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FIRST TO-DIE-FOR MOVIE PICS INSIDE

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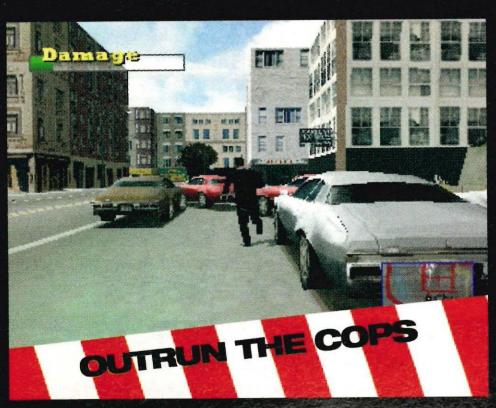
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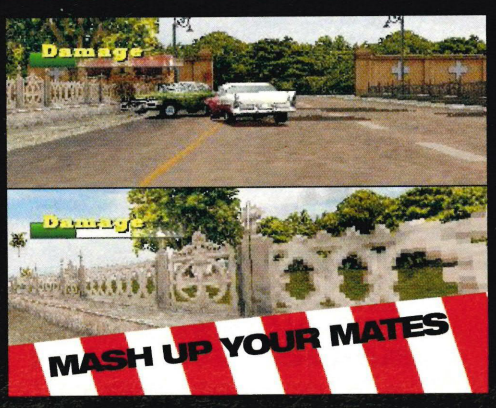
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CARNAGE!

DRIVER 2'S NOT TAKING PRISONERS WHEN IT SMASHES ONTO PLAYSTATION. JUST MAKE SURE YOU'RE BEHIND THE WHEEL, NOT LYING UNDER THEM!



OUTRUN THE COPS

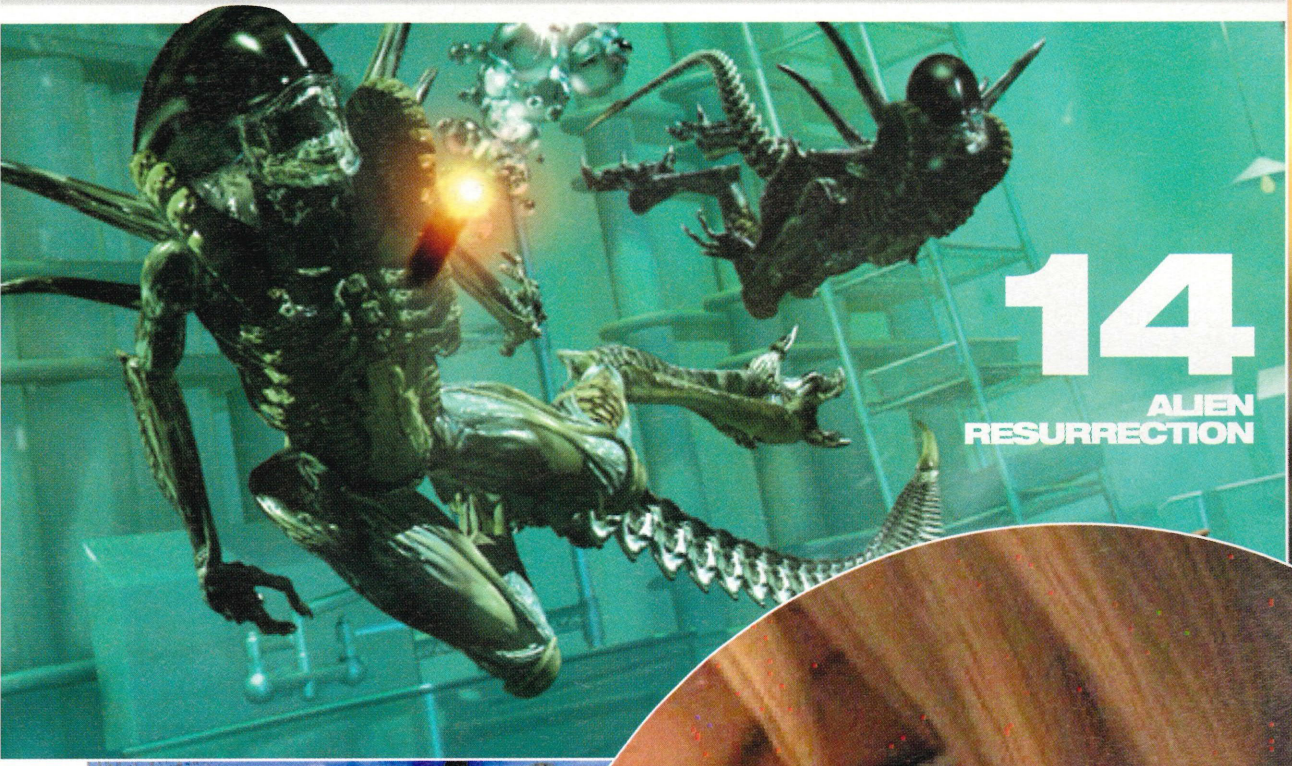


MASH UP YOUR MATES



STEAL ANY MOTOR

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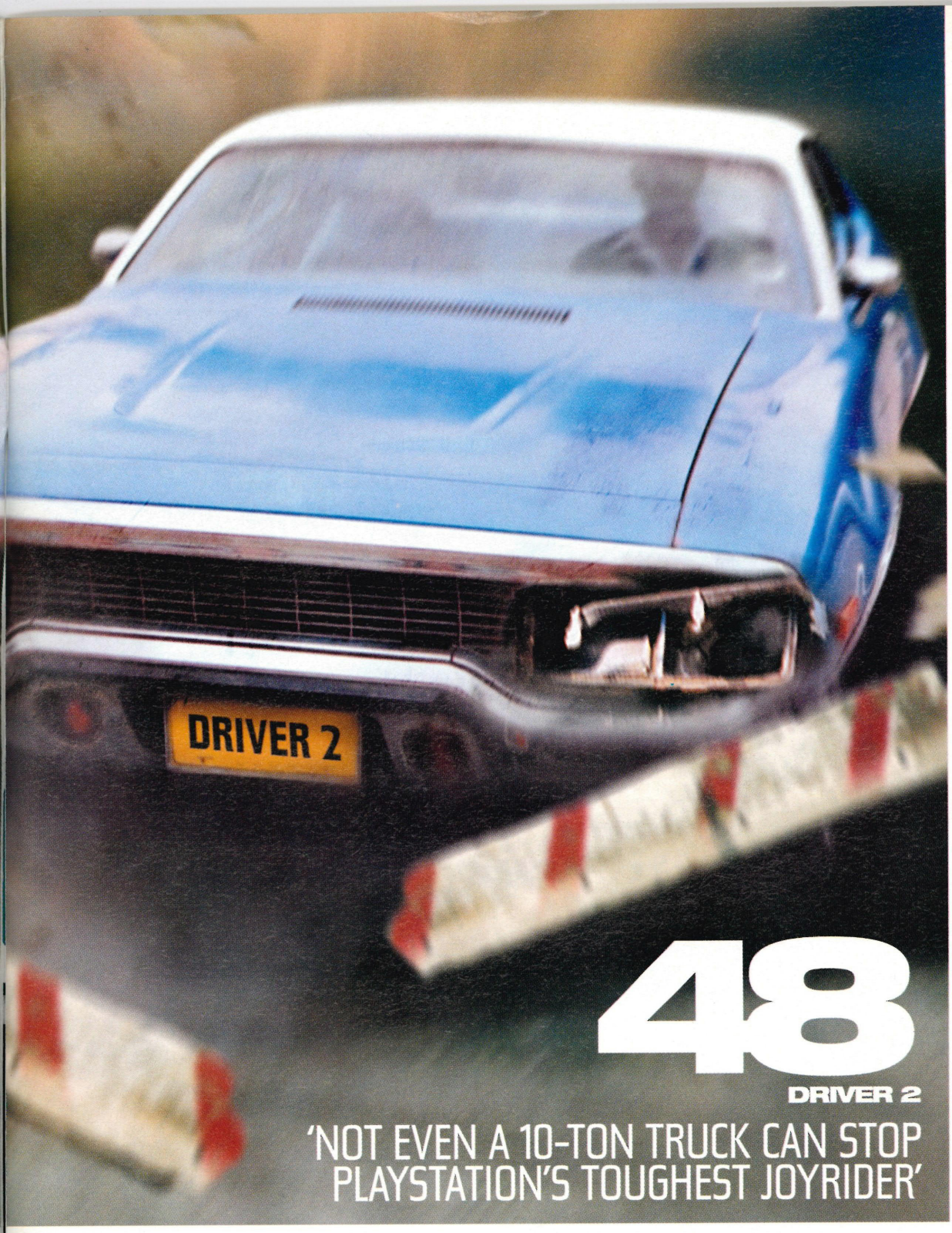
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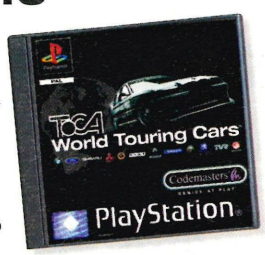
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Leather your pad and win



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Hack bone and spray blood

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Why buy the best new games when you can trade your old ones here for free?

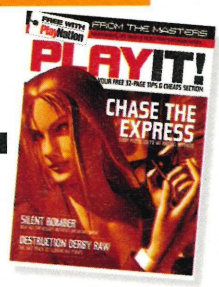
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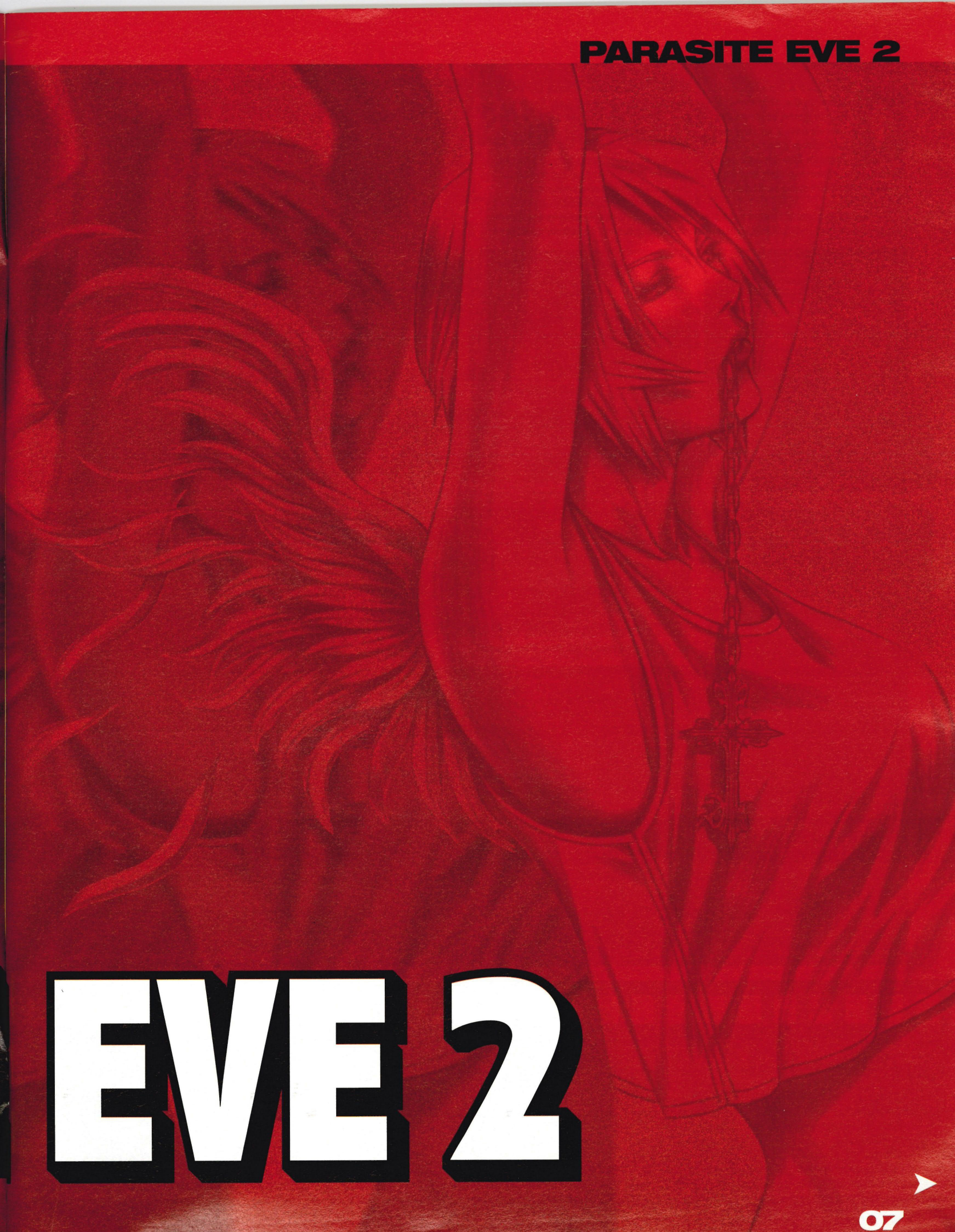
1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

THE BEST SITE TO SEE THE GAME IN ACTION:
WWW.PARASITE-EVE2.COM

Grotesque horror, knife-edged combat, devious puzzling and unmissable adventure. This is one of the finest PlayStation games this year

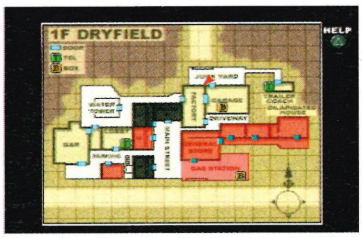
PARASITE



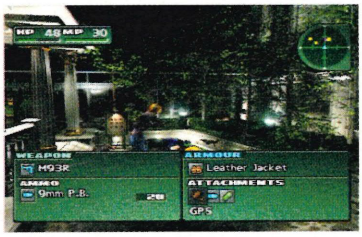
EVE 2

Once upon a time Resident Evil was the only survival horror game in town. But there's now a worthy rival to Capcom's finest. Parasite Eve 2 is just as violent, just as atmospheric and just as deep and engrossing as Resident Evil 3. No lie.

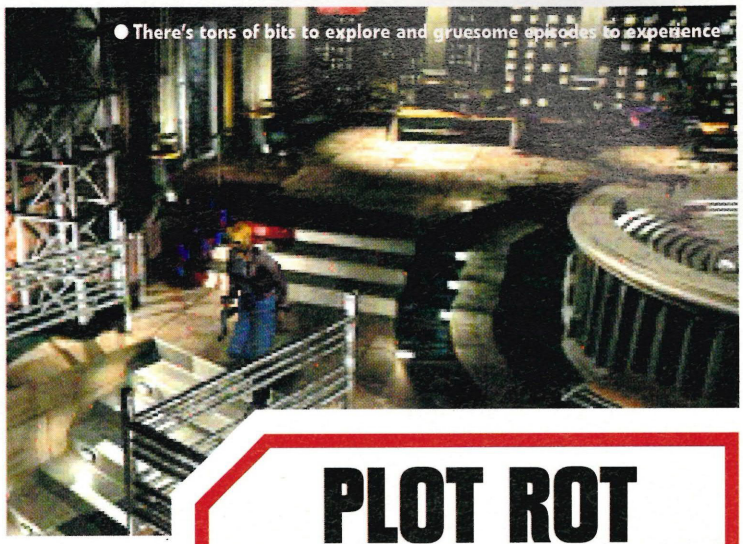
But Parasite Eve 2 hasn't just poached Res Evil's ideas and rejigged them a bit. There's a whole host of meaty gameplay ideas that give this a different flavour from the Res series. The first Parasite Eve was an RPG and they've kept some of the character development, equipment managing and weapon forging ideas in there for the second one. But don't think this is some yawnsome menu-based number-crunching affair: this is pure action. And it'll keep you sweating, and keep you guessing, right from the off.



▲ The map is incredibly useful



▲ You can't search your pack mid-combat



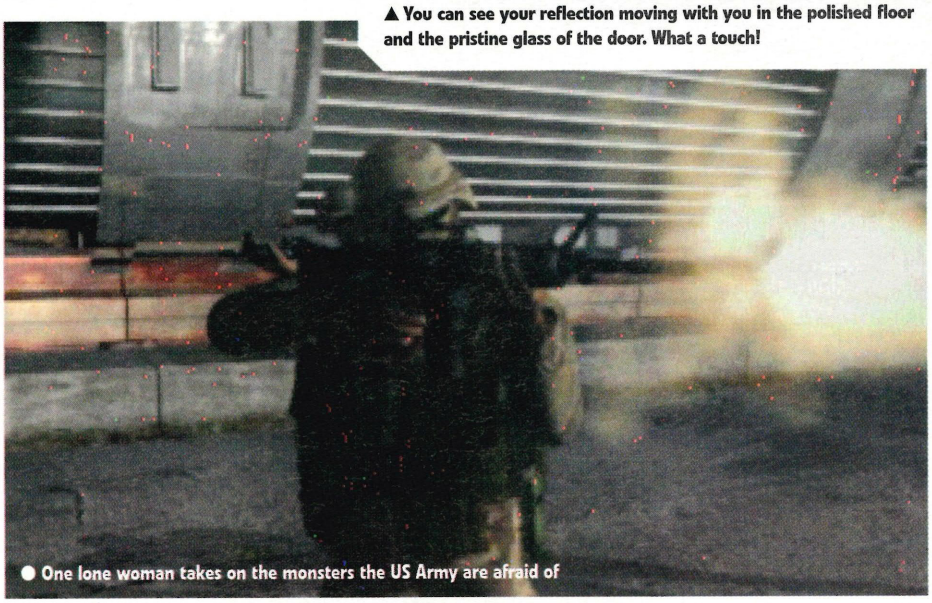
● There's tons of bits to explore and gruesome episodes to experience

THE LOWDOWN

At first glance you can't help but think it's just a lame Res Evil clone. But it soon becomes clear there's a whole lot more going on here. For a start you've got graphics that will have your 'Station sweating like a pig to pump them out. Then you realise behind the pretty visuals and spooky atmosphere, the game system is fleshed out like a Sumo prize fighter. You've got RPG-style character development, the combat system of a top stealth 'em up and a magic system that makes the combat a total blast.



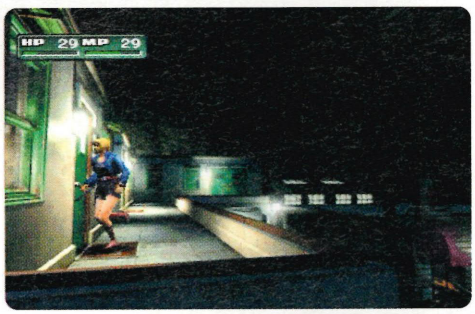
▲ You can see your reflection moving with you in the polished floor and the pristine glass of the door. What a touch!



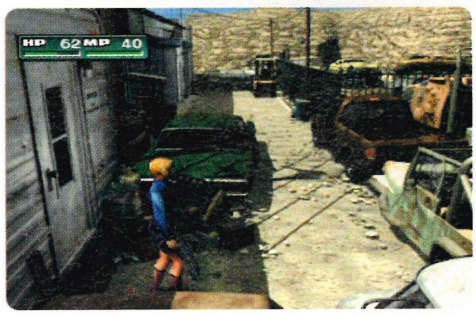
● One lone woman takes on the monsters the US Army are afraid of

PLOT ROT

OK, so this isn't going to win any Oscars for its plot. In fact, if we just say the words 'deadly virus' and 'horrific mutations', you could pretty much work it out for yourself. But who cares? When did you ever play a game for its plot anyway? But if you must know, half of the Goddamn US of A has been infected with a virus which is turning everyone into blood-thirsty mutants and you play a female agent who's going to single handedly put a stop to it. Surprised?



▲ The locations and atmosphere are always sinister



▲ You even visit locations at different times of day

THE CAMERA SWOOP

There are certain moments in some games when you realise how close videogames are getting to the feeling watching a movie. Though many of the locations here do have a fixed camera, sometimes the lens pans round following you just like in a film, which helps to set the scene and up the tension. The effect can be awesome, like here when Aya first arrives at the scene of a downtown tower block infested with mutants.



▲ You arrive on the scene for your first mission



▲ The camera follows you as you walk through the carnage

WELCOME TO MIST HEADQUATERS

YOU'LL SIGH WITH RELIEF EVERY TIME YOU CHECK BACK IN AT HOME BASE

After each mission it's time to return to HQ to rest, recuperate and stock up on as much lethal firepower as you can get your hands on. You move around this place like any other location in the game so it soon becomes pretty familiar. Here's a quick guided tour of the many attractions of MIST HQ.

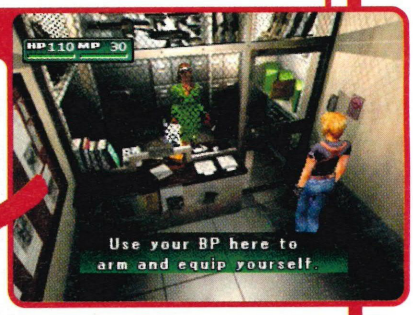
THE TELEPHONE

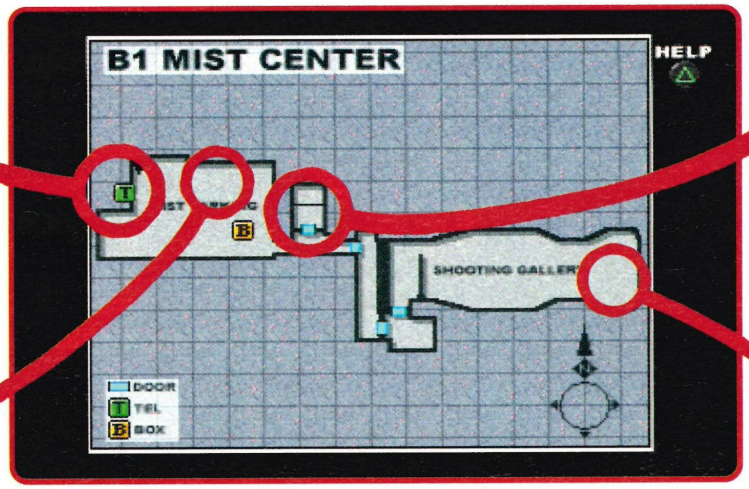
You'll find telephones around the place on your travels, not only at home base. You use these to phone your controller and save your progress. You can do so as many times as you like but only when you find a phone. It's good to talk, y'know.

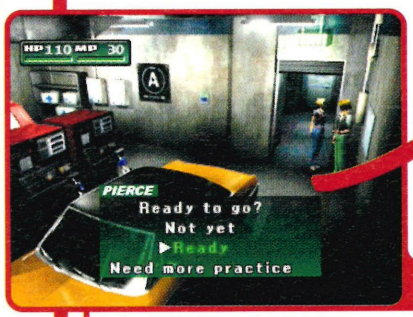


FIREARMS CONTROL

This is where you go to spend your hard-earned Bounty Points on new and more deadly gear. The selection is good to start with but you can often find more interesting stuff in shops outside the base.







THE EXIT

Once you've stocked up on equipment, finished practising in the range, saved your game and prepared yourself mentally for the horrors that await, then – and only then – should you dare step outside the sanctuary of MIST.

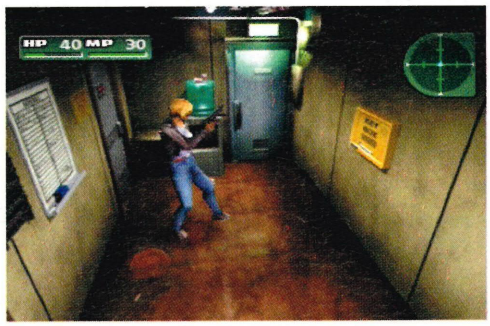


SHOOTING GALLERY

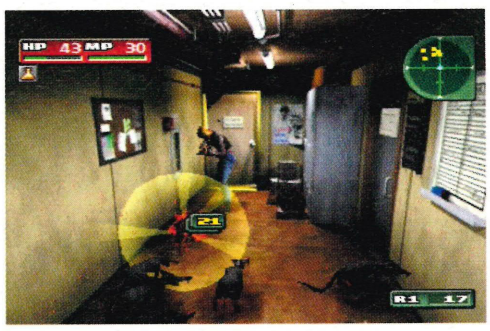
This ace firing range lets you test fire new weapons to get used to them. You can set the level of difficulty and even choose what music to listen to. Great for beginners to learn the ropes.



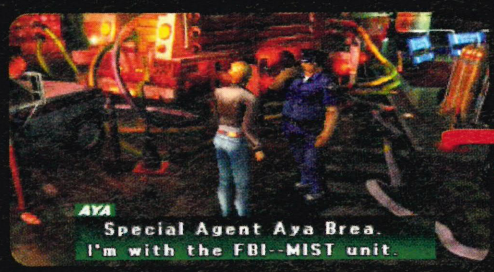
▲ Investigate everything you can for spare ammo or health



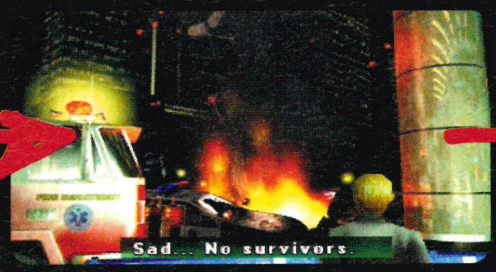
▲ She may be a lady but she knows how to handle a gun



▲ Some beasts explode when you hit them. Remember that



▲ An officer challenges you but lets you pass



▲ You walk on noticing a crashed helicopter to your left

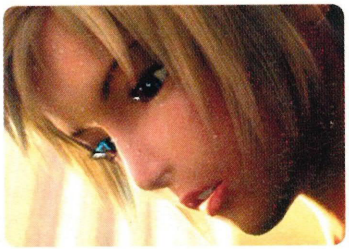


▲ The guard at the door steps aside as you enter

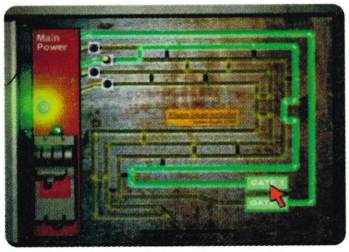
LET'S GET IT ON

YOU PLAY AYA, A SPECIAL AGENT TRAINED TO INVESTIGATE ALIEN DISEASES

You play an agent of MIST – the organisation investigating the virus – called Aya who's lucky enough to have not only a whole bunch of guns but impressive psychic powers too. The game kicks off at MIST HQ where you run through a tutorial, kit up and get ready to head out. The first port of call is a skyscraper that's been attacked by terrorists. But are these terrorists even human?



▲ Meet Aya. That's you. She looks like someone we'd like to meet



▲ Restoring power through this curcuit board is no mean feat



▲ This damn car blocks your progress. Get the hydraulics working to shift it



▲ Aya draws on her psychic powers to teach something very ugly a lesson it won't forget

ON A ROLE

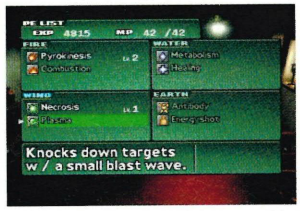
Being from the makers of Final Fantasy and Vagrant Story, you won't be surprised to hear there are plenty of role-playing elements. After every battle you get experience points, which give you new psychic powers and Bounty Points which can later be exchanged for equipment at home base. You're constantly improving your character, which is a nice change from just picking up sacks of ammo.



● You're not always alone in battle, though don't rely on anyone too much



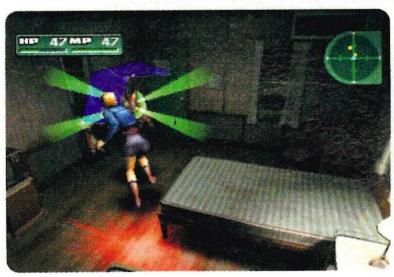
▲ The menu interface is easy to use and packed with detail



▲ You exchange experience points to learn new psychic abilities

GET ATTACHED

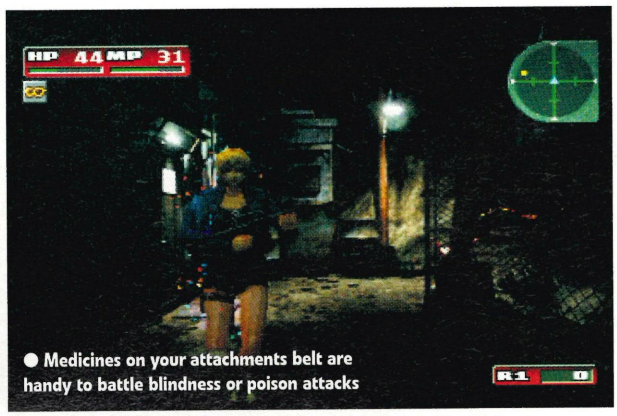
In the heat of battle here there's no rummaging around your backpack for endless medikits and stuff you might need when you find yourself being savaged by a slavering freakoid. Instead, once battle mode is triggered, you can only fall back on the items on your attachments belt. Space here is limited, so you have to plan in advance and choose the items carefully. The wrong choice of kit can spell instant, painful death, so think hard before you belt up.



▲ When short of ammo, Aya knows how to swing a nightstick around, that's for sure



▲ Keep the motion scanner in your attachments to track targets just like in Aliens



● Medicines on your attachments belt are handy to battle blindness or poison attacks

FIGHT THE GOOD FIGHT

The combat system is often undercooked in survival horror games, but it's served up to perfection here. When a ruckus looms the screen bleaches white and the game enters combat mode. You've got to stay on your toes. If you don't keep dodging and moving around, you'll get ripped to shreds. And tactics are rewarded. Find a good position from which to fire from, use cover to block enemies off, swap targets rapidly to pin several creatures down – it'll pay off. The worst thing you can do is just stand and fight, Res Evil-style.



▲ This is what happens to show battle mode is beginning



▲ Even the enemies know how to take cover. Here, a rat hides behind a pool table



▲ If you ever see something coming out of your toilet, shoot it right away

'CAN I HAVE A GUN PLEASE?'

You can buy weapons and other items either back at home base or at certain locations out in the field. You expend the Bounty Points you get from killing monsters to buy equipment. The range of stuff is immense. You can buy pistols, shotguns, rifles, grenade launchers, bayonets, holsters, CS gas, body armour and a pile of different ammo types. Whatever suits you best. And the satisfaction of building up enough Bounty for that shooter you've had your eyes on makes every battle worthwhile.



▲ This good ol' boy sells you guns. But that's obvious because everybody knows rednecks love guns



▲ The shotgun spews a spray of buckshot that can hit multiple targets



▲ The unit of currency here is bounty points. You can use them to buy equipment

BRING OUT THE FREAKS

Last month's Nightmare Creatures 2 boasted an impressively foul array of beasts, but for out and out 'What the Hell is that' factor, this really takes the biscuit. There are things that slither, things that swim, things that fly and things that crawl – and all of them are dazzlingly rancid. It's not enough to meet a bloated, pale-fleshed ogre with flailing arms like hellish tree trunks, oh no. He has to have a machine gun sticking out of his gob. Check some of these out for size:



▲ Letting rip with the assault rifle has little effect on this huge thing

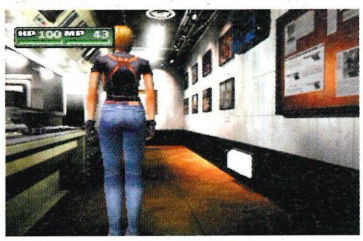


▲ Some of the monsters simply refuse to die. Just keep shooting

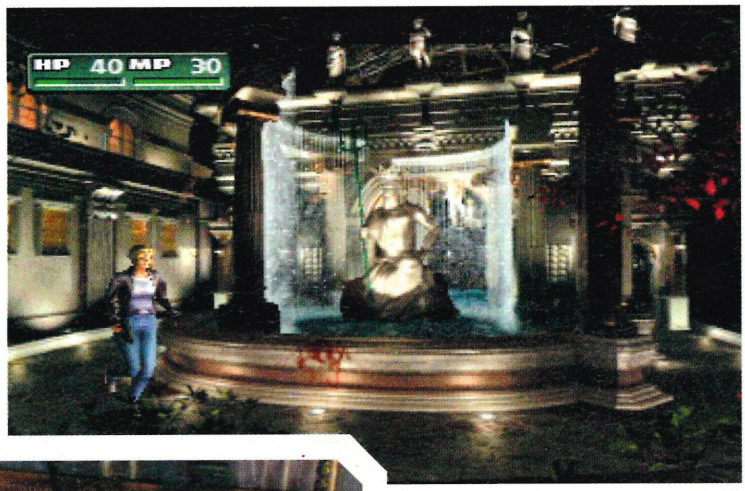


WE LOVE PE2

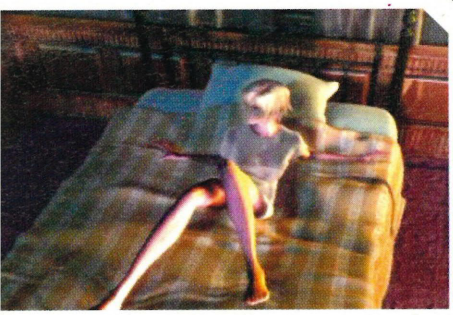
This is up there with the big boys in the 'scare you witless' field. It's easily as good as Resident Evil 3, and it stomps all over pretenders like Silent Hill. There's so much depth to Parasite Eve 2 you'll keep on coming back, and the scares are horribly intense. If you've done all the Res games, and you're itching for more horror, look no further. This is a belter.



▲ This is one of the rooms at MIST HQ. Take your time to look around while you can



▲ The locations look as good as anything



▲ You get a pretty sexy bird to boss around



▲ Aya's safe in the knowledge PE2's the bizz

ALL IN THE MIND

Apart from hit points, Aya is also rated for magic points. She starts the game with just one power, Pyrokenetics, but soon becomes able to summon other psychic forces when she gets enough experience points. These powers are vital to your progress and can mean the difference between ending up at the next save point or ending up in the colon of some ravenous monstrosity. Here are some of the otherwordly powers you'll be using.

1 PYROKENISIS

This sends a blast of burning energy out in front of you in a cone-shaped radius. Line up multiple targets and watch them all take some heat. It's devastating against big groups



2 NECROSIS

Searing electricity pours from your hands in a straight line giving anything in its path the shock of its life. Necrosis does massive amounts of damage, but it costs a lot of Magic Points



3 PLASMA

When surrounded, what better than a quick blast of plasma which sends out a shock wave, hitting anything around you in its range. This one's a good choice for when it's all going wrong



4 COMBUSTION

With a wave of her arm Aya flings out a sheet of flame around her. This is a good short range area attack that can deal with many targets at once. Ideal for the smaller alien pests



5 ENERGYSHOT

This is a good power to release at the start of a battle as it increases the hitting power of your firearms. That means less ammo and more pain for your enemies. Sweet as a nut



LIKE THIS? TRY THESE



Galerians: freaked out drug-boy goes nuts in a warped Resi-clone



Res Evil 3: The best of the series and a full-on PlayStation classic

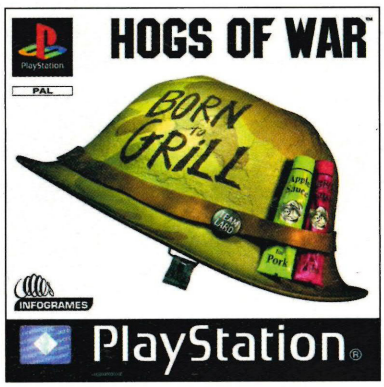
WE RECKON

They've taken the survival horror genre, stuck it under a microscope, surgically removed all the best bits, grafted on a whole bunch of RPG elements and spawned a monster. a monster that will take you in its iron grip and not let you go until you've seen everything it's got to show. Be warned. **Steve O**

10 OUT OF TEN

2 for £50*









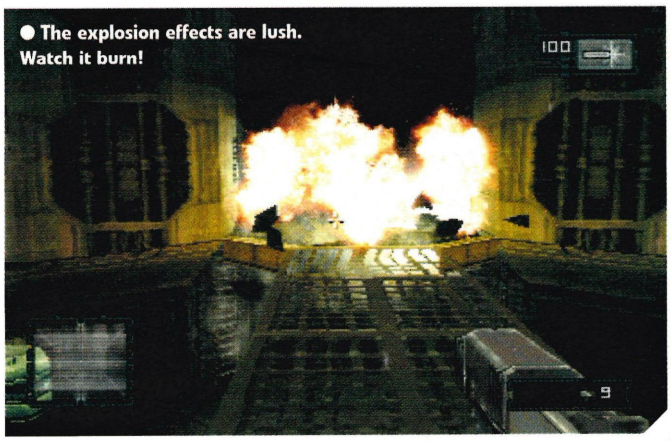
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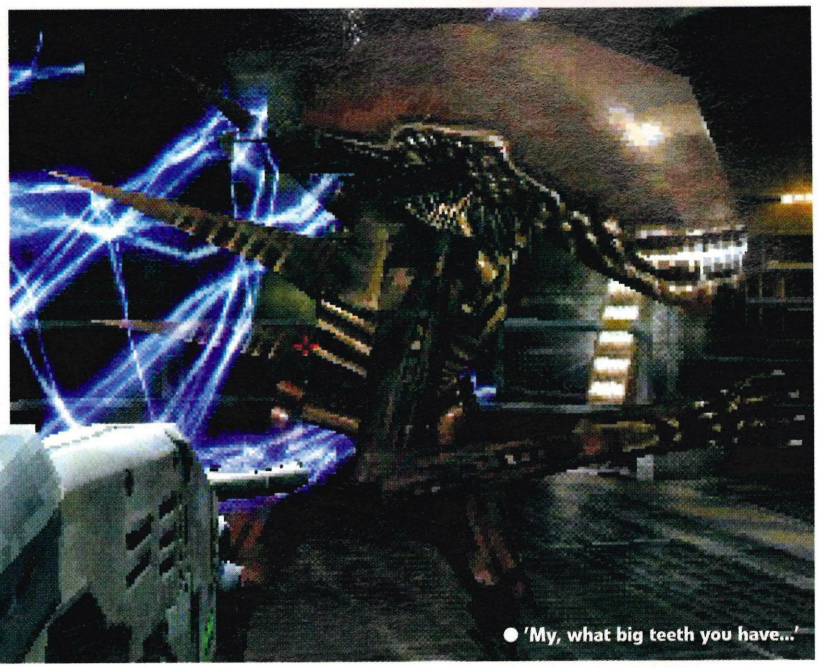
Virgin megastores

DANGEROUSLY ENTERTAINING

*Offer applies to stickered items only individual titles £29.99. While stocks last. Prices may vary in Republic of Ireland.



● The explosion effects are lush. Watch it burn!



● 'My, what big teeth you have...'

ALIEN RESURRECTION

Welcome to the most palm-sweatingly tense shooter ever

This is a first-person shooter, sure, but if you're expecting a high octane no-brainer gunfest, think again. Like the Alien films, Alien Resurrection trades in creeping fear and tension, not mindless gunplay and constant carnage.

The USN Auriga is being overrun by unstoppable alien death machines and you're caught in the middle of one big acid-blooded killing frenzy. You're in a cell, badly wounded and unarmed. The vessel's dark, sprawling corridors stretch out in front of you and hundreds of brutal xenomorphs are running riot.

You start up with the odds heavily stacked against you, and you're always only a step away from death wherever you are because ammo's always in such short supply.

It's always dark and there's always the sound of aliens moving around you in the shadows. This is definitely among the darkest games ever on PlayStation.

KNOW THIS



PAY NO MORE THAN **£29.99**

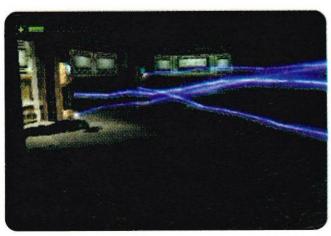
OUT NOW

1 PLAYERS

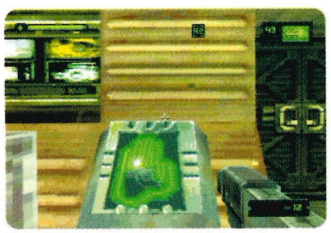
JOYPAD, MEMORY CARD, DUAL SHOCK PAD

ONBOARD THE AURIGA

The corridors, labs and control rooms of the ship are so well drawn it could almost be rolling footage from the film as you creep through them. Lights flicker and fail, never quite giving enough illumination to make you feel confident. Gases and vapours seep and hiss from ruptured pipes. Sparks fly off damaged consoles and loose cables. These are some of the most atmospheric locations you'll ever explore on your PlayStation.



▲ The lighting effects are stunning. Remind yourself this is PS1



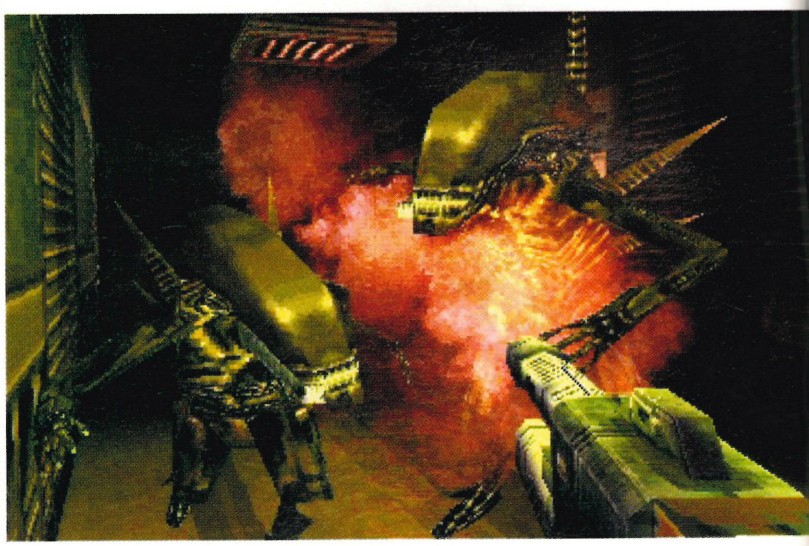
▲ Every location's super-detailed, with loads of bits to interact with



▲ The dark, decayed atmos of the film locations is here in spades



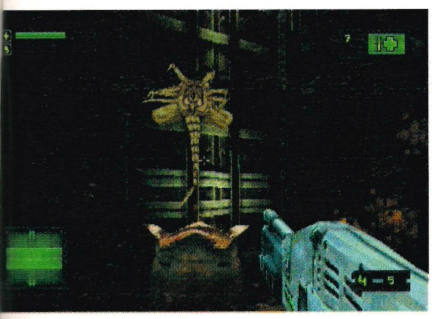
▲ There's a real sense of scale to the xenomorph-haunted areas you explore



▲ The classic Aliens flamethrower still packs a punch. Let's rock!

FACE HUG

What would an Alien game be without the facehuggers? Every time you see one of those huge eggs you'd better tool up because a hugger's never far. They scuttle at you fast and you've got to be on the money to hit them. If one gets to you it fills up the screen as it clamps onto your face and everything goes black. You come round with an egg inside you and a timer ticking down. If you don't find an auto-doc quick then you're gonna have a six-inch worm burst through your chest.



▲ Open eggs mean facehuggers are near



● Even doubled-up, your guns won't hold off the alien menace for long

WE ARE NOT ALONE

THERE'S A HUGE AMOUNT GOING ON AROUND YOU

Things start with you as Ripley coming round in your cell. The ship's computer is reeling off instructions and alarms over the loudspeaker. You creep out to find bodies everywhere. Panicking crew rush past before you can stop them. Screams ring out ahead but when you arrive only mutilated corpses remain.

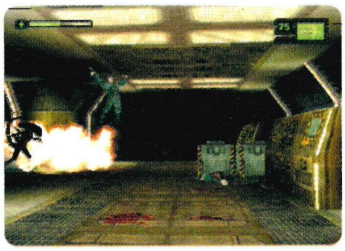
Later, you'll see scenes where an alien flashes past in pursuit of a stricken marine, or you'll arrive at a door just as it's being welded shut from the other side. You can even hear the voices of the troops doing it. It really feels like you're part of a bigger drama: more like a film than a videogame.



▲ The computer sends out messages



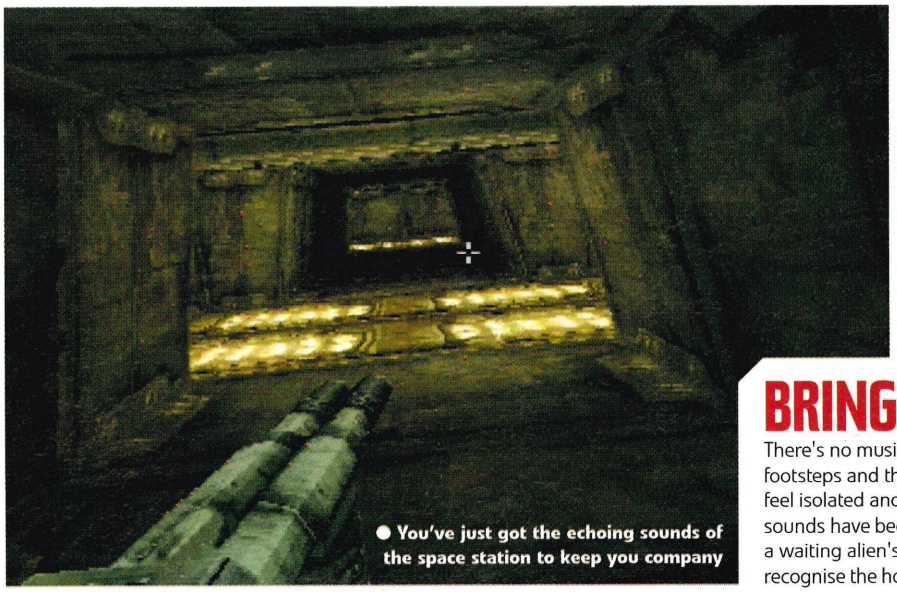
▲ Cutscenes keep the action rolling



▲ A marine gets blown to shreds



▲ The tension just keeps rising



● You've just got the echoing sounds of the space station to keep you company



● All the sounds are absolutely spot on

BRING THE NOISE

There's no music to accompany your exploration. Just the continuous rhythm of your footsteps and the hum of the ship's engines. And it works a treat. You can't help but feel isolated and jump at every muffled scream and tortured cry from up ahead. The sounds have been sampled from the movie and it shows. You'll recognise the sound of a waiting alien's breathing and then the shriek as you fill it full of lead. You'll even recognise the horrible flesh-ripping noise of a facehugger busting your ribcage.



