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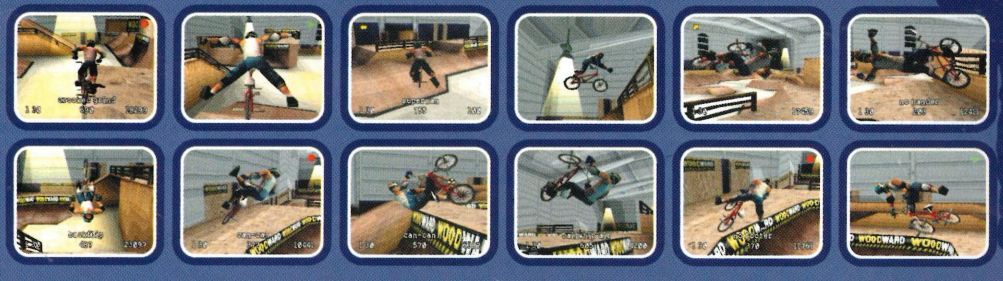

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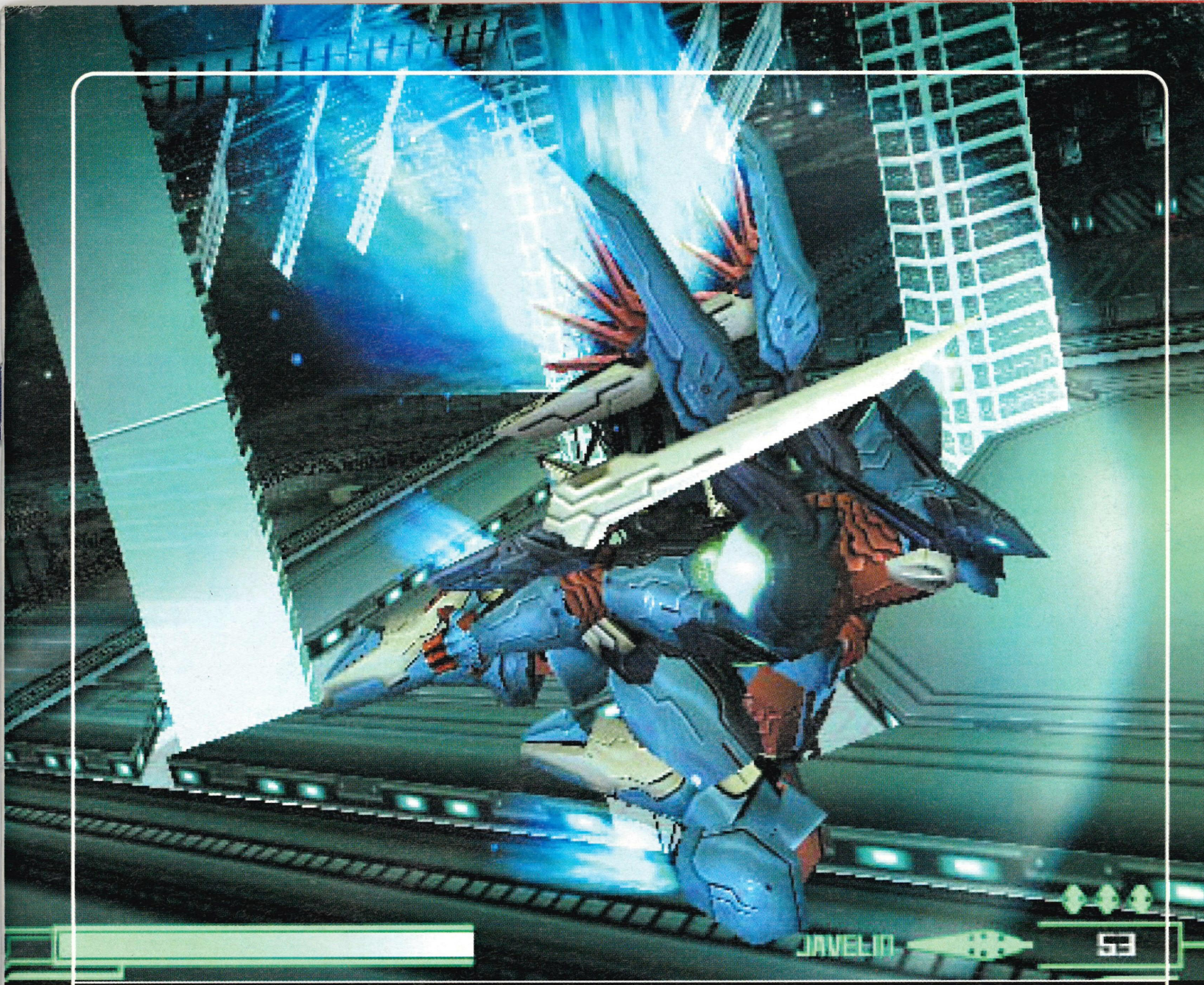

ZOE PUSHES PS2 TO THE LIMITS

FIND OUT WHY METAL GEAR TEAM'S HIDDEN SECRET WILL BLOW YOU AWAY

WHAT'S ALL THE FUSS ABOUT?

Forget Metal Gear 2, ZOE is coming to PS2 near you next spring and it's the best thing we've seen. Check it out for yourself with our first play.

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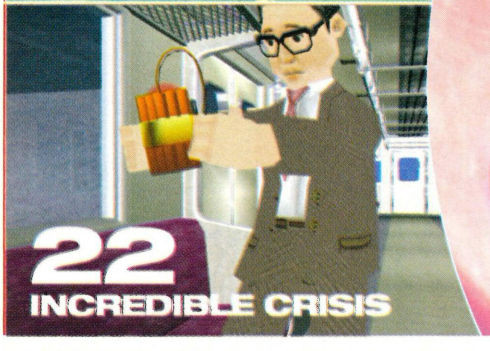

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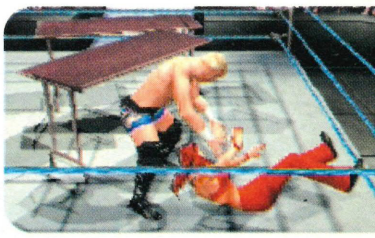

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1 PLAYER

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THE BEST SITE TO SEE THE GAME IN ACTION:
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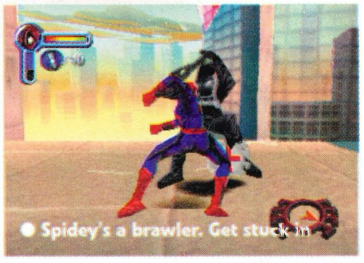
Slip into Spidey's spandex suit and prepare for your adrenaline to pump so hard it'll gives you a headache. The action game of the year is here

SPIDER-M

AN

● When you swing, your webs grip magically


● Spidey's a brawler. Get stuck in

● The gameplay is really varied

● Spidey meets Scorpion and JJ

How many videogames characters really make the most of their 3D gameworld? Mario doesn't and that's not just because he's a fat, Italian dork with a stupid mustache. For all his running and jumping, he's pretty much confined to the ground. For the same reason, Sonic is chronic, Crash is gash and Croc is a crock.

If you're looking for a real 3D action hero, look no further than Spider-Man. There's not a wall he can't hang off, not a ceiling he won't sit on and no two skyscrapers he won't swing between with his webs. Spider-Man is ready to rock your PlayStation and he's brought all the humour and coolness of the comics along with him.

Spider-Man creator Stan Lee narrates the plot and the voice actors from the TV cartoon series do the voiceovers. Spidey fans welcome to heaven. For everyone else, it's the action game of the year.

● Tangle the bad guys up in webs and move in for the kill

● Red arrows help you pick out baddies

WHAT THE HECK'S GOING ON SPIDEY?

Spidey has robbed a bank and is getting fat heat from the law as a result. Except he hasn't. An impostor did the deed and now the real Spidey is public enemy number one. Worse still, arch nemesis Doctor Octopus has raised his profile by helping out the law and good girl Black Cat has been kidnapped. And there's a whole host of villains terrorising the city. Clear Spidey's name and smack up just about every enemy in the Spider-Man universe. There's literally a thrill every minute.

▲ The law is pretty sure Spidey is guilty of the crime

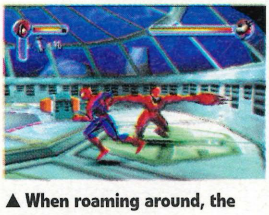
▲ Spidey has to unmask the impostor to clear himself

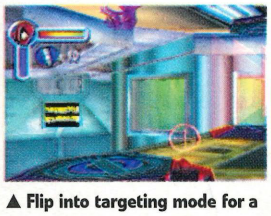
DO WHATEVER SPIDER CAN

THIS SPRAWLING GAMEWORLD IS SPIDEY'S PLAYGROUND

Spider-Man can go anywhere you like. Literally anywhere. You'd expect this to cause all manner of problems as the game camera continually jostled to get you the best view of you friendly neighbourhood web-slinger, but it doesn't. It's very rare that you get a face full of scenery as Spidey takes a hidden pasting off the bad guys.

● Scaling up the walls doesn't take any effort


▲ When roaming around, the cam chases Spidey around


▲ Flip into targeting mode for a good look around

SUPERHEROES HAVE LOTS OF ENEMIES

Comic books are pretty geeky. It's fine to think that. But Spider-Man isn't half as much of a mincer as Superman is. The only possible cuss against the Spidester is his spandex outfit, but you'd love to have his skills for one day. This game gives you the powers, but also throws practically all of Spidey's traditional foes at you. Here's a look at some of the more famous ones.

▲ Doctor Octopus is at the hub of any wickedness in the Spider-Man universe

● Much harder is Spidey's evil alter-ego Venom. Chasing him is hard but fighting him? Harsh

▲ Few videogames bosses stand three screens high and scare the hell out of you. Meet the giant Mysterio, a talented illusionist with an evil streak

● Rhino is the first boss, and the fact that he's thick as boards makes him an easy guy to beat

▲ The gunship up above can't hurt you if you hide under there. Good work

▲ The villains won't go quietly. They sing like a bird when their energy drops

EASY PEASY SPIDEY

IT'S A PIECE OF CAKE TO SLIP INTO SPIDEY'S SUIT

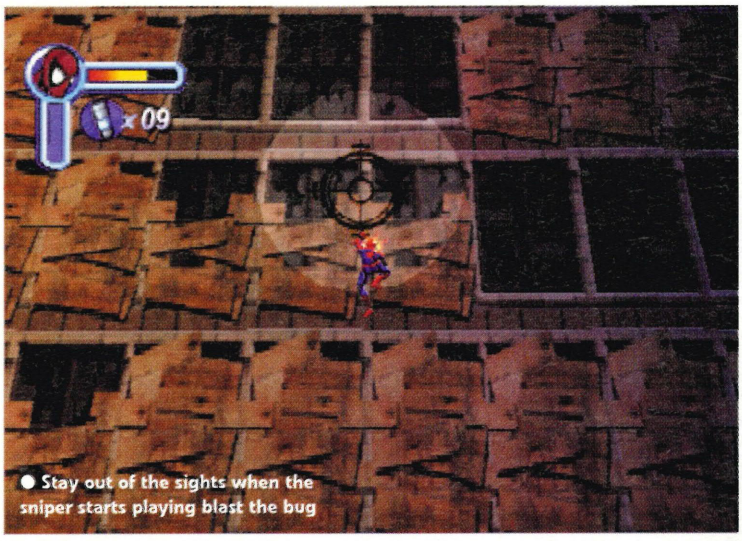
Spider-Man is easy to play and slicker than Exxon Valdez. A few choice button taps sends Spidey bouncing off all the walls, but you feel totally in control of him the whole time. If you don't want to spin your own webs you can opt for 'kid mode', but then you'd lose a lot of the fun. Especially when you get chased over city roof tops by an stupidly tooled-up chopper. Supreme variety in the gameplay is another reason why Spidey is the man.

▲ Spidey in adventure mode, as he is for the main part of the game. Ruck hand to hand with baddies and solve switch puzzles

▲ Fancy a chase? In Spider-Man the pursuit sections are a real buzz: mess up once with your webbing and you fall to your death

▲ Scale up to the top of this building and avoid the rockets from the gunship hovering behind. A zoomed out view makes it feel very different

▲ Edge Spidey along the roof of this water-filled channel. When the water level rises Spidey will drown, so hustle through quickly

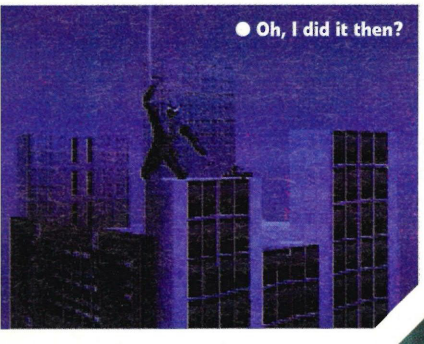


● Stay out of the sights when the sniper starts playing blast the bug

● Don't let Venom get away or it's game over. He's bloody quick though

TAKE AN UNEXPECTED TIME OUT

You've just been swinging between skyscrapers, risking your life with every web swing. You scramble up the side of a skyscraper and the game abruptly freezes, fades to blue and asks you if you want to save. The action in Spidey is split into smaller episodes and it's often a surprise to discover you've finished the mission and the game's loading again. The games twenty levels can comfortably be cracked though in a weekend on normal mode which is a shame, but the harder modes require serious ninja skills.

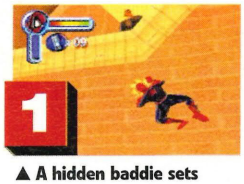


● Oh, I did it then?

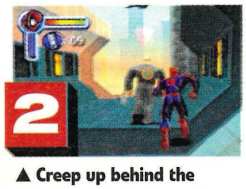
▲ Spidey and Venom team up once you've kicked his blue symbiote ass a few times

USE YOUR SPIDER SENSE

When Spidey is in danger, his spider sense tingles. The game is no different, so when Spider-Man starts to sense trouble, you need to react pretty quickly: there could be an object about to crush you, or a sniper might be training his sight on the back of your skull. Get outta the way!



▲ A hidden baddie sets Spidey's nerves a-jangling



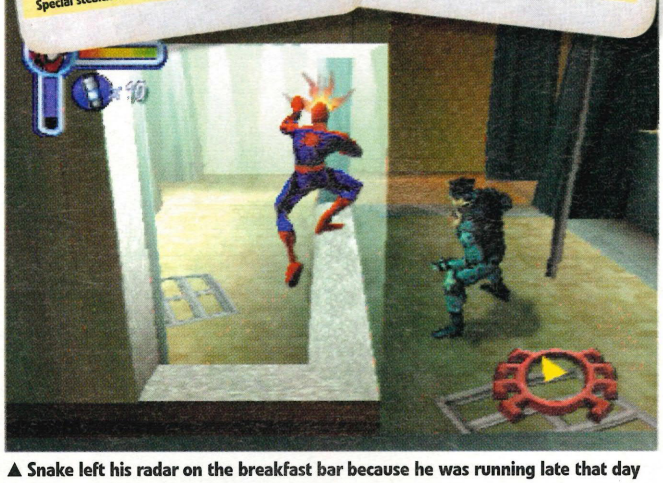
▲ Creep up behind the unwitting doer of naughty

▲ And quickly lay the smack right down. Bosh!

CELEBRITY STEALTHMATCH

WHO DA MO' FLICKIN' STEALTH MASTER?

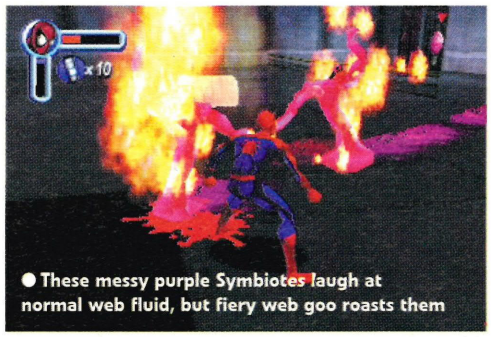
Solid Snake is pretty good at sneaking around, but we reckon the Spider would win out in a one-on-one stealth off. Spidey doesn't need a scanner with 'line of sight' cones on it, because he could be perched on any of the room's surfaces when Snake bowls in.



▲ Snake left his radar on the breakfast bar because he was running late that day

FEAR THIS SPIDER

Spider-Man has a lot more going for him on the offensive front than your average house spider. Whereas they tend to scarper across walls or swing off your arm, Spidey could mess you up real nice. His hand-to-hand skills would frighten Jin Kazama, but it's when he starts squirting the white stuff around that it gets really messy.



● These messy purple Symbiotes laugh at normal web fluid, but fiery web goo roasts them

▲ Shooting web balls is effective, but really saps your web fluid

▲ Encase yourself in a web shield, then explode it to clear the area

● Shoot your load from long range to tie up a baddie, then jog in and deal him a shoeing

● Spidey fails to perfect the 'devil sign' before the heading off to the Metallica gig

ONCE YOU'VE PULLED THE LEGS OFF, COME BACK

When you blasted through Metal Gear for the first time, there were a few neat secrets you could bag when you replayed it. Remember the stealth suit? Spidey's got hatfuls of secret stuff too, meaning you'll keep coming back like a man with a season ticket into Kelly Brook's pants.

▲ There are 32 comic books hidden around the twenty-odd levels. They're covers from actual comics too, which is a bonus for fans

● You can squeeze Spidey into new costumes which you pick up the second time around. Some have special powers

LIKE THIS? TRY THESE

Tenchu 2: sneak around and kill people. But with more blood

Metal Gear Solid: sneak around and kill people. But just like a movie

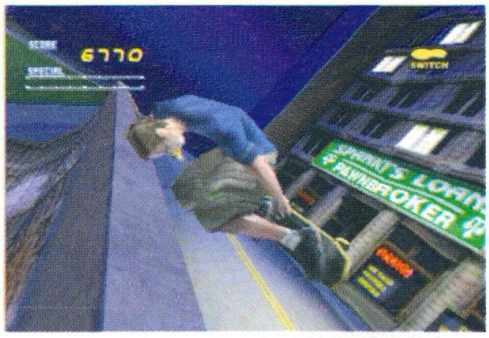
WE RECKON

Spidey's harder to put down than a webbed-up joypad and while it lasts it's one of the finest PlayStation games out there. Playing Spider-Man makes you feel like you ARE Spider-Man, only you don't have to dress like a tool. We couldn't have hoped it would be this good. **Dean**

9

OUT OF TEN

▲ There's a shed-load of tasty new tricks to perfect here



▲ Level detail is boosted considerably from the first game

▲ You get extra points if you land the trick sweetly

TONY HAWK'S PRO SKATER 2

The last one was Skateboarding. This is Pro Skater. The awesomeness remains the same

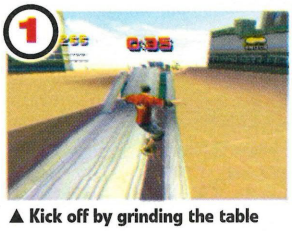
GET TRICKY WITH THE MANUAL ROLL

YOUR TICKET TO THE FATTEST SCORES EVER

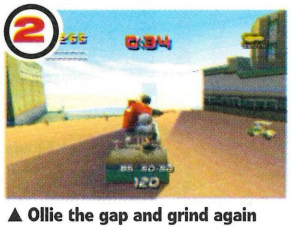
You do a 360 flip and land a perfect tailslide on a rail. You ollie, spin, and grind back on the rail, then pop a kick flip off the end.

On Tony Hawk's 1 your trick ends there and you rack up some points. On Hawk's 2 you can land straight into a 'manual roll' where you wheelie the skateboard on the back or front trucks. Providing you can keep balance 'til the next obstacle, you can ollie on and it all counts as the same trick, with your score multiplied each time.

You need serious Jedi skills to pull it off, but the rewards are awesome. Aim for seven-figure scores

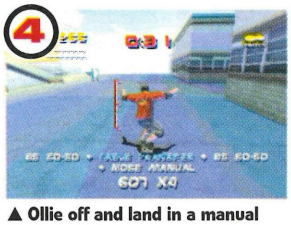


▲ Kick off by grinding the table

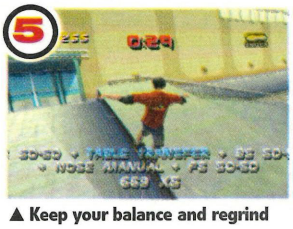


▲ Ollie the gap and grind again

▲ Fat table transfer boosts points



▲ Ollie off and land in a manual



▲ Keep your balance and regrind

▲ End the trick, big points follow

KNOW THIS

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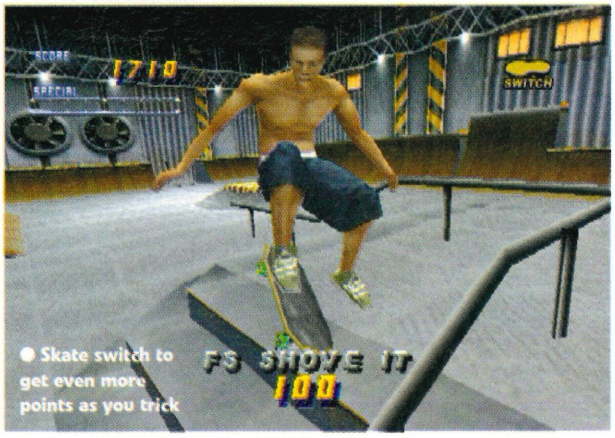
1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

One good turn deserves another and one brain-janglingly awesome PlayStation skatefest deserves a sequel that goes higher, faster and sets your heart pounding even harder. Tony Hawk's 2 is so hardcore it makes the original feel like My First Skate Game.

Even a pro on the old game will pick up the new game and struggle. There are stacks more tricks, but they're harder to land than ever before. When you do land them you rack up stupid amounts of points and feel like the hardest geezer on the planet. The addition of 'manual rolls' into combos means you could theoretically skate for two minutes doing one long trick. High scores this time around are likely to run into MILLIONS.

The career mode is heavily expanded too, and instead of having just six objectives for each level, Hawk's 2 sets you 10. Each success earns you cash to spend on stats, special moves and skate gear and goes towards opening up the later levels. Each level also has a secret area.



● Skate switch to get even more points as you trick

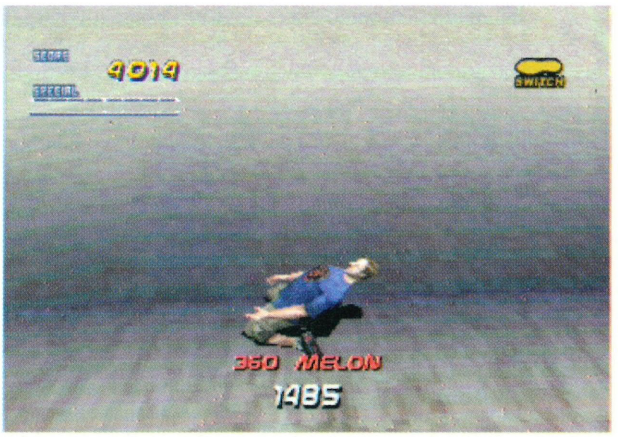
NEW TRICKS, NEW BAILS

Every conceivable joypad combination busts out a trick in Hawk's 2. Some even require double taps this time around. Link two or more tricks for the big bonuses, and bust out a special move to please the fans. You can even buy your skater new special moves, so instead of having three mega tricks, you might have 30, all assigned to button combos by yourself. When you mess up though, the bails are funnier and more brutal than ever.

● The Marseille skatepark is a total trick paradise

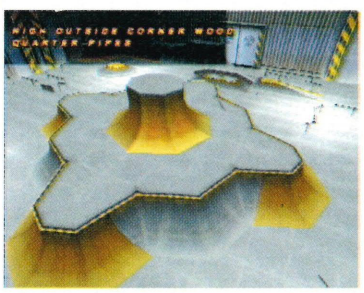
▲ If you're off balance, the board can fly out from you when you bail

● Bust out some knarly judo action



▲ Skaters slide out on their knees if they bail in the bowl, which is realistic

▲ Pick your obstacles and place them. It's that simple. Now get out there and test to the max

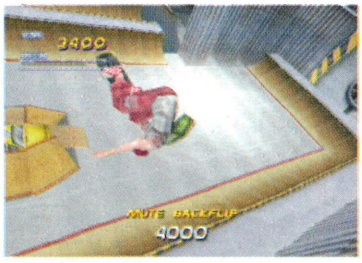


▲ Add in a nut-crunching central pillar

▲ If you're an air master, ramp up the jumps

YOU WANTED MORE, HERE IT IS

Tony Hawk's 2 isn't just for Christmas, it's for life. Even after you've shredded every last millimetre of the game's set areas, the best parks are yet to come. That's because you'll build them, and you know exactly how you like your jumps and grinds to be lined up. It'll only take you ten minutes to build the park of your dreams.



▲ Save it to the memory card and practice

▲ Then invite a mate round for a sesh on it

THE WORLD'S BEST SKATERS AND YOU

Tony Hawk's 2 is blessed with a selection of the finest skating talent in history. Three old school heroes, Rodney Mullen, Steve Caballero and Eric Koston join the ten current pros from the previous game. Better still, you're in there as well as a selectable character, or you can be if you add yourself in with the skater creator. You can create a pretty good likeness

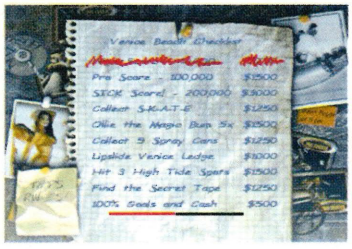
▲ Specify everything: hair, skin, clothes, weight, even colour and brand of shoes

▲ Then kick off career mode as yourself and kick some ass. Looks just like me

MAKE A CAREER OUT OF IT, SKATE DUDE

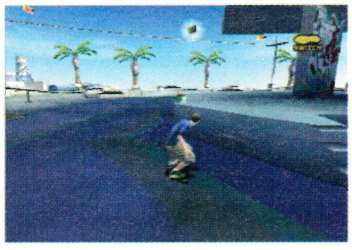
REAL-LIFE BOARDERS DON'T SKATE FOR TAPES. THEY SKATE FOR COLD HARD CASH

Each new level on Tony Hawk's 2 has a list of objectives you need to pull off, and these earn you cash to splash on new abilities and tricks. All in all there's double the amount to do that there was in the original game, and the locations are a lot more interactive. Be sure you round up the dollar bills that are floating on each level: every single dollar counts towards unlocking the later levels. Swipe those fifties!



▲ Here's what you must do on the Venice Beach level. Let's seek out the magic bum

▲ Gotcha fella! Ollie over the tramp and reappear elsewhere on the level



▲ You can often see the Secret Tape, but how the hell do you get up there?

MY LEVEL'S GOT A SECRET

Each level has a secret area you need to open up to fully complete the level objectives. On the hangar level, all you do is grind the propellers on the chopper to make it take off and smash through the wall into the secret area. Even the first competition at Marseille has a secret zone, but you've only got a minute to find it.

▲ See that stick propping up the blue pole?

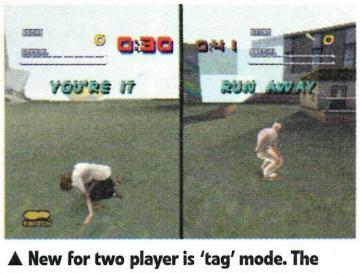
▲ Knock it over, and the pole crashes through the wall to reveal a money-laden area

HAWK'S HAS THE MAGIC FORMULA

To succeed in Tony Hawk's 2, you've got to show off. You've really got to take the michael. But to be in a position to do this, you've got to have smashed your face on the pavement repeatedly as you battled to get your tricks 'down'.

The sense of achievement when you start hitting the big scores is awesome, you feel like you've earned it. Near limitless trick possibilities mean you keep finding new trick lines. Hawk's gives you a near perfect game environent and the more you put in, the more you get out.

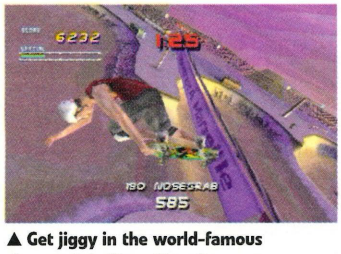
▲ The awesome graffiti mode stays in from the first game. As does H-O-R-S-E



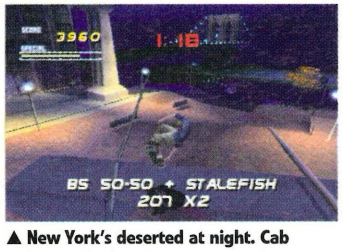
▲ New for two player is 'tag' mode. The name pretty much tells you what it's about

OLLIE AROUND THE GLOBE

Hawk's 1 confined your shredding antics to the good ol' US of A, but the sequel sends you stunting all over the globe. Mexico is one of the last levels, so don't forget your passport. There's also a Pacific tanker to skate on.



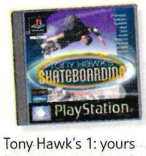
▲ Get jiggy in the world-famous skatepark in Marseilles, France



▲ New York's deserted at night. Cab drivers swear as they mow you down

▲ Venice Beach is the skaters mecca, and also home to bums kipping in the sun

LIKE THIS? TRY THESE



Tony Hawk's 1: yours for a score, but hasn't got half TH2's depth

Grind Session: features the PlayStation skatepark in the UK

WE RECKON

Hawk's 2 is more rewarding than winning the lottery, and almost as hard. It's tons tougher than Hawk's 1. Before you show-off your skills you've really got to practice, but you'll soon have people crowding round the TV, gasping at your air time. The rush is as intense as real-life skating and about 100 times safer. **Dean**

9

OUT OF TEN

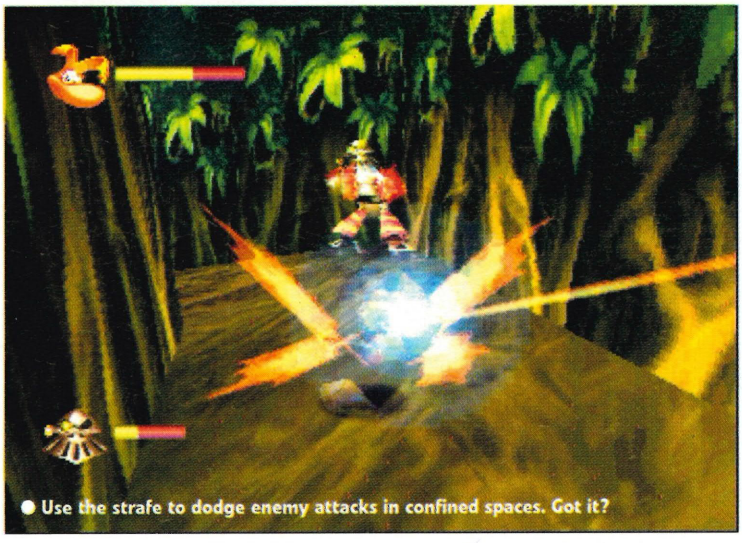
DEADLY, ONCE THEY'RE IN THE BOX.

