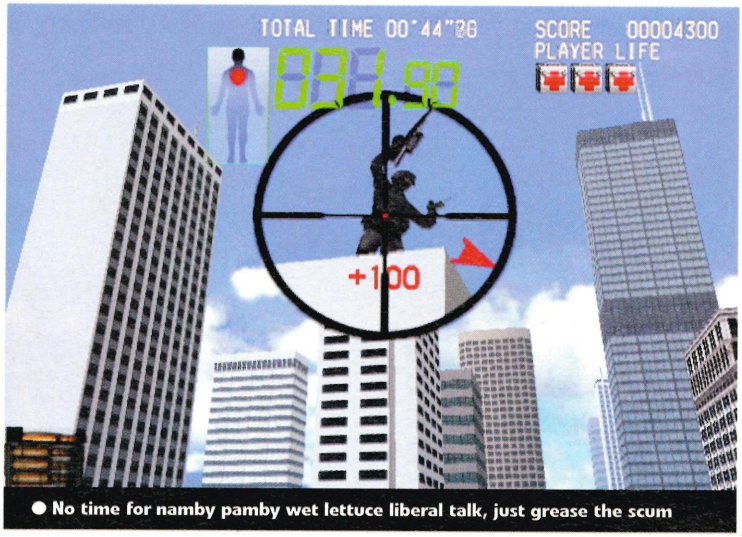
● Nope, you're not driving on water, you've just spun off the course!



● Driver intelligence is supposed to be vastly superior to anything on PS1



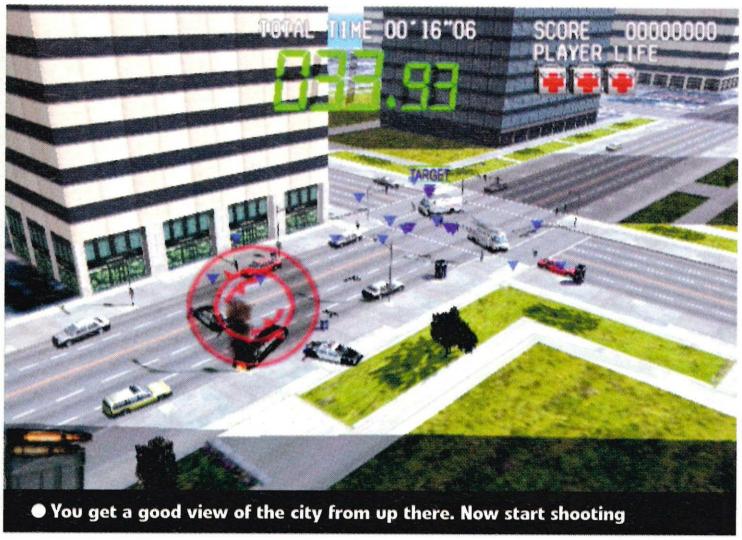
● The most up-to-date teams, tracks and drivers are all guaranteed



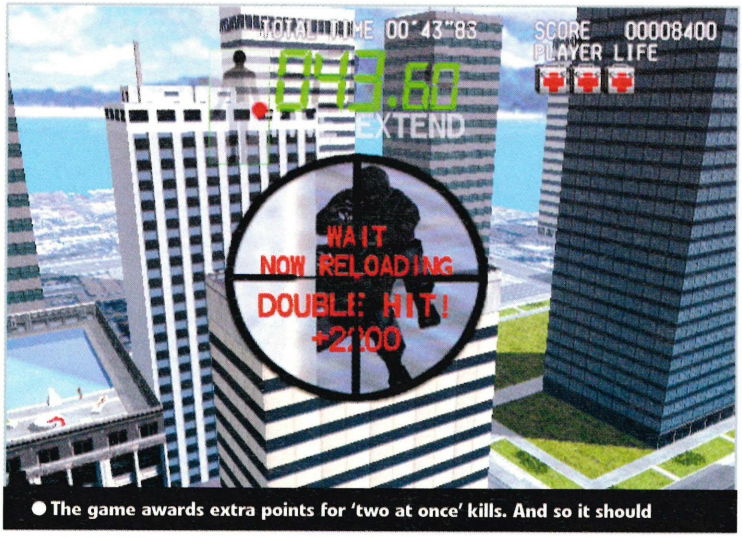
● No time for namby pamby wet lettuce liberal talk, just grease the scum



● That redness filling the screen? That'll be your blood, then



● You get a good view of the city from up there. Now start shooting



● The game awards extra points for 'two at once' kills. And so it should

THE THOUSAND-YARD DEATH STARE

Live out those Saving Private Ryan dreams and view life through a telescopic lens in this cold-blooded PS2 sniper shooter

> SILENT SCOPE

OUT DEC

You might have seen Silent Scope down the arcades. It's a sneaky sniper shoot 'em up where you sweep past buildings with a replica sniper rifle, then use the hideously powerful zoom lens to close in on tooled-up terrorists 'til you can just about see their blackheads. Then you give them a hollow-point rifle slug right between the eyes.

Sniper Scope is coming to PS2, and as you can see from these shots, it's looking frighteningly sharp. That's the good news. The bad news is there's no home version of the sniper rifle, and you have to move the super-powerful zoom lens with your joypad. But from what we've seen, this isn't a problem: it's still really smooth to play, and you get all the feeling of merciless long-distance killing even if you're just moving a circular lens across the screen.

In fact, it even seems a bit easier to move in and out for swift, accurate kills, which is especially sweet when you've got to take down terrorist vermin who're running from obstacle to obstacle, taking shots at you from cover as they do so.

And it's a godsend when you're trying to grease some terrorist who's carrying off a civilian hostage; it's well easy to zoom in on just the right bit of him, and you can even adjust the size of your lens so you've got a bit more scope for aiming. Silent Scope's going to be one of the first games released on PS2, and from what we've seen it's looking like an absolute treat. We'll bring you more news on this killer title just as soon as we get it.

CAN'T WAIT?

Silent Scope's out in the arcades already, so if you're looking for long-distance head-popping action right now, it's well worth going down to the arcade armed with a pocketful of change to check it out. It's pretty new, though, so if you're arcade's still stuck on stuff like King of Fighters 94, you're probably best off staying inside with a book.



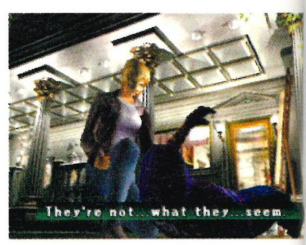
▲ This'll eat your quids

● White linen dress, £349.99 by Comme Des Garçons at Browns; ears, model's own

● 'Oh never mind the lifts, I'll take the bleedin' stairs'



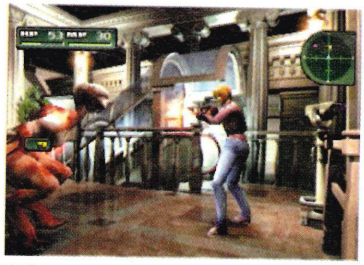
▲ Talk to dying blokes and...



▲ Heed their advice



● Statues, jewel and stuff – the kind of thing you'll recognise from Resident Evil



▲ Gruesome monsters are after your tail...



▲ So don't delay, blow 'em away today



● Once more in the breeches, friend.



● Beelzebub *really* didn't like his mother-in-law's cooking

LEAD US NOT INTO MUTATION

DESPERATE FOR A RESIDENT EVIL FIX? PARASITE EVE 2 WILL SORT OUT YOUR GUNS 'N' GORE CRAVINGS!

OUT AUG

> PARASITE EVE 2

You've zapped all the zombies. You've nailed the Nemesis. Basically, you've done the whole Resident Evil thing – and now you just can't wait for it to show up on PlayStation 2.

Well, here's some good news in the meantime. Parasite Eve 2 plays just like your favourite guns 'n' gore epic, with a few all-new shocks and scares that'll keep you sweating thrown in. And what's more, it's out on PlayStation 1 in just a few short weeks. True, not too many points for originality here, but it plays like a dream, so who cares?

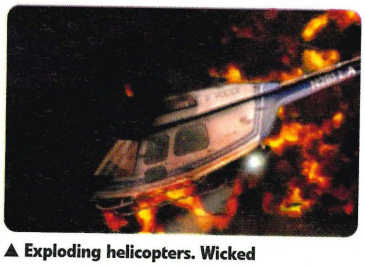
Parasite Eve 2 is the sequel to a weirdo mutant-infested RPG that never made it to these shores. The reason behind its non-appearance? It got a mixed reception, even in Japan, so the makers decided to 'borrow' a few ideas from Resident Evil, up the all-important gore-and-goo factor to retch-inducing levels and stick in a few pump-action shotguns. And whaddya know: it works! In fact, it works so well, opinions are divided here as to whether this or Res Evil 3 is the better game.

They've even made some tasty improvements to the Res recipe. For starters, there are no item boxes, so you don't have to do those annoying treks back to find the key once you've finally found the door it goes in.

The only time when you have to choose items is just before you go into battle. Sensibly enough, the lads behind Parasite Eve 2 decided it's kind of difficult to reach into a suitcase for a medipac when you're facing off against a pack of drooling, twisted mutants, so you can only use the items that you've got in your pockets. That means more strategy, more adrenalin, more fear. Sweet.



▲ Parasite Eve finally comes to UK PS



▲ Exploding helicopters. Wicked

● 9am on the Central Line and Liz began to feel the after-effects of last night's curry

RESIDENT WEEVIL

There are no zombies lurching around in Parasite Eve 2 making that hungover moan that you got in Resident Evil. The beasts in Parasite Eve come in a one-size-fits all Super-Extra-Large as standard, and they just go on getting bigger. What that means for you is battles where you really have to think about what you've got in your armour pouches, 'cos the giant freaks don't go down easy. Do you pack half a pound of shotgun ammo? Do you pack less space-consuming pistol ammo? Do you pack a medkit? Do you pack an anti-poison capsule? The choice is yours, and it WILL mean the difference between life and death. Here are some of the giant fiends you'll be dealing with in Parasite Eve world



▲ Nasty. You kill him, right?



▲ Finds it hard to get polo necks in his size



▲ Avoid the slithering hordes of evil



▲ Lumbering death. Scary

WOT, NO T-VIRUS?

Yup, there's a different bug going round here, caused by mitochondrion, whatever they are. The mito-wotsits are what turn ordinary peace-loving creatures into giant, toothy freaks who crave the delicious savoury taste of fresh human flesh. Yum. So it's kind of similar to the T-Virus, then. And to be honest, the plot and characters sound pretty familiar, too...



▲ The army arrives in force, carrying all sorts of high-tech death-dealing gizmos



▲ Not even gas masks can hide their terrified eyes as the virus spreads



▲ Shots are fired as the frightened troops turn on one another. Meanwhile...

DOUBLE GUN ACTION

Remember that bit in Aliens where Ripley grabs a wad of sticky tape and makes up an improvised gun out of a flamethrower and a pulse rifle. The idea? To carry two weapons at once – and even use them if possible. Well, you can do that in Parasite Eve 2, and it makes for some mighty tasty combo death-dealers. Here's some we made earlier...



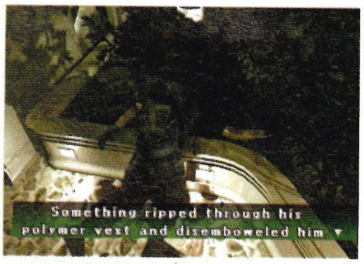
▲ Machine gun ▲ Plus flamethrower, equals... ▲ Flamethrower machine gun-thing



▲ Machine gun ▲ Plus this laser cannon, equals... ▲ A machine gun with a laser on it

TAKE THAT, YOU FIEND!

So how does it play? It's brilliant, actually. There's just enough new ideas in the combat to make facing off against mitochondrion-infested beasts an absolute treat. The way you have to carefully choose items to put into your jacket pockets before battle adds a layer of almost RPG-esque strategy, and there's such a huge variety in your attacks you'll never have to kill monsters the same way twice. The combat's like Res Evil, but with double the number of weapons, an all-new armour system, a totally weird magic system and far, far tougher monsters. Sweet. The puzzles are, like the ones in Res Evil, pretty puny, but at least they make you explore all the lush-looking areas in the game. Even the plot's well-presented and convincing, with a nice mission-based FBI feel to it, although it's not voice-acted, just text on screen. But if you remember some of the godawful hammy scenes in the Res series, the text starts to seem like a bit of a bonus. The game's massive, too, spread over two discs, and it's all stitched together by bits of unbelievably sharp FMV. Make no mistake, this is a sweet package. We'll bring you a full review next issue.



▲ Still, search his body for ammo



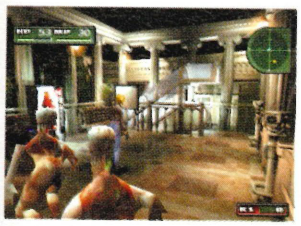
▲ No time to admire the scenery – scarper



▲ And cap some mutant hide, too



▲ 'Do you want to press the button?'



▲ If you see the shambling denizens of evil, do your best to avoid them



▲ Meet other people on your travels and endure their dull conversation



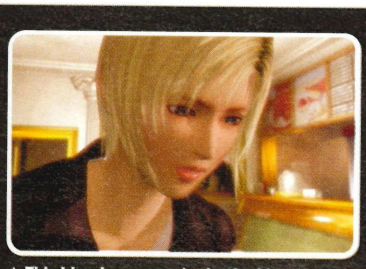
▲ Oops. You'd better high-tail it out of there fairly sharpish



▲ Some of the nasties in the game will be packing special powers



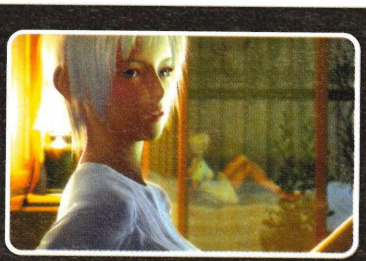
● Freddy? Jason? Who can tell them apart?



▲ This blonde woman is shocked by the price of a Whopper junior meal



▲ And gets in her car, planning to take her business to McDonald's



▲ Later she looks in the opposite direction, unaware that her reflection is doing the same



▲ And only then does the full horror of the virus strike home. The horror of Parasite Eve!



WE'RE OFF TO SEE THE LIZARDS

The dinos are back in this PS1 Res Evil-style actioner. And this time you've got to fight them on their own turf. Gulp

> DINO CRISIS 2

OUT NOV



▲ Jungle locations give the game a new feel

The first Dino Crisis rocked. This was mainly because anything where you fight hungry dinosaurs with the cream of modern-day firearms can't fail to be cool. But it wasn't perfect. It was often too easy to run away and get behind a door when the killer lizards were out for your blood.

Dino Crisis 2 takes place almost entirely outdoors. There are no doors to cower behind. There's no place to hide. And now the Raptors attack in massive packs. But Regina, the heroine of the first one, is back, and this time she's tooled with special anti-dinosaur weapons. Believe us, a lot of cold reptile blood is going to be hitting the floor before sundown.

The first Dino Crisis felt like a Res Evil dressed up in scaly drag. But here the feel's more Jurassic Park, thanks to the openness of the environments. And you won't find yourself scarpering so much, either. Even when you're attacked from all sides, you've got a chance thanks to a Res 3-style 'flip around' button. You've got to be fast on your feet to fend off a multiple attack, but it can be done.

The first Dino Crisis left you feeling a bit short-changed, 'cos there were only about four different kinds of dinosaur to fight against. Here, there's going to be ten, ranging in size from human-ish up to multi-storey car park-sized. And don't worry, everyone's favourite carnivore, the T-Rex, is back in town, and this time, he's (erk!) even tougher.

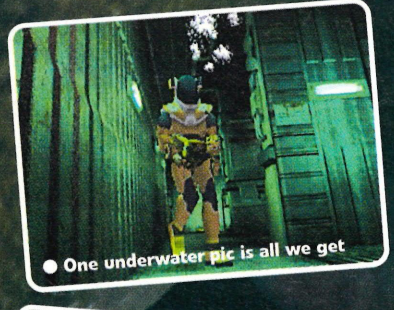
NEW DINOS, NEW GUNS

This is the first game from the Resident Evil team that really has a whole new feel to it. There's a host of tasty new features that mean this one's going to stand head and shoulders above the first DC, and maybe even the Res Evil series.