● Make no mistake, this is one of the toughest shooters ever



▲ You haven't even got time to blink. React or die

'SAVE ME! SAVE ME!'

Save points in Resurrection are rare. Maybe this feature's supposed to add to the tension or something. But hang on, do they think this a new idea? There's always been games where saving happens infrequently and what does everyone always say about them? That they're damn annoying. Yes, you feel tense when you haven't saved for ten minutes, but you also want to wring one of the game designers' necks when you find yourself repeating the same bit over for the eighth time.

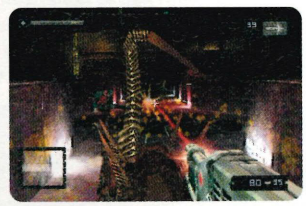
COUNT YOUR ROUNDS

The first weapon you find is a pistol, but it's pretty useless against a ton of armour-plated exo-skeletons. Find the shotgun and you can take 'em out close up with both barrels.

But ammo is scarce as hell. The laser is a godsend and slices through ETs like butter, but its batteries don't last long. You'll find a pulse rifle that hammers out rounds like pneumatic drill and a deadly flamethrower, but you never get enough reloads for these either. You've always got to think whether you can get away with using a smaller gun so you save ammo for later on.



▲ Ammo is about as hard to come by as healthy fast food



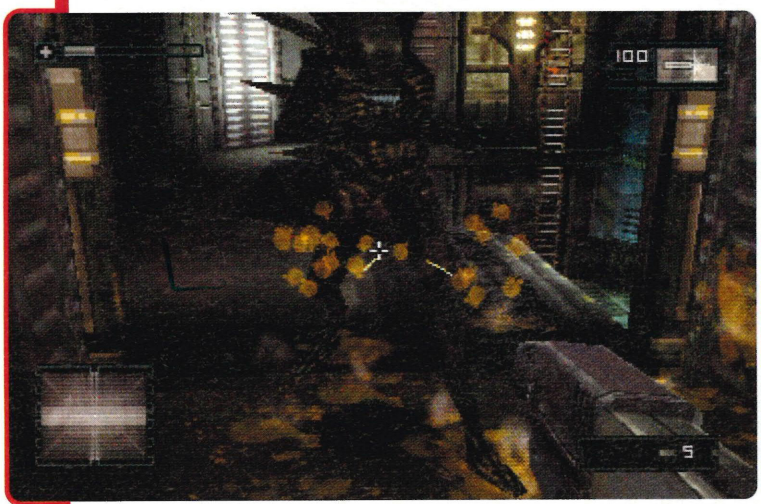
▲ The laser's cool, but the batteries ain't Duracell. A few shots drain it



▲ The shotgun's a nice, meaty weapon, but ammo's scarce

MULTIPLE PERSONALITIES

You start the game as half-woman, half-alien Ripley but swap characters every level to control others from the film like Winona Ryder's Call. Each character has different abilities and strengths. Being an android, Call is immune to acid splashing off wounded aliens and can withstand falls better than others. Plus she's got an inbuilt motion scanner. Each character has different strengths, and later in the game they can withstand damage better or use two guns at the same time.



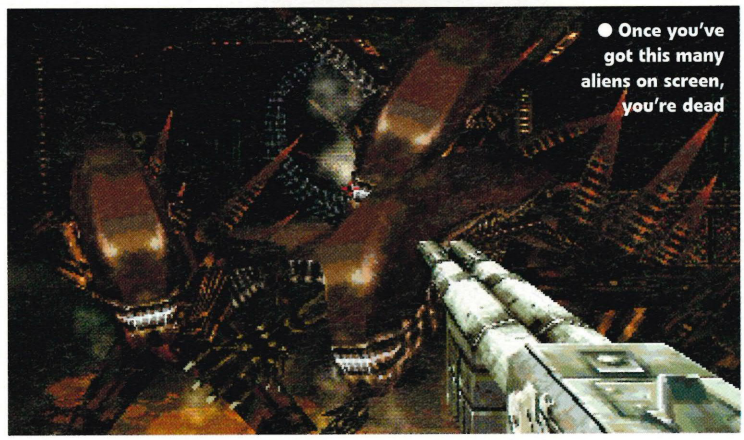
▲ Winona Ryder's character is able to withstand splashes of acid blood



▲ Save points are absurdly rare



▲ The action never lets up



● Once you've got this many aliens on screen, you're dead

ATTENTION TO DETAIL

They've gone over this with a microscope to make sure every little detail is taken care of. In combat your weapons give off a muzzle flash, spent shell casings clatter to the floor and your rounds leave bullet holes in the bulkheads. Shoot a corpse and blood spurts out of the body. The flashlight swings back and forth in front of you, casting as many shadows as it lights up. The rumble of the engines and generators echoes in the vibration of the Dual Shock. No stone has been left unturned in cranking the intense silver screen feel of this game to the max. This is going to make you sweat.



▲ Shoot a corpse and blood sprays out of it. But don't waste too much ammo, you'll need it later



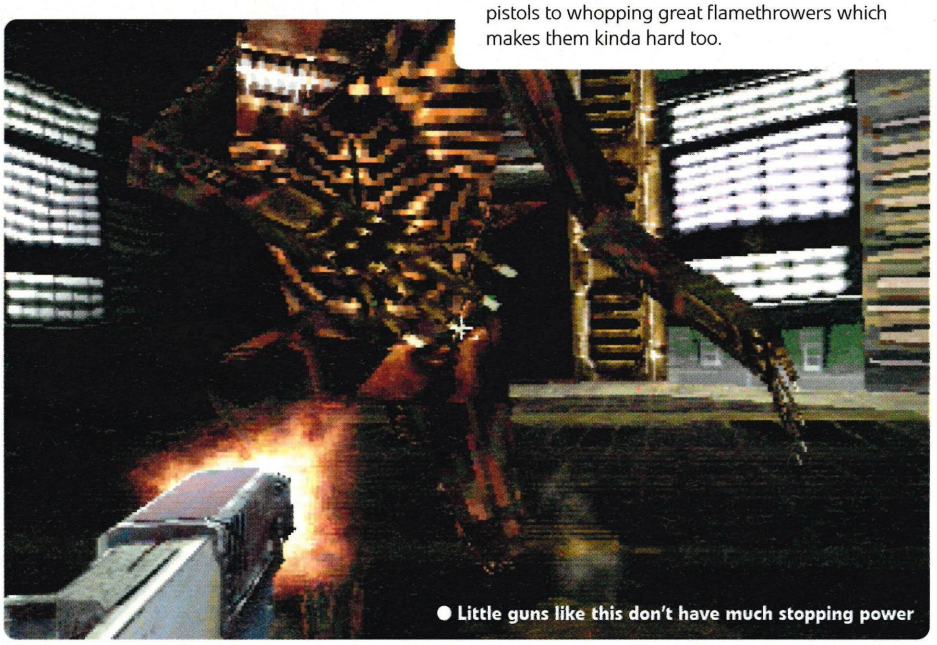
▲ Lay off! Lay off! He's dead already! It's the attention to detail that makes this shine



▲ An alien tucks into a feast of extra rare marine. Time to give him a side order of high-velocity buckshot

THEY ARE OUT THERE

Practically anything that moves on this ship is out for your blood. And apart from razor-fanged ETs that includes evil space marines and security guards too. As if it wasn't hard enough already. The aliens move like lightning, hunt in groups, and can drop appear out of no where from above, below or behind you. They're nasty. But the humans carry anything from pistols to whopping great flamethrowers which makes them kinda hard too.



● Little guns like this don't have much stopping power



● The aliens are deadly at close quarters: kill 'em fast!

LEARN THE HARD WAY

It's so easy to get bushwhacked by a couple of charging aliens that you can't take anything for granted. They drop from ceilings and lurch round corners when you least expect them. It's well hard to be ready when they come and if you're not ready, you're dead. It's not so much challenging as damn-near-impossible to reach certain save points without dying three or four times. Constantly repeating sections, and only being able to make progress by learning exactly where the threat will come from can end up a bit tedious and very frustrating.



▲ Aliens leap out at you with no warning at all times. Stay frosty or you're dead

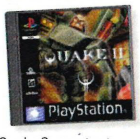


▲ If you even let one alien get up next to you, it's goodnight from you

LIKE THIS? TRY THESE



Alien Trilogy: looks pretty old and lame, but the atmos is great



Quake 2: constant, sickening violence and huge guns

WE RECKON

First your barnet will turn white as shock after terrifying shock smashes your nervous system to a pulp. But then you'll pull all your hair out anyway in sheer frustration at having to repeat sections over and over, looking for the next save point. This game is pure class, but it's just too damn hard. **Steve O**

8

OUT OF TEN


● Strips are accurate for the 2000/2001 season


● Gerald Houllier still looks a bit like a frog


● The only friendly gesture at a West Ham match

FOOTBALL MANAGER 2001

It's August. Time to start swotting up for the first of the new season's coach 'em ups

CONTROL FREAK

How much influence you feel you've actually got over events on the field is a vital ingredient in making a management sim work. And here you're given enough tactical options to keep most armchair gaffers happy. You choose the formation from the tried and trusted 4-4-2 to a more adventurous 3-2-5. Team style can include off side traps, the long ball approach or a pressing game. And even individual players' orders can be adjusted within your overall system. Pretty much everything is covered.



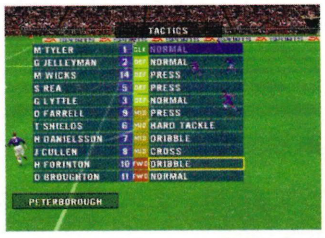
▲ There's one obvious mistake in this Chelsea line-up. We've accidentally left an English player in at left-back



▲ Tell the lads to go hell for leather when they haven't got the ball, and slow the pace down when they have



▲ The key to winning the league is strength in depth. Build a big squad



▲ Make life hard for yourself by managing a non-Premiership side

It takes a certain kind of person to enjoy football management sims. It usually requires a combination of mathematical acumen, monk-like patience and an insane love of the beautiful game.

But games like Football Manager 2001 do their best to make this specialist genre as appealing to newcomers as possible, by throwing in nice cutscene and letting you watch matches in lush 3D, complete with cliché-spouting pundit commentary.

All the teams in the English leagues, right down to the Conference, are here and you can try to manage any of them to European success or Dr Martin's-sponsored glory. Arsenal, Man U, Liverpool, Bury – all the greats are here.

Freshly installed at the helm of your chosen club, you'll soon feel at home. Finding the information you're looking for, getting to the correct tactics' editor or merely progressing to the next match are all as simple to accomplish as you could hope for. In no time you'll be flicking between screens like a demon.

KNOW THIS

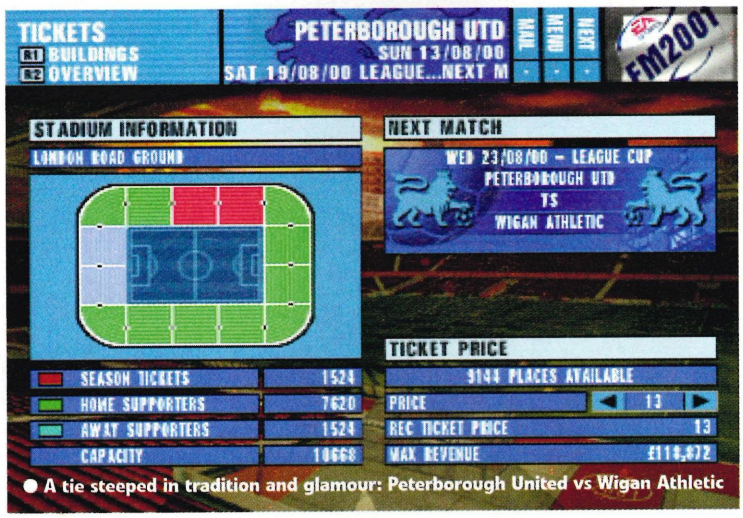


PAY NO MORE THAN **£24.99**

OUT AUGUST 25

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD



● A tie steeped in tradition and glamour: Peterborough United vs Wigan Athletic

THE VIEW FROM THE STANDS



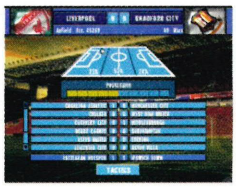
▲ Triangular shirts have amazing aerodynamic properties. Ask Kanu here

You can watch highlights of your matches, view a ridiculously fast scanner representation of the game or go straight to the result. The highlights graphics are reasonable and you get commentary featuring good old Andy 'Look at that Martin!' Gray from Sky.

To its credit, the matches flow pretty well but without being able to adjust the camera angle, you can't really see the team pattern in action. You can pause any time to make a substitution, fine tune the tactics or just check the stats. The in-game coverage lasts a while though, so it's unlikely you'll watch many of your matches. Skip straight to the result.



● The 2000 Charity Shield gets underway



▲ Keep a close eye on rivals

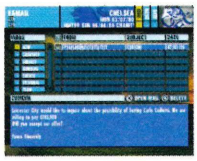


▲ Let's hope not, huh?

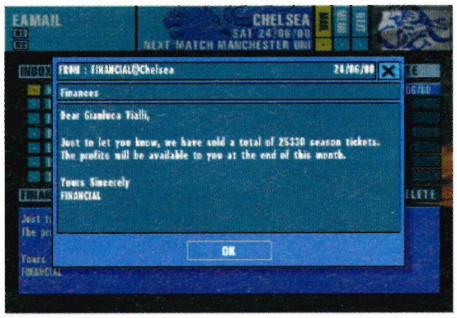
YOU'VE GOT MAIL

TELEPHONES ARE SO OLD FASHIONED

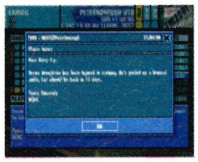
Life as a football manager is a busy one and during the season you'll have to keep in touch with a lot of people. And this being the 21st Century and all, the way you'll do this is through email. Only this being an EA game, it called EAmail. Clever, huh? So every so often you'll get a note from your financial department telling you about season ticket sales, or a message from your scouts telling you about an upcoming transfer or a complaint from the groundsman about the state of the pitch.



▲ The only thing missing from this in-box is daily porn



▲ The season ticket sales are in. All those sleepness nights you had worrying about it weren't in vain



▲ Training injuries are incredibly annoying

GET YOUR ANORAKS OUT

So it's easy enough to pick up and play, but has it got that attention to detail that die-hard Wenger wannabies crave? The answer is, just how deep do you want to get? Sure you can coach each player individually. You can scour the lower leagues for bargain buys. You can keep track of finances. Hell, you can even build a club shop if you want to. But that said this is clearly designed to be as accesible as possible, and detailed though it is, if you're a serious stat head you might prefer something like Player Manager 2000 for your virtual coaching fix.



▲ 14 million quid. That'll buy you one saucy evening with Real Madrid's Luis Figo



▲ OK, we admit it. It looks dull as hell



▲ Build a shop and cash in on merchandise

LIKE THIS? TRY THESE



LMA Manager - still the daddy of PlayStation manager games



Player Manager 2000 - tactics that would even test Wenger's skills

WE RECKON

Unlike the England team these days, this is pleasing to the eye, full of nice touches and easy to get your ideas across to. It's pitched at fair weather managers rather than the hardcore, but you expect that from EA. But apart from being bang up to date, it still can't match LMA for pure playability. **Steve O**

8

OUT OF TEN



▲ If you've been put off by the difficulty of earlier TOCA games, don't worry. This one's easier



▲ There's a massive range of touring cars and support racers to check out

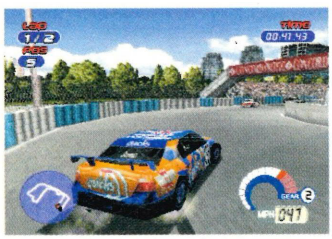
TOCA WORLD TOURING CARS

Giant petrol-guzzlers swarm like bees to take the chequered flag and you're in front

YOU CAN HANDLE IT

Previous TOCA games looked good on paper, but playing them tested the patience of even the most committed racers. If you blazed into a corner a bit too quickly you spun, crashed and ended up shouting four letter words as your car struggled back out of the gravel in last place.

WTC makes it easier on the newcomer, and even if you get smashed into the side you can usually recover without losing too much time. It doesn't make the game much easier though: the computer cars rattle round extremely quickly and you've still got to drive a fantastic race to win. When you do, the satisfaction is bang up there with scoring an injury-time winner in an ISS World Cup Final. Awesome.



▲ Stab on the handbrake to screech round tight hairpins in style. Don't overdo it though or you'll spin



▲ It requires a special kind of idiot to flip the car onto its lid. The handling's pretty forgiving

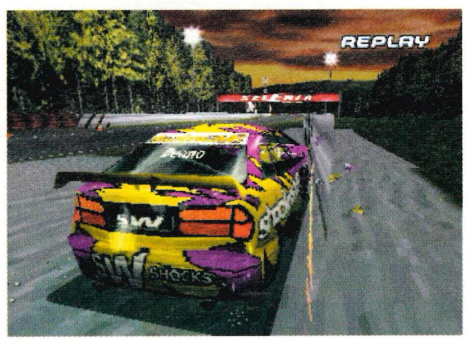
Racing games tend to make a big fuss about being realistic. And there's no question the first two TOCA games were realistic. In fact, they were so punishingly real if you span out even once, the race was basically over. Thankfully, the third TOCA tones down the realism, and one spill doesn't necessarily spell defeat.

As a result, it's a lot more fun. It's fast, challenging, intense and pumps your adrenaline like doing bungee jumps for 12 hours solid. Sure, you don't have to sweat constantly about hitting the verge in case you spin off, but you still have to race like a demon to win. This is the TOCA series coming of age, and it's simply a fantastic videogame.

If you're new to the series, here's the deal. Touring cars are souped up versions of cars you see ferrying sales reps between ass-kissing appointments. But instead of cutting you up at roundabouts in town, these Accords, Lagunas and 406s engage you in 120mph death chases around the world's finest race tracks. There are 23 circuits, and over 40 real cars to cane. Sound good yet?

KNOW THIS

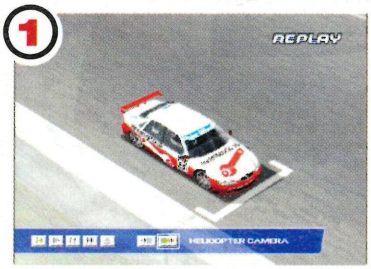




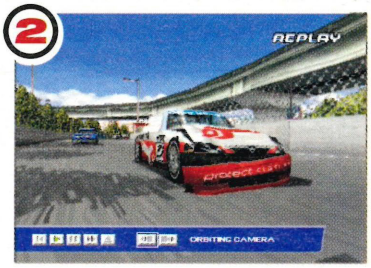
▲ The visuals aren't quite up to GT2, but they're close

IT'S A CONTACT SPORT

Succeeding in TOCA WTC means getting very smashed up. It means steering into a guy as he passes you to send him spinning into the verge. It means howling down the home straight with your bumper sparking along the ground. Each whack and crash you take deforms the car realistically. At the end of a good race what crosses the finishing line looks nothing like the car that started.



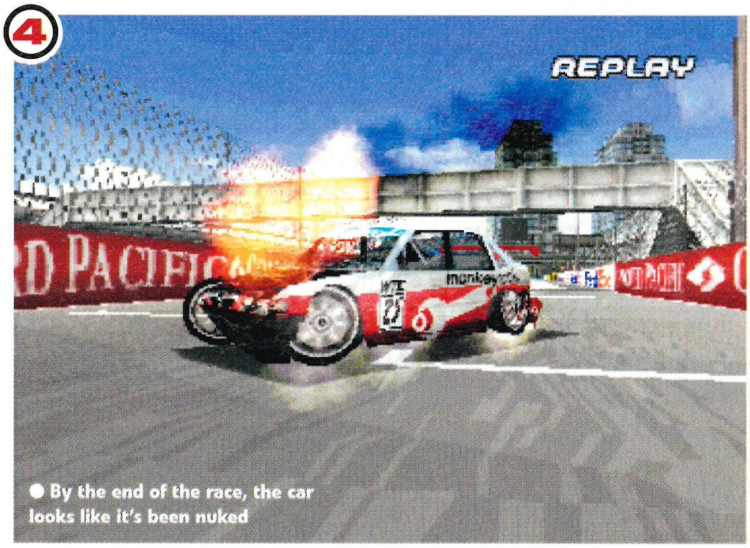
▲ Here's your basic car. Before the carnage



▲ That's my bonnet wrecked then



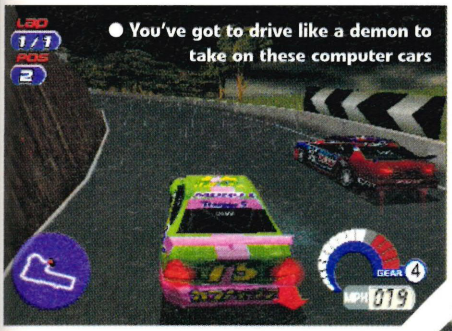
● Another high-velocity collision does the engine in, and leaves the bumper dangling



● By the end of the race, the car looks like it's been nuked

LONELY AND LOVING IT

The best thrills in a racing game usually come in versus mode against a mate, but TOCA WTC has a single-player game that's extremely competitive. The cars you race against are roughly as fast as you are, and you'll always find yourself with a rival on the horizon. You'll never just blast past though them: you need to chip away at their lead by out-braking them at corners and hogging the racing line. Even when you're good at the game the guy in front is always a challenge to get past. Every race delivers the same thrill and buzz. You've got to push it to the limit all the way if you want to win.



● You've got to drive like a demon to take on these computer cars



▲ Drive really aggressively early on in the race to make sure you stay with the leaders

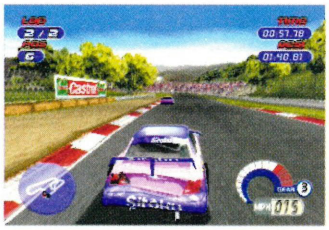
YOU NEED EYES IN THE BACK OF YOUR HEAD

HARDCORE AUTOMOTIVE PARANOIA

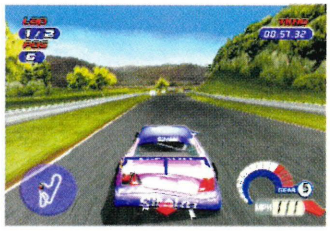
No other racing game has you looking over your shoulder as much as TOCA WTC. A red arrow behind your car shows you where the guy behind you is positioned, and you need to be blocking him the whole time. On night courses you can see their headlight glaring off the back of your car, and you genuinely feel under pressure. Getting into the lead is tough, but staying there is even tougher. After every good bend you look back to see how the guy behind took it. Often they're a bit quicker than you and blocking is the only way to win. Blocking off a faster rival for a whole lap is almost as good a rush as winning a race.



▲ If he manages to squeeze past, clip his back wheels to send him swerving off



▲ No arrow means there's no one in range: concentrate on the guy in front



▲ A bold red arrow means he's right on your tail. Defend your position

SUGAR IN THE TANK

Nobody's perfect. Not even top-notch PlayStation racing titles. TOCA WTC has got a few annoying faults that might help explain why the score in the box down there isn't a big fat ten.

THE MAPS ARE TOO SMALL



▲ The mini map shows you the course and your rivals. But on twisty circuits like Suzuka it's so small it's useless

MY SAME ENGINE HELL



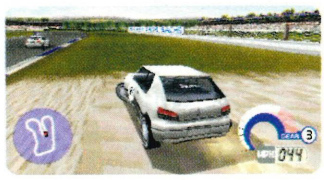
▲ The similar speeds of the cars means you might chase the car in front for ages and not get any closer

TOO MANY BLOODY CRASHES



▲ When the traffic is high, there's not a lot you can do to avoid getting clattered. Lose a race like this and your blood boils

MEMORY TEST? GAME?



▲ You have to really know the tracks to win: right down to knowing how hard to brake. Drive by instinct and you'll lose

ME, YOU AND THE COMPUTER TOO

Too many PlayStation racers assume that when you want to play two-player, all you want is two cars on the circuit. TOCA WTC does the right thing and throws in four CPU cars when you race a mate. That way there's more potential for carnage. WTC also offers you a four-player split-screen mode, providing you've got a multitap. The action is a little slower than in two-player, but it's definitely worth a go. And even in four-player it still looks cool.



▲ Vicious weather gives it an edge



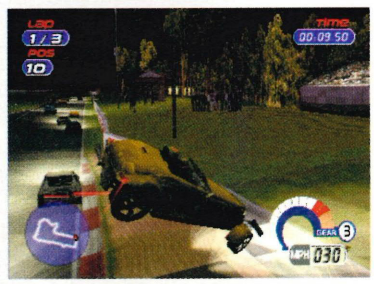
▲ Make sure you're playing on a big TV to get the most out of the four-player mode

ALL AROUND THE WORLD

TOUR THE GLOBE AS YOU SWEAT FOR TOURING CAR SUPREMACY

What really makes WTC rock is the sheer number of new courses and stuff you can find in there. In single-player mode you compete in various countries' national championships, and if you do well enough in them you get promoted to the international series. Ace that, and you're up for the world championship. Each time you win a series it unlocks a new course, and if you satisfy your teams expectations by, say, winning three races, you get a code that unlocks a secret in the game. Your cumulative points total also allows unlocks a shed load of secret cars. Finishing the game takes weeks. Unlocking all the extras might run into months.



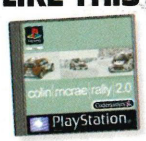


▲ One special code sets the in-game gravity really low. Cars take off at even the slightest bump. But you have to work to get the cheat



▲ Score big points and you unlock the Dodge Viper. Goes like a rocket and steers like a shopping trolley

LIKE THIS? TRY THESE



Colin McRae Rally 2.0 - the most exciting racer on PlayStation



TOCA 2 - far more difficult than this one, but it's still cool

WE RECKON

Sit down for a quick sesh on TOCA WTC and you'll still be perched on the edge on your seat hours later. It's going to annoy you at times – and we mean really annoy you – but you'll keep coming back until you hammer it. This is pure racing adrenalin from start to finish. **Dean**

9
OUT OF TEN

DON'T LOSE IT

World's only Voice Recognition Cheats and Tips line.

dial A cheat

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- Updated daily with all the latest hints & tips
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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

dial A cheat™

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.

TENCHU 2

BIRTH OF THE STEALTH ASSASINS

Silent infiltration, ingenious camouflage, ruthless murder – it's time for a ninja masterclass. The stealth assasins are back to slit your throat and watch you bleed

You edge along the wall, craning your neck to spy the guard patrolling the entrance to the warlord's stronghold. He walks toward you then turns and marches to the other end of the parapet. Now you know his routine, the next time he approaches you are ready.

He turns his back and without a noise you roll out from your cover, silently drawing your katana. The last thing the guard sees is a flash of silver under his nose as his neck is slashed open.

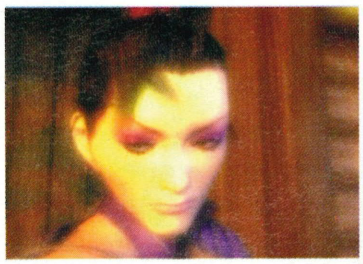
Tenchu 1 was the 'Station's first sneak 'em up and while it's been a long time coming, the sequel's finally here. And it's bigger, better looking and even more savage than before. Like the first game stealth is the order of the day, but long periods of creeping around are broken up by bursts of startling violence. That's the life of a ninja.

Gameplay remains essentially the same too, and it even suffers the flaws of the original. Your view into the distance is limited, and there's just not enough throat-slitting combat. But there are good bits, and lots of them.

KNOW THIS



PAY NO MORE THAN
£34.99
OUT NOW
1 PLAYER
JOYPAD, MEMORY CARD, DUAL SHOCK PAD STEERING WHEEL



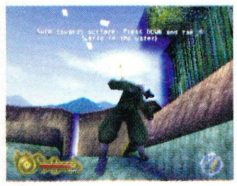
▲ Most 'Station adventures have a foxy cast



▲ Front-fastening bras totally thwart ninjas



▲ Ayame, the female character, wields two smaller blades



▲ Breathe through bamboo



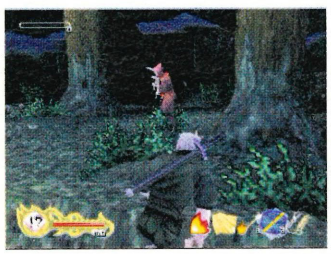
▲ Watch your back at night



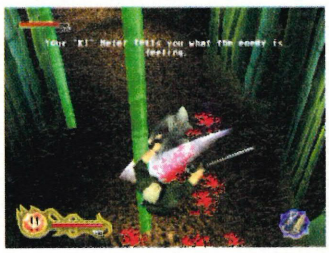
▲ Guy Fawkes, *Tenchu*-style

HIDE AND SNEAK

If you're into the idea of cunning stealth and silent subterfuge then look no further. Ninjas make the SAS look like circus clowns. The only way to become good at Tenchu is by being prepared to wait for your carnage. If you prefer to go in gung-ho then you're signing your own death warrant. You need the patience of a chess master as well as a fearsome killer instinct to succeed. Getting into a sword fight is the cardinal sin here because others will hear and your cover is blown. Every kill should be unannounced, every death rattle silenced. This is an action game but played in slo-mo.



▲ Always use the scenery for cover



▲ This game sure is bloody

SO WHAT'S NEW?



▲ The lethal 'run down the shops and pick me up some tea bags' mission starts to take shape

If you were a fan of the first Tenchu you won't be disappointed here. There is a new character to unlock along with the original two, and the missions are slightly different depending which character you use.

There are also more missions than the first game. The environments are bigger and more detailed, and the scope of the scenarios has been widened to include full scale sea battles and defensive operations.

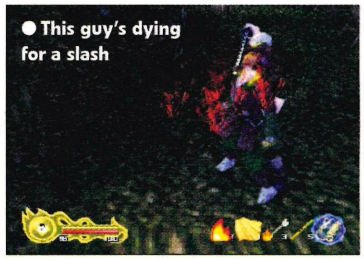
New moves, enemies, items, kills and a detailed mission editor will keep you occupied for hours on end, plotting out fiendish tasks for your mates to complete.



▲ Scale the rock face to spring the ultimate surprise. They won't be expecting you

STEALTH KILL

There's no more satisfying way to dispatch an enemy in a videogame than the stealth kill. You plan your approach, skulk through the shadows towards him and spend hair-raising moments cowering behind a bush just when you think he's heard you. Then finally your patience pays off as you rise up behind him, blade gleaming in the moon light, and open up his throat to let the blood flow. Gruesome but a whole lot of fun.



● This guy's dying for a slash

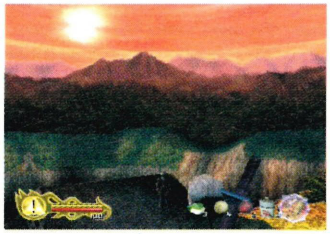


▲ No time to dig a grave, he can rot here

A VIEW TO A KILL

'HOLIDAY 2000' MEETS 'FACE OF DEATH'

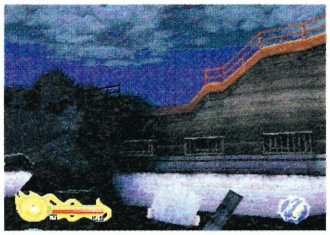
The settings here are top class. The lush paddy fields, elegant temples and spartan pagodas really bring feudal Japan to life. The environments are much crisper and more detailed than before and unlike Tenchu 1 you can now also see a reasonable distance. This means you get missions in all conditions including clear daylight rather than just in the midst of a snow storm or in the dead of night.



▲ Mountains kissed by the twilight



▲ Looks so nice you'll want to stay



▲ Ships modelled with historical accuracy



▲ With hair like that he deserves to die

SIMILAR FAULTS

Not everything is tickety-boo down at Murder Ranch, though. For all its class, Tenchu 2 suffers in certain departments. There are plenty of glitches in the graphics. You'll be doing a forward roll up to a fence suddenly to find yourself perched on top of it. Or you'll see a guard through a solid wall. And sometimes it seems impossible to negotiate a corner without leaving stealth mode and alerting the enemy. The in-game map is next to useless and if you're not dedicated to the art of undetected assassination, you'll wish for more action.



● Ayame always forgot to pack Lillets on those long, drawn out campaigns

LIKE THIS? TRY THESE



Tenchu: Pipped Metal Gear as the first stealth-ier on PlayStation



Syphon Filter 2: The killing outweighs the sneaking. Great fun

WE RECKON

Tenchu 2 is a classy blend of stylish subterfuge, brooding plot, nail-biting tension and savage violence. It'll never be everyone's cup of tea but if you're prepared to wait for your kills you won't be disappointed. But if you like your action to flow thick and fast then you'll end up frustrated. **Steve O**

8

OUT OF TEN


▲ Drop blocks on the pad to build weapons


▲ Tidy up the park before the mayor arrives


▲ The Commando is always a good addition


▲ Stack eight blocks and it's tank time

TEAM BUDDIES

Diddy-men swear and blow each other apart. It's not big, it's not clever, but it's fun

Once upon a time there was a peaceful land where cute dustbin-like people did nothing but frolic and pick flowers together. Then a strange moon loomed overhead and dropped crates of guns down, turning these loveable little playful things into bloodthirsty, foul-mouthed killing machines. Strange but true.

Make no mistake, Team Buddies is one of the oddest concepts in entertainment since someone suggested grown men put tights on, cover themselves in baby oil and fake fights in front of millions of whooping goons. But if WWF can become one of the biggest things around, what about Team Buddies?

Well, it's certainly fun for a while. One player, you choose your Team colour and set off through a series of missions based in the park, your former paradise now turned killing field. Over and above slaughtering the opposition team, your objectives can include retrieving a stolen bicycle, killing some exploding dogs and even picking up litter in the park.

For all its similarities to Worms or Hogs of War, this is played in real time. The hovering moon that started all this profane carnage constantly drops crates near your base, which you lug back and stack together in different shapes to make bigger and more deadly weapons. You start of with Uzis and progress through bazookas and gattling guns, to blimmin' great tanks. You can even stack boxes in a certain way to create new buddies for your team. Suitably tooled, you go looking for things to kill.

KNOW THIS



PAY NO MORE THAN **£24.99**

OUT SEPTEMBER 15

1-4 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP


▲ You literally blow your enemies to bits

WASH YOUR MOUTH OUT

These dome-headed guys speak like characters straight out of Lock, Stock and Two Smoking Barrels. Shoot one of your mates by accident and he'll spout, 'Are you arseholed or sumfink?'. When something goes wrong it's 'Oh, for fack's sake' or 'you're 'avin a larf intcha?'. Brilliant. OK, this is only amusing for a while but it does win this the title of Most Offensive 'Station Game Yet. 'Where's your fackin' tool?'. 'What fackin' tool?'. 'This fackin' one' – Blam! Blam! Blam!


▲ Now you've built the block, crack it open



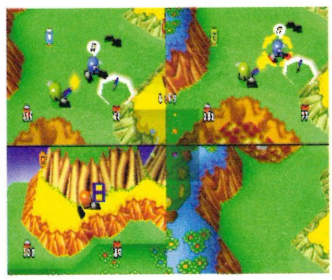
● Locating the bike is only half the job. Now get the hell out in one piece

CALL YER BUDDIES

GET THE BOYS ROUND AND HAVE A WAR

Although amusing for a while, in one player this soon sucks like a vacuum cleaner. There's not much variety and the course of each mission is more or less the same. Build up your team and your armoury and then launch an all or nothing assault on the enemy. But in multiplayer this can fill whole evenings with swear-ridden fun. There are enough weapons, enough arenas, enough rude words and enough ways of messing your mates up to make this a top crowd pleaser.


▲ Blue boys go in for some bazooka carnage, as the purples admire the view


▲ Sometimes its best to swear a ceasefire so you can all get tooled up

WE RECKON

A bit of a novelty item you have to at least see for a laugh. You'll get bored mighty quick playing on your tod, but it's a minor multiplayer classic. **Steve O**

7

OUT OF TEN

TERRACON

Save peace-loving hippy planets from destruction in this conscientious blaster



● The graphics are pretty lush

These nice tree-hugging type aliens have been going round our solar system terraforming all the inhospitable planets into beautiful Gardens of Eden where the flora grows in lush abundance.

Trouble is the computer that's been doing the terraforming's gone nuts and turned into a genocidal maniac killing all his former masters apart from you. It's your job to lay the smackdown on it.

Doing this is a matter of roaming the 3D environments, shooting bad robots and monsters, collecting various gubbins and restoring power to buildings. It's a third-person number, with the camera following you. The most interesting feature is how you use your energy to either blast stuff or re-power old buildings and structures to complete objectives or solve puzzles.

The planet surface environments are brought to life well enough by the smooth terrain graphics, and some of the explosions and assorted pyrotechnics are pleasing to the eye too. But despite the nice visuals and one or two interesting ideas, this roaming shoot 'em up cum adventure offers too little that's new to grip you. The missions seem repetitive, and the erratic game camera chips away at the fun as well.

KNOW THIS

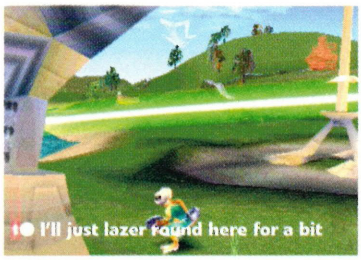


PAY NO MORE THAN **£24.99**

OUT SEPTEMBER 8

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD


● I'll just lazer round here for a bit

WE RECKON

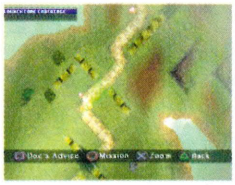
Not enough here to jack new life into the blaster genre but not a total disaster either. If you belong to Greenpeace then buy it. If you like senseless carnage, don't. **Steve O**

6

OUT OF TEN


▲ Take the fight to the sky


▲ The lighting is very tasty



▲ Check the map then go

RAY CRISIS

Pad-thrashing action and intense firefights don't save this old skool shooter from its place in retro hell

Ray Crisis is a shoot 'em up in the classic vein, which means there are no rules: you shoot the enemy before they shoot you, it's as simple as that. The action is always intense so there's barely a moment when you're not weaving through a shower of white-hot plasma, picking up ever more powerful weapons to blast Johnny Alien back into outer space.

The usual weapon power-ups tumble towards you each time your cannon rips through the enemy. Your paltry laser is soon upgraded to spit death rays in every direction, but even with firepower this serious it's almost impossible to make it through the enemy onslaught without so much as a scratch.

And just as you thought it couldn't get any tougher, the bosses appear. These rock-solid robots are predictable so their attacks are pretty easy to avoid, but they hardly flinch even when you unleash a hail of homing missiles. So rather than challenge wannabe starfighers, it kind of bores your to death. Shame, because it actually looks quite nice for such a simple blast.


▲ Fancy backdrops don't help make it interesting


▲ Let rip a bomb and the screen is filled with fire

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD


● Boss characters fill the screen

WE RECKON

Slick graphics with great effects fail to cover the tedious gameplay. Sure, it's more intense than Mike Tyson's pre-match stare, but you'll struggle to stay awake. **Alex**

5

OUT OF TEN



● This is what many people would like to do to Phil Neville



▲ Chelsea and West Ham troop out for another London derby. Recognise anyone?



▲ A zoomed-out camera makes for tiny players but a better view of the game

THE FA PREMIER LEAGUE STARS 2001

KNOW THIS



They've bought the rights to all the Premier League teams and players. Pity they didn't buy any of the fun, excitement or class

Here we go again. Another godawful football game with an official licence. This time you can play as next season's Premier League teams with all the squads, kits and players faithfully reproduced. Well, Andy Cole is black, Gary McAllister is bald and Dennis Bergkamp is blonde. Apart from that they don't look a thing like the real people. Bad start.

The point is this game looks ropey, plays like pinball on grass, and resembles football as much as Jeremy Beadle looks like Brad Pitt. Putting a game out like this at the same price as the ISSs and FIFAs of this world is like asking you to pay as much to go and see Rushden Diamonds or Kettering Town as you would to see Man U or Arsenal.



● Your defence will melt like ice cream



● Draw the keeper out, it always works



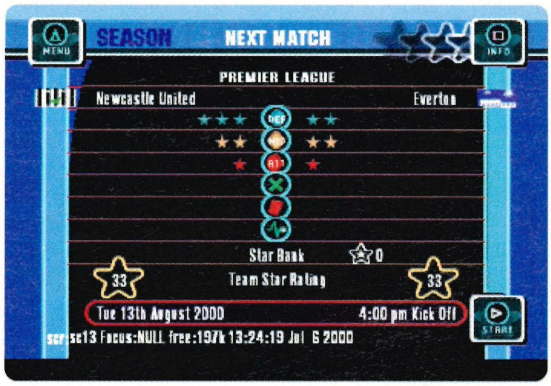
▲ All the stadiums are reproduced here too



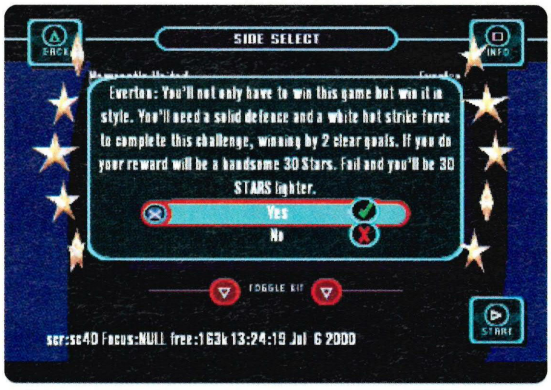
▲ Get near the players and they start looking like men made out of bricks

BIZARRE STARS

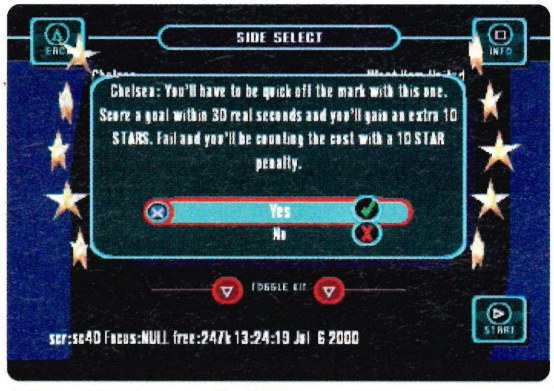
Before each game kicks off the computer offers you a challenge like having to score a hat-trick or score in the first 20 minutes. And riding on this wager will be a number of Stars. Win the challenge and you earn ten stars, fail and you lose the same number. When you've a handful of stars and you can go to the player editor and increase the stats of anyone you choose. What a strange idea. And how it relates to Premier League football, we'll never know.



▲ Before each match you can compare the star ratings of the teams



▲ You're set a challenge at the start of each game. It's all a bit odd



▲ Some of the challenges like this one are nightmarishly hard



▲ The onion bag ripples yet again. Goals flow like new year bubbly in Stars and bring no satisfaction

BORING SCORING

The ball is attracted to the back of the net like moths are to street lamps in this game. Scorelines of rugby-like proportions are the norm and in our first few matches we saw Sunderland defeat Coventry 6-2 and a 7-5 thriller with Liverpool edging Ipswich. Is this meant to make things more exciting? We want a game as similar to the real thing as possible. But here you get naff all satisfaction from scoring goals and the results feel about as realistic as an episode of Xena.



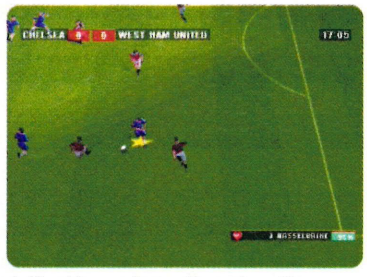
▲ Free kicks are a good source of goals



▲ The classic far post corner always pays dividends

MY TEAM IS STUPID

Football is a team sport and it'd be nice to feel part of a team while playing FA Stars. But here you can rely on the rest of your players to back you up about as much as you can rely on your girlfriend to buy you the complete Match of the Day video set for your birthday. In defence your centre backs scuttle like frightened chickens to the corners of your box, leaving a gap you could drive a herd of buffalo through. And in attack, forwards make runs with all the intelligence of lobotomised pigs.



▲ 'Can I have a few options please?'