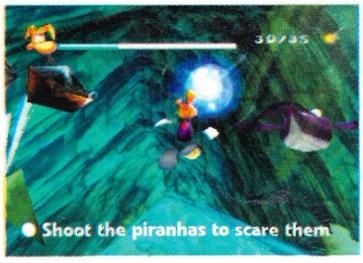
Trouble is, McVitie's Jaffa Cakes are so delicious you'll want to do all the finishing yourself. One taste of that great centre and you've just got to go for a double, or a treble. No wonder they're Man United's favourite half-time snack, especially as they're high in energy and low in fat. And here's your chance to join Man United on a special training day. There are over 100 places to be won, so see packs for details or visit www.manutd.com/jaffacakes.

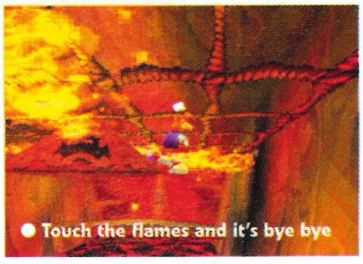
McVITIE'S

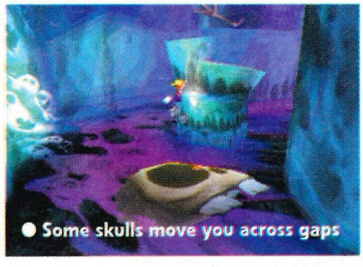
Jaffa Cakes

THE FAVOURITE HALF TIME SNACK OF MANCHESTER UNITED


● Use the strafe to dodge enemy attacks in confined spaces. Got it?


● Shoot the piranhas to scare them


● Touch the flames and it's bye bye


● Some skulls move you across gaps

● Fist attacks automatically home in

RAYMAN 2

Rayman checklist: Limbs? No. Cute looking characters? Yes. Simple platform adventure? Actually no. Prepare to be pleasantly surprised by the neckless wonder

SLUMMING IT

Your progress in Rayman 2 is dependent on you collecting lums, the energy source you need to open new doors and reach new levels. At the start, you learn that 800 yellow lums have been scattered around the world and they need retrieving if you're going to get anywhere. Other different coloured lums will also appear to add to your list of powers.

YELLOW LUMS

The most common (obviously) and also the easiest to find. You'll be given a total at the start of each stage telling you exactly how many are hidden within the level and you have to try and find as many as you can. Simple.

SILVER LUMS

These are the sweetest of all lums, as they give Rayman new powers. Some are found by rescuing characters and others will be given to you when you reach a section of the game you cannot get past without a new attack.

PURPLE LUMS

Using a power you gain through a silver lum, you'll be able to hook onto these airborne hooks to swing across larger chasms. Using the dual shock sticks you can control the direction of your swinging to line yourself up for the dismount.

Any assumptions may you have made about Rayman, forget them now. It's still got a fluffy-wuffy-bunny-rabbit style to it, but thanks to the transition from 2D to 3D, Rayman 2 has turned into an excellent title. Far better than you'd ever have imagined. The classic gameplay elements that make all good platform games, and the fact that it's almost impossible to put down, all contribute to what deserves to be a successful game.

Thanks to a new game engine and the excellent dual shock enhanced control method, you now actually feel like you have some say in what Rayman does and where he runs.

KNOW THIS

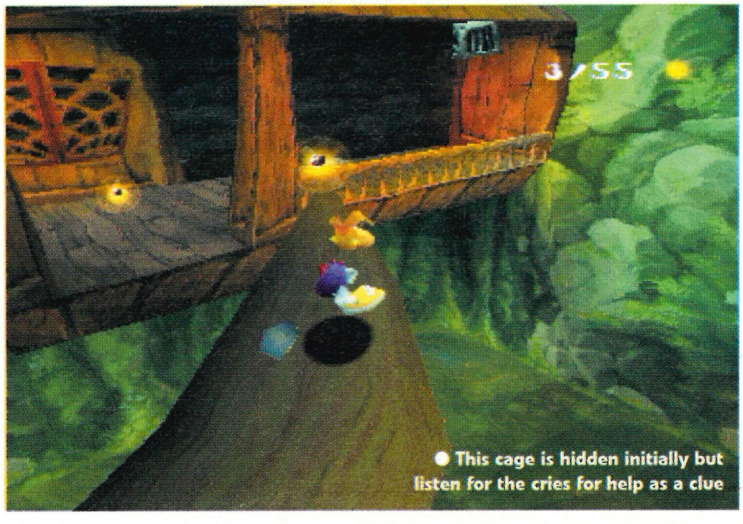
PAY NO MORE THAN **£29.99**

OUT NOW

1-4 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP

Despite there being obvious influences from other platform games – yes, it does follow the well trodden path of lava, forest and ice levels – it doesn't really matter when the end product is this good. Rayman is back and looking mighty fine.

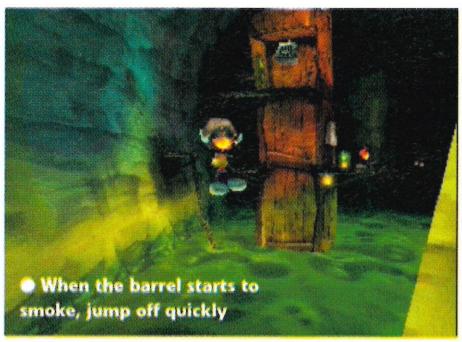


● This cage is hidden initially but listen for the cries for help as a clue

BERRY NICE

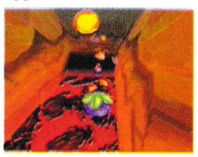
USE ENEMIES AND OBJECTS TO HELP YOU

Keep an eye out for other objects that may look worthless, but will come in very handy for Rayman as he works his way from level to level. Berries hanging from small plants act like a bouncing platform once Rayman is on top of them. Shooting in the opposite direction you need to go in, results in the berry bouncing along and it's down to you to guide both through lava or water unhurt. Also look out for the rockets with legs that come running at you once you get close. If you avoid these for long enough, they tire and stop chasing, giving you the split second needed to jump onto the back of it. As soon as you crash into anything though, it explodes and causes you some damage, sending you back to the start of the level. Doh!

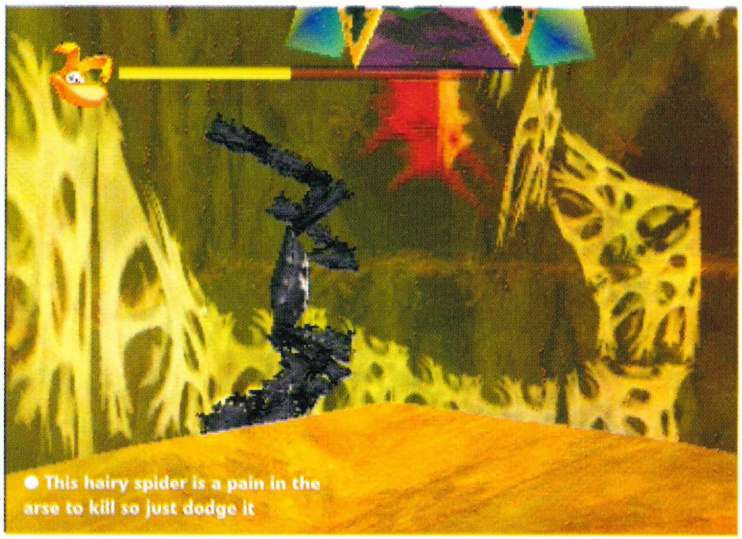


● When the barrel starts to smoke, jump off quickly

▲ It sounds stupid but you have to shoot in the opposite direction...



▲ ...to make the berry move the way you really want it to go!



● This hairy spider is a pain in the arse to kill so just dodge it

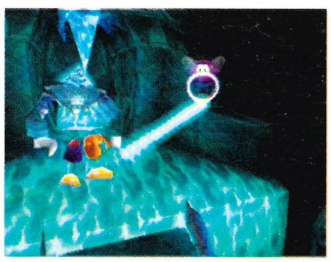
TAKE A LOOK AROUND

The camera angles can provide you with some problems if you don't use the manual view switch. If you're about to make a leap of faith, stand as close to the edge as you can and peer over – the chances are you'll see ledges of bonuses that you might otherwise have missed. Likewise, if there's a cage hidden somewhere in the stage you're playing, you'll hear a little cry for help. That's your cue to flick to the view through Rayman's eyes and have a look around. Most of the time, the cages are hanging above your head and normally, you'd run straight past them.

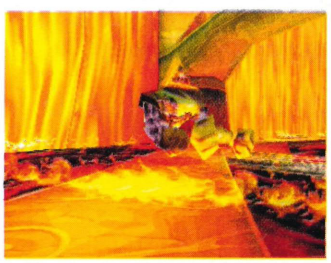
BIG BOSS MEN

AND SOME OTHER OVERSIZED FREAKS

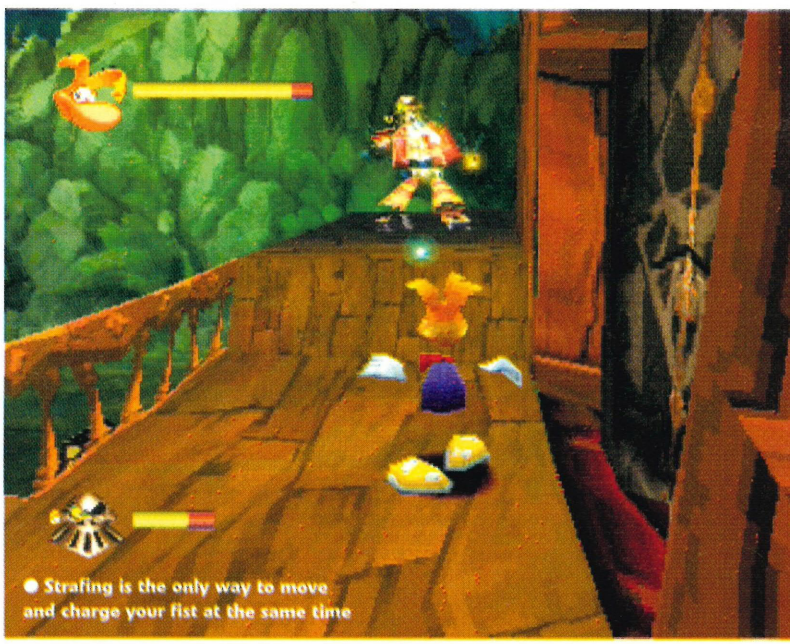
Considering he's a little guy, Rayman can more than hold his own against the massive bosses he comes up against. These end of level guardians are quite impressive and vary in the ways you need to defeat them, as well as their difficulty. The first few require nothing more than three direct hits, but, as you get further in, that all changes. One of the most memorable bosses is the guy you have to chase across lava pits using his attacks as platforms, while swinging from purple lums trying to avoid more fire attacks. And it only gets tougher after this!



▲ Shoot the giant icicle hanging above the head of the boss to kill it instantly



▲ Likewise, the fire boss needs hitting three times with the Stalactites



● Strafing is the only way to move and charge your fist at the same time

IT'S JUST A STEP TO THE RIGHT

The pirates you face are not the most mobile of robots as only the boss-type henchmen will actually chase after you. Using your strafe in both situations is essential for avoiding damage in enclosed areas. Once you're looking at an enemy, hit R2. The view will be frozen and Rayman will always face the bad guy he's pitted against. Now all you need to do is move to the left or right to dodge the bullets, while letting rip with a few of your own. Nice and easy.

LIKE THIS? TRY THESE

Spyro The Dragon 2: Excellent gameplay make this a winner

Medievil 2: A little on the short side but still a good fun platformer

WE RECKON

To be fair, Rayman 1 was awful. But somehow, the programmers have turned the ugly ducking into a Page 3 model with this beauty of a game. Some of the best graphics seen on PlayStation and some rock hard, totally addictive gameplay mean you can't really go wrong with this. Top work. **Steve K**

8

OUT OF TEN

F1 CHAMPIONSHIP SEASON 2000

All the fun of driving fast, pointy cars round and round in a field without the risk of killing yourself. Bagsy I'm Hakkinen

If you find yourself killing time on a Sunday before the Eastenders omnibus comes on, there's usually a Grand Prix race on the other side to relieve the boredom.

You know how it works. Well paid yet extremely boring men drive cars more fragile than our grasp on reality round a big field for ages, preferably without running into each other or the scenery. Wait, did we say this relieved boredom?

You have the choice of racing one circuit at a time, or going for an entire season of 17 tracks set around the world. Race lengths range from a four-lap quickie to a full-on weekend of testing, practice and qualifying before a joypad-destroying full-length race. The technical types among you will rejoice in the knowledge that you can tinker with your car's setup to make it go faster and handle better, and save your meddling to memory card.

Compared to this month's other F1 game (reviewed over the page), F1 Championship Season 2000 looks sweet and plays like a dream. Tight controls make scoring rapid lap times a breeze, and it actually feels like you're steering when you go round corners – the car doesn't feel like it's impaled on a stick like most crap racers. The official licence means that you can play as all the real-life drivers and teams too, perfect for ramming Jenson Button off the track at every opportunity.

As Formula 1 games go, this is about as good as you're likely to find on PS1. Our major beef is it's virtually identical to F1 2000, which was released earlier in the year. Five months ago, in fact. There are couple of interesting new features, like scenario mode and training, but if you've already got the older game you'll want to steer well clear of this.

KNOW THIS

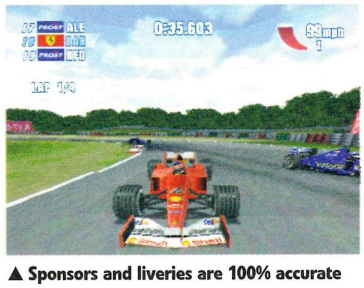
PAY NO MORE THAN **£29.99**

OUT NOW

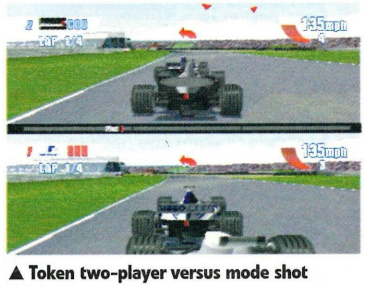
1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

▲ It stays quick even with a crowded screen



▲ Sponsors and liveries are 100% accurate



▲ Token two-player versus mode shot

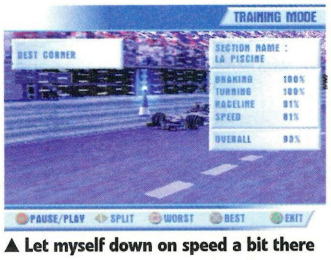
▲ Irvine doing superbly well in the new Jaguar F1 car

CIRCUIT TRAINING

LEARN HOW TO DRIVE ALL OVER AGAIN

Formula 1 games are always a pain in the ass until you learn the courses. Season 2000 helps you out by offering a training mode, which guides you round each track until you're happy with your speed. You can watch how it should be done first, then try yourself. Different coloured cones mark braking and steering points and you get points based on how well you did at the end of each lap. There are no style points for crashing out like Irvine.

▲ The magic cone is a beautiful thing



▲ Let myself down on speed a bit there

DO WHAT YOU'RE TOLD

Scenario mode throws you into the driving seat with a specific challenge to accomplish in each race. If your team boss says you've got to make no-hoper Marc Gene finish on the podium, then that's what you'll have to do to progress. Nice idea in principle, but the ultra-long races it throws out may bore you to tears.

WE RECKON

Does everything you'd expect a Formula 1 game to do. Watch out though, because you may have bought almost exactly the same thing six months ago. **Steve F**

8

OUT OF TEN

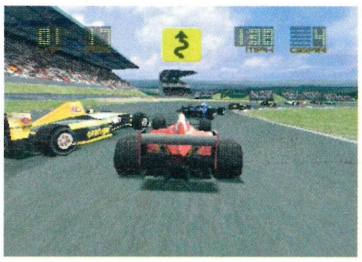
KNOW THIS

PAY NO MORE THAN **£29.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD STEERING WHEEL



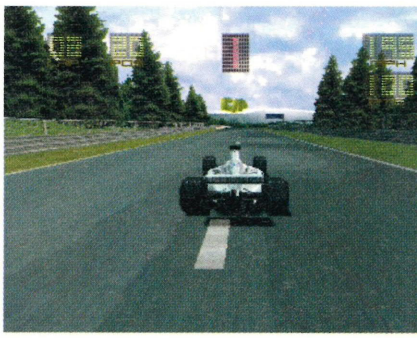
▲ Tailenders are just too rude...

▲ ...and frustration often leads to disaster

▲ You can be any of your F1 favourites

F1 2000

Much like every other F1 game, but now with added badness



▲ Steering feels like you're rotating a car on a stick

If you find yourself killing time on a Sunday before the Eastenders omnibus comes on, there's usually a Grand Prix race on the other side to relieve the boredom.

You know how it works. Well paid yet extremely boring men drive cars more fragile than our grasp on reality round a big field for ages, preferably without running into each other or the scenery. Wait, haven't you just read all this somewhere else?

Roughly a hundred Formula 1 games come out every year, but most are based on last years tracks, or just couldn't get a licence so everything is made up. F1 2000, at least, features the real drivers, in this year's cars, with new courses like Indianapolis in the US. That doesn't make it any good though.

When you're driving it feels like the car is impaled on stick, and rotates aroundZ~` rather than steering properly. And when you're playing in behind-car view, a bizarre fish-eye lens effect makes the other racers look about a mile long.

The computer controlled cars are pretty irritating too. If you've watched races on TV, you'll know that the slower cars are supposed to do the decent thing by getting out of the way and trying not to hit you, right? Try that here and you'll be in the gravel faster than Schumacher at Silverstone.

● Some course details are impressive...

● ...but car handling's so poor you'd think you were driving through gravy

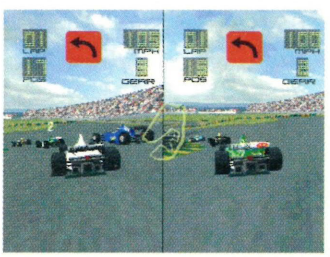
RACE AGAINST TIME

Formula 1 games are notorious for being the 'Station equivalent of a football stats-obsessed weirdo, but F1 2000 tries to spice things up with an Arcade mode. Here, you have to peg it round the track, hitting checkpoints before the time runs out. If you misbehave and cut corners, you lose time.

HALF THE FUN

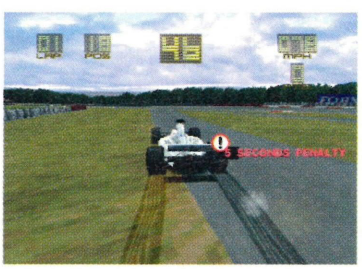
TWO-PLAYER RACING GAMES ARE NAFF

We know the old PlayStation is getting creaky, so it's no surprise that things tend to go a bit wrong in two-player racers. F1 2000 at least has other cars racing with you, but all the graphical detail goes out the window and there's still that rubbish car handling to put up with.

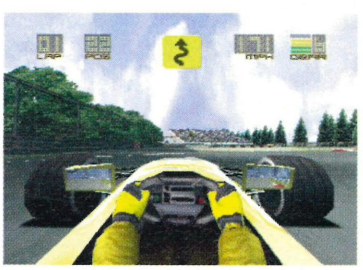


▲ Plenty of cars on screen here, but they're thick and like to crash into you.

▲ With flat graphics like this it's tough to see the corners coming up.



▲ Cut any corners or loose control in arcade mode and you'll incur a time penalty



▲ Graphically, F1 2000 isn't really in the same league as some of its rivals

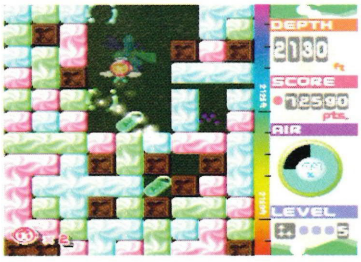
WE RECKON

Next to the other official F1 game, this looks weak. It has crap car handling, worse graphics and less features. The choice is obvious, we think. **Dean**

6

OUT OF TEN

▲ Watch out! Every move shifts another block



▲ Those green pill things are Mr. D's air supply

▲ He's choking down there. Get drilling!

KNOW THIS

PAY NO MORE THAN
£19.99

OUT NOW

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

MR. DRILLER

Take a deep breath, grab your tool then smash your way to the centre of the Earth

If thousands of coloured blocks started spewing out of a hole in the ground near your house, you'd be worried. But you wouldn't break out a pnematic drill and start burrowing deep into the Earth's core to see what was going on. That's because you're a pussy. Mr. Driller, though, won't rest until he finds out what the hell's going on. He's hardcore.

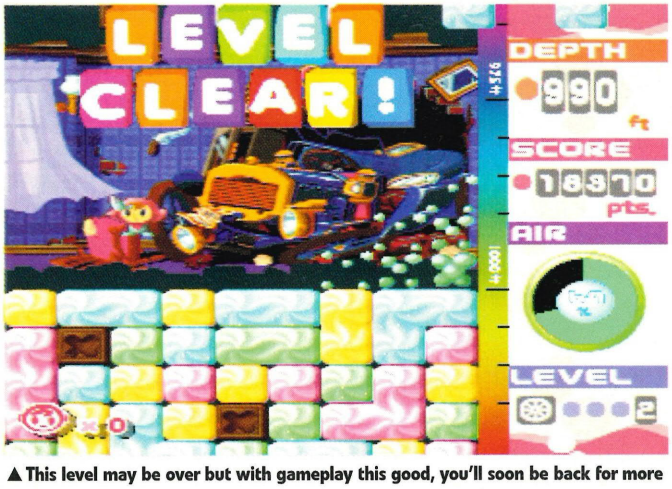
Lots of coloured blocks? Must be a puzzle game and it sort of is. You've got to get Mr. D as deep as you can (preferaby to the source of the problem 5000ft below) without killing him. His air supply is always ticking down so grab oxygen to keep him alive, and watch out for blocks falling from above.

It's never easy. Whether you go hell for leather or excavate slowly you're on a knife edge the whole time. Occasionally you find a safe spot, but most of the time you're adrenaline-pumped like a bungee jumper, smashing away at the solitary dig button transfixed by the screen. Mr. Driller gets you into The Zone, where you hear nothing but sound effects, and the outside world fades away. Awesome.

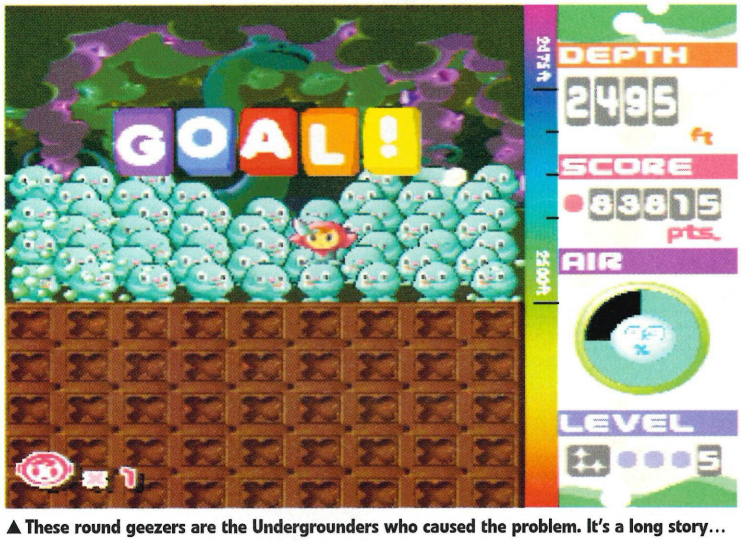
▲ He may look like a goggle-eyed, bubble headed wuss but Mr. Driller's seriously hard. Honest

SO WHY DOESN'T IT SCORE A TEN?

Although Mr. Driller's gameplay is cracking, all you get is that one basic variation. There's no two-player mode, so your options at the start amount to 'drill downwards'. The graphics are nice and the tunes and sound effects are spot on. But if you prefer gaping headwounds to wide, happy eyes you won't see the magic here. And it is magic.



▲ This level may be over but with gameplay this good, you'll soon be back for more



▲ These round geezers are the Undergrounders who caused the problem. It's a long story...

WE RECKON

Getting to the bottom is the aim and you can lose hours to what is essentially a very basic game. But it's got that magic addictive ingredient that makes for a classic. **Dean**

9
OUT OF TEN

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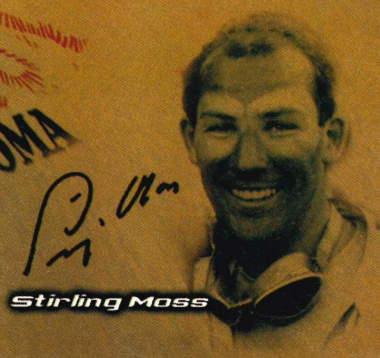

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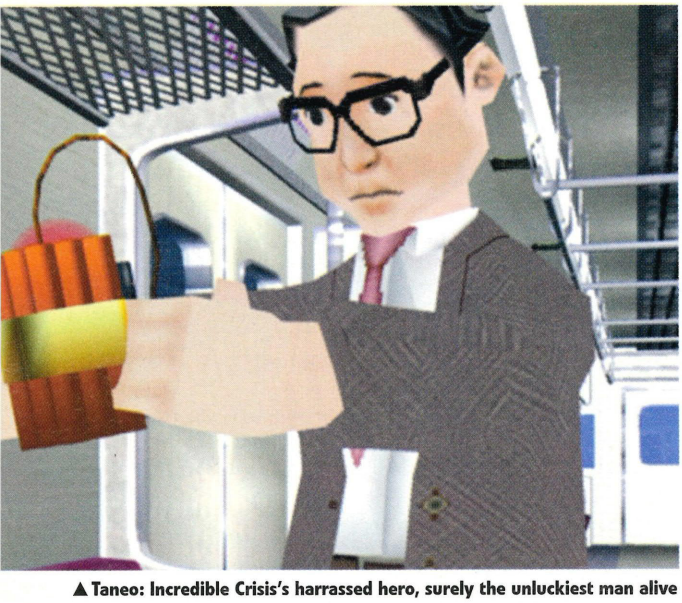
INCREDIBLE CRISIS



▲ Taneo: Incredible Crisis's harrassed hero, surely the unluckiest man alive

Death's knocking on your door and you forgot to lock it. You're the unluckiest man in the universe!

You've had bombs thrown at you, fallen from a fifty-storey tower block and are the Earth's only line of defence against alien invasion, and that's all before lunch. Then, a giant metal globe chased you down the corridor Indiana Jones-style, and now your wife's being held at gunpoint in the middle of a bank heist. Can your day get any worse?

Well, yes. You're going through an Incredible Crisis, a day so bad any normal bloke would've given in without a struggle before breakfast. But you're Taneo, a Japanese office worker who never says die. You've got to survive the next 24 hours, tackling the stack of mini-games on offer here and guiding Taneo and his cursed family to safety. Not an easy task, especially when it seems the entire unknown universe is after your blood.

KNOW THIS

PAY NO MORE THAN **£29.99**

OUT DECEMBER

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

▲ Gtusko: still finds time to cook the dinner

▲ Tsuyoshi: fat kid shrunk to the size of a pea

FAMILY MISFORTUNES

Bad days usually boil down to the misfortune of one person but here it's an entire family. After Taneo's saved his own bacon you switch control to his wife, who's caught up in the middle of a bank robbery. Survive this and it's over to the Taneo's son and eventually his daughter. Nobody's safe when this luckless office worker is out on the town.

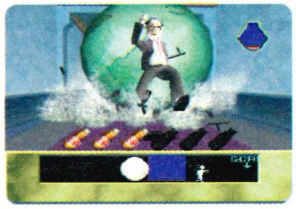
NOW OPEN THE SELECTION BOX OF DEATH

Incredible Crisis is packed with a frightening number of ways to die. Playing it is a non-stop battle for your life, as you hammer buttons to escape from a plummeting elevator, or bail out the sinking boat you're standing on. Here's just a few of the ways Taneo's life is threatened and ways of keeping death from your door, at least until the next round.

TANEO DANCE FEVER

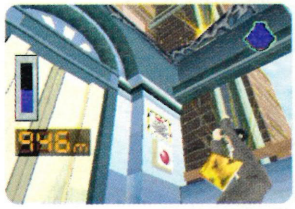
▲ Tap the button in time to music

BOWLING INFERNO



▲ Run Taneo, watch out for ladders

ELEVATOR OF DOOM



▲ Bash the button before you fall

BIRD ON A WIRE

▲ Reckon you've got good balance?