For starters, the aiming system's been gently tweaked so it's simpler to target far-off opponents, and easier to aim up and down. Combined with your new 'dinosaur-killing' – read '*bloody enormous*' – weapons, this means you can take out a whole herd of lizards just as they come into visual range. Sweet. You can even do stuff like fire from bridges to kill dinos racing past below.

There's also going to be a huge new underwater section where Regina dons diving gear to take on the scaly residents of the deep. This is a massive new departure for the Res series, and we can't wait to see some more shots of it.

The other new bit in Dino Crisis 2 is going to be 'combo points'. You pick up combo points for slaying huge numbers of Raptors in really quick succession. Once you've collected enough combo points, you can trade 'em for health, ammo and even new guns. If you rated your rapid-fire zombie-slaying in Res Evil, this should be a challenge you'll be eager to take up. We can't wait either.



● One underwater pic is all we get



● Terror from above. Deal with it



● Sprinting is one of the events decided on speed of fingers alone



● World-class divers insist their pools are ripple-free before taking the plunge

TAKE ON THE WORLD... AND WIN!

A PS1 OLYMPICS GAME WITH MORE THAN JUST BUTTON-BASHING, AND AS MUCH FUN TO PLAY SOLO OR WITH MATES? BELIEVE IT

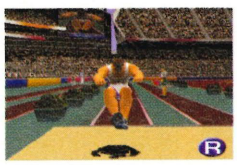
> SYDNEY 2000

OUT AUG

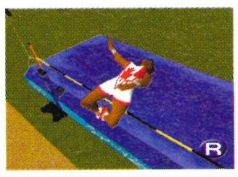
Games based on the Olympics have always tended to be 'selection box' affairs boasting about five cool joypad-bashing games where you tap buttons as fast as you can to lift weights or run the 100 metres. Then there's usually another five crap games like gymnastics where you have to tap in some boring button combo to make some Slovenian lady who looks like a transsexual do a handstand then flop onto a crash mat.

Sydney 2000 doesn't look all that great, but there's a really nice spread of game styles in here – from the good old button-bashing to target-shooting – that'll mean this is more than a five-minute thrill.

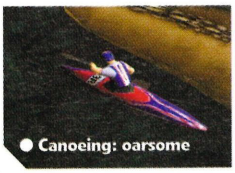
In the canoeing, it's like doing a slalom in a maze of conveyor belts as you struggle to pilot your canoe through gates in a specially constructed rapids course with raging currents. In the skeet shooting, you can really feel the weight of the gun as you try and steady it enough to draw a bead on a super-fast clay pigeon. The diving's a sweet combination of timing and super-speed combo hammering that nearly makes it cool to watch Russian walrus-women spinning through the air off a springboard.



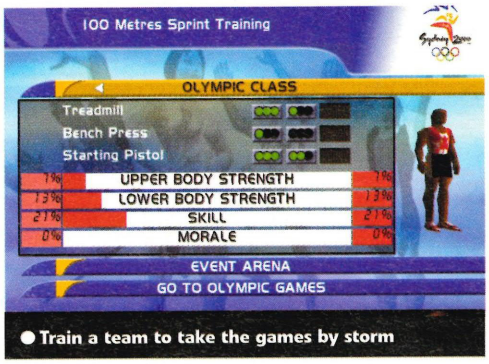
▲ Long jump: long



▲ High jump: high



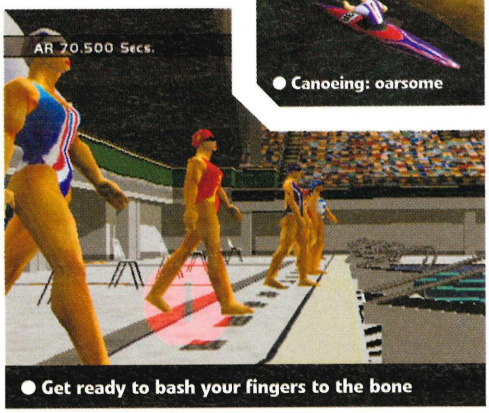
● Canoeing: oarsome



● Train a team to take the games by storm



● Cycling 'no hands' looks cool but can be hazardous



● Get ready to bash your fingers to the bone

EYE OF THE TIGER

The attention to gameplay doesn't stop with the wide spread of events, either. Olympics games are usually pretty lame in one-player, but here they've pulled out all the stops to make it a treat to play solo. You've got to take a team through all the heats of the Olympics, and you've even got to train them up in Virtual Gym events to make sure they make the grade. Your team start off looking like scrawny weaklings, but as you train them up, they build muscle and sinew, and if you get it right, they'll enter the finals looking like a bunch of Schwarzeneggers. The cool thing is the Virtual Gym events play as well as the main drag of the game, and help you build up your skills. And they look pretty cool, too, in a kind of 'cyber' way.



- It's going to come out in the UK in September. You can get it in Japan already
- It's a third of the size of the normal PlayStation
- In spring, you'll be able to buy a little LCD screen for it, so you can play it on the move – as long as you have an adaptor cable and a mains socket or a car lighter socket handy
- Plans are afoot to develop a a special cable that links either your new-look PS1, your old-skool PlayStation, or your PS2 to your mobile phone. It's not certain how this is going to work with British phone networks, though, so don't hold your breath



- You will be able to play all your current PlayStation 1 games on it
- The mobile phone link-up, if and when it arrives, will allow you to email your mates, browse the web, and exchange stuff like high-scores and save games with other users. Sony has mentioned a possible winter 2000 release for the mobile link, but it seems unlikely at present
- There are even plans to make limited games available for download through your mobile phone into your PlayStation1 or PlayStation2. Like all the online stuff, however, this is very much up in the air at the moment

SO WHAT'S NEW?

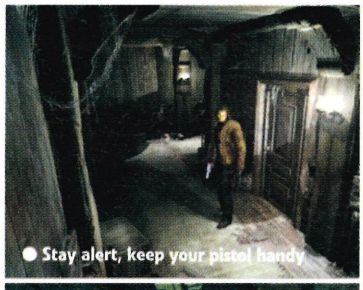
THE NEW DESIGN OF PLAYSTATION 1. LOOKS NICE. WHAT'S THE STORY?



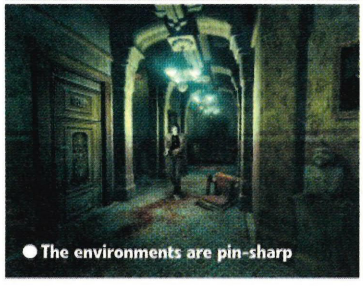
● Make one mistake and you'll end up as a giant meat pancake hundreds of feet below

THEY'RE HU

OUT NOV



● Stay alert, keep your pistol handy



● The environments are pin-sharp

> ALONE IN THE DARK: THE NEW NIGHTMARE

Alone in the Dark was warily treading the overgrown path to Resident Evil territory when Claire Redfield was in nappies. Now the original is back in town...

Alone in the Dark is like Resident Evil with the lights off. Most of the time, you're staggering around with only a pathetic flashlight to cut through the eternal night of Shadow Island, and there's oozing creatures lurking everywhere. Some of the game's worst scares come from turning around to look at what seemed like a blank, wall of darkness and seeing it come alive as some tentacled horror lunges out at you.

Alone in the Dark has always been a bit more psychological, a bit more brainy than Resident Evil, and the new one doesn't disappoint. True, the gore count isn't astronomical, but the atmosphere is unbelievably tense: each dark corner hides potential scares, and you always feel like you're surrounded. If you're going to get through in one piece, you've got to scan every inch of the dark for clues to help you through the game's brain-wrenching puzzles. Just pray your torch doesn't run short on Duracells.

The cameras are zippier than Res Evil, too, so you can spin around to see if there's something behind you. And environments have a level of detail that verges on insanity: every painting was painted for real, then scanned into the game.

The atmos is pure Victorian, pure Dracula's castle – this game's too grown up to have to rely on massive volumes of tomato ketchup-coloured gore to keep you scared. And just wait till you see the giant spider scuttling at you… Brown trousers and bicycle clips are recommended.



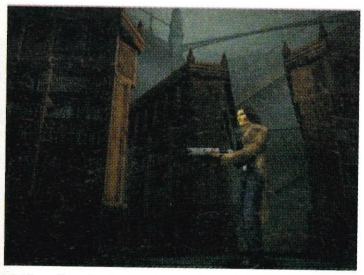
● Scared of the dark? You will be



● Spooky cutscenes glue the action together

● Creatures attack you with gut-ripping claws

● The camera angles are more zippy than Res Evil's



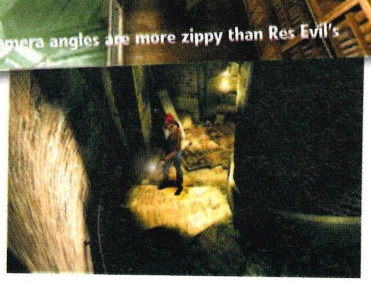
▲ Combat is fast and deadly



▲ Enter the gate to the underworld

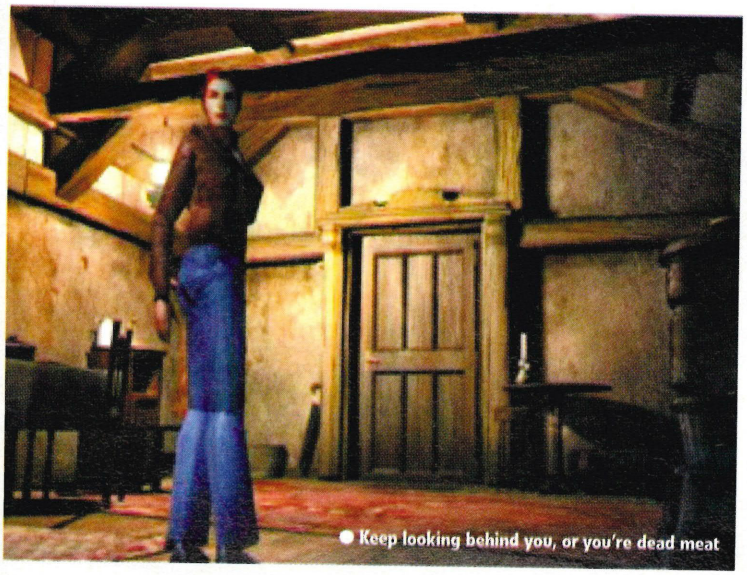


▲ Strange beasts haunt the darkness



▲ The puzzles are real mind-benders

NGRY AGAIN



● Keep looking behind you, or you're dead meat



● The house on Shadow Island. Looks like it's straight out of the Addams Family

TIME'S LARA!

GET YOUR SALIVA GLANDS IN INTENSIVE TRAINING: WE'VE JUST HEARD THAT THE LUSCIOUS JORDAN'S GOT HER OWN GAME!

Hot gossip at the moment is that model and plastic surgeon's favourite Jordan has just signed up to star in her very own PlayStation game sometime next year.

It's not been confirmed whether the Max Power lovely will be appearing on PlayStation 1 or 2, but we reckon PS2's awesome graphics muscle would do more than adequate justice to Jordan's world-famous wobbly bits.

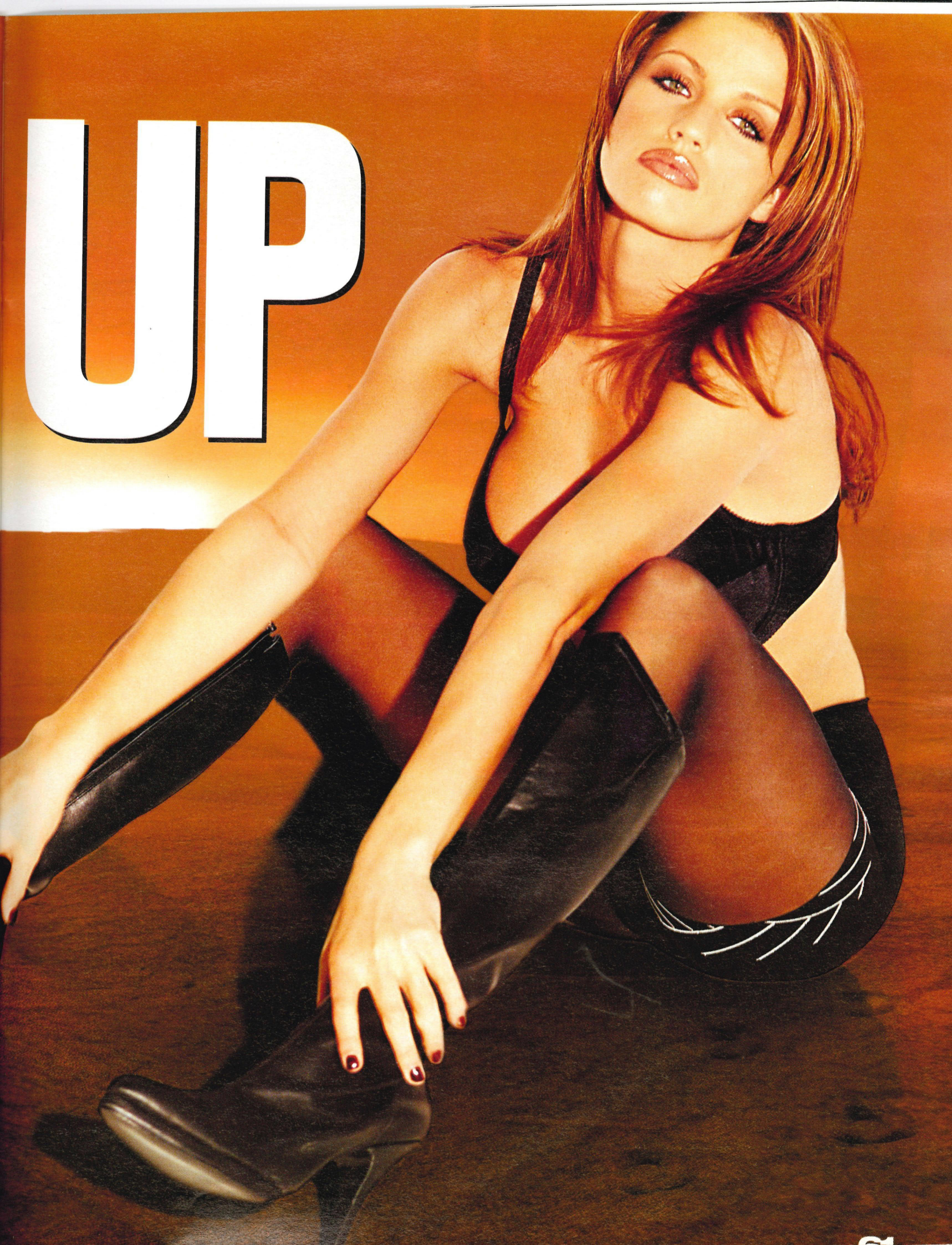
The game marks a new career move for the model, whose real name is Katie Price. She has previously announced details of a singing career and famously had a boob job – ignoring the wishes of Sun readers.