LIKE THIS? TRY THESE



ISS Evolution – far and away the best footy title on PlayStation



FIFA 2000 – the only rival for ISS's crown. Boasts real-life players

WE RECKON

Against stiff opposition from the likes of FIFA and ISS, this comes out on the receiving end of a serious hiding. Great licence but little else. FA Premier League Stars is the Wimbledon of football games. Crude, ugly and plays like a donkey. It wouldn't even make the Arsenal Ladies' youth team. **Steve O**

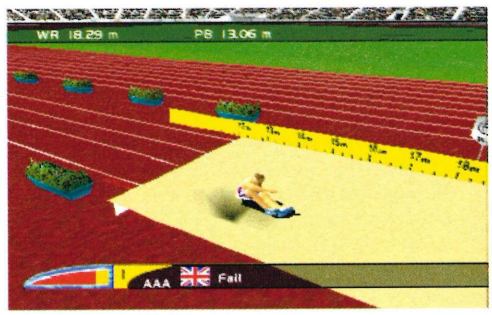
3
OUT OF TEN



▲ Tension is high at the start of the hundred. Don't fart now



▲ Steroids clearly haven't affected this geezer's lunchbox



▲ That lame effort won't see you visiting the podium later

SYDNEY 2000



▲ By this point, you're staring down at the pad as your fingers blur over the buttons

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT NOW

1-8 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Feel like some exercise but don't want to move? Then let your fingers do the walking. And the running. And the jumping...

Outdoor athletics is something we'd all like to be good at but can't be bothered to practice enough at. Bedroom athletics is something we are all convinced that we're good at even though we hardly ever get any practice.

Armchair athletics on the other hand is as easy as ABC. Well, ●, ✕ and R1 hammered at the speed of light anyway.

Yes, this summer the Olympics hits our TV screens but if watching a bunch of steroid-fuelled Mr Motivators run very fast or throw things around is not your idea of entertainment then why not try the 'Station equivalent, Sydney 2000.

What you get is 12 events set in stadiums and courses modelled on the real ones over there in Oz, plus a whole lot of button bashing, and little finesse thrown in for good measure.

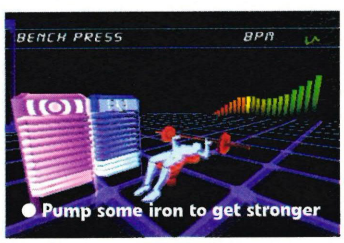
PLAY WITH YOURSELF

THIS OFFERS A DECENT SINGLE MODE THAT OTHERS DON'T

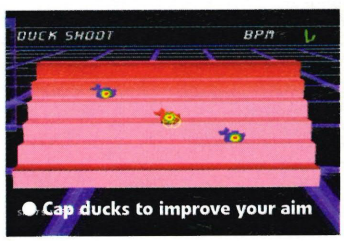
The trouble with other athletics games is they're a top laugh in multiplayer, but they're about as much fun as a nosebleed when playing on your own.

Here you can take a team of 12 athletes, build them up from skinny weeds into muscle-packed machines capable of beating the best. You spend time in the gym building up their stats and slowly improving your own technique before qualifying in the heats.

And finally, if you cut the mustard, you'll hit the Olympics itself. This is a top idea and gives you a reason to keep coming back even when your buddies have all buggered off.



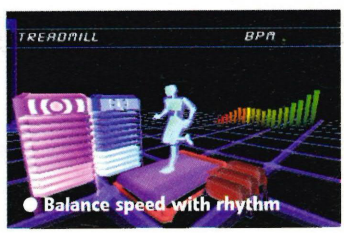
● Pump some iron to get stronger



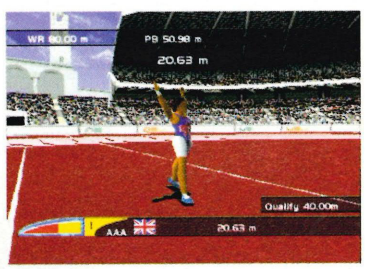
● Cap ducks to improve your aim



● You half expect Tron to stop by



● Balance speed with rhythm



▲ That's hardly worth getting excited about

THE DOWNSIDE

One major problem is when you've bashed one button, you've bashed them all, so to speak. So the bog standard events like the 100m here is not exactly wildly different to International Track and Field. On top of the seen-it-before list are the graphics. Frankly, they aren't much cop. All the athletes, though motion captured from real people, have been made to look a bit chubby and unnatural. When this is done well and for laughs like Ready 2 Rumble, the blokes look a hoot. But the plump geezers here just look a bit weird and cack. It's got nothing on the bang-on sights IT&F's got to offer.

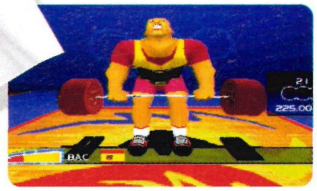
THE DIRTY DOZEN

They've used a bit of imagination in choosing the events and designing the control systems in Sydney. You don't just beat the crap out of your pad a dozen times with the only difference being the graphics on screen. Here you'll need rhythm, timing, reactions and pure skill, as well as armour-plated finger tips to get gold. Check 'em out



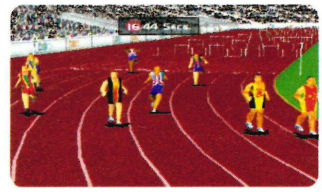
WEIGHTLIFTING

The power buttons build up energy, then hit the action button three times to lift the weight



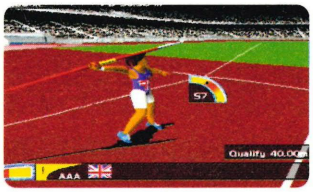
110M HURDLES

Bang your power buttons for maximum speed and use action to hurdle and duck for the line



JAVELIN

Use the power keys for speed and hold the action button to get the perfect throwing angle

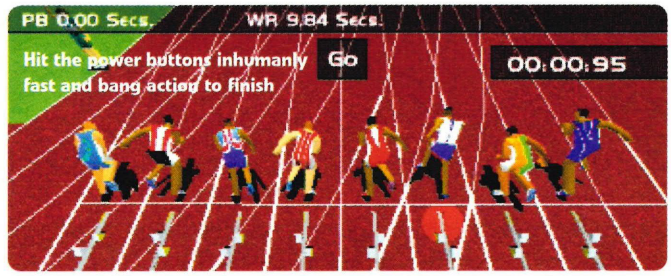


HAMMER

Power gets your speed going, then use your timing bar to judge when to hit the action button to throw

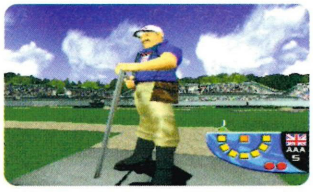


100M SPRINT



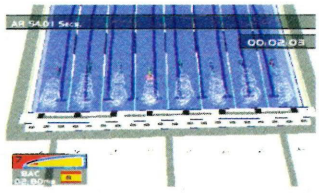
SKEET SHOOT

Hit action to 'pull', then use the Dpad to aim. Action fires off each barrel, but beware of the recoil



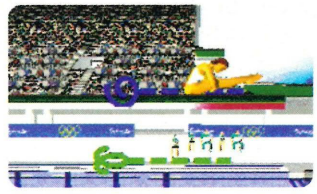
100M SWIM

Hit any button to dive and bang the power keys for speed. Action turns and stretches for the finish



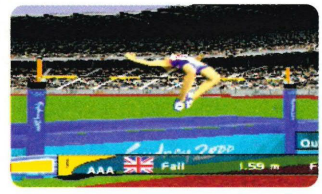
DIVING

Hit the right buttons at the right time to pull off the dive you select at the start. Tough dives are well hard



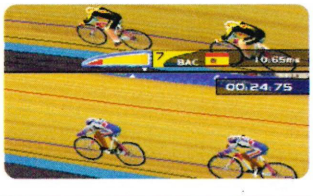
HIGH JUMP

Hammer the buttons for a fast run up, then hit action to fly in the air and flip over the bar



SPRINT CYCLING

Balance your speed with your stamina bar, making sure you've got enough juice left for the final sprint

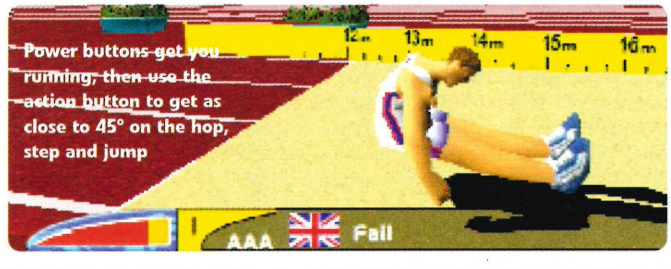


KAYAK SLALOM

Use the Dpad to control the canoe and manoeuver it through the gates in the right direction



TRIPLE JUMP



LIKE THIS? TRY THESE



International Track and Field: still the best joypad wrecker around



Bishi Bashi Special: crackers party game with loads of events

WE RECKON

Lacks the top-notch graphics of others in the field and covers a lot of the same ground. But the spot-on solo mode does wonders for its lastability which, combined with the variation in the events, is enough to make this a contender and save you from chronic arthritis in your hands. **Steve O**

7

OUT OF TEN

SNO-CROSS CHAMPIONSHIP RACING

Frost-bound frolics and glacial goodness in a game that's even more thrilling than rattling down Mount Everest on a tea tray. Just don't forget your woolly jumper

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT DECEMBER

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

The sight of delicately falling snow has a strange power over us humans. A few flakes in the air can send kids into a wild frenzy of pent-up aggression, lobbing snowballs at mates and enemies alike.

Toddlers roam about in puke-green jump suits eating yellow snow and grown-ups huddle at windows getting misty eyed about White Christmases.

But for a growing number of baggy pant, floppy hat-wearing extreme sportsters, snowy conditions mean just one thing: hardcore snowmobile action. And that's what Sno-Cross Championship Racing is all about. Choose your Yamaha 'mobile and slip and slide around chilly tracks of the world from Aspen to Nagano. Awesome handling physics, gorgeous visuals and a nifty little track editor make Sno-Cross a lot more than just another PlayStation racer.



▲ Rev the snowmobile hard on the grid



● The two-player mode is rapid, but fogging cuts down on visibility



WHICH WAY TO PLAY?

Sno-Cross has enough play modes to keep you sliding in the snow right through winter. As well as the standard single race and time trial modes there's a wickedly addictive – and hugely rewarding – championship game where you skid your way through the different cups to unlock new tracks and vehicles. You can earn credits to upgrade and enhance your vehicle. Do really well and you'll transform your snow-going lawnmower into a souped-up snow-spitting powerhouse. There's a hill-climbing mode if you're up for a challenge, and even an track editor which allows you to create your own awesome circuits. And when you've done all that, hit the slopes and try to master the tricks.



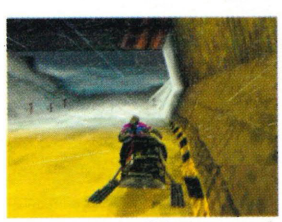
▲ Power through the corners for extra grip. These babies are built to slide



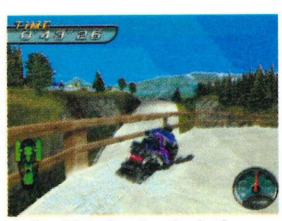
▲ Bury the throttle in the deep stuff and spray powder everywhere

IT'S A WHOLE NEW EXPERIENCE

Racing on compacted snow and ice offers a different experience from burning rubber on the tarmac and dirt tracks of other racers. Thankfully there's not too much uncontrollable slipping about. The snowmobiles ride on ski-like prongs that are ace for taking corners at high speeds. Whack into a wall though and you run the risk of trashing your bike and caning its performance. The handling is super-sensitive but once you've sussed it you'll be king of the race. You can even use up and down on the joypad to shift your weight on the snowmobile for silky-smooth landings.



▲ Try not to smack it up too much



▲ Good job that barrier is there



● Sno-Cross is one of the lushest looking racers on PlayStation



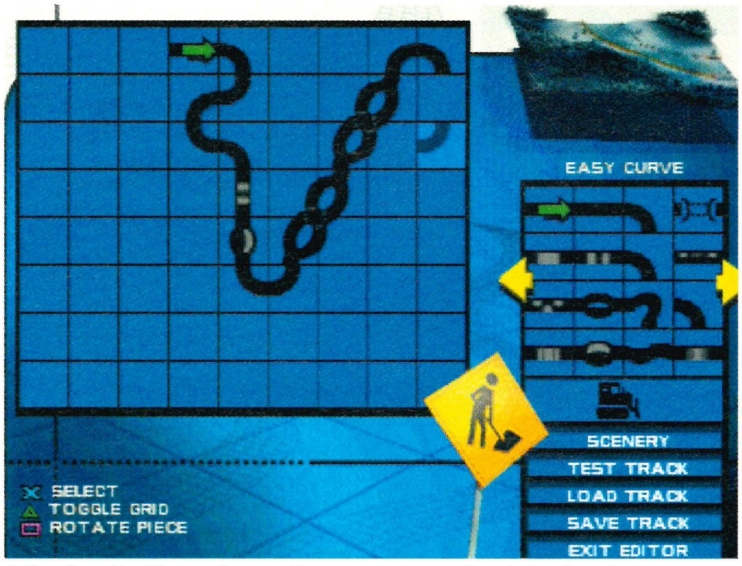
▲ The 'seat spank' isn't only practiced by geeks looking at internet porn at work



▲ The split-screen multiplayer is surprisingly fast and smooth

A NEW TRACK IN TWO MINUTES

Sno-Cross's racing action is ace, especially racing at night in different weather conditions. But what's really cool is the track editor mode. Using a simple 'drag and drop'-style interface you can create fiendish tracks in no time at all. Put in straights, bends, tunnels, leaps, the works. Then you select the track conditions, like the time of day and the weather. You can even choose from different environments which change the action from all-out blizzards to the shelter of wooded valleys. Save them out to memory card to give you the edge next time you race a mate.



▲ There's nothing like a corkscrew chicane section to sort the men out from the boys

VISION ON

MORE CAMERA ANGLES THAN SKY SPORTS

For the most part the graphics in Sno-Cross equal the greatness of the gameplay, but sometimes the fogging can hinder your play. It's most noticeable in two-player where obstacles appear from the mist, leaving you little time to react. In single-player it's quite subtle and adds to the edgy atmosphere. Additionally there are some lovely camera angles to choose from, each one useful for different styles of play. There's even a rear view so you swerve in front of the other drivers to keep your lead.



▲ You see further down the course with the chase cam



▲ First-person mode helps you judge corners



▲ The dashboard view is realistically manic

LIKE THIS? TRY THESE



Sled Storm: more classy snowcat action and an ace four-player mode



Wip3out SE: super-speedy slidey action, set in the future

WE RECKON

Sno-Cross has massive depth and the track editor makes for almost limitless play. Sledding round the tracks is never less than great fun and the feeling of bouncing about on a snowcat is replicated to perfection. Only the two-player fogging marrs this rewarding snow-shredder. **Lee**

8

OUT OF TEN

VERBAL

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

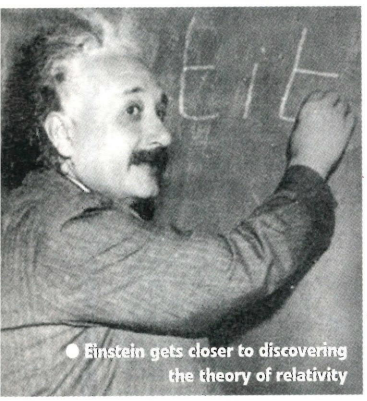
BIG PROBLEM, SIMPLE SOLUTION

I recently purchased a copy of Alundra 2 and Vagrant Story only to find walkthroughs for both games already in magazines. Why not let gamers figure out the games for themselves? Surely that's the point of an RPG?

Anyone who uses these guides should be branded a totally crap player.

Chelan Ellis, Tiverton

Your problem is a mammoth one and would have pushed Einstein's planet-sized brain to the limit. But we put our eggheads on the case and they came up with a solution in about, ooh, three seconds: don't read the guides. If you want to brag about beating Epic Journey 7 without a guide, fine. But help is on hand for those less capable (and less big-headed) than yourself.



● Einstein gets closer to discovering the theory of relativity



PORN STARVED

Why do you let goons like Danno Tanno, the third greatest lover in the world, appear in the mag? He's the guy who wanted to know if any porn games are coming on PS2. I'm not saying a porn game would be a bad idea, but if this guy is such a good lover surely he wouldn't need a porn game? I think he's a sad loser who masturbates over Ester Rantzen. He needs somebody to go round to his house, split his...

Phil Burnard, Email

C'mon Phil, let the poor guy have his moment of glory. It's obvious the closest he's come to sharing a bed with a woman is when his mum changes his duvet. And claiming to be the world's greatest lover when you've only enjoyed the company of your Madame Thumb and her four lovely daughters is hardly something to shout about. So give the guy a break. And if you've got a sister who's desperate, give him her phone number.

SC-SC-SCRATCHED

I'm in need of some help. My Gran Turismo 2 arcade disc is seriously scratched and I am unable to play the game. I was wondering if there is anyway to buy the disc without actually forking out for the entire game all over again. I appreciate the help.



▲Scratching: DJs love it

Joel Levitt, Email

It's not going to happen, Joel. But don't give up just yet, because we've got a couple of solutions. First off, try CD protectors. They're clear plastic stickers you can buy from your local games store, and you slap them on the bottom of your CD. It could work, depending on how badly your game is scratched. Alternatively buy a second-hand copy of Gran Turismo 2. You'll get it for around £15, maybe even less, and if you buy from a reputable store it'll be just as good as a new one. Call Department 1 on 020 7916 8440, they'll be able to help.

PRE-ORDER DISORDER

I'm saving up to buy a PS2 when it's released, but now Sony is saying there's only 100, 000 of them. I'm going away the week the pre-ordering starts so I've got no chance of getting my order in. I want a PlayStation 2 on October 26. Any ideas?

Rob Gilmour, Southampton

There's goods news and bad news. The pre-order date's gone back to September 7 so you'll be able to order early. But it isn't being released until November 24. More bad news: there could be as few as 50,000 PS2s available, so you might still have problems getting one.

RETRO-GEEK REQUIREMENTS



I am trying to get a copy of Galaxians for PlayStation. I might be a sad, retro loving git but hey, who gives a toss. I've tried games stores and mail order firms but nothing, so I'm turning to you. Help! I need it! I want it! I...

Rob Cole, email

Quit the begging Rob, you're just making a fool of yourself. Yes, we know how to get hold of Galaxians. You'll find it on Namco Museum volume 3 which you can buy from most second-hand games shops. It's packed with half a dozen retro 'classics', but Galaxians is the only one worth playing. Call Computer Exchange on 020 7636 2666.

SMALL BUT PERFECTLY FORMED OR PS ONE TOO MANY?

What's the point of releasing PS One? I've already got a PlayStation so why spend another £100 on something that's only a bit smaller? And what's the point of making it portable if you still need to plug in the power? It's stupid.

Dave Rowley, Lincoln

For starters, PS One isn't just a bit smaller, it's a third of the size. In fact it's so small it fits inside a crisp packet! And it'll be the same price as an original PlayStation – £79.99. You'll also be able to send emails from it eventually, by hooking it up to your mobile phone. But if you've already got a PlayStation, forget it. Splash out on a PS2 instead, because it'll do everything the PS One will do. And if nothing else, it look cute so all the girls will go mad for the little beauty.



● Can't afford a proper carry case? Use a crisp packet instead



▲Claire Rayner has already been signed up to play Lara in the next movie

HONEY TO THE LC

I have a problem. It's that 180lb bag of steaming, stinking monkey crap called Razorhead. He said having Billie to play the part of Lara would be crap. Rubbish! You couldn't get a better person for the job. Billie is funny, witty, sweet, caring, kind and very, very beautiful. What do you guys think? Would Billie make a good Lara?

The Blade, Manchester



Guys, we've got a stalker on our hands here. Either that or Ritchie from 5ive is desperate to win back the girl of his dreams by writing into his favourite PlayStation mag. Either way, we reckon Billie's a no-hoper for Lara. She's cute, for sure, but hasn't got the class or elegance needed to fill Ms Croft's double-D cup. Sorry to be blunt, Blade, but you're wrong.

WHEEL DIFFICULTY

Will the steering wheels for the first PlayStation work on PlayStation 2 as well? I don't like the idea of forking out 50 squid for a new one!

Matty Boy, Email

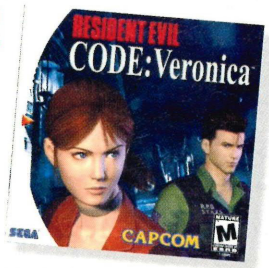
It depends on the steering wheel you're plugging in. If it's new and works with Gran Turismo 2, it'll work with your PS2. But chances are it won't work with all your new PS2 games.

This is because PlayStation2 controllers are totally analogue, giving you more control over acceleration, braking and steering. Not all wheels support this, so it might not work.

RES EVIL PHWOAR

I'm a mad Resident Evil fan and I'm sure there are many others out there too. But I hear Dreamcast has Resident Evil Code Veronica on it and that this game won't be coming out on PlayStation 2. Is this true as I don't want to buy a Dreamcast just to play the latest Resident Evil game.

David West, Email



Bad news: Code Veronica is only available on Dreamcast at the moment. More bad news: it's the best Resident Evil game. But rumour is it's coming to PlayStation 2 early next year. Let's hope so.

RES EVIL PHWOAR PART 2

How come Code Veronica was developed for the Dreamcast? I've had a go and it's not that different from previous Res Evil games, so why hasn't it been released on PlayStation?

Chris Rose, Watford

Code Veronica looks similar to the Res Evil games on PlayStation, but it's a lot sharper. Your 'Station could handle it but it's only on Dreamcast. You'll have to wait until it comes to PS2 instead.

ORIGINAL ISN'T ALWAYS THE BEST

I'm fed up with people complaining about sequels. 'We need more original games, less sequels blah blah blah...'. It's obvious sequels are around because people have played the original and thought, 'yeah, we want more of this.' Would you prefer we didn't have smashers like Final Fantasy 8 and Tekken 3? Didn't think so.

These moaners probably sit in the attic, stroking an Atari the old fashioned way, or else they're hypocrites who're gagging for Metal Gear Solid 2, then going home at the end of the day to play Resident Evil 3.

Lisa Milliken, Co. Londonderry

Stroking an Atari 'the old fashioned way'? Is that another way of, um, how would you say, 'switching your joystick to autofire'? Maybe it's something you guys get up to when there's a power-cut. Either way, you've got a valid point. Just because games like Res Evil 3 and Gran Turismo 2 are more of the same, doesn't mean they won't rock your world.

But all too often it's taken too far. We guarantee you'll be crying in your hands when Lara Croft, aged 79, crawls into an ancient Egyptian tomb for the umpteenth time. Even her realistically animated saggy chest and texture-mapped zimmer frame won't be enough to make up for the same, tired old gameplay, which remains just as clunky in Tomb Raider 39: The Developer's Desperate Bid For Early Retirement.

■ ILLUSTRATION: DAVE AT MONKEY INDUSTRIES

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50 PLAYNATION READERS GET THIS AWESOME RACER DELIVERED DIRECT TO THEIR DOOR. JUST ENTER TO BE IN WITH A CHANCE OF WINNING

If racing is your reason to live, you'll already have decided to check out the new TOCA game. It's fast, realistic and looks tastier than the Rachel out of S Club 7. If you've skipped past the review on page 20, turn back, get excited and then come back here. Now you really want to taste the delights of this saloon cars racer, yes?

You can, just by entering this competition which couldn't be simpler. Just correctly answer the questions on the opposite page and pop the entry form in the post. It won't cost you penny because we pay the post and who knows, you could be burning around Bathurst in a souped-up Laguna in just a few weeks time.

ENTER HERE TO WIN
WITH OUR FREEPOST ENVELOPE

FANCY CANING IT DOWN THE TWISTY BACK STRAIGHT AT BATHURST IN A PETROL-GUZZLING VECTRA? USE YOUR NODDLE TO CORRECTLY ANSWER THESE THREE QUESTIONS AND YOU'RE IN WITH A SHOUT. THINKING CAPS ON AND GOOD LUCK.

QUESTION ONE
WHAT KIND OF CARS RACE IN TOCA WTC?

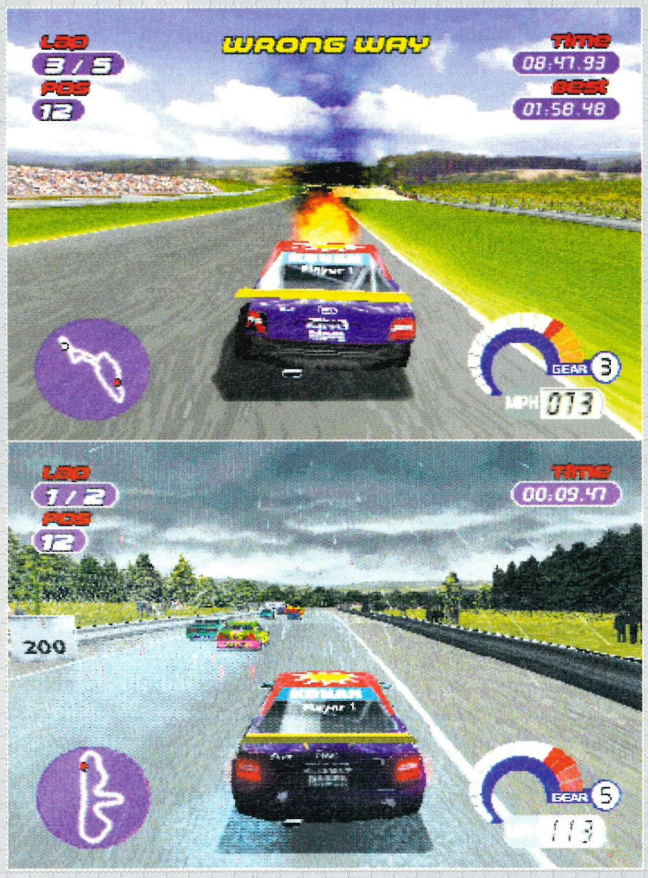
- 1. TOURING CARS
- 2. FORMULA ONE MOTORS
- 3. TRANSIT VANS

QUESTION TWO
WHAT SCORE DID TOCA WTC GET IN PLAYNATION?

- 1. 78%
- 2. FIVE STARS
- 3. 9 OUT OF 10

QUESTION THREE
WHAT DOES TOCA STAND FOR?

- 1. TOURING CAR ASSOCIATION
- 2. TEAR OUT CRUSTY ARSEHAIRS
- 3. TEXANS OF CZECH ANCESTRY



THE DEADLINES

- SEND YOUR FREEPOST ENTRY TO US NO LATER THAN FRIDAY 15TH SEPTEMBER
- THE 50 WINNERS WILL BE CALLED BY WEDNESDAY 20TH SEPTEMBER. DON'T WORRY IF YOU'RE NOT AT HOME, WE'LL CALL BACK
- THE WINNERS WILL BE SENT THEIR PRIZES BY FRIDAY 29TH 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:

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Occupation::

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If you could win any competition prize, what would it be?

Age

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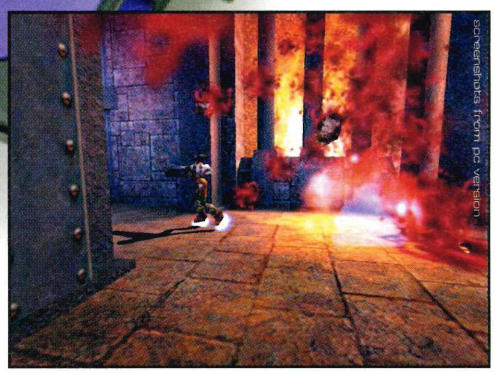
www.computerandvideogames.com
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QUAKE 3 ARENA FOR DREAMCAST







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
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SEGA'S NETWORK KINGDOM

www.computerandvideogames.com
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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 (P45)
- IT FEATURES 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 (P44)



ABE'S ODDYSEE

PLAYERS 1-2 | 9

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



ABE'S EXODDUS

PLAYERS 1-2 | 9

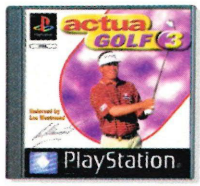
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent.



ACE COMBAT 3

PLAYERS 1-2 | 8

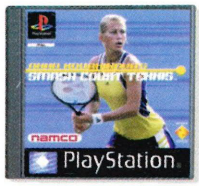
The best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are tricky though.



ACTUA GOLF 3

PLAYERS 1-8 | 9

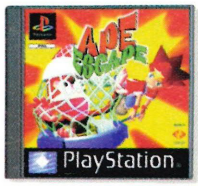
The best golf game with an innovative Dual Shock pad control system. All the real golfers are here. A class multiplayer game too.



ANNA KOURNIKOVA'S SMASH COURT TENNIS

PLAYERS 1-4 | 9

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



APE ESCAPE

PLAYERS 1 | 9

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



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

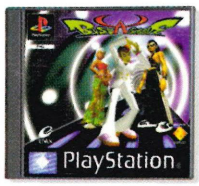
Suss out the tricky control system and you'll be playing the best cricket game on your PlayStation. It's great in two-player, too.



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.

DESTRUCTION DERBY RAW

PLAYERS 1-4 | 7

A massive number of modes and high-speed car-crushing action make this a diesel-powered beast of a game. It doesn't look so hot, but it's knuckle-bleachingly fast and the big crashes – all with cool names like Teeth Rattler or Skull Crusher – will have you banging out the dents for months. A cool four-player mode is the icing on the cake. This isn't the most mind-bogglingly original game ever, but it's good crack.





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

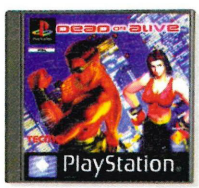
Better graphics and greater variation than Crash 2, this looks nice and is great fun to play. Shame it's too short.



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

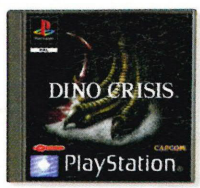
A fast beat 'em up with sharp graphics, gut-punching action and sweet combos. Not as playable as Tekken 3, but still rewarding.



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

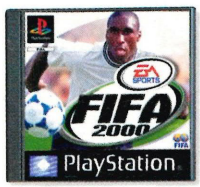
Bang up-to-date drivers and teams combine with electrifying gameplay to make this the choice for the discerning F1 fanatic.



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

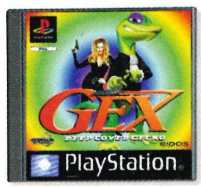
All the genuine drivers, teams and motors from the 97 season. Hot graphics and slick play are a plus. Two-player is clunky though.



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

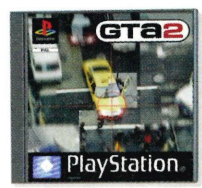
Great graphics set this apart from most other platformers. The levels are varied, but it the controls are fiddly to learn.



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

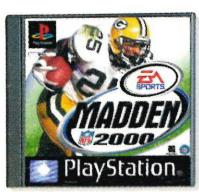
Skewer zombies and slay vampires in this monster Tomb Raider-style adventure that looks superb and plays brilliantly.



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

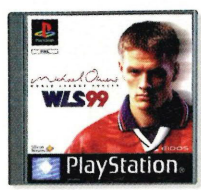
Sir Dan is back in another fun packed 3D adventure. Plenty of laughs, great graphics and hidden extras, but it is way too short.



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

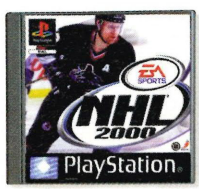
Jet fighters zoom round stunning courses in one of the best sci-fi racers around. Great visuals and a pumping soundtrack top it off.



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.

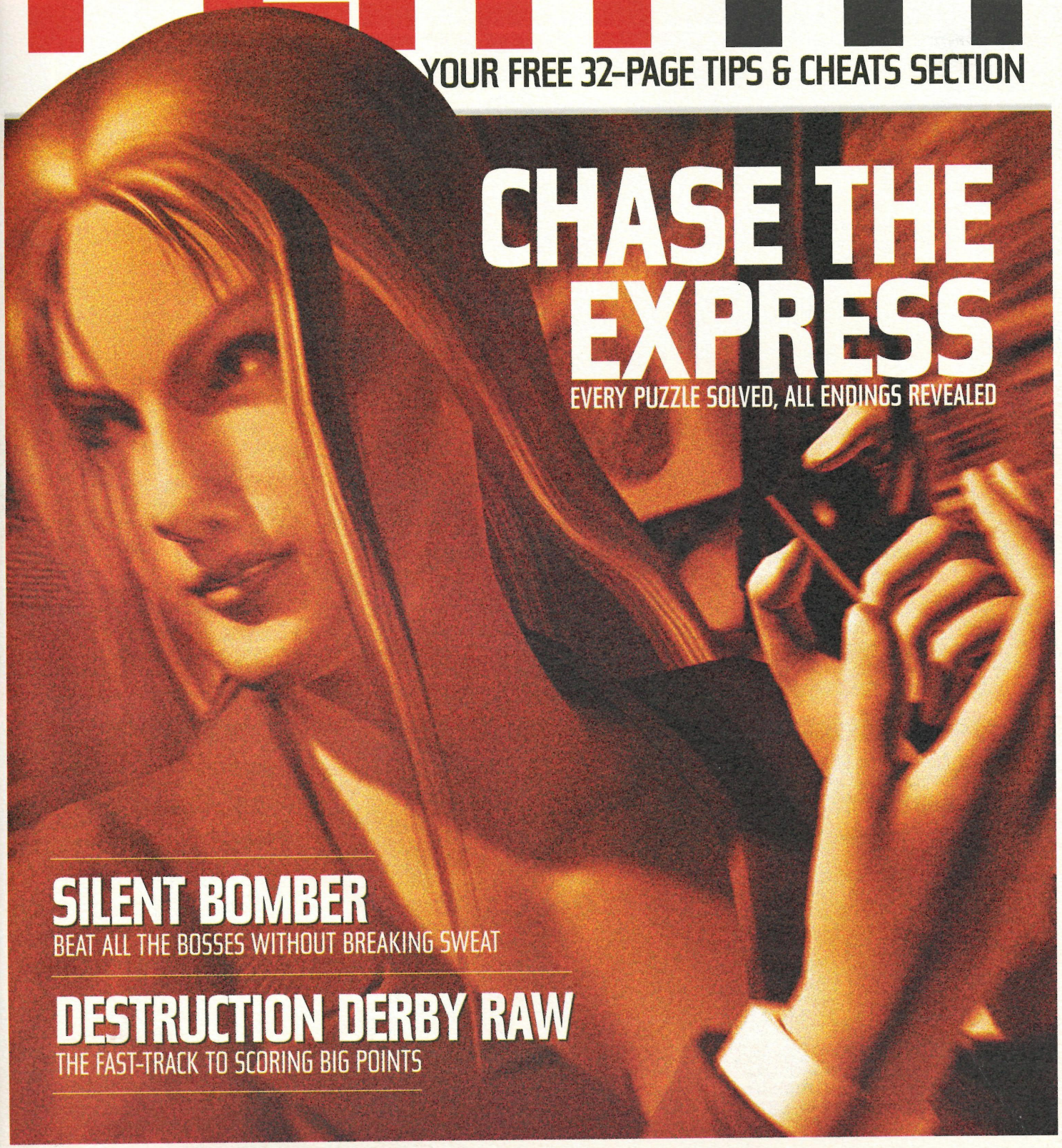
FREE WITH PlayNation

FROM THE MASTERS

WALKTHROUGHS, TIPS, CHEATS & TACTICS FROM PLAYSTATION EXPERTS

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YOUR FREE 32-PAGE TIPS & CHEATS SECTION



CHASE THE EXPRESS

EVERY PUZZLE SOLVED, ALL ENDINGS REVEALED

SILENT BOMBER

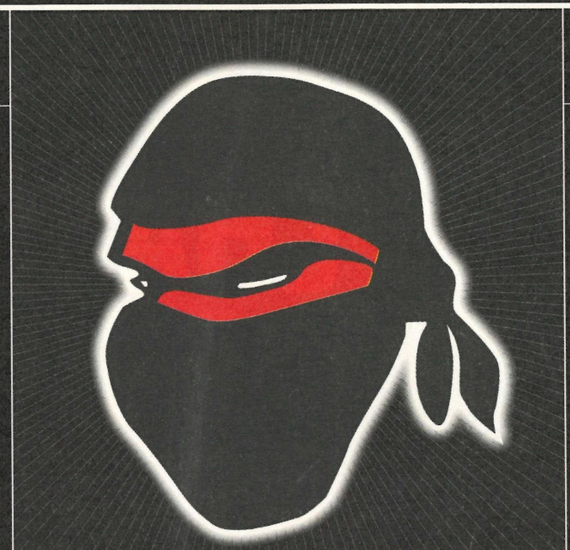
BEAT ALL THE BOSSES WITHOUT BREAKING SWEAT

DESTRUCTION DERBY RAW

THE FAST-TRACK TO SCORING BIG POINTS

The Masters

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



We are the masters. We are connected via bio interfaces to a PlayStation for 23 hours every day, playing games to discover new cheats and tips. We are put into hyper-sleep pods for one hour to recuperate. If we deviate from our task a short course of electric shock therapy usually suffices to re-motivate us. Life is sweet. We are the masters.

The big guide this month is Chase The Express. It took many hours, a lot of caffeine and handfuls of yanked-out hair to finish it. But sort it we did as you'll see from our mammoth13-page guide.

Next up was mental blow 'em up Silent Bomber. We've taken all the hard bits and shown you how to beat them without breaking a sweat. Plus we've answered all of your PlayStation problems, included a Destruction Derby Raw guide and a mega tips and cheats section too.

And if that still isn't enough and you're struggling with your 'Station, 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
Can't finish a game or just need a shoulder to cry on? Tell us about it

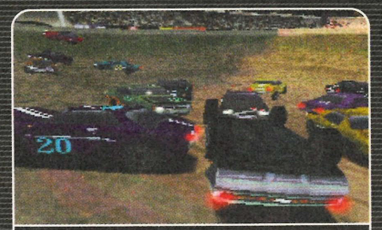
04 BRING THE POWER BACK
Jedi Power Battles gets slammed

06 DESTRUCTION DERBY RAW
Mash metal and crush cars now

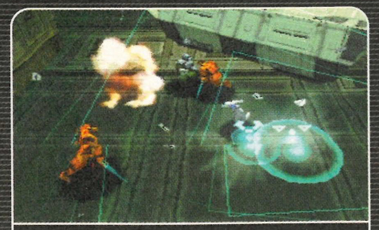
08 TIPS AND CHEATS
More cheats for more games than anywhere else

14 SILENT BOMBER
Cut through this baby 'cos we've made the hardest parts soft as butter for you

18 CHASE THE EXPRESS
The guide to end all guides for this steaming spy adventure



● Mangled car in Destruction Derby Raw



● Bomb with the best in Silent Bomber



● All terrorist scum must die on page 18

ASK THE MASTERS

YOUR QUESTIONS ANSWERED

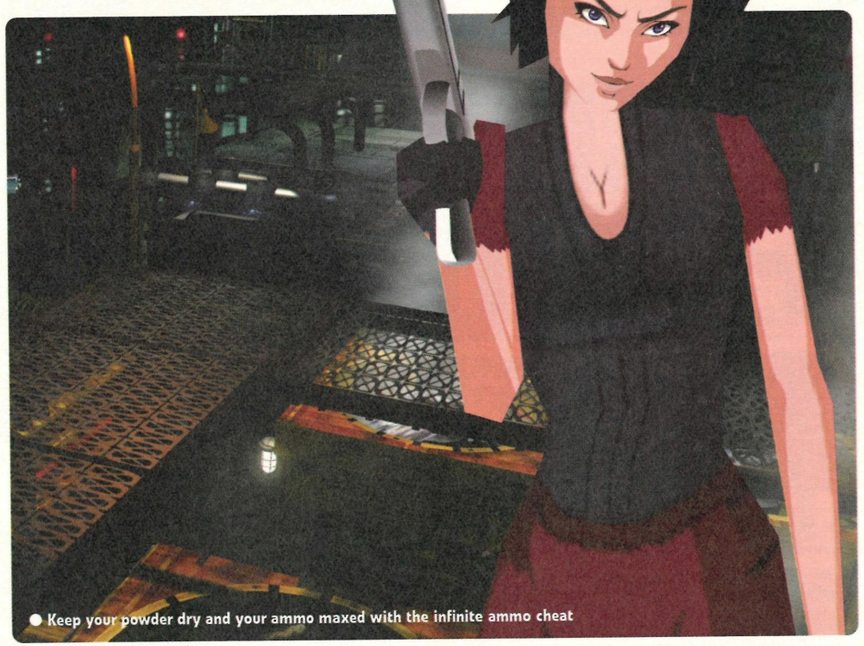
FEAR EFFECT

What do you do on Fear Effect where Hana hijacks the helicopter and Glas has to get on, I've tried everything and I can't do it!
Stuart Cheal, Lancing

It's all about shooting flags, dude. Wait for the helicopter to fly to the right of the screen, near the flag, then shoot the flag. After you've done this, run to the left and onto the next screen. When the helicopter flies to the left of the screen, near the other flags, shoot the flags and the chopper will crash.

I've heard there's an infinite ammo cheat for Fear Effect. Can this possibly be true?
Justin Huggler, Prague

There sure is. Select 'Credits' at the options screen then press L1, △, ○, ✕, ●, ● and you'll have more shells than a crab convention.

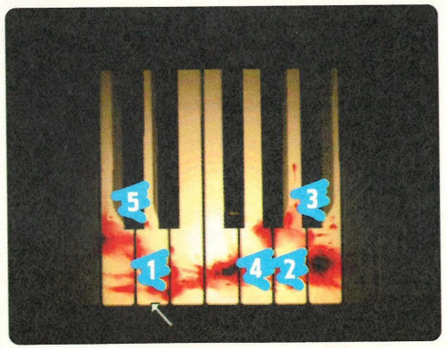


● Keep your powder dry and your ammo maxed with the infinite ammo cheat

SILENT HILL

In Silent Hill, I'm in the music room but don't know which sequence to play the black and white keys and cannot make sense of the verse on the wall! Help me before I tear my eyes out.
Kevin O'Shea, Bedlington

This is a big teaser and we still get a lot of calls and letters about it. It's about time we told you how. The songless black and white birds in the poem on the wall represent the silent black and white keys to press on the piano. Anyway, here's the order: first press the second white key, then the sixth white key, then the fifth black key, then the fifth white key, then the first black key. The silver medallion will be yours. The devil's music, no doubt.



▲ Hit the keys in order for the silver medallion

RESIDENT EVIL 3

In Resident Evil 3, I've been looking for ages but can't find the fuse for the train. I have looked everywhere.Please tell me where to find it. Thanks.
Stephanie Mills, Co. Antrim

It's in the Sub-Station downtown, in the 15-25 Volts room on a shelf. To find this room locate the computer with a red light near the generator. Found it? OK, hit the switch to activate the console and access the machine. Press the buttom marked More Volts once, then Less Volts three times and the door will open. There's a load of zombies inside.

GRAN TURISMO 2

I'm a big racing fan and I would really appreciate it if you could give me some cheats for Gran Turismo 2. Thank you very much everybody.
Dr Christopher M Cruz, Hofuf, Saudi Arabia

Are you the first Doctor every to write to the Masters? Are you the first person from Saudi Arabia to contact us? Questions that may never be answered. There aren't any real cheats Dr Cruz, but here's a tip to get more cash. Win the 4WD Challenge at Laguna Seca to receive a 618 hp custom car. Take it to the Tuned-Turbo Challenge (make sure you have all licenses) and enter the Test Track race. Every three lap race you win bags you 50,000 credits and a car worth 30,000. Some folks have also been asking what the green and yellow award under the licenses is. It's a 'kiddie award' you can win if you miss getting a license by a hair's breadth. Now you know.



GALERIANS

I'm in the house on Galerians level 2. There's a hole in the floor and I can't jump it. Help.
Barry Evans, Preston

It's easy when you know how. Jump across, and when you hit the other side tap ⇧ really fast. If you've timed it right you will pull yourself up to safety.

FIFA

Are there any cheats for FIFA 99 or FIFA 2000?
Hugh McGinnes, Shettleston

There's a couple of scams for FIFA 99: to get free money press L1, L2, R2, R1, ●, ✕, ■, ▲, ST►, and SEL in the team edit screen. Press L1, L2, R1, R2, ●, ✕, ■, ▲, ST►, SEL in the team edit screen for unlimited fouls.

BRING THE POWER BACK



THE ANARCHY CONTINUES THIS MONTH AS YOU LOT LAY INTO JEDI POWER BATTLES WITH A VENGEANCE.

■ **My Opinion:** People don't like Power Battles 'cos they can't play proper games. I remember when games were rock hard and gamers were mighty warriors, not flatulent pussies like today.
■ **My Tip:** Get a life, gamers, and actually concentrate on what's going on on the screen rather than checking your navel fluff.
Keith 'Sarlaac' Salmon, Leicester

■ **My Opinion:** Jedi Power Battles is a pile of stinking wookiee's pants and I want to tie a a bungie rope to George Lucas's gonads and push him off the Grand Canyon.
■ **My Tip:** Take lots of illegal stimulants because if you don't you'll never get past the stupid pixel perfect jumps on the second stage.
Dan 'Boba' Treat, Reading

■ **My Opinion:** Great sound and graphics Jedi Power Battles has, but a bit too difficult for most tastes it is. Whoever said being a Jedi was easy? Impatient you are!