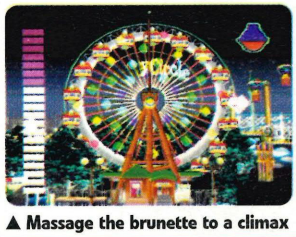
PARAMEDICS

▲ Answer their questions and live

LET'S GO BY STRETCHER

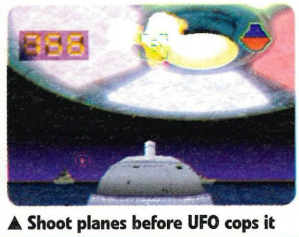
▲ Steer through oncoming traffic

LOVE AT THE FAIR

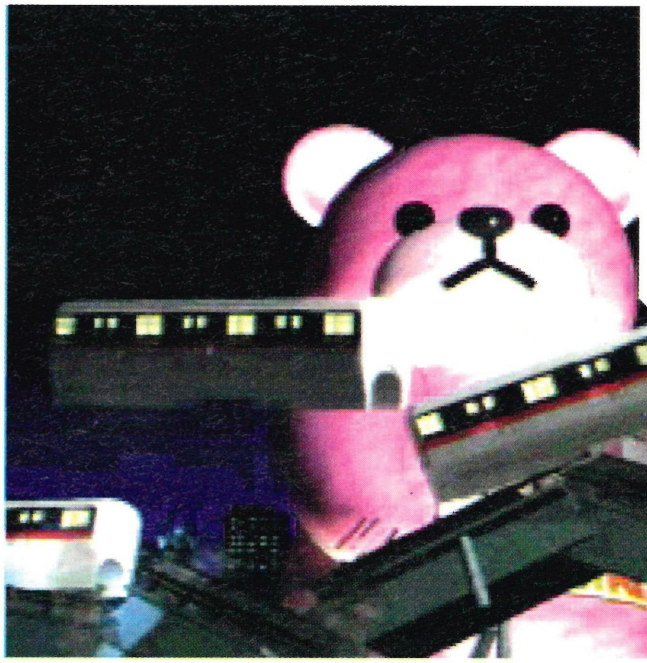


▲ Massage the brunette to a climax

INDEPENDENCE BAY

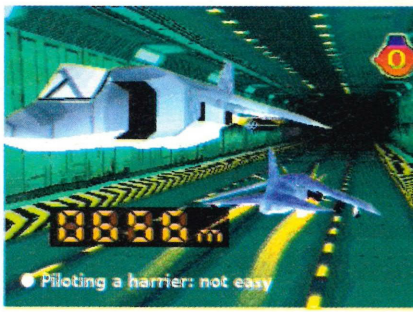


▲ Shoot planes before UFO cops it



▲ A giant bear trashes Tokyo. Ghostbuster's Marshmellow Man eat your heart out!

● The amusing video sequences are cartoon cool



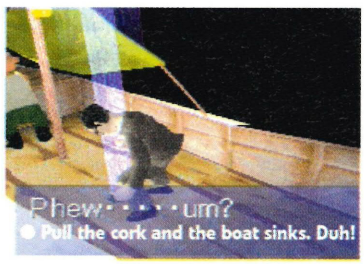
● Piloting a harrier: not easy

● These dirty dogs got the horn

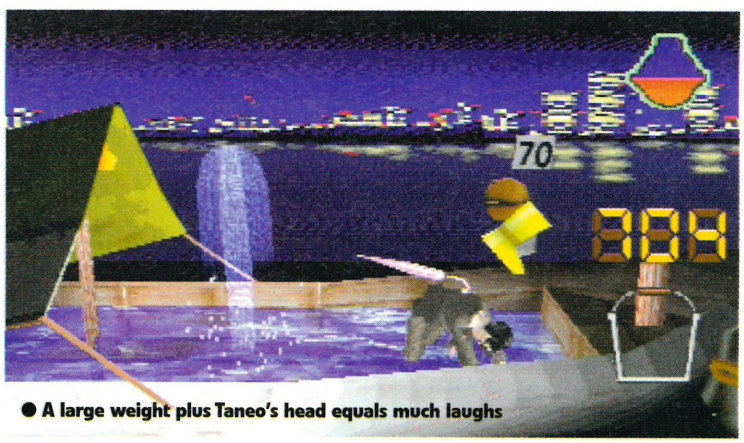
● This spider is a bitch

GAME FOR A LORRA LAUGHS

Incredible Crisis is the kind of game you won't put down 'til you've seen how Taneo saves his own ass. It's totally addictive and you'll be desperate to see what's up next, and what you've got to do to survive. But Incredible Crisis is made all the more enjoyable for its humour. It's slapstick at its best and you can't help but giggle when an large metal weight hits Taneo square on the bonce for the umpteenth time.



● Pull the cork and the boat sinks. Duh!

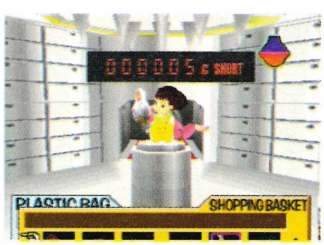


● A large weight plus Taneo's head equals much laughs

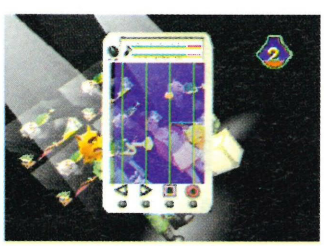
MY BRAIN HURTS

Dodging death is easy to begin with, but soon becomes so difficult you're left struggling with the joypad as Taneo gasps his last once more. Take Mrs Taneo's bank level for example – she's got less than a minute to match the weight of a golden pig with items from her shopping basket. And because the weight of the pig changes every time, you need numerical skills to rival Carol Vorderman's before you've got a chance. The Beatmania-style levels, where you must tap buttons in time with the music, are exceptionally difficult too, because the note you hit changes halfway through. No fair!

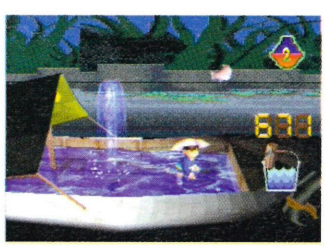
▲ Match the pig's weight with shopping



▲ Five grams out? Not good enough!



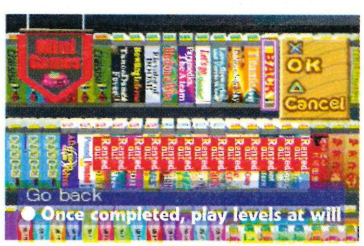
▲ Tapping in time with the beat is easy at first, but soon gets surprisingly tough



▲ Taneo's bad luck runs through his family, even his poor kids seem doomed

GO ON, GIVE LIFE ANOTHER SHOT

Luckily you can practice any of the subgames after you've completed them, allowing you to save precious lives on earlier levels and carry them over to some of the later, tougher stages. You can only save your games every three levels though, which can be a pain in the whatsit if you're stuck on a stage with only a couple of lives remaining. Still, as Taneo knows, life is never that easy.



● Once completed, play levels at will

LIKE THIS? TRY THESE

Bishi Bashi Special: The best party game on PlayStation bar none

Um Jammer Lammy: Crazy cartoon guitar 'em up

WE RECKON

Incredible Crisis is funny, refreshing and captivating, but the laughs are over all too soon. You'll lap up Taneo's cries of terror as he stumbles through this surprisingly varied game, but apart from the occasionally rock-hard level, staying alive is just a bit too easy. **Alex.**

8

OUT OF TEN

STAR TREK INVASION

KNOW THIS

PAY NO MORE THAN **£29.99**

OUT DECEMBER

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

The show may bore you out of your tiny logical mind but even non-Trekkies should take a Jean-Luc at this classy space blaster

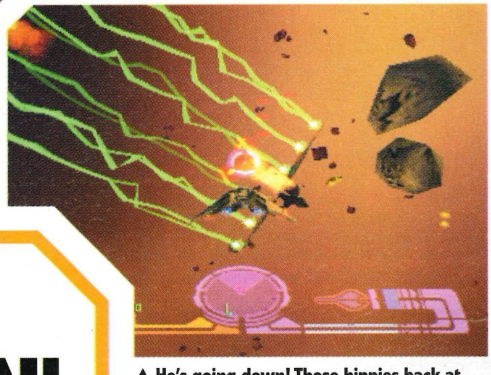
▲ The dogfights offer nothing new but the game looks and feels the business

Before this game came along, we couldn't imagine having any fun in the Star Trek 'universe', unless you count slapping Jean-Luc Picard's bald bonce while shouting that Worf looked like a talking turd. But this game has changed all that and you can't help but wonder why the hell they don't make Star Wars games this good.

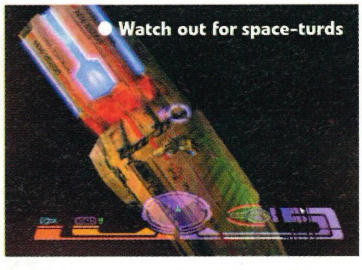
It's a space shooter, but plays more like an arcade game than current galactic sim fave Colony Wars Red Sun. Although the dogfighting and escorting aspects of the missions break no new ground, the the game looks amazing and sounds perfect – so frankly, you won't give a damn. You really do feel part of an unfolding story as you play, and strangely for the peace loving Federation space hippies, the death toll is very high.

The longer missions can get boring, and you can never be sure when a sortie is going to end. There's nothing worse than winning through a long dogfight and kicking back, only for eight more hostile dots to appear on the scanner.

For Trekkies, the faithfulness to the Voyager universe will go down a treat. All your favourite latex-faced aliens talk with their TV voices and even the menu screens look like the ones on the USS Enterprise. We understand if that makes you feel ill.



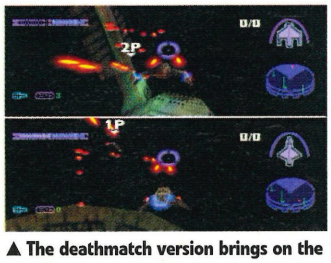
▲ He's going down! Those hippies back at the Federation can chill out once more



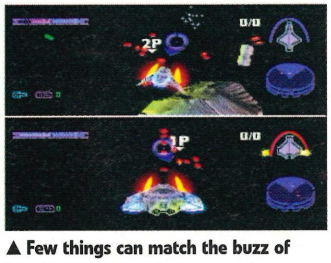
● Watch out for space-turds

DEATHMATCH? COME BRING IT ON!

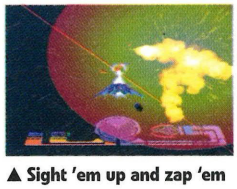
Killing Romulans is all well and good, but killing your mate Dave is even better. Invasion lets you go at it deathmatch style, but it's only a simulation cooked up by the Holodeck of course! It's good fun, and the smaller, fenced in arenas make for much killing and less hiding. It's Kirk-ass action!



▲ The deathmatch version brings on the noise with its well-sized battlegrounds



▲ Few things can match the buzz of blasting your mate into space-dust



▲ Sight 'em up and zap 'em

SPACE IS A BIG PLACE

Space is big and dark, and Invasion gives you a good sense of being out there. The bigger space craft are genuinely massive, and make your ship look like a bug in comparison. There's plenty of debris floating about too, so it's not just a pretty black vista with lots of twinkling stars.

WE RECKON

It's tough, but it's basically just Colony Wars with pointy ears. If you're new to the genre, it's more fun to play with than a three-breasted space lady. **Dean**

7

OUT OF TEN

WITNESS THE POWER OF "THE ASS"!

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OUT NOW

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

▲ Strider may look a bit of a weirdo...

▲ ...but just check this geezer out!

▲ Proof that break-dancing's back for good

STRIDER 1&2

Slash up the nasty Ruskies and a bunch of cranky robots in this trip down memory lane

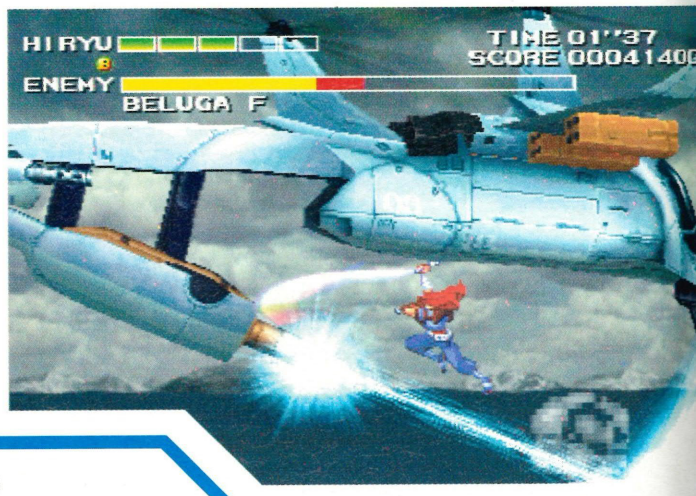
Two games for the price of one? Must be the bargain of the century right? Well, if you're a fan of jerky old Capcom platform games, then yes it is. The original 2D arcade game, Strider, is reproduced perfectly for this release, while the sequel looks slightly more modern with pseudo-3D visuals.

Strider pits lone wolf, Strider Hiryu, against the Commies, some time in the future. Although robotics has progressed, the Ruskies are clearly still broke as their robots jerk around like epileptic Robocops. (Or is it just that the graphics are crap?)

They do a great job of killing you though: Strider, the game, is stupidly hard. You get infinite continues to help you, but often the only way to survive a screen is by a trial and error discovery of the three millimeter section of screen that doesn't get baked with laser fire.

Graphically it's basic, yet it manages to slow down whenever anything cheeky is happening. The tunes are tinny, and you'd have to be an existing Strider fan to really enjoy it.

Lots more fun is the sequel, "Strider 2. Strider's attributes remain similar: he still scales walls like a wannabe Spider-Man and rips through baddies with his lightning-quick swordsmanship. There's shed loads more killing and noise too: it's like the original Strider directed by John Woo. It's cracking fun while it lasts, but that's the thing, it doesn't. The credits will be rolling within an hour of you snatching up the pad.



WHO LET THE DOGS OUT?

There aren't enough animals in videogames on the whole. Both Strider games go animal crazy, and even let you senselessly slaughter some of them. We've yet to find an ocelot, but here's a couple we've noted:

▲ When this woolly fella thaws out he's gonna be mighty cross

▲ Nine out of ten owners say their dog prefers a bullet in the butt

▲ You're gonna burn, metal monkey dude!

▲ He even blows fire rings out of his arse

▲ Old skool fun for the new skool player

▲ Action so frantic your eyes will explode

WE RECKON

Strider 1 & 2 aren't bad – and old skoolers will love them – but there's tons better out there. Choose a fit young nymph, not a dried up granny, if you see what we mean. **Dean**

6
OUT OF TEN

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X-MEN MUTANT ACADEMY

Everybodies favourite weirdos in tights go toe-to-toe on the PS. Call it freaky and you'll be wearing your guts as a suit

Seen the movie yet? It's pretty cool. And because you're supposedly an impulsive, irrational idiot you're meant to have dropped into EB on the way back from the Odeon and bagged a copy of the game. Remember Jedi Power Battles? Stinky to the max. Surprisingly X-Men is actually alright.

Unsurprisingly, it is not a flower arranging sim. It's a fighting game. The graphics are good, but don't assume it plays in 3D. Your in-fight movement is limited to left and right only. The action isn't as quick as Tekken, and the special moves aren't as numerous or easy to pull off. Ten characters seems a pretty sparse offering these days as well.

There's a basic counter system, and the 'special meter' you build up with every good hit is pretty advanced. Trouble is, the gameplay is much more basic than Tekken, and you don't get that same tactile satisfaction with every punch. Having said that, the characters are fun and the chance to give Magneto's ugly mug a mauling is one that's hard to resist.

KNOW THIS

PAY NO MORE THAN **£29.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

● Go greased lightning

● Beast's bitch-slap rules

▲ If your head was trapped in a baked bean can, you'd be pretty narked too

▲ Death to the fury-faced, badly-dressed, Hollywood-lovey film freak

GO TO SCHOOL, MUTANT FOOL

The special moves for your chosen X-Man aren't listed in the manual. They don't even pop up on the pause screen. So, if you really want to kick freak ass, you need to get your strange self down to the mutant academy where Professor X will coach you in the gentle art of smashing face. Trouble is, even his basic lessons (weak punch?) take ages.

▲ Wolverine's been doing his homework

▲ Why aren't all schools like this?

KILL MOVIE STARS

Most fighting games give characters a couple of different outfits to make ruckus in. With X-Men, this is one of the coolest features of the game. The default costume is how that character appeared in the comics, whilst the second constume is how they appeared in the movie. So if you prefer Wolverine's yellow suit to the odd-haired movie incarnation, you can smack him up bad in a versus fight.

WE RECKON

Movie tie-ins usually play like turd pressed onto a CD, so it's cool to find one that isn't terrible. But it's not even close to being the best fighter on PlayStation. **Dean**

6

OUT OF TEN

WACKY RACES

KNOW THIS

PAY NO MORE THAN **£24.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Penelope Pitstop and pals star in this new racer. Some people will find it funny. And some people find Les Dennis funny

For years, every other racing game has been mistaken. When you steer a car, it shouldn't feel like the car is moving on a fixed circuit. It should feel like you're clumsily rotating the course around a static, badly drawn car. Wacky Races finally gets this right. No wait: Wacky Races gets it wrong. In fact, Wacky Races gets it all wrong.

Right now, anything, regardless of merit is an excuse to base a kart game on. Lets face it, Wacky Races wasn't the funniest cartoon to begin with, and the game is even less amusing. You get your basic roster of Wacky Racers and battle across some hideously designed circuits. Penelope Pitstop is still bloody irritating in the Compact Pussycat, while the Slag Brothers' name provides the only amusement in the game.

▲ Penelope Pitstop's back and crapper than ever

▲ Watch out, that tunnel's about to steer itself around you

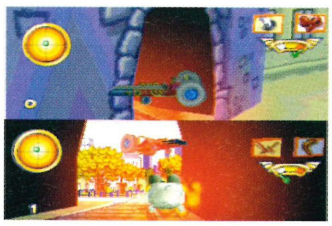
▲ A flying car. Oh, ha ha

FUN NOT INCLUDED

LETTING YOUR MATE KICK YOU IN THE FACE IS MORE FUN THAN WACKY RACES

The two player mode needs to be the best bit. Here, only two cars race at once. It's really easy for your mate to take a wrong turn and get lost, leaving you incredibly bored and unsatisfied. Cartoony games don't necessarily need 'physics', but when you jump in Wacky Races you float to earth like you're driving on an invisible road. It just feels wrong. Power ups like 'swat the guy in front' and 'fly for a bit' hardly break new ground either

▲ You take first place, your mate's in second and... well, that's it



▲ Two player gameplay's about as fun as studying applied mathmatics together

SO WACKY IT'S... CRAP

We think a fun cartoon racer should have easily navigable courses and supremely controlable racers. That way you can make your own fun by tactically using power-ups and shortcuts because no-one runs away with the race based on track knowledge and skill alone.

Clearly the designers of Wacky Races don't agree. Consider this: some clifftop corners in this game are so sharp you drop off the side. You fall so far back it's difficult to recover. If you don't fall off, you cruise through the races really easily. That is not the way to build in 'challenge', and that's not the way to make a fun game.

▲ The game's even duller than this landscape

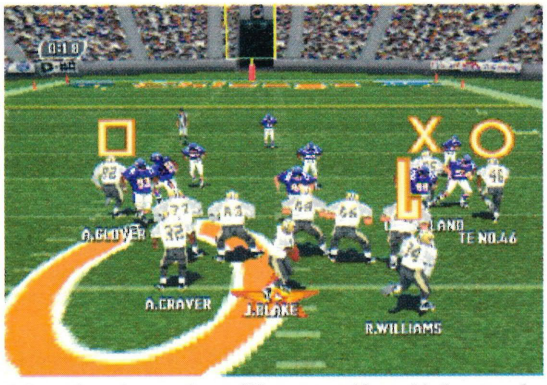
WE RECKON

Playing Wacky Races is as much fun as swallowing a fly. The only funny thing is shed loads of idiots will buy this on name alone. Laugh with us at them. **Dean**

3

OUT OF TEN

MADDEN NFL 2001



▲ Fans of previous versions will have no problem with the gameplay

● Do as the players do and while away those between play moments scratching your big ol' butt

Can you only handle ten seconds of action at a time? If so, NFL's for you. Hut-hut!

You know football as a flowing festival of beautiful skill, but over the Atlantic that holy word has been taken in vain to describe a stop/start show of brutality and pain. They should have called it Bad Rugby and been honest with the fans. But, like N-Sync, it's big business out there, and videogames have followed in their hundreds.

The Madden series has always been good for a laugh though, but with a shiny PS2 version on the way it seems the series has run its course on PS. Graphically it's workmanlike, though apparently the jaggy players act and move like their real-life counterparts. You feel pretty detached from the action, which is a bad thing since part of the appeal is those crunching big hits on opposition players.

What you do get is a supreme feeling of control. There's loads of button combos to learn to get the full repertoire of abilities, but you can still have a good game with just the basics. The computer AI is good: if they have the ball seconds before half-time they do their best to turn it over to you giving them the first attacking drive of the second half.

What the one-player game doesn't offer is much of a challenge. Even an NFL idiot with no idea what the hundreds of 'plays' actually are can roll over the computer teams with minimal effort. For a good two-player game you need a mate who's as into NFL as you are, and good luck finding one.

KNOW THIS

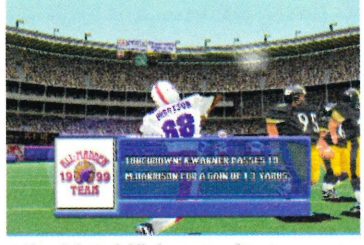
PAY NO MORE THAN **£34.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

▲ NFL is perfect for tactical sports gamers – megalomaniac control freaks will love it!

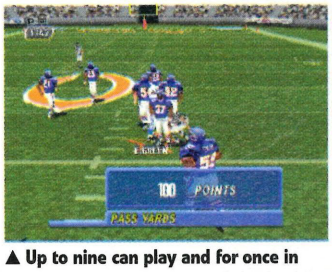


▲ Touchdown! All those stop/start moments suddenly seem worthwhile

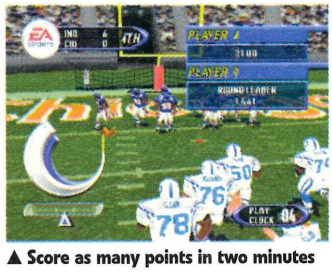
TWO MINUTE DRILL

FAST AND FUN – IT'S NFL ARCADE-STYLE

If you want a more arcadey hit from Madden 2001, Two Minute Drill is where it's at. You and up to nine mates each get two minutes to score as many points as possible. If you turn the ball over your turn ends, but each successful pass and rush scores you points, and each time you score a touchdown you get the ball back. Coolest of all, your points are multiplied if you throw shimmies and tricks into your runs.



▲ Up to nine can play and for once in American Football, the action is fast, furious and flowing



▲ Score as many points in two minutes as possible – skilful runs, shimmies and tricks are all rewarded with bonus points

WE RECKON

It's a good game, but there are better sports titles. Track and Field is the multiplayer king, Smash Court Tennis is more fun and ISS Evolution is awesome. **Dean**

7

OUT OF TEN

KNOW THIS

PAY NO MORE THAN **£19.99**

OUT OCTOBER

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

▲ Our monster bangs a wrap of nandralone and gets training

▲ Badly trained monsters do silly things in the heat of a battle

▲ This looks nothing like a potato with eyes. Stop saying it

MONSTER RANCHER

▲ One of the numerous static screens that you click through

● This tumour-headed Mr. Blobby is definitely not cute

Catch them ALL? Can I play Tekken instead?

Pokemon is a phenomenon. You either love it and have cuddly Pikachus all over your house, or you think it's totally bent and you want to smash the yellow freak's cheek in with an ice-pick. Monster Rancher offers up Pokemon-style monster training and battling, but lacks that same commercial appeal.

Gameplay wise, you don't do a great deal. Button presses flick you between screens and give your monster advice during fights. You don't get to control him as such, and even when he's going through his training drills you don't get to press a button to make him jump. You spend a lot of time watching and not feeling involved. The most interactive part is where you name your creature, and it says a lot about the game that the biggest laughs come from making it a rude one.

Breeding and fighting is all there is to it: there's no RPG in there to make it interesting. Think of it as cruelty to a virtual pet, because that's pretty much what's going on. You can preserve and combine creatures if you get right into it, making über killing machines. Or you could you play a game that was actually interesting and good.

▲ Losing 'guts' impares your attacks

▲ Fannyhead uses the 'armpit of toxic doom'

FIGHT AS EMINEM

YOUR TUNES MAKE RANDOM MONSTERS

Don't settle for training one of the monsters the game offers you. Providing you've got a CD collection you can generate your own 'fearsome' beast. Head for the Shrine and you can stick a music CD in your 'Station and have a monster generated based on the tunes it holds.

▲ Beastie Boys Anthology

▲ Ibiza Club Crap 2000

▲ Motorhead: a slab

▲ Don't forget about Dre

▲ Oasis. No eyebrow?

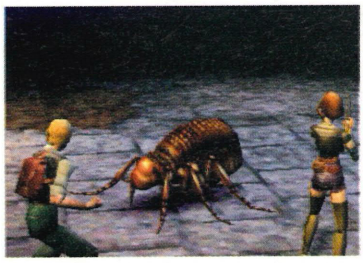
▲ My name is Slim Shady

WE RECKON

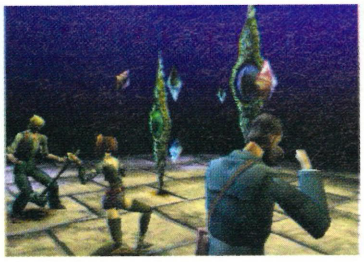
For PlayStation, it's a pretty original concept and hardcore fans might swear it's the Next Big Thing. Tekken or Metal Gear fans are unlikely to be among them. **Dean**

4

OUT OF TEN


▲ In olden times, headlice were a big problem

▲ The first boss baddie. Don't be too scared


▲ When broaches attack, it's scary stuff

KNOW THIS

PAY NO MORE THAN **£34.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

KOUDELKA

Why restrict yourself to one entire disc when making a game? Push the boat out and have four! That way you can include hours and hours of dull cutscenes too!

Having four discs is normally a sign of an epic game ahead. Final Fantasy 8 and Fear Effect both lavished us with supreme visuals and hours of decent gameplay.

Koudelka also comes on a whopping four CDs but sadly it doesn't have any of the above qualities. Despite attempting to mix Resident Evil-style lush backgrounds with role-playing game turn-based fighting sequences, it's still as excruciatingly painful as having to sit through an entire Sunset Beach omnibus.

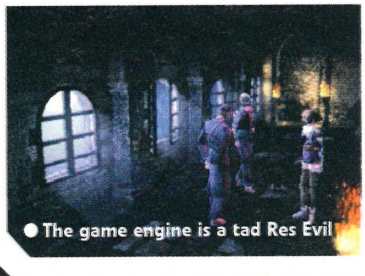
The main problem with this is that it's painfully slow. If watching tedious cutscenes which last five minutes isn't enough, the battles are even worse.

It's always a little methodical having turn-based fighting, but there's usually some excitement as you plan each characters moves to counter the enemies well in advance. While you need to do that here, it's just as effective to run in next to an enemy and club them to death with an iron bar.

There are some strange faults in the battle system too. For example, once you've moved a character, it's impossible to cancel the move if you've made a mistake. Likewise, once a magic attack is selected the characters will often wait until everyone else has had a go before attacking. More often than not, the enemy will be killed before the magic is cast anyway.

There's no doubting Koudelka looks very good in places: the cutscenes in particular are good, even if they jerk around like hyperactive breakdancers, and the odd rendered sequence breaks things up nicely.

But the pace of the game is sloth-like, and interest and concentration soon dry up. There's not much to persuade you to play further than the first disc because nothing much ever happens. It's a shame because the potential was there for a decent game, but sadly it never really lives up to it. Here's to Koudelka 2.


● The game engine is a tad Res Evil

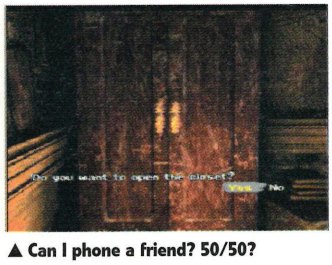
● The guys' plan to seduce Koudelka was primitive: 'You hold her, I'll have first go.'

HOLD ME DOWN!

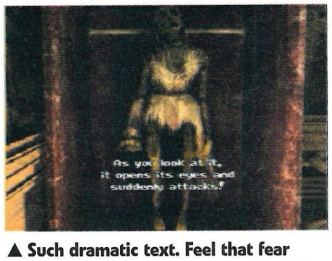
THIS IS AS GOOD AS IT GETS

If you wanted further proof that Koudelka really does provide excitement by the bucketload then look no further than this cutscene. Koudelka and the crew stumble into a room containing a closet. Most of the objects in the rooms so far have yielded nothing exciting at all, but the game loads in this detailed scene. Then you make the decision – do you open the door or not? Argh! There's a mummy inside and you have to fight it. Sheesh...

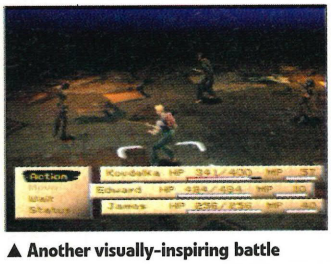
▲ 'Are you going to eat that burger?'



▲ Can I phone a friend? 50/50?



▲ Such dramatic text. Feel that fear



▲ Another visually-inspiring battle

WE RECKON

Too slow, not much fun and a battle system that's crude equal a lacklustre and frustrating game. A shame because it could have been pretty good. **Steve K**

5

OUT OF TEN

FIND OUT FIRST

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

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HANDS OFF, SHE'S OURS!

I may just be being petty, but I'm sure the chick on page 33 of your August issue has a piece of fluff in her navel. If so, could you arrange for a dirty old man like me to be invited round to pull it out with my teeth?

Iain Marchant, Sussex

A quick lesson on chicks for you, sir. Girls hate comments about navel fluff more than they hate being told how pretty they are. The key to success with the ladies is walk up to them and point at their chest while shouting 'My boobers! My boobers!'

You know you're in if they walk away with a frightened look on their face. Follow them to their house and lie down naked outside the front door and make a continuous high pitched squeal. Bosh!

● Can you spot seamen in Charlie's naval base?

BRITNEY VERSUS BILLIE

In June 2000's issue Terry D said that Billie Piper could play the young Lara Croft in the movie. Like hell she could! She'd need plastic surgery to have a bigger chest! Also, I liked the old name of PlayNation better.

Owen Robbins, via email

Play the first level of The Last Revelation again. Lara hasn't grown the big boobs yet because SHE'S STILL A CHILD. Y'see, female humans aren't born with breasts. So technically little Billie could play our Lara, if it wasn't for the fact Angelina Jolie landed the part ages ago.