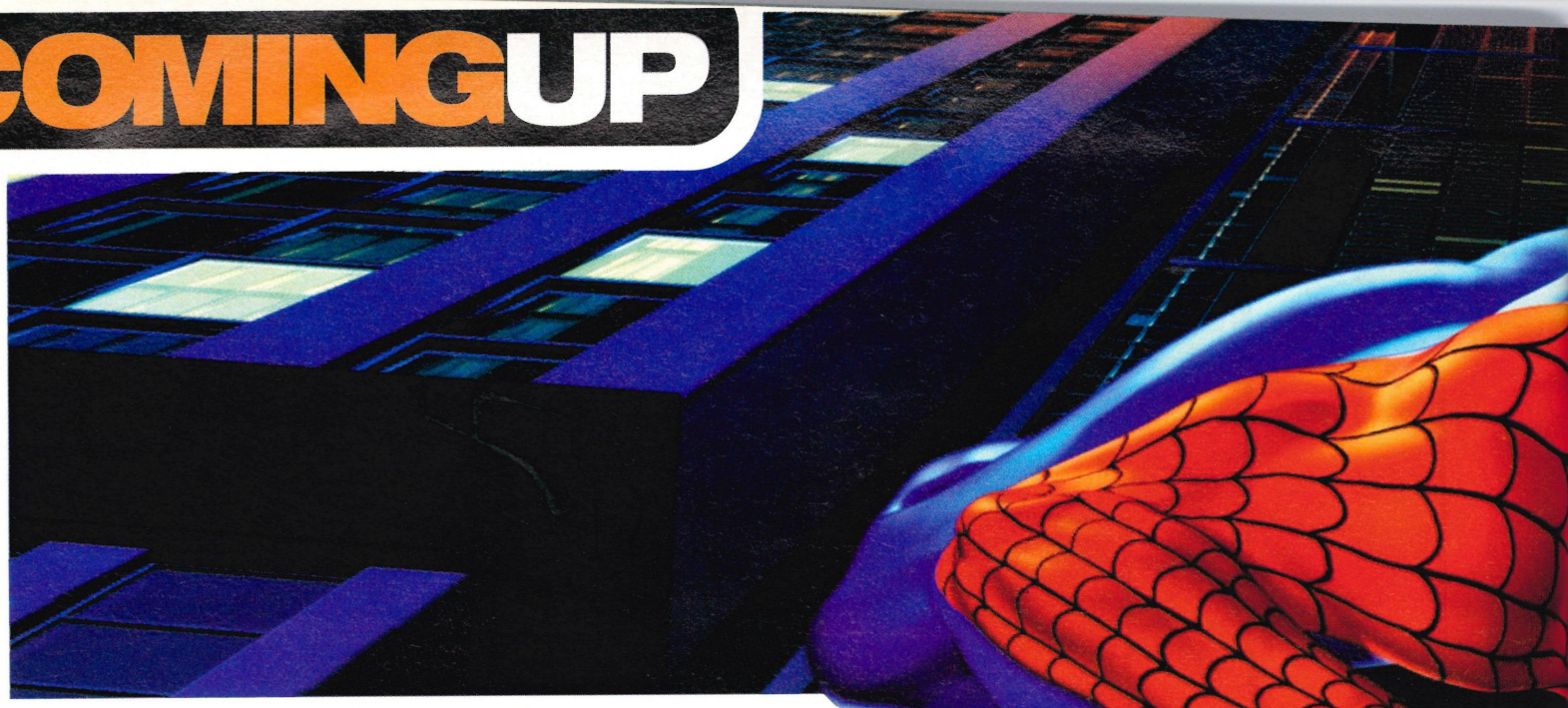
Details on what kind of game it's going to be are pretty scanty, like most of Jordan's outfits, but it's likely it's going to be third-person so you can ogle her famous curves. And if she's wearing a costume, anything like the tasty little boots-and-pants combo she's got here, or the spray-on rubber outfit she wore a couple of weeks back to promote awesome new PlayStation blast 'em up Silent Bomber, then we're in business.

We're kind of hoping for Jordan to be equipped with wrestling moves, and most of the levels to be set on worlds drenched in mud, skin cream and baby oil.

Failing that, maybe the game could be set on a world where high-quality silk is used to fuel spacecraft and the luscious Jordan spends most of her time fighting off legions of goblins and demons intent on stealing her bra and panties. Well, we can dream, can't we?

If you've got a suggestion about what the bra-busting beauty should get up to in her PlayStation debut, drop us a line at the usual address.


UP



WEIRD WIDE WEB



● Time to get swinging



● Get out of the way of the blue geezer, Spidey



● Walking along walls gives the game a cool feel

> SPIDER-MAN

Spider-Man lands on the PlayStation with his two feet planted firmly on the ground... and the walls... and the ceiling

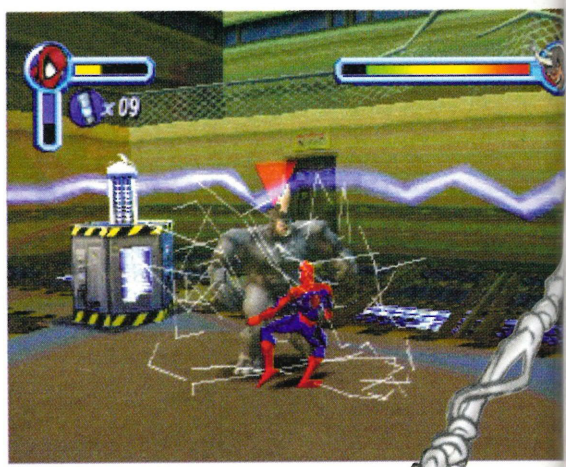
OUT AUG

Meet the world's first properly 3D game hero. Your average game heart-throb may be red-hot at jumping over holes, and handy with an impressive number of slaying devices, but he/she/it is usually firmly rooted to the ground. Not so Spider-Man. Just like in the comics and the films, Spidey can run up walls, hang off ceilings, swing across enormous gaps on sticky ropes of web and generally behave like the laws of gravity don't apply.

It gives the game a totally different feel from anything you've ever played before. Even in games where characters can fly, they usually only land on upright ledges. Spidey's so versatile you'll find yourself forgetting which way is up as you scurry up and down walls, over roofs, and even zoom vertically up on giant strands of spider silk.

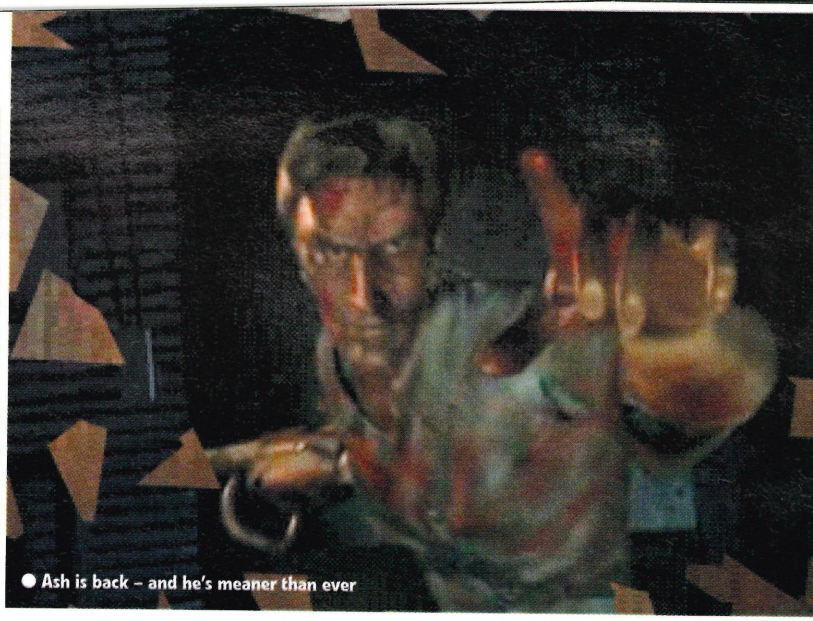
What that means is that the designers haven't been lazy: there are no bits where you just have to jump over holes to get to your goal. All the puzzles force you to think in full 3D, and the combat's deadly unless you're able to run up and down walls shooting strands of web without even thinking about it. And believe us, that's more tricky than it sounds.

This allows more scope for exploration than any game you've ever seen. And for the first time ever, you move and fight like you've actually got some superpowers. The showdowns against bosses really feel like a comic-book gone 3D: massive, hectic struggles that range over the tops of skyscrapers and through underground bases, with superpowered attacks flying everywhere. This is epic stuff. We'll bring you a full review next issue.



▲ Even the mighty Rhino has a problem with Spider-Man's web-spinning abilities





● Ash is back – and he's meaner than ever

WHERE THE DEAD PEOPLE LIVE

OUT NOV

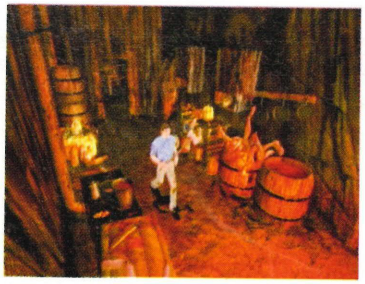
> EVIL DEAD

Prepare for exploding heads, geysers of blood and witches in the cellar all on your PlayStation!

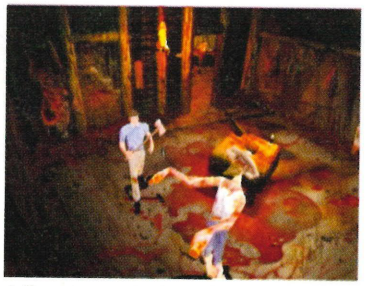
We've finally seen some shots of the PlayStation version of Evil Dead, and it's looking disgustingly violent, immoral, morbid and sick beyond belief. So it's pretty true to the spirit of the original films. And Bruce Campbell, the chisel-jawed chainsaw-wielding star of the gore-soaked 80s flicks, is going to be doing the voiceovers, so expect mucho laughs among the over-the-top gore and goo.

To play, this is going to be along the lines of Resident Evil, but with animated backgrounds in the style of Fear Effect, with added disgusting touches like bins full of severed limbs that writhe around as you walk past. Expect all the classic locations from the flicks to show up, including the famous shed with the rotten old woman in the cellar. There's a wide selection of deadites to chop and maim your way through, too, including old Granddad types who claw at you with withered hands, and giant mutated women who take a vast amount of punishment before they disintegrate into gory slush.

And of course, you're going to be armed with the classic Evil Dead weapon combination: chainsaw and shotgun. But this being a game, you can then tool up with even bigger death-dealing firearms. We ain't complaining.



▲ Things are looking grisly in Evil Dead



▲ Expect to see buckets of blood



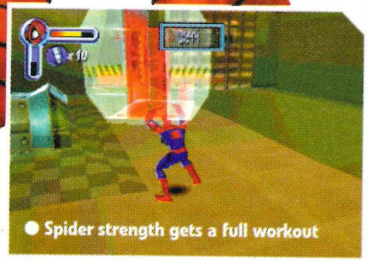
▲ Locations are straight out of the films



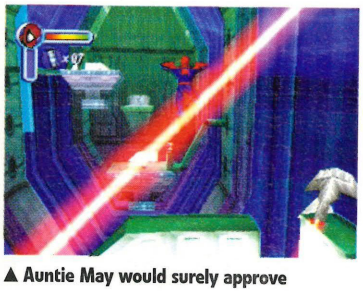
▲ The walking dead. You. Time for action



● Watch out webcrawler, baddies about



● Spider strength gets a full workout



▲ Auntie May would surely approve

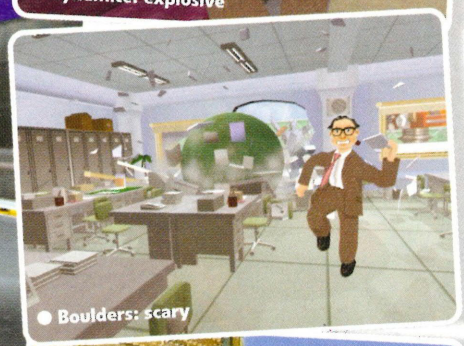
IT'S A MARVEL!

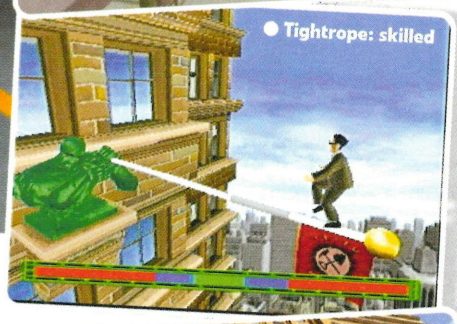
If you're a fan of the Marvel Spider-Man comics, you're going to go nuts for this. For a start, it features all the baddies you've come to know and love from the series: Venom, Scorpion, Doctor Octopus and Rhino are all in here, and you get to face them down, one by one, in massive rucks that sometimes last for ten minutes.

Then there are the cool video bits which explain the plot and stitch the package together, and the game's environments look like they'd fit straight into the pages of a Marvel comic. Even if you're not a fan, you'll lap this up. If you are, this is going to be better than having sex and finding a tenner at the same time.


Get out of the ambulance and your day just gets worse


Dynamite: explosive

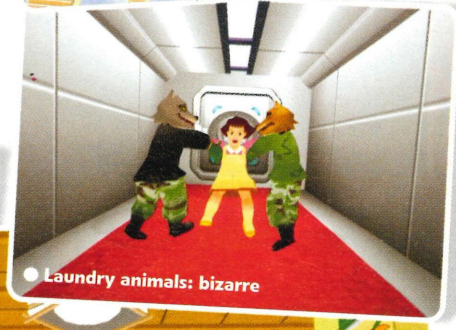

Boulders: scary


Tightrope: skilled

THE WORST DAY IN THE WORLD... EVER!

OUT OCT


Suicide: not painless


Laundry animals: bizarre

> INCREDIBLE CRISIS

A Japanese guy has a shocker of a day, and the only way he's going to get through it is if you play games to keep him alive

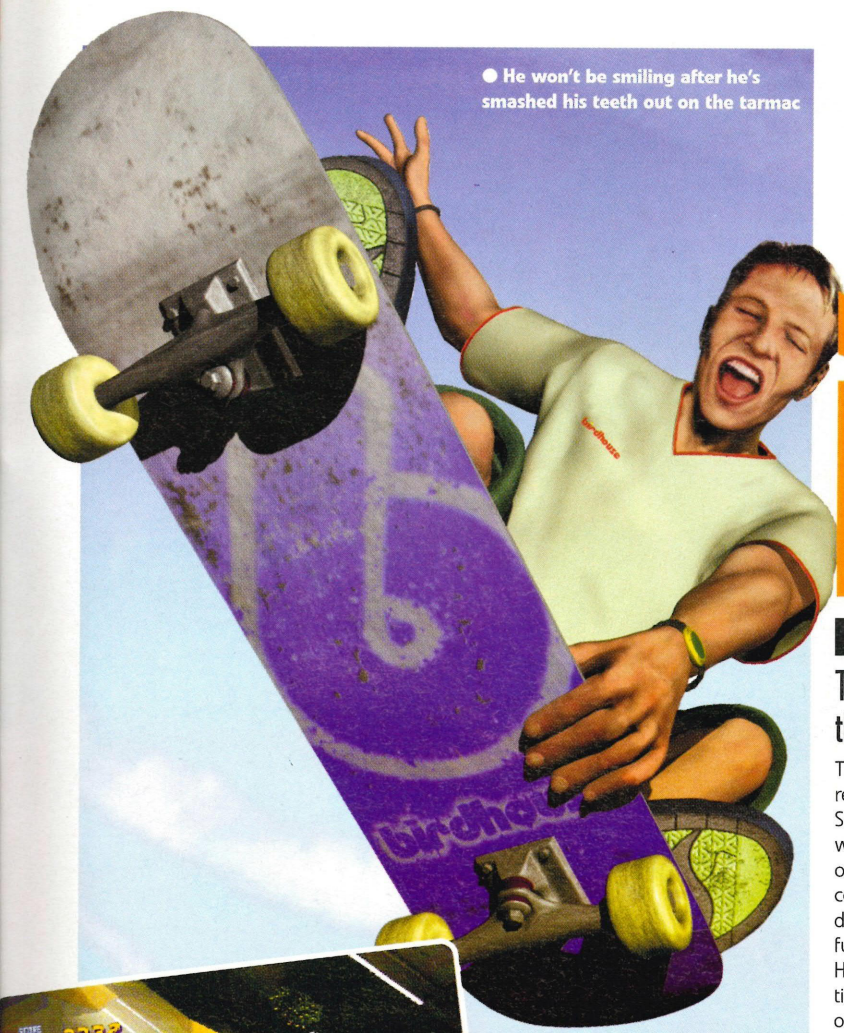
Taneo, the stressed-out Japanese hero of Incredible Crisis, really is having an incredible crisis. In fact, he's having a massive series of them. He's about to miss his Mum's birthday, then he's stranded on top of a giant flagplole, then he ends up in the back of an ambulance with the staff asking him strange trivia questions to see if he's conscious. And if he isn't conscious, then they move in to start cutting him up with scalpels and sticking him full of tubes.