■ **My Tip:** Learn to use your lightsaber to reflect damage onto droids. Feel, don't think.
Chris 'Yoda' Watton, Bath

■ **My Opinion:** Five minutes after I took Jedi Power Battles out of its case I was close to jumping out of my window. It could have been a really good game but the control system is so frustrating.
■ **My Tip:** Look out for destroyers and take them out before any other enemies. The battle droids are mostly too weak to do much damage at first.
Kirsty 'Leia' Granger, Rosyth

■ **My Opinion:** With all that CGI equipment that Lucasarts have, why couldn't they produce better graphics models for everything in this game? The Jedis all look geriatric and they can't even turn round properly.
■ **My Tip:** Take the game out for a drive on the motorway and leave it to perish in a layby. If it comes home, throw it into the pond in a bag full of bricks.
Steven 'Jabba' Jones, Aberdeen



→→ NEXT MONTH: NIGHTMARE CREATURES 2

STUCK?

WE DIGEST YOUR PROBLEMS AND CAUTIOUSLY PULL SOLUTIONS FROM THE RESULTING SLURRY



WILD ARMS

I have been playing Wild Arms for a year now and have been stranded on De La Metillica not knowing what on earth to do. I turn to you for help. I'd be very grateful for some advice!
Richard Crawford, 1st Battalion ITCC Vimy Barracks, North Yorkshire

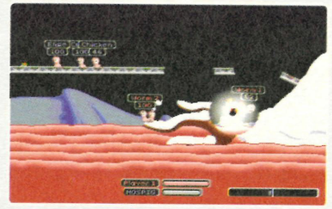
What is your major malfunction Private? You might well be stuck on the chest puzzle: open the third and fourth chest from the left and go through the middle door. After that, go to the lower-left corner to get the book of Wind. Then go through the bottom door, pick up the book of Lighting, and continue on. Get the books of Nothingness, the Sacred, and Illusion. If you've picked up all the books on the level, you'll get the hint for Phazer Zapp. Keep on going until you reach a pair of doors. Read the tablet and go through the doors. Take the following path: left, right, right, left, right. At the end of the path, you will meet Duras Drum, Guardian of Illusion. You will then get the Hades Rune and warp out of there.

WORMS ARMAGEDDON

Are there any cheats for Worms Armageddon. If so would you pass me a couple on?
Kyle Walsh, Great Yarmouth

Sorry, but you're gonna have to get all those goodies the hard way by unlocking them. So roll your sleeves up and do this:

FOR THIS	YOU NEED TO
LASER AMMO	BEAT MISSION 4
JETPACK AMMO	BEAT MISSION 8
FAST WALK	BEAT MISSION 13
INVISIBLITY AMMO	BEAT MISSION 16
LOW GRAVITY AMMO	BEAT MISSION 20
BANANA BOMB UPGRADE	BEAT THE LAST MISSION
AQUA SHEEP	GET GOLD ON THE SUPER SHEEP TRAINING
MORE POWERFUL LONGBOW	GET GOLD ON THE EUTHANASIA TRAINING
ENHANCED SHOTGUN	GET GOLD ON THE RIFLE RANGE
ENHANCED GRENADE	GET GOLD ON THE ARTILLERY RANGE
SHEEP HEAVEN	GET GOLD ON CRAZY CRATES
FULL WORMAGE	COMPLETE ALL TRAINING MISSIONS ON ELITE DEATHMATCH





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:

→ Nightmare Creatures 2 is good because:

→ My best tips for NC2 are:

DESTRUCTION DERBY RAW

OUR SMASHIN' GUIDE TO THE DIRTIEST TRICKS IN THIS WRECKING RACER

Race 'n' wreck

BE A WINNER WITH A RUTHLESS STYLE



▲ This is a racing game with a twist. You're not in the stuck-up world of F1 racing now. Being the fastest racer on the track won't always be enough to win the championship



▲ You will get a lot of points for passing the finish line in first but you'll have to cause havoc during the race to rake in a top score. Easier said than done, we reckon



▲ Watch out, the handling in Destruction Derby Raw is not particularly responsive so you'll need to turn early to get round the bends and slow right down for hairpins



▲ Don't forget you can always restart a race. If you don't get a good score or think you could do better, just pause and restart, or hit the triangle button when you finish the race

Destruction heaven

FIVE KILLER WAYS TO SEND THE OTHER CARS FLYING AND BUILD UP THE POINTS



▲ You earn the biggest scores by crashing with other racers, causing them to lose control. But it's not easy. You'll have to do a lot more than just little barges to get the real rewards



▲ An easy way of getting points is to nudge the rear end of a car as you pass. As soon as you knock them off course, turn away or slow down and go round behind their skidding motor



▲ Look out for crashes up ahead as this gives you a golden opportunity to slam into the side of unfortunate opponents. This will hopefully flip them over which gets you mega points



■ You can also brutally shunt other cars as they turn into a bend in front. Pick up speed and cut inside to whack 'em hard on their rear side, sending them spinning uncontrollably off the circuit. Again, this takes some practice but stick with it and your points will skyrocket, guaranteed



■ Killer tip number five: take advantage of your surroundings. The levels are designed for ultimate crashing carnage so make the best of it. This means you can often ram dumb ass opponents into walls and other nasty obstacles, for which you're awarded the coveted Barrier Slam bonus

Assault mode

TAKE OUT ARMOURED CARS WITH EASE

This is one of the most original modes in the game, and can be quite difficult if you don't use the right tactics. It's quite a laugh though, especially on the stadium track



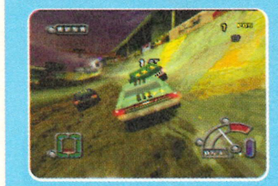
▲ Winning is all about balancing attack and defence. Attack enemy armoured cars when you're trailing, but when you're in the lead keep an eye on the cars behind to make sure you avoid their rams



▲ The best way to take out an armoured car is to pull up alongside and push it into a wall. Overtake and block its path as it tries to recover. Your own car should end up in the lead



▲ Protect your pal from other cars by trailing slightly behind him and barging into anyone who passes you. Make sure you don't take out your own armoured car by accident though



▲ Once you've got your team-mate into first place, keep them there by pulling up behind and giving them a gentle nudge. This will give the car in front a slight boost but also prevents other cars from ramming



▲ The most effective way of slowing an armoured car is to pull out in front of it then slam on your brakes. This can almost stop them, but only do this when you're either far behind or way ahead

Destruction Derby

HOW TO SURVIVE THIS NIGHTMARE MODE

ARMAGEDDON MODE



▲ Here you're thrown into an arena with man-eating maniacs who really don't like you. There's only one thing to do... RUN!



▲ The idea is simple – the longer you last, the more points you score. Therefore stay ahead of the pack by constantly circling the arena at top speed. If you get hit, get back on track as fast as possible



▲ This won't work forever though. Be unpredictable, and when you see a car zoom in front of you, slam on the anchors. If you get it right the lead car will miss. Now reverse the avoid the others!

VAMPYRE MODE



▲ Steal points from your victims by ramming them. The scoring system doesn't work well, but side-on crashes are best as head-on smashes don't always work in your favour



▲ Stay out of pile-ups. Receiving blows from all angles seriously drains your points. Try to keep moving and target cars that are out in the open

MadCatz®
PUTTING THE BITE BACK INTO GAMING

TIPS&CHEATS

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



V-Rally 2

UNLOCK THE WHOLE LOT AND EVEN LEARN TO FLY LIKE A BIRD

ALL CARS, TROPHIES, LEVELS

Go to game progression screen at the options menu then press L1 R1 ⬅ ➡ ⬅ ➡ ⬆ ⬇ ⬆ ⬇ ⊗ ⊗ and SEL. Hey presto, you've got the lot!

FAST ACCELERATION

Enter your name as LDN for wheel spinning action

SUPER JUMPS

For high flying mode, enter _FLY_ in the name box. Remember the space before and after. Now, every time you hit a jump you'll be launched twice as high, like some kind of motorised grasshopper.



▲ Get fast acceleration to leave those bends at speed

HIDDEN TRACKS

Enter these codes in the name box to access the hidden courses. You must quit and start a new race to change. After entering the code choose your car, select time trial from the game mode screen, go to Corsica and choose any course.

TRACK	CODE
Hidden track 1	CBLC
Hidden track 2	CBLCA
Hidden track 3	CBLCB
Hidden track 4	CBLCC
Hidden track 5	CBLCD

Misadventures of Tronne Bonne

ALTERNATE COLOURS FOR THE GUSTUFF

In the laboratory area, talk to #2 and receive the Paint Set from him and bring it to #36 in Tronne's Room. If you are just starting the game, you won't have that room yet. Go to the Ruins and get the memento and give that to #36 too and you'll get the other set of colours.

EASY MONEY

There is an easy way to get cash in the level where you collect farm animals. Instead of rushing to collect the animals, kill off the bird-like robots. Try shooting one from afar. When it rushes you, just strafe away from it. Then use your auto-lock to target it again and resume firing, and repeat if necessary. When you see the bird-bot appear, send your server bots to collect it. They will pick it up and throw it into the truck. When sold, each bird gives you 500 zenny – and the best thing is they always return.

Test Drive 6

A STACK OF FUNKY CHEATS

Want to liven up this tedious racer? Simply enter these instead of your name and things should get a bit more interesting.

CHEAT	NAME
$6,000,000	AKJGQ
All cars	DFGY
All challenges	OPIOP
All tracks	ERERTH
All Quick Race tracks	CVCVBM
Disable checkpoints	FFOEMIT
Enable checkpoints	NOEMIT
No challenges	OPOIOP
No Quick Race tracks	OCVCVBM
Shorter tracks	QTFHYF
"Stop The Bomber" mode	RFGTR

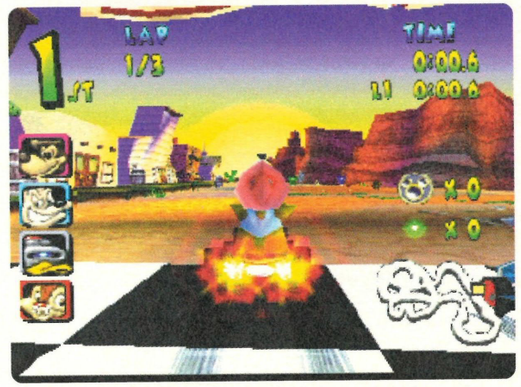


▲ Try the shorter tracks cheat to limit the length of your boredom

Walt Disney World Magical Racing Tour

GET NEW CHARACTERS AND NEW TRACKS

PLAY AS JIMINY CRICKET



▲ Collect all the parts of the Firework Machine to get Mr Cricket

PLAY AS NED SHREDBETTER



▲ Get old Ned by successfully completing the Trophy Challenge

SPLASH MOUNTAIN TRACK

Win all nine first place pennants to unlock the Splash Mountain track, inspired by one of the wetter rides at Disney World in Florida.

PLAY AS X.U.D. 71



Collect all eight fairies on each of the following tracks: Tomorrowland Speedway, Space Mountain, Blizzard Beach, Dinosaur, Pirates of the Caribbean, Jungle Cruise, Splash Mountain, Haunted Mansion, and Big Thunder Mountain Railroad. Pretty cool, huh?

Alundra 2

ALL PUZZLE PIECE LOCATIONS LISTED

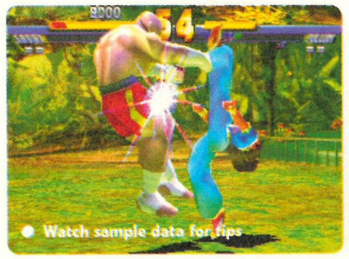
The more of these puzzle pieces you can recover and give to Jeehan, the more skills and combos you'll learn. Believe us, the game gets a lot easier with some of these. So to save you the trouble of digging them up, here's a complete list of all 60 that are dotted around the levels and the mini games.

EXACT LOCATION OF PUZZLE PIECES

1) Kindra Forest – along the path Prunewell came out from
2) Mt Sparrowhawk – Alexia gives you one
3) Paco Village Bombed – explore the debris
4) Tortuga Beach – along the wooden veranda
5) Toroledo – from the Cow Princess
6) Toroledo – in the back of the Inn
7) Toroledo – by Lord Jeehan's shrine
8) Ox Tank – in piston room
9) Ox Tank – in upper level with flamethrowing Mephistoids
10) Ox Tank – in the bushes outside
11) Dun Webb – over the pit by the first save point
12) Dun Webb – conveyor belt room
13) Dun Webb – in the elevator shaft behind the green door
14) Puerto Medusa – Gold Badge Testing Centre first room
15) Puerto Medusa – next room
16) Milenas Mansion – in the garden shed
17) Milenas Mansion – two rooms past the Kinokodile
18) Milenas Mansion – on the balcony
19) Gwaba Town – next door to the store second floor
20) Gwaba Town – in Jose's House
21) Gwaba Town – in Linda's House
22) Puerto Medusa – in the Catch The Falling Vase mini game
23) Seagull Ruins – solve the fireball launching blue statue puzzle
24) Seagull Ruins – in the dungeon with the statue on your head puzzle
25) Seagull Ruins – shoot the four invisible lanterns
26) Seagull Ruins – in the large room with block and bomb puzzle
27) Eden Village – in the shed on the island
28) Eden Ruins – in the dungeon with gold statue and spikes on same platform
29) Eden Ruins – next room down in the pit
30) Eden Ruins – in the pit drop down from L-shaped walkway
31) Eden Ruins – in the pit next to the grapes by the gold statue and the crystal puzzle
32) Eden Ruins – in the gold statue maze
33) Paco Village – behind the doorway on the hill
34) Dog Mini Game – behind gold statue
35) RC Car Mini Game – in circuit
36) Gwaba Town – in the town hall behind two gold statues
37) Church Of The Key – under gold statue
38) Church Of The Key – under stone statue in lava river
39) Church Of The Key – on a ledge by the trees
40) Mt Firedrake – by telepads in a dead end
41) Dragonia – in the invisible sentry's room
42) Dragonia – on the high platform after bomb block corridor
43) Dragonia – in the flamethrower puzzle room on the ledge
44) Gwaba Town – in Sue's House use all your rings here
45) Toroledo – in the Bull Waiting area shoot lantern
46) Yagin Harbour – in the Inn light the lantern
47) Ox Tank – burn the trees down
48) Ox Tank – shoot the three green crystals
49) Ox Tank – shoot invisible block under the large cannonball
50) Dun Webb – enter the top door outside by the rolling balls
51) Seagull Ruins – jump down in the pit and light the six lanterns. The pit is located to the far right in a room with gold statues and spinning sentries
52) Turnkey Dam – a puzzle piece is hidden behind the entrance
53) Puerto Medusa – Gold Badge Testing Centre inside a gold statue
54) Milenas Mansion – light the unlit lantern in the bed room
55) Varuna Ruins – in room with two green statues and line of torches
56) Varuna Ruins – in the room where the chests keep falling down when you kill the creatures. It's the last chest to fall down
57) Varuna Ruins – past the invisible spinning blades on the ledge
58) Star Key – south door solve the four switch puzzle
59) Star Key – in the room with bomb throwers and statue
60) Star Key – jump over the spiked platform from the ladder

Street Fighter EX2 Plus

UNLOCK SAMPLE DATA



Watch sample data for tips

Sample data lets you select any mission and watch how the computer goes about finishing it to learn some hints and tips. Go to the main menu. Then highlight Practice and press SEL, highlight Director and press SEL, highlight Versus and press SEL, highlight Arcade and press SEL, highlight Option and press SEL, highlight Bonus and press SEL, highlight Director and press SEL, highlight Versus and press SEL, highlight Arcade and press Select, finally highlight Practice and press SEL.

UNLOCK BONUS GAMES

Go to the main menu. Then highlight Bonus and press SEL five times, highlight Option and press SEL three times, highlight Versus and press SEL once, then highlight Director and press SEL twice. Try the madcap Satellite Fall game where you have to beat the crap out of a satellite before it crashes down on Earth.

UNLOCK ALL CHARACTERS

To unlock characters like Shadow Geist, Kairi, and Vega II go to the main menu. Highlight Bonus and press SEL twice, highlight Director and press SEL four times, highlight Practice and press SEL once, finally highlight Arcade and press SEL four times.

NHL 2000

SUPER GOALIE

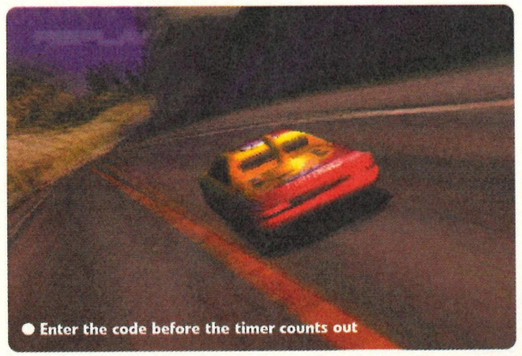
Enter 'Patrick Roy' as a player name at the create-a-player screen. Answer yes to use his ratings. Then set the attributes as shown below for an absolutely top notch goalkeeper anyone will have trouble beating.

ATTRIBUTE	RATING
Speed	99
Poke check	99
Puck cover	99
5 hole	99
Defensive awareness	99
Offensive awareness	99
Speed	99
Recovery	99
Agility	99
Glove left	99
Glove right	99
Stick right	65
Stick left	99
Aggressiveness	99
Endurance	99
Intensity	40

Ridge Racer 4

FOLLOW THE BIRD

While playing in the Grand Prix, on the 'Heaven & Hell' course, push ← → ↓ very quickly on the control pad before the countdown clock hits three. A large bird will swoop down over your car and lead the way for you down the track for as long as you can keep up with it. Does it help? We don't think so.


Enter the code before the timer counts out



Have fun chasing the bird



Flap harder to keep up

Soul Reaver

CHEATS TO DIE FOR. OH, HE'S ALREADY DEAD

When the game's paused, hold down R1 or R2 and enter these codes. If you get it right, you'll hear a horrible scream. And that's good news.


▲ Stuck in Soul Reaver? You won't be ever again with these beauties

CHEAT	CODE
Aerial Reaver	⊗ → ↑ ↑ △ ← ← → ↑
All Abilities	↑ ↑ ↓ → → ← ○ → ← ↓
Constrict	↓ ↑ → → ○ ↑ ↑ ↓
Fire Glyph	↑ ↑ → ↑ △ L2 →
Fire Reaver	↓ ↑ → ↑ ↓ ← ○ → ↓
Force Glyph	↓ ← △ ↓ ↑
Force Projectile	← → ○ ← → ←
Hurt Raziel	← ○ ↑ ↑ ↓
Kain Reaver	⊗ ○ → △ ← ← → ↑
Fire Reaver	△ → ↓ ○ ↑
Max health	→ ○ ↓ ↑ ↓ ↑
Maximum magic	△ → ↓ → ↑ △ ←
Open warp gates	↑ ↑ ↓ → → ← ○ → ← ↓
Phase	↓ ○ ○ ← → △ ↑
Restore health	↓ ○ ↑ ← ↑ ←
Restore magic	→ → ← △ → ↓
Soul Reaver	↓ △ L2 → → ↓ ↓ ← △ ↓ →
Sound Glyph	→ → ↓ ○ ↑ ↑ ↓
Stone Glyph	↓ ○ ↑ ← ↓ → →
Sunlight Glyph	← ○ ← → → ↑ ↑ ←
Upgrade health	→ ⊗ ← △ ↑ ↓
Wall Climb	△ ↓ L2 → ↑ ↓
Water Glyph	↓ ○ ↑ ↓ →

Ape Escape

99 EXPLOSION BULLETS

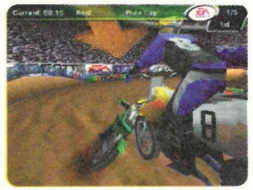
To really cause some havoc, pause the game and press: R2 ↓ L2 ↑ → ↓ → ← and you'll collect up to 99 explosion bullets.

Supercross 2000

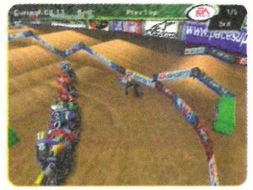
AWESOME CHEATS LIST

First press R1 at the Select Event menu to display the cheat screen and then enter any of these lovely codes.

CHEAT	CODE
Additional views	M0R3C4MS
All riders block you	BL0CKM3
Big bikes	B1GB1K3S
Big dirt sprays	B1GSPR4Y
Cancel track reset	N0OFFTR4CK
Cancel track skip	SK1PP1NG0K
Giant riders	G14NTS
Headless rider	H34DL3SS
Hopping bike	H0P
Jupiter gravity	JVP1T3R
Mars gravity	M4RS
Mercury gravity	M3RCVRY
Moon gravity	M00N
Neptune gravity	N3PTVN3
No crashes	N0CR4SH
No riders	N0R1D3RS
Pluto gravity	PLVT0
Saturn gravity	S4TVRN
Uranus gravity	VR4NVS
Venus gravity	V3NVS



▲ Moon gravity keeps you airborne



▲ Beat the rest by cheating

Wip3out

CHEAT CODES

To activate a cheat, enter its code as a Default Name. Some of these are a blast. Try unlimited shields and thrust for some serious road rage!

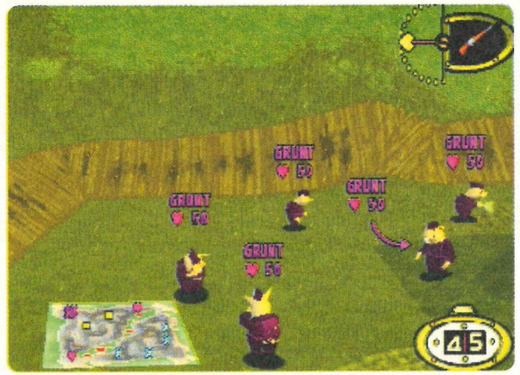
CHEAT	NAME
All challenges	THEHAIR
All prototype circuits	CANCERW
All racing circuits	WIZZPIG
All teams	AVINIT
All tournaments	BUNTY
Blue Turbo triangles into white	BEBEDEE
Hitting walls slows you down	NOWHEELS
Phantom class	JAZZNAZ
Random weapons	DEPUTY
Unlimited hyperthrust	MOONFACE
Unlimited shields and thrust	GEORDIE

Hogs of War

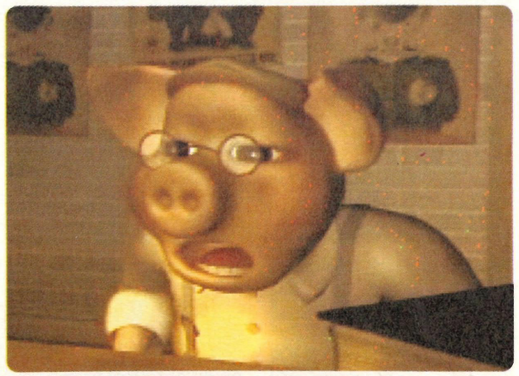
CUTSCENES AND EXTRA TEAMS



▲ In the Name Your Team screen type in PRYING PIGS to gain access to all the FMV scenes. This one won't help you win though



▲ Type in MARDY PIGS in the Name Your Team screen to gain access to the secret 'Team Lard', who have purple outfits and stupid hats. Again, this won't help you win but is good for a laugh



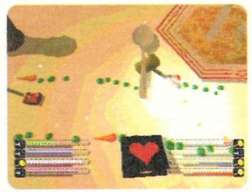
▲ In the Name Your Team screen type in WATTA PORK to gain access to an additional FMV cut scene showing the horrors of porcine soldiering where this guy Potter joins up and gets blown apart by a great big bomb

Micro Machines v3

DOUBLE SPEED, SLOW ENEMY CARS AND MORE

When it asks for your name just pop these codes in and the job of racing round a snooker table in microscopic F1 cars should be a whole lot easier.

CHEAT	CODE
Any object	↓ ↓ ↑ ↑ → ← → ←
Behind car view	← → ● ● ← → ● ●
Big bounces	● → → ↓ ↑ ↓ ↓ ↓
Double speed	■ ✕ ● ■ ▲ ✕ ✕ ✕
Floating objects	■ ▲ ■ ■ ▲ ■ ■ ▲ ✕
Slow CPU cars	● ▲ ■ ✕ ● ▲ ■ ✕



▲ Sick of losing? Cheat then



▲ Ever bonus will be yours

Destruction Derby 2

GET ALL TRACKS AND INVINCIBILITY

ALL TRACKS

Can't unlock that final course? Can't be bothered persevering? For access to all tracks, select any race, then choose Championship Mode and enter your name as MACSrPOO.

ANIMATED CREDITS

To view animated credits, select any race, choose Championship Mode and enter your name as CREDITZ! It's not very useful but it's still something worth checking out.

VIDEO CREDITS

For an FMV view of the game credits, select any race, then choose Championship Mode and enter your name as ToNyPaRk. What can we say? No, it's not useful, but yes, it is worth seeing for the sake of it.

INVINCIBLE

Enter this name at the name entry screen: !damage! Now you can crash into anything you want as much as you want and still not have a scratch.

Nightmare Creatures

CLEANSE THOSE LONDON STREETS OF EVIL UNDEAD VERMIN WITH THESE GOTHIC INCANTATIONS

CHEAT MODE

At the Password screen enter ← ↑ ✕ ● ↓ ▲ ● ↓. You can now enable infinite everything (lives, weapons, etc), play as a monster, and choose your starting level. After entering this code you must start a new game to access the cheat menu.

DIDDY MONSTERS

To shrink all midgets into babies with baby-like noises, enter the cheat mode code then, while still on the title screen, press L2 L2 R1 R1 L1 R2 SEL. You will now see a new option titled 'Reduce' when you start the game.

DEBUG MODE

If you're sick of dying or getting stuck then check out the debug mode. Things should become a lot easier around Victorian london all of a sudden. Enter the cheat mode code, then press L1 L1 L1 R1 R1 R1 L2 L2 L2 R2 R2 R2 SEL.

ONE-HIT KILLS



To slice any enemy clean in half with one hit, enter the cheat mode code, then press L1 R1 L2 R2 SEL

DISABLE COMBOS



To disable all combos including your own, enter the cheat mode code, then press L1 R1 L2 L1 R2 SEL

SILENT BOMBER

SILENT BOMBER FEATURES SOME OF THE TOUGHEST BOSSES EVER. SAVE YOUR FINGERS – AND YOUR JOYPAD – BY LEARNING THESE TOP TIPS

Battle tactics

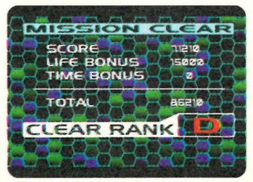
BLAST POWER ALONE WON'T KEEP YOU ALIVE



▲ Stack 'em up and let 'em fly! Dumping just one or two bombs on a tough enemy will barely scratch their paintwork. Once you lock on to your target press ● rapidly to stack four or five bombs at a time. Kaboomb!



▲ Use combos to increase your points total and boost your end of level ranking. Blowing up lots at once will rack up an increased number of points. If you can blow up enemy missiles at the same time you'll also multiply your points



▲ Increase your end of level ranking to earn more D-Chips and unlock secret characters like Mercury. The best way to improve your rank is to rack up high points, maintain a full health bar and finish the level as fast as possible



■ Keep accessing your E-Unit screen even during a boss battle. When you're under heavy fire from close targets reduce your Range and increase your Shield. If facing more distant enemies increase your Range for maximum effect.

Power-ups

BLOW UP EVERYTHING TO PICK UP THE GOODIES



▲ Paralysis liquid: vital when you're facing multiple Mechs. Freezes them instantly giving you time to stack up multiple bombs, or allows you to run away if you're worried about biting the bullet



▲ Napalm liquid: less effective on mechs than humans and bio-weapons. Use it when you have an army of Gunners chasing you, or on Mission 10 when faced with the marauding bio-hazard monsters



▲ Gravity liquid: this is the best of the lot. It works on almost every enemy by creating a mini black hole and dragging everything towards it. Even the toughest yellow Mechs can't helped but get sucked in by its mighty gravitational pull



▲ E-Chips: it's vital to search every level to make sure you collect all the E-Chips. The more you have, the more invincible you become as you can increase your bomb stacks as well as enhancing your target range and upgrading your shield



▲ D-Chips: these yellow chips are more scarce, but each one opens up a secret character in the two-player VR Arena. See if you can find them all

Big boss battles

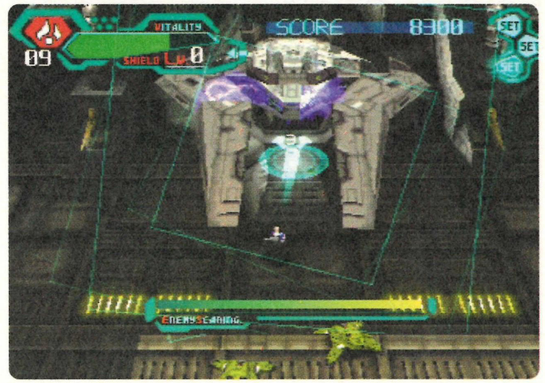
LEARN HOW TO BEAT THE HARDEST BOSSES IN THE GAME

MISSION 1 BOSS



▲ The Mech Spider boss comes as a nasty surprise at the end of Mission 1. Keep jumping around to avoid his lasers and use your targeting skills to plant bombs on his butt before detonating them from a distance

MISSION 2 BOSS



▲ Start by taking out the six sliding doors either side to stop the spider bots spawning. Use Gravity Liquid to squish the stragglers. Use Paralysis Liquid on the big Boss and lob bomb stacks into his metal jaws to shut them permanently

MISSION 6 BOSS



▲ Make sure you have a good supply of Paralysis Liquid before you face this over-grown toaster. When it starts firing at you dodge the deadly pink laser blasts and start circling the Bot in an anti-clockwise direction



▲ The instant its shield powers down, target a stack of bombs underneath the body. You should try and drop at least seven for best results. Run away and repeat the cycle until the sucker fries himself into a frenzy

MISSION 7 BOSS



▲You need to ride this Boss like a bucking bronco to plant your bombs. Jump on his back and dump a stack of bombs on the target. Jump off and keep picking up the goodies from the buildings he wrecks



▲After you have repeated your rodeo-style assaults enough times, the target area will shift to the deadly Tractor Bot's head. When it does, stand on his back and launch bomb stacks at the new weak points

MISSION 10 BOSS



▲ This huge android arachnid may look disgusting and hard as nails, but he's not really too hard to beat. Before you join the battle access your E-Unit screen and set your bomb range at 10. You should have your stack built up to at least six by now



▲ Using your Gravity Liquid should keep all those annoying little baby spiders out of your hair. To beat the big momma, run in close and lob multiple bombs at the red spots on its jaw. Repeat until the evil titanium tarantula bites the dust



▲ Leap off to avoid the thrashing movements and detonate the bomb stack. Repeat for as long as it takes to send that sucker straight to Mech hell

Mission 8

A COMPLETE WALKTHROUGH FOR THE TOUGHEST LEVEL IN THE WHOLE GAME



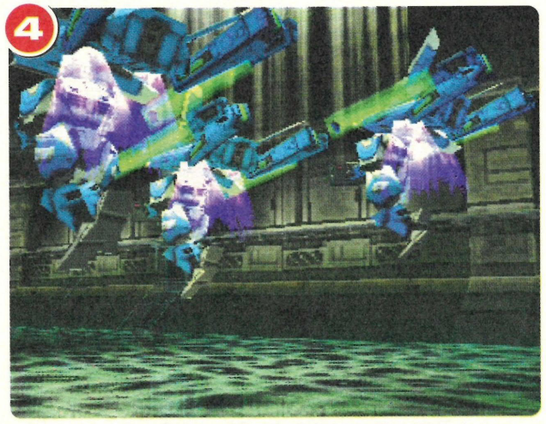
▲ Try to save your Gravity and Paralysis Liquids on this level 'cos you'll need them for the hellish end of level boss. When hassled by these irritating yellow gits, use your targeting skills to send them to the big recycler in the sky



▲ When the boat appears, detonate bomb stacks on the floor of the raft as it passes underneath. If you repeat this three or four times the boat should explode and sink like the Titanic. Then take out the next wave of yellow planes



▲ Take out the second boat using the same method, make your way through the warehouse, blowing up the APCs and Gunners and raiding all the crates to get the E-Chips and Liquid. Step onto the raft and press the red button



▲ Get ready to tussle with three Blue Mist jets, the toughest Bosses in the whole game! First access the E-Unit screen and increase your shield to the highest level you can while keeping your bomb stack at five or six



▲ Try and dodge the fearsome missiles and the deadly purple plasma balls that the jets hurl at you. If you're having trouble doing this you can also take out the plasma spheres with your Gravity Liquid



▲ When the jets dive in close stand to the right of them to avoid their nasty lasers and use the lock-on to stack up as many bombs as you can. If you're quick enough you should be able to get at least five piled up



▲ Keep repeating this cycle until the Blue Mist health bar is down to halfway. When this happens they will launch a Full Power attack on you. This may sound like bad news but it means you're nearly there



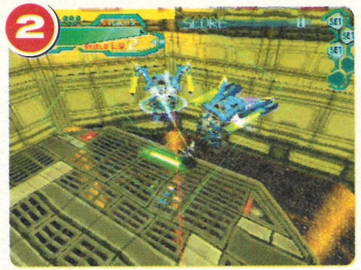
▲ When the jets come in close again use the targeting method to pick them off one at a time. Watch them come crashing down. Then sit back and give yourself a pat on the back for beating such a rock hard Boss!

Mission 11

LEVEL 11 IS A REAL BITCH TOO. HERE'S HOW TO BLOW IT AWAY



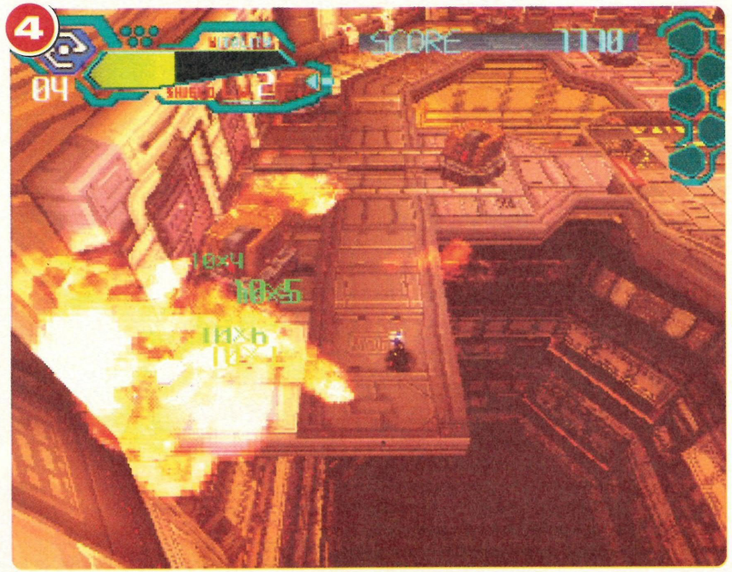
▲ Step out onto the moving platform and you'll come up against three more of those dreaded Blue Mist jets. You have to make sure your Range is set at 11 metres or more for this one if possible. Keep your stack level at four or five for best results



▲ Run around the platform, dodging the missiles and lasers. Keep targeting the jets and try and stack four or five bombs on each jet to give them a good jolt. When you hear a big explosion it means you've destroyed one of the jets



▲ Good news! You've just destroyed three more rock hard jets. Bad news: Now you've got to face another three! Use exactly the same method as above to take them out, but this time you'll have to dodge those annoying purple plasma balls again



■ OK so now you've whipped all the Blue Mist jets but don't chill out yet because there's still plenty to do to beat this bitch of a level. When the lift platform reaches the top Annri says you'll have to stall while she clears a path to the bridge. So leave the platform and head for the bottom left corner



▲ Blow up the box you find there to get an extra 50% life and then work your way around the edge of the room. As you go you'll have to dodge all the turrets while blowing up boxes to get precious E-Chips and Liquids that you'll appreciate later on



▲ When Annri gives the all clear, go back up to the lift platform and prepare to face yet more Blue Mist jets. Will they never end? You should know how to handle them by now, but watch out this time for that old Full Power attack trick



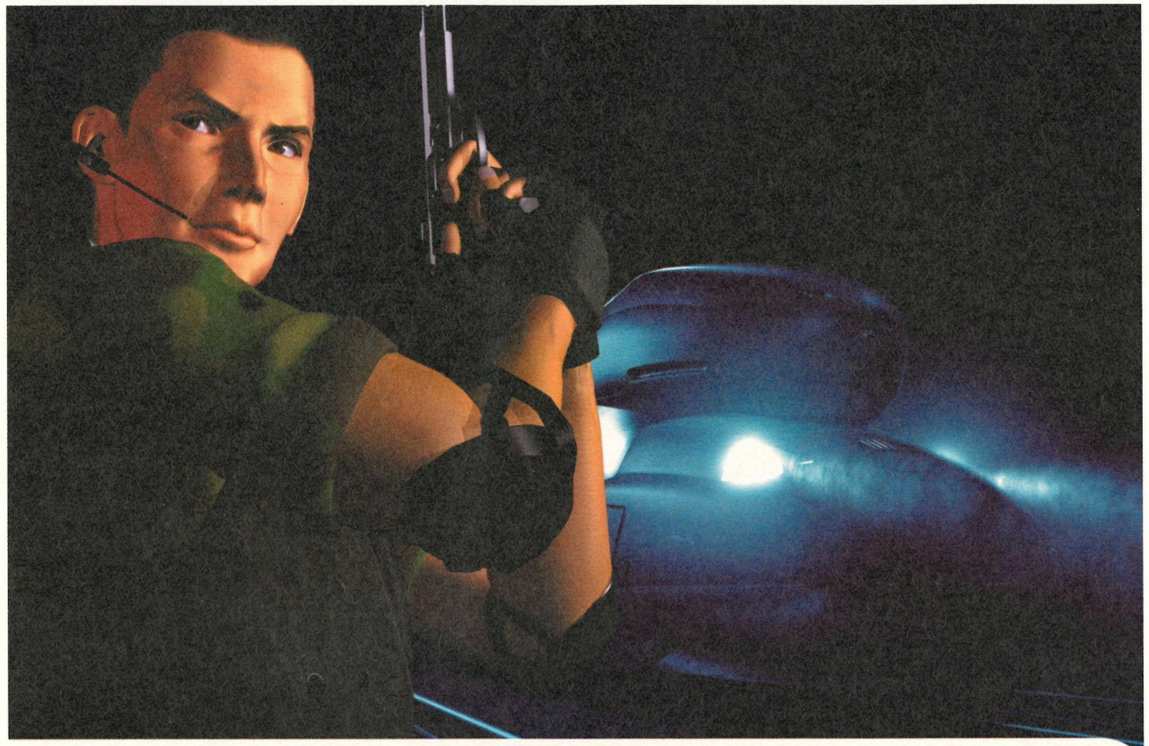
▲ This Boss looks hard but can be beaten by following this formula. When the Boss shoots out two red and black platforms, run round and target four or five bombs on them. Detonate them when he pulls them back near his head



▲ Repeat this until he starts lobbing great big rockets at you. This might be a good time to increase your Shield at the expense of your Range. Dodge the rockets and keep stacking the bombs on the platforms and he'll be a pile of junk in no time

CHASE THE EXPRESS

AN ARMOURED TRAIN CARRYING A HIGH POWERED FRENCH AMBASSADOR IS HIJACKED BY COMMIE TERRORISTS ARMED WITH NUKES. YOU THOUGHT YOU'D HAVE TO TACKLE THEM ALONE. LUCKILY WE'RE COMING WITH YOU...



So what's the shakedown?

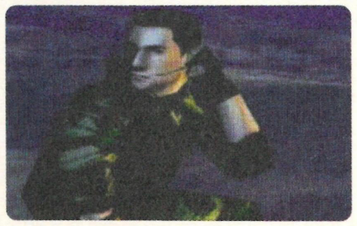
IT'S LIKE THE DAY OF THE JACKAL, BUT ON RAILS



▲ You are Jack Morton, a NATO lieutenant assigned to guard to the French ambassador and his family. You are all travelling from Russia to France in a train called the Blue Harvest...



▲ And of course nothing goes smoothly in PlayStation land does it? The train has been captured by Russian terrorists, headed by a certain Boris Zugoski. He's keen on killing important people



▲ Almost in an instant your entire company of military bodyguards has been mercilessly slaughtered, and you are the only one left to save the ambassador and his family. Are you up to it?

Get all five endings

There are five different endings available in this game. And avoiding the nasty conclusions is no easy task. To get the best ending you will need to visit every room in the game as well as collecting all of the memos. Ouch! To see all the endings you'll need to finish the game a lot of times.



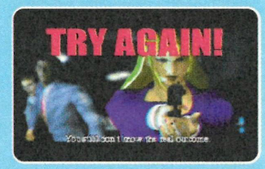
■ **Scenario A. To get this ending simply collect all the Memos dotted round in the game. Obviously it's not quite as easy as it sounds, but it's worth getting every last one**



■ **Miss any memos and you'll see the ending for scenario B. Likewise, only complete one objective during the game and you get the ending for scenario C**



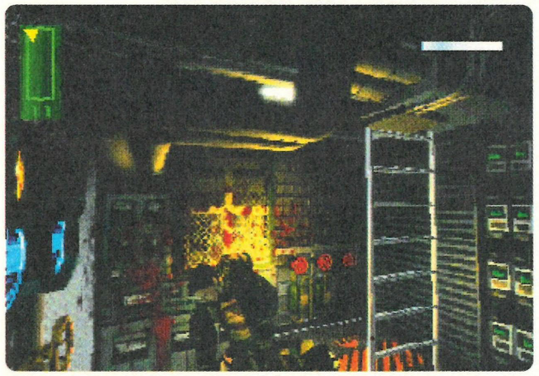
■ **Make sure you visit every room in the game, so all the locations turn purple. Also play on easy or expert difficulty to get the most out of the game endings**



■ **Fail to pick up Disc A in Cart 10, after killing Boris Zugoski, and you get the scenario D ending. Let Billy MacGuire meet his maker and ending E is yours**

Carriage hopping tips

Jumping from carriage to carriage is a quick way to travel down the train, but can be a little risky. If you fall your character will grab the edge of the car. Tap all of the buttons rapidly to climb up again. Shoot guards near the edge of the train for an nice cut sequence of them falling to their doom.



▲ **Be sure to search all dead bodies you come across. The amount of times you'll find some ammo or a Healing Pack for you to pick up makes it worthwhile**



▲ **Ammunition is low in this game. You don't want to run out when you need it most so shoot only when you're close to enemies and your crosshair goes red**



▲ **When in a furious gunfight, always crouch down by pressing R1. You become a smaller target and will get through difficult battles much easier**



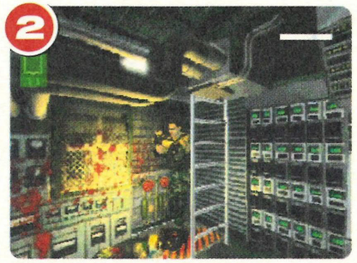
▲ **Save Points and Storage Boxes are situated in the washrooms of all places! Find them by following the recycling signs. Take a dump and save your game**

Russia – St Petersburg

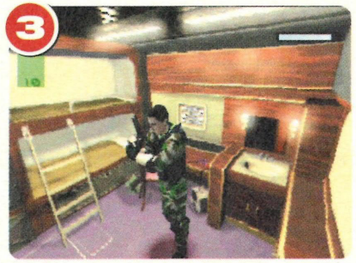
The first section of this area has you visiting a kitchen full of terrorists. This room will definitely bring back memories of Under Siege 2! Stephen Segal fans are going to absolutely love this game as the similarities don't end here – just wait until you get to climb under the moving train.



▲ You start your gripping adventure on the top of Cart 13. You need to move across to the ceiling hatch on top of Cart 11. Kill troops, get their ammo



▲ Enter the hatch, search the dead body down here for goodies and go down to the first floor. Enter Cart 10 and eliminate the terrorist guard



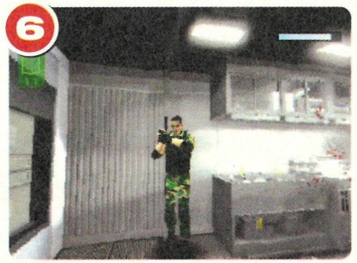
▲ Find the Relay Box and a Memo in the rooms. Head back to Cart 11. Search any the bodies along the way, then go upstairs and find a washroom



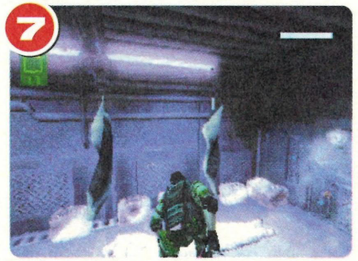
▲ You'll find one of your dead colleagues – take his ammo. Now enter the bar and find a Memo. Insert the Relay Box into the elevator



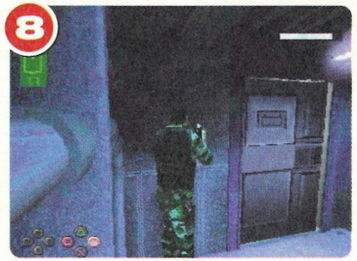
▲ As soon as you do you'll be hassled by two terrorists but, as you are low on bullets it's best to avoid them and save your ammo



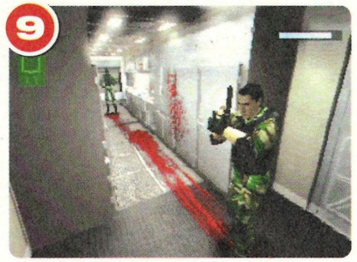
▲ Your ammo is too precious at this moment to waste it on Russian grunts, so rush down the elevator and turn on the light instead



▲ Open the doors on both ends of this area and find the cook's Memo next to the sink. Go into the freezer. Take Gold Cardkey from the dead cook



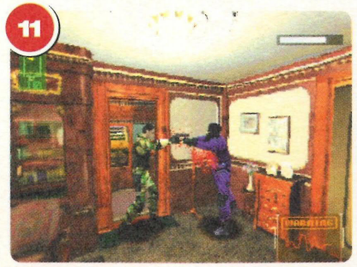
▲ Turn the freezer off before you leave as there's some ammo that's been frozen in here and you can get it later when it's defrosted



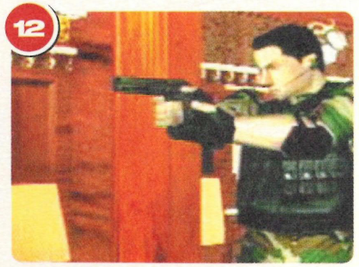
▲ A lurking soldier will try to take you out as soon as you leave the room. Why not kill him? Then backtrack to Cart 10, second floor



▲ Use the Gold Cardkey to unlock the door and enter the room on your left for a Memo. Go to the room on the other end of the Cart for another one



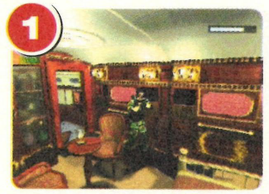
▲ Check this Memo to learn the code that opens the locked door. Unlock it and quickly kill the soldier who is guarding the area there



▲ Pick up the Memo on the table and go through the door to meet the French ambassador, Mr Pierre Simon himself, with his secretary Mr Philip Mason

Russia – Novgorod

Time for you to meet the ambassador's saucy female body guard. She isn't exactly dressed for battle, not that we're complaining. You'd better watch yourself though as this pussycat's got serious claws. Fortunately for all of us, you get to see a lot more of Christina later in the game.