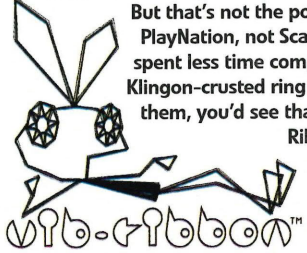
And as for the breasts, teen stars don't need silicone implants. If they work hard enough, a sudden growth spurt sorts them out overnight. You want an example? Britney Spears.

VIB RIBBON MUST DIE

What had you been smoking when you gave Vib Ribbon a score of eight? I would rather pick the nuts out of my nutty turd than play this. Comparing it to the awesome Test Drive 6 (which you only scored a three) is like comparing my fat, hairy, sweaty, radioactive, deformed, turd-covered arse to Chyna's tanned, succulent, enormous breasts.

Andrew Dryhurst, Chester

We'd been smoking a dead man's bones, same as always. But that's not the point here. This is PlayNation, not Scatology Monthly. If you spent less time comparing games to your Klingon-crusted ring and more time playing them, you'd see that 10 quids worth of Ribbon provides 10 times the fun of 30 sheets of Test Drive 6. And for the last time, we reckon Chyna is really a man with breast implants. Case closed.



▲ Vib's daddy cool. Don't forget it

'I'VE LOST IT!'

I have a problem. When I play my PlayStation my eyes feel as if they're about to pop. My fingers feel like they've been broken very badly and my brain feels like it's on fire. Can you explain what's happening? Is it normal or is it me going completely mental when I play my PlayStation.

Amy Hopper, Scunthorpe

What's happening is you're confusing 'getting your hands crushed by a train while having a serious brain hemmorage' with 'sitting down and cooly playing PlayStation'. I'd lay of the games for a bit and maybe take a holiday. We can sort you out with the number for specialist doctor if you need it.

● Boots' new facial scrub is a little on the harsh side

▲ Anne Summer's three-pronged sex toy was a huge hit

'FUZZY GAMES RULE!'

My friend Sam said the N64 whips PlayStation 2's arse, because it's graphics are sad. Also, my Dad says if I pre-order a PS2 I'm not allowed to have it until next year! Can you make a PS2 magazine as well please?

Seb Wallace, via e-mail

Let's see. If you prefer really short games with fuzzy graphics that cost fifty quid and appear at the rate of one very three months, then N64 is the best thing ever. If you prefer massive, cutting edge videogames with awesome graphics, sound and playabilty then bag a PS2. As for a dedicated mag, you're in luck. Check out the shelves of your local newsie on November 17 to see PlayNation evolving into an all-conquering PS2 mag.

IT'S NOT HIP TO BE SQUARE

My friend, Adam Lover, reckons all PlayStation mags have been paid to doctor PS2 screenshots to make it look better than it really is. He reckons the Nintendo GameCube will kick it's ass, but only because he's already ordered one. I have already kicked him in for it, but I want your mag to back me up and tell him he's talking through his arse.

Stephen, via email

Adam Lover? Does he like to kiss other boys? PlayStation 2 games look exactly like you see in this magazine. In fact they look loads better because they all move dead fast.

If Lover boy has told you he's ordered a GameCube he's talking cack. It's not out for at least a year after PS2 and it's not any more powerful. The only significant difference is games. PlayStation2 will have loads of them and GameCube will have hardly any. Just like the N64.

▲ Sony's new office block was revolutionary

NEVER SHOW YOUR FACE AGAIN, TURD

I want to tell you how crap your magazine is. For starters you give RPGs bad scores (seeing you give Parasite Eve 2 10 was a shock). Secondly, Steve O whines about how hard games are, notably Alien Resurrection. I completed this game on import and thought it was well easy. And why do class games like Ray Crisis get low scores? I think you lot are a bunch of twats.

Name and address (callously) withheld

You, my friend, are the twat. Let us consider the evidence. Low scoring RPGs? What about Parasite Eve 2's 10, Final Fantasy 7 and 8 got nines, Vagrant Story got eight.

As for Alien Resurrection, you are a lying twat. The game's been put back to November because it isn't finished. It's being programmed in the UK and there are no US or Jap versions out yet. So you haven't played it at all. And Ray Crisis scored badly because 80s-style games wrapped up in fancy visuals ARE STILL CRAPPY GAMES. Now go away, oik.

PS2'S PRICE TAG HURTS

This is a serious letter. I am deeply shocked about the price of PS2. Did you know we Brits have to pay £100 more than the Yanks do? I don't see why we should. People should boycott PS2 until they drop the price down from £299. They'd have to do it or they would't make any money.

Pavlon the Barbarian, Torquay

Three hundred sheets is a lot of money, and Sony has said the price will come down next year. Thing is, the first batch of PS2s are extremely sought-after and Sony would probably sell out even if they were £500 each. But the original PS launched at the same price five years ago, and look how much it costs now. So if can't afford £300, hold off buying one for the time being and hopefully the price should drop to around £250. And don't be jealous of the Yanks – they're all addicted to burgers.

OOPS!

On the cover of September's tips book it said there'd be Last Revelation tips inside. There wasn't. We'd already given away a solution with the July issue and we changed our minds at the last minute so we could pack in more cheats you hadn't seen before.

Unfortunately, the printers didn't alter the cover to include the change. Obviously we went down there and killed them all for it, and they were very insistent about how sorry they were as we held a chainsaw to their throats. If you need any extra help with Tomb Raider 4, call The Masters on 020 7880 7474 from 3.30pm to 6.30pm weekdays.

IMRAN RETURNS FROM HOLIDAY

For the past two weeks I've been trying to get through to your Essential 101 swaps, but I haven't had an answer. I really want to get hold of a copy of Bloody Roar 2 as the shops don't seem to stock it anymore. What's going on?

Jon Seymour, Wiltshire

Jon, we're sorry. You were unlucky enough to call during the two weeks that our swaps guy was on holiday. We would have put an announcement in the mag if we'd known in time, but it was a last minute thing. And everyone deserves a holiday. Normal service is now resumed and we'll work extra hard to trace a copy of Bloody Roar 2 for you. OK?

■ ILLUSTRATION: DAVE AT MONKEY INDUSTRIES

WIN A PS ONE

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QUESTION ONE

WHO PLAYS RIPLEY IN THE ALIEN MOVIES?

- ☐ 1. SIGOURNEY WEAVER
- ☐ 2. WINONA RYDER
- ☐ 3. SHAUN RYDER

QUESTION TWO

WHAT'S THE NAME OF THE GUY WHO CREATED THE ALIENS?

- ☐ 1. JRR TOLKIEN
- ☐ 2. JR HARTLEY
- ☐ 3. HR GIGER

QUESTION THREE

WHAT KIND OF GAME IS ALIEN RESURRECTION?

- ☐ 1. DANCE 'N' RHYTHM ACTION
- ☐ 2. FULL-ON FIRST-PERSON BLASTER
- ☐ 3. CUTE PLATFORMER

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- CUT OUT THIS PAGE, FOLLOW THE FOLDING INSTRUCTIONS OVERLEAF AND STICK IT IN THE POST BOX. NO STAMP NEEDED

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- Occupation:
- Favourite Band:
- If you could win any competition prize, what would it be?
- Age

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

ABE'S ODDYSEE

PLAYERS 1-2 — **9**

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

ABE'S EXODDUS

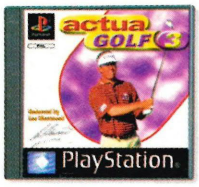
PLAYERS 1-2 — **9**

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

ACE COMBAT 3

PLAYERS 1-2 — **8**

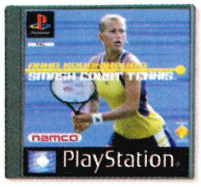
The best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are tricky though.



ACTUA GOLF 3

PLAYERS 1-8 — **9**

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



ANNA KOURNIKOVA'S SMASH COURT TENNIS

PLAYERS 1-4 — **9**

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

APE ESCAPE

PLAYERS 1 — **9**

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

BISHI BASHI SPECIAL

PLAYERS 1-4 — **8**

Over 85 games include catapulting 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

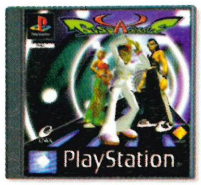
PLAYERS 1-2 — **9**

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.

ALIEN RESURRECTION

PLAYERS 1 — **8**

This first-person blaster is so tense you'll sweat like a fat bloke in a sauna before you've even got halfway through the opening level. Aliens lunge at you from every direction, face-huggers cling to your mush and enemy troops let rip with pulse rifles. Luckily you're just as well equipped, with cool tools like grenade launchers and even a flamethrower to play around with. Great fun, but very, very difficult. You have been warned.

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

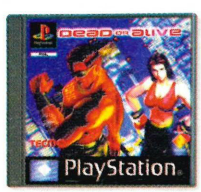
PLAYERS 1 — **8**

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 and gut-punching. Not as instantly playable as Tekken 3, but more rewarding.

DESTRUCTION DERBY RAW

PLAYERS 1-4 — **7**

Loads of modes and car-crushing action make this a diesel-powered beast of a game. It doesn't look so hot, but still a laugh.

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

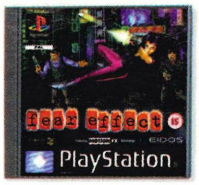
PLAYERS 1 — **9**

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

F1 2000

PLAYERS 1-4 | 8

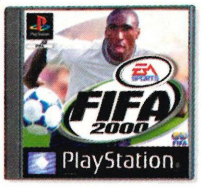
Bang up-to-date drivers and teams combine with electrifying gameplay to make this the choice for the discerning F1 fanatic.



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

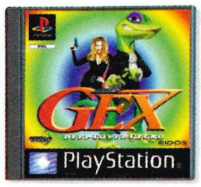
PLAYERS 1-2 | 9

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

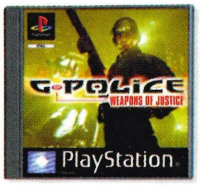
Evil docs, mad computers, drugs, and finding Mum dead in a fridge all combine to provide more shocks than Silent Hill or Res Evil.



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

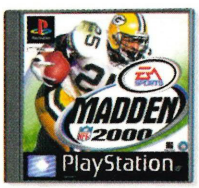
PLAYERS 1 | 9

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 sports car racer a blast in both one and two-player.

MUSIC 2000

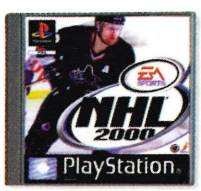
PLAYERS 1-4 | 9

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.



NHL 2000

PLAYERS 1 | 8

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

NIGHTMARE CREATURES

PLAYERS 1 | 8

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

NUCLEAR STRIKE

PLAYERS 1 | 8

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

OMEGA BOOST

PLAYERS 1 | 8

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

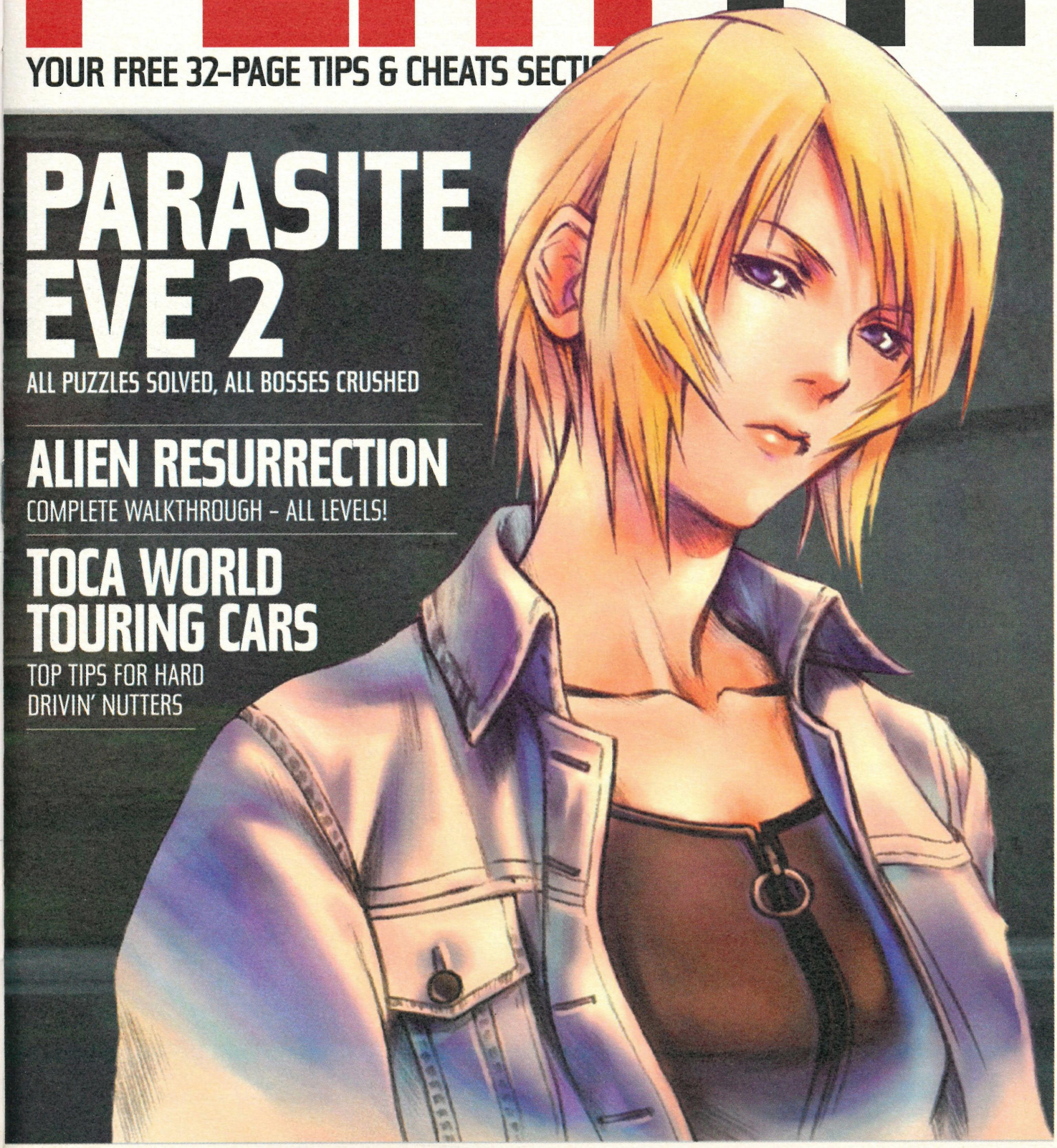
FREE WITH PlayNation

FROM THE MASTERS

WALKTHROUGHS, TIPS, CHEATS & TACTICS FROM PLAYSTATION EXPERTS

PLAY IT!

YOUR FREE 32-PAGE TIPS & CHEATS SECTI



PARASITE EVE 2

ALL PUZZLES SOLVED, ALL BOSSES CRUSHED

ALIEN RESURRECTION

COMPLETE WALKTHROUGH - ALL LEVELS!

TOCA WORLD TOURING CARS

TOP TIPS FOR HARD DRIVIN' NUTTERS

The Masters

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

It's another gun totin', bug bustin' episode from the galaxy's favourite tips team this month. First up, there's a guide to the whole of Alien Resurrection. We've torched every xenomorph and plugged every face-hugger to bring you the ultimate walkthrough.

Catch your breath before you burn some rubber on TOCA World Touring Cars. If you're not thrashing your mates by close of play, we'll eat our hub caps with ketchup.

Tonight's guest star is a massive guide to the game that's been giving you sleepless nights all month: Parasite Eve 2. The only thing tougher than the puzzles in PE2 are the mutant scum, so we've given you the most complete guide you'll find.

If a game's getting you down then write to us at the usual address, or email us at the.masters@ecm.emap.com or call us from 3.30pm to 6.30pm weekdays on 020 7880 7474. It'll only cost you the price of a normal call to London, unlike other so-called 'premium' tips lines. You know it makes sense.

020 7880 7474

CALL THE MASTERS BETWEEN 3.30PM AND 6.30PM WEEKDAYS

INSIDE PLAY IT MAGAZINE THIS ISSUE

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Eyes on fire and you're still not finished? Let the masters ease your pain

04 BRING THE POWER BACK
Sweeeet dreams, it's Nightmare Creatures 2

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Rid the world of alien scum with this awesome walkthrough guide

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Check out the ultimate gamer's guide to the wonderful world of PlayStation

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Make the speed king's crown your own

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A plague of hints and tips for this chilling survival horror epic

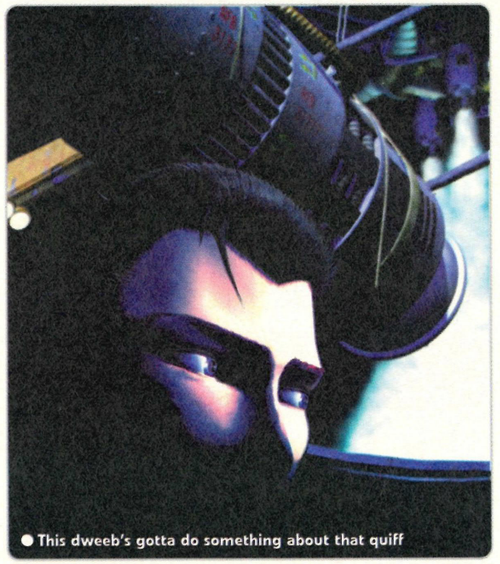
● Face-huggers fry in Alien Resurrection

● King of the road on page 16

● Send this ugly mug to hell in Parasite Eve 2

ASK THE MASTERS

YOUR QUESTIONS ANSWERED



● This dweeb's gotta do something about that quiff

TEKKEN 3

On Tekken 3, how do you get Xiaoyu Ling to wear a school uniform?
Kevin Murphy, Blackpool

Another sicko eh? Try playing as Xiaoyu or Jin 50 times then pressing ST to select them. I just hope your Playstation is wipe-clean, man.

WWF SMACKDOWN

I'd like to know how to do 3D on WWF Smackdown – could you help me?
Michael Montagnolo, Morriston

Sorry to burst your bubble but 3D didn't make it into the game… and that's official. For the good news though, check out page 60 of PlayNation for wicked screenshots of the soon to be released Smackdown 2. There, there, that should cheer you up.

IN COLD BLOOD

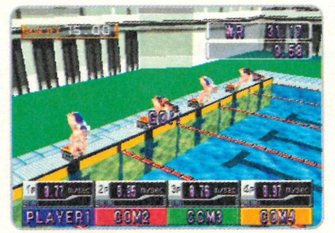
I really like In Cold Blood, but I'm trapped in a room with Tolstov and he won't help me get out. What the heck do I do?
Dean Marshal, Cambridge

Check the computer to find out more about Tolstov. You should then be able to access info about his daughter. Have a cosy chat about family stuff with Tolstov, then head to the door. He'll now think a lot more of you and let you out.

EXHUMED

I'm writing for information on Exhumed. Where is the mask? You are my last hope, please help me out.
S Goodman, Middlesbrough

The Sobek Mask is in the Sobek Mountain Shrine and you'll need the powers of War, Earth and Time to get it.



INTERNATIONAL TRACK & FIELD

Seeing as you guys are the greatest, I want to ask you something. My best friend always kicks my sorry ass on International Track and Field. Can you give me some button-bashing tips so I can kick his evil butt?
James Snelgrove, Salisbury

Dr Freud would have something to say about your anal fixation, ass-boy. Anyway, when your mate's not looking, enable your rapid fire setting on ◉ and ▣ (if your controller has one), then hold both of the buttons while playing. You will see the words 'Using Cheat' appear and your power will increase to full. Um, he'll never notice, honest. Then cheer him up with this cheat: on the Game Select screen highlight '100m Free Style' then press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ◉, ⊗. When you begin the swimmers will be wearing sexy little bikinis. Hubba hubba.

THE MASTERS

Wanna join in?

The Masters, the world's finest game guide gurus, are looking for a staff writer to join their swelling ranks. You must have English qualifications to at least A-Level standard, an enviable knowledge of games on at least two consoles and not be afraid of a bit of hard work.

The rewards?

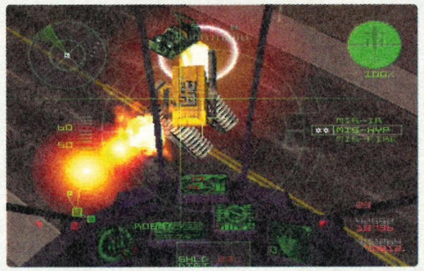
An excellent entry into one of the fastest growing leisure sectors, the opportunity for extra freelance work and a chance to join one of the biggest publishing companies in the world. Oh, and the chance to play games, many of which aren't even out yet, all day long! Interested? Send a CV and 300 word piece entitled 'why I would be really good for this job', to Masters Personnel, Angel House (first floor), 338-346 Goswell Road, London EC1V 7QP. Closing date for applications is Friday 27th October.

G POLICE

Are there any codes for G-Police number one, thanks.
M Gardener, Sutton

Yes there are. Enter the passwords (right), to get the cheats. If that ain't enough, try this for all weapons and infinite ammo: hold L2 + R1 + ● then press ◁ at the weapons screen after the mission briefing. For invincibility: During the mission briefing press and hold L1, L2, R1, R2, plus ●, ▲, ■, then press ◁. Alternatively, you can drive a car through the city by finishing the game, then returning to training mode and scrolling down the menu to 'Secret 3'. Respect.

CHEAT	PASSWORD
BONUS CAMERA ANGLE	SUPACAM
ENABLE SIRENS	WOOWOO
FASTER CIVILIAN TRAFFIC	BENIHILL
UNLOCK SECRET MISSIONS	PANTALON



BRING THE POWER BACK

EVEN THOUGH IT'S ONLY JUST HIT THE STREETS, LOADS OF YOU COULDN'T WAIT TO GET YOUR TEETH INTO NIGHTMARE CREATURES 2. HERE ARE YOUR LESS THAN SAVOURY THOUGHTS ON THIS MONSTER MASHER

■ **My Opinion:** Yes! Yes! More blood more blood! MOOOORE BLOOOD! Why aren't all PS games this gory?
■ **My Tip:** Careful to get the combos for fatalities right to slice up the evil scum.
Jason 'Vorhees' Sutter, Coventry

■ **My Opinion:** Nightmare Creatures 2 is good and graphically an improvement over the first one. The problem is there ain't no decent moves!
■ **My tip:** Be brave, look down dark alleys for monster-killing goodies.
Nancy 'Boy' Carpenter, Markham

■ **My Opinion:** I heard they took a character out of this game and it shows, 'cos none of the cutscenes make sense. They were releasing games like this five years ago, haven't we moved on?
■ **My tip:** Try to keep your eyes open while sitting through yet another screwed up dream sequence.
Gary 'Witch' Blair, Bakewell

■ **My Opinion:** It's time for Wes Craven to retire cos Nightmare Creatures 2 will make you cack yer keks. Oodles of monsters, ghouls and ghosties to frighten your little bro with.
■ **My tip:** Hold yer breath when you go up the Eiffel tower and if you're scared of heights don't look down!
Kermal 'Slayer' Jani, Tyneside

■ **My Opinion:** This game is the work of pasty-faced fools who can't code to save their lives. I've pulled scarier monsters out of my nose. Look in the mirror for more of a fright.
■ **My tip:** Find the sad specimens who wrote the dialogue and string them up by their armpit hair.
Simon 'Freddy' Housman, Glasgow

■ **My Opinion:** If you've ever wanted to wander round 19th century France… then you're sad. But this game is cool cos you're being chased by things that look like visions from a mescalin frenzy.
■ **My tip:** Use Gory Spirit to ice up enemies then smash them apart like your mum's windows.
Charles 'Chucky' Fenn, Perth

NEXT MONTH: TELL US WHAT YOU THINK OF TONY HAWK'S 2 OR VAGRANT STORY

STUCK?

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

BROKEN SWORD

I'm having trouble on the film set in Broken Sword 2. I've just talked to Bert who says he likes pancakes. But when I feed him a pancake he does nowt! Am I missing something?
Simon Bradley, Clefton

You're absolutely right to give Bert the pancake, but make sure it's covered in syrup. When he eats it, he'll squirt a load of syrup down his front. This is your cue to chuck a couple of buns into the bush with the hornets in. They'll come out, smell the syrup and cause Bert to have a nasty accident, thus moving the plot on a little further.

GALERIANS

In Galerians, how do I open the shed? It's drivin' me CRAAAAZYY! Help me before I trade in my 'Station for a fluffy rabbit and a giant plate of eggs.
Mr Pants, Worthington

Well 'Mr Pants', if that is your real name, you really are messed up. So, here's how. Get the three ball from the private study and then pull the car out of the mud with your magic psychic boogie powers. Inside there's a nine ball. Put the two balls on the pool table and presto, a set of stairs will appear. Go down them to find a subterranean room which hides the shed key.

ALUNDRA

Can you help me on Alundra? I'm in the Sanctuary in the Desert of Despair. On the floor is a plate with four symbols round it. There's a riddle on the signpost. I've tried everything, what do I do?
Val Edwards, Darlington

There are two small statue icons on the two ledges either side of the room. The icons match the symbols on the glowing tiles. Put the four icons on their respective tiles. So, walk onto the small platform (top left) and it'll raise, allowing access to the left ledge. Kill the monster, then throw the two icons to the floor below. Don't throw the icons onto the tiles yet, 'cos you need them to reach the other two. Jump down to the floor and stack 'em up so that you can climb them to get to the right ledge. Kill the two monsters, then throw the other two icons down to the floor. Jump down and put each one on it's corresponding tile. They'll light green and a platform will appear between the left ledge and the ledge to the back of the room that the first statue is on. Use this platform to reach the statue. There.

ASK THE MASTERS ANYTHING

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

→ Your name:

→ Your address:

→ Telephone number:

→ Email address:

→ Your question:

→ Tony Hawks 2/Vagrant Story* is good because:

→ My best tips for Tony Hawks 2/Vagrant Story* are:

*Delete as apropriate

ALIEN RESURRECTION

WANT TO KNOW HOW TO KICK SLIMEY ALIEN BUTT AND SQUISH THOSE RANCID FACE-HUGGERS FOR GOOD? PACK THE PAMPERS AND READ ON

Detention block alpha – Ripley

FIND THE KEYCARD AND GET THE HELL OUT

▲ Dodge electricity, move through the door. Enter the next door for a medikit. Turn round, go into the room on your left to get the Cell Block Alpha card near corpse. Use Security Card. Keep going, press left panel to open door. Take the left of the three passageways

▲ Dodge electricity currents, get pistol and medikit. Shoot boxes on wall to cut electricity. Turn left and descend ladder on the right. Continue to room with three corpses, a medikit and the flashlight. Go through the door. Press green button to open next door

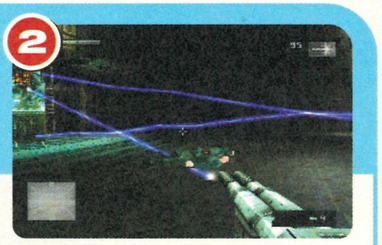
▲ Save at the green save point. Take the right-hand corridor first. Enter the mess hall. Shoot table to get shotgun shells and medikit. Open the door near table for another medikit. Exit mess hall, jump down on crates to get two medikits and security card

▲ Use lift card up ladder. Get cargo bay security card. Press panel to stop alarm. Use card. Descend ladder on the far right. Get medikit, turn valve. Go back up, shoot goons. Proceed through two doors, turn right, press switch. Get Wren's card. Use it on last door

Engineering deck – Call

FIND THE DETONATORS AND JETISON THE LIFEBOAT

▲ Pick up shells, shoot barrel for the medikit. Descend using ladders. Shoot the crate across the shaft for a shotgun. At the bottom crawl through the opening. Switch on the torch to hunt for shells and a path. Take the right tunnel to find a clip then turn back, go to the tunnel's end



▲ Shoot the corpse-munching alien to the left, get the shells. Climb the ladders to the top. Cross central girder, enter door. Watch for an alien on the right. Keep moving until you reach two zapped soldiers. Climb ladder, walk to room with medikit. Use terminal to reroute power

▲ Now you can go back across the room. Climb the next ladder for a laser clip. Go back down and through the door. Pick up the shells and keep moving along. An alien will burst through the door. Save your game, get a medikit. Keep moving through the doors

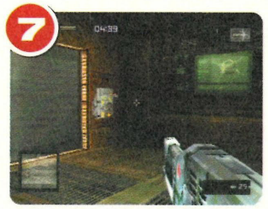
Engineering deck – Call continued

FIND THE DETONATORS AND JETISON THE LIFEBOAT

▲ Up sloping path, open the right door, turn right, twist valve. Enter alcove on other side of room for medikit. Return to room with sloping entrance, take opposite door. Descend ladder. Keep moving, opening doors. At dead end, descend the ladder, climb ladder on left of dark area

▲ Turn the valve, then retrace your steps out of this area, past long ladder and enter door straight ahead. Proceed through left door, turn valve. Head back through right door, press valve at the end of that room. Return to the left room, press the switch and go back to dark area

▲ Take the right ladder up to engineering deck 2 and save. Move fast – the clock's counting down! There's one detonator in the chapel, and one when you climb down the ladder in the main Engineering area. Climb the ladder at the other end to get the next one

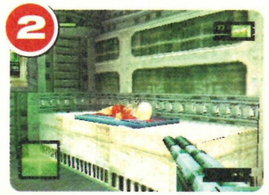


▲ Go back down, enter small vent. Stop when you see an alien attacking a soldier. Get last detonator. Enter busted door, go up ladder. Climb ladder in far right corner of main engineering area for detonator bay. Put detonators in machine, press switch opposite. Hurry back down and through last door

Clone research – Ripley

DESTROY THE THREE NIGHTMARISH RIPLEY CLONES

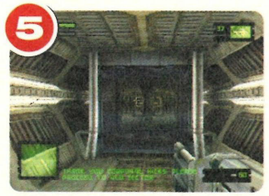
▲ Exit the start room, go through right door. In the large area with crates, enter the door straight ahead of you. Quickly shoot the eggs. There's an autodoc in the corner, and a shotgun. Climb up and up the ladder on the other side. Shoot the eggs and press the button



▲ Turn valve, retrace your steps out of this area. Go past the long ladder and enter door straight ahead. Proceed through left door and turn the valve. Backtrack through the right door, press valve at the end of that room. Hurry back to the left room, press the switch and reach the dark area again