Kind of like The Matrix in the film, the sheer weirdness of Incredible Crisis cannot be explained. You have to find out for yourself. Taneo ends up running from rolling boulders, doing disco dances in public places, dodging lines of laundry on a speeding motorcycle, and even rubbing down his girlfriend's back in a soapy tub.

All the sub-games tend to be twitchy, reaction-based stuff, simple to understand, but hard as nails to complete. They're all stitched together with surreal bits of video explaining what happens to Taneo as his day travels down Bad Luck Boulevard to Ballsache City. It's all absolutely mad stuff, and you'll be laughing all the way, we guarantee. Although there's not much progression in the games, you keep playing just to find out what happens next. Whatever happens next, it's never good news for our poor old hero. And every time you make a mistake, his head fills up with red stress bits until it explodes and a nasty-looking mushroom cloud bursts out of his skull. Ouch.


Disco dances: weird

JUMP HE SAYS



● He won't be smiling after he's smashed his teeth out on the tarmac

> TONY HAWK'S PRO SKATER 2

OUT SEPT

Tony Hawk's back in town with a skating sequel that blows its rivals out of the half-pipe

The first one we tried out of the 12 real-world skaters in Tony Hawk's 2 was Steve Caballero, this old-skool 80s dude with a broken neck. You can guess the kind of detail and accuracy in Tony's second coming by the fact that Steve Caballero does real 80s tricks, as opposed to the full-on new-Millennium acrobatics of Mr Hawk himself. This game's been fine-tuned till it's groaning at the seams, and it's paid off. If you've ever fancied yourself as a joypad boardmeister, this is perfection.

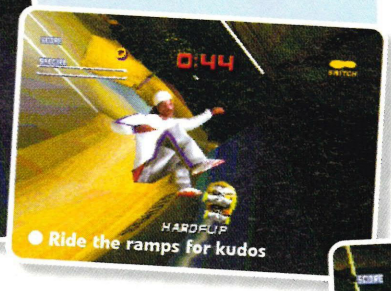
There's a massive range of new tricks to try out, and the difficulty level's been tweaked, too. Pulling off massive aerial spins is still pretty smooth and easy to do, it's just the landing that's a hell of a lot more tricky. And as before, if you foul up, you'll see your skater hit the ground with a level of realism that'll have you wincing.

The skate parks feel a lot more real this time around, too, with passing traffic in some of them. On the school level, there's someone trundling around in a golf cart thing as you spin up off the lip of the half-pipe.

Some of the skate parks genuinely are real-world ones, with the locations of some famous stunts in there, all done up to perfection. There's tons more parks to get to grips with than there was in the first one, with some truly loopy challenges to live up to. With a full-on skatepark creator to use, too, this is looking like it's got a lot more gamelife than the first Tony Hawk's. And it still looks great. We'll bring you a full review of this next issue. Meantime, check out these tasty shots.



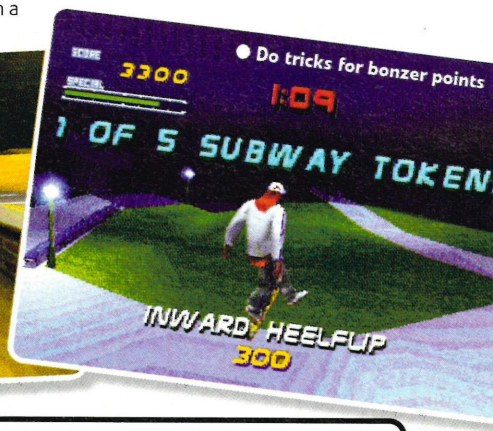
● Hardflip: and looking good



● Ride the ramps for kudos



● Show-off!



● Do tricks for bonzer points

YOU CAN TEACH AN OLD DOG NEW TRICKS

There are plenty of new skateboarding tricks to get to grips with in Tony Hawk's 2, including some truly fantastic leg-waggling half-pipe handstand action. Here are some of the newies. Radical, dude!



▲ Big pants are essential



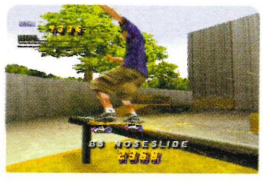
▲ Big tricks, big money



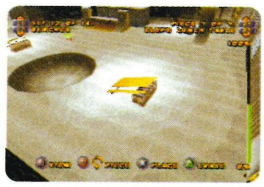
● Grinding's dead easy so you don't score many points

YOUR DREAM SKATE PARK COMES TRUE

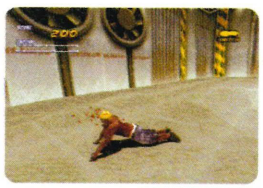
Once you've run through all the skate parks on offer here, you can even try your hand at making up your own. Thanks to a nifty grid system, it's pretty easy to create your own park. So easy, in fact, that we've gone and done one ourselves. Here it is, in three easy steps...



▲ First off, place a bowl

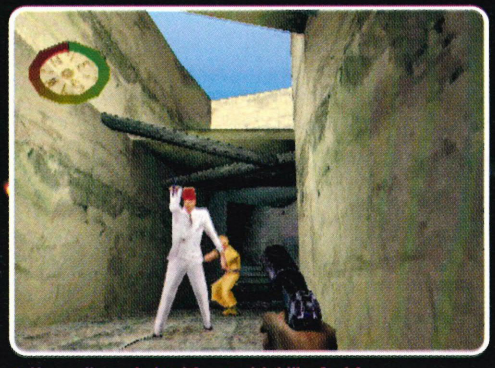


▲ Next add a ramp or two

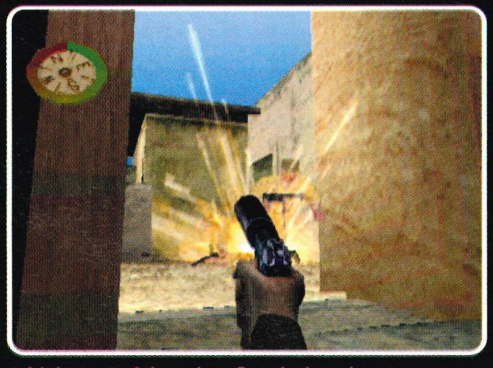


▲ Then test out your creation

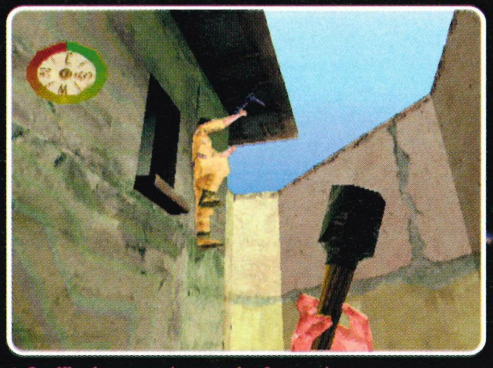
JOHNNY HUN GETS A NAZI SURPR



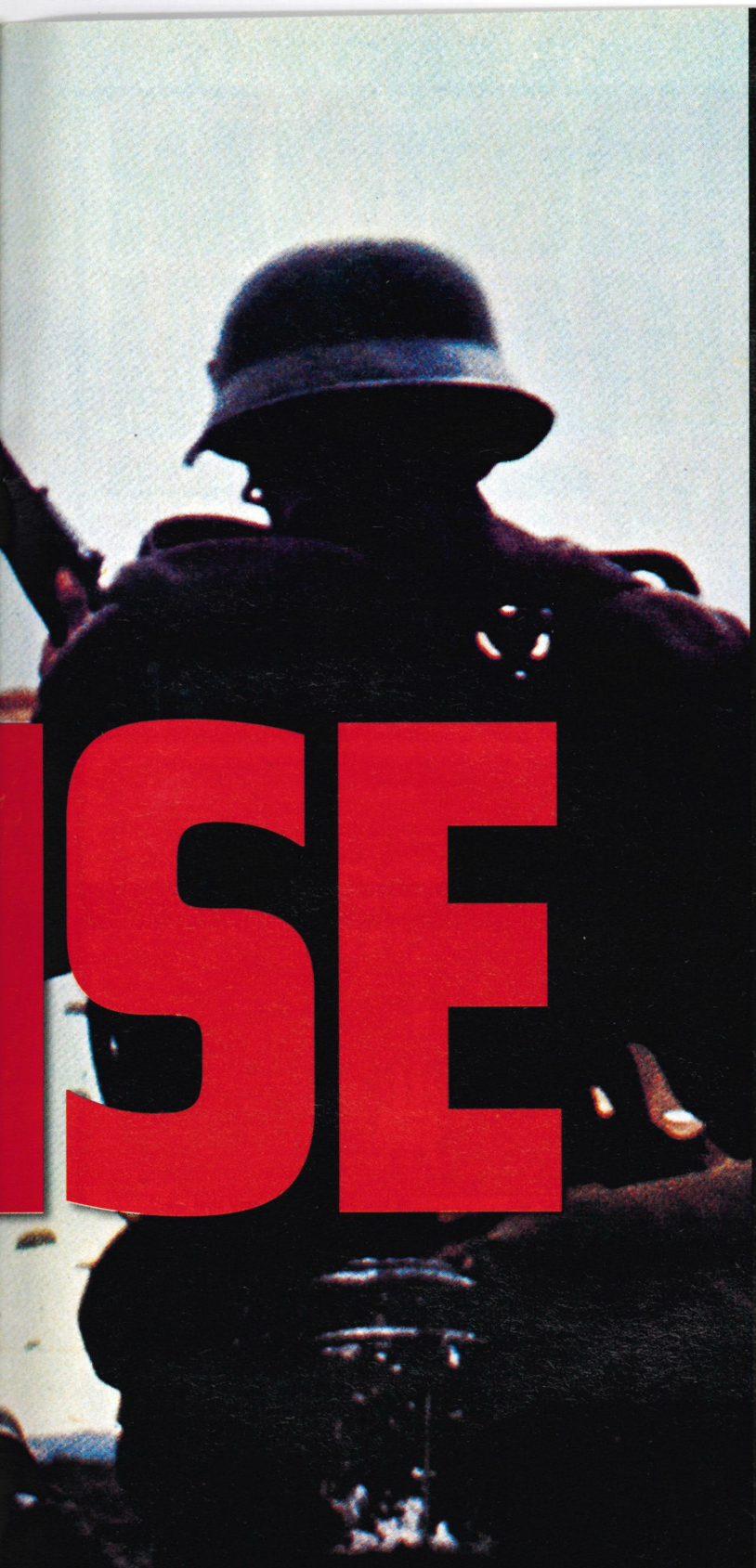
▲ Use a silenced pistol for stealth kills. And fez-wearers



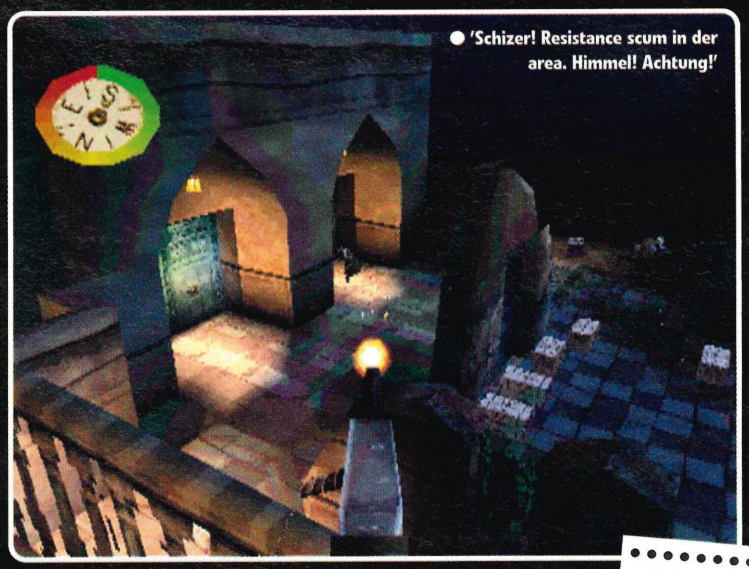
▲ It's just one of those days. Everybody sucks



▲ Snaffle the enemy's grenades for maximum carnage



ISE



● 'Schizer! Resistance scum in der area. Himmel! Achtung!'

> MEDAL OF HONOUR: UNDERGROUND

OUT OCT

This is like a session on Quake 2 crossed with Saving Private Ryan. Gott in Himmel!

In this hard-bitten WW2 shoot 'em up, you play one of the few French people who didn't spend World War 2 making coffee and croissants for the officers of the Waffen SS. Your name is Manon, and you're a tough-as-nails lady Resistance leader, hiding out from the Gestapo and performing daring guerrilla raids in Occupied France, and later on across the whole of Europe.

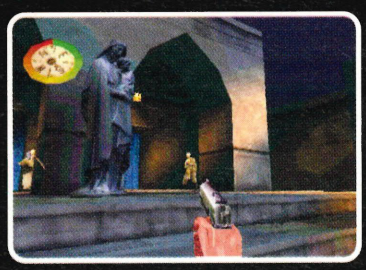
The first Medal of Honour majored in atmosphere and this one's not breaking the mould. Real war footage stitches the levels together, and all the weapons are pukka tools the Resistance used to end the lives of pork-fed Krauts in World War 2, including some seriously cool pistol-sized crossbows. Cop that, Fritz!

The Germans even come driving at you on motorcycles, in half-tracks and Panzer tanks, just like they do in the war flicks. And this isn't some unrealistic dumbo shooter where one square-jawed Yank can take on thousands of troops alone and win. You'll have to double-team with other Resistance fighters, and even send them off to do stuff like crack safes. Hit and run missions where you get out before the Nazis know you're there are the only way to stay alive.

And with 22 missions spread across the European theatres of war, this is looking sweet. The visuals are razor-sharp, too. Let's just hope they make the multiplayer better than the rubbish we got in the first game.



▲ Just you, a gun, a compass and a squad of Nazi scum to vapourize



▲ You'll have tons of weapons to choose from in here, including the pistola



▲ Like rats, the Nazi scum live in tunnels



▲ Locations will create a moody atmosphere



▲ Why not blast the Hun with bits of a home brewing kit?

PHOTOGRAPH: RONALD GRANT ARCHIVE

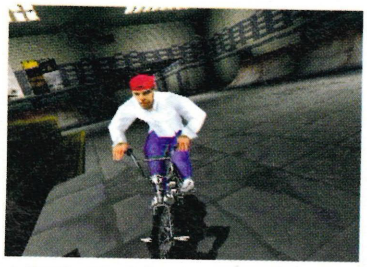


● A real BMX rider about to break every bone in his body

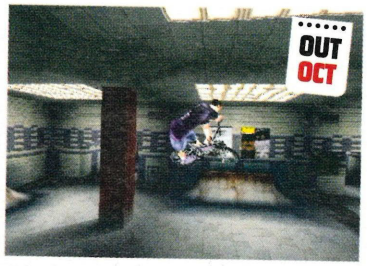
BMX BATTLES

You know how it is. You wait your entire life for a BMX PlayStation game, then two come along at once. But we're not complaining, considering how tasty the two contenders here are looking. Both of them feature halfpipe-heavy stunt action, massive aerial flips and groin-busting crashes that are painful to watch. From what we've seen so far, Dave Mirra's Freestyle BMX is sharper visually, with some stunning Matrix-esque camera angles, but Matt Hoffman's BMX seems to have the two-wheeled handling down a bit better. Both of them have a slack-jawed Yank punk soundtrack, naturally, plus plenty of weirdly named gravity-defying stunts. That's the whole BMX package licked, then. Oh, and did you know that BMXers use the word 'sick' to mean 'good'? Neither did we.