▲ There's a dead terrorist here, pick up his Blue Cardkey. Go back to Cart 11. By now the freezer should have defrosted so pick up the ammo in there along the way



▲ Now a bit of stealth is needed due to your low ammo. Use the Blue Cardkey and go straight onto the second deck to avoid the soldier patrolling the first floor



▲ In the control room kill the two soldiers and get their ammunition and another Memo. Get the Security Disc in the emergency room and use it on the computer in the other room



▲ Unlock room 12R01 and take the Memo in there as well. Exit the room and you'll hear gunshots coming from it. Go in again. You'll then meet Christina Wayborn. Phwoar!

Russia – Smolensk

Time to go and rescue the French ambassador's wife and daughter. As usual the VIPs are in a poorly guarded room with a stupid guard watching over them. So what are you waiting for? It's time to go and be a hero. Look out for the mirror secret, it will bring back memories of Resident Evil.



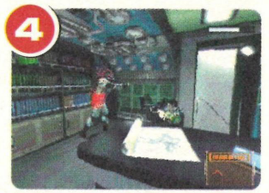
▲ Get the Memo from next to the dead body. Place your Blue cardkey in the computer here to update it so it's able to open the lock to Cart 13



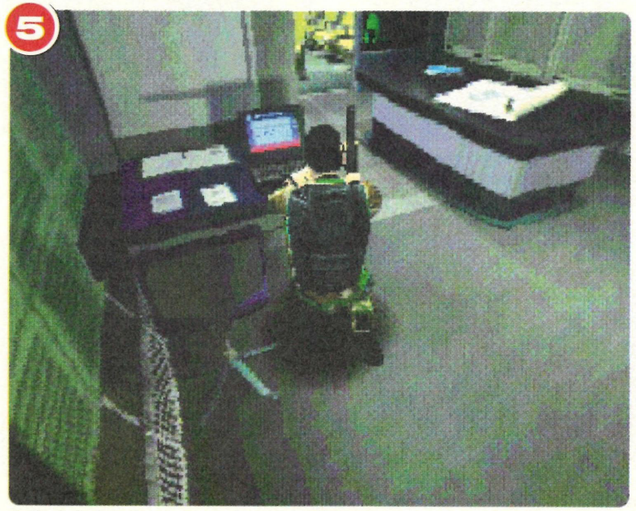
▲ Head back to the ground floor of Cart 12 and search the rooms for Memos and ammunition. Go to the shower room for another Memo



▲ A terrorist followed you in. Punish him and pick up his Healing Pack. Unlock the door to Cart 13 and again go straight up the second floor there



▲ Two terrorists are searching the room so kill them and pick up two more Memos. You should be able to grab some more ammo too



▲ Check the laptop computer on the table in this room to access the code for the second door. It's set as the departure date (Dec 24th) of the Blue Harvest train, in case you wanted to know



▲ Enter the washroom and switch on the light. If you haven't already, check the Memo from Cart 12 to be able to open the coded door at the other end of the Cart



▲ You'll find the dead sergeant lying in a pool of blood. Drain the pool and you'll find the key that he left for you. Unlock the second coded door and kill the guard



▲ Also get a Memo off the sergeant and enter the next room to meet the French ambassador's wife and daughter. Be polite

Belarus - Minsk

The bad guys are about to launch some more missiles and it looks like your buddies may not be able to intercept them in time. Get ready for a bit of sabotage, you're about to disable multi million dollar, high yield nuclear missiles with the aid of a Phillips screwdriver. As you do!



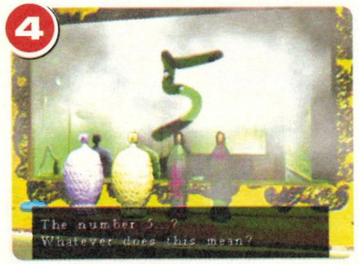
▲ Now for the first real challenge. You'll save two ladies and take part in the first major shootout. Don't waste bullets, only fire when your aim is red



▲ Run forward, crouch behind a box and shoot them at close range. When you're finished, go back to Cart 10, where you first met the ambassador



▲ On the way back, check out any rooms you haven't already for Memos and ammo. Mason will now tell you his story when he wakes up



▲ Go into the bathroom at the end of this room and you'll see something on the mirror. Now exit the room and you'll receive a call from HQ



▲ Go through the hatch where you first entered the train and get on top of Cart 9. Use the key you found in the blood earlier to unlock the hatch here



▲ Pick up the Healing Pack on the floor and go downstairs. Head past the Missile room and go into the Control Room. You'll meet Billy 'Lucky' MacGuire



▲ He'll give you a screwdriver. Now go back to the Missile Room. Pick up the ammo before you use the screwdriver or you won't have enough time to exit



▲ When you do two guards will want to end your life. Return the sentiment and enter Cart 8. Kill two more goons and hit the switch to move the box



▲ One more terrorist will now enter so kill him as well. Move your way to the back of the Cart and another goon will enter before you go upstairs



▲ If your ammo is running low avoid the guard and run upstairs. When you get up, there'll be another terrorist here that you have to kill



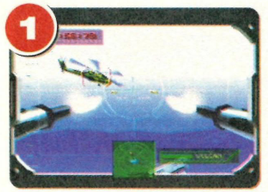
▲ Enter the launch-control room and kill the commies before anything else. Get the ammo and Healing Pack off 'em, as well as two more Memos



▲ Switch the launching key and you'll receive a call from HQ. Go to the end of the room and switch on the power supply for Room B and get ready...

Belarus - Baranavichy

If you love wasting ammo then get ready for a great mini game. The terrorists are a tad upset with you for breaking their missiles, so they send in their helicopters to total your train carriage and hopefully you along with it. But as luck would have it there are some anti aircraft guns handy.



▲ Use the turret cannons to blast the enemy helicopters as they approach the train. All you need to do is fend them off until the timer runs out



▲ The radar on screen allows you to keep track on where the choppers are. Follow them with your guns and use ● to fill them full of lead



▲ If you fire just in front of them when they are moving you'll score some good hits. After a few bursts the gunships will blow up



▲ There doesn't seem to be a set number of helicopters so just keep on caning them until the timer runs out and you'll complete this area

Belarus - Brest

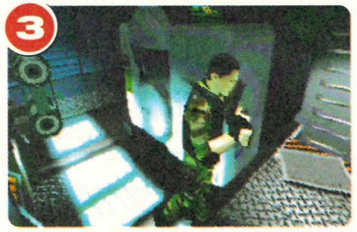
Watch out for the French ambassador's aide Mason, he's a real creep and has to be up to no good. However, he does give you a useful keycard here so you are going to have to be friendly. Your mission here is to turn on the power to allow you access to the other train carriages.



▲ Exit room B and Christina will call to ask you to meet her in Cart 9. Go downstairs to get there. Mason will give you a Red Cardkey to enter Cart 7



▲ Make your way through Cart 7, which is very similar in looks to the old Cart 9. Pick up the Memo from the control room when you get there



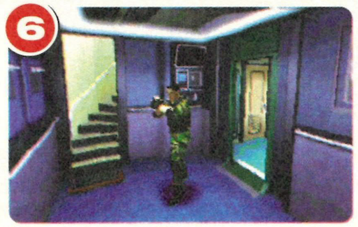
▲ Now climb upstairs to the engine room where you'll find a Healing Pack. Oh sweet healing! you'll most likely have needed that. Now enter Cart 6



▲ Waste the two sneaky terrorists here and then switch on the power supply at the middle of the deck



▲ There's a cabinet along the way here that'll give you the first component, (a barrel) for the MP5



▲ Switch on the lights, go back to the entrance of Cart 6 and kill the terrorist. Christina will now call...

Poland – Warsaw

This train has everything! If you though the stinking toilets on trains were bad, check out the gas chamber here! The stench is so bad one lungful and you're a goner! Seriously though, you must help out your mate Billy when he's in trouble to get alternate endings.

▲ Go upstairs in Cart 6 and enter the room on your right. There you'll meet the group again. Chat with Billy to find out his blood type before you leave

▲ Go downstairs to the other side of the Cart and then go upstairs again. Enter the test lab and find two Memos in there showing some test results



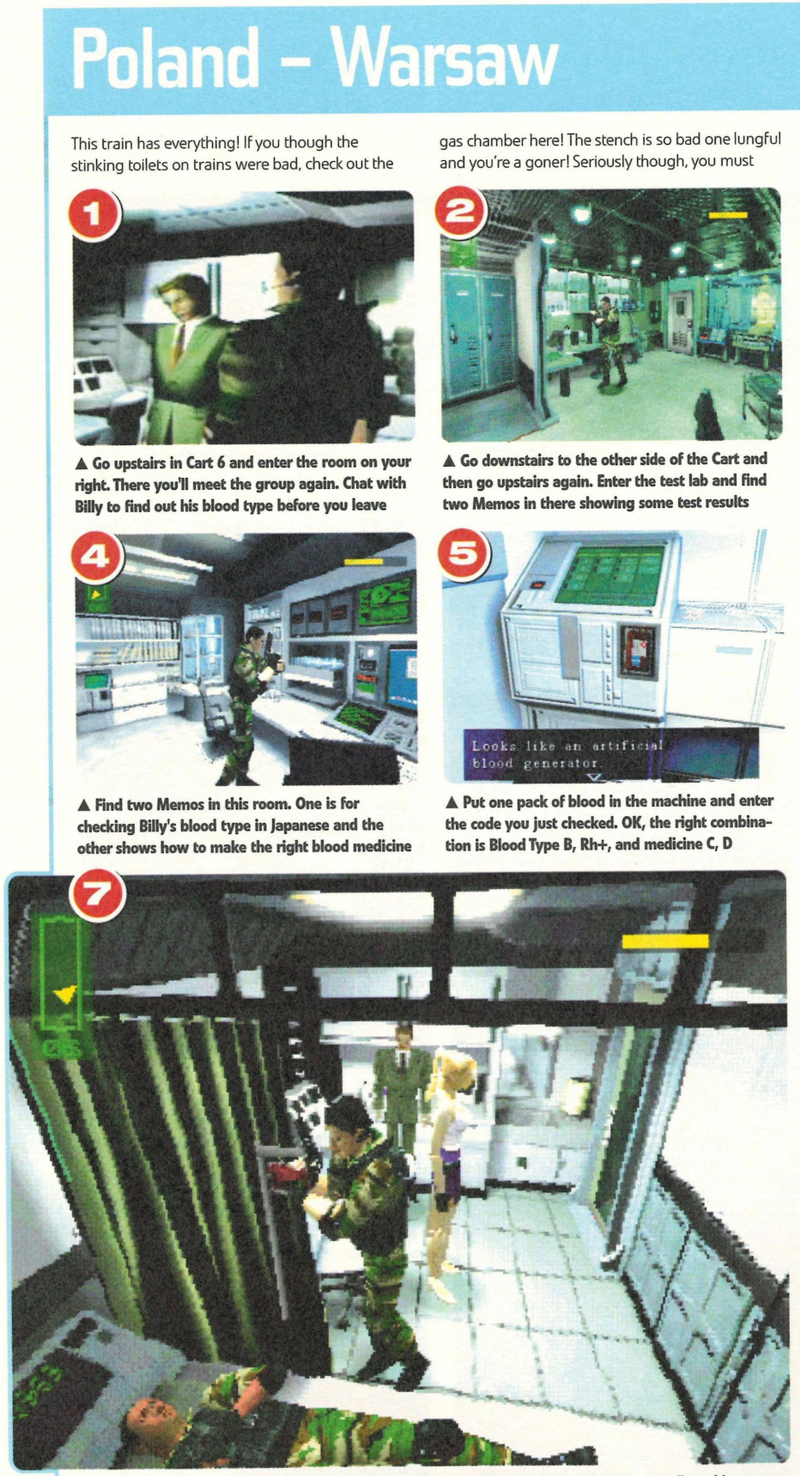
▲ Hit the button to clear the gas and enter to pick up the packs of blood and the SP550 ammo. Exit and go back to the room beside the medical room

▲ Find two Memos in this room. One is for checking Billy's blood type in Japanese and the other shows how to make the right blood medicine

▲ Put one pack of blood in the machine and enter the code you just checked. OK, the right combination is Blood Type B, Rh+, and medicine C, D



▲ Now bring the blood medicine back to Billy and you will make him a very relieved man. Ever considered a career as a doctor?



▲ Kill Billy by messing up the puzzle and the story will be quite different. It'll change to follow this route: Poland – Warsaw, Poland – Wroclaw, Czech – Praha, Germany – Nurnberg, Germany – Munchen, Austria – Innsbruck, Liechtenstein – Vaduz, Switzerland – Geneve, France – Lyon, and Italy – Milano



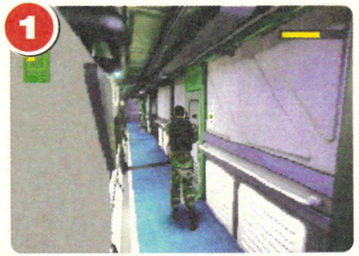
▲ You through the game without Billy and you'll end up in Italy. Well, Milan to be precise, which leads to end scenario 5



▲ When you've finished messing around with Billy, leave the room with your weapon drawn. Don't want to take any chances now do we...

Poland – Poznan

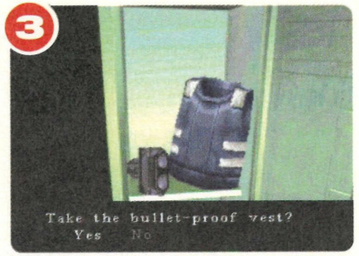
Looking after Billy should become a priority for you as he is very useful to you later on in the game. When you stumble across a spare bullet proof vest give it to him, for added piece of mind. Also make sure you take a lot of ammo and health with you as you're about to get into a major shoot out.



▲ If you rescued Billy successfully, at this point he'll offer you a Grey Cardkey. You can use this key to unlock the door downstairs



▲ Search the whole area as there are loads of goodies you can grab here. Try starting in the cabinets on your left for some top gubbins



▲ In the cabinets is a bullet-proof vest, the Night-Vision glasses, and some TNT explosive. This will all come in very, very handy if you hadn't guessed



▲ Don't leave the air vent just yet, you've still got to prepare Billy for the firefights coming up later in the game



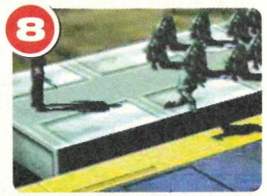
▲ Go back to Billy and give him the bullet-proof vest to make sure he stays alive. You don't want the Italy – Milano ending do you?



▲ Now you can go back downstairs. Go back into the unlocked room and open the other door next to the suitcases to move on



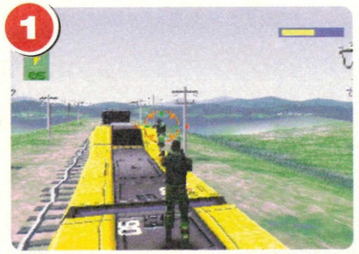
▲ Go into the air vent and you'll end up upstairs in the vacuum air storage room. Prepare your health and ammo – major firefight imminent



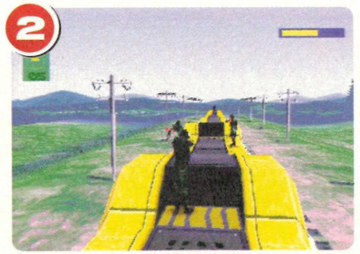
▲ Unlock the door and get the Healing Pack and ammo on the floor here. Exit the ladder and get ready for your next big shootout

Germany – Berlin

Time to send some more terrorists to meet their maker in the goriest way you can. You should be used to dispatching large numbers of nearly helpless guards by now. Blow them all away as a form of light stress relief and then head on to more pressing matters. Lock and load soldier!



▲ This gunfight up on the roof is far trickier than the first one at Cart 14, especially if you're playing this game on Expert difficulty



▲ There are three terrorists at the front and two at the back of the carriage. Shoot and keep moving using the crouch and roll buttons to avoid rounds



▲ Keep an eye on your energy and use Healing Packs when you need to so you won't have to restart at the beginning of the level

Germany - Leipzig

You'd better dispatch the terrorists' mutts as soon as possible as they can do major damage with their bites. Animal lovers can avenge the recently departed canines by caning the first boss. Then you can look forward to the exciting life of a train driver in another mini game sequence.



▲ After the shootout on the roof, you'll jump on to the terrorists' own train. Enter the hatch on the roof of this train and get the ammo



▲ Enter the door nearby and kill two terrorists along with their dogs. Remember to pick up their ammo and grenades to use later on



▲ Things get tough up ahead so it's a good idea to save the game here and put all the items you don't need in a Storage Box before you do anything else



▲ Turn back and a terrorist will appear. Shoot first, ask questions later. After you've killed him, enter Cart 2 to face your first boss



▲ He's armed with a crossbow but he goes down easy. He moves quite slowly and his shots are easy to avoid. Just keep shooting and he'll soon be dead



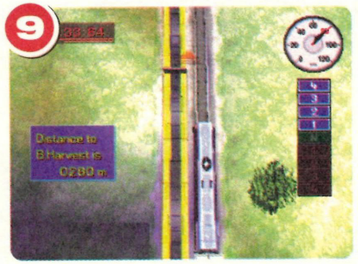
▲ You'll get rewards for your super sharpshooting skills. He'll have items, pick up Microfilm A, the crossbow and the White Cardkey



▲ Again it's a good idea that you save here because the next part of the game may look easy enough but bloody well isn't!



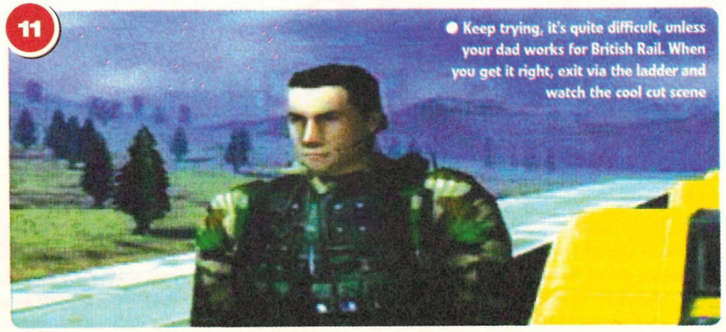
▲ Use the White Cardkey to unlock the door to enter Cart 1. The terrorists' train is about to crash and you'll have to jump back onto the Blue Harvest



▲ Check the room here for a Memo and a Healing Pack. Now it's time for you to fulfil that dream you've always had and drive a train!



▲ Keep your speed around the 80mph mark as you drive the terrorists' train until it's parallel with Cart 4 of the Blue Harvest



Germany - Frankfurt

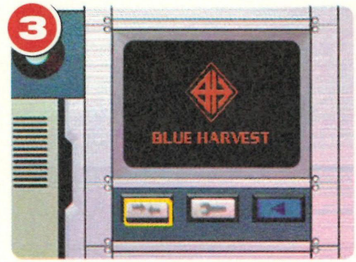
You are about to get some fully automatic weaponry to take on the bad guys with. But first you're going to have to use infrared goggles to avoid a series of moving laser trip wires. Mess up here and you'll be gassed. Your mission is to find the IC prototype disk for use later on in the game.



▲ After talking with HQ, go through the hatch on the roof of Cart 4 to find more TNT explosives. Go downstairs to enter the main computer room



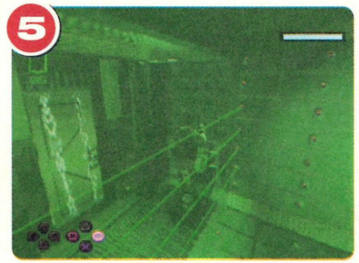
▲ One guard there, ready to die. Pick up the Memo in here and move to the smaller room that contains the System Maintenance Computer



▲ Now imagine the three keys of the computer as 1, 2, 3. The right sequence for unlocking it is 1, 3, 2, 3. Unlock the hatch, go to other room



▲ Open the hatch on the floor and go through it to Cart 5. Now unlock the door to Cart 6. Enter the doors in Cart 5 and you'll end up in a gas chamber!



▲ Wear your night vision glasses and move slowly to the other end of the room. There's a switch there, press it and come back to where you were



▲ There's some rope on the floor here too. Combine it with your crossbow to use later. Exit through the doors and go upstairs in Cart 5



▲ Enter the room where you'll find a robot programmed to kill you. Don't bother rolling to avoid hits, just shoot and it'll blow soon. Reduce it to a a pile of scrap and pick up its MP5 ammo



▲ Turn the corner of the room and grab the MP5 sub machine gun. Now if you have that barrel you picked up earlier, combine it with the MP5 to improve its range and accuracy



▲ Enter the dark room and kill the two guards in there. Proceed to the end of the room and press the button to disarm the electric field and poison gas in the downstairs gas chamber



▲ Pick up the Memo nearby and go back to the gas chamber. Now the room is clear of any poisonous fumes and you can enter the next door without problems



▲ The next room is filled with a deathly electric field. Press the button on the elevator and use your crossbow up there to hook a light and swing across to the pedestal



▲ Move carefully across the ceiling and drop down to the same stand as where you found the IC prototype. Grab it and all the traps will be shut off. Thank god for that



▲ When you exit the room the lovely Christina will contact you again. Nice. Get the pillow talk over with and you have to go all the way back to the Medical Room in Cart 6

Germany – Stuttgart

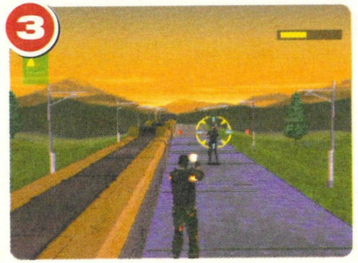
You're nearly there and in true Schwarzenegger style you must defeat two bosses and a horde of soldiers before you go home. Both of these bosses can be killed with the pistol if you're sneaky. Do the first boss with shots to his gas tank, and try to hit boss number two Zugoski's knees.



▲ Go back to Cart 12 checking for grenades on route. Hit the roof at Cart 9, kill all the goons and find the second boss on top of Cart 11



▲ Don't use your MP5 now as Zugoski is much harder and you'll need it. This second boss has a flamethrower and is tougher than crossbow man



▲ You'll really have to fire and move. Hit him once, and then run. You'll get hit if you shoot him twice in a row. Jump between carts to dodge his firepower



▲ After you've finished him off, pick up the Microfilm B he was carrying and move on to Cart 12, second floor to meet the deadly Zugoski



▲ He's in the room where you used the computer to release Christina. If you have done everything right up to now he'll be holding Billy hostage



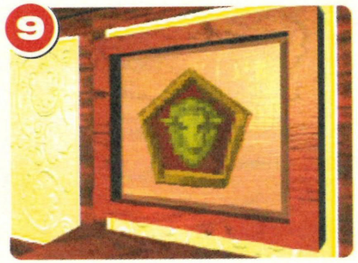
▲ Make sure you save your game before going up there. Boris is well hard so you're bound to die the first couple of times on Expert setting. Equip MP5



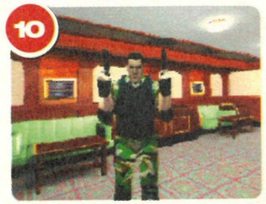
▲ Boris can duck your shots, and throw hand grenades. An easy way to kill him is to duck behind objects and kneecap him when he comes into view. Pick up the Pentagon and Cigarette Box



▲ Did you give Billy that bulletproof vest? We hope so. If you did and he's still alive then he'll pipe up when Boris's knees can take no more. After that get the hell out and you'll hear from Christina again



▲ Go to Cart 10 and to the second floor. Fix the Pentagon you got from Boris onto the wall to find a hidden room behind the mirror. Here you'll find SP550 ammo, the Memo, and disc A



▲ Now go all the way back to Cart 4 and use the Gold Cardkey to unlock the door on second floor. Get pistol from cabinet and combine it with your other pistol for double shots



▲ There's also another Memo nearby. Head into the next room for a Black Cardkey and a Memo on the table. You now need to go to Cart 3 with the IC prototype



▲ Use the Black Cardkey to open the door at the end of Cart 4. Enter the room at the end of Cart 3 before going upstairs. Get SP550 ammo, a Memo, and the Cart 6 cabinet key



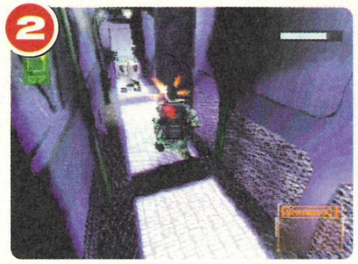
▲ Go upstairs, watch cut scene. Grab the Healing Pack, to next room for a Memo and the barrel for SP550. Follow the ambassador back and get the disc with secret information...

Switzerland – Zurich

So Mason is the traitor! Bet you're wishing you'd popped a cap in him when you first met the little weasel. Don't fret though, you're going to get a chance to give him a diet of white hot lead soon enough. For the mean time worry about saving the lovely Christina, just impress her with your skills.



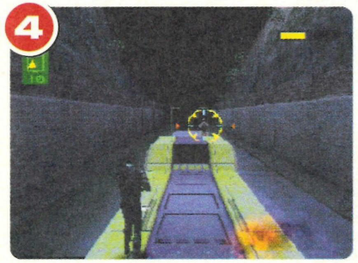
▲ Head to Cart 15. At Cart 6 on the way, enter the room you unlocked with the Grey Cardkey. Then use the latest key you just found to get the SP550



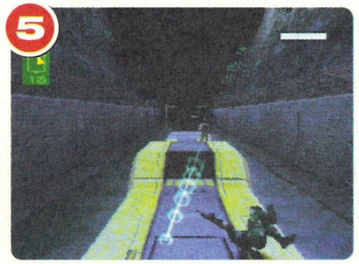
▲ This is a serious weapon and you'll have great fun taking out commies with it. Combine the barrel with to improve shooting range and accuracy



▲ Then move on to meet the next boss on the top of Cart 9. This one has a pair of laser weapons and looks really hard but is a bit of a wimp really



▲ Roll a lot to dodge his shots and you shouldn't have much trouble at all. Unless you're playing on Expert of course. In which case you've got problems



▲ If you don't stay in one place for too long this battle should be over quite quickly. After he's dead, pick up the last microfilm C and go back to Cart 15



▲ In Cart 15, pick up the Memo, Healing Pack, and SP550 ammo. Make sure you keep Disc A and enter Cart 16. Give it away and you'll get a bad ending



▲ After watching a long cut scene, open the briefcase in here, grab Disc B and the key. You'll use this key to unlock the lovely Christina's shackles



▲ Before you go to unlock Christina's handcuffs, remember to pick up the Memo on a nearby box. Exit the room and enter the armoured car

Geneve

Lucky for you there's a handy APC in the car next to the explosives! Now you need to go and meet Billy who'll help get the train under control. If he's already dead, though, you're in trouble now. It's almost the end now so get rid of useless equipment and prepare to try some bomb disposal

■ **Make your way back to Cart 4 and kill whoever gets in the way. Enter the main computer room and give Billy MacGuire Disc B. Now go to Cart 2**

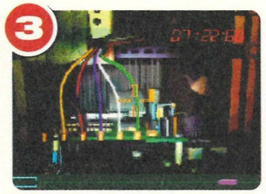


France- Lyon

The microfilms will give you the order of wires you need to cut to defuse the bombs. As in all good action films someone has accidentally left the necessary equipment lying around for you to use to disarm the explosives. Doh! Now grab some big guns and go find Mason for some payback.

▲ Time for the last level. Make sure you have checked all your microfilms before starting here and have the Drawings in your file

▲ Also keep Boris's cigarette box handy. Go to the front of the Cart and look around to find a pair of Pliers and the Scope



▲ There's a Memo on the control panel here. Grab it. Bomb defusal time. Open the three bombs one by one and use the Scope to scan them



▲ Use microfilm 1 on the bomb near the pliers, 2 on the middle one and 3 on the end detonator. Then go upstairs in Cart 2 and on to Cart 1



▲ There are some grenades and a grenade part for your SP550. Your best weapon just got better. Combine the parts and head to the Control Room in Cart 1...



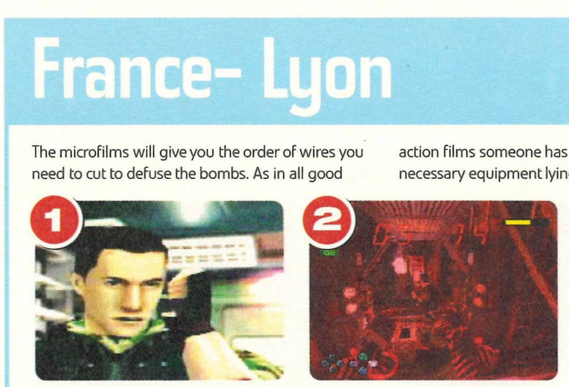
▲ If you've done everything right up to now then when you get to the control room you should be able to detach Cart 1 from the Blue Harvest and face Mason for one last time



▲ You're about to face the final boss of the game. Make sure you have the Cigarette Box and Disc A with you, and your SP550 loaded with Grenades! It's time for action



▲ Pick up Healing pack and read the Memo on the control panel. Press the button next to the Memo and you will have just detached Cart 1 from the rest of the train



▲ Watch the next movie clip and get ready. You should be very good and crouching and rolling at the right time now so do so and pump him full of grenades. Death is coming, can you see him?



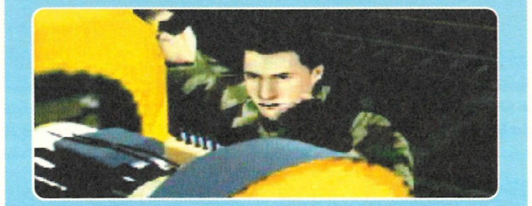
▲ After the cut scene, exit Cart 1 and find the last Nuclear Warhead. Disarm this one according to the hints written on the cigarette box. Told 'ya you'd need it!



▲ The box says 'Blue star, Black moon, and Red earth will lay everything to rest.' Use this to disarm the bomb by cutting the right coloured wire when the symbol stops

Safe from harm!

You've done it! Now you can sit down and congratulate yourself on a job well done. We hope you enjoyed the game what with its action movie tie-ins and Resident Evil style playability. If you finished the A scenario you'll now have infinite machine gun ammo to start a new game with. Do you think you can face it all again?



▲ If you got the Scenario A ending you'll get a cool secret level



▲ In it you get infinite SP550 ammo and as many double shots as you like for the whole game. That makes for some serious carnage

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B Movie
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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
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Chase The Express
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Circuit Breakers
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Crusders Of Might & M.
Cyber Tiger
D
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
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Exhumed
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FA P.L. Football Man. 2000
FA Premier League Stars
Fear Effect
FIFA 98, 99 & 2000
Fifth Element
Fighter's Impact
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Hard Edge
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Hercules
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Hogs Of War
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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
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Livewire
Loaded
Lone Soldier
Lunar Silver Star Story
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N20
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O
ODT
Off World Inter. Extreme
Olympic
Omega Boost
Overboard
P
Pac Man World
Pandemonium 1 & 2
Parasite Eve
Pitball
Pitfall 3D
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Point Blank 1 & 2
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Pool Shark
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Premier Manager 98 & 99
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
Rivers
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 Sk8er 1 & 2
Suikoden
Super Puzzle Fight 2 Turbo
Supercross 2000
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Syphon Filter 1 & 2
T
T'ai Fu
Tarzan
Tekken 1 2 & 3
Tempest X3
Tenchu
Test Drive Series
Tetris Plus
The Legend Of Dragoon
The Smurfs
Theme Hospital
Theme Park
Theme Park World
This Is Football
Thrasher Shate & 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 Your House
WWF Smackdown
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NEXTMONTH



PARASITE EVE GUIDE

COMPLETE WALKTHROUGH: EVERY BOSS BEATEN, ALL AREAS CLEARED

THE MASTERS 020 7880 7474



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.



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

PLAYERS 1-2 — 9

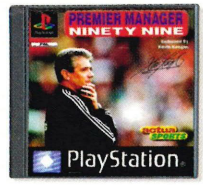
Get a lightgun for this cartoon-style shooting gallery game. Looks childish but tons of fun. Best with a mate to battle against.



POINT BLANK 2

PLAYERS 1-2 — 9

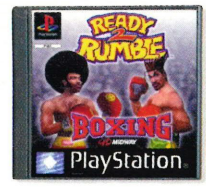
More variety than the first so your lightgun sharp-shooting skills are pushed to the limit. Multiplayer options make for a post-pub blast.



PREMIER MANAGER 99

PLAYERS 1 — 8

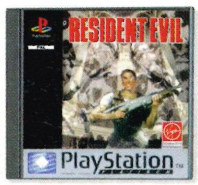
May not be as up-to-date as LMA Manager, but still a playable and easy-to-use footy management game with plenty of detail.



READY 2 RUMBLE

PLAYERS 1-2 — 9

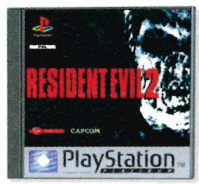
Arcadey boxing effort which injects a much-needed bit of fun into the punch-ups. Full of combos and super-attacks.



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.



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 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. Plays neat and sweet.



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 'til you're dead too. A classic.



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. gameplay's a bit basic, though.



SPYRO THE DRAGON

PLAYERS 1 — 8

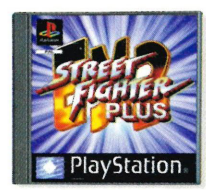
Nauseatingly cute but this platformer plays smoothly, looks super sharp and has tons of levels. A surprisingly big heap of fun.



STREET FIGHTER ALPHA 3

PLAYERS 1-2 — 9

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



STREET FIGHTER EX 2

PLAYERS 1-2 — 9

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



SUPER PUZZLE FIGHTER 2 TURBO

PLAYERS 1-2 — 10

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



SYPHON FILTER

PLAYERS 1 — 9

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



SYPHON FILTER 2

PLAYERS 1-2 — 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

Games age badly and there's always new contenders muscling in to knock out past-it games. Goodbye, old friends!

DESTRUCTION DERBY 2

Don't get us wrong, Destruction Derby 2 was a stone cold classic back in the day, and it still rocks now. But if you had to choose between it and Destruction Derby Raw, you'd pick Raw for its extra modes and sweet four-player wrecking action. And that means, sadly, there's no more room for long-time fave DD2. Sob.

UM JAMMER LAMMY

For about a year, Um Jammer held onto the title of Weirdest Game on PlayStation. Then along came Vib Ribbon, a game that fell out of the Weird Tree and got beaten stupid with the Deranged Stick, just before being run over by the Zany Car. Um Jammer's cartoony 2D visuals and odd lyrics can't stand up against the powerhouse of pure oddness that is Vib. Adios!

IN THE STINK!

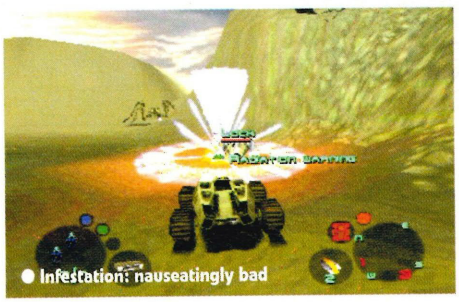
These games are in the shops now. You'll probably see them at a cut price. But don't even THINK about buying them...

TOSHINDEN 4

Just one question: why? There hadn't been a Toshinden game for about three years and we'd thought the developers had finally realised that Toshinden just plain sucked. Nope. Along came Toshinden 4 and it still had all the sloppy gameplay and dull characters that made playing the first three such a disgusting experience. Is Toshinden a nightmare from which we'll never be allowed to wake up?

INFESTATION

We'd suggest all copies of this lame space shooter should be burnt on an enormous bonfire, but the game's so revoltingly bad we'd be afraid the fumes might be toxic. Infestation is rough round the edges, boring, repetitive and the graphics are hideous beyond belief. Games like this don't need to exist in our world.



● Infestation: nauseatingly bad



TIME CRISIS

● PLAYERS 1 — 9

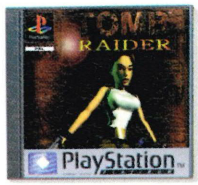
Lightgun shooter where you must wipe out a terrorist threat using just a pistol. Almost identical to the arcade original.



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

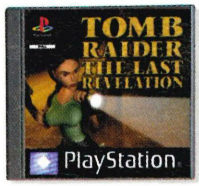
More gunfights than difficult puzzles. Sprawling locations and intense bullet-fests make it harder to finish than the original.



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.



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 complicated menu-based combat system to make the best combat RPG ever.

VIB RIBBON

● PLAYERS 1 — 8

Quite simply the freakiest game of all time, Vib Ribbon's a music game where you can slot in your own CD, then guide a weird line-drawn rabbit along a clothesline, hitting buttons to make him jump over patterns that match up to the beats. It looks basic, but playing levels made out of your fave tunes is a total blast.

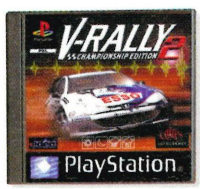




VIGILANTE 8

● PLAYERS 1-2 — 9

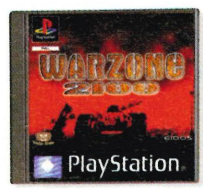
Cars with guns fight it out in bizarre battle arenas. The best driving shooter around offers many laughs in two-player.



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

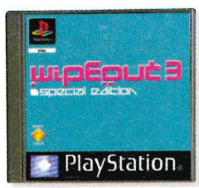
A real-time war strategy game with lots of levels and plenty of challenge. Build up your army and develop weapons, then attack.



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.



WIPEOUT 3 SPECIAL EDITION

● PLAYERS 1-2 — 8

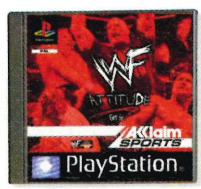
This is WipEout's Greatest Hits in one £20 package – all the best tracks, loads of ships and weapons to make you weep.



WORMS

● PLAYERS 1-2 — 8

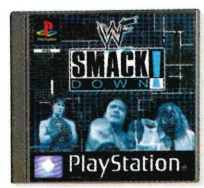
A gutter-class embarrassment in one-player but a world-class crack with four of you unleashing ridiculous weapons.



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.

PHOTOGRAPH: RICHARD LEWISOHN

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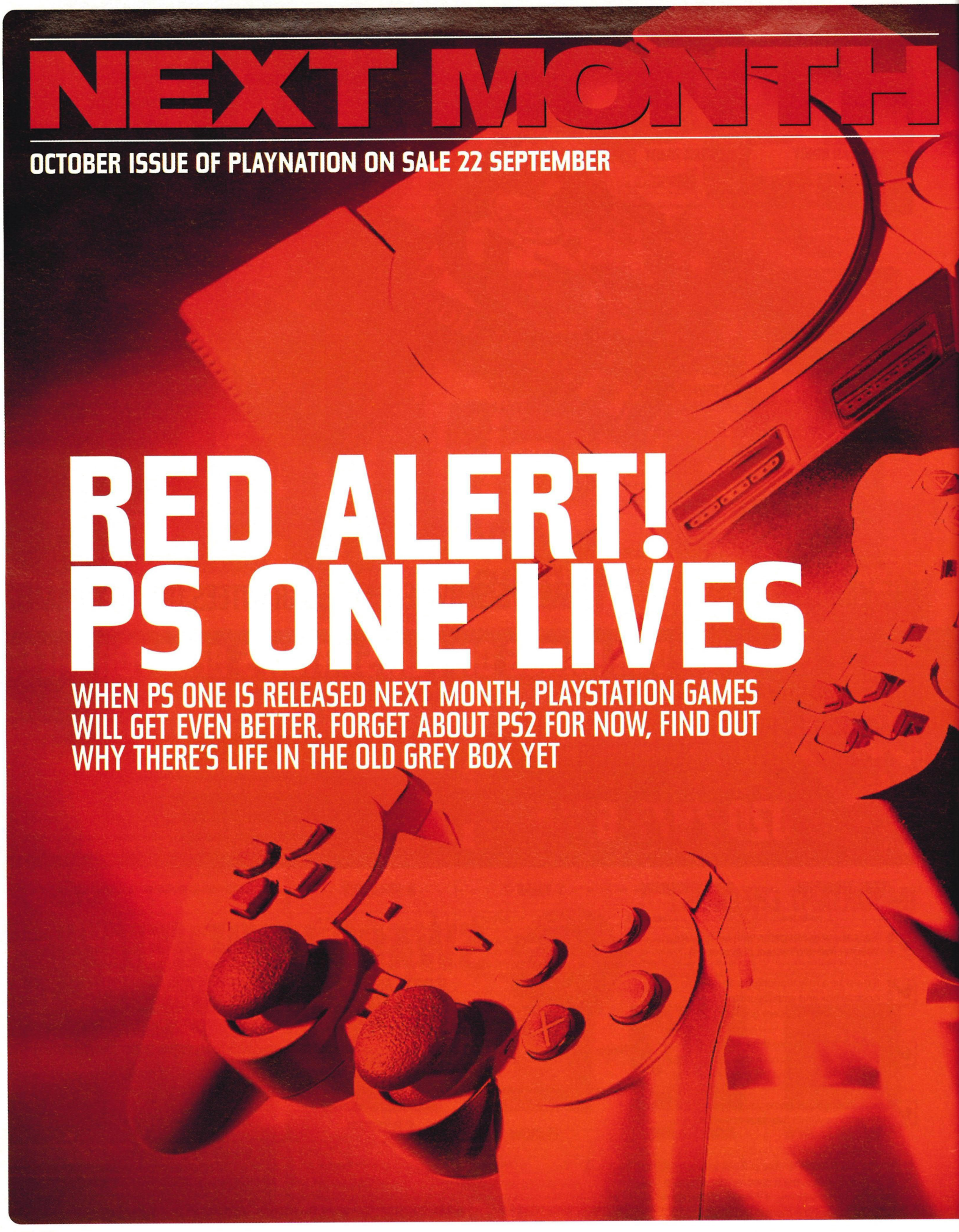
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NEXT MONTH

OCTOBER ISSUE OF PLAYNATION ON SALE 22 SEPTEMBER



RED ALERT! PS ONE LIVES

WHEN PS ONE IS RELEASED NEXT MONTH, PLAYSTATION GAMES WILL GET EVEN BETTER. FORGET ABOUT PS2 FOR NOW, FIND OUT WHY THERE'S LIFE IN THE OLD GREY BOX YET

PLAYSTATION PERFECTION

RED-HOT REVIEWS OF SPIDER-MAN, TONY HAWK'S PRO SKATER 2, F1 CHAMPIONSHIP 2001, INCREDIBLE CRISIS, KOUDELKA, X-MEN MUTANT ACADEMY, WACKY RACES, RAYMAN 2 AND STACKS MORE!



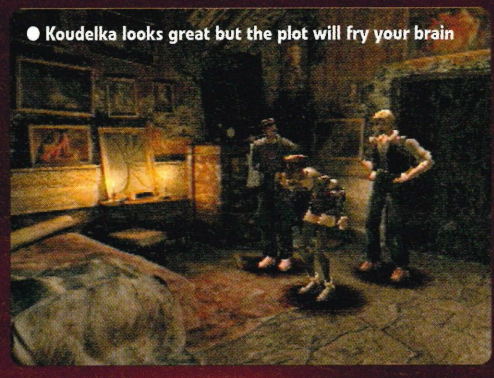
● You'll be hooked on Spidey's sweet gameplay



● Bigger tricks and better graphics in Tony Hawk's 2



● Incredible Crisis: it's crazy but you've got to play it


● Koudelka looks great but the plot will fry your brain

COMING UP AND ATCHA!