▲ Lower the security shield, shoot the chair by the computer to gain access and reset the security lasers. You'll notice a vent under the desk. Crawl through it for medikits and ammo, but it's not essential. If you don't go through the vent, leave the area and enter the next door

▲ Save if you need to, then keep moving through the corridors to the lift. Descend to reach another large area with crates. Plenty of aliens too! Climb the ladder to get the R&D access card. Press button to disable security. Go back down and head through the nearest door



▲ Deal with the egg, dart through security door when it flickers on and off. Shoot second clone. Backtrack to the four door area at the start of the level. Press door button to release forcefield, enter R&D. Use lift, keep moving through the rooms, dealing with any eggs you find

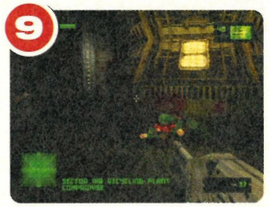
▲ Pass through room two into storage room for goodies. Now enter door three, and into the left door to get a pulse clip. You need a security card for the lift in area three. Enter doors four and five. Get rid of the eggs at the end, then flick the switch. Get research storage card and autodoc

▲ Press green button, go back to room four. Enter other door in room four. There's eggs and aliens here as well as a save point and an autodoc. Return to room three where you can now use the lift. Keep moving through the rooms, shoot crates for goodies. Cross large room into lift on the left

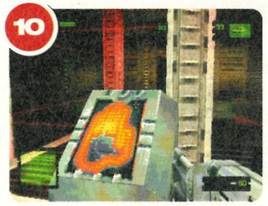
▲ Head round the right corner through next two doors. Enter lift on the right. Exit lift, nip through the flickering shield. Proceed right, keep going until you come to another dark room with crates. Careful, there's an alien round the corner! Walk round to the left and disturb it. Go down the ladder

Clone research – Ripley continued

DESTROY THE THREE NIGHTMARISH RIPLEY CLONES



▲ This is could be lethal! Sneaky face-huggers are hiding on the ceiling. Move quickly along the tunnels to get to a larger area with some eggs and a brown machine in the middle. Go round the back for a save point. When you leave the save area take the first turn left, go up the ladder



▲ Press green button to disable security. Enter next room. Don't shoot the crates, they contain face-huggers. Go through left-hand door. Press button to turn red lasers off then quickly run through. Note the ladder then enter the next door for ammo. Return to the ladder, go down

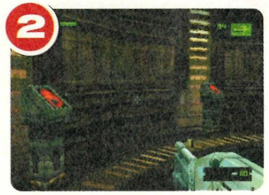
▲ Walk across, take lift. Let the soldiers kill some aliens before pitching in. Move round barricades to end of room. Climb through hole in wall, shoot crates for ammo and autodoc. Enter next hole for autodoc and shells. Don't press the button yet! Go through next door for a save point

▲ Now press that button! Enter lift, move carefully through the fire maze. Press hand button. Go through door to the right, press switch. Backtrack through fire maze to door on other side of room, press switch. Retrace steps across fire maze, destroy the clone. Leave through the last door

Quarantine and R&D – Ripley

ESCAPE THE HOLDING PENS AND DESTROY TWO MORE CLONES

▲ Open door on the right, walk until you reach an area with four doors. Take lift on the right, go straight ahead through door. Press red button. Head back up to four door area, go through door opposite the lift. Search the room for goodies. Shoot crates in left corner to reveal a hole



▲ Crawl through tunnel to other side of blue barrier. Pick up holding pen card, shoot out switch to turn off barrier. Take lift downstairs, use card to access right-hand door. Keep moving until you reach the room with steam jets. Move round room, press hand prints

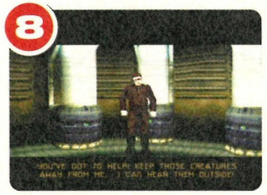
▲ Backtrack to the area where you shot out the blue shield, then take the door into another passageway between two big generators. In cell two, go through the door. Shoot out box on the wall to lower the shield. Follow the corridor round to the save room and get the quarantine card

▲ Go back, use card on blue screen and go through. Take the left tunnel to the large area with loads of aliens. Go to the end of the room through two doors, up the ladder. Blow up wall boxes to stop electricity. Go back downstairs and through door near entrance of large room

▲ Visit bio cells two, three and one in that order. Press button in bio cell three to disable security system beta. Save game in bio cell two. Shoot table to access hand panel and disable security system alpha. Blow out all the lasers on the upper floor to get access to bio cell one. Jump down bio cell one pit

▲ Walk along, go up ladder. Shoot desk, press buttons. Enter lift, go through door that doesn't need a security card. Look for ladder at end of room, keep going through doors to a room with doors to left and right. Take left door, shoot out wall boxes. Retrace steps and go through the right door

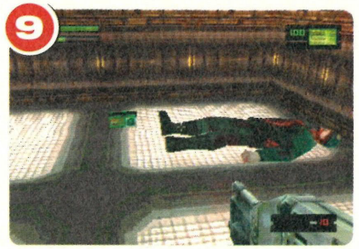
▲ Move along to find more wall boxes to shoot out. Father announces the mains are reset. Go back upstairs to the room where Father told you the mains needed to be reset. Go through door, down corridor, through right-hand door because the left is blocked by a forcefield



▲ Walk round balcony, through double doors. Head left to find Purvis. Kill him for security card. Backtrack, use card on locked door. Keep going to room with huge blue screen. Press hand button. Go straight ahead, through right-hand door. Flick switch, go back through left-hand door

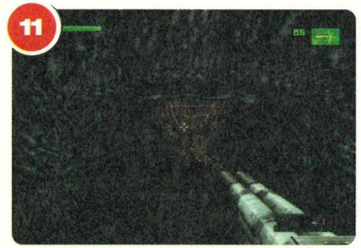
Quarantine and R&D – Ripley continued

ESCAPE THE HOLDING PENS AND DESTROY TWO MORE CLONES



▲ Use the save point, go through door to the right. Shoot lasers in ceiling. Re-enter large room, go through far door. Notice door that requires security card. Descend ladder to the right, crawl into ducts to get hydro 427 card. Climb back up ladder, use security card on locked door

▲ Keep going until you reach the alien queen. Don't fight, just ignore the bitch then head for the tunnel in the far right corner and dodge electricity to pass. Flick switch, run back out, work your way through each room by flicking switches to open doors and crawling along connecting ducts



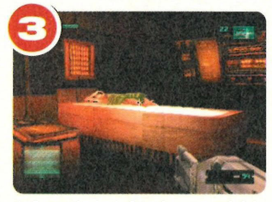
▲ Now you can open the door at the back of the lair. Shoot the queen to get her to retreat and you'll be able to pass through. Carry on to a save room. Keep moving to reach the last clone but one. Kill it, take the right passage. Clone five is in a room on the left. Press button to destroy it

Military systems complex – Di Stephano

DESTROY CLONE SEVEN AND REBOOT FATHER

▲ Search all nearby rooms for ammo and medikits. Press it to set off security. Enter door, jump down, climb up ladder and go through doors to an area filled with lasers. Crawl under them, squeeze through small opening on your left. Emerge in save room. Press button, return to laser area

▲ Go through double doors at end of room. Climb up ladder, press button, jump down quickly and run through doors on the far side. Take the lift down and take the right door. Head to the left, press the green button. Proceed through next set of doors, find ladder and climb it



▲ Access is denied to the research lab so go through opposite door, destroy clone seven. Press button, return to research lab and save point. Keep going through more doors to get to another ladder. Climb down, shooting out laser wall boxes. Proceed through door. Press button to enter warehouse

▲ Enter the next room with big green crates. Keep going until you reach another lift. Go down and through door, then take the right door and the right door after that. Press green switch, exit and move further down room. Head back outside, across corridor and through opposite room

▲ Enter the third room on the left, go through double doors. Press green button. Go through to end door, take right corridor. Walk to island in middle of gun turret room, descend the ladder for a save point. Press the four buttons in the save room. Return to the main corridor and proceed

▲ Don't stop until you reach another lift. Go down, proceed until you reach a bridge. Continue, 'til you come to a room with gun turrets on the walls. Shoot 'em out. Keep on going ahead. When you reach the save room, press the red panel. Retrace steps and go through the door the alien has smashed

▲ Continue through corridors 'til you reach a vent to crawl through. You'll come to a series of rooms numbered one to four. Use vents to access each room in turn and finally get access to lift in room four. Exit lift, shoot security vehicles and take right-hand door. Shoot box on wall and set alarm off

▲ Move from room to room shooting all green wall boxes to disable outer security shield. Go through any left-hand door to access inner core. Press button on inner doors to remove inner shield. Press green buttons to reboot Father. Go back to outer shield doors, find one with aliens outside and enter

Maximum security - Ripley

LOCK UP THE HUMAN GUINEA PIGS AND DESTROY CLONE FOUR

▲ Cross the blue line and trigger the alarm. Shoot side window, press button to turn off alarm. Walk to middle of circular platform, head right and through corridors. Press the green button to disable security shields. Exit, pick up high level command key near door on far side. Go through it

▲ Continue to locked gym on right. Exit through far door, turn right down corridor. First room on left is a save room. Walk to ladder, descend to cell block C. Enter unmarked door, down alien corridor. Enter large round room via door next to medikit. You need four more command keys to access clone storage

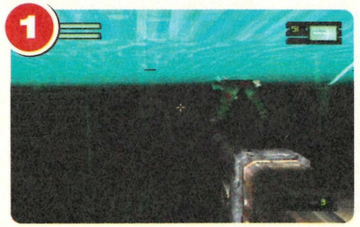
▲ Proceed through only open door in area. Keep following corridors round until you reach a room with two dead guards in chairs. Press button. Now search the rooms in the previous corridor, climb up ladder. Press red button. Go back downstairs, head for security cell block. Shut all six cell doors

▲ Find admin room and use save point. Press red button to disable security. Search research area rooms for level command four card. Return to circular room, go in door to right of clone storage card machine. Press red button to enter gym

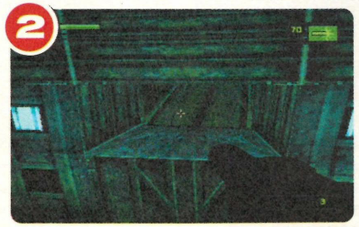
▲ Walk to back of room. Press button to remove security from blocks A and B. Return to cell zero, find command cards two and five. Head for gym to get last card. Go back to circular room, use all cards to enter clone storage. Destroy clone four

Mess hall complex - Ripley

SWIM YOUR WAY TO SAFETY AND CONTACT CHRISTIE



▲ Explore room for pick-ups and artillery, jump into water and swim up vertical shaft. Surface, then go through middle door and use lift. When aliens jump through window kill 'em and jump through it. Turn valve behind door and jump through hatch



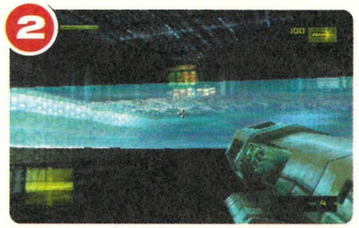
▲ Swim along tunnel and up middle shaft. Turn two valves, go back down, swim up third shaft to reach save point. Turn valve, go through hatch. Look for tunnel leading off next large room. Swim to surface of shaft. Climb ladder, enter lift on far side of room

▲ Another save point. Press red button. Take lift back down, press valve and jump down hatch like you did previously. You're in a rancid alien lair. Press the red button to access the lift. Shoot all the foetid eggs then access the computer to end the level

Warehouse complex - Christie

USE CHRISTIE'S BRAWN TO RELEASE THE DOCKING CLAMPS

▲ Climb ladder. Press panel in middle to open door at far end. You're in a room with a swinging crane. Climb down, press two switches in middle of room to open the next door. Continue along corridors to a hexagonal room. Jump down on crates to find save point and a tasty piece of weaponry



▲ Dive into pool, swim until you reach room marked 'e-plex S sub 1'. Climb out of water here and flick switch in alcove through door. Swim back out, look for door marked 'e-plex N sub 1'. Climb out of pool and turn four valves. Swim back down through door 'E'. Get keycard from corpse

▲ Use the Keycard in room 'W' opposite. Swim through tunnel and up shaft and climb out. Proceed through next two doors then take left door because right one is locked. Go up ladder, turn valve. Go back down and crawl through the small vent to the left of the door

▲ Shoot turrets, jump down, use save point. Press button, leave by door. Go back down ladder and through previously locked door. Proceed to room with jets of flame. Turn valves to douse flames. Go through two more doors, shoot out electric panel above red button to stop electricity bolts

▲ Press red button on control panel in the middle. Go through left hand door. Shoot out two more electrical wall boxes and climb ladder. Keep to a room with two steam jets. Go behind steam jets, press lever. Continue to another valve. Turn valve, go back through side door that has opened

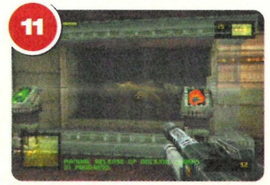
▲ Go across room, turn valve, open door into round room with ladder in bottom right corner. Ignore it and go on, past second ladder to the right. There's a save point on the right. Turn valve, go back and down the second ladder

▲ Go up first ladder. In room with two pools, dive in the left one. Wait until fan on right stops turning then swim past this and next fan on the left. Surface and press all the valves. Father should then say 'access is granted'

▲ Swim back and through the now open door. Enter room full of flames. Dodge them, and continue. In large room full of explosions and pipes, jump onto platform on left side. Get around pipes, turn the two middle valves

▲ Enter corridors on left and right of room, shooting out electrical wall boxes. Go in door on other side of main room. Pick up card to engineering deck. Backtrack and climb ladder ignored before. Enter door and run to save point

▲ Turn valve. Climb ladder near door where you entered this area. Take security card from corpse. Go back down, use card on the door. Emerge in another wretched alien hive. Walk to back, press switch. Then look for another door next to cocooned soldier

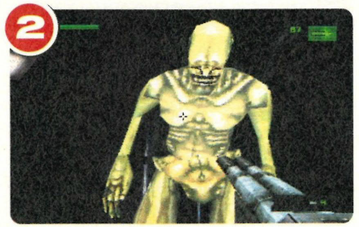


▲ Travel along more passageways. In control room turn valve on left wall. Continue to area 51. Go through right door, turn valve. Go back through opposite door, turn that valve. Proceed to area 55, repeat. Enter middle door, press red panels to release the Betty

Docking bay - Ripley

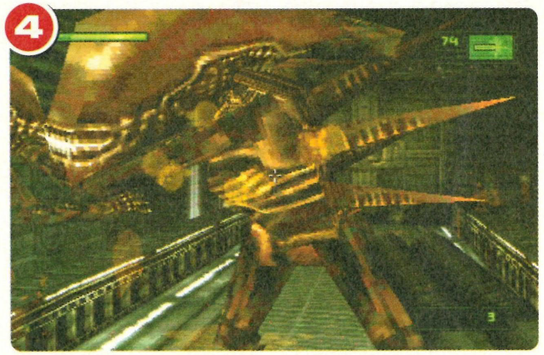
AVOID THE NEWBORN AND ESCAPE TO THE BETTY

▲ Run in the opposite direction from the door the not-so-cute newborn's battering. Keep on moving through series of doors, using valves to open them. Make sure you get the electric gun and shotgun. Crawl under half open shutter. Eventually you will reach a huge area called Cargo Block 304

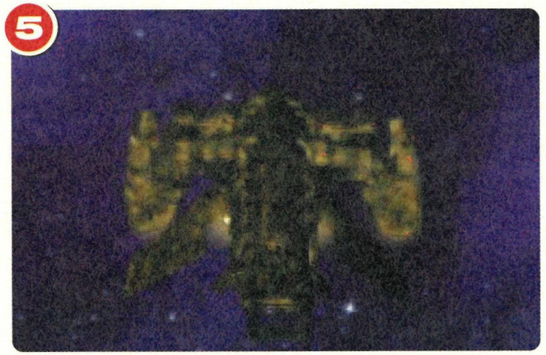


▲ The pig-ugly newborn will storm in and try to attack. You can't kill it so shoot at it with the shotgun to make it back off and run away. Then exit through the far door. Look for save point on left wall in next corridor. Crawl under shutter, move round room picking up ammo 'til you reach a dead end

▲ Search walls around you with the torch until you find small vent in wall. Crawl along, turn left. Emerge in an area with a corpse, an egg and some electric rounds. Press the red panel to break the security seal. Crawl back out and go through the door that was previously malfunctioning



▲ Take the lift up, walk along dodging electricity. Take next lift up, continue through rock hard area full of aliens. At Cargo Block 305 you'll face the newborn again. Do the same as before to scare it off. Go through far door, use save point

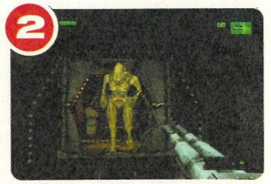


▲ Keep pounding the corridors until you get to Cargo Block 306. Fight the alien hordes and run through the next door. Go through another door and take the lift. Face yet more alien-scum before reaching the Betty and the end of the level

The betty - Ripley

ESCAPE!

▲ Move through all open doors until you reach bridge. When you hear hull breach warning retrace your steps back to corridor with two hand panels. Turn right when you exit this corridor. Shit, it's the newborn again! Run past it into room with valves behind glass



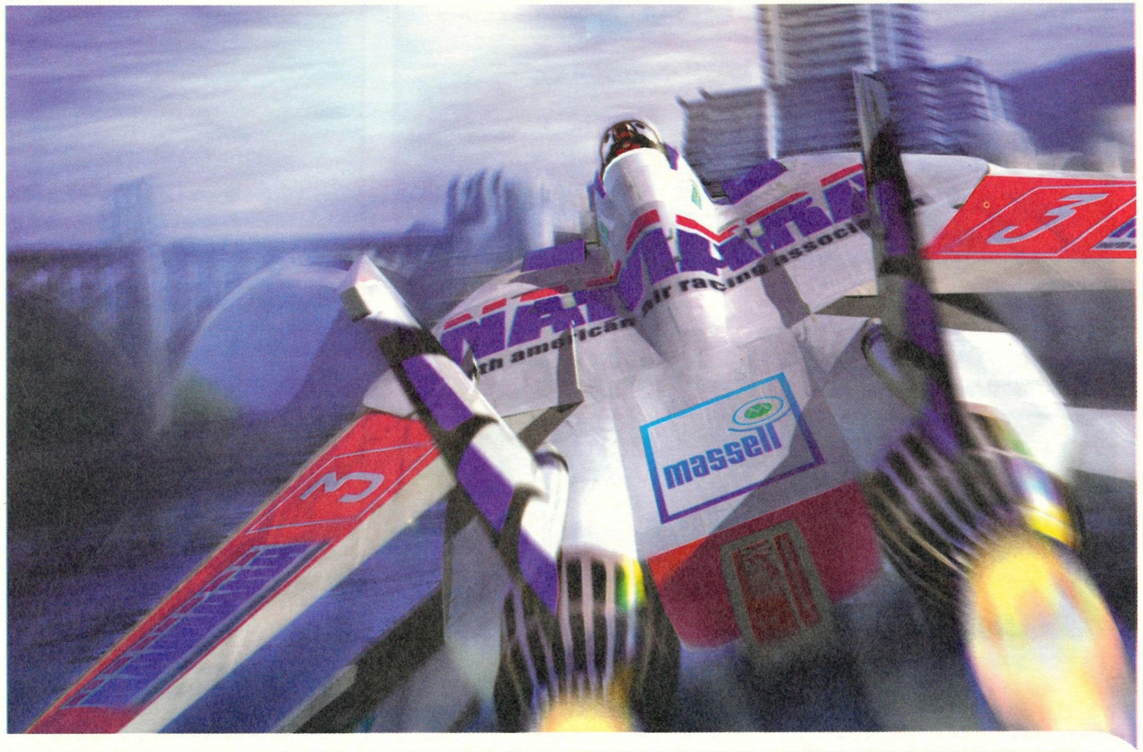
▲ Break glass and turn all valves in the room – avoid the newborn! Shoot at it to stall it. Run out, take the passage to your right. With the newborn following ignore the left door which is locked, go through right door. Do same as before to turn valves

▲ Avoid pit at back of room, go back and through previously locked door. Continue 'til you come to room with crates. Go along passageway to the right, look for small vent in the wall. Crawl through and relax – the newborn's finally off your case

▲ You emerge in an area with three locked doors. Crawl through vent near the far right door. In room where you see the newborn trapped behind glass press red button to send the turd spinning into space. Pat yourself on the back for finishing such a killer game!

TIPS&CHEATS

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



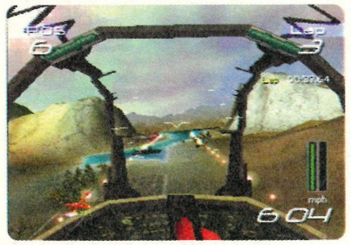
N-Gen Racing

MORE PLANES, MORE TRACKS, MORE CASH - YOU'LL BE FLYING HIGH AGAIN!

BONUS AIRPLANES

Enter this code from the main menu you'll get loads of planes to choose from in N-Gen mode

R1, R2, L2, L2, L2, L1, R2, R1

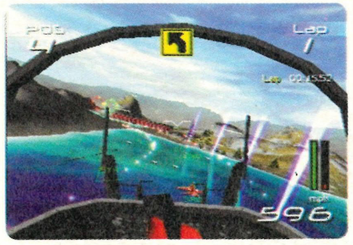


▲ Stuff trains and automobiles, we want planes!

400 MILLION SMACKERS

Entering this code from the main menu will give you a slight increase in your pecuniary fortunes

R2, L2, R2, L1, R2, R1, R2, L1



▲ Loads-a-money!

ALL TRACKS & AIRCRAFT

Entering this code on the menu screen gives you every plane and course in arcade mode

R1, L1, R1, R2, L2, R2, L2, L1

▲ Any plane, any track, any time

Nightmare Creatures 2

INSTANT KILLS, LONGER THRILLS, MORE BLOOD SPILLS!

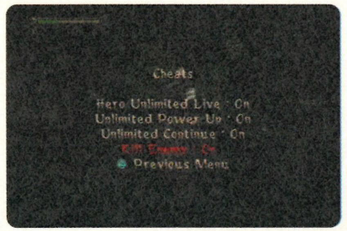
While in the game, pause and then press and hold R2 + L1 + ■ + ● + SEL. This will open a Cheats Menu. Use the following codes for ULTIMATE POWER! Only in the game, mind, not in real life

INFINITE CONTINUES

Press L1 + R2 + R1 + SEL. The fun need never end with this one

MEGA POWER UPS

Press L1 + R1 + SEL. Now power ups have mega effects. Be grateful



LEVEL SELECT

Hold L1 + R2 + ● + ■ and then ➡ or ⬅ to select your level

KILL ENEMY

Press L1 + L2 + R1 + ■ + SEL to kill any monster with a tap of a button

Front Mission 3

EASY REPLAY

Finish the game as Emma or Alisa. Save your game after the credits and you'll be able to play the game from that start with all your last game's attributes. Cool beans

SPECIAL WEAPON

In Alisa's missions, go to the Auspend Garbage Pit. You'll find something called the Infernal Dialer. Dial 555-XKR-224 and you'll get parts for a Hoshun Mk112 and a laser. Assemble these parts for a monster weapon

Eagle One: Harrier Attack

TONS OF AMMO, ETERNAL LIFE AND ACCESS ALL AREAS

LEVEL SELECT

Pause, then press R1, L1, R2, L2, ST

▲ Mission impossible? Well, don't worry, use this cheat and try another one

UNLIMITED AMMUNITION

Pause, then press R1, L1, R2, L2, R1

▲ Wage war the American way – more bombs than a 'nam vet's wet dream!

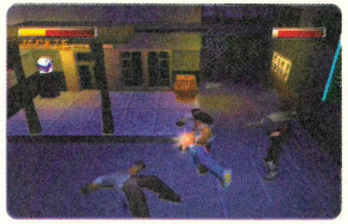
INVINCIBILITY

Pause, then press R1, L1, R2, L2, L1

▲ So, you want to live forever? Well, use this cheat and you'll be kicking enemy butt for eternity

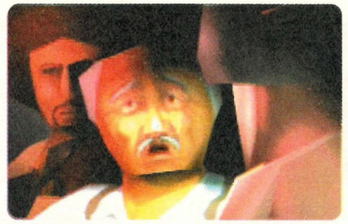
Jackie Chan's Stuntmaster

KICK ASS ON ANY LEVEL AND CHECK OUT THIS MOVIE ACTION



ALL LEVELS

Entering L2, ■, ▲, ●, ✕, R2, R2 from the start screen opens all levels from the main hub



BONUS MOVIE

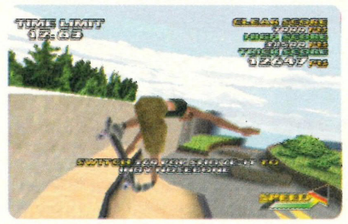
Press ⬅, ➡, R1, ●, ■, ▲, ▲ to watch a bonus movie starring Mr Chan himself

Street Skater 2

PUKKA CLOTHES, BOARDS TO DIE FOR AND TRICKS TO THE MAX

ALTERNATE OUTFITS

Hold L1, L2, R1, or R2 while choosing a character at the selection screen



ALL CHARACTERS

Press ⬅, ⬅, ●, ●, L2, ■, ➡, R2 at the main menu. Be any dude you chose!

ALL BOARDS

Press ●, ●, ■, ●, ■, ■, ●, R1 at the main menu and select from this bevvy of beauties

VIEW MOVIES OPTION

Press R2, R2, L1, L2, L1, R1, R1, R1 at the main menu. Check out these slick movers

ALL TRACKS

Press ⬅, ➡, ⬅, ➡, ●, ●, R1, ■ at the main menu and send yourself on a skating tour

MAX. STATUS/TRICK LEVEL

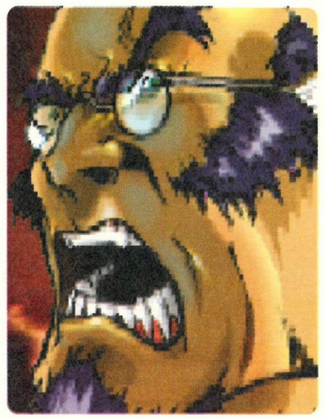
Press L1, ■, ⬅, ⬅, R2, ⬅, R1, ⬅ at the main menu for the ultimate skating high

Vagrant Story

EASY BOSS BATTLES

Everyone finds boss battles hard in this game, so try this strategy: use instill in your chains, changing weapons, until each of your weapons is at 100% PP. This means they'll all have double power. Go to the next boss and attack using the Phantom Pain chain attack. Not only will you do double damage but you'll have an arsenal of pain to weild. This could be the difference between life and death!

Gekido



DEFORM MODE

Do you want to see the Gekido characters in strange shapes? Hmmm. Well, enter your name as these codes when you get a high score

Entering DEFORMANIA will mean all the characters have cute baby heads

Entering BONECRACK will get all the characters to do a Robbie Williams and appear with nowt but bones on

TOCA WORLD TOURING CARS

PUSH YOUR TOURING CAR TO ITS OUTER LIMITS WITH THESE HANDY TIPS

Smells like team spirit

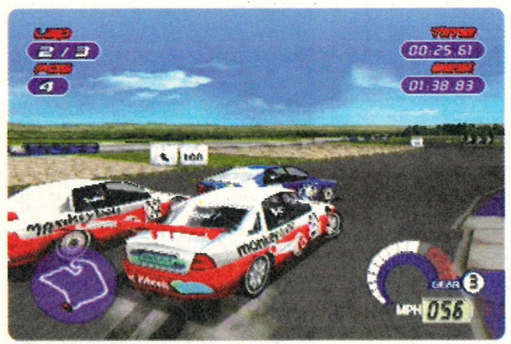
▲ Before you start the championship, you have to join a team and complete a test lap within its time restrictions. Beware, if you crash heavily during the test, you'll be booted out of the team

▲ But that's not all. Every team has criteria you have to meet, whether it be to win at least one race, or a place in the top three in at least three races. Think carefully before you chose

▲ It's a good idea to have practise sessions. Get to know the courses and the maximum speeds possible for each bend. This will also help you choose the best car set-up for the course

▲ Be careful with your car. Severe battering of your racing beauty results in undesired handling effects. Don't slam into the opponents' rears and avoid head on collisions with barriers

Playing dirty



▲ TOCA is similar to Formula 1, but in this sport you have an advantage – a harder racing machine. You can make contact with other cars without putting yourself out the race. Here's how to use this to your advantage...