> MATT HOFFMAN'S BMX

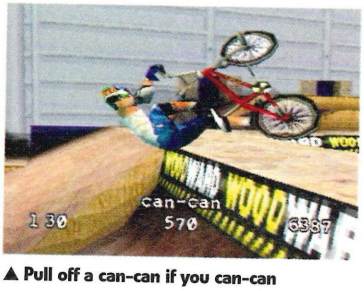


▲ Matt's effort is looking good



▲ Do your wheelies at World Of Leather

> DAVE MIRRA'S FREESTYLE BMX

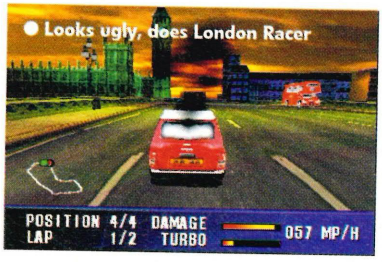


▲ Pull off a can-can if you can-can



▲ Should his leg be bent that way?

IT'S A LONDON THING



● Looks ugly, does London Racer



● All the roads look the same!

> LONDON RACER

OUT AUG

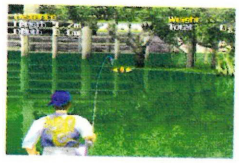
Gorblimey, guv'nor, it's a racer set on the streets of London, innit? And you get to rip across locations like Soho in a true Brit Italian Job-style Mini But even if you're a salt-of-the-earth cockney who has jellied eels on toast for breakfast, we'd advise you hold back on buying London Racer. From what we've seen, this is a pretty ugly, odd-looking version of the Big Smoke we've got here, and the cars don't look up to much, either. Still, keep your Alan Wickers on 'til you've seen our review, owwight geeza?

BASS IN YOUR FACE!

> ACTION BASS

OUT AUG

As the title suggests, Action Bass Fishing cuts out the 'standing on the bank with a Thermos of tea' part of grandpa's favourite sport, and boils it down to man-against-fish rod-wrestling action. You will definitely get a bite each time you cast, but reeling in your monster without breaking the line is pretty damn tricky. This one's looking like it strikes a nice balance between arcade action and sim-style fishing. Review next month.



▲ First, cast your line



▲ Now just reel 'em in

HARDCORE UPROAR!

> RAY CRISIS

OUT AUG

Extreme robo-shoot 'em up action is the name of the game in Ray Crisis, a 'new' old-skool shooter coming out in August. The action all takes place in 2D, but it swoops and bends through a lush 3D city, with warbots aiming missiles at you from far below as you duke it out with squadrons of mechanical fighters high among the tower blocks. The city looks lush, but there's no time to admire the scenery, as hordes of fighters constantly hurl themselves at you from every direction, and bosses lurch up out of the streets every two minutes and fill the screen with brightly-coloured balls of deadly plasma. Only members of the old-skool shoot 'em up hardcore need apply.





▲ No, your eyes don't deceive you, Tanner finally gets to stand on his own two feet

MOVE AWAY FROM THE CAR, SIR

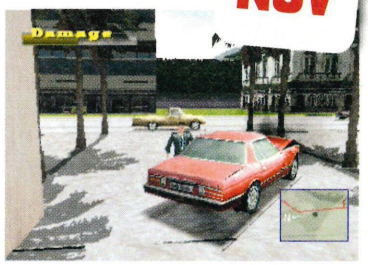
> DRIVER 2

OUT NOV

We've finally got a couple of screens where you can see Tanner in Driver 2 stepping out of his motor. As you can see, Tanner's now completely independent and can wander through the city, nicking motors, planting bombs and generally raising hell among the criminal community. Sweet.

Sadly, his clothing makes him look like some sort of mincing Cuban hairdresser. Apparently, this is going to be tinkered with before the final release. We sure hope so, otherwise the tough-ass undercover cop is going to be the laughing stock of downtown Havana....

We'll bring you a review soon as we can.



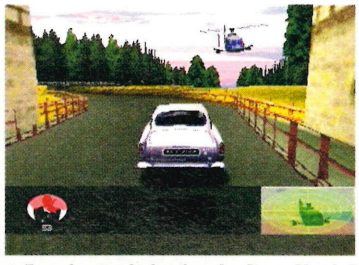
▲ 'And this is us near the Town Square'

'I'M SHKIDDING, MISH MONEYPENNY!'

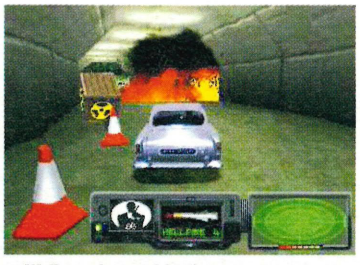
> 007 RACING

OUT SEPT

Tons of classic cars out of the James Bond films go head-to-head in 007 Racing, a supercharged automobile deathmatch racer based – very loosely – on the James Bond series. Obviously, getting to load Hellfire missiles into motors like Connery's classic Aston Martin DB5 and Brosnan's slightly-less-classic BMW is pretty cool, but they'll have to get the balance just perfect to do justice to everyone's favourite Martini-swilling super-spy.



▲ Ever dreamed of racing the Aston Martin?



▲ Well now's your big chance

KILL THE ENEMY! GET ALL BONUSES!

Five lucky readers will be able to crack every game on PlayStation wide open when they walk off with Datel's awesome new game-busting CD-X device, guaranteed to kill any game problem stone dead. Missing a bonus character? You got 'im. Want to cream the boss without taking four hours to do it? Done in minutes. Need all the guns to get past Level Four? All yours. The CD-X is the product of years and years of Datel's expertise in PlayStation cheats, and it's got preprogrammed cheats for just about any game you care to name. Plus it's on CD, so you it'll work even if you've got a newer PlayStation without a Parallel socket. So what've you got to do if you want one of these awesome £50 discs absolutely free? Just answer this simple question:



What does a 6ft tall butcher's assistant weigh?

- ☐ a) About twelve stone
- ☐ b) Only half a kilo
- ☐ c) Meat

Send your entries on a postcard, including your name and address, to CDX compo, PlayNation, 338-346 Goswell Road, London EC1V 7QP.



● Ah, we remember the days



● Is this future sport?



● Even if it does look a little shabby, Speedball should be fast

IT'S BACK AND IT'S BAD

LONG-LOST CLASSIC SPEEDBALL RETURNS TO OUR PS1 SCREENS. SADLY, IT'S NOT THAT GREAT



● Mega-violence masquerading as sport. What could go wrong?

> SPEEDBALL 2100

OUT SEPT

Many moons ago, the ultra-violent future sports game Speedball was worshipped by every sane gamer on earth. It was an American football-style game where the players took to the pitch wearing massive suits of armour and death-dealing chainmail gloves. But it didn't play like some clunky sports effort: the game actually moved so fast it looked more like pinball.

Now Speedball's back, and it's in 3D. But it still plays like it's in 2D. And it seems a hell of a lot slower than Speedball 2. And it looks ropey. Oh dear.

OK, it's early days yet, but the version we played was jerky and kinda basic. And the violence, which was what really made the original stand out, feels half-assed and limp. The players don't even look like they're getting into the game.

So for the time being put those rose-tinted specs away. There's still time to improve, but A LOT of work is needed before it reaches classic status. Check out the review in a couple of month's time.



● Choose your psycho



● Grey is the new black

dial A game™

A Good Call...

HERE'S HOW IT WORKS!!

Many of you may already have used the Dial-a-Game™ service before and already know the score but for those who haven't here's how the whole deal works: Basically, Dial-a-Game™ is a revolutionary way to buy PlayStation games and accessories. As opposed to having to send cheques, postal orders or use a credit card the cost of the call pays for them instead! And as the cost of the call is added to your telephone bill in some cases you won't have to pay for your goods for as long as four months! And as we buy in bulk we are able to offer you rock bottom prices so thereís huge savings to be made too. Just call the number below, listen to the Dial-a-Game™ service, leave your details together with the product you want and then sit back and let the Postman do the rest!

16

Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.

The Dial-a-Game™ service is updated daily with all the latest offers many of which are not included here. Latest games for only £19.99!! call for details.

- **New titles for only £19.99!! Some games for under a tenner!!**
- **Over 40,000 satisfied customers!!**

LOOK! Latest games for under £20.00

Call 0906 2223301 for all items

Driver

Medievil 2

South Park Rally

Army Men Operation Meltdown

Legend of Lagaia

Bedrock Bowling

Mille Miglia

Wipeout Special Edition

Dragon Valor

Destruction Derby Raw

Quake II

NHL Rock the Rink

Grand Theft Auto 2*

Silent Hill

Soul Reaver

Metal Gear Solid

Tony Hawk's Skateboarding

Dino Crisis

Test Drive 6

Ballsitic

Music 2000

Tenchu*

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

Equalizer CDX

LMA Manager

ECW Hardcore Wrestling

Martian Gothic Unification

Dial A Cheat™
Bang on the tip

The world's only voice recognition cheat line
The nation's fastest and most comprehensive cheat service. Dial-a-Cheat™ - an absolute must for all self-respecting PlayStation heads.

0906 3334470

Persons under 16 should call **0906 3334471**
Calls cost 60 pence per minute.

LOOK! PlayStation games for under ten pounds !!

Any two of these games for only £19.99!!

Evo's Space Adventures

Metal Gear Solid Special Missions

Worms

Ridge Racer Type 4

Grudge Warriors

Heart of Darkness

Pong

V Rally

Music

True Pinball

WIN A PS2!

Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.



0906 2270049

All entries must be received by October 10h 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.

Calls cost £1.00 per minute. The maximum cost of call for all products is £19.99. Make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. All calls are recorded. For technical & delivery enquiries call 0113 3830420. Game 24/7 PO Box 293, Leeds LS2 7AG.
*This title is only available to persons aged 18 or over, please confirm this when ordering.

PAINT THE TOWN RED


Aim for the boy band pin-up boy

OUT NOV

> MIDNIGHT CLUB

Fuel-injected motor mayhem around some of the world's most famous cities

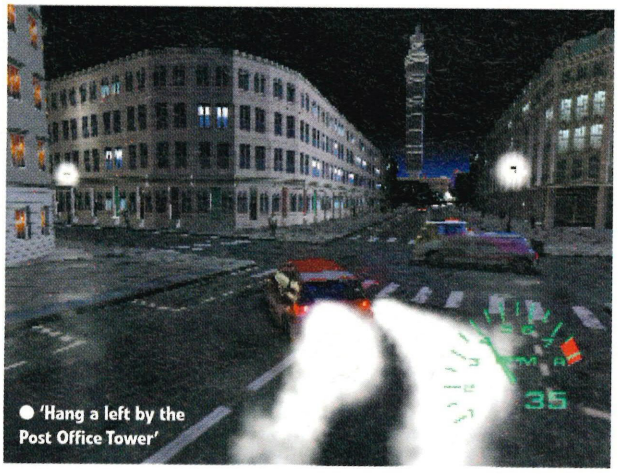
Midnight Club's set in two massive, living cities – New York and London, – complete with moving traffic and strolling pedestrians. All the landmarks and stuff are in the right places, too: you can even see the London Eye. The game's based on this illegal Japanese race where young bloods race their sportscars through Tokyo at night, and it's considered dishonourable to use your brakes. The action here's moved away from Tokyo's underpasses, and the high-velocity action all takes place in crowded streets. Expect mucho antisocial driving, extreme pedestrian slaying and high speed road duels, all set to the sounds of wailing sirens. The version we saw was pretty early, so it was kind of jerky, but we reckon the problems will be ironed out before the final release.



You're up to you're destructive tricks again



Walls? Who needs 'em


'Hang a left by the Post Office Tower'

VENGEANCE OF THE DEMOLITION MAN

OUT DEC

> RED FACTION

Challenge Scuds and semtex in the destruction stakes

Red Faction's a PlayStation 2 shooter with a big difference: you can blow holes in the walls as well as blowing your enemies to shreds. 'So what?' you might be thinking 'I've seen loads of games where you can put bullet holes in walls before' Ah, but no. These aren't just weeny bullet holes we're talking about here. We're talking about MAJOR destruction.

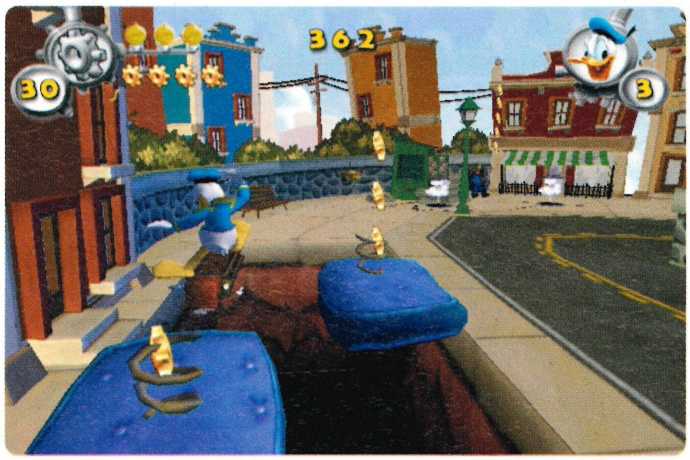
You can blow down walls, blast holes in the ground to tunnel into buildings, blow out the bottoms of towers and watch them collapse like falling trees. You can blow up just about anything you want. For example, there's nothing quite like blowing up a wall, then giving the enemy just enough time to turn around to see you amongst a pile of rubble, clutching the machine gun which will end their worthless lives. It's early days yet for Red Faction, but it's already looking extra tasty. More news as we get it.

PLAYSTATION 2 PRE-ORDER SHOCK!

Sony has made a shock announcement that PlayStation2 is not going to be available in the shops until next spring. Horror! But put your heart attack on hold, you WILL be able to get one. You just have to pre-order it, and Sony will deliver it to your house. But that might be more tricky than it sounds. See, there's only 200,000 consoles up for grabs in the UK, and they're on a first-come-first-served basis. Sony are taking orders in local games shops up and down the country starting on August 14. As demand for PS2's 200,000 is bound to be high ,your soaraway PlayNation has come up with an all-purpose excuse letter giving you the day off on August 14. Turn to p82 for details!


How PS2 will look beneath a blue light

ALSO COMING UP ON PS2



DONALD DUCK

> The world's most famous duck, Donald, is hitting PlayStation 2 in a Crash Bandicoot-style platformer with loads of wacky and quacky samples from his cartoon shows. Probably not the most exciting game on earth, but it looks sharp.



DRAKKAN

> Sword-and-sorcery action on top of a dragon. This doesn't look like the most original offering we've ever seen, but it's got a massive amount of spells and weapons, and the game world is truly huge, so it should keep pointy-hatted RPGers happy.



THE GETAWAY

> Sharp-looking cop-chase action set in the streets of London. This is looking like one of the first game that's really going to stretch PS2 to its limits. Lock, Stock in sports cars on the world's most powerful games console. Sounds peachy, guv'nor.



RAYMAN 2

> Rayman was among the worst games ever on PlayStation, and so when we heard he was cropping up on PS2, our first thought was 'Spare us!' But now we've seen some shots, and it actually looks pretty smart. More news soon.



● Take time out from smuggling to see the sights

BREAK FOR THE BORDER!

OUT OCT

> SMUGGLER'S RUN

Avoid the long line at customs with this PS2 racer

Smuggler's Run is a car-chase effort set in truly massive open areas of countryside where you play tag with rival smuggling gangs, nicking payloads of contraband and driving like hell to escape the law. You even drive through graveyards, splash through rivers and plunge over cliffs in your frenzied efforts to shake off the cops. You're a smuggler, and you've got to carry your illegal payloads (represented by innocent-looking suitcases, rather than big bags of white powder) to drop points in the countryside, or just get them past police checkpoints.

Later on, you'll have to nick the stuff off rival gangs by ramming their trucks. But be warned, they'll fight back savagely in their efforts to get away with the gear. And it's not over once you've got the package away from your rivals: you've got supercharged four-wheel-drive police trucks on your tail all the time, and they never give up. Smuggler's Run isn't a looker, but it's a laugh to play, and the levels are HUGE, with different kinds of scenery to explore. All we need is some banjo music on the soundtrack, and this really will be the ultimate car chase game.



▲ Follow the green arrow, dolt!



● Suitcases hover above your car

WHEN DID YOU FIND OUT?