UNREAL TOURNAMENT MULTIPLAYER PICS, READY 2 RUMBLE 2 ON PS2, FIRST PLAY OF ZOE, NEW WIPEOUT FUSION SHOTS, DINO CRISIS 2, ALONE IN THE DARK 4 AND SSX SNOWBOARDING DETAILS

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09/2000

INSIDE INFO AND HOT PICS ON ALL THE PLAYSTATION 1 AND 2 GAMES YOU WANT

EAT EXHAUST

CLASSIC CARS LEFT FOR SCRAP METAL AND A LIST OF CRIMINAL OFF
THE RETURN OF PLAYSTATION'S TOUGHEST JOYRIDER



NOV PLAYSTATION PS1

DRIVER 2

The king of highway carnage is back, ready to cause havoc on the streets of the US and South America this November. Once again, you're the expert wheelman who's got to outrun the rozzers in a driving game with big difference – the track's the open road and first prize is not spending the next 10 years as someone's bitch in jail.

Driver 2 is a proper sequel, not just the same game with a few extra tracks. The number of cars you can drive has been bumped up to around thirty, the missions are more varied and the cities in Driver 2 – Rio, Havana, Chicago, Las Vegas – are much closer to the real thing than the ones in the original. The cities aren't just square grids any more, which adds spice to the car chases. In fact, the cities are so accurate that if you've ever shacked up in Chicago or holed up in Havana, chances are you'll be able to check out the place you stayed in.

'NOW YOU CAN DITCH YOUR CAR AND RACE OFF ON FOOT'

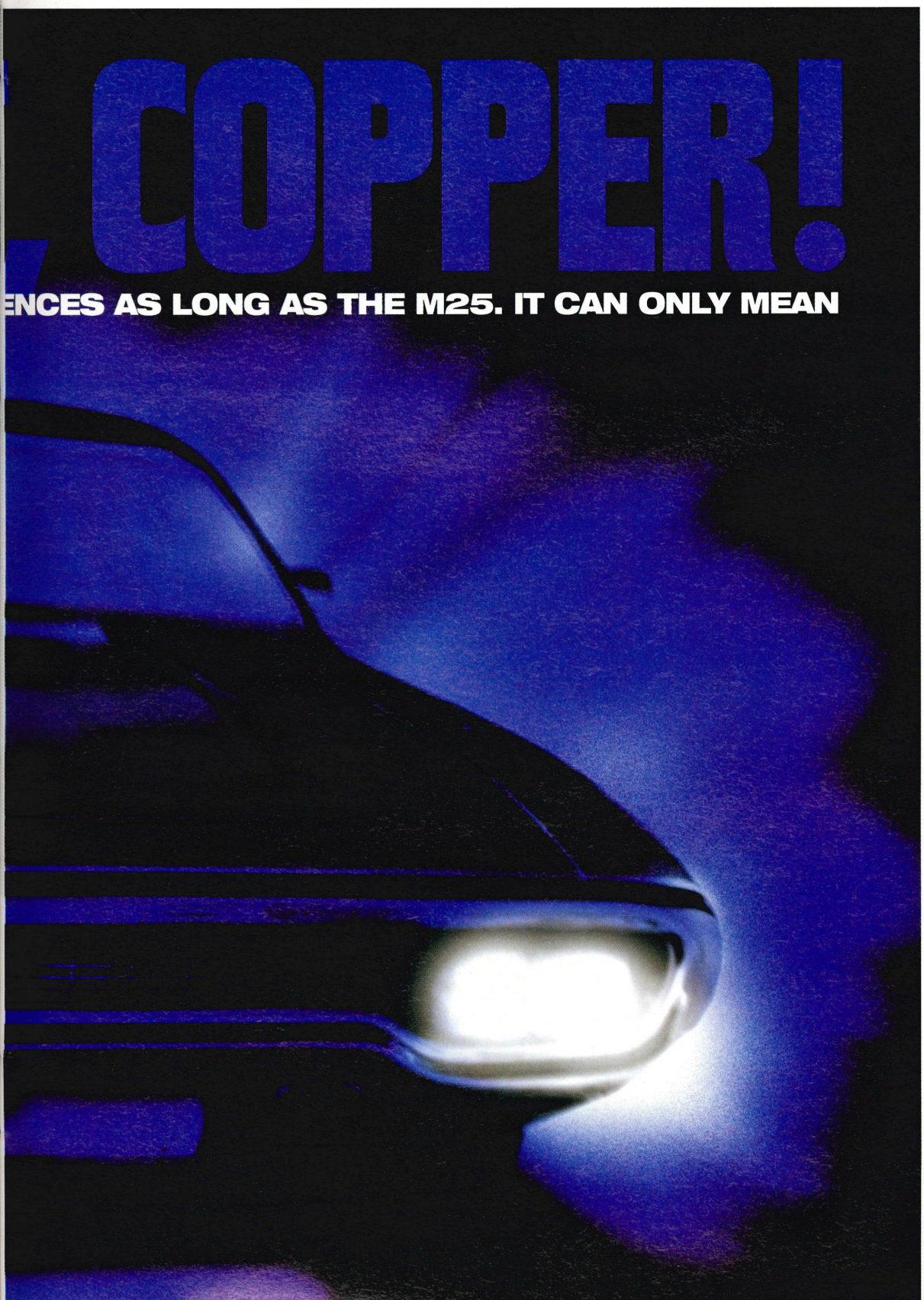
But the biggest addition here is the ability to climb out of your motor and explore on foot. Yup, you can ditch your '58 Mustang in favour of legging it along the freeways, ducking down back alleys to avoid the long arm of the law. Then, when the soles of your shoes are wearing thin, run up to another motor, drag the poor sap out the front seat and drive off!

A stack of new sub-games push your wheel skills to the max, and even driving through the streets is a lot tougher than before. There are a load more cars on the newly curved roads, and weaving between them is essential if you're to stay one step ahead of the cops. The rozzers aren't stupid either: they're a lot more clued up than before and you need to smash through more than a couple of road blocks to stop these guys from slapping on the cuffs. Reckon you can handle it?

NG UP

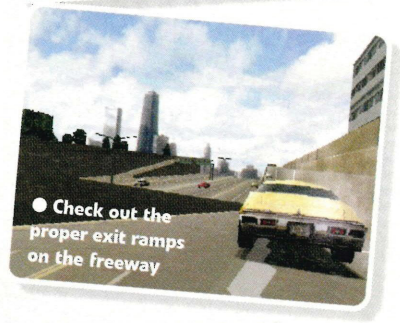
COPPER!

ENCES AS LONG AS THE M25. IT CAN ONLY MEAN





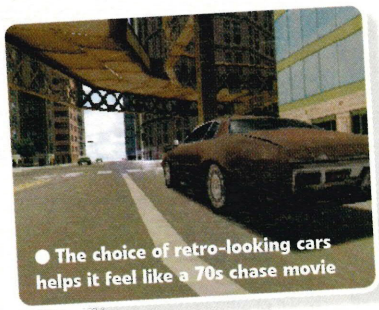
● Car handling is pretty much identical to the original Driver game



● Check out the proper exit ramps on the freeway

GOING DEEPER UNDERGROUND

The plot goes like this. It's all kicking off in South America. Mob boss Soloman Cain has overpowered local police and a plague of crime is slowly spreading into the US. Tanner, the undercover cop from the original, has been drafted in to sort out the mess. It's his job to infiltrate Cain's ranks and crush the terrorist army from within. Once again, you've got to make like a crim, then turn on Cain and take him down, but the fact you can go around on foot nicking cars makes the whole thing a lot more convincing.



● The choice of retro-looking cars helps it feel like a 70s chase movie



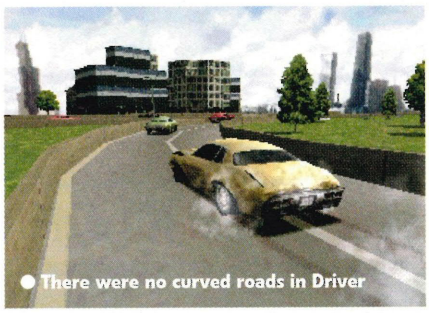
● Camera angles are just as cinematic as in the first game

COMINGUP

HOW IT PLAYS

A few minutes in and you're cruising through Chicago's bustling streets. The roads are busy with other traffic, and the pavements are cluttered with manic pedestrians. It's a familiar sight to anyone who's played the original Driver, and any differences between this and the first game are difficult to notice at first.

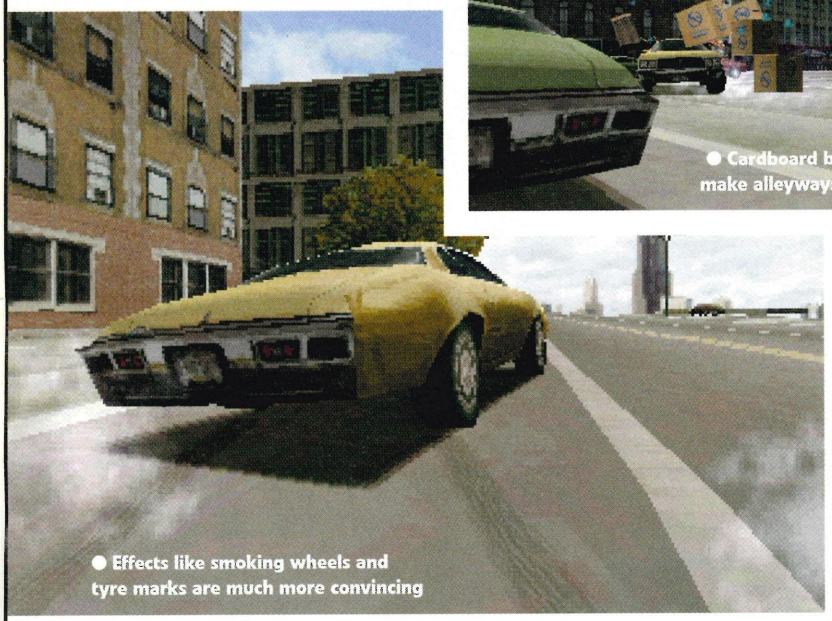
The graphics are a little sharper, but they're no giant leap forward, so you won't immediately see any improvement. It's the same with the gameplay: all you do just drive around, so how different can it possibly be? We'll tell you...



● There were no curved roads in Driver



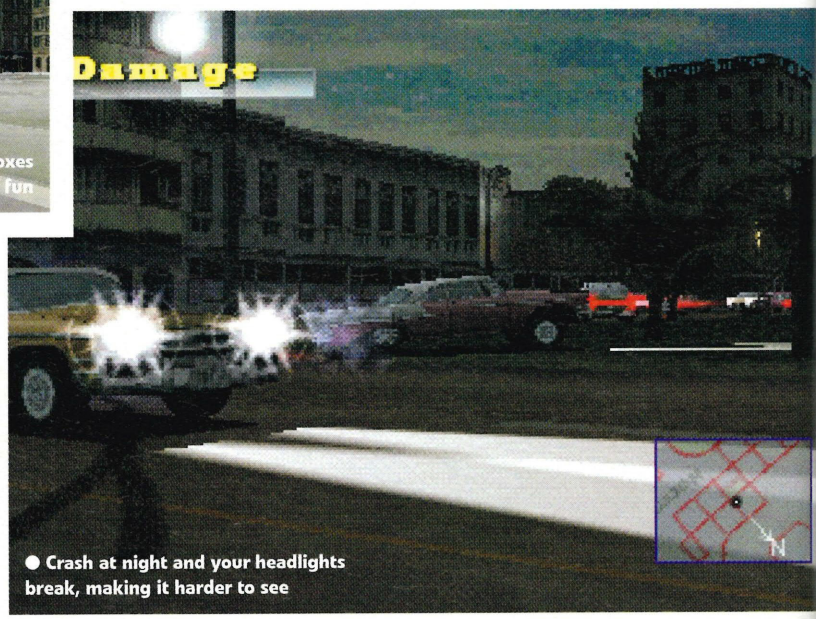
● Cardboard boxes make alleyways fun



● Effects like smoking wheels and tyre marks are much more convincing



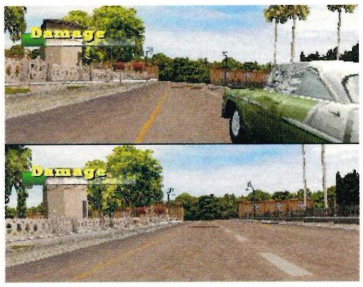
● It's now easier to navigate using the surrounding scenery and sky



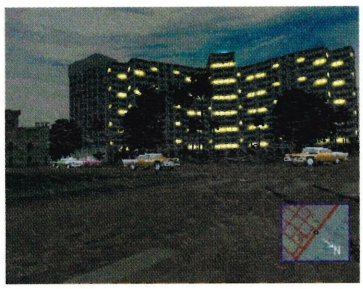
● Crash at night and your headlights break, making it harder to see



▲ This 50s style soft top will attract the law



▲ Two-player bits include this pursuit game



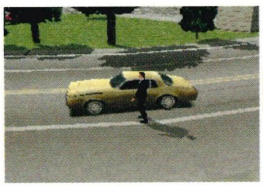
▲ Looks like there's a party in that hotel



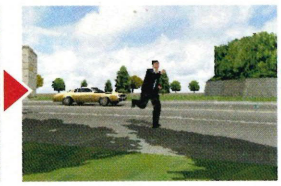
▲ The handbrake turn is still essential

THESE BOOTS WERE MADE FOR WALKING

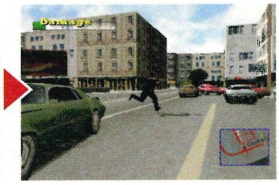
Tanner's an undercover cop who'll stop at nothing to bust Cain's ass. And if that means leaving the safety of his motor, then so be it. This is a totally new feature and serves as more than just a break from motoring monotony. You can go anywhere on foot, walking up to another vehicle to steal it or simply nipping down a back alley to lie low for a while. Alternatively leg it to the nearest cafe, take a seat and watch the world go by.



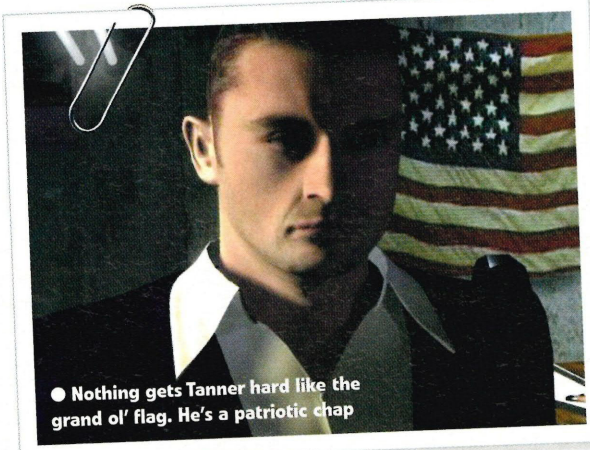
▲ The cops have clocked which car you're in. Time for a change



▲ Jump out and leg it. There are plenty of cars you can 'borrow'



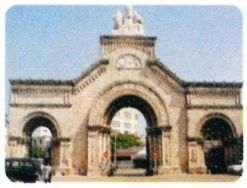
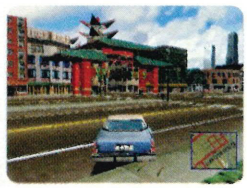
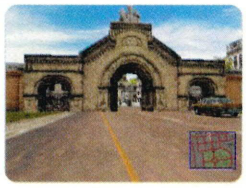
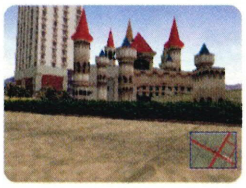
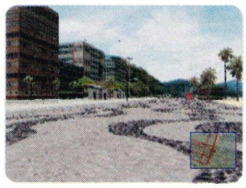
▲ That brown one looks pretty inconspicious. Commandeer it

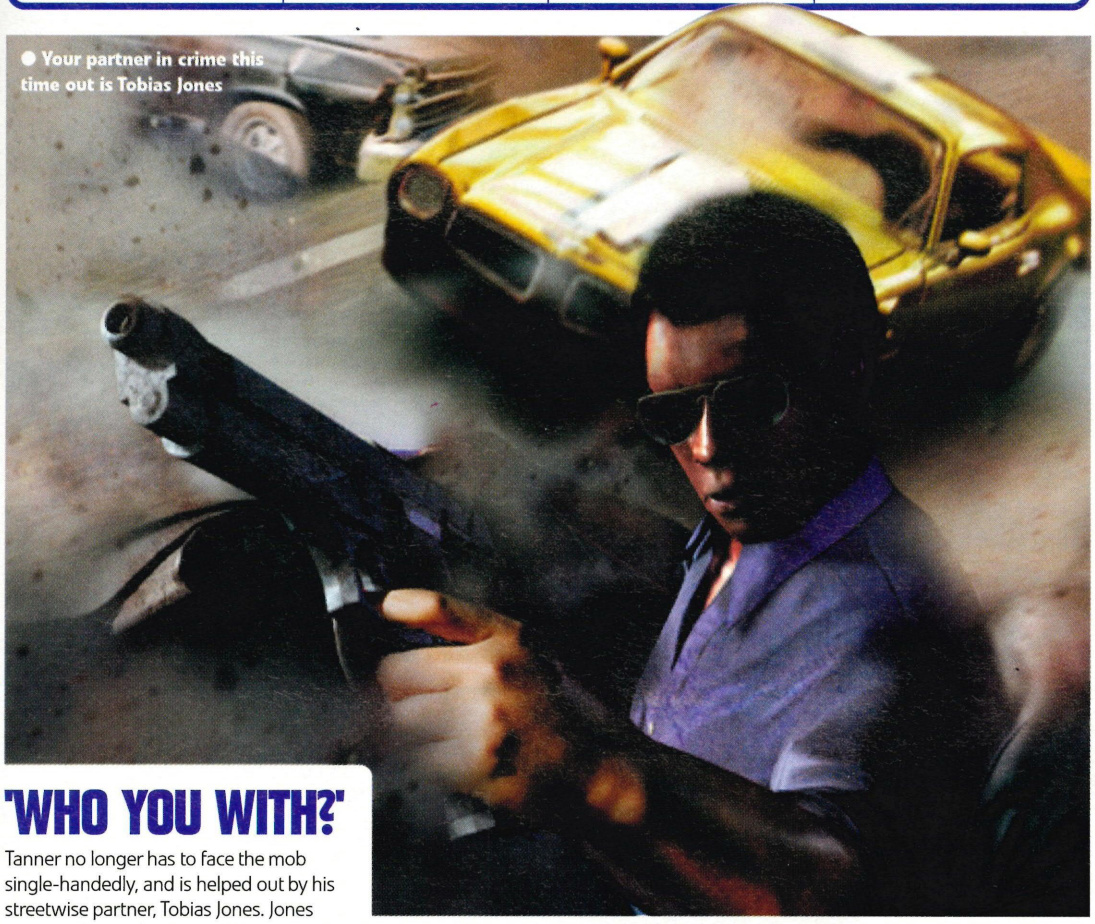


● Nothing gets Tanner hard like the grand ol' flag. He's a patriotic chap

VIVA LAS VEGAS

There's four cities here – Chicago, Havana, Las Vegas and Rio – and they're a lot closer to the real thing than those in the first Driver. All the areas are in the right place, give or take a few minor roads, and a lot of the big landmarks are spot on. Driving through the streets is a slightly different experience too, thanks to the addition of curved roads. Weaving through traffic while sliding round a left-hand bend feels more like Gran Turismo than the old Driver you're familiar with, and the curved roads makes the car chases a whole lot more unpredictable.

CHICAGO	HAVANA	LAS VEGAS	RIO
REAL LIFE 			
▲ Chinatown in Chicago	▲ Built by Fidel Castro	▲ All the big casinos are in	▲ The Copa! Copacabana!
DRIVER 2 			
▲ The geography is spot on	▲ Reproduced in Driver 2	▲ Even the Luxor pyramid	▲ Go and rip it up in Brazil

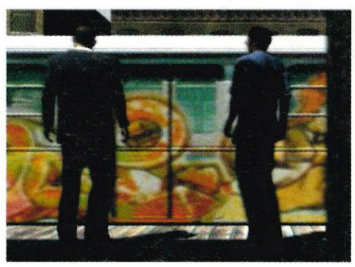


● Your partner in crime this time out is Tobias Jones

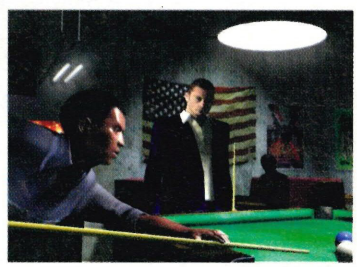
'WHO YOU WITH?'

Tanner no longer has to face the mob single-handedly, and is helped out by his streetwise partner, Tobias Jones. Jones pops up during the cutscenes, giving Tanner clues about where Cain might be hiding out, and also stays in radio contact during the missions to offer other advice.

As well as a source for invaluable help, Tobias is also a style guru. Diesel have designed his threads, and you can even buy the sunglasses he wears in the game. Tanner looks hot too, wearing a specially designed Ozwald Boateng suit. OK, there's no point to all this, but at least you'll look good when the cops lock you up in the slammer.



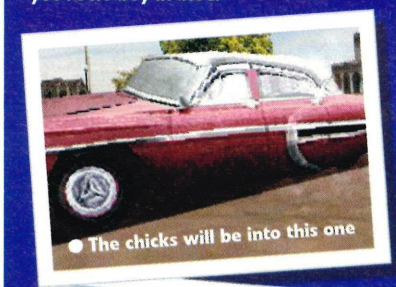
▲ Driver 1 had some weak FMVs. They've really upped the ante for the sequel



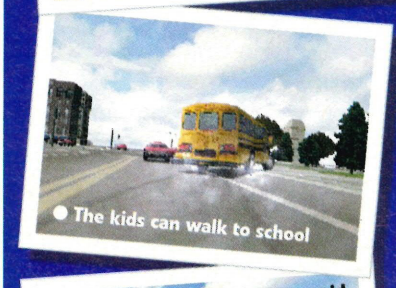
▲ Better movie clips really help you get involved in the plot of the game

I'LL TAKE THAT ONE

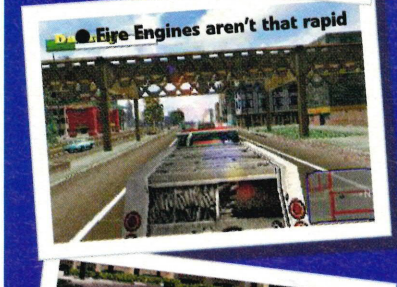
Finish every last mission in Driver and you still only get to sit behind the wheel of a handful of cars. Driver 2 boasts over 30 motors and you can own every one just by nicking them. If you need to get from A to B fast, nab a sports car. If you want to cause carnage there's nothing better than a school bus for ploughing through police road blocks. Or, if you're starting to feel the heat, climb inside a patrol car, switch on the sirens and slip away before they notice you're no boy in blue.



● The chicks will be into this one



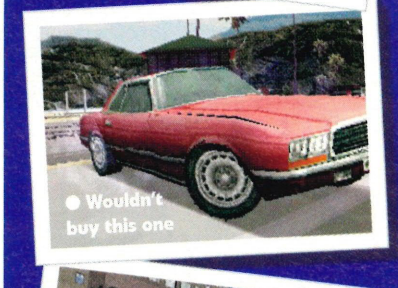
● The kids can walk to school



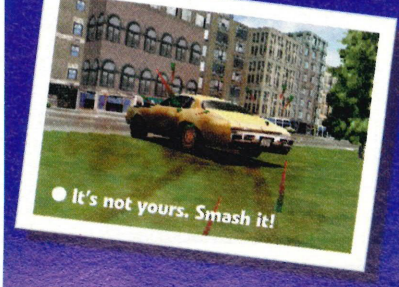
● Fire Engines aren't that rapid



● Stretch that Limo



● Wouldn't buy this one



● It's not yours. Smash it!

COMING UP

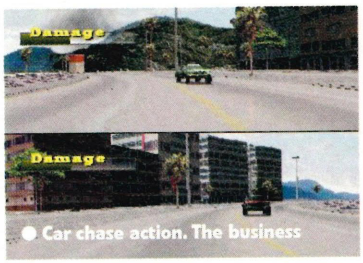
YOU, A MATE AND TWO MOTORS

Driver 2's multiplayer mode is perfect post-pub fodder. Rather than missions you play out co-operatively, these are throwaway sub-games which have been designed with having fun in mind. Tag's a fuel-injected version of the kids' playground game, ramming into the other player to make them 'it'. Destruction Derby is a battle to the, um, death, and for Capture the Flag both drivers have team bases with a marker in each. The aim is the nick your opponent's flag as many times as possible.

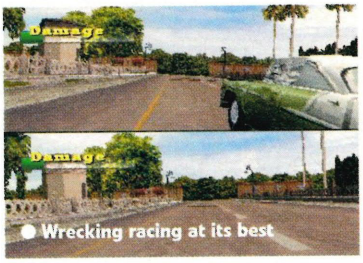
Lastly, and coolest of all, there's cops and robbers. One guy plays the wheelman, the other climbs inside a patrol car, then it's a race from start to finish, ramming the hell out of each other along the way. Watch out for civilian drivers too, those goddamn slow driving losers just get in the way!



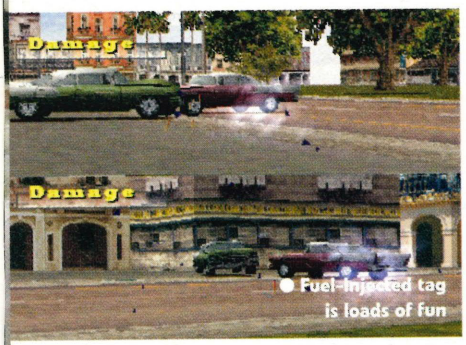
● It's Game Over for Player 1



● Car chase action. The business



● Wrecking racing at its best



● Fuel-injected tag is loads of fun



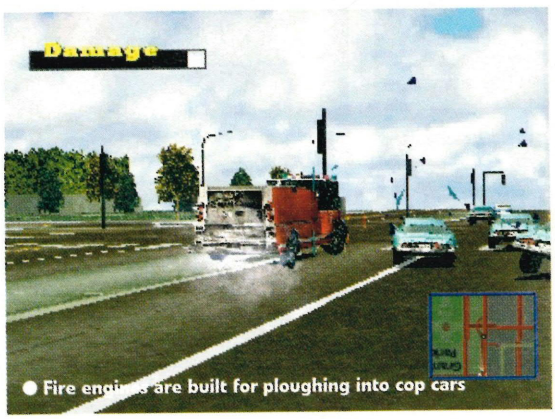
● The people behind Driver 2 made the Destruction Derby games. They know about smashing up cars

HIDDEN EXTRAS

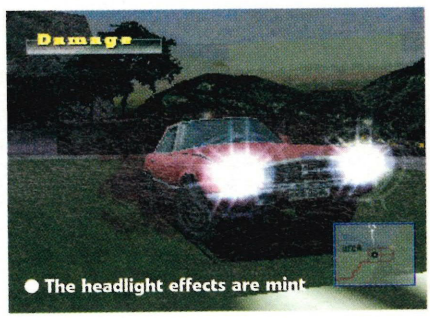
All the neat car chase sub-games from the first Driver make it into the sequel, so if you missed them first time out you're in for a buzz. This time it's the neon-lit streets of Las Vegas you burn through with the entire police department on your tail, and it's still got that Blues Brothers rush to it. There's tons of other hidden extras too, like special cars you can only find by driving to a lock up in the roughest part of town. You can also open up new bits of the city like the horse racing circuit by completing the missions in the fastest time possible.

THEY'RE ON YOUR TAIL!

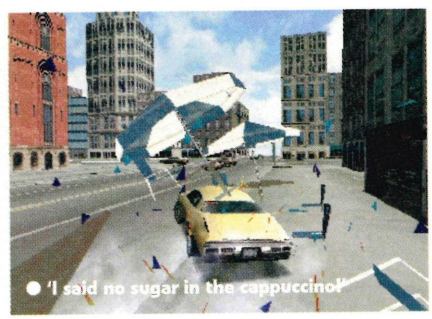
Stick to the speed limits and the boys in blue won't even give you a second look as your drive by. But step out of line one little bit and they're on your case, relentlessly chasing you and setting up road blocks to prevent you from escaping their clutches. If you thought the cops from Driver were tough, these guys take zero-tolerance to another level. They're fast and intelligent, and if the guy on your tail can't stop you, he'll radio his mates and a whole load more will close in for the kill. If the heat is on you, the only thing you can do is drive like crazy. Don't even think about swapping cars because the moment you step outside the car you'll get nabbed. And if you find yourself chugging along the freeway in a fire engine with a line of black and whites in tow, your best bet is to turn around and plough through them!



● Fire engines are built for ploughing into cop cars

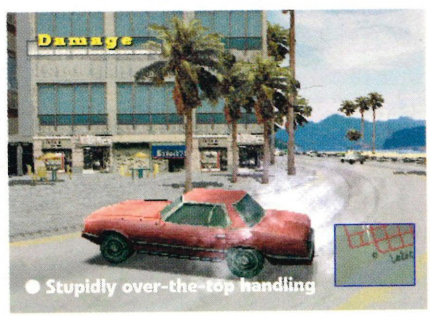


● The headlight effects are mint


● 'I said no sugar in the cappuccino!'



● Nick fire engines. It's a laugh



● Stupidly over-the-top handling

'BRING OUT THE STUNT DOUBLES!'

Reflections, the developer behind Driver 2, is also working on another car game but this time it's on PlayStation 2. Provisionally called Stuntman, it's an action-packed racer with you standing in for some Hollywood movie star to pull off the most spectacular stunts on the silver screen. Obviously it's early days and the game won't be released until the middle of next year at least, but there will be around 20 stunts, 10 vehicles and an entire video editing suite where you can piece together the final sequence. Just imagine, soon you'll be able to use your PlayStation 2 to recreate the bike scene in Mission: Impossible 2. First shots as in the near future.



▲ The ship's passenger, Dr Ross



▲ She carries an alien parasite



▲ The Captain distrusts Dr Ross



▲ The ship makes planetfall



▲ But what awaits the crew?



▲ 'The aliens may manipulate her'



▲ They're not alone on the planet



▲ But what's Dr Ross up to?



▲ Sensors scan the surface



▲ But what's out there?



▲ Remind yourself: this isn't real



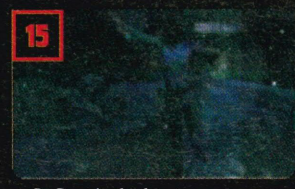
▲ Dawn on the planet. Breathtaking



▲ The visuals are unbelievable



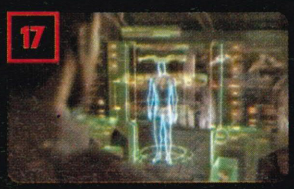
▲ The film's set in a time of war



▲ Dr Ross is the key to peace



▲ Aliens are at war with earth



▲ Check the cool holo effect



▲ Up close it's even better



▲ Nasty spacesuits are in fashion



▲ The ship flies for its life



▲ The ship flies through the flames



▲ Weird tech is everywhere



▲ The character detail is superb



▲ The ship navigates a gorge



▲ Explosive death!



▲ The aliens pack serious hardware



▲ It's the future, so guns are BIG



▲ The aliens fire into a reactor



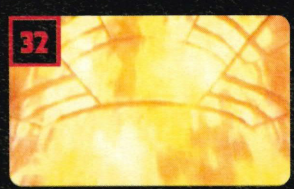
▲ A chain reaction is triggered



▲ Flames erupt from the core



▲ A nuclear holocaust is triggered



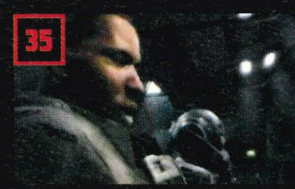
▲ Wait! Who's that in the flames?



▲ Back in the shuttle, they recover



▲ The facial detail's unreal



▲ 'You OK?', he asks

THE FINAL COUNTDOWN

They've finally released a proper trailer for the Final Fantasy movie and it looks unbelievably good

Movies based on videogames always seem like a good idea, and then turn out to be godawful. Most movies based on videogames try to shoehorn a plot onto something that just doesn't suit it, like Street Fighter, Super Mario or Mortal Kombat, all of them dumb-ass action games with no story.

But if any game movie is going to buck the trend it's Final Fantasy. The games are as deep and complex as films and there are enough fans out there to see it rake back the $70million it's costing to make.

You probably know by now the film is going to be 100% computer animation rather than acted. Imagine Final Fantasy 8's cutscenes made 1,000 times better and you're close to what this looks like. The faces are unbelievable. If you didn't *know*, you'd swear they were real.

The plot's being kept under wraps, but we're told it involves a female scientist called Dr Ross trying to fight off alien invaders on Earth in 2065, with help from a few soldiers. The cast doesn't feature anyone from the existing PlayStation games, but the impressive vocal talent includes James Woods, Alec Baldwin, Steve Buscemi and Donald Sutherland.

It's not out in the UK until Summer 2001, so feast your eyes on these trailer stills in the meantime. Just think: one day a Final Fantasy game will look this good. In the meantime, check the video out on www.finalfantasy.com.

LEAP OF FAITH

Final Fantasy 9's tense plot is carried along by gorgeous computer-generated video sequences that'll have you rubbing your eyes in disbelief. Here game girl Garnet dives off a castle early on in the game. Hold on to your hats!



▲ Garnet gets ready to dive

▲ Zidane turns pale with fear

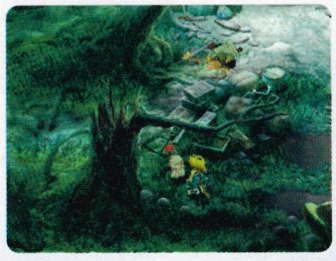
▲ She hangs off some bunting

▲ Steiner the guard craps his pants

FINAL FANTASY RUINED MY LIFE!



▲ The game world is absolutely massive



▲ FF9 has a unique cutesy swords-and-sorcery feel to it



▲ The storyline spans continents, and there's a cast of thousands. They've gone all out to make PS1's last Final Fantasy an epic send-off for the series

FINAL FANTASY 9

NOV PLAYSTATION PS1

Say hello to the game that's about to write off six months of your social life

Final Fantasy 9 boasts cartoon graphics so sharp you won't believe your chugging old PlayStation could churn them out. But it's the twisting, epic story which grabs you by the nutsack, dragging you deep into a plot of mystery and adventure.

Take the first action sequence: with her robe flapping in the night air, the princess you've been chasing falls limply from the ramparts and hurtles towards the cobbles of the market place. Armour-laden palace guards race to beat you to your prize – and you've got to jump.

Final Fantasy 9, the latest in the most famous RPG series ever created, is ready to take you by storm later this year. You can expect a thousands of epic, gut-wrenching episodes like this as you quest through a massive, beautifully realised world in an attempt to save Garnet, the mysterious princess. If you're into being locked to your PlayStation for months on end, gawping at the most incredible cutscenes and storyline ever written, you're in luck.

Fans of the series will recognise much from earlier games, like the turn-based combat system, but the overall look and medieval feel is all-new, and it'll leave you breathless. The new lighting effects will blow your socks off. Final Fantasy 9 promises to be the most immersive, tense and spellbinding game to ever grace PlayStation. And that's official.

This is the last Final Fantasy on PS1. Number 10 will appear on PS2 next year. But with four discs' worth of FF9 to keep you busy, the time will just fly by.



▲ Zidane's a dab hand with a sword



▲ The spell effects are stunning



▲ Garnet flies like a butterfly



▲ Zidane takes the plunge



▲ Happy landings!



▲ The only way is... er... down



▲ But can the bunting hold?

KILLING TIME

THROW YOUR BRAIN OUT THE WINDOW BECAUSE THERE'S NO TIME TO THINK IN THE MOST INTENSE SHOOTER WE'VE EVER SEEN

TIMESPLITTERS

NOV PLAYSTATION 2 PS2

When a dozen heavily armed battle droids come swarming at you guns blazing, your first thought is 'How the hell do they move so fast?'. This game's the Michael Schumacher of shoot 'em ups. If it moved even a fraction quicker, your cerebral cortex would probably burst into tears and beg you to look at something less intense. Like a strobe light.

It's back to basics here. The key words are speed, carnage and excitement. In these days of stealth 'em ups, RPGs and survival horror, TimeSplitters looks like being a welcome adrenaline shot for anyone hungry for a full-on gunfight.

The action is all first-person. There are two modes of play, arcade and story. Story mode is a campaign spanning 100 years from 1935 to 2035. The TimeSplitters are a race of aliens who're attacking earth, using time machines to spread the onslaught throughout a century. You control a range of characters who've got to kick their arses through the different time zones.

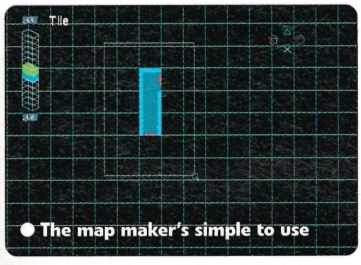
The levels are heavily influenced by cheesy B movies so expect the horror levels to be full of moaning zombies and shambling ghouls, and the crime zones to feature cornily-dressed PIs and mustachioed bad guys. The weapons will change with the time zones so in the 1930s you'll be wielding blunderbusses and bolt action rifles and by the time you get to the sci-fi zones it'll be laser cannons and plasma rifles doing the damage.



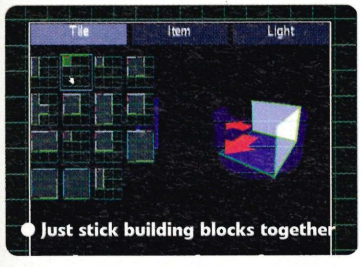
● Even in Story mode, this is pure, mindless killing all the way. We like

WELCOME TO MY TERRORDOME

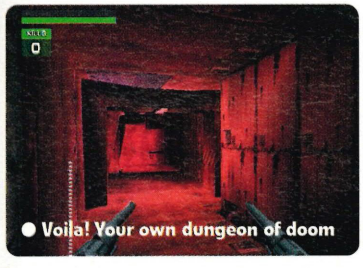
Fancy building your own house of pain? TS includes a top notch map maker that'll have you creating your own multiplayer arenas in no time. It works by simply sticking building blocks together on a grid and when you've finished you bang it on your memory card, get round your mates' and die laughing as he cops it horribly. Build eight-storey high towering infernos, alter the lighting as you please, even stick 'bots in there and play it on your own. This'll keep you playing long after you've killed Story mode stone dead.



● The map maker's simple to use



● Just stick building blocks together

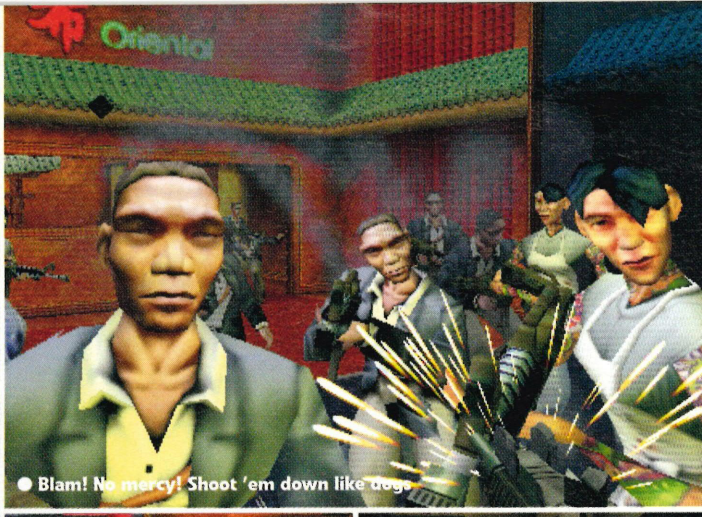

● Voila! Your own dungeon of doom

IT'S TIME TO KILL YOUR FRIENDS!

What's really going to bake your noodle is the multiplayer mode. Up to four of you can play in split-screen, and TimeSplitters still looks great and moves frighteningly fast. Play in teams, with or against 'bots, fight deathmatch, escort a VIP or duke it out in a Last Man Standing blood-frenzy. There are reams of options here and more get unlocked with every solo level you complete. Try Capture the Bag where you all scrap over a big yellow hold-all: a superb detail is how the player with the bag struggles under its weight.


▲ Four-player action: smooth


● Team up with 'bots for deathmatches



● Blam! No mercy! Shoot 'em down like dogs



● Sci-fi levels spell serious hardware

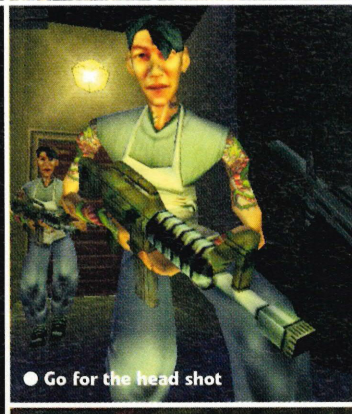


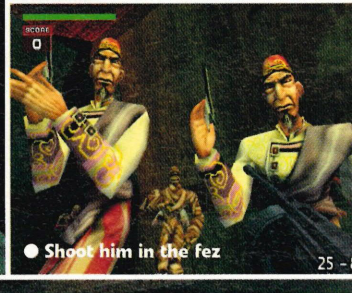
● Spray the area with lead



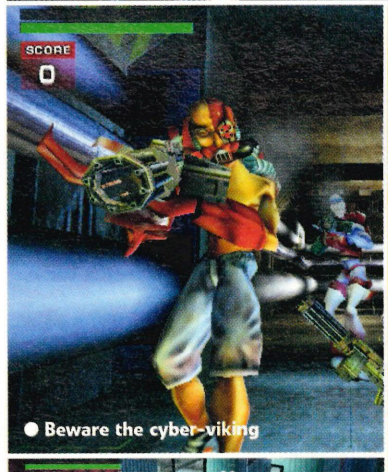
● Loads of enemies


● Horror levels are filled with comedy ghosts and ghouls

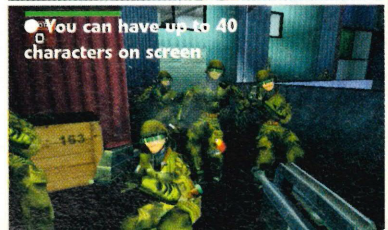

● Go for the head shot

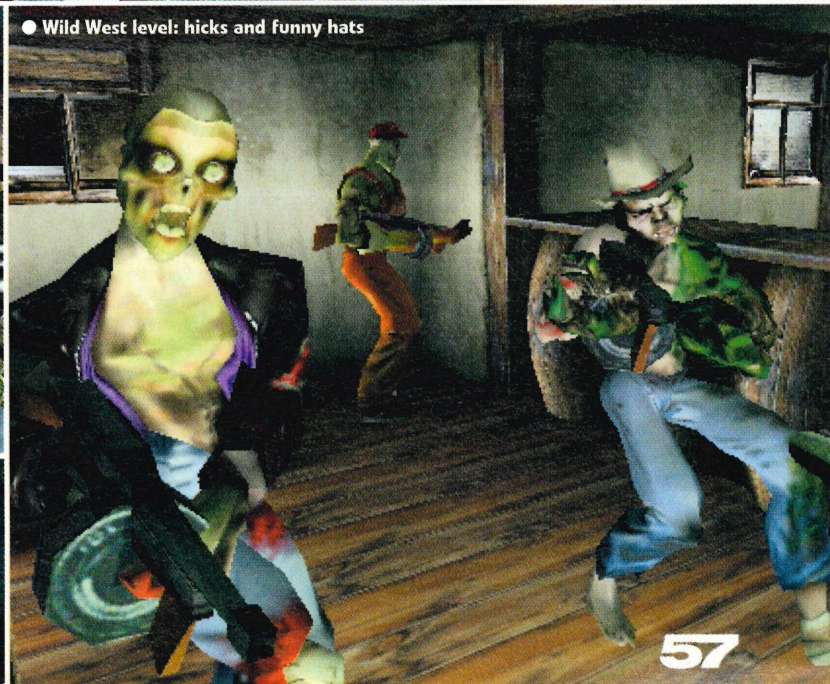


● Shoot him in the fez

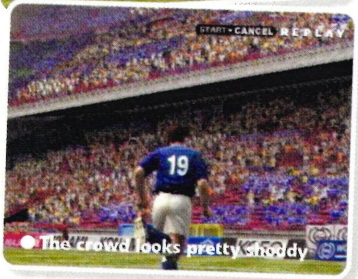


● Beware the cyber-viking


● You can have up to 40 characters on screen


● Wild West level: hicks and funny hats





INTERNATIONAL SUPERSTAR SOCCER

NOV PLAYSTATION 2 PS2

ISS Evolution took 'Station footy into a league of its own. Now the latest ISS on PS2 looks set to win that league by Christmas, *and* bag the Champions' League, World Super Cup and any other silverware before the season's over!

Check out the shots here and you'll realise what PS2's power means to us armchair dribblers. The animation is more fluid than Rivaldo in full swing. The matches move faster than Michael Owen with a Scud up his backside. The detail is greater than Arsene Wenger's game plans. And when you kick off, adrenalin flows like you're watching England vs Germany in the 1966 World Cup finals.

When the players run you can see their muscles pumping. Their shirts have got creases on them and you can see the expressions on their faces change when they're fouled or score a goal. This is in a different class to every other footy game you've seen, even FIFA.

The only graphical let-down in the version we saw was the crowd. They look OK from a distance but up close the animation made them look like a cathedral full of drugged-up cultists bowing in unison. Shame.

Like its predecessors, PS2 ISS will only feature international teams. But this time they hope to have all the real player names in there. There will also be an extensive player editor that lets you rename players or design your own from scratch, including altering their appearance.