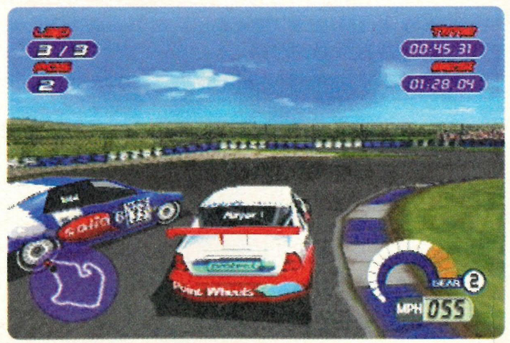
▲ One dirty trick is tailgating. As you gain on an opponent, go beside them and nudge the side of their rear end, sending them spinning out of control

▲ If you're in a tense battle with another driver, cut across their path before you pass them. Doing this can force them off the track or into a barrier. That'll slow 'em down

Getting passed

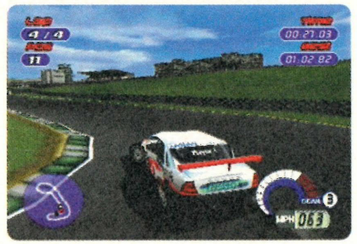
▲ Zooming past computer opponents gets harder as you go along. You'll need a few tricks up your sleeve or you'll be choking on exhaust fumes

▲ Out braking the computer is an easy way of overtaking. They tend to brake at a safe distance from the bend. You can brake later and still slow down enough to turn safely

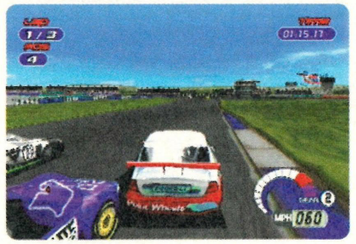


▲ As you speed towards a turn, following closely behind another driver, position yourself on the inside of him. Turn into the bend early and you'll cut in on the inside, forcing him to take a wider line

Going round the bend



▲ Just like in real life, taking a racing line is essential if want to beat the pro's. The most important thing is to go into bends slowly and exit with your pedal firmly to the metal



▲ Look out for the signs that tell you what direction the next bend goes. Position yourself on the opposite side of the track. Brake as late as possible, and never before the 50ft sign

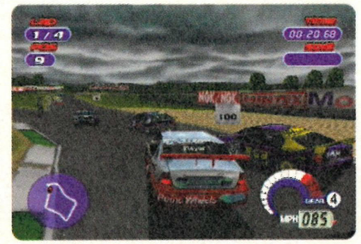
▲ Once on the bend, turn inside, keeping your wheels as close to the red and white track edge as you can. Accelerate round to keep your speed and exit the bend like a true racing dude

Handle with care

TWEAK YOUR MOTOR FOR BEST PERFORMANCE

▲ Suspension: hard suspension is more responsive but harder to handle than soft. Use a softer setting when you know you'll be bumping over curbs a lot

▲ Anti-roll: this also affects the balance between responsiveness and safety. Set it to hard for increased response and soft for easier handling



▲ Tyre set-up: different types for different weather conditions. Use slicks in the dry, intermediates on a damp surface and wets in heavy rain

▲ Gears: a high gear ratio improves your top speed but decreases acceleration. As the game itself tips, don't set the gears too far apart

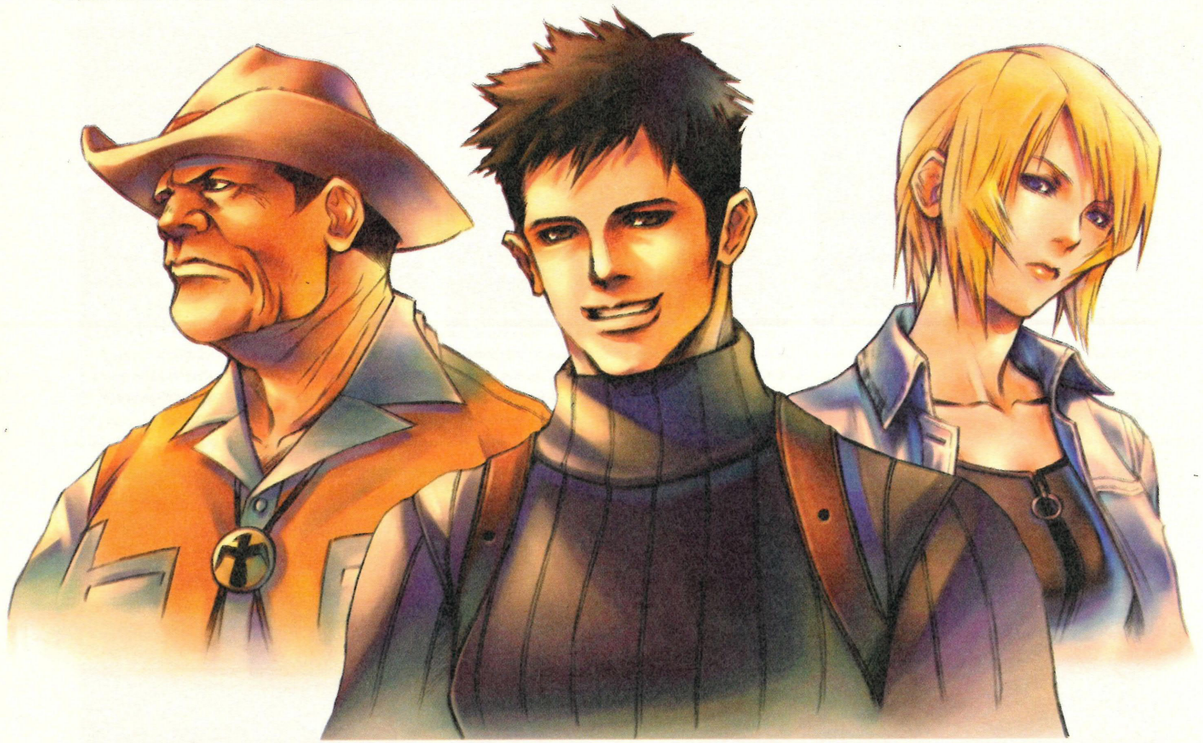
▲ General: higher downforce improves grip but slows acceleration. Use rear brake bias for oversteer and front bias for understeer

PIT-STOPS

■ Pit stops are as important as good driving. You need the right stop-strategy to get the ahead of the rest. Obviously, try to stop as little as possible, but be sensible – if you're damaged or your tyres have lost grip, it might be an investment to stop. You'll make up the time in the rest of the race. Try to space out stops evenly throughout a race

PARASITE EVE 2

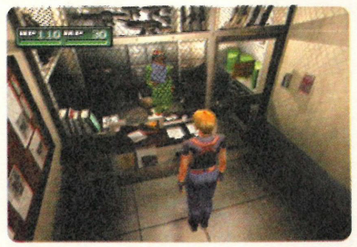
AMERICA'S STREETS HAVE NEVER BEEN MEANER. SLAVERING MUTANT FREAKS ARE HAVING A BLOODY BALL. IT'S TIME TO RESTORE SOME ORDER



Safe and sound

GRAB SOME SERIOUS AMMO AND STASH AWAY SOME PEP-UP JUICE – YOU'RE GONNA NEED IT!

▲ Welcome to hell! If you choose to continue in the shooting gallery you can bust targets for points. It's good practise and in this game, points mean prizes! Just go to the weapons room to collect them



▲ Once you leave the shooting gallery you'll find out there's trouble brewing at the Akropolis Tower. Better head to the firearms control room to stock up on ammo, guns and info about bounty points

▲ In the car park, look in the blue cross boxes for a bottle. Check it with △ on the 'use' menu to see that it's a recovery three medicine. You won't see many of these for a while... talk to Pierce and it's time to rock!

Akropolis Tower

▲ In the square, go to the window under the 'Magnum' sign and check the body for a recovery one. Round to the front of the statue for a recovery two on another dead SWAT member, and fill up with unlimited Parabellum bullets from the SWAT box there

▲ Look for that blue flashing light – it always indicates there's a phone around. Pick it up when it rings and go through the door next to it. You'll get the cafeteria key from a SWAT member. Head back down the west stairs from the square

▲ Kill off your first ANMC and talk to the SWAT team member, then enter the caff. See that woman in the chair? Have a chat... and be ready to scream! This bitch is easy to kill. Plug away at her from behind a table and she'll die after a couple of rounds

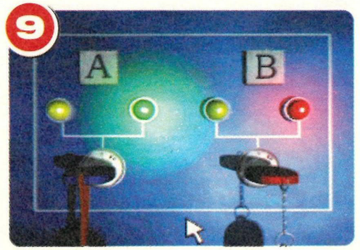
▲ Get the scientific journal from the table, search the creature to get the metallic implant. Rupert will save you, then save your game in the square. Descend the east stairs from the square to the forked road and get penicillin from the dead SWAT guy

▲ Go through the gate to the south of the forked road to enter the fountain. You can unlock the door to the west patio now, then head through the other door to the back of the cafeteria. Kill the rats and check the yellow key box for the blue key

▲ Through the door to your right there's a flashing yellow panel. Put the blue key into slot A to open the escalator doors. If you check the security console you can adjust the brightness with the + key, then push the buttons under the screen to look around

▲ The notice board details a music puzzle for later. In the kitchen is a recovery one on the SWAT's body and a stim in the fridge. Go up the escalator on the forked road, get the tactical vest off the dead SWAT

▲ Get the MP5A5 from the guy at the end of the promenade. In the sanctuary to the east get red key from floor. Listen to the door to the north to enter roof garden. Check out the bomb behind the bust



▲ There's a black key by the door here too. Now go back to the security room behind the cafeteria – you know, where you put the blue key. Place the red key next to the blue one in slot B

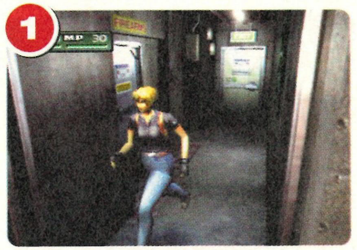
▲ Get grenade pistol from SWAT member in fountain. Enter code 561 (solution to music puzzle) on red panel next to bridge and go to helipad. Get to lift at end and check it twice. Run back down... uh oh

Boss #1

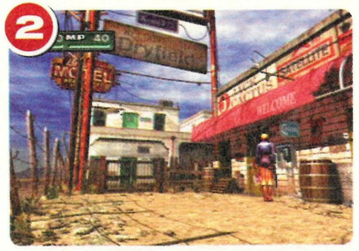
FOLLOW THESE TIPS AND THIS FREAK'S MINCEMEAT

■ The Unknown Man's here! Lure the dumb brute up to the electric cables and shoot them on your way back round – step back and watch the buttmunch fry! Shoot the pipe to cause him grade A pain, or just grenade him into the ground. At last you can enter the helipad.

Dryfield

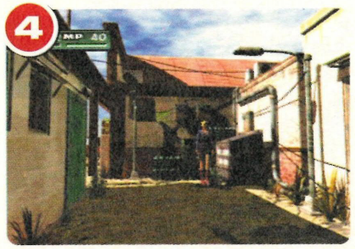


▲ Read all the files from Baldwin and stock up with goodies at firearms control. If you want to practise shooting, go ahead. You've lost the tactical vest, gun and grenade pistol. Serves you right for stealing from the dead, doesn't it?



▲ Talk to Pierce in the car park and you'll drive to Dryfield in the Mojave desert. This spooky place seems deserted, or is it? Duh, no. Save your game at the phone by the store door and go through the west gate. There's ammo by your car too

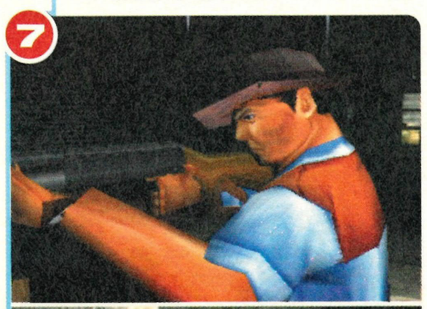
▲ Look out! Evil horse-like ANMCs abound. They'll charge straight at you so keep on moving and don't fire for too long. You're in the main street with hotel rooms all around. Check room two's wardrobe for penicillin, and the bin in the loo for a recovery one



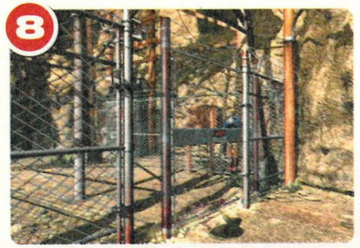
▲ Go through the gate between rooms one and two and grab some shotgun shells from the black dumpster, then kill the ANMC woman in the toilet opposite. Head back to the main street and through the east gate by the ice cooler

▲ Enter the door by the well and you're in the factory. Go to the red light by the car and pull the circuit breaker. There'll be a flashing yellow light near where you entered. Press UP, then TURN, then DOWN to move the car

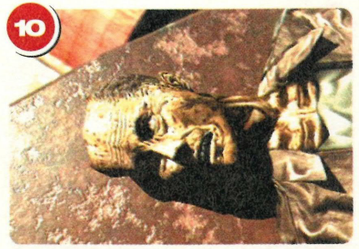
▲ Search the car's boot for shells and press the red switch by the garage door to open it. Then unlock the shutter to the right of the car. Now you can turn the car back round and pass through the garage door



▲ Sweaty old Mr Douglas will give you a motel key, go up the metal stairs by the parking area to get to motel room six. There's a phone to save your game with and a box to store any surplus stuff in here



▲ From your balcony you see the water tower. Someone's up there! Go down the balcony ladder and kill two beasties. A switch box opens the gate round the other side of the fence, for 30 seconds



▲ Get them when they knock themselves out on the fence if you can. Whew! Climb the ladder when you're done and you'll meet Kyle Madigan. Right at the top of the water tower is a shrivelled corpse

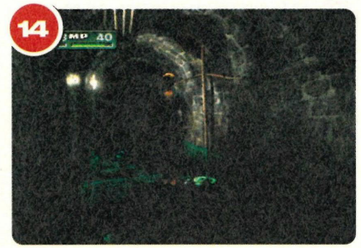
▲ Trigger the switch and run round the fence, avoiding or killing the ANMC nags that assail you. Inside the gate you'll have to fight off a whole herd of 'em, so make sure you've come prepared.

▲ He's got a saloon key, and a recovery one as well. Flick the switch in the grey box, climb down, and enter the saloon bar through the southern door. Now serve this flying-freak some hot lead to chew on!

Dryfield continued

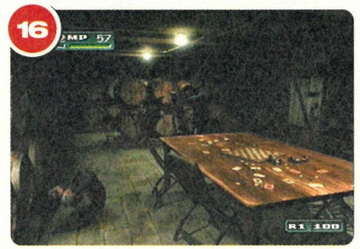
▲ Get coke magnet from fridge and a recovery one from the locker. In bar to the south there's another can of coke by the entrance. Have a look at map in the bog. You can unlock front door to the bar too. Back to the water tower and west to the factory

▲ Talk to Mr Douglas through the intercom and check the metal grille below you. There's the key! Use the coke magnet to gently guide the key to the open corner. Go north through the factory to get to Mr D in his trailer coach



▲ Talk to Mr Douglas and buy whatever kickass goodies you like, then go back out and pick up the wire rope near the entrance to the garage. Follow Flint, the world's most polygonal mutt, to the well and use the rope to go down it

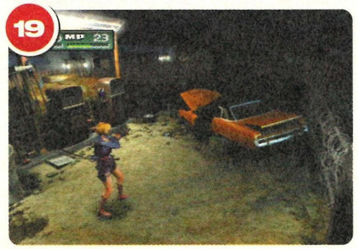
▲ Flick the northern switch in the underpass and you'll come face to face with an 'orrible spider ANMC. Cast plasma to stun it and hit it until it recovers, then avoid its attacks until you can do it again. If it's in close range it'll rip you up, so stay away!



▲ Enter the cellar and read what's written on the barrels in glowing ink. You can switch the lights on outside and go back in to find goodies as well. Then head up the ladder at the west of the underpass and you'll enter the general store

▲ A coke and a recovery three are in the fridge. Unlock front door then go east. There's a holder in the first room behind counter. Check bolts of dresser in second room a couple of times. There must be a way of unscrewing them to get into the next house...

▲ Back to Mr Douglas in his clapped-out trailer, ask him about the screaming lady. Search the shelf on the east side of the garage for a wrench. Use it to undo the bolts and make it to the dilapidated house

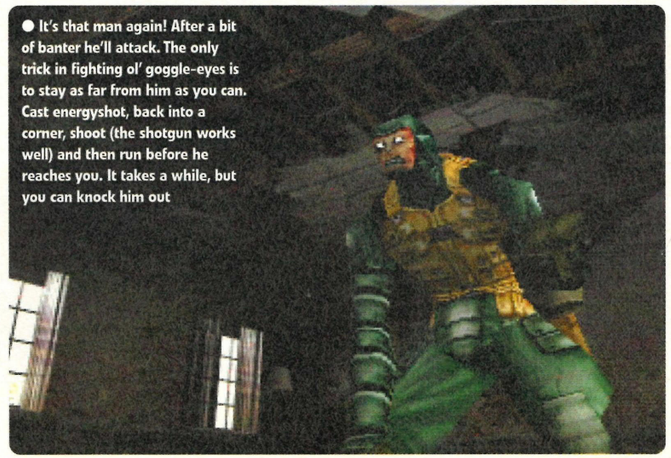


▲ Wake up in dilapidated house, and nearly frazzle Kyle. Leave by front door, head for vehicle. Getting out's tricky, cos those critters have been at it. Fight 'em off with Gary's help. Don't let him die or it's game over

Boss #2

TAKE OUR TIPS AND STUN THIS BOG-EYED LOON

● It's that man again! After a bit of banter he'll attack. The only trick in fighting ol' goggle-eyes is to stay as far from him as you can. Cast energyshot, back into a corner, shoot (the shotgun works well) and then run before he reaches you. It takes a while, but you can knock him out



Dryfield continued

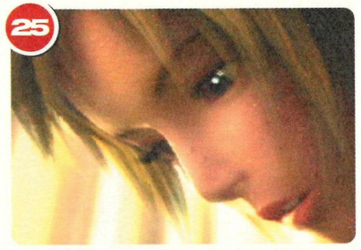
▲ Back to pie-boy Douglas, ask to borrow his vehicle. You need some fuel. Take the lobby key and enter the lobby. A note by the till tells you to enter the # key then a four number code, then press TOTAL

▲ There's a clue on the notice board. You must work out Wyatt Earp's age when he died. Go to picture in room one – Holiday was born in... Oh, sod it, he was 30. Press #, enter 3033 and press total on the till

▲ You have the bronco master key and can explore the other motel rooms. Room four has a cryptic message, room three has a recovery two in the cupboard and in the loft by your room there's a safe

▲ Enter 4487 as a combination (the number suggested by the cryptic messages) and get holy water. Equip it to reduce damage by 25%. Take the can from loft and fill it with petrol at the pump by your car

▲ Give it to Gary, and he'll fill up his truck and tell you to rest. Before you get a bit of shut-eye, pop into the bar to have a chat with Kyle. You need to have this this heart-to-heart to get the best ending



▲ Be sure you've got all the ammo you need (grenades are a big help if you have a grenade pistol) and save your game before dozing off. No time for sleep 'cos here comes a real wide-boy monster!

Boss #3

TEACH THIS WOBBLING BAG OF MUTANT FLAB TO WATCH ITS WEIGHT OR FRY!

■ Take this porky giant out in under three minutes. If it slouches off or Flint the Dog dies you'll survive but there's no BP for you, and no best ending. He can't smash you with his fist if you're in the corner between your room and the loft, so stay there until it shoots a small flame from its mouth. This is a sign that it's about to blow, so run like hell in either direction. Try casting energyshot to increase your stopping power. If it manages to grab you, hammer all buttons to get free. You should be able to get off a round or two straight down his throat. Tasty.

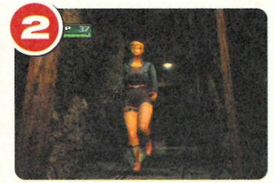
▲ As he dies he smashes the ledge, making exploring a pain but nowhere is cut off. Go back to Mr D in the main street, who'll congratulate you on saving Flint (you saved him, right?) and give you the truck key

▲ Look for Kyle in the garage. Stop off at the trailer coach to pick up the M950 from the box opposite Mr Douglas (if you saved Flint). Now you're ready to roll. Kyle will ask if you're ready to go... you are

▲ Congrats, you've finished disc one. Don't get complacent 'cos you're not halfway yet. And as for ANMCs, disc one's a sunday school compared to the terrors which await on the hideous disc two!

Caves

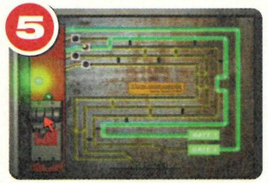
▲ At the start of disc two you're in a bad way. Kyle's been injured and you're being assaulted by endless horesy ANMCs. Let them fly at you and move at the last minute to send them over the edge of the abyss. Easier said than done



▲ Pass the gate and go west. There's a bridge that needs, erm, bridging, so go down the south passage you passed and release the trolley's brakes. When its out the way, pick up the board

▲ Transport it to the bridge (how does she do that?) and lay it down to cross over. You'll need to go through that gate but it's locked now. Next door there's a refuge where you can save

▲ Refill 9mm parabellum bullets from the box in the corner, look at the panel opposite. It's a diagram full of freaky wires. Pick up plug from the last hole and place it in the second one down



▲ Now you press the power switch to turn it on, and the leccy will flow down both channels. It's time to enter gate one, but beware, because inside is the mac-daddy of all horsey ANMCs

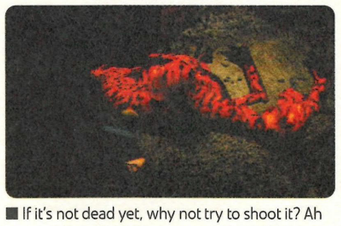
▲ When it's snuffed it, check the bike in the corner. There's a switch to open gate two, but the circuits are damaged. Take second plug back to the refuge and place in top and bottom holes

▲ Presto – it's time to penetrate the shelter. One last challenge as you enter: another spider who does even more damage. Use your tried and tested techniques here – stun and run

Boss #4

THIS FOUR-LEGGED FIEND'S GOT THE POISON. NOW FOR THE REMEDY

■ The trick with this fecker is to blow up the petrol barrels as it gallops past. It's like the first Unknown Man fight only harder. Don't do more than 30 points of damage to the barrels or they'll blow.

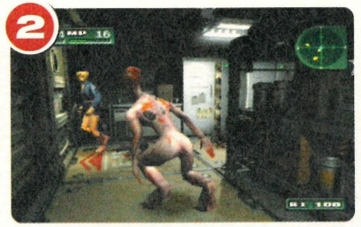


■ If it's not dead yet, why not try to shoot it? Ah yes, that'll do it. Within minutes, Mister Ed is dead. Take Kyle's gun and the jumper plug and go back to – oh. The pesky critter's got up again.

■ This time its bite is poisonous and it deals out a shedload of damage. Use grenades if you have them, and sheer guile if you don't. Keep moving and you'll be OK, but you have to stop to hit it...

Shelter

▲ Descend in the lift and you'll see the shelter. Looks familiar, eh? Head to the door marked E-38. The pain you're now feeling is from the security lasers. Shoot them out whenever you enter a room or they'll cut you down



▲ Go into the storeroom for more 9mm parabellum bullets. Go north to the sleeping quarters and out of the large door to arrive in this level's main corridor. You can now unlock the south door to the place you just came from

▲ Through the south eastern door in the main corridor is just what you've been waiting for: a place to buy great big guns. If you don't have the grenade pistol, now's a good time to buy it. You can drool over all that fancy armour too

▲ Buy M4A1's hammer attachment 'cos normal bullets don't hurt ANMC slugs. Don't buy ammo: use black card from Akropolis Tower to enter gate by vending machine

▲ It's the land of free bullets! In the back of the lockers there's even a free SP12. Unlock the north door leading to the storeroom and go north to sterilisation room

▲ Checked out the panel in here, go through left door and save your game. There's a box to store any extras you might want to come back to. Head north for a flashback

▲ Use elevator to descend to level B2, and make for the breeding room to the northeast. Down here you'll meet those slimy malefactors, the aqua ANMCs. Stop to fire then move before they hit with their energy blasts

▲ Pick up coke from entrance and any bullets needed from the case. There's a stim in the bin in the nearest cage. If you go north, you'll encounter a mysterious creature

▲ Back to sterilisation room and step into the southern part of the room. Gas starts pouring out – the only way out is through the chute to your left

▲ Choose 'Here goes nothing' and you're in a trash compacter-like area. Get bullets from junk on either side, then onwards for a boss fight that truly sucks, ahaha…

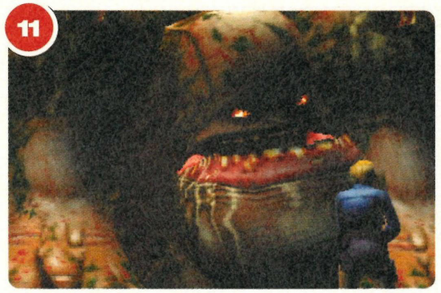
Boss #5

TAKE OUR ADVICE – DON'T LET OL' BIG GOB SUCK YOU IN!

■ You can only shoot this wide-mouthed fool while it's trying to suck you in. Reload between sucks or you could find yourself being gobbled up. When it's not sucking it's blowing: avoid the water spurts by spotting their shadows

■ After a while it'll move forward. If you try to stay out of its range you'll be hit by yellow stun bolts. Don't stop moving to avoid them, and gun his limbs until he sucks again. Grenades or shotgun with energyshot is the best way

Shelter continued



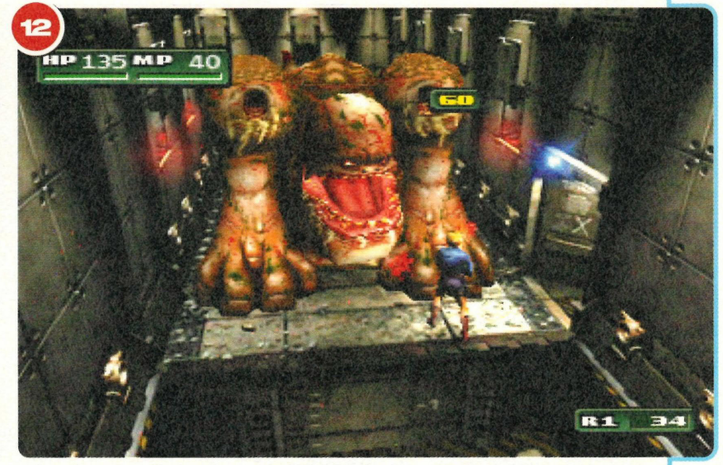
▲ When its dead, open door and go through. What a surprise – it's not dead at all. Run along corridor 'til you see a small alcove on the left-hand side. This will raise the big lift in front of you

▲ Knock on the door a couple of times to reveal Kyle. Together make your way back to level B2. Go downstairs to level B4. Kyle's a big help in polishing off nasties so don't waste ammo here

▲ Back in Dryfield! Climb out of well and follow Flint to water tower to rescue Pierce. He'll give you the key to his car outside the general store, which contains a lipstick and a tactical vest

▲ Fetch Pierce three bags of ice from machine in main street and get a coke, a recovery two and a talisman, the ofuda, which when equipped means you'll never suffer silence again

▲ Head back to the shelter to find that ANMC who struck you before you fell into B4. Go north from the elevator room on B1 – the ANMC's between the storeroom and the sleeping quarters



▲ Lure the muppet-like beastie onto the lift by shooting its mouth, then use the controls on the other side of it to lower it again. Then sit back and watch as your greedy foe is made into ANMC pâté. Now you have five minutes to clear out of here!