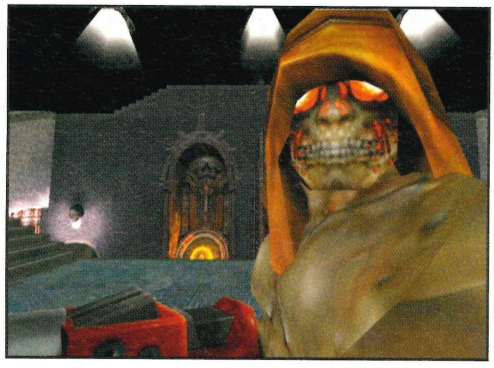
WELCOME TO computer and video games

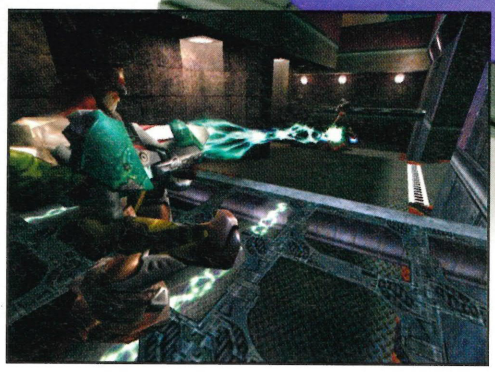
THE LAUNCH OF PLAYSTATION 2

www.computerandvideogames.com
8:00pm 13 SEPTEMBER 1999



QUAKE 3 ARENA FOR DREAMCAST

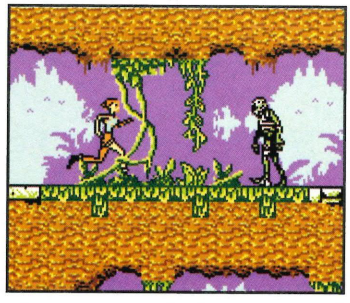






www.computerandvideogames.com
9:34am 25 DECEMBER 1999

TOMB RAIDER ON GAMEBOY



www.computerandvideogames.com
12:00am 22 DECEMBER 1999

METAL GEAR SOLID PS2 DETAILS

www.computerandvideogames.com
4:09pm 15 OCTOBER 1999

SEGA'S NETWORK KINGDOM

www.computerandvideogames.com
7:30am 01 DECEMBER 1999

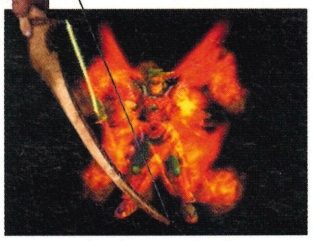
FIND OUT FIRST AT ...

www.computerandvideogames.com

LINKS TIPS REVIEWS SHOP NEWS PREVIEWS CHARTS

THOSE BARMY OLD DRAGON/DRAGOON BITS IN FULL

The basic idea behind the game is that Dragoons are super-soldiers who can harness the spiritual powers of Dragons. You only learn how to do the full Dragoon shebang later on in the game, but once you've got it down, it's pretty spectacular. You transform into a winged, armoured Dragon-master who's in charge of a huge flight of scaly, fire-spitting beasts. Getting Dragooned up is vital if you're going to take on any of the game's massive bosses. Normal spells and items just won't cut it. We'll bring you a full review of this four-disc epic next month. Just make sure to have a year or so to spare if you want to complete it.



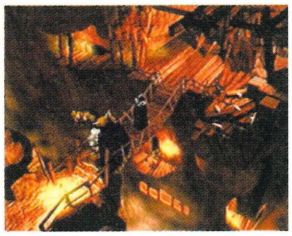
▲ Harness the power of the dragon...



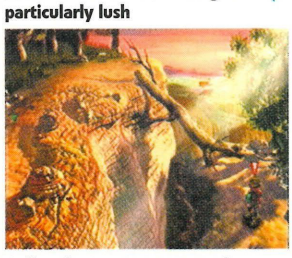
▲ And goggle at the results

DUNGEONS & DRAGOONS

This headline is not a typo. And this meaty four-disc RPG really does feature both dragons AND dragoons. How?



▲ The locations are looking particularly lush



▲ Use the tree to cross, yes?

> LEGEND OF THE DRAGOON

OUT OCT

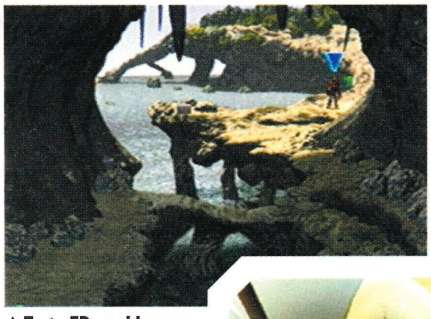
Yup, it's another RPG: four disc's worth of dark magic, huge combination attacks, badly-translated dialogue and smart video sequences. But this time the whole thing's in 3D, and the battles have some nice beat 'em up-style touches that make everything a bit more hands-on.

Still, we know RPGs tend to divide you lot into two camps: the 'put my social life on hold, I'm going in' camp, and the 'this CD isn't fit to be used as a beermat' camp. And we'd be lying if we said Legend of the Dragoon was going to make converts out of people who hated RPGs before. This is pretty similar to a lot of games you've played before: it's got a huge world to explore, an epic swords-and-sorcery plot to unravel, and tons of mega-complex spells and attacks to learn.

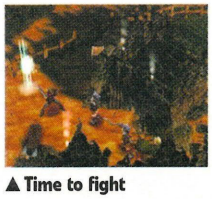
But the new bit is how Dragoon is all in glorious 3D, so there's no cartoony inbetween bits to ruin the atmos. And the combat's a lot more hands on because you've tap in rapid-fire button combos to make your bigger attacks work.

The cool thing about LoD being 3D is it means you get proper locations, rather than the flat maps you got in Final Fantasy 8. You never feel like you're wandering from one screen to the next, which is nice.

And thanks to the 3D visuals, the battles look truly awe-inspiring. Just wait 'til you launch into a blistering combination attack. Some of the better ones look like a medium-sized star going supernova right in the middle of the battleground. Cool.



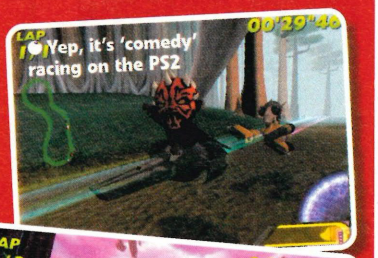
▲ Tasty 3D worlds



▲ Time to fight



▲ Battles are wicked



● Yep, it's 'comedy' racing on the PS2



● Expect some hilarious levels

JEDIS WITH GIANT HEADS

Coming up on PlayStation 2 is Super Bombad Racing, a comedy racing title featuring all the characters from The Phantom Menace with gigantic 'funny' heads. Expect fast, knockabout gameplay and wacky samples from the film. To be honest, we're not exactly on the edge of our seats about this one, but still, it could be a laugh...


● Test hardware from the films


● Looks like fun

DEMOLITION MEN

And here's another space oddity starring The Phantom Menace gang. Star Wars Demolition, out on PlayStation 1 in November, is a hyper-fast deathmatch effort where you take part in huge shootouts using all the most famous hardware from the films. Expect X-Wings, Scout Walkers and TIE fighters to show up, and loads of environments out of all four Star Wars films, including a firefights on the surface of the Death Star. There's even a level where you have to fly through the legs of AT-AT walkers, just like the start of Empire Strikes Back. Tasty. We'll bring you more news and shots next month.


● Yes, this is an in-game screenshot, not a piece of poncey artwork, suckah!

'GREAT SHOT, KID, THAT WAS ONE IN A MILLION!'

Star Wars: Starfighter on PS2 looks like being a decent Phantom Menace game. Gasp!

> STAR WARS: STARFIGHTER

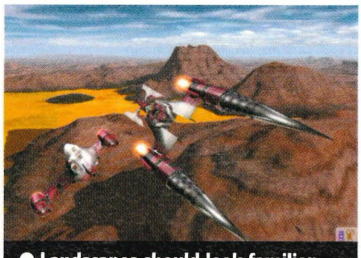
OUT DEC

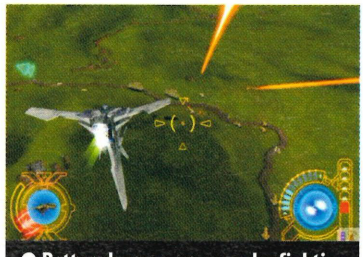
Star Wars: Starfighter is a Phantom Menace game that might go some way towards making up for the pain we suffered playing the dreadful Phantom Menace and the unspeakably bad Menace beat 'em up, Jedi Power Battles.

Starfighter's a full-on PS2 space blaster featuring 20 spaceships lifted straight from the Star Wars flicks, and with a plot based 'around' the events of Phantom Menace. We're hoping the 'around' bit will mean Jar Jar Binks won't show his ugly mug.

You play as a selection of Naboo fighter pilots, and later on zoom through deep space as a freewheeling Han Solo-type space pirate. You'll get to check out ships tooled with rotating gun turrets, stealth devices, even super-powerful tracking computers. And once you've got to grips with the technology, it's out into the depths of space you go for a series of massive, destructive dogfights, culminating in an apocalyptic battle on board the Droid Control Ship from the end of The Phantom Menace.

As you can see from the shots, Starfighter looks absolutely mint. And with PS2 powering the enemy fighters' intelligence, we're hoping these dogfights are going to be some of the most intense, strategic space rucks we've ever played. Of course, they could still muck it up, but early signs are promising. We'll bring you more news next issue.


● Landscapes should look familiar


● Better sharpen up your dogfighting

CYBER NET
Video Games Experts
SEGA PC CD ROM Dreamcast
The Best Mail Order Games on the Internet
Tel : 0208 789 7196 MAIL ORDER !
287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT
Monday - Sunday
opening hours 11am - 11pm
Visit our web site at : www.cybernet-filmstudio.com
Special Offer!
£5 off any game
Only one coupon per person, valid until end of August 2000. Not valid with any other offer. Coupon must be presented at purchase of game.

e-commultimedia
for all your gaming needs
Games/Consoles/Peripherals
Games start from £9.99!!
PRICES INCLUDE FREE DELIVERY & VAT
PlayStation 2
ORDER YOURS NOW!
and much much more
0870 845 8288
sales lines open 10am - 10pm
sales@e-commultimedia.com
P.O Box 52, Sandy, SG19 1SX
www.e-commultimedia.com

PlayNation
The world's first PlayStation*1 and 2 magazine
The world's first PlayStation 1 and 2 magazine and still one of britain's favourite.
If you want to place an advert, Telephone: 020 7295 5351

CHEATS UNLIMITED
THE UK's BIGGEST & BEST VALUE VIDEO GAMES SERVICE
CHEATS & TIPS FOR OVER 3000 GAMES
A
Abe's Odd. & Exod.
Ace Combat 2 & 3
Alundra 1 & 2
B
Broken Sword 1&2
Battle Tanx
C
C&C Series
Chase The Express
Colin McRae 1 & 2
Colony Wars Series
Cool Boards Series
Constructor
Crash Bandicoot 1-3
CTR
D
D
Die Hard Trilogy1&2
Dino Crisis
Discworld Noir
Driver
Dune
F
FAP Lgue Man 2000
Fear Effect
Felony 11-79
FIFA Series
Final Fantasy 7 & 8
G
Gekido
Gran Turismo 1 & 2
GTA 1,2 & London
I
Int.Track'n'Field 1&2
ISS Pro Evolution
L
Lego Racers
LMA Manager
Lunar Silver Star St.
M
Martian Gothic
Medal Of Honour
Metal Gear Solid
Mission Impossible
Muppet Racemania
N
NFS Series
NHL Series
P
Porsche Unleashed
Premier Man. 99
R
Rainbow Six
Rayman
Res. Evil 1,2 & 3
Res. Evil Survivor
Ridge Racer Series
Ronaldo V-Football
S
Shadowman
Silent Hill
Soul Reaver
South Park
South Park Rally
Spec Ops
Spyro 1 & 2
SW Phant Menace
SW Jedi Pow. Batts
Syphon Filter 1&2
T
Tekken 1, 2 & 3
Tenchu
Theme Park
Theme Park World
Tomb Raider 1-4
Tom. Never Dies
Tony Hawk's 1 & 2
Toy Story 2
U
Urban Chaos
V
Vagrant Story
W
WCW Mayhem
Wu Tang
WWF Attitude
WWF Smackdown
WWF War Zone
X
X - Files
Xena
THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP
DC - GBC - N64 - PC - PSX - PSX2 - SATURN
INTERNATIONAL ACCESS: +44 (0)700 5900 020
MOBILE PHONE ACCESS: 0700 5900 615
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 198
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 070
Calls to the above numbers cost 60p per minute
Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 & are terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call
Customer Service: 08700 885 656
Check out our new website at www.cheatsunlimited.com

ONE FOR TH

REALISM IS TURNED UP TO THE MAX FOR THIS PS

> TOCA WORLD TOURING CARS

OUT SEPT

TOCA World Touring Cars is so real it hurts. Try and do that standard racing game thing of nudging other cars as you fly into a bend, and you'll turn your shiny motor into a crumpled, limping mess. Brake when you're not going straight, and your car will spin out onto the grass. Try and take a corner even 10mph too fast and you'll end up skidding miles away from the tarmac.

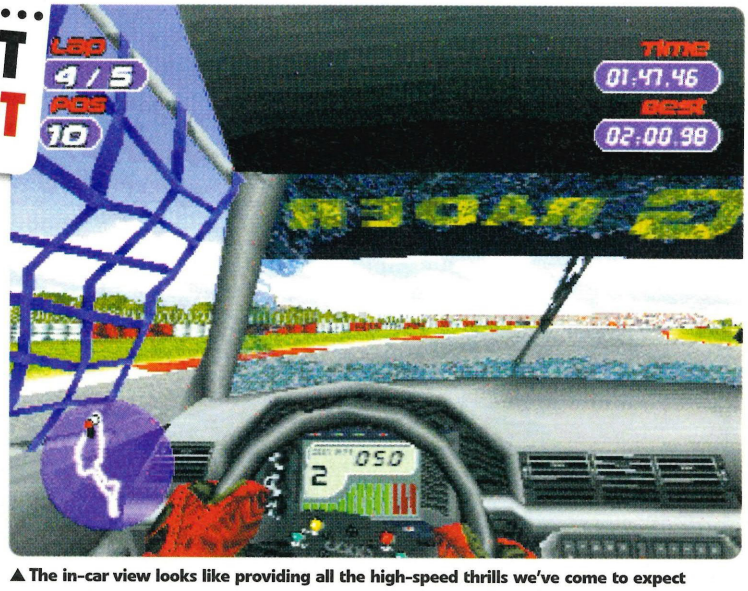
Believe us, if you don't eat wheel nuts and drink Castrol GTX, you're going to find this game impossible. We've never played anything where the handling's so hardcore on the realism front. This makes TOCA 2 look like a game for Sunday drivers.

If you can manage to stay on the tarmac though, you're in for a treat. You get to test some of the world's finest motor cars on some of the toughest race tracks the world's got to offer. Fancy wrestling with a supercharged Beemer or a Mitsubishi GTO as you blast into the brutal bends of Suzuka or Hockenheim? Sure you do.

What's cool about this is how it forces you to drive like you really are piloting a ton of supercharged steel round a slender, slippery strip of tarmac. You can't rely on unrealistic powerslides or super brakes, you have to get to know the 'feel' of the car, judge its weight and its speed, and be in tune with the engine as you power into the bends.

There's an enormous number of tuning options, too, so you can tailor the feel of the car for any weather condition.

We didn't say this was going to be easy. But once you've felt every engine component straining and rumbling through your Dual Shock as you jackknife the car into a hairpin, you'll know no other racing game comes close to this.



▲ The in-car view looks like providing all the high-speed thrills we've come to expect

E HARDCORE

RACER. IT PLAYS SWEET, BUT CAN YOU HANDLE IT?

CLASSIC TRAX

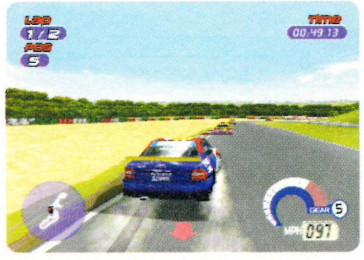
If you're a fan of Formula 1, you'll already know and love a lot of the tracks on here. But driving them in an F1 game's different to this. You can't bump people on corners to slow yourself down. You can't 'stick' to other cars as you go round bends. You can't just rumble straight across the chicanes. Here's some of the tracks you'll be experiencing in all-new ultra-real versions.