It's not just the stuff you see on the pitch that's been taken care of either. The tactics system combines in-depth control over formations and team strategies, with the ability to adapt to the way the game is progressing in an instant. The on-screen display shows the tactics being used and a few simple button presses are enough to switch the way your side is playing before the opposition know what's hit them. Fergusson wannabies rejoice.

52'S RISING STAR

ISS is dazzling playmaker Figo to FIFA's tired and one-dimensional Alan Shearer. But rather than costing your club coffers a whopping £40 million, this big signing will be nearer forty quid



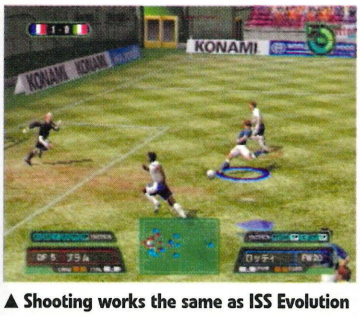
▲ Players look like they fight for possession



▲ The keeper hasn't a chance of saving this belter



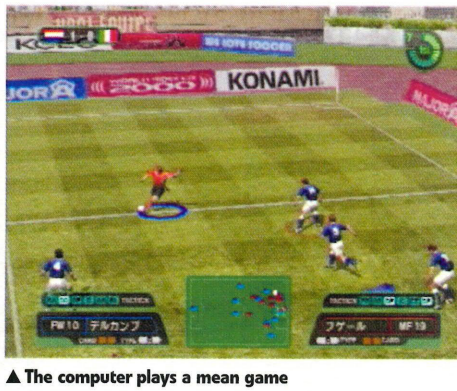
● The replays are beautiful. Watch goals from any angle, in slow-mo



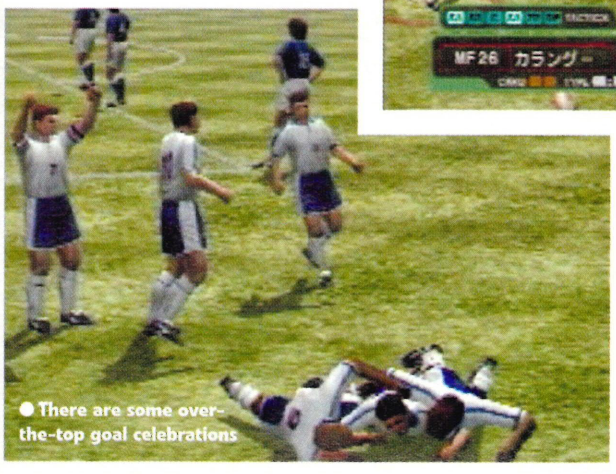
▲ Shooting works the same as ISS Evolution



● The controls are 'intelligent' so you'll automatically dive for the ball if it's low



▲ The computer plays a mean game



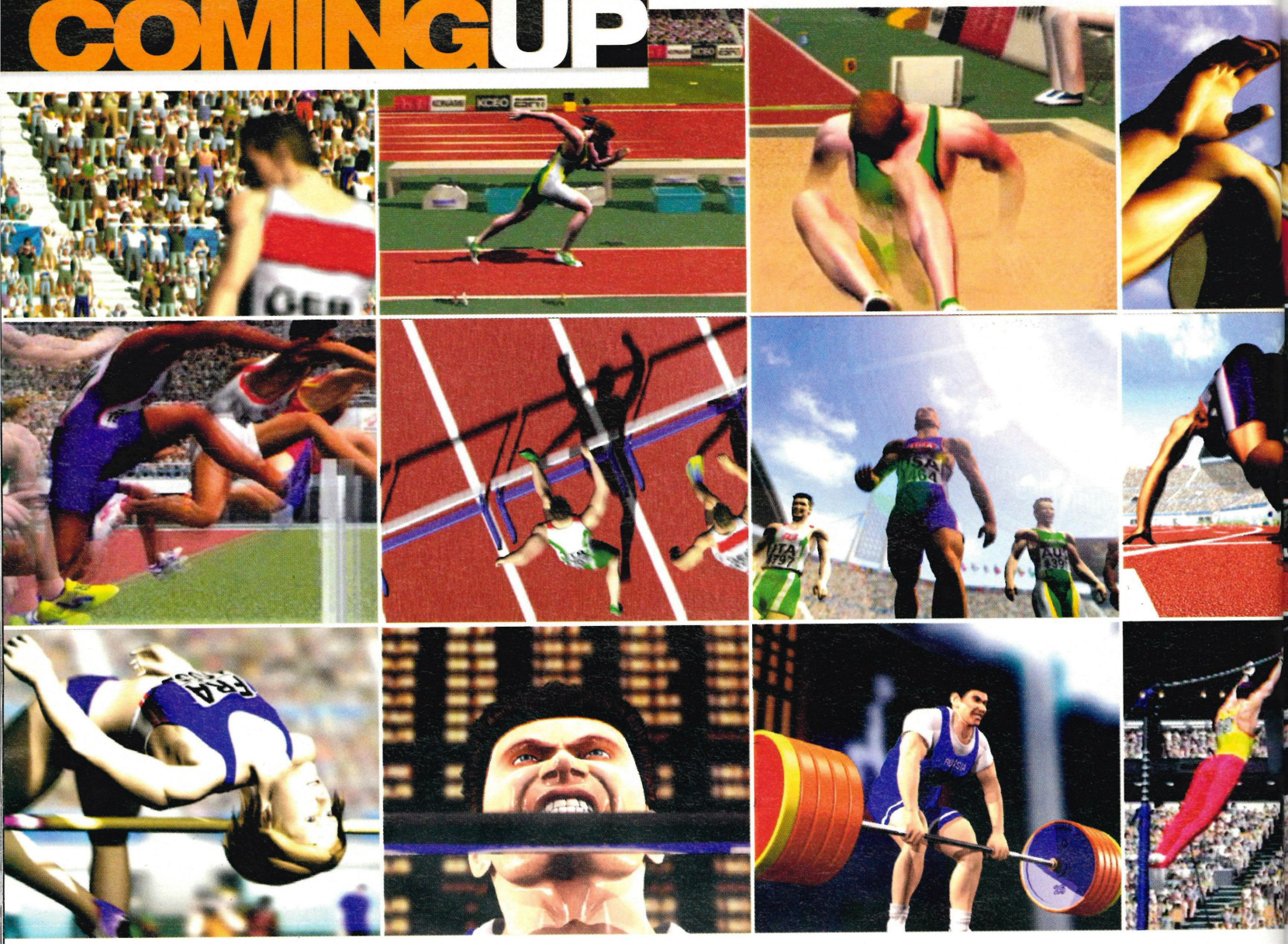
● There are some over-the-top goal celebrations



● You can almost feel the pain when they're hit in the nadgers

JUST FEEL IT

We've seen both ISS and FIFA on PS2 now and at the moment it's this that's got everyone talking. The most important difference is in the feel of the controls. Here, from the moment go you really feel like your own instincts and reactions count. In FIFA beating a man is as easy as simply whacking the right button combo to pull out a trick – in ISS it's much more about your speed of thought and footballing nous. You have to work the ball around the pitch and wait for your opportunity to exploit a gap or send an opposition player the wrong way. Alan Hansen would be proud.



LET'S GET HA

IT'S GONNA TAKE HANDS OF STEEL AND A STRONG JOYPAD TO WITHST

ESPN INTERNATIONAL TRACK & FIELD

OK, so a game that relies on you smacking ⊗ and ◉ the fastest to win isn't gonna to pick up any awards for originality. But it's this simplicity and white-knuckle gameplay that has made Track & Field one of the most enduring games series ever. So if it ain't broke, why fix it?

PS2's ESPN IT&F isn't going to betray the series' button-bashing roots, but it certainly looks like setting the new standard for sports game visuals as well as adding a few interesting gameplay features. You won't have seen visuals and motion captures as slick and as detailed as these before.

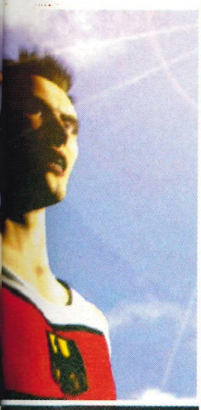
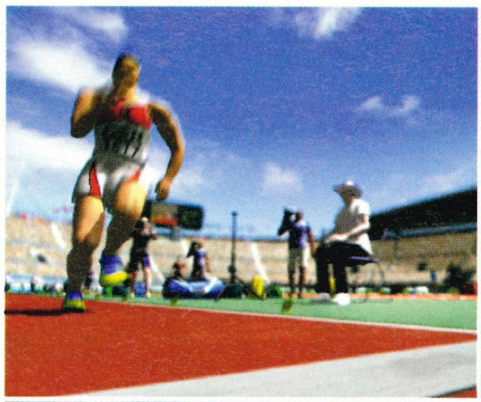
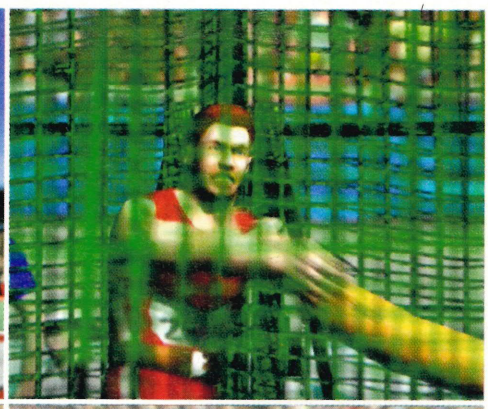
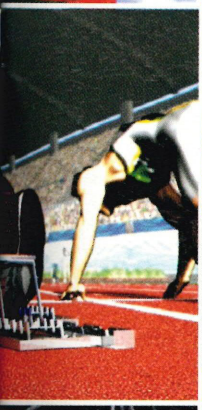
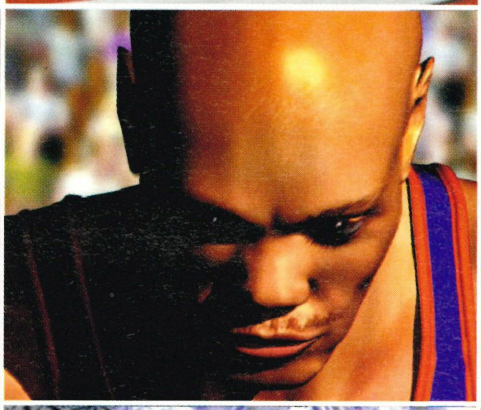
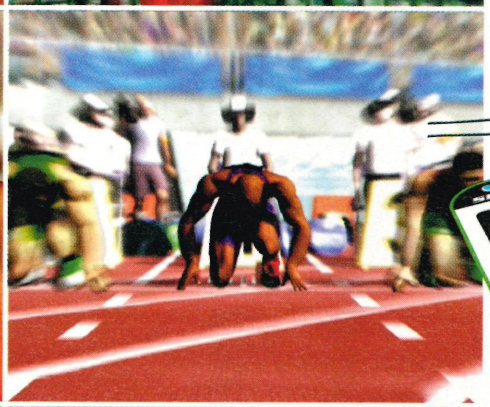
You can expect more than 12 events to try your hand at. All the classics will be present like the knuckle-shattering 100m and the split-second timing long jump. But events like the skeet shoot and the rhythm gymnastics are all new. Up to four players will be able to sweat it out against each other and make little digitised Maurice Greens run very, very fast.

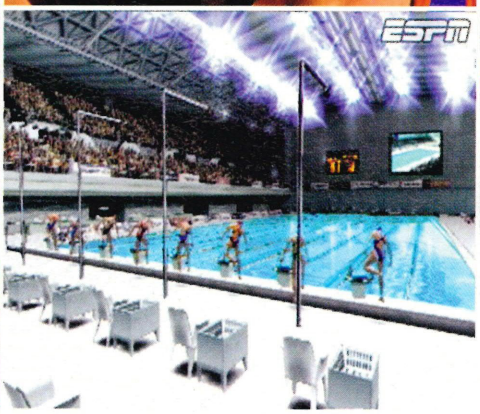
Although the heart-pounding intensity of button bashing is still very much alive here, they have taken the time to try and add some more spice to the mix. And this means you'll find a greater variety in the events and how they are controlled. But even the humble 100m has been tweaked and brute force alone will not be enough to get you gold anymore. Now you have to build your finger tapping to a crescendo at the right time while keeping the right-left rhythm as tight as possible. Speed, plus mounting momentum, plus rhythm equals success.

We're hoping the more complex gameplay might make this a better blast in one-player than prevous Track and Field games. But to be honest, when the visuals look like this, who cares? We'll bring you more awesome shots, plus a hands-on playtest in the very near future. In the meantime, keep your thumbs in shape, OK?

FEB
PLAYSTATION 2
PS2



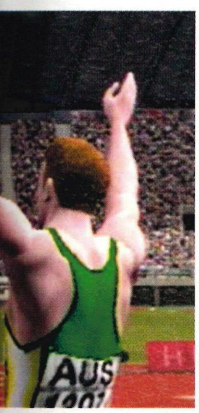
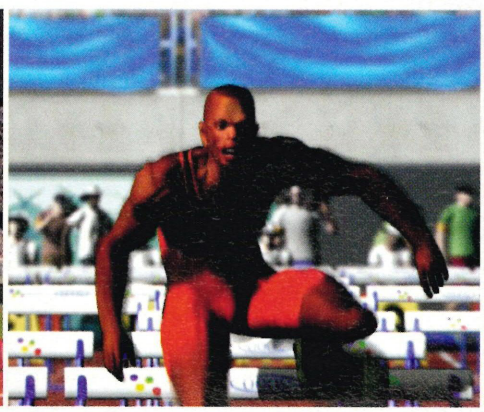
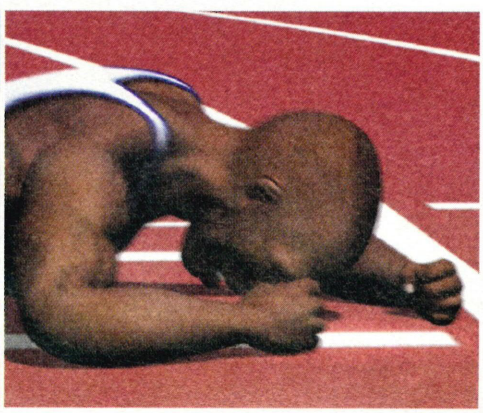











AMMERED

ID THIS BUTTON-BASHING ONSLAUGHT

IT'S ALL ABOUT CONTROL

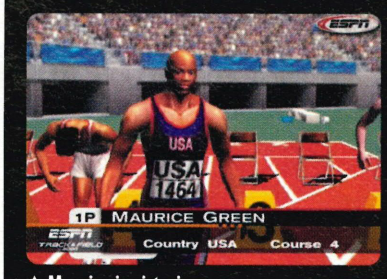
Apart from the events that are won simply by extreme controller abuse, they've also introduced some new twists to keep things interesting. The idea is that the control methods will mirror the events themselves. So the 100m will still involve you hammering away as fast as you can, but others like the skeet shoot will be all about lightning reactions and an eagle eye. But best of all looks to be the rhythm gymnastics event, which can be played out on a Dance Dance Revolution mat. Just rig it up, slip on a leotard and find out who's the prancing daddy.



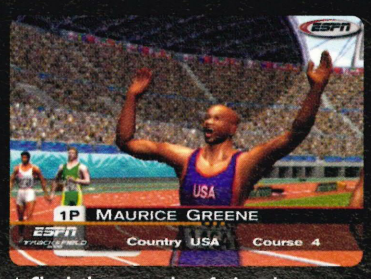
▲ Dance your way to gymnastic success

POETRY IN MOTION

The detail in the athletes and their animations is staggering. They grimace with effort, wince with pain and smile with joy when they do well. To get the look sorted, they've motion captured athletes like 100m world record holder Maurice Greene. They've also used a load of other less famous megastars whose names don't roll off the tongue quite so easy, like Ato Boldon and Jeff Hartwig. The results, it has to be said, are pretty stunning. If you can lift your straining eyes from the Dpad as you pound hell out of it, you'll be in for a visual treat up on the screen.



▲ Maurice is victorious



▲ Check the expression of triumph

WORLD WAR 2:

NOW WITH ADDED ROBOTS

Vagrant Story proved that 'white knuckle' and 'strategy' could seamlessly go together. Now this PS2 robot battler takes it to the next level



▲ If only Robot Wars was like this

RED

NOV PLAYSTATION 2 PS2

Only the Japanese could come up with a game where World War 2 soldiers – transported to Japan, naturally – wage war using gigantic petrol-driven battle droids. The odd thing is that Red is definitely one of the best games we've played on PS2, and it's certainly the freshest idea to hit the console.

To play, it's menu-based, and strategic, but it's also in real time. You're in control of squads of men as well as the gigantic walking tanks, so it's pretty hectic stuff. You give commands, aim shots and choose whether to turn your fearsome arsenal on the little guys or the big robot behind them.

The game comes chopped up into set-pieces where one of your 'bots and a posse of troops take on an enemy droid plus an enemy platoon. In the meantime, you move your units around a map grid, trying to get your best boys to square up against weaker enemies.

Once close combat kicks off, the game really gets into gear. The fights look absolutely lush, and these screenshots can't really do justice to the smoothness of the animations or the sheer variety of little movements the ground troops can do. They roll to the ground, duck, charge, take cover, cower in the face of automatic weapon fire: they even try to beat out the flames on their arms and legs when they're hit by an incendiary!

The robots are also ice cool to look at, with heavy, clunky movements, like they really are crude, petrol-powered warbots that weigh ten tons. This game's amazing to watch, but it's the sheer sweaty intensity of trying to control three different groups of people in real time that makes this a killer. We'll have more news next month.



● Do you send your troops forward, or do you stay in cover? Do you use your robot's special power now or later?



● The robots' special weapons are truly fearsome



● Once battle kicks off, the clock starts ticking. Do you hold your aim long enough to get a clear shot, or do you shoot from the hip and hope?



● Troops struggle to load a cannon



● Let battle commence!



WHEN ROBOTS GO BAD

Here's how it works. You get given a mission, which varies from defending an area to escorting a robot through the battlefield. Then you have to move different units around on the grid, chess-style, to try and achieve it. But whenever two robots end up touching, battle commences.

Each robot represents one warbot and a posse of ground troops. There's loads of types of robots – close combat 'bots, sniper 'bots, artillery 'bots – and it's up to you to choose the right droid and the attacks which get the most out of its weapons. Believe us, that's a lot more tricky than it sounds.



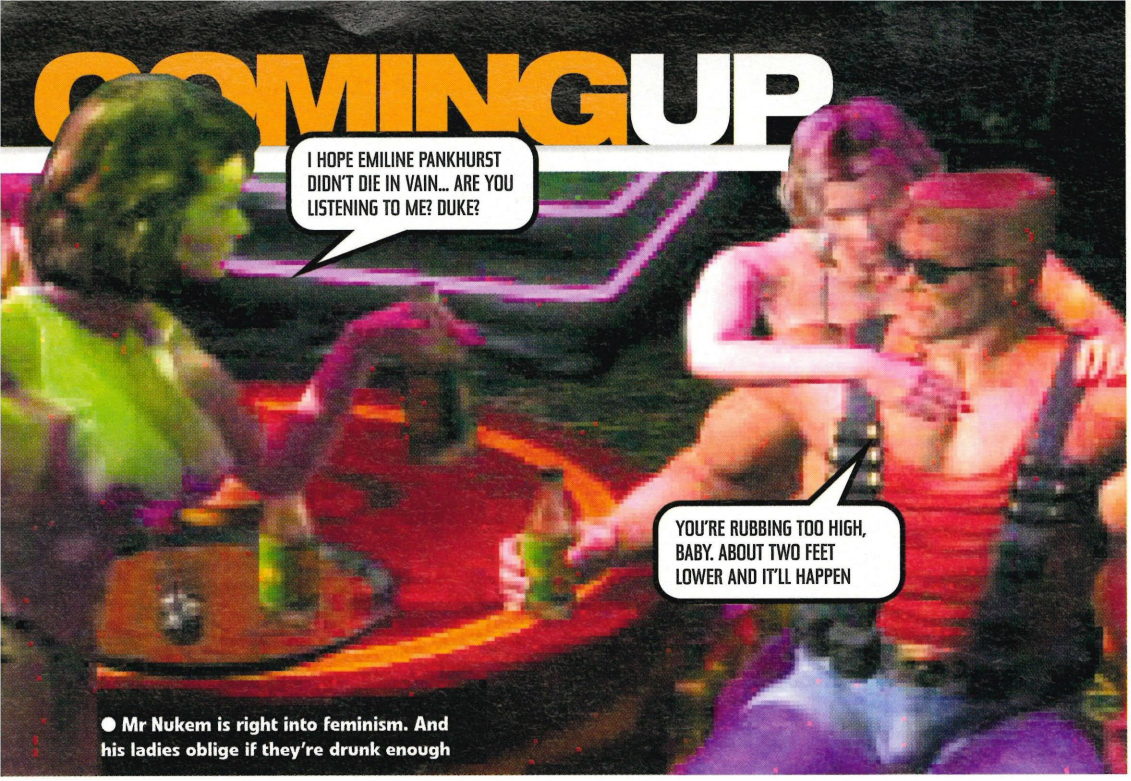
▲ Move robots around on this grid in a deadly game of chess



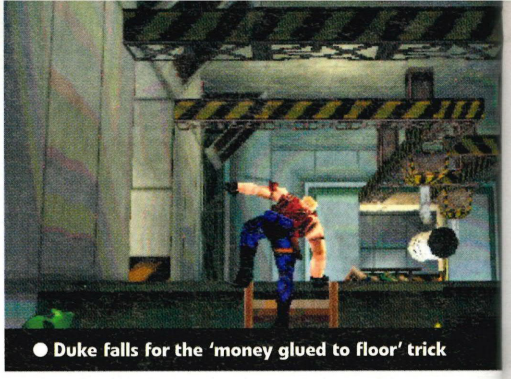
▲ All the characters are Manga types

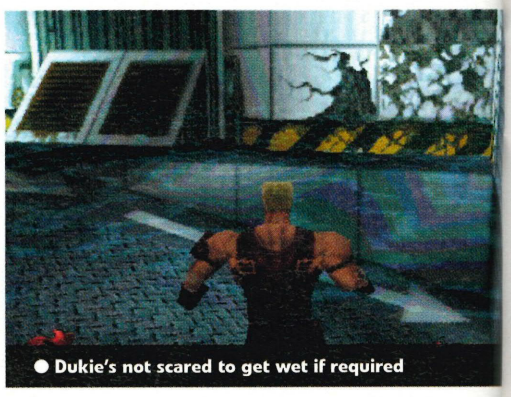


▲ When two units touch, battle begins

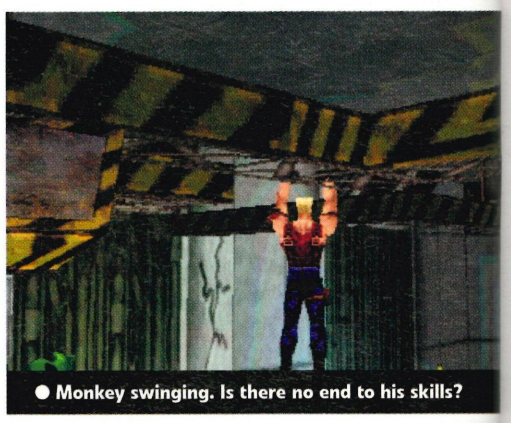


● Mr Nukem is right into feminism. And his ladies oblige if they're drunk enough

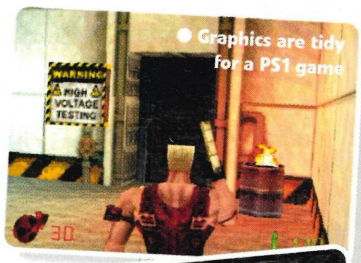

● Duke falls for the 'money glued to floor' trick


● Dukie's not scared to get wet if required

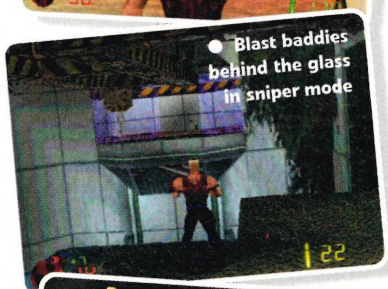
'NOBODY MESSES WITH MY BABES'


● Monkey swinging. Is there no end to his skills?

Stand back wusses, here comes the Duke and his language is cruder than Saudi Arabia's annual oil output



● Graphics are tidy for a PS1 game



● Blast baddies behind the glass in sniper mode



● Looks weird but multiplayer is a laugh

DUKE NUKEM: LAND OF THE BABES

SEP PLAYSTATION PS1

If you've been wondering what the Duke's been up to since he kicked a whole lot of pig rump in Time to Kill then here's the story. When he got back home he took a vacation and kicked back with some of his favourite chicks. That was mighty sweet but those damn aliens bred some new mutants, turned up back on earth and took all the babes home with them. That makes Duke want to bust some ass.

Anyone who's remotely liberal or so much as nods at political correctness can forget this game. Duke didn't make his name and sell a lot of games on the back of his foul mouth, complete sexism and terrible gags, only to clean up his act now. This is his bad taste at its best.

Nukem is like a kind of fusion between Arnold Schwarzenneger and Sid the Sexist. A man built like an ox, with a brain the size of a pea and a gun the size of a bus, who likes a bit of totty with his pointless carnage. He's what every redneck the world over wants to be.

His games are an explosive mix of vicious shootouts and gross-out humour. This time round, the gameplay is the same as his last PlayStation outting, Time to Kill. It's a Tomb Raider-style adventure, overloaded with guns, gags and girl. There are tons of apocalyptic locations to conquer, a bunch of high-calibre weapons to play with and new bad guys to pulverise. And with joke-riddled cutscenes and great bunches of babes, this is Duke Nukem in its purest form. You'll love it for its blood-pumping action but it's the cheesy one-liners that keep you coming back for more.



● If you play 'Spot the minger' in Duke Nukem you'll be looking for a long time

BLAST FROM THE PAST

STRIDER 2

OCT PLAYSTATION PS1

You won't need rose-tinted glasses to get the most out of this old skool platformer

Strider 2 is a spit-and-polish job on a classic 2D platform fighting game from about ten years ago. They've jazzed up the visuals a touch, but the gameplay's still firmly old school: fighting and jumping action that's simple to get your head round, but bloody hard to get right.

If you haven't played one of these jumping-and-fighting 2D platformers for a while, playing Strider 2 will remind you just how much fun they were. And as an added bonus, they've included the whole of the first Strider as a bonus disc. Not bad for under thirty quid.

Playing Strider 2 won't tax your brain and that's putting it mildly. It's just an endless procession of enemies in which you need to hit with your energy sword, and a few giant holes in the ground which you have to do pixel-perfect jumps over. Add a couple of power-ups and the occasional giant boss and you've got the picture. If you're hankering for old-school thrills, though, look no further.



● Dodge the flying bombs



● Classic 2D beat 'em up action



● Trade blows with fat men



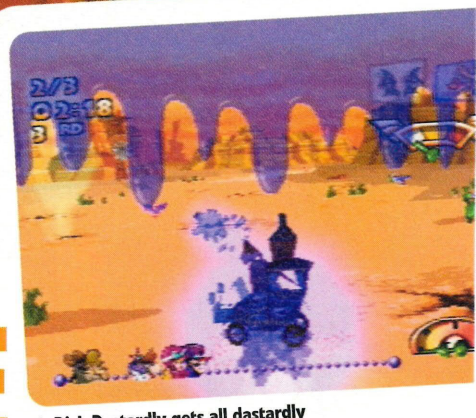
● Avoid deadly missile traps



▲ Even the bosses are old skool. Check out this classic dragon-worm thing



● Even the courses look cartoony



▲ Dick Dastardly gets all dastardly

STEP ON THE LAUGHING GAS

WACKY RACES

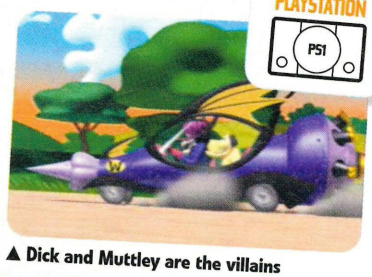
SEP PLAYSTATION PS1

Pretty much the exact opposite of Gran Turismo

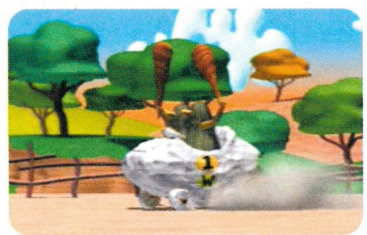
If you're battling in second place on the last corner of a racing game, you'd reckon it would be a matter of raw racing skill whether you snatched first place. It's not usually down to a giant pterodactyl swooping down, picking up your car and dropping it on the other side of the finish line. But then Wacky Races isn't your average racing game.

Just like in the classic 60s TV series, each of the game's mad motors comes tooled with a selection of death-dealing weapons and other distinctly unfair gizmos. Like the 'Call Pterodactyl' button.

You can only use each surreal gadget once, so be careful and make sure you know where the shortcuts are and you'll be a winner. In the TV show Dastardly and Muttley always used to lose, so this is your chance to put that right. And to beat Penelope Pitstop with a giant stone club.



▲ Dick and Muttley are the villains



▲ Die hard clubbers Rock and Gravel



▲ Comedy power-ups in plenty



▲ There's tons of varied courses, all of them high in wackiness



● You've got to keep Taneo balanced on the flagpole, despite high winds


● The crisis just goes on getting more incredible. Here, a teddy trashes Tokyo

THE FUNNIEST GAME OF ALL TIME


▲ Taneo has to hurdle fences and duck under ladders to escape the giant ball


▲ Hit buttons in time and Taneo lays down phat dance moves


▲ Keep getting it right, and he wows his colleagues and moves on

INCREDIBLE CRISIS

NOW PLAYSTATION PS1

Button-mashing sub-games, awe-inspiring weirdness and strange high-pitched screams of terror all meld into one awesomely funny game

Incredible Crisis is the funniest game on PlayStation. No fooling. It's this mad Japanese affair where you guide a stressed-out businessman through the worst day of his life. Now that doesn't sound promising, but it's actually hysterical.

See, we're not talking about declining share prices and collapsing currencies here. Taneo's day begins with a giant steel ball interrupting his aerobics session by bursting through the wall, and pursuing him down a corridor. It continues, seconds later, with him balancing on top of a flagpole in gale force winds, ending up in a frenzy of wacked-out other-world horrors including UFO invasions and attacks by pink teddy bears the size of multistorey carparks.

Each new horror that Taneo faces means a sub-game, usually involving extreme button-bashing, but there's a massive variety in there. And all of them are so totally weird you'll be laughing your head off.

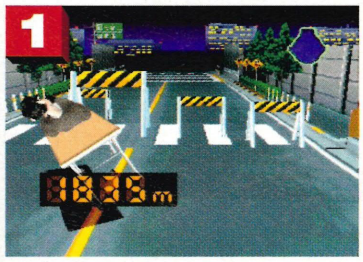
This is like International Track and Field after a head-on collision with a lorry full of condensed weirdness. It's a must-see, even if it's just to kill yourself laughing at Taneo's strange Japanese screams of terror.


▲ Every time a new horror greats Taneo, he does this weird high-pitched Japanese shriek


▲ Taneo gets into a boat. Guess what? It starts sinking and you've got to empty it!

HOSPITAL HELL

Here's one of the earlier games. Taneo gets dumped out the back of a speeding ambulance and you've got to steer his trolley out of the way of oncoming traffic.



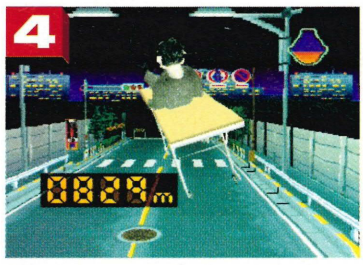
▲ Dodge the barriers. There's lots of 'em



▲ Dodge the oncoming bikers



▲ Dodge the wildly skidding cars



▲ Every time you get hit, Taneo goes flying

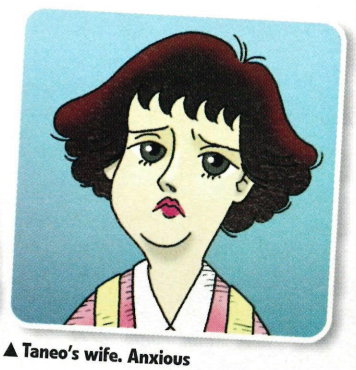
A CAST OF THOUSANDS

You get to play as every member of Taneo's family as the day goes on. And all of them are having their own oddball crises as the day goes by.


▲ Taneo's dog. Stressed


▲ Taneo. Needs a relaxing break

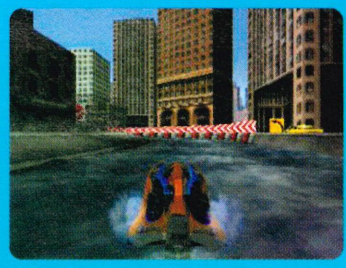

▲ Taneo's gran. High blood pressure

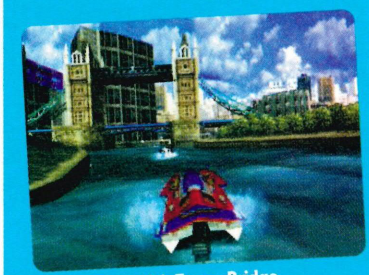

▲ Taneo's wife. Anxious

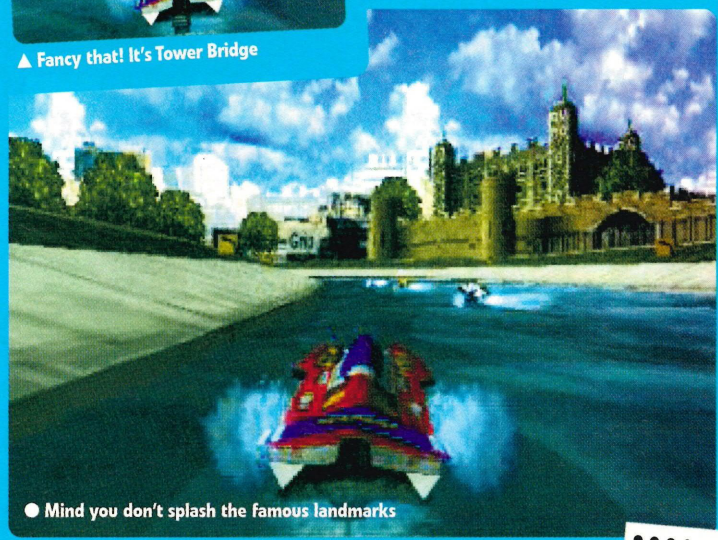

▲ Taneo's daughter. Unhappy


▲ Taneo's kid. Needs to go on a diet

NICE BOAT RACE


▲ Manhattan motorboat mayhem


▲ Fancy that! It's Tower Bridge


● Mind you don't splash the famous landmarks

HYDRO SPORT

SEP PLAYSTATION PS1

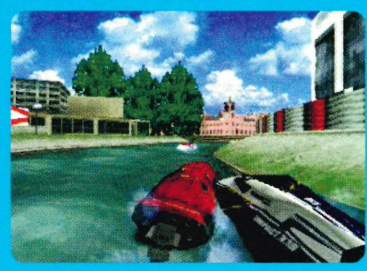
The hottest action on the Thames since the River of Fire fizzled out

Fancy barrelling down the Thames at the helm of a speedboat? Or splashing around the Statue of Liberty in New York City? Hydro Sport is looking like a water-based racer worth getting excited about.

One of the coolest features in the variable tide levels. At high tide the corners are wide and easy to navigate, but low tide narrows them and reveal obstacles that were previously hidden beneath the surface.

All the courses are based around real-world locations, so you'll keep spotting famous landmarks in big cities like Paris, New York and London.

But there's no time to stop and admire the scenery. Some of the boats in the game do a whopping 250kmh when caned to the limit. This game wows you with pure speed rather than trying to be realistic. And with dozens of courses and boats ranging from catamarans to jet boats, there should be plenty here to keep your adrenalin glands pulsing.


▲ This game is unbelievably fast


● The waves make a real difference to your handling

SHE'S DEAD!

● Lara's dead, but you'll be able to guide her through her most memorable adventures

Good news: Tomb Raider Chronicles is on it's way this Christmas. Bad news: Lara Croft's pushing up daisies

TOMB RAIDER CHRONICLES

NOV PLAYSTATION PS1

A procession of silent mourners makes its way to a freshly dug grave. Familiar faces pass by the camera – wrinkled archaeology guru Von Croy for one. After the ceremony they traipse away with grief hanging thick in the air. Which is not surprising because it's Lara Croft who's in the coffin.

Then the conversation pipes up again as the gathering begins to reminisce about Lara's life. They start talking about adventures she went on that you've never heard of. And that's when the screen goes all funny and guess what, you're Lara again, playing through all those adventures that weren't part of the first four Tomb games.

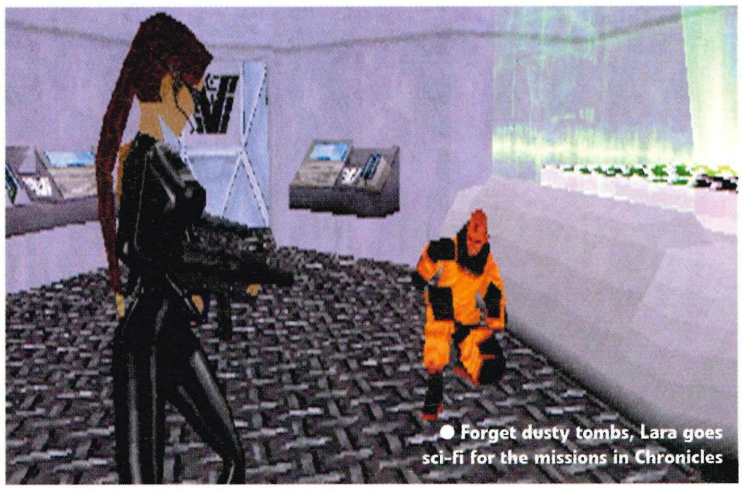
So when you get over the shock all we can say is, yes, as far as we know it's true. Lara really is dead. There hasn't been a dry eye in our office for days. She was our everything – so beautiful, so intelligent, so... No! Must keep a stiff upper lip! Must regain composure.

Ahem. So anyway Tomb 5 looks pretty certain to be Lara's last foray on the old PlayStation. And with any luck it'll be her best adventure yet.

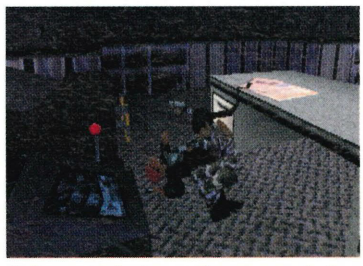
But we're not holding our breath. Beating Tomb 4 is a pretty tall order and we reckon it'll take a PS2 power injection to send this series to the next level. We'll be more than happy to eat our words, though. Come on Lara, let's do it one more time, for old times sake.



▲ No skimpy short for Lara in this game



● Forget dusty tombs, Lara goes sci-fi for the missions in Chronicles



▲ Gameplay's almost the same as before



▲ Who's he? One of Lara's mourners?

HOUSE OF HELL

Resident Evil meets Final Fantasy meets chess meets a big house full of ghosts. The results are dead odd

KOUDELKA

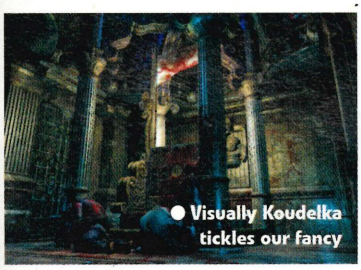
SEPT PLAYSTATION

Koudelka mixes up elements of boardgame battling, hardcore RPG menu-surfing, Res Evil exploring and puzzle-solving, all in one game. That's a hell of a lot of game-styles to cram into one game, even if the game in question is spread over four discs.

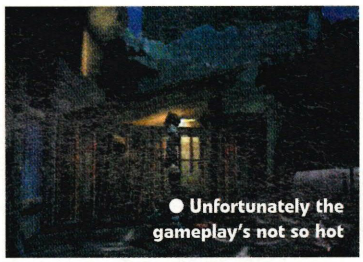
The plot of Koudelka is actually one of the most adult and well-scripted we've ever encountered, revolving around a young woman who is summoned to a doom-ridden monastery by the voice of a ghost. The characters don't just say their bit and then wander off, either; you spend a lot of the game teaming up to achieve overlapping goals.

So far, so good. Then we get to the gameplay. Suddenly, Koudelka stops looking so rosey. The battles, of which there are THOUSANDS, are pretty clunky, the menu-based attacks are boring and the way you have to move around chess-board style is just pointless. What's worst the monsters are also invisible 'til they randomly attack you, which they do all the time.

It just seems weird to be exploring a haunted house Resident Evil-style, then suddenly get hit by RPG-style random monster attacks: from a classy horror film to the heart of the Land of Spod in seconds. We'll cane through the rest of Koudelka this month and tell you if it improves as you get into it. Just don't hold your breath, OK?



● Visually Koudelka tickles our fancy



● Unfortunately the gameplay's not so hot

TEK ME TO THE MOVIES

First there was Street Fighter, then Mortal Kombat and now Tekken is heading for the silver screen. Corey Yuen is directing and he was the stunt director for X-Men. Confirmed cast members include Jin Kazama, Ling Xiaoyu and Hwoarang played by people you've never heard of. An example? Leeholm Wang. See what we mean? They're all stars of kung fu movies though, so it should be cool.

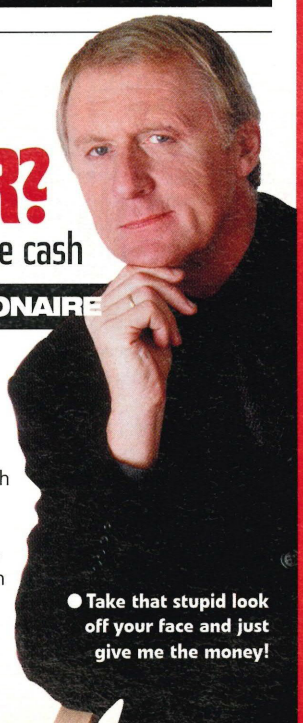
IS THAT YOUR FINAL ANSWER?

Answer questions but don't bag the cash

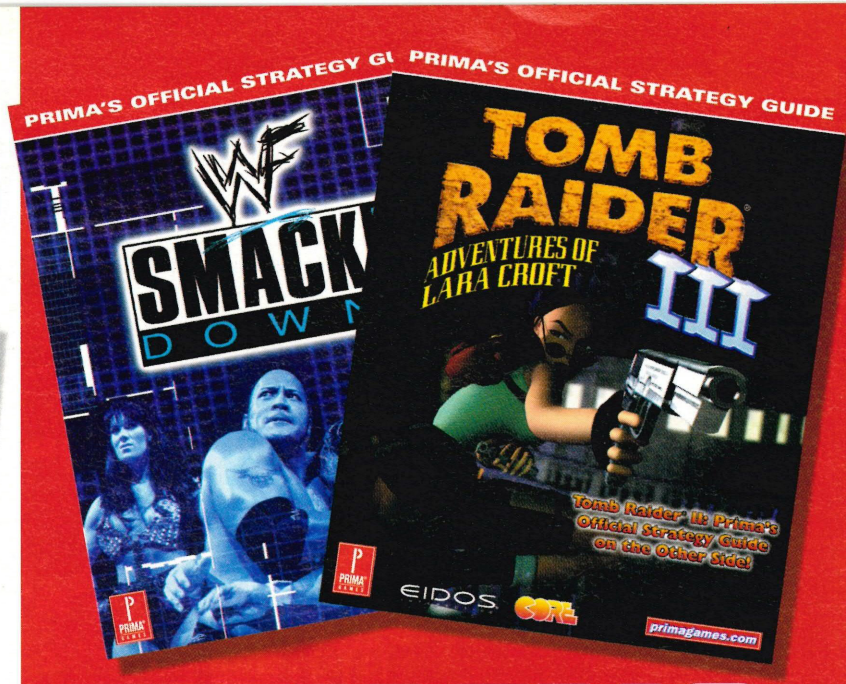
WHO WANTS TO BE A MILLIONAIRE

SEPT PLAYSTATION

Chris Tarrant is a man with an abundance of talent and charisma, so thank god he's getting his own PlayStation game. Who Wants To Be A Millionaire will look just like the TV show and will be chock full of enough questions to keep you going for months without repetition. The only thing that isn't included is a cash prize, so make sure your rich Auntie's in on the game to cover an prize winnings. And when you phone a friend you don't actually get to talk to one of your mates. Well, unless they're sat next to you. Still, looks fun.



● Take that stupid look off your face and just give me the money!



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Prima books is giving one lucky reader the chance of becoming a gaming God, by winning guide books to the top 10 games AND every new Prima guide published over the next year. Yup, by winning this compo you could know EVERYTHING there is to know about Fear Effect, In Cold Blood, Colin McRae Rally 2.0 and loads more. And when the next big game is released, you'll get the guide sent to you direct.

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Want to win? Just correctly answer the question below, fill in the form and send it to: Prima compo, PlayNation, 338-346 Goswell Road, London EC1V 7QP.

ENTRY FORM

Question:
What's the next Tomb Raider game on PlayStation called?