▲ Climb the ladder and read the message on the panel at the top. If you can count you'll realise that the number of bug legs come to 18, so go get yourself over to the blue control panel and raise the water level

▲ Go down the next ladder and through the gate into the sewers. Run back west until you're in the upper sewer, with another panel puzzle to solve. Enter the day on which the moon is fullest (15) on the panel and the door will open

▲ You're in the first area of the sewers, on the raised area. Unlock door and go in, and you'll be in B3. There's a phone up here. For the best ending go back to B4 and through the furthest eastern gate in the sewers

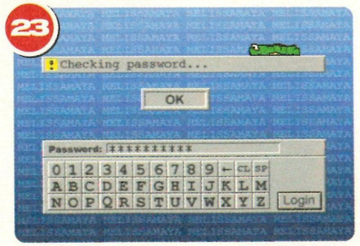
▲ This battle's a piece of Madeira. He takes so long to power up his shot, you can just shoot then run past him at the last minute. His attacks are as weak as his understanding of the basic principles of Darwin: 'Who's the dominant species now, fool?', you cry

Shelter continued

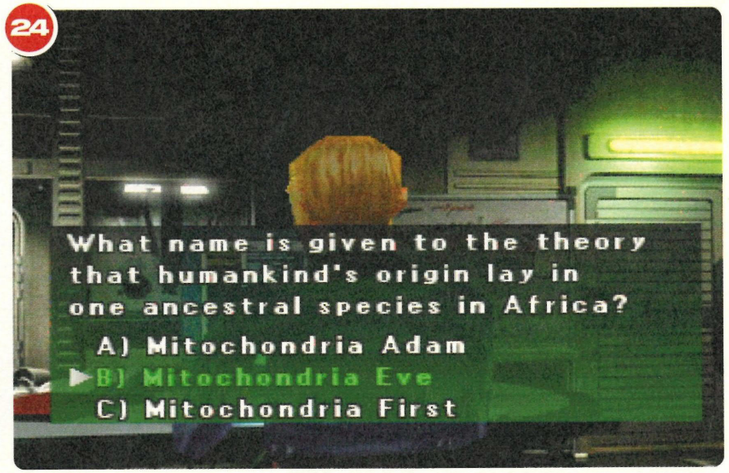
▲ Once you've spilt the ANMC's guts, he'll leave behind an ID card showing that he once was Bowman. (Read the diary in the breeding room to find out his story.) You now need to explore the east of B2 by heading north from the elevator room

▲ Open up the operating room with your new card, and find a ringer's solution in the corridor. Go southwest to enter the lab. Save your game at the phone and store anything you need in the box

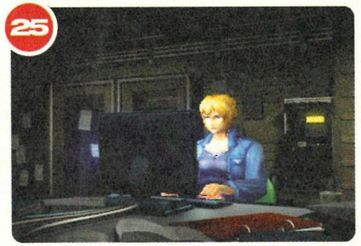
▲ The puzzle is how to get access to the computer. You'll need to head to the sleeping quarters to pick up the edition of the science magazine with the virus info from the bed near the main door



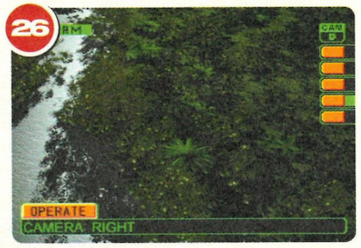
▲ You need to write the letters in the word in alphabetical order. If the letter occurs more than once, enter the number of times it occurs after it. So sit down at the computer and type the code for MELISSAMAYA, which is A3EILM2S2Y. Obviously



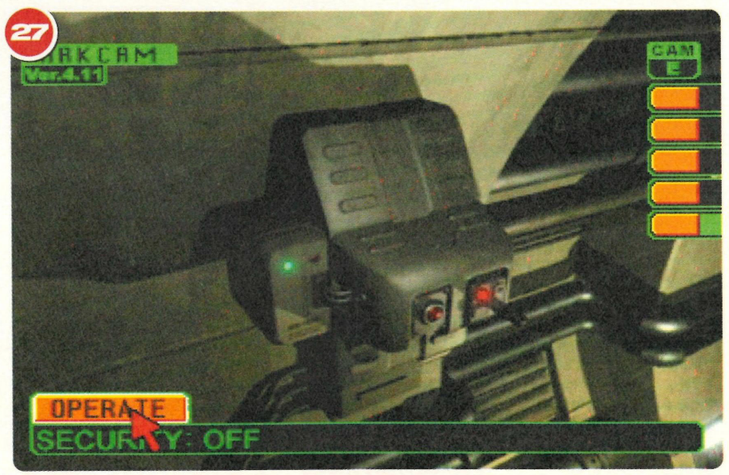
▲ When you've read all you can, choose option D and you'll have to answer three questions about the game. They're piss-easy so you won't need the answers but here's some anyway (see answers box on the right)



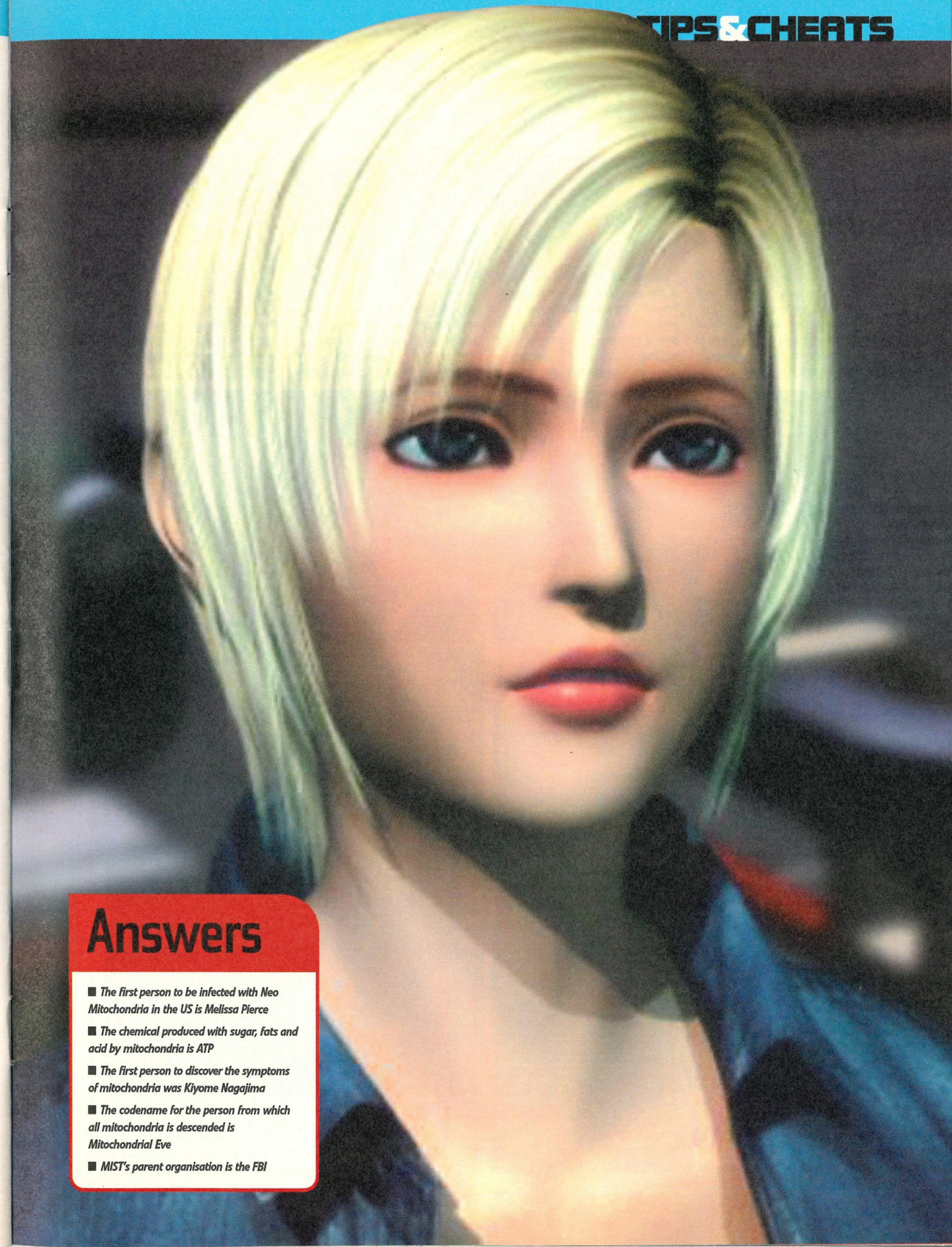
▲ If you need to know which town you've just come from, stick to Tetris next time you're playing a game, eh? Anyway, soak up the info and answer the phone. If you've done everything right so far, it should be Pierce on the line



▲ He'll tell you to come to the pod service gantry, so head over and pay him a visit. Look at the monitor and you'll see the strange green Neo Ark area. After you've checked the maps, go back to the monitor



▲ Press operate on the first screen to unlock the door to the underground parking area. Pressing it on the third screen will turn off those pesky security lasers, and pressing it on the last will mobilise the neo ark lift

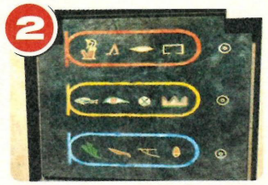


Answers

- *The first person to be infected with Neo Mitochondria in the US is Melissa Pierce*
- *The chemical produced with sugar, fats and acid by mitochondria is ATP*
- *The first person to discover the symptoms of mitochondria was Kiyome Nagajima*
- *The codename for the person from which all mitochondria is descended is Mitochondrial Eve*
- *MIST's parent organisation is the FBI*

The final chapter

▲ Go to the northwest lift in the main corridor on B2 and you'll be transported to the wonderful world of Neo Ark. There's only one way to go at first: head into the south promenade and through to the savanna



▲ The glass is broken here and you'll have to destroy horses and bugs to pass through. Go all the way to the gate of the power plant past the shrine and look at the symbols to your left. These are the key to opening the door

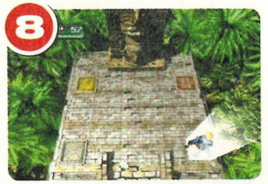
▲ Back to the shrine and look at the grid. Move squares round so symbols are in correct order and bottom right corner circle is empty. The yellow symbols must read downwards in the first column, but that'll release beetles

▲ The blue symbols must read across the first row to unlock a recovery two in the coffin opposite, and the red symbols should read diagonally up and across the grid to unlock the power plant gate

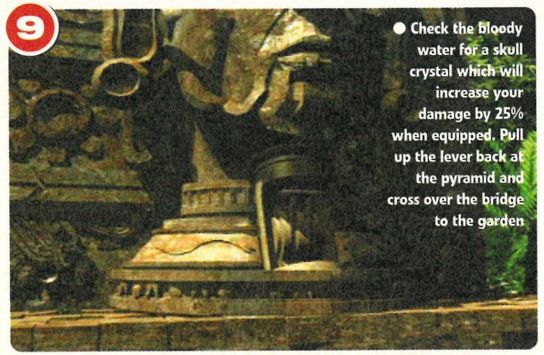
▲ Destroy the control panel behind the bloated ANMC and you can blow it to kingdom come. Heh heh! Now the door to the north promenade is open, get over there and into the forest zone. Follow woodland path south to the pyramid

▲ Turn dial at base of pyramid four times and it'll match up. It's like a clock face: a dot equals one and a line equals five, going up to 12. The four stones at the top of the pyramid will light up when you step on them. What's it all mean?

▲ Back to the forest path and head west to the pavilion. Finish off the aqua ANMCs and examine the tablet by the entrance with the symbols on. These shouldn't be so strange by now



▲ Return to pyramid and step on blue stone six times, white stone twice, red three times and yellow five times. Pull the lever that appears and the bridge will move over to the island



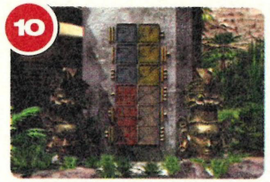
● Check the bloody water for a skull crystal which will increase your damage by 25% when equipped. Pull up the lever back at the pyramid and cross over the bridge to the garden

Boss #6

HEY FISH-FACE, EAT LEAD!

■ In the room on the island, you'll face a few aqua critters, then a king-sized aqua ANMC will attempt to electrocute you. Run from its sweeping bolt and fill its aberration of a body full of lead before it charges up again. Result: fisherman's pie for dinner

The final chapter continued



▲ The ANMC scarabs in the garden are tough to kill. If you use a grenade you'll need to destroy the ones flipped on their backs before they right themselves and come after you. Check the map and the new stone and back to the pyramid

▲ Now step on the stones in the order of the symbols you've just seen. That's red, yellow, blue, white, blue, white, red, yellow, white, blue, yellow and red for the hard of thinking. That'll open the garden door of the power plant

▲ Enter the power plant through the garden and look behind the stairs for a thankful supply of hydra bullets. Upstairs is another ANMC bloater. Destroy the power console then send it to meet its brother in ANMC heaven

▲ Back in the shelter, enter the 'Particular Area' lift next to the 'Neo Ark' lift to go to a small room filled with MP-sapping speakers. Destroy them and go down the lift. Follow girl in mask and tackle another boss…

▲ Kyle turns up again and much is explained. Answer the phone and save, check the cupboard and drip for freebies. Talk to Kyle again and a horde of Unknown Men (Golems) break in

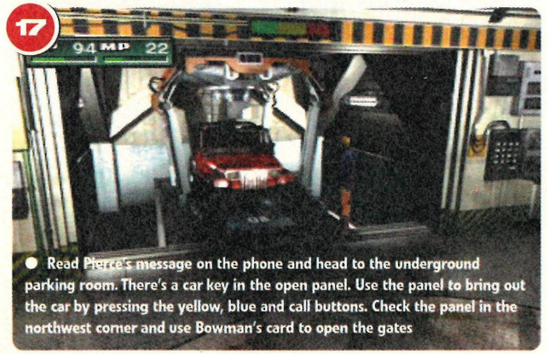
▲ Crawl to the next room, which fills with gas. Look at the canisters Eve's facing. You can tell Eve to follow you onto the lift. Go to submarine tunnel for an encounter with Golem no. nine

Boss #7

MEET INSPECTOR GADGET'S BAD-ASSED TWIN

■ This lanky ANMC is powerful and takes stacks of damage. Destroy the speakers, then sprint round its projectile attacks. To avoid its wall of fire, run into its protective shield. You won't take any damage when you're stunned

▲ Golems will be everywhere now. A couple of grenades will see them off, so fight your way out of Neo Ark and back to the armory in B1. Recharge and buy bullets then go back to the pod service gantry to switch off the security setting



● Read Pierre's message on the phone and head to the underground parking room. There's a car key in the open panel. Use the panel to bring out the car by pressing the yellow, blue and call buttons. Check the panel in the northwest corner and use Bowman's card to open the gates

▲ Enter the car to get to the parking garage, then use the individual airlock passage to get to the vehicle airlock. You'll be attacked by a couple of golems, then you'll be able to get Eve's teddy bear from the bike

The final chapter continued

▲ Activate the switch in the guardroom then open the double doors to the west. Battle three more golems and and you'll be able to unlock the switch to the left of the gates. Sit back and watch as Uncle Sam whups golem ass

▲ You're finally out of the asylum. After foolishly volunteering to go back in, get ammo and first aid goodies from the tent. Flint should appear with a note from Mr Douglas. Talk to Jodie then retrieve your old stuff from the container next to her

▲ If you can afford the tactical armour, get it. You'll only need a rifle or grenade pistol from now on, so max out on ammo. Give the teddy bear to Flint, then enter the shelter. After you answer the phone in the underground parking lot, you can't go back

▲ Time to rescue the halpless Pierce from the golem freezer room. If you've followed this guide correctly, you'll get the best ending. Enter the sterilization room and Flint will save a charred soldier, unlocking goodies for sale

▲ You're about to fight the last battles so be sure to attach all the protective items. Enter pod service gantry for a climactic scene with Aya, Eve, no. nine and... someone else. Take the lift down, and tackle a last golem. Enter the pod bottom

Boss #8

KING TUBBY'S GONNA GET YA!

■ This monster looks mean, but blow away two body parts and it'll scare, releasing blasts from its chest. Cast antibody, then when the chest is open blast it and use life drain if you're running low after it hits you. Now use the Bowman card on the red panel and a bridge will open

Boss #9

EVIL EVE'S BACK AND AFTER YOUR BLOOD!

■ Keep moving to avoid Eve's projectiles. She'll teleport around and if you're hit you can target her in the centre of the bridge. When she begins to chant, look out. It'll raise your MP briefly but you'll end up with silence and no MP. Use lifedrain to stop it. You might hit her if she stuns herself flying at you

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Bushido Blade 1 & 2
Bust A Move 2
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CTR
Crime Killer
Croc 1 & 2
Crusaders Of Might & M.
Cyber Tiger
D
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Dance, Dance Revolution
Dark Forces
Darklight Conflict
Darkstalkers 3
Dead Baltzone
Dead or Alive
Death Trap Dungeon
Demolition Racer
Descent 1 & Maximum
Destrega
Destruction Derby 1 & 2
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Diablo
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FA PL Football Man. 2000
FA Premier League Stars
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Galerians
Galaxian 3
Gekido
Gex Series
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Global Domination
Goal Storm
G-Police 1 & 2
Gran Turismo 1 & 2
Grind Session
GTA 1, 2 & London
Guardian's Crusade
Guilty Gear
Gunship
H
Hard Boiled
Hard Edge
Hardcore 4X4
Heart Of Darkness
Hercs Adventure
Hercules
Hexen
Hogs Of War
I
Independence Day
Indy 500
Int. Sup'star Soccer Deluxe
Int. Track & Field 1 & 2
Iron Man XO Manowar
ISS Pro 98 & Evolution
J
J McGrath S'cross Series
Jade Cocoon
Jersey Devil
Jonah Lomu Rugby
Jurassic Park: Lost World
K
Kagero - Deception 2
Killer Loop
Kingsfield
KKND Krossfire
Klonoa
Knockout Kings Series
Krazy Ivan
Kula World
L
LMA Manager
LOK: Soul Reaver
Legands of Legaia
Lego Racers
LeMans 24hr
Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lunar Silver Star Story
M
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N
N2O
Nagano Winter Olympics
Namco Museum Vol.1-4
Nanotek Warrior
Nascar Series
NBA Live Series
Need 4 Speed Series
NHL Series
NHL Face-Off Series
Nightmare Creatures
Ninja
No Fear Downhill MBK
Nuclear Strike
O
ODT
Off World Inter. Extreme
Olympic
Omega Boost
Overboard
P
Pac Man World
Pandemonium 1 & 2
Parasite Eve
Pitfall
Pitfall 3D
Player Manager Series
Pocket Fighter
Point Blank 1 & 2
Pong
Pool Hustler
Pool Shark
Populous: The Beginning
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Primal Rage
Puchi Carat
Q
Quake 2
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Rainbow Six
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Rampage: World Tour
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
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Ready 2 Rumble
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Re-volt
Ridge Racer 1, 2, 3 & 4
Riven
Road Rash 1 & 3D
Rock & Roll Racing 2
Rogue Trip
Roll Cage 1 & 2
Ronaldo V-Football
R-Type Delta
Rugrats
S
Sampras Extreme Tennis
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Shadowman
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Smackdown Wrestling
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Star Gladiators
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Tarzan
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Theme Park
Theme Park World
This Is Football
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Tombi 1 & 2
Tommi Makinen Rally
Tomorrow Never Dies
Tony Hawk's 1 & 2
Total Drivin'
Toy Story 2
Transport Tycoon
Treasures of the Deep
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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
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World League Soccer 98
World Touring Cars
Worms
Worms Armageddon
Wreckin Crew
Wu Tang Taste the Pain
WWF Attitude
WWF In Your House
WWF Smackdown
WWF War Zone
WWF Wrestlemania
X
X - Files
X-Com Terror From Deep
Xena Warrior Princess
Xenogears
Xevious 3DG
X-Men Series
Z
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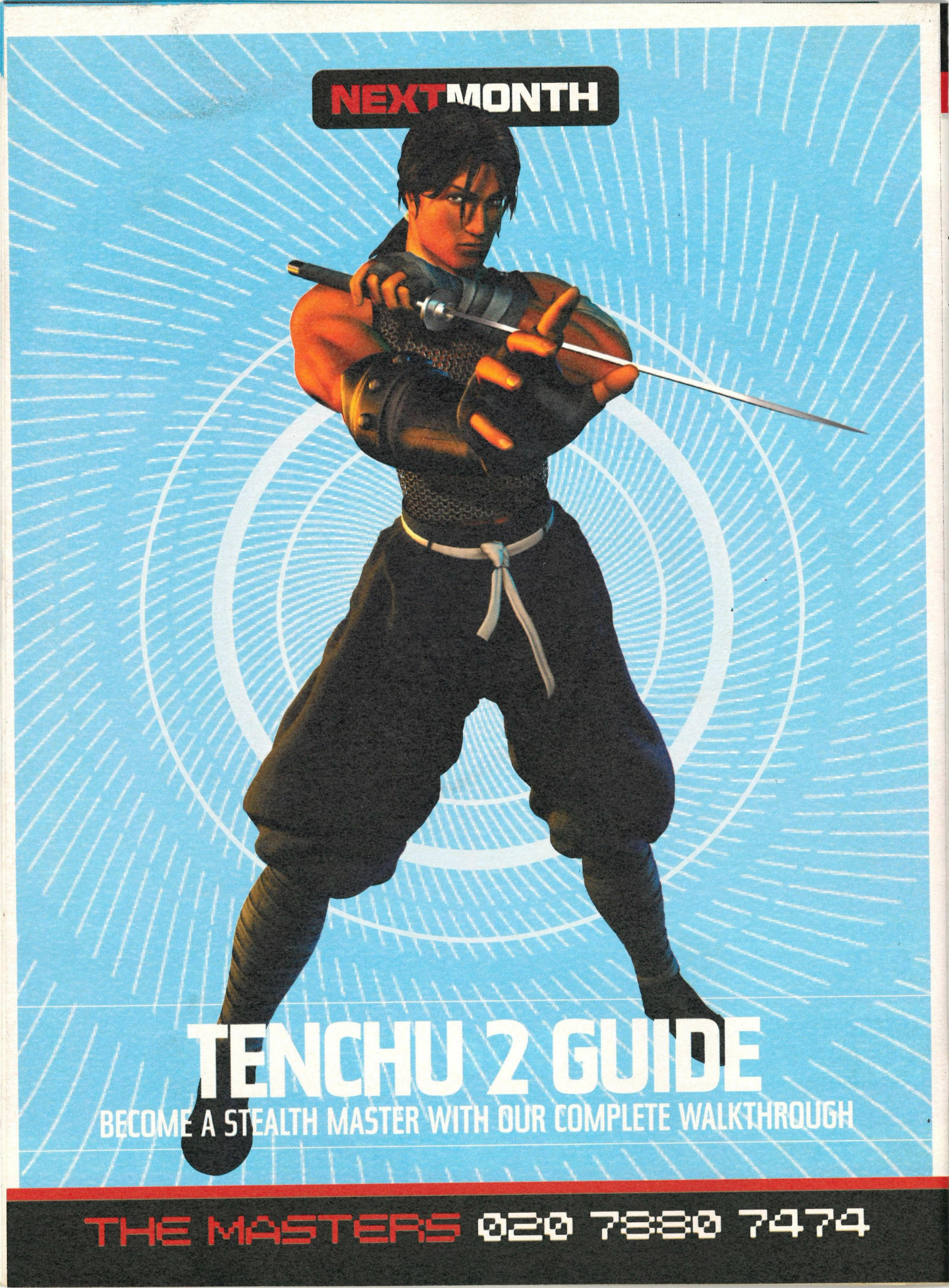


TENCHU 2 GUIDE

BECOME A STEALTH MASTER WITH OUR COMPLETE WALKTHROUGH

THE MASTERS 020 7880 7474

POINT BLANK

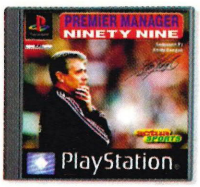
PLAYERS 1-2 | 9

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.

QUAKE 2

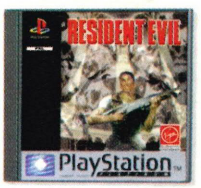
PLAYERS 1-4 | 9

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.

READY 2 RUMBLE

PLAYERS 1-2 | 9

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



RESIDENT EVIL

PLAYERS 1 | 10

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

RESIDENT EVIL 2

PLAYERS 1 | 10

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

RESIDENT EVIL 3

PLAYERS 1 | 10

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

RETURN FIRE

PLAYERS 1-2 | 8

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

PARASITE EVE 2

PLAYERS 1 | 10

Weird Res Evil-style adventure that's big on action and demon monsters. Easily as good as the Res Evil series, if not better.

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. It plays really neat and looks sweet into the bargain.

SLED STORM

PLAYERS 1-4 | 9

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

SOUL BLADE

PLAYERS 1-2 | 8

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

SPYRO THE DRAGON

PLAYERS 1 | 8

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

STREET FIGHTER ALPHA 3

PLAYERS 1-2 | 9

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

STREET FIGHTER EX 2

PLAYERS 1-2 | 9

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

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 2

PLAYERS 1 | 8

Don't be fooled by the average graphics, this throat-slitting stealth 'em up will have you on the edge of your seat for hours.

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.

DROP OUTS

These babies were good once but, unlike fine wines, haven't really got any better with age. Get 'em out!

SILENT HILL
Spooky horror adventure with a plot so weird your brain will need a rest after half an hour. It looks ropey these days so it's gotta go.

NEED FOR SPEED 3
Compared to driving giants like Gran Turismo and Ridge Racer 4 this just doesn't cut it. See ya!

TENCHU
Who needs the ugly older brother when you've got a better looking younger sister to go for?

DUKE NUKEM TIME TO KILL
We still think Duke's the perfect male role model, but this game smells just a little bit. Unlucky.

IN THE STINK!

These turkeys may be hot on the shelves but they'll leave you feeling cold if you fork out for them. Avoid at all costs.

FA PREMIER LEAGUE STARS 2001
It's got the very latest team line-ups and all the player signings are pretty much up-to-date, but that's all this has going for it. Graphics are jerky so it's impossible to get any fluidity into your game, and the controls are just way too simple. ISS is still king.

RAY CRISIS
An old skool shooter that's so basic you'll have seen everything it has to offer in the first couple of levels. The action is full-on but because there's so little variety in the enemies and the weapons you find, boredom sets in very quickly. Not even hardcore retro freaks will get value for money from this 'Station stinker.

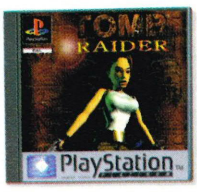
TOCA WORLD TOURING CARS

● PLAYERS 1 — 9

Enormous petrol-guzzling beasts power around a dozen of the world's greatest Touring Car championship circuits. TOCA 3 is overflowing with sleek graphics and tasty gameplay, with the emphasis much more on having high-speed fun compared to the previous two in the series. Class saloon car racing for one to four players.

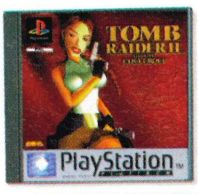
TOCA TOURING CARS
● PLAYERS 1-2 — 9

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



TOMB RAIDER
● PLAYERS 1 — 10

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

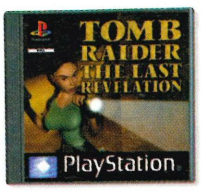


TOMB RAIDER 2
● PLAYERS 1 — 9

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

TOMB RAIDER 3
● PLAYERS 1 — 8

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



TOMB RAIDER: THE LAST REVELATION
● PLAYERS 1 — 10

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

TONY HAWK'S SKATEBOARDING
● PLAYERS 1-2 — 9

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

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 weapons system in this dungeon adventure. Nice.

VIB RIBBON
● PLAYERS 1 — 8

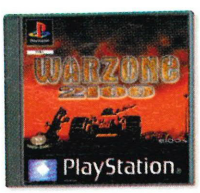
Guide a weird line-drawn rabbit along a clothesline, hitting buttons to make him jump over patterns that match up to the beats. Weird.

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

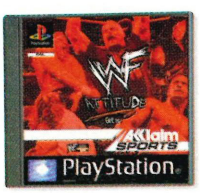
Super-fast anti-gravity racer that streaks through sci-fi cities to a kick-ass soundtrack. Top late-nighter in link up mode.

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.

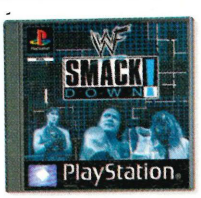
WORMS
● PLAYERS 1-2 — 8

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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GRAPPLE KI

FORGET WWF, PLAYNATION HAS THE WORLD EXCLUSIVE REVIEW OF ULTIMA

NGS

E FIGHTING CHAMPIONSHIP

PS ONE OVERLOAD

MEDAL OF HONOUR: UNDERGROUND, DINO CRISIS 2, DRIVER 2, TOMB RAIDER 5, ISS PRO EVOLUTION 2

PS2 TESTED TO THE MAX

EXTENSIVE PLAY TESTS OF THE CREAM OF THE LAUNCH LINE-UP, PLUS GT 2000 AND MORE METAL GEAR 2

10/2000

PLAYSTATION 1 & 2 GAMES SO HOT YOU NEED ASBESTOS GLOVES TO HANDLE THEM

STEP INTO THE ZONE

ZONE OF THE ENDERS (ZOE)

APRIL 2001
PLAYSTATION 2
PS2

Metal Gear team's epic robot adventure breaks cover right here. Incoming!

PlayNation has always showed you all the coolest stuff that's kicking around on PlayStation, and when you first saw Metal Gear 2 you vowed it would be the only big PS2 game you'd lust after.

But your allegiances could be about to change. Zone of Enders, or ZOE is the other big project being cooked up by the Metal Gear team.

Visually it's set to eclipse Metal Gear 2. And better still, it's out almost a year before Solid Snake's next adventure, hitting the shelves next spring.

Expect big robots fighting, lots of fantastic explosions and a plot that's guaranteed to reduce you to tears. Start getting excited about PS2's next big thing and in the meantime, drool over the latest shots and info.

▲ The battles take place in populated areas, not empty arenas. Cars speed down the road

▲ If you wondered what magic PS2 can conjure up, check out these awesome effects

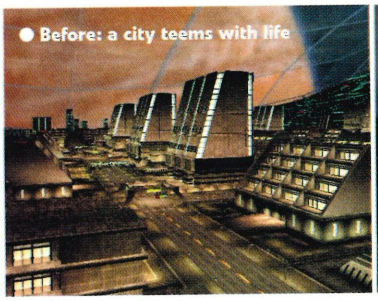
▲ There's bound to be some collateral damage when robos ruck over urban areas

▲ Weapons technology turns full circle as javelins once again become lethal weapons

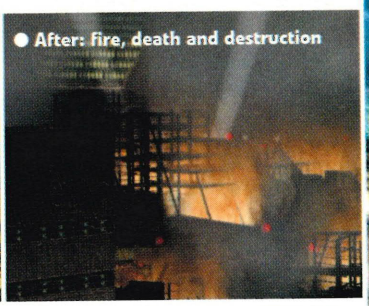
▲ The explosions are tons better than anything you've seen in a Star Wars film

▲ The robots look incredible, and they've maxed up the background detail as well

COMINGUP



● Before: a city teems with life



● After: fire, death and destruction

RAZE ENTIRE CITIES TO THE GROUND

If two giant, heavily tooled-up combat droids were fighting above London, you'd expect lots of collateral damage. The same principle holds true in the ZOE.

You'll frequently find yourself fighting among skyscrapers and you'll smash them right up. Stray machine gun fire shatters rows of windows and rockets rip holes in the side of the buildings. You can even blast other robots through tower blocks. At the end of a fight, all that's left are smouldering frameworks of buildings and one victorious robot. Of course each razed office block was full of innocent people but hell, you can worry about that later.

● Each window in an office block can be shot out individually with machine gun fire

ROBOS GO IN FOR THE KILL

As you might imagine, when these guys lock horns it gets serious

01

▲ Jetting towards each other, swords drawn for close combat

02

▲ At the moment of impact sparks fly and the war begins

03

▲ The red droid backs off and breaks out a ranged laser

04

● Are you sure your TV can handle this? Maybe you should play at your local Odeon

WHAT THE HELL'S GOING ON?

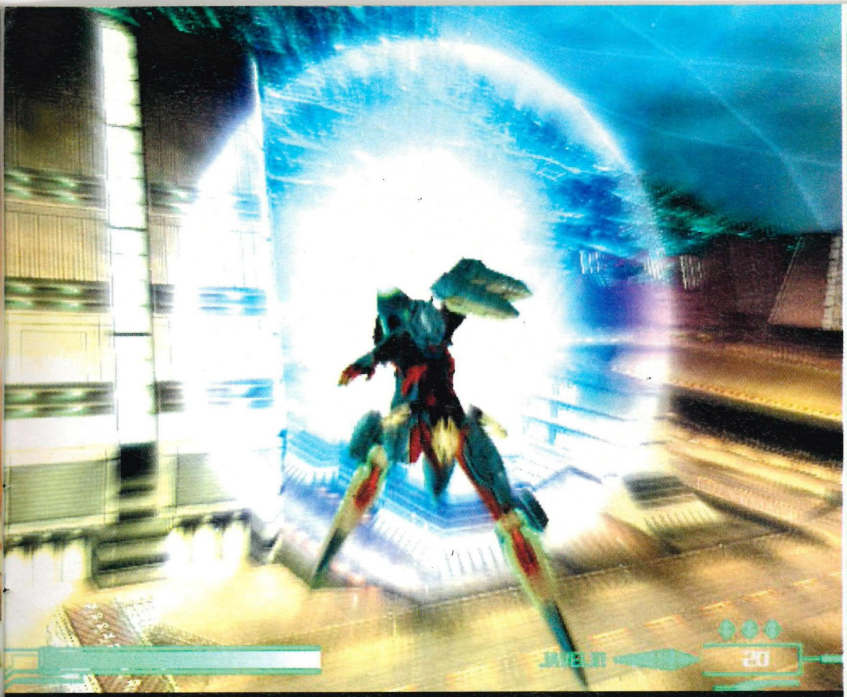
There doesn't need to be a reason for massive robots firing white plasma death all over the screen, but this tale's as intricately woven as Metal Gear Solid. Set in the 22nd century, it's like something out of a classy sci-fi movie.