▲ Looks like we need a new bumper



▲ Road meets car and the sparks fly



▲ Careful of the rumble strips



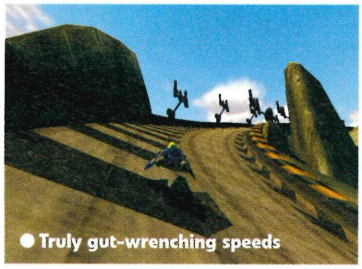
▲ Cornering in the new TOCA will be just as hairy as real life

THE FASTEST GAME ON EARTH

WIPEOUT GETS THE PLAYSTATION 2 MAKEOVER. BETTER WAVE GOODBYE TO BREAKFAST. AND LUNCH. AND DINNER...

> WIPEOUT FUSION

OUT DEC



● Truly gut-wrenching speeds

Like a particularly fast, high-tech and futuristic boomerang, WipEout just keeps on coming back. Hardly has the 'best of' game WipEout 3: Special Edition made its PlayStation 1 appearance than we've had details of its PlayStation2 debut. So, how's it looking?

Well, you know that moment on a rollercoaster, as its cranking you to the top of the first sheer drop, when you feel something in between fear, nausea and adrenalin? If you like that feeling then you're going to REALLY like WipEout Fusion.

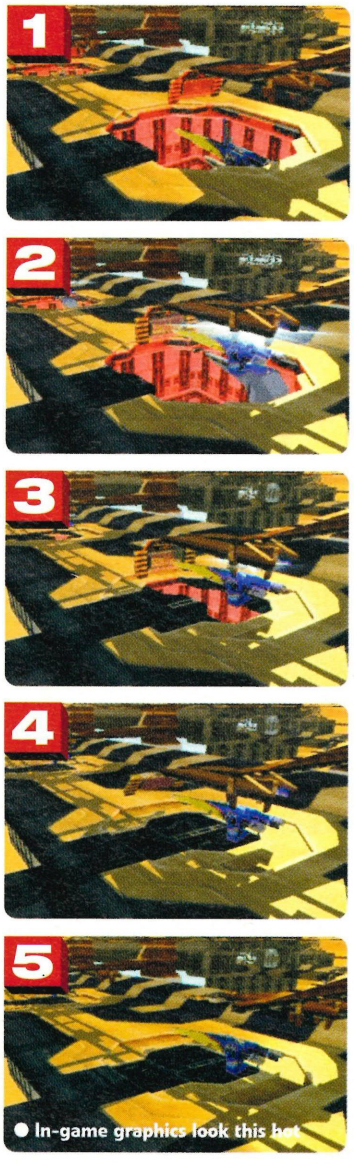
For a start, its tracks have sheer drops, and taking them leaves your stomach up somewhere near your ribcage. And secondly, it's unbelievably fast. The cruisers rip through the tracks at brain-rupturing speeds – easily the fastest we've seen any PlayStation game running – and if this one doesn't have doctors waiting rooms overflowing with motion sickness complaints we'll eat our futuristic silver crash hats.

Clearly, the game is still in the early stages of development, and there's loads of stuff yet to be finalised. Keen followers of the series, for example, will be gagging to know who's in control of the music for this one. All we do know is that it is frighteningly speedy, looks like a peach and is going to have new tracks and weapons to die for. And, really, you can't ask for much more than that. Believe us, you're gonna be totally - cough - 'wipEd out'.



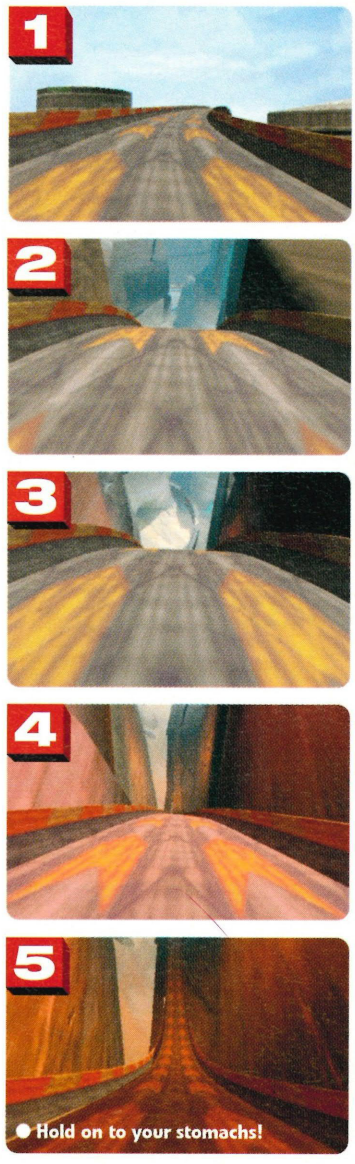
● All the tracks have been fully overhauled for WipEout's PS2 debut – and they're looking better than ever

STARGRID START

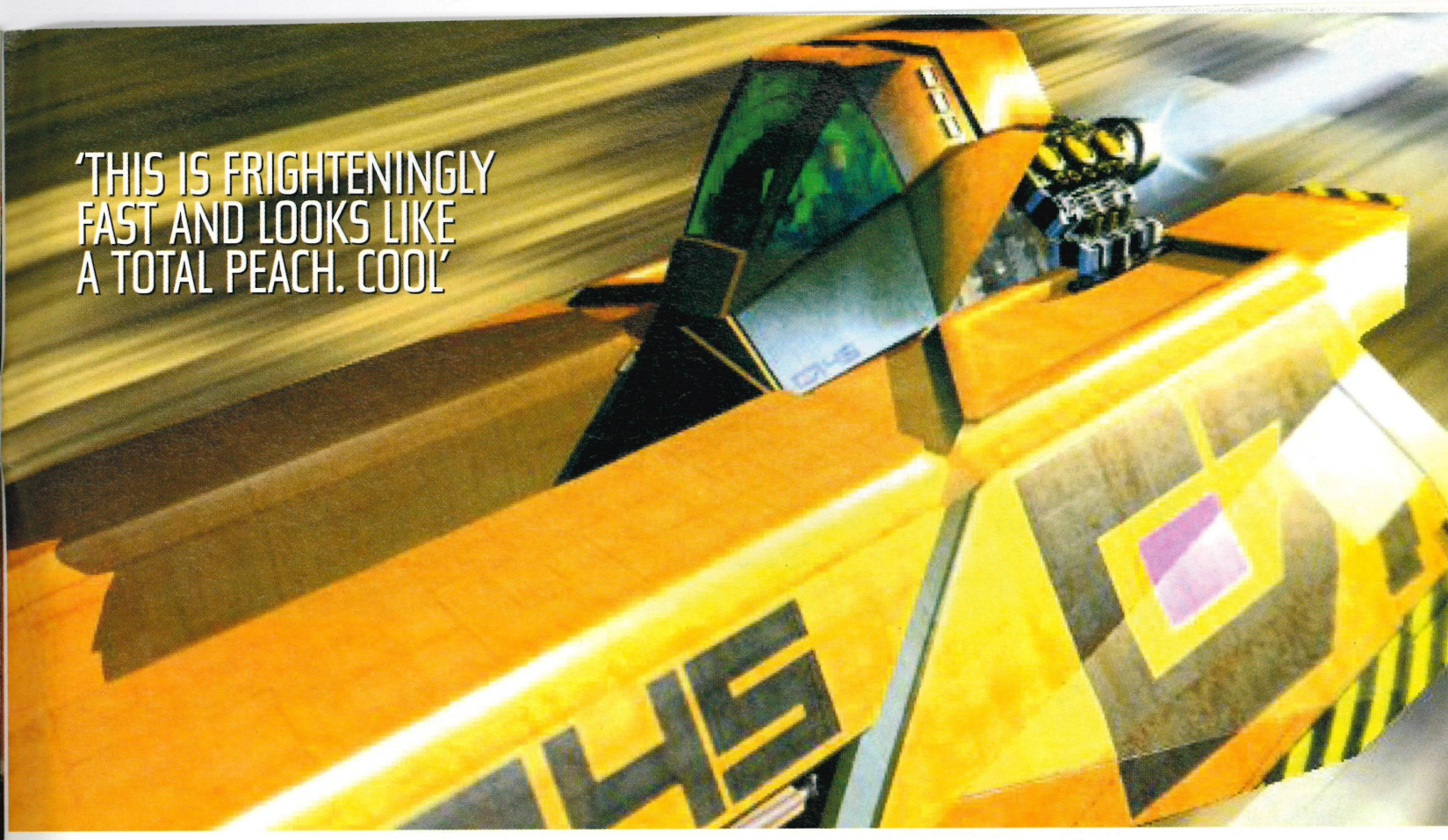


● In-game graphics look this hot

CANYON DIP

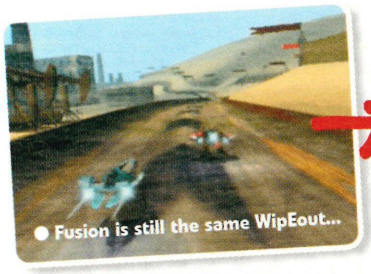


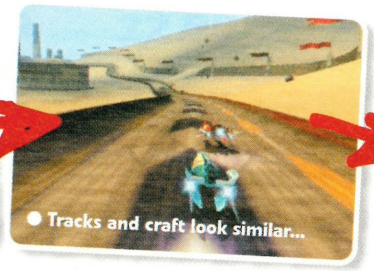
● Hold on to your stomachs!

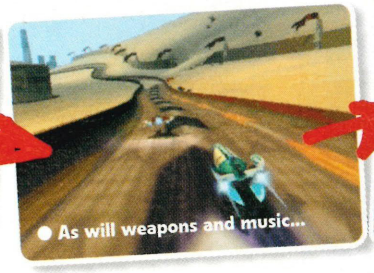


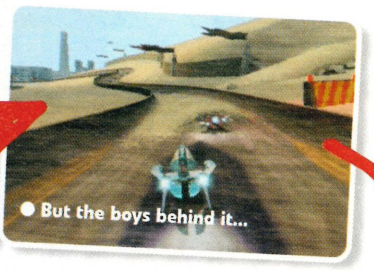
'THIS IS FRIGHTENINGLY FAST AND LOOKS LIKE A TOTAL PEACH. COOL'

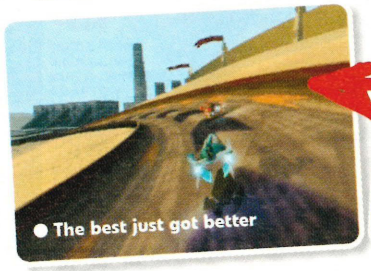
THE AMAZING SANDWIND COURSE

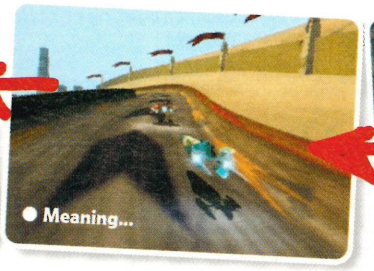

● Fusion is still the same WipEout...


● Tracks and craft look similar...

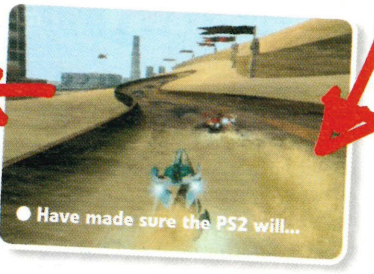

● As will weapons and music...


● But the boys behind it...


● The best just got better

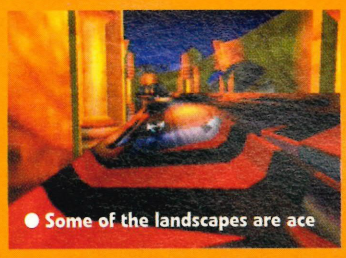

● Meaning...

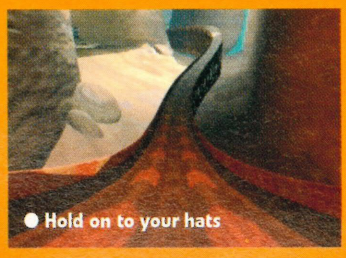

● Highlight the game's strengths...


● Have made sure the PS2 will...

HARDER, FASTER, LONGER

The bits we've seen of WipEout suggest the men in white coats have been reading the manual marked 'What makes WipEout great'. Basically, Fusion looks like taking all the cool elements of the series and putting them on a steroid drip-feed. The tracks in particular, are out of this world. You can steer through whole cities that – despite the speed of the game – look dazzling. Neither will they be as restrictive as before, with early demos suggesting loads more shortcuts and even bits where you can take to the skies.


● Some of the landscapes are ace


● Hold on to your hats


● Smashes will be even more spectacular than ever before

PlayNation

CONTACT US
PHONE: 020 7972 6700

PROPPING UP THE BAR
Editor **Alex Simmons**
Art Editor **Jaime Smith**
Coming Up Editor **Rob Waugh**
Deputy Art Editor **Mike Newson**
Designer **April Kent**

COLLAPSED IN THE TOILET
Contributors
Andrew Holmes, Lee Skitterall, Steve Key, Pat Garratt, Dean Scott, Maura Sutton, Steve O' Hagan
Cover photography
LAT Photographic
Photography
Richard Lewisohn
Platinum Tips book design
Zeta Fitzpatrick @ Moo Design
Essential 101 Swops **Imran**
Essential 101 logo **Joe Roberts**
Verbal art **Monkey Industries**

ON THE FRUIT MACHINE
Head Master **Al C**
Mini Masters **Joff Brown, Simon Watts, Mike J**

SMOKING FAT CIGARS
Executive Publishing Director
Harry Attrill
Publisher
Andy McVittie

DRUNK ON ALCOPOPS
Call **020 7295 6706**
Consumer advertising director
Karen Munro
Software manager **Penny Humphrey**
Client services manager **Julian Goad**
Advertising production
Natasha George

DANCING ON THE TABLES
Brand Manager
Gil Garagnon 020 7972 6712
Production Mistress
Emma Minford
Repro
AJD Colour Ltd
Printing
St Ives

'TIME GENTLEMAN, PLEASE'
PlayNation is copyright Emap Active. Duplication or transmission in any form or the use of text or images without written permission beforehand means legal action. **PlayNation** is independent of Sony and recognises its copyright and trademarks.

'DID YOU SPILL MY PRINT?'
Everything we write and print is based on our opinions. The information we use comes from software companies, or is correct according to our knowledge. News and previews are based on information we found to be true at the time of going to press.

'BUGGER, I CAN'T FIND PLAYNATION'
Call 01733 555161

'ERE GUV, GOT ANY BACK ISSUES?'
Call 01858 438825

'GO ON MATE, SHUBSHCRIBE'
Call free on 0800 0182125

emap active

ORDER YOUR PS2 NOW!

Come October 26, you won't be able to buy a PlayStation 2 in your local game store. You can only lay your hands on this baby by preordering it from your nearest HMV or other games retailer.

But numbers are extremely limited, so much so that if you don't get your ass down to the shops on Monday August 14, when orders start being being taken, chances are you'll miss out and have to wait 'til spring. Luckily, we at PlayNation have come up with an all-purpose, cut-out-and-use letter, full of handy excuses guaranteed to ensure you can have the day off.



THEIR ADDRESS

*DELETE OPTIONS AS APPLICABLE

INSERT YOUR NAME HERE

YOUR ADDRESS

CUT OUT AND SEND

August 1, 2000

Dear teacher/boss/doctor/daycare assistant*

I am dreadfully sorry but I will be unable to attend my classes/appointment/therapy/treatment* on Monday, August 14

This is due to the small matter of: (delete as applicable)

My stitches are coming out. The head wound's healing nicely thanks, although I still can't remember large portions of my childhood. Sorry, I've dribbled on the paper.