Answer:
A. Tomb Raider Chronicles ☐
B. Lara Bounces Back ☐
C. Croft Kart Racing ☐

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■ Name:

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■ **Entries to arrive no later than 22 September 2000**

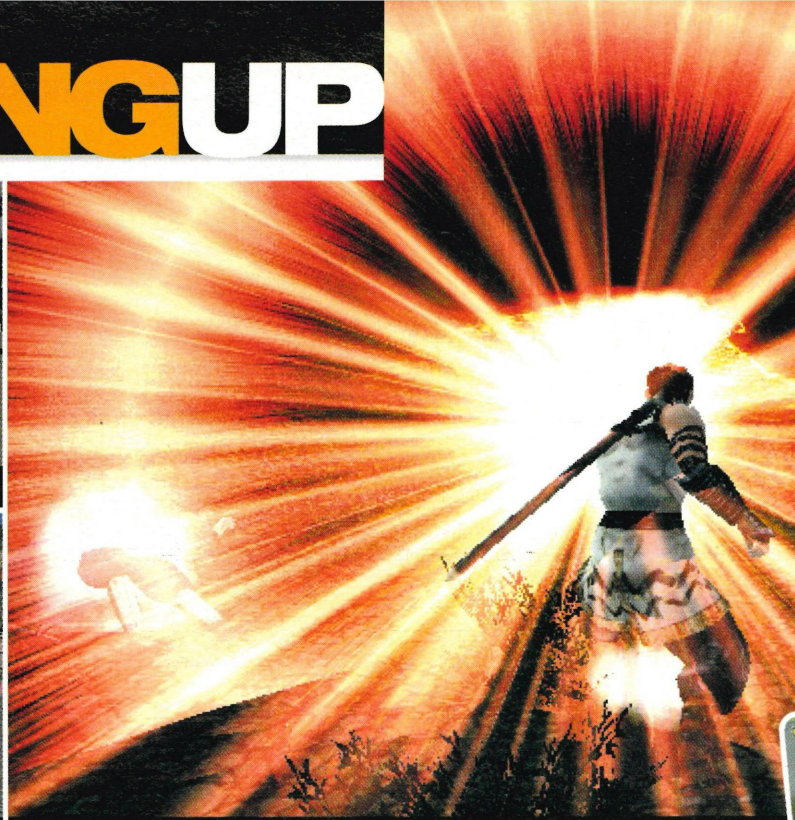
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● No time to take in the scenery



● Keep hacking 'til they collapse



● Some of the special attacks in Seven Blades look awesome











SEVEN

BLADES FOR SEVEN BROTHERS

SEVEN BLADES

2001
PLAYSTATION 2
PS2

Fanatical monks have invaded a local island and you must unravel the mystery of the ancient katanas to put the twisted cultists to the sword

In a serene and silent dojo you creep close to the wall, cautiously listening for the watchful guards. Then you hear a noise and see the shadowy figure of a samurai with his sword drawn, just the other side of the partition. This is Japan. The walls are made from paper. So you jab your katana through and straight into the sentry's heart.

Don't get the impression from that relative moment of calm and suspense that this game is anything other than a riot of swordplay and concentrated carnage, because it's not. It's a fast paced roving slash 'em up that happens to have its fair share of tension, intrigue and sharp visuals.

It's feudal Japan and strange things are afoot on the trade island of Dejima. It began when a bunch of psycho devil worshippers turned up with idea of founding their own state there. The local shogun sent a few samurai to sort them right out but they never returned. Now it's your turn.

You play a male or female warrior tasked with hacking through a daunting array of twisted maniacs, religious zealots and strange beasts to bring order back to the island. This blood-soaked job takes you through bamboo forests, rustic villages, mysterious cities and on to much weirder things.

The core of the gameplay is pure and brutal combat. The male character is a sword master and wades knee deep through enemies as he cuts swathes around him. The female relies on speed, using her skill with bows and other ranged weapons to pick off foes at distance. Which one you choose drastically affects how the game plays. Either way you'll need to get good at bushido-style killing damn quickly because PS2's power means you're going to face upwards of 20 blood-crazed Orientals at once.

Tying it all together is a mystery-soaked storyline, some sweet settings and the eye of veteran Japanese film director Kaizo Hayashi. This samurai movie expert was hired to ensure it plays as seamlessly as an action flick and the plot is strong through to the end. The result is already looking tastier than sushi and as nurtured as a 100-year-old Bonzai tree.



▲ Leg it from the fire statues



▲ This giant knight is tough

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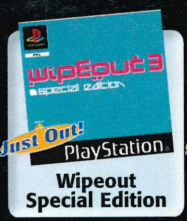
Calls cost 60 pence per minute.



Rampage Through Time



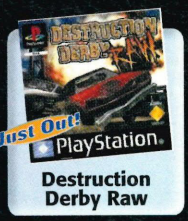
Mille Miglia



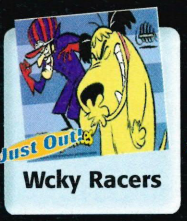
Wipeout Special Edition



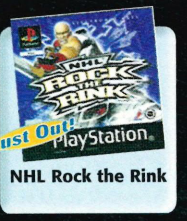
Vib Ribbon



Destruction Derby Raw



Wcky Racers



NHL Rock the Rink



Grand Theft Auto 2*



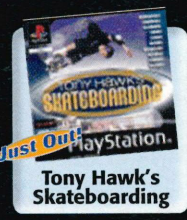
Silent Hill



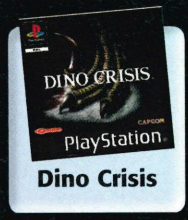
Soul Reaver



Metal Gear Solid



Tony Hawk's Skateboarding



Dino Crisis



Test Drive 6



Ballsitic



Mortal Kombat Special Forces



GTO Wheel



Multi Tap

These Apple-Mac style multitaps allow for four dual-shock capability and come in blue, red, yellow or purple (state when ordering)



Dual Shock & 1 Meg Card



24 Meg Memory Card

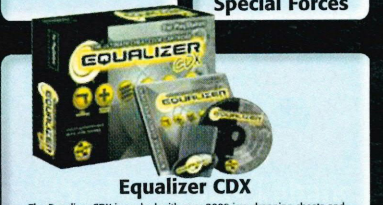


Colour Shell

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

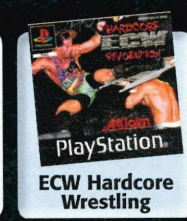


Equalizer CDX

The Equalizer CDX is packed with over 2000 jaw-dropping cheats and enhancements for your PlayStation. The new cheat cartridge is up-to-date and includes codes for the very latest games.



LMA Manager



ECW Hardcore Wrestling



Martian Gothic Unification

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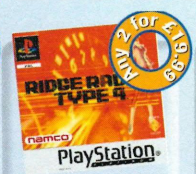
Evo's Space Adventures



Metal Gear Solid Special Missions



The Fifth Element



Ridge Racer Type 4



UEFA Striker



Heart of Darkness



Pong



V Rally



Music



Porsche Challenge

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COMING UP



● Current-season data gives the edge over the rest

PIT YOURSELF AGAINST THE BEST

A super-charged engine and great technique aren't enough to win in F1 these days. It all happens in the pits

F1 CHAMPIONSHIP SEASON 2000

2001 PLAYSTATION 2 PS2

These days F1 isn't won on the track but off it. It's about your strategy – when you stop, how often you stop, and what tyres you change to. And the guys behind next years' F1 Championship Season 2000 know that only too well. So this is the first F1 game where your pit strategy's as important as your driving skills. It's also the first to motion capture all 22 of the beavering mechanics and make the pit stops look as realistic as they do on race day at Silverstone.

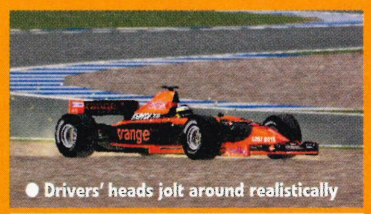
They yank the wheels off, refuel your car and one of them flips the green signal when you're clear. It looks spot on, and it should because they used the Benetton F1 team to model it on.

The support from the professionals doesn't stop at the pits either. The Orange Arrows team has been involved from the beginning of this game, giving advice and technical specifications to model the race dynamics on.

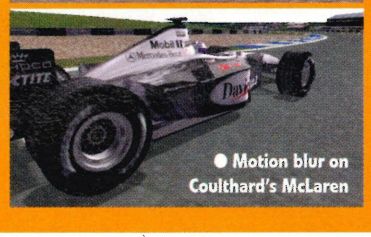
And the track cameras haven't just been chucked in any old place. To work out where to stick 'em they called on F1 race director Keith McKenzie, making the replays and camera angles some of the most authentic you've ever seen.

The detail's unbelievable, too. The grandstands have been built right down to the individual seats, you can recognise drivers from their helmets and paintwork gets stripped off your chassis with every prang and bump.

We'll bring you more info and screens as soon as we get them.



● Drivers' heads jolt around realistically



● Motion blur on Coulthard's McLaren

LEGENDARY AXEMAN

Having a bulging spellbook isn't enough to succeed in this innovative RPG. You also need the funk

EPHEMERAL FANTASIA

2001 PLAYSTATION 2 PS2

What does it take to survive in a medieval fantasy world? Formidable swordsmanship? Powerful battle magic? The stealth and skills of a master thief? Usually, yes. But not in this mould-breaking Japanese RPG.

Instead you'll have to keep your axe skills sharp to survive. And we don't mean the thing for chopping wood. We're talking axe as in guitar. Yup, your main weapon is a magical guitar, and the only way to defeat enemies is by laying down searing solos.

You'll even have to compose songs to solve puzzles. It's all done on a grid, and hitting buttons in time makes your character strum like a pro. Even madder is the fact you can use a weird guitar-shaped peripheral instead of a joypad. So don't fret, learn some chords, swot up on your scales and get ready to riff your way through. Most music games have tended to be short-term thrills only, so it's nice to see one with real game life and complexity. The battles look sweet, too.



▲ You're cute. The baddies ain't

▲ Roam with a top view



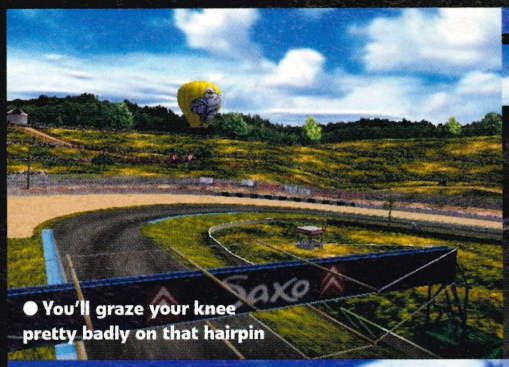
▲ The 'Magic Smarties' spell kicks off



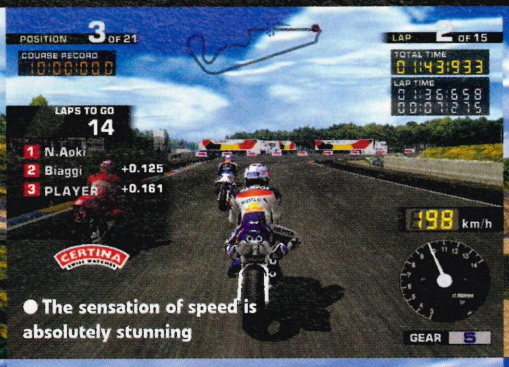
▲ Just wait 'til he ge[illegible] solo



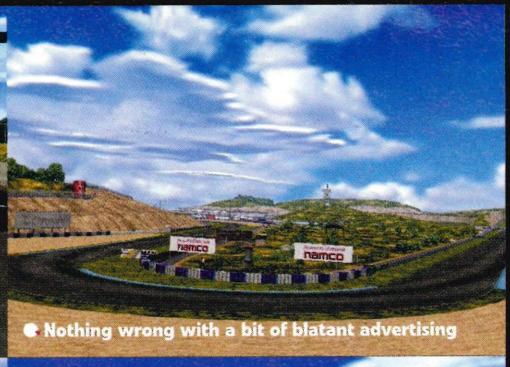
▲ Do you know 'Stairway to Heaven'?



● You'll graze your knee pretty badly on that hairpin



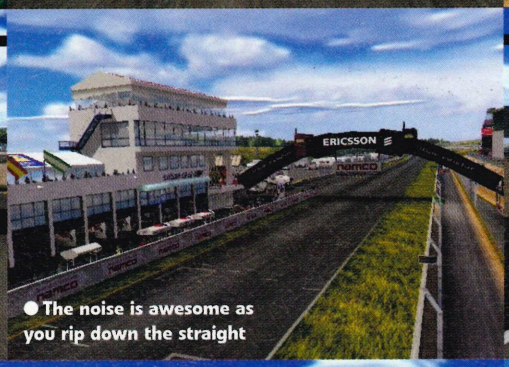
● The sensation of speed is absolutely stunning



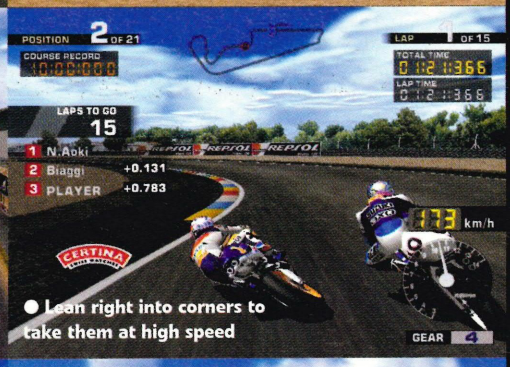
● Nothing wrong with a bit of blatant advertising



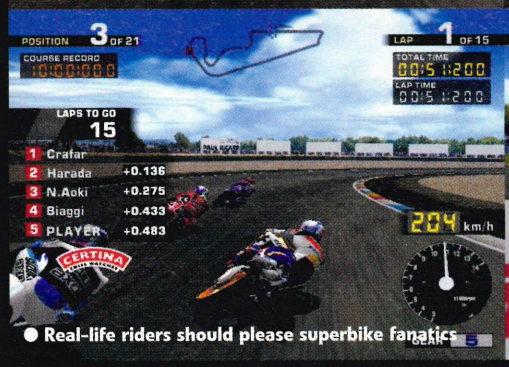
● It even manages to look quick in static shots



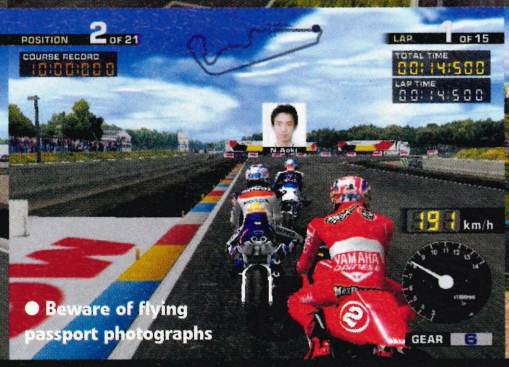
● The noise is awesome as you rip down the straight



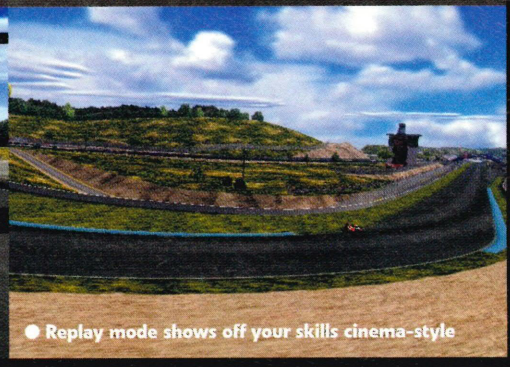
● Lean right into corners to take them at high speed



● Real-life riders should please superbike fanatics



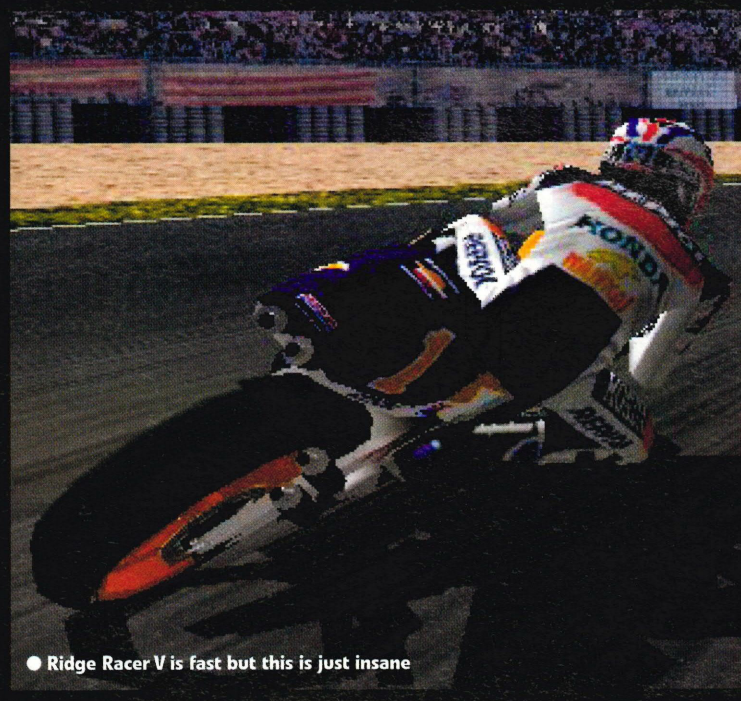
● Beware of flying passport photographs



● Replay mode shows off your skills cinema-style

CIRCUIT BREAKERS

They're as light as scooters but more powerful than an Audi TT. GP's bikes chew up road like Gazza eats kebabs



● Ridge Racer V is fast but this is just insane

MOTO GP

MotoGP is about as psychotic as sport gets. These bikes are the fastest things on two wheels. They do 0-60 quicker than you can cough and have ultra-fine hair-trigger handling. Wander off line or give it too much gas and they'll throw you off quicker than a bucking bronco.

If you've seen 500GP in the arcades you'll know what to expect here because MotoGP is a conversion with some new features added for the PS2. Like the arcade game, the handling is reasonably easy-going: it's possible to flip your bike right over, but it's not so hard you'll have to practice for hours before you win your first race.

That doesn't mean a race will go by without someone chewing tarmac at 200mph, though. Make a big enough mistake and you'll be doing cartwheels across the verge. But it's all so smoothly animated, you'll watch with joy even as your own bloke bounces along like a limp rag doll.

Every bit of this screams attention to detail. The bikes gleam in the sunlight and put out smoke and heat from their snorting exhausts. The riders cling for dear life with posture and animations that are bang on the money.

You get five game modes. Your standard arcade, time trial and two-player games are joined by a season championship option and a challenge mode that gives you a variety of tasks to complete. And five of the tracks from the world circuit are here too, including good old Donnington, and they've been modelled right down to the advertising hoardings.

To get everything right they've roped in Japanese GP stars to give crucial advice like what it feels like to skid 500m on your backside over rough tarmac when you come off. It's looking like it's paid off.

DEC
PLAYSTATION 2
PS2

FIND OUT FIRST



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

AVAILABLE FROM ALL GOOD NEWSAGENTS



● The courses are frankly scary



● Purpose-built stunt tracks keep everything white-knuckle



● Blast off! The buggies go flying



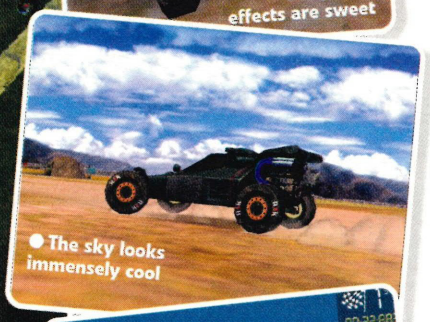
● Lighting effects are sweet



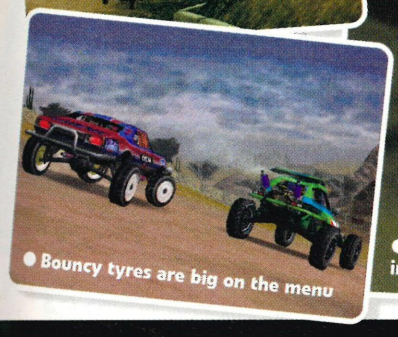
● The replay mode really brings out the detail in the cars. It looks stunning



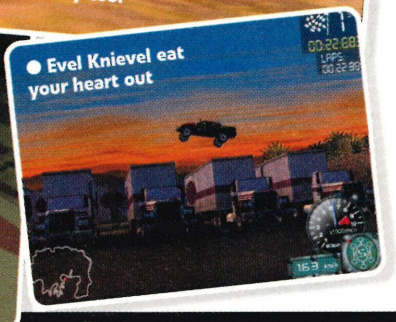
● Plenty of big air opportunities



● The sky looks immensely cool



● Bouncy tyres are big on the menu



● Evel Knievel eat your heart out

HIT THE DIRT

Hardcore roll-and-bounce buggy action hits PS2 early next year, and it's looking drop-dead gorgeous

WILD WILD RACING

JAN 2001 PLAYSTATION 2 PS2

Up 'til now, PlayStation 2's been short one of thing: a decent original racer. Sure, Ridge Racer 5 looks great and the upcoming Gran Turismo 2000 is even hotter on the visuals front, but they don't really offer anything new in terms of gameplay. Both of 'em are just jazzed-up versions of games you've already got in your collection.

Enter Wild Wild Racing, a stunt-heavy action racer where you cane beach buggies round massive, dangerous outdoor courses laden with ramps, hairpins and massive drops. It's the feel of the cars in Wild Wild Racing that really sets it apart: they're really light, have incredibly powerful acceleratio, and they're bouncy as hell. You can roll 'em, skid round corners on two wheels and hit the gas to blast right over massive canyons, hopefully landing the right way up.



As you can see from these shots, it's looking very, very sharp, with ultra-detailed motors, razor-sharp tracks and loads of flashy visual effects like smoke and reflections.

There's a tasty array of modes to get to grips with, too including some genuinely fresh gameplay ideas like Mountain Climb, where you have to race other buggies up a mountainside, using any route that takes your fancy. Or check out Adventure, which is kind of like orienteering crossed with racing – you have to devise a fast route through a big open level, trying to hit all the checkpoints faster than the other cars.



● The cars are so detailed you can see the drivers

FEEL LIKE CHICKEN TONIGHT?

CHICKEN RUN

NOV PLAYSTATION PSM

Plasticine meets PlayStation as Chicken Run gets the videogame treatment

Chicken Run, if you haven't seen it yet, is the new film by that Wallace and Gromit bloke, and it's all about a flock of plump, delicious chickens who try to escape from a 1950s farm. We're a bit dubious about siding with bits of food that try to get away. But the film had a couple of laughs in there, and we're hoping the Game of the Film will capture the flick's wacky atmosphere and visuals.

It certainly does OK on the looks front, with a distinct Play-Doh feel to all the characters and environments. And there's a real hotchpotch of game styles that reflects the variety of action in the film. You'll find yourself catapulting chickens into a lake, strapping fowl to fireworks and even chucking them over a fence using a seesaw. It's all stitched together with cutscenes straight out of the film, and the action follows the plot more or less, with the addition of a kick-ass boss every ten minutes or so.

In between bosses and sub-games, the main drag of the gameplay is going to be stealth-based, with the unwilling McNuggets sneaking past humans to get themselves pieces of kit that'll help in their mission. You'll have to hide in shadows, tiptoe, and charge past people when they're not looking. We're not expecting Metal Gear Solid here, but the game's still looking pretty slick.

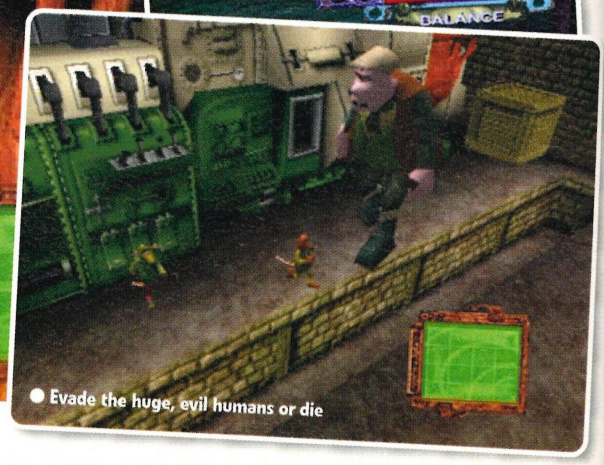






There's tons of cool sub-games


You've got to sneak around finding items to help you escape the farm


Evade the huge, evil humans or die

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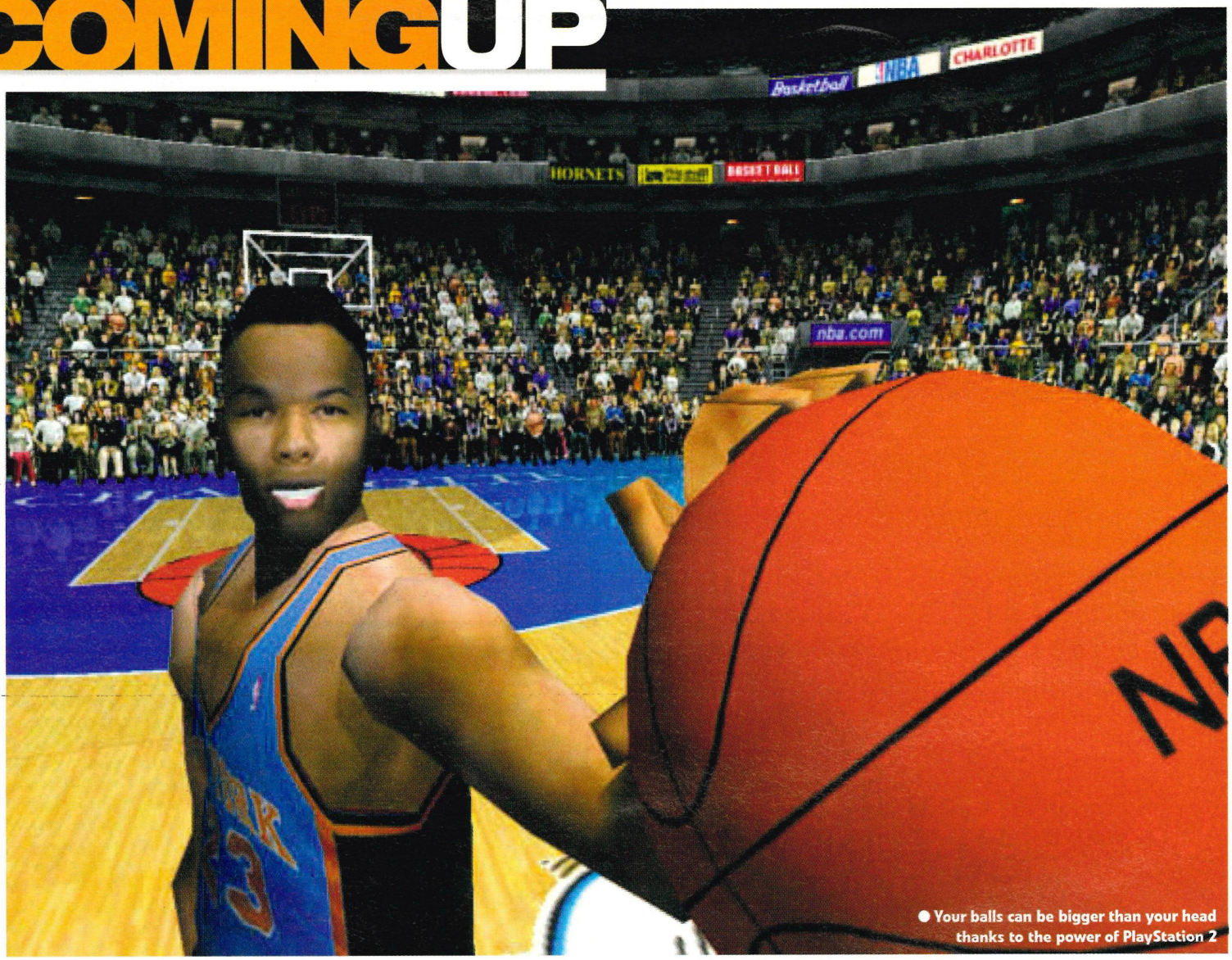
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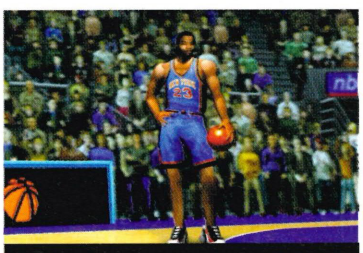
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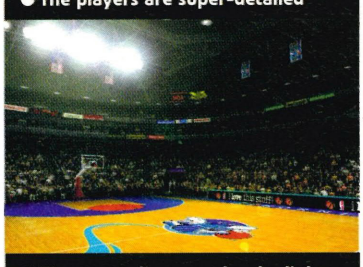


● Your balls can be bigger than your head thanks to the power of PlayStation 2

JUMP AROUND



● The players are super-detailed



● The court gleams under the lights

ESPN NBA 2 NIGHT

DEC
PLAYSTATION 2
PS2

It's that sport that everyone's talking about over there but nobody wants to know about over here. But this time it's on PS2

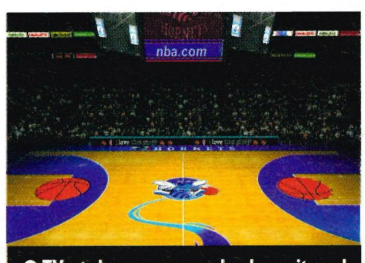
NBA 2 Night isn't the latest lame boy band to hit the charts but is in fact the hottest basketball title coming our way from the Japan. And as usual, you've got every enormously tall player on the NBA roster to choose from, as well as every team. Just like the last NBA game you played.

What's new is the power of PS2. You get super-detailed players, spot-on commentary, flashy TV-style camera angles and a hollering crowd that move and wave like hyped-up Yanks.

The graphics are unbelievable: crisp, smooth and seriously well animated. Even the players' faces move. You get grinning giants milking the crowd after every dunk and frowning umpires ignoring hard done by players.

The controls are easy enough to get to grips with and there's a mind-bogglingly huge variety of animations: 25 different ones for the slam dunk alone. And unlike on PlayStation, there's never any moments when players jerk from one animation to the next: it's all smooth as butter. Add to that a swooping, constantly moving camera and a commentator who never misses a beat, and it really isn't far off watching real basketball on the telly.

NBA 2 Night is going have to go some to tear us away from FIFA and ISS on PS2, but it's still looking sweet. More news soon.



● TV-style camera angles keep it real

X MARKS THE SPOT

ESPN X-GAMES SNOWBOARDING

NOV
PLAYSTATION 2
PS2

This alpine epic makes every other snowboard game look like ancient history

If you're a snowboarding fan but are tired of playing endless Cool Boarders sequels, look no further than this little gem, coming to PS2 in a few months' time.

The ESPN X-Games is where real world pro snowboarders go to prove their worth. It's fast, dangerous and cool as hell. But you won't need a ticket to Vermont, reams of sponsorship and a deathwish to enjoy what it's got to offer this Winter. You'll just need a shiny new PlayStation 2.

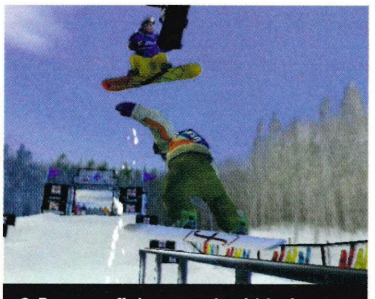
You get to race as one of the real life competitors or design your own from scratch. If you know your Trevor Andrews from your Tommy Czeschins then you'll be happy to know the riders have been modelled right down to the sponsors on their boards and the trainers on their feet. In fact, the visuals are so good you can see them grit their teeth at the start of each event. Their baggy trousers and parkas even billow in the wind as they streak down the slopes.

The emphasis in X-Games is on realism. There's no button to accelerate – instead you pick up speed naturally from the slope. It's important to cling to the right snow and not get bogged down. But we guarantee within minutes of playing you'll be flashing your moves like a pro, pulling more Gs than a space shuttle and spinning off the jumps at impossible angles. It looks the business, moves faster than an avalanche and is a blast to play.

There are four basic events to try including the good old halfpipe and the famous Big Air. All of the courses are based on the real ones from last year's X-Games in Vermont. Multiplayer's on the cards too, but we'll have to wait and see if it's two- or four-player.



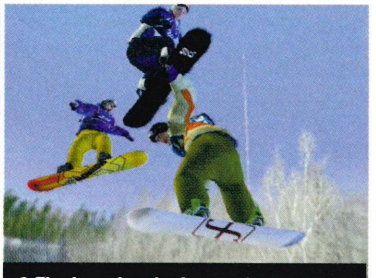
● You can even see their trainers



● Beware: flying men in ski jackets



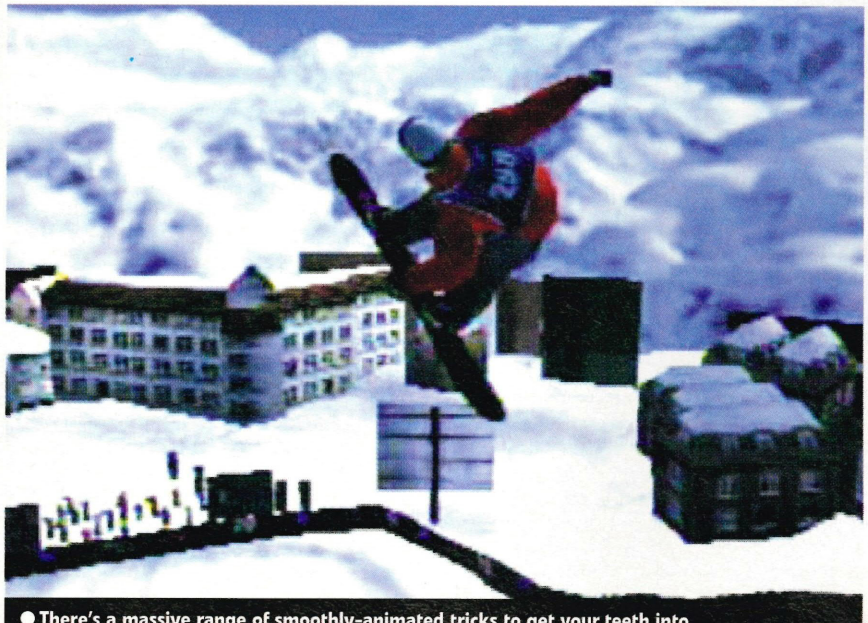
● The replays look absolutely blinding



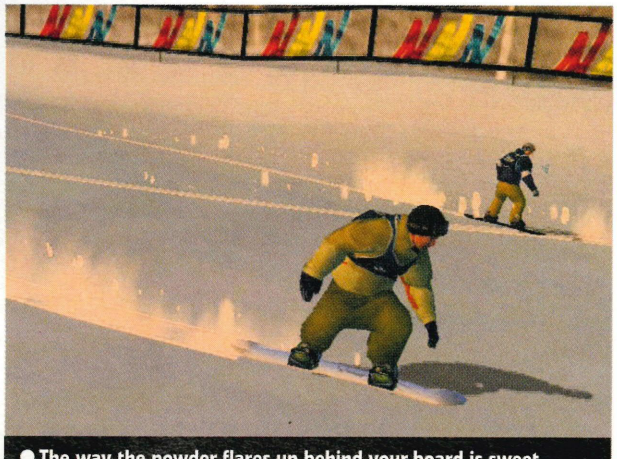
● The boarders look stunning

'ARE THOSE OAKLEY SHOELACES?'

They've gone to staggering lengths to bring the gods of X Games to your PS2. They wear the same jackets, the same pants and the same trainers in the game as they do in real life. We're not sure but we think we even saw a small boil on one of the riders' faces. And there's loads of cool little animations that really bring out their personalities; some brush their hair back, others wave to the crowds. Vain gits.



● There's a massive range of smoothly-animated tricks to get your teeth into



● The way the powder flares up behind your board is sweet



● This guy shakes like a fat bloke on a ladder when you point your 9mm in his face

CAN-Y

■ METAL GEAR SOLID 2: SONS OF LIBERTY

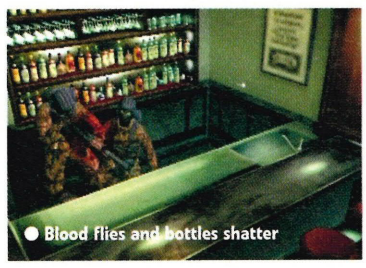
PS2 pumps out so much power the detail in MGS2 may be more than your eyes can take!

Snake takes cover and lets the guard march past him. The next thing the sentry feels is a tap on his shoulder and turns round to stare down a 9mm barrel. And he starts shaking like a leaf as his life flashes before his eyes. You almost feel sorry for him, but not quite. It's his lucky day though, as a swift roundhouse lays him out for the count. No bullets this time.

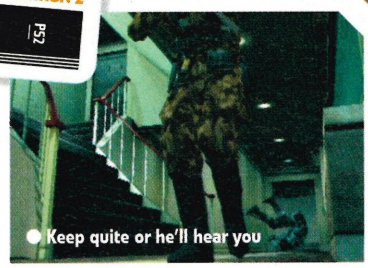
It's the intricate details and little touches MGS2 is full of that mean you will never look at videogames in the same way again. Every object exists in the game as it would in real life. They haven't just painted pretty pictures and animated figures to move around in them. They've created a world and let you loose in it. Everything is solid, every object tangible.

Take the bottles for example. Hit one of these with a bullet and it'll smash. But how it smashes depends on where the bullet hits. Strike the top and it'll take the neck off, sending the rest of the bottle skidding across the floor. Target the bottom and the whole thing smashes to smithereens. Do they have blokes in their studio whose job is just to make the bottles perfect?

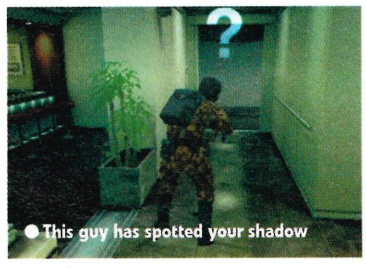
2001 PLAYSTATION 2 PS2



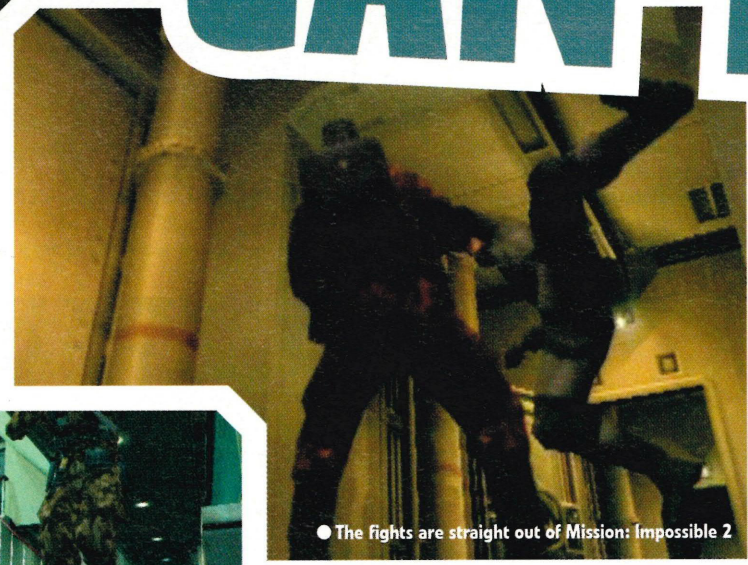
● Blood flies and bottles shatter



● Keep quite or he'll hear you



● This guy has spotted your shadow



● The fights are straight out of Mission: Impossible 2

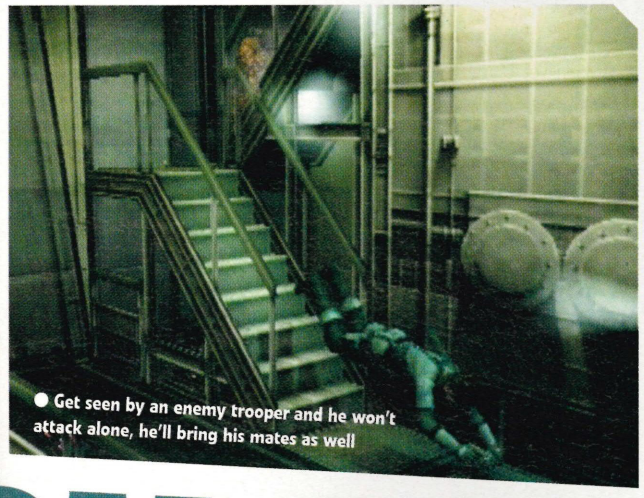
■ **You haven't seen** detail like this before. Stray rounds don't just disappear, they keep going until they hit something. Sparks fly from the metal bulkheads. Shards of glass go spinning. Crates splinter and break, spilling their contents on the floor. This is hardcore stuff. John Woo, the gauntlet is down



FIGHT FIRE WITH FIRE

The firefights are intense flurries of action, and no stone has been left unturned in making it feel like it's your finger on the trigger. Cries ring out, glass shatters, faces light up in the muzzle flare and laser targeting beams criss-cross the smoky air. When the dust settles you'll want to rewind to see it again, until you realise this isn't a DVD you rented from Blockbuster, it's an actual game.

The enemy soldiers make it all the more intense too. They're intelligent, so much so it's like battling a disciplined SAS platoon. One guy lays down suppressing fire as the other breaks for cover, then he opens up to cover his mate. It's in a different league from any PS1 game, but are you ready to handle it?



● Get seen by an enemy trooper and he won't attack alone, he'll bring his mates as well



● Pump shells in the bad guys' chest at close range and the impact send them flying

OU HANDLE IT?

■ **Enemy soldiers** close in on Snake. He spots a locker to hide in. The squad arrives and fans out to flush him out. But you're not up against a bunch of clueless robots, they co-ordinate their actions. A grunt takes point while the others provide cover. Clever stuff





PlayNation

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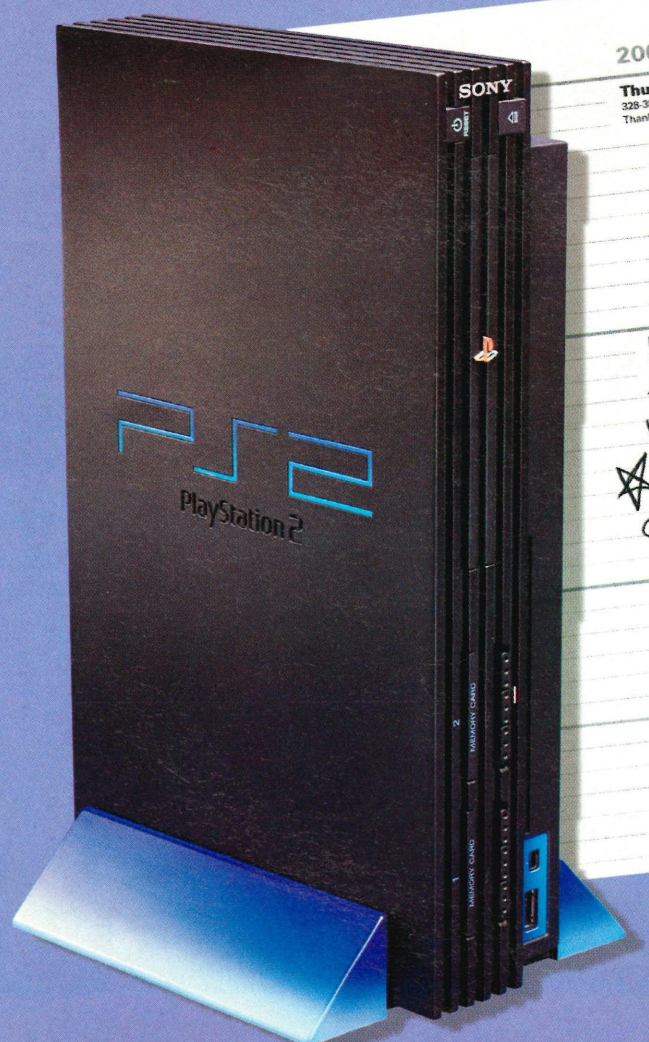
£299

NOVEMBER 24

Cross out October 26 as the day your life changes forever. Why? The launch of PlayStation 2 has slipped by a month so now you can't get your grubby mitts on one until November 24 at the earliest.

Worse still, even if you've got £299 and are waiting to pre-order a machine from your local games store on September 7, you're not guaranteed to get your machine on the day of release.

With only a rumoured 50,000 units available at launch, these babies will shift like free hot cakes. And with PS2s still breaking sales records in Japan, chances are we won't get any more machines here until Christmas, maybe even later. Better get your order in quick then.



2000 September

7 Thursday 251-115 Week 36 PAYE week 23

MUST HAVE PS2!!! TWAT MY WAY TO FRONT OF QUEUE. PUT IN ORDER FOR PS2

8 Friday 252-114 Week 36

2000 October

26 Thursday 300-66 Week 43 PAYE week 30

WHERE THE HELL IS MY PS2?

27 Friday 301-65 Week 43 ● New Moon

28

29 19th after Trinity Time ends Time ends (USA, Canada)

2000 November

23 Thursday 328-38 Week 47 PAYE week 34 Thanksgiving Day Holiday (USA)

24 Friday 329-37 Week 47

AT LAST! ★ PS2 IS HERE!!! ★ MY MATES DIDN'T GET THEIRS THOUGH HA HA!!!

25 Saturda··

2001 March

MATES FINALLY GET THEIR PS2s — LOSERS!

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