I am due to give blood/sperm/thanks to God for all life eternal

I have a job to do. A bank job with 'Shotgun' Harris and the 'Hammerhead' twins,

I will feel a bit ill. I think I must have had a dodgy curry the night before. Funny though, Barbara had exactly the same as me and she feels fine that day.

Monday, August 14 is a sacred day. According to the ancient scriptures of Larabilis Croftus, that day should always be set aside for matters of urgent importance. Like, say, ordering something...

Oh go on then, I cannot tell a lie, I've got to go into town to order my PlayStation 2. Tell you what, keep your mouth shut and I'll let you have first go when I get it.

Many thanks for your sympathy/concern/daughter*. In the meantime I will, of course, be available on Tuesday, August 15. Nevertheless, I may need another day off on October 26.

Yours

Special Reserve Discount Club

Special Reserve
Open 'til 8pm (5pm Sun)
08707 259 999

Why have over 500,000 people joined Special Reserve?

Just £6.99 gets you into the club
There is no obligation to buy anything
Claim a FREE GIFT when you join



Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions £10,000 F1 fantasy - win a PS2
- Any one of 30 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Save just 5 Reddies - and choose another FREE gift
(Claim 1 Reddy per item bought over £5)

FREE FREE FREE

*Choose any gift when you join Special Reserve for one year (£6.99)

- FREE PAIR OF CONTROLLERS FOR PSX
- FREE PAIR OF 1 MB MEMORY CARDS PSX
- FREE 3D ANALOGUE CONTROLLER FOR N64
- FREE TUROK: RAGE WARS FOR N64
- FREE MICROSOFT ENCARTA 99 CD FOR PC
- FREE PAIR OF CONTROLLERS FOR PC
- FREE LOTUS SMART SUITE MILLENNIUM ED. CD
- FREE CYBERSTICK JOYSTICK FOR PC
- FREE AMIGA EMULATOR FOR PC
- FREE SCART LEAD FOR DREAMCAST
- FREE DUKE NUKEM FOR GAME BOY
- FREE CASIO DC2000 PERSONAL ORGANISER
- FREE INFLATABLE ARMCHAIR - RED, BLUE, PINK OR ORANGE (add £3 carriage for this item)
- FREE 8 IN 1 POCKET MULTI GAME SYSTEM

BONUS 3500 CHEATS BOOK with EVERY GIFT!
Other gifts available, ring for full list.

Notice of Shortages

The product in most demand this year will be

PlayStation 2

It's official. Demand will outstrip supply for months after launch. There will be **ABSOLUTELY NONE IN THE SHOPS AT ALL** prior to Christmas. The only way to get one is to Pre-Order. To avoid the stampede seen on launch in Japan, Sony Computer Entertainment will work in conjunction with official resellers such as Special Reserve to accept all pre-orders on a strictly first-come, first-served basis. The sooner you order, the sooner yours will arrive.

Pre-Order your Playstation 2 now and we'll give you an extra £10 off our discounted price of your first PS2 game.

First supplies October 26th (provisional). Price is expected to be below £300. 0% finance subject to status and terms at the time. Strictly one per household. We'll contact you later to order games and select method of payment. Deposits are refundable prior to delivery if you change your mind.

Place your £20 deposit for a PlayStation 2 at

PS2orders.com or phone Special Reserve on **08707 25 99 99**

PS2orders.com, UKPS2.com and UKgames.com are divisions of Special Reserve



08707 25 99 99



PlayStation with Official Dual Shock controller, RF lead, extra **FREE** controller & **FREE** memory card

£79.99

PlayStation Hardware



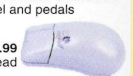
OFFICIAL D DUAL SHOCK CONTROLLER ...18.99
Available in Black, Blue, Green, Clear or Standard Grey



ADVANCED JOLT CONTROLLER ...9.99
Clear Blue, Clear Black or Clear Red



JORDAN WHEEL & PEDALS ...32.99
Official Jordan Grand Prix wheel and pedals



MAD CATZ MOUSE ... 9.99
Two fire buttons, extra long lead





TIME CRISIS WITH LIGHT GUN & GUNCOM ADAPTOR ...22.99





DIE HARD TRILOGY WITH ZYCON LIGHT GUN - 93%... 14.99

PlayStation Essentials

ACTION REPLAY CDX CHEAT CARTRIDGE 34.99
Fits into memory card port - works on all PlayStations

XPLODER CDFX CHEAT CARTRIDGE ...22.99
Over 1999 cheat codes pre-loaded for the latest games

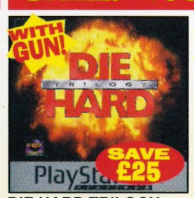
GAMES STATION STORAGE UNIT ...16.99
Neat & compact storage for PlayStation and controllers

SCART LEAD: PLAYSTATION TO SCART TV 7.99
AV SCART LEAD WITH FREE LINK CABLE ...8.99
RF LEAD FOR PLAYSTATION with switch box **9.99**

PAIR OF EXTENDER CABLES ...8.99
To extend two controller leads by an additional 1.5m

INTERACT FOUR PLAYER ADAPTOR... ...9.99
SONY MULTI-TAP 4 PLAYER ADAPTOR ...19.99

SALE! -1000's of games down in price! - SALE!



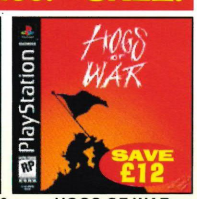
DIE HARD TRILOGY 14.99



TIME CRISIS 22.99



COLIN MCRAE RALLY 2.0 28.99



HOGS OF WAR 27.99

For the lowest prices order on-line at UKgames.com All prices include UK mainland delivery. Membership from just 60p

ACE COMBAT 3 ...29.99
ACTUA SOCCER 3 ...8.99
ACTUA SOCCER CLUB EDITION 4.99
ALUNDRA 92% ...16.99
ALUNDRA 2 ...19.99
BARBIE RACE AND RIDE ...17.99
BEATMANIA + CONTROL PAD 34.99
BRIAN LARA CRICKET 88% ...17.99
CASTROL HONDA SUPERBIKE RACING ...19.99
CIVILIZATION 2 ...22.99
COLIN McRAE RALLY 96% ...17.99
COLIN McRAE RALLY 2.0 ...28.99
COLONY WARS RED SUN ...18.99
C & C: RED ALERT 93% ...9.99
C & C: RETALIATION 94% ...18.99
COOL BOARDERS 4 ...26.99
CRASH BANDICOOT 94% ...17.99
CRASH BANDICOOT 2 94% ...17.99
CRASH BANDICOOT 3 90% ...19.99
CRASH TEAM RACING ...28.99
CRICKET 2000 ...29.99
DIE HARD TRILOGY 2 ...28.99
DIE HARD TRILOGY 93% ...17.99
DIE HARD TRILOGY WITH ZYCON LIGHT GUN 93% 14.99
DINO CRISIS (15) ...25.99
DISCWORLD NOIR ...28.99
DRIVER 94% ...24.99
DUKES OF HAZZARD: RACING FOR HOME ...18.99

EA TRIPLE PACK VOL 1.
Need for speed 3, Soviet Strike and Theme Hospital ...29.99
EA TRIPLE PACK VOL 4.
C&C Red Alert, Theme Park and Populous The Beginning ...22.99

EAGLE ONE HARRIER ATTACK 28.99
EA SPORTS RUGBY ...29.99
EURO 2000 ...28.99
EVERYBODY'S GOLF 2 ...19.99
F1 2000 ...29.99
FEAR EFFECT ...28.99
FIGHTER MAKER ...26.99
FIFA 2000 ...26.99
FINAL FANTASY 7 98% ...17.99
FINAL FANTASY 8 100% ...33.99
FISHERMANS BAIT 2 ...28.99
FORMULA 1 97 ...9.99
GALERIANS ...24.99
GAUNTLET LEGENDS ...22.99
GRAN TURISMO 98% ...16.99
GRAN TURISMO 2 ...28.99
GRAND THEFT AUTO 2 ...17.99
GRANDIA ...28.99
HOGS OF WAR ...27.99
INT. CRICKET CAPTAIN 2000 ...28.99
ISS PRO EVOLUTION 98% ...25.99
INT. TRACK AND FIELD 2 ...24.99
JIMMY WHITE'S 2: CUEBALL ...26.99
KNOCKOUT KINGS 2000 ...29.99
LEGACY OF KAIN 2: SOUL REAVER 96% ...17.99
LEGEND OF LEGAIA ...16.99
LMA MANAGER 93% ...24.99
MEDAL OF HONOR 94% ...29.99
MEDIEVIL 2 ...19.99
METAL GEAR SOLID AND SPECIAL MISSIONS DATA CD 25.99
METAL GEAR SOLID (LIMITED EDITION) PREMIUM PACK ...18.99
MICRO MANIACS ...26.99
MUSIC 2000 92% ...28.99
NEED FOR SPEED 3: HOT PURSUIT ...12.99
ODDWORLD 2: ABE'S EXODDUS ...16.99
PACMAN WORLD ...22.99
POPULOUS: THE BEGINNING ...9.99
PREMIER MANAGER 98 92% ...4.99
PREMIER MANAGER 2000 ...28.99
RAINBOW SIX ...28.99
READY 2 RUMBLE BOXING ...18.99
RESIDENT EVIL 3: NEMESIS (15) 100% ...28.99
RESIDENT EVIL SURVIVOR ...29.99
RONALDO V FOOTBALL ...28.99
RUGRATS: STUDIO TOUR ...24.99
SOUTH PARK RALLY (15) ...28.99
SOUTH PARK (15) ...16.99
SOVIET STRIKE 82% ...13.99
SPACE INVADERS ...21.99
SPEEDBALL 2100 ...28.99
SPIDERMAN ...28.99
SPYRO THE DRAGON 90% ...18.99
STAR WARS: EPISODE 1: JEDI POWER BATTLES ...28.99
STAR WARS: EPISODE 1: THE PHANTOM MENACE ...28.99
STAR OCEAN 2 ...18.99
STREET FIGHTER EX 2 PLUS ...28.99
SUIKODEN 2 ...24.99
SUPERBIKES 2000 ...29.99
SYPHON FILTER 93% ...28.99
SYPHON FILTER 2 ...28.99
TEKKEN 3 98% ...18.99
TENCHU STEALTH ASSASINS 14.99
THEME HOSPITAL 84% ...15.99
THEME PARK 85% ...9.99
THEME PARK WORLD ...28.99
THUNDERHAWK 2: FIRESTORM 9.49
TIGER WOODS PGA TOUR 2K 29.99
TIME CRISIS 93% ...17.99
TIME CRISIS + LIGHT GUN, GUNCOM ADAPTOR & PEDAL 22.99
TOCA 2 - TOURING CARS 95% 14.99
TOMB RAIDER 2 98% ...11.99
TOMB RAIDER 3 100% ...17.99
TOMBI 2 ...16.99
TOMORROW NEVER DIES ...29.99
TONY HAWKS SKATEB'DING 2 28.99
TOY STORY 2 ...28.99
VAGRANT STORY ...23.99
VANDAL HEARTS 2 ...24.99
WILD 9 +FREE SONY T-SHIRT 14.99
WORLD CH'SHIP SNOOKER ...28.99
WWF SMACKDOWN ...28.99

OFFICIAL STRATEGY GUIDE BOOKS
- FINAL FANTASY 8 ...12.99
- JEDI POWER BATTLES ...9.99
- MEDAL OF HONOUR ...11.50
- RESIDENT EVIL 2 ...9.99
- SYPHON FILTER 2 ...9.99
- WWF SMACKDOWN ...9.99
Many more books available, just ask!

MEMORY CARDS
- 15 SLOT, 1 MB ...5.99
- PAIR OF 1 MB CARDS ...9.99
- 120 SLOT, 8 MB ...11.99
- 840 SLOT, 56 MB ...19.99
OFFICIAL 15 SLOT, 1 MB CARD 9.99
Grey, clear, clear green or clear red

NUGEN MEMORY COMPRESSOR ...13.99
Saves 4x more to a 1MB memory card

WIN

one of 18



PlayStation 2s and a MAXX PC

F1FANTASY.COM

PlayStation 2 is released Oct 26th. £20 deposit. You can cancel at any time. Save £10 off RRP.

GET DOTTED FROM £5

PER DOMAIN PER YEAR - FULLY INCLUSIVE

Everyone should buy their own ***Internet Domain Name,*** such as TomHoy.com or VerySexy.co.uk. Register yours NOW because otherwise you will be too late. Over 20,000 domains are registered every day. The choices are diminishing so fast that some names are worth £millions. Use it for e-mail or a web site, or keep it for the future.

No more to pay for 2 years. EVERY Domain includes:

FREE Hosting - Unlimited Web Space (www.yourname.com)
FREE Unlimited E-mail Names (everybody@yourname.com)
FREE Customer Support with no premium rate call charges
EASY Control Panel for changes and a CGI bin for scripts
Domain Names are easy to choose, buy and use at

GetDotted.com

NEW US.COM & EU.COM DOMAINS NOW AVAILABLE

Unique FREE services offer subject to Freeola standard terms of use
You are free to move your domain name to another service provider
Getdotted.com is a division of Freeola.com

Seven Big Club Shops



EASY PARKING
PC UPGRADES (£12 to fit any item)
PC REPAIRS (£30 plus parts)
OPEN 'TIL 8PM (10am to 5pm Sun)

BASILDON, ESSEX... 01268 287776
Unit 10, Festival Leisure Park. 1 mile off A127

BRISTOL ... 0117 924 5000
351 Gloucester Road (A38). North of the city

CHELMSFORD, ESSEX 01245 348777
43 Broomfield Road. Close to the bus station

EGHAM, SURREY ... 01784 473444
168 High Street. 1 mile off J13 on the M25

NOTTINGHAM ... 0115 949 1000
164 Derby Road, Stapleford. 2 miles from J25 on the M1. Near Pizza hut and Kwik Fit

SAWBRIDGEWORTH 01279 322399
The Maltings, Station Road. Not far from M11 junctions 7 or 8. Very close to the train station

UPMINSTER, ESSEX 01708 225544
209/213 St Mary's Lane. 2 miles J29 off M25

UKgames.com

SPECIAL RESERVE DISCOUNT NETWORK

UKCHEATS.COM Everything you need to know on how to beat the percentages, even the odds, win the race, kill the dragon and get the girl! Featuring over **5000 cheats** and tips for the latest games.

UKPLAYSTATION.COM All the latest games, packs, controllers and peripherals plus cheats, charts, news and reviews.

UKPS2.COM Everyone is going to want to get their hands on a PlayStation 2 so reserve yours now to avoid disappointment

UKDVD.COM The latest movies, DVD-ROMs and DVD hardware - all at **discount prices**. Plus news, reviews and charts.

WINACAR.CO.UK Lots of free-to-enter competitions with a total of over **£4 million** worth of prizes!

And many, many more sites. See them all at **specialreserve.net**

08707 25 99 99

HOW TO ORDER:

Online: **UKgames.com** Email: **orders@reserve.co.uk**
Phone: **08707 25 99 99** Fax: **08707 25 99 88**
Post: **Special Reserve, P.O. Box 847, Harlow, CM21 9PH** - Free immediate cheque clearance

Or see left for our **Special Reserve Club Shops**

Prices include VAT and UK mainland delivery.
Fast, efficient, accurate despatch, direct from factory.
0% finance option - see above left for details
Market leader - established 12 years.
Official Sony, Nintendo & Sega supplier.
All genuine UK new boxed products, no imports
We only supply members but trial membership is just 60p

OPEN UNTIL 8PM (5PM ON SUN)

Some items carry a £1 surcharge in the shops. All items include UK mainland delivery and VAT. Some game prices may vary slightly depending on how you place your order and the delivery option you specify. SAVE = Saving off full recommended price. Some products listed may not yet be available and prices may change - please phone. Sent to press 5/07/00. E. & O. E. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9PG



GAUNTLET™ LEGENDS © 1998 Atari Games Corporation. All rights reserved. Midway and the M IN THE CIRCLE DESIGN are trademarks of Midway Games Inc. Distributed under license by Midway Games Ltd. "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Dreamcast is a trademark of Sega Enterprises, Ltd