Humankind is no longer confined to living on the Earth. Advances in technology have allowed for the colonisation of Mars, and Jupiter is also being mined for resources.

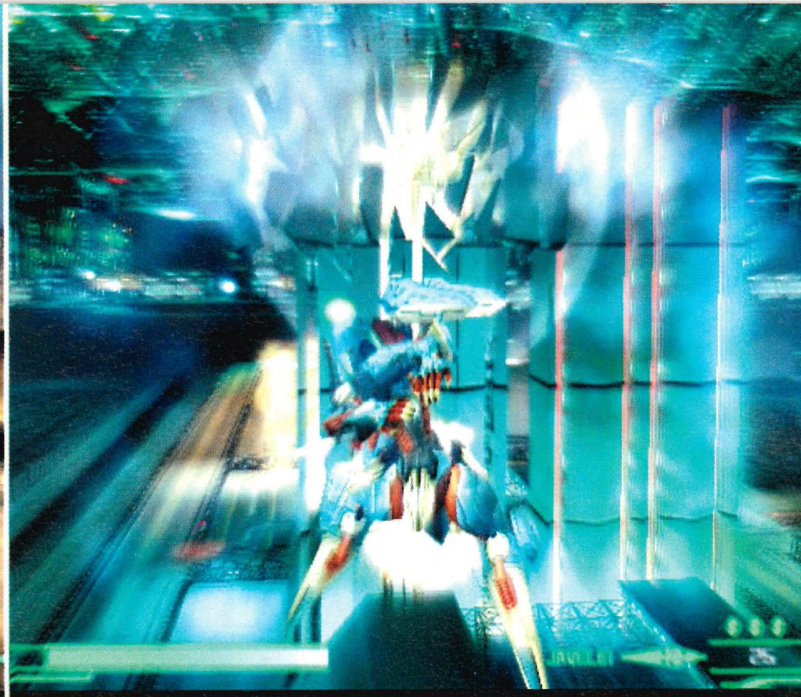
The miners and their families live on a specially-built spacestation that orbits Jupiter, called Antilla. These people that live 'at the end of the world' are referred to as Enders, which is where ZOE gets its name from.

On Mars, a fanatical military regime calling themselves ZOE decides to hijack the colony of Antilla. A local boy, Leo Stenbuck, gets caught up in the mysterious raid, which turns his home into a warzone. He discovers what the attack was all about: a gigantic and powerful war robot called Jehuty.

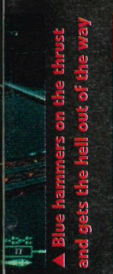
It's up to Leo to make sure the droid doesn't fall into the hands of the enemy led by Viola. He climbs inside Jehuty and tries to save his home, by protecting the future of humanity and keeping the powerful warbot out of hostile hands.



● Looks a bit blurry here, but see it moving and the sensation of speed is amazing



● Look at these shots. Now tell us that PlayStation 2 isn't the future of videogaming



▲ Blue hammers on the thrust and gets the hell out of the way

▲ The red robot is handy from close range, so blue backs off

▲ It's not about being a pussy, it's about trying to stay alive

▲ Having got away, spin 360° and warm up the rockets...

▲ Even with the robots this far apart, the camera shows both

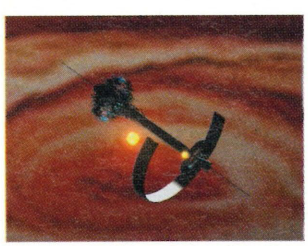
● Hideo Kojima: games messiah

THE METAL GEAR TEAM'S NEW PROJECT

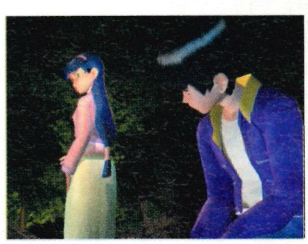
If you're only mildly into videogames, the name Hideo Kojima probably sends a shiver down your spine. He's the genius behind Metal Gear and he's also overseeing ZOE. Expect a class storyline to compliment the screen-melting visuals, with mechs designed by Yoji Shinkawa, the guy who created Metal Gear's stylish look.

▲ The ZOE army invades Antilla

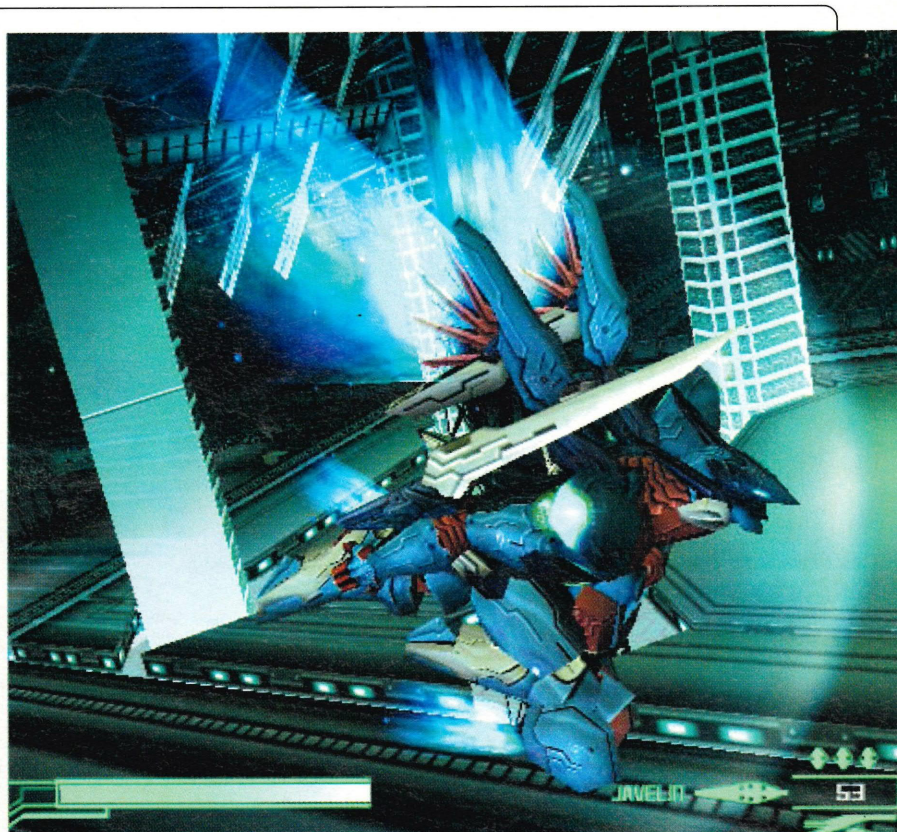
▲ The invaders arrive in numbers



▲ "Spacestation Antilla is in trouble



▲ Leo and Celvice plot an escape



▲ Metal Gear designer Yoji Shinkawa is responsible for the fine looking mechs in ZOE

STRANGE CHARACTERS

If you're expecting to find a butch Schwarznegger causing all that damage in the robosuit, think again. The star of ZOE isn't your average action hero. In fact, if he gave you any gip in the street you wouldn't think twice about giving him a slap

VIOLA

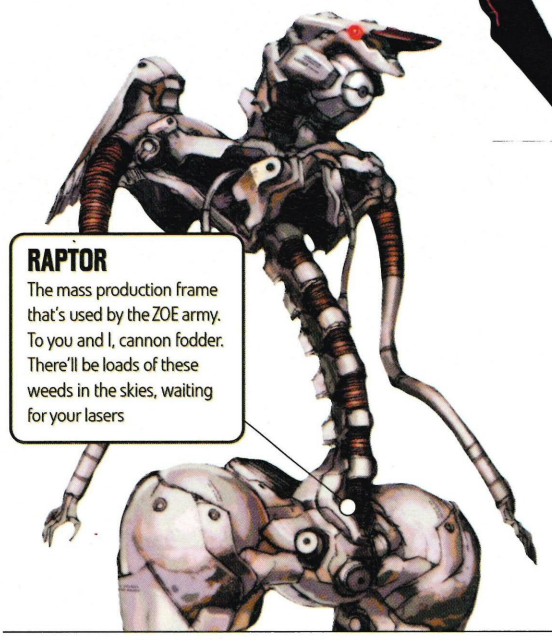
Every hero needs a villain and in ZOE Viola fills the role. She's described as a rival of Leo's, even though she's eight years older. She fights for the ZOE army and it's her ambition to be killed in battle.

LEO STENBUCK

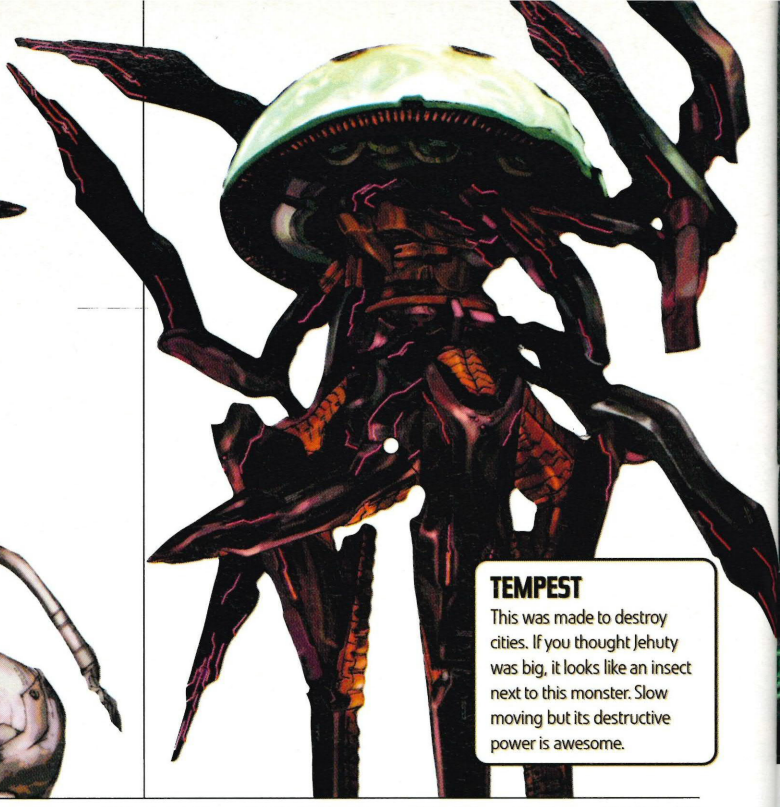
ZOE's lead character is a 14 year old boy. He lives on the Jupiter-orbiting space colony Antilla. Although he's fiercely opposed to conflict, he has no choice but to climb into a robot and fight to save the galaxy.

CELVICE KLEIN

She's not a pair of pants, she's the female interest in ZOE – we can't say 'love interest' because she's only 14 as well. She worked on Antilla helping orphans before getting sucked into the conflict alongside Leo.



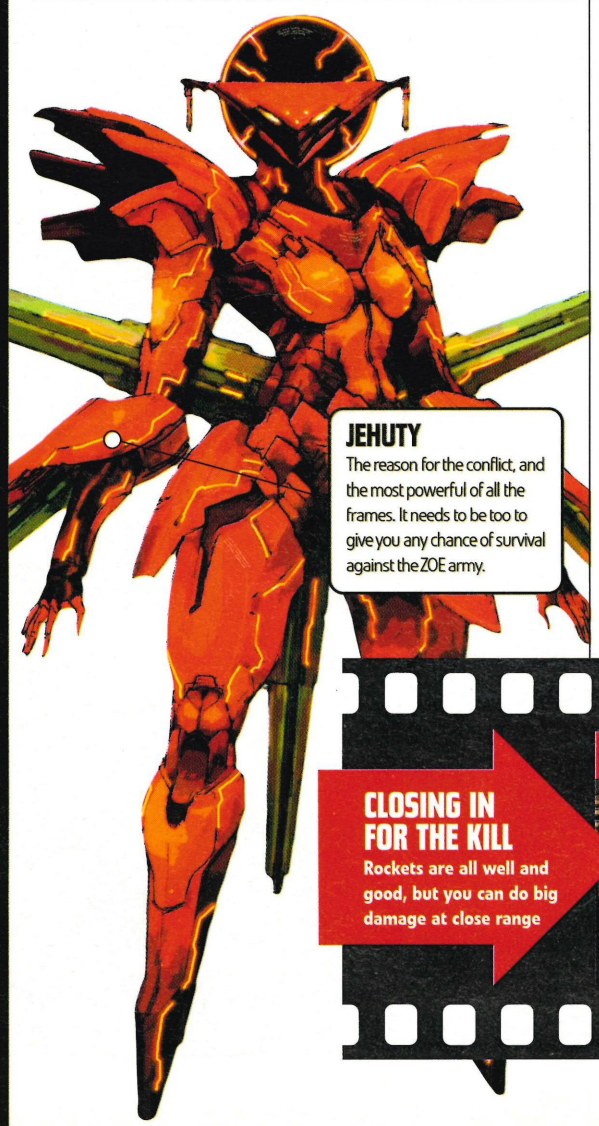
RAPTOR
The mass production frame that's used by the ZOE army. To you and I, cannon fodder. There'll be loads of these weeds in the skies, waiting for your lasers



TEMPEST
This was made to destroy cities. If you thought Jehuty was big, it looks like an insect next to this monster. Slow moving but its destructive power is awesome.

KNOW YOUR ORBITAL FRAMES

THE GIANT ROBOTS IN ZOE AREN'T JUST KNOWN AS ROBOTS. THAT ISN'T NEARLY COOL ENOUGH. THEY'RE REFERRED TO AS ORBITAL FRAMES AND THERE'S A LOT OF DIFFERENT ONES OUT THERE



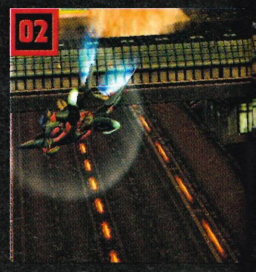
JEHUTY
The reason for the conflict, and the most powerful of all the frames. It needs to be too to give you any chance of survival against the ZOE army.

NEITH
The most powerful orbital frame before Jehuty came along. Piloted by war junkie Viola, head of the ZOE army.

CLOSING IN FOR THE KILL
Rockets are all well and good, but you can do big damage at close range

01

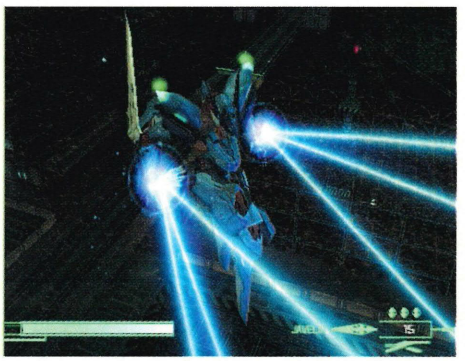
▲ Viola arrives on the scene in orbital frame machine Neith



02

● There's no dodging an attack like that. In three seconds, a badly cremated robot will fall to Earth

▲ Charge up the big attacks and check out the effects



▲ You can't go wrong with a stream of blue laser

● The built-in sword is definitely not the soft option

● Surrounded by enemy droids, the only way out is to fill the screen with hellfire

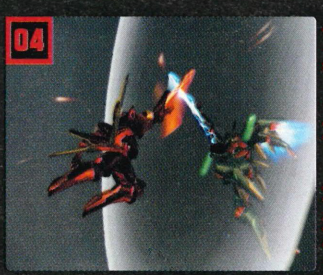
WEAPONS TO KILL FOR

One glance at these shots should tell you ZOE's got some pretty spectacular pyrotechnics in store for you. Each robot can fight hand-to-hand with laser sabres, but to seriously light up the screen you'll need rockets.

Homers are dispatched in large numbers and rip across the sky like ribbons of fire. If you're opponent is quick he might be able to pick them off with bursts of machine gun fire, but the chances are he's toast. The lasers too are spectacular, warming your screen with baking hot plasma.

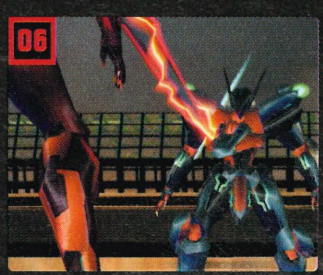
▲ The way she speeds off you get the feeling she's not alone

▲ Two swords crash together, kicking off a good vs evil clash



▲ Orbital frame Jehuty, piloted by Leo Stenbuck, goes to war

▲ The camera pans right out to give the most cinematic view



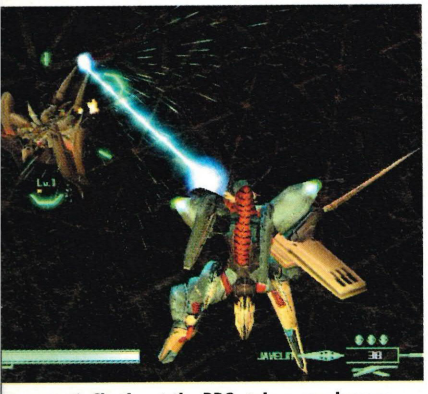
▲ The classic movie stand-off. Look and learn, John Woo

COMINGUP

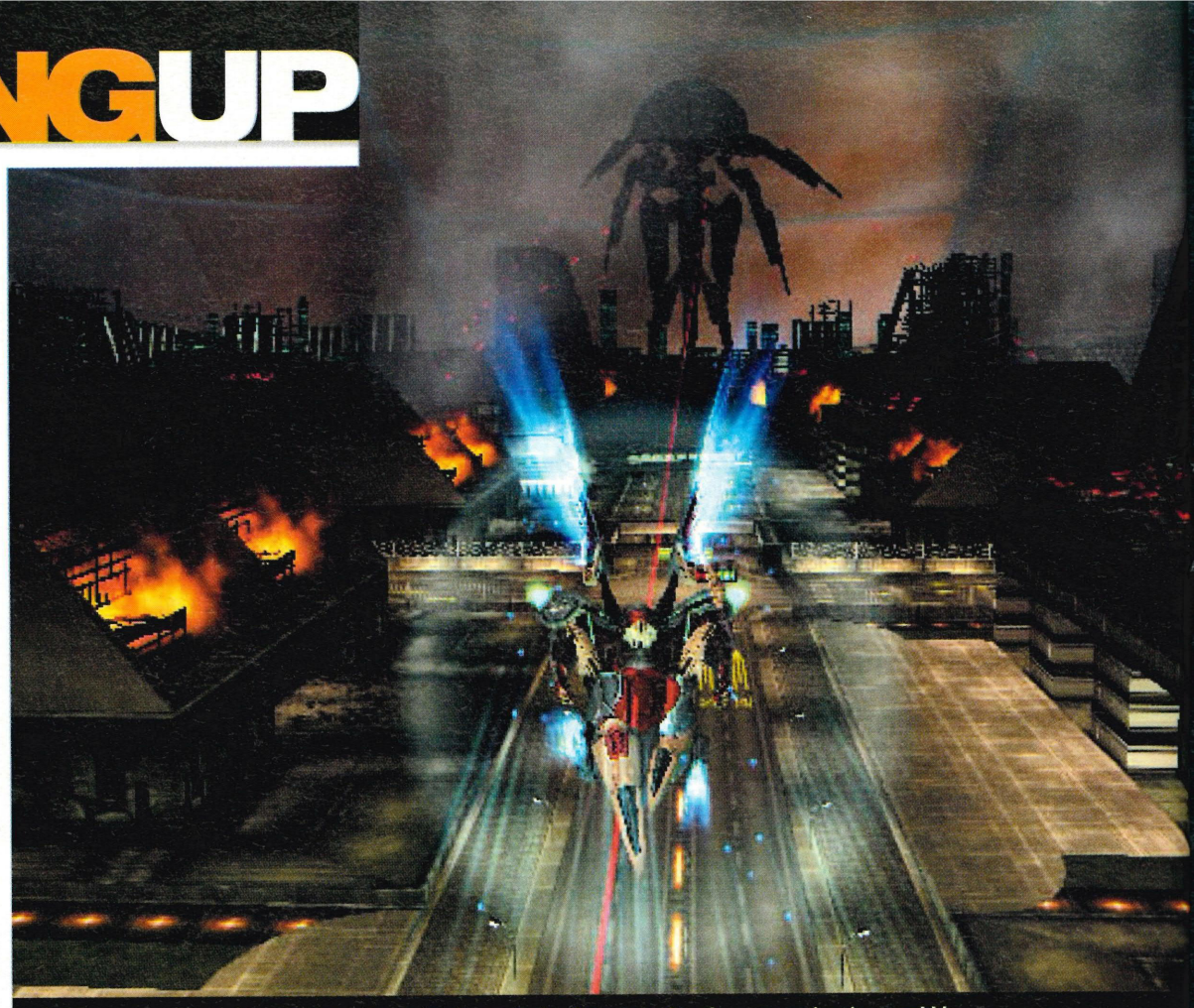
I'M A TOTAL CONTROL FREAK

The biggest problem with 3D games is the view point. There's nothing worse than getting killed because your view was compromised by a stupid game camera.

And if developers struggle to get it right on games where the lead character runs on the ground, surely they're screwed when it comes to total aerial freedom? Not on your life. This is the Metal Gear crew we're talking about. You get a fixed view of robots in the distance and when they're in ruckus range you start to get the wild John Woo-action camera angles. It works beautifully.



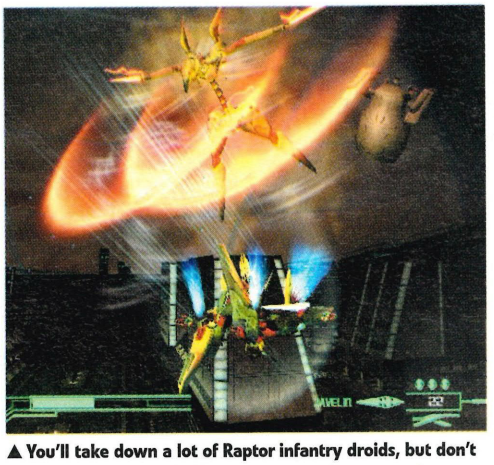
▲ Check out the RPG style power bars as you land hits on enemy droids. Nice touch



● The awesome Tempest mech cuts a menacing figure in the distance as it reduces an entire city to rubble

▲ The Raptors arrive in groups

▲ Take out the weak droids first

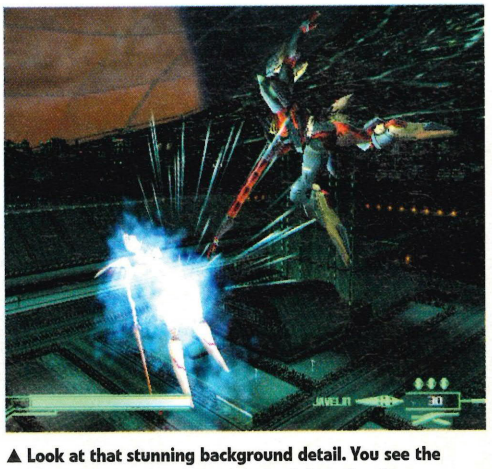


▲ You'll take down a lot of Raptor infantry droids, but don't assume they're pussies. They pack one hell of a punch

MANGA STYLINGS

Take a look at how Leo and pals appear in game. Probably reminds you of Manga cartoons, right? That's because the character designer, Nobuyoshi Nisihimuru, used to produce the famous Japanese anime series Gundam. Those big eyes and small noses totally give the game away, but the difference here is it's 2D Manga translated perfectly into 3D.

▲ ZOE would make a great feature length movie. Forget Final Fantasy



▲ Look at that stunning background detail. You see the lights of the city stretching right back into the distance

THE CRYING GAME

The chap that's writing the story for ZOE, Noriaki Okamura, is known at Konami as the script writer that can make you cry. That's a pretty outlandish claim, but we've heard little titbits about the plot that hint at the emotional impact. One setting places you right next to a church full of devoted bible bashers, as you wage a battle overheard.

As your energy diminishes, you realise your only hope of survival is to take cover behind the church. If you do that, the enemy robots will bake the church in laser fire, killing everyone inside, but you'll have the opportunity to escape. Of course the plot will be such that you won't make such decisions lightly, and you'll feel remorse hearing the death shrieks from the burning church.

▲ This girl looks too cute to get killed

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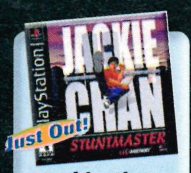

Jachie Chan Stuntmaster

South Park Rally

Army Men Operation Meltdown

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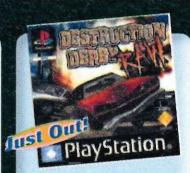

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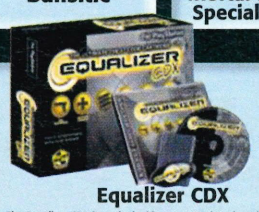

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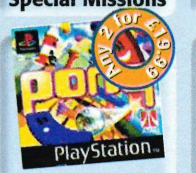

Pong

V Rally

Music

Porsche Challenge

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● Keeping it unreal. The best first person shooter without a 'proper' single player mode

MULTIPLAYER MASSACRE

NOV
PLAYSTATION 2
PS2

● Seems like a good vantage point

UNREAL TOURNAMENT

Three hundred quid for a PS2? Take your aggression out by slicing your mates head off and cooking his skin with a fat nuke. Let battle commence

Out there in PC land, three monumental arguments have nerds typing feverishly into their chat windows long into the night. Who would win if Xena Warrior Princess and Seven of Nine had a fight? Is AMD's Athlon really a match for Pentium III? And which is better, Quake 3 or Unreal Tournie?

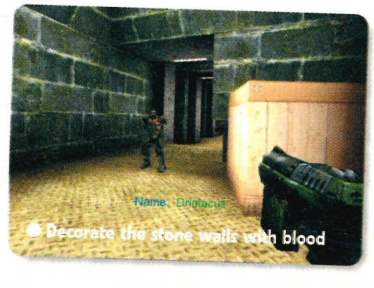
What those friendless muppets have failed to realise is that instead of arguing about Unreal Tournament, they should be playing it. All the time. It's one of the finest games in years and now it's heading for an enhanced PS2 conversion.

Unreal Tournament is a first person shooter without a proper single player game. Sounds like commercial suicide? Well, not when it's as perfectly crafted a multiplayer game as you could ever wish to see. The plot is predictably lame, but who gives a damn when the upshot is you running wild in corridors, tooled up to the eyeballs with nuclear-grade weaponry, trying to turn your mates into fresh meat paste.

Unreal Tournament innovates in so many different areas it blows any Quake-style game clean out of the water. You get your basic machine gun and rocket launcher, but every weapon in UT has a secondary fire mode. Your rocket launcher will also spill a load of rockets to the floor like hyper-potent grenades, and the sniper rifle zooms right in.

That's cool, but some other weapons are pure genius. Want to slice someone's head clean off? Use the Ripper. This vicious beauty spits out razor sharp ninja stars that go through necks like a hot knife through butter. But for the ultimate in destruction you'll be wanting the Redeemer. It's an Armageddon-bringing rocket you steer from the first person. When it hits, it's goodnight Vienna.

● Unreal Tournie can get very messy

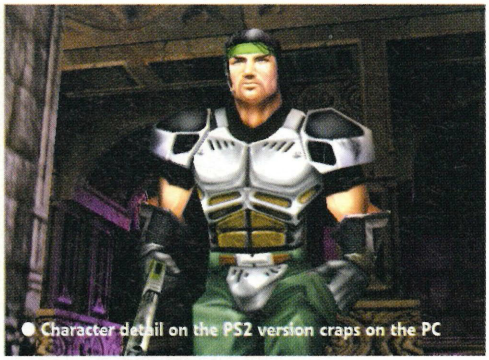


● Decorate the stone walls with blood

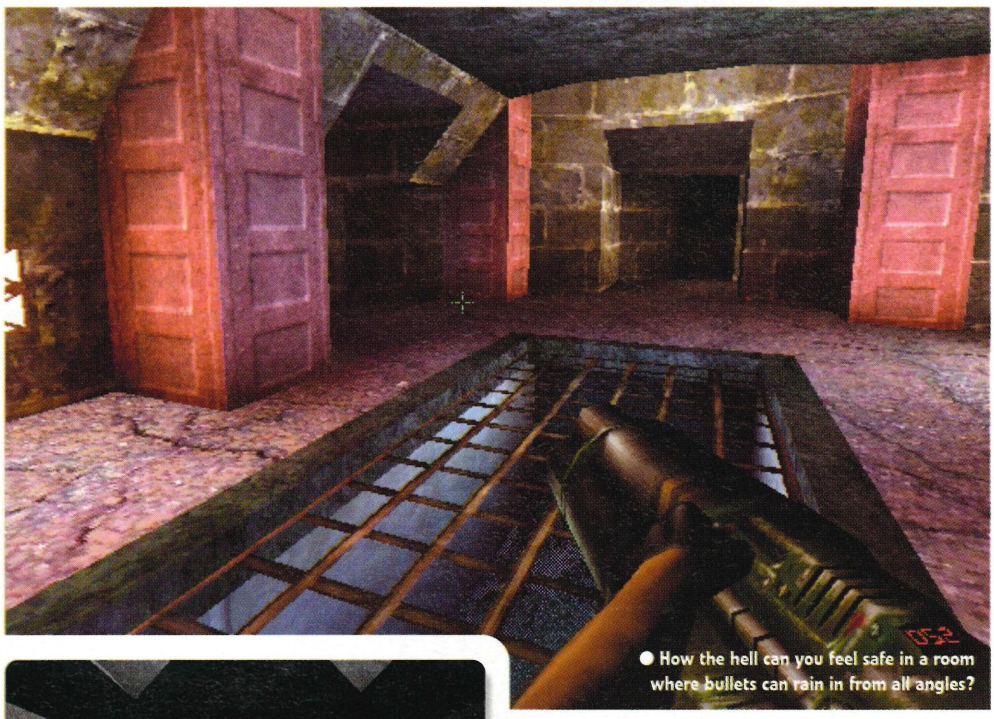
FANTASTIC SETTINGS

It gets even better when you consider some of the levels you get to fight in. One level takes place on an alien planet, whose low gravity means you jump twice as high as usual. Four giant pillars stand over a thin walkway where all the best weapons are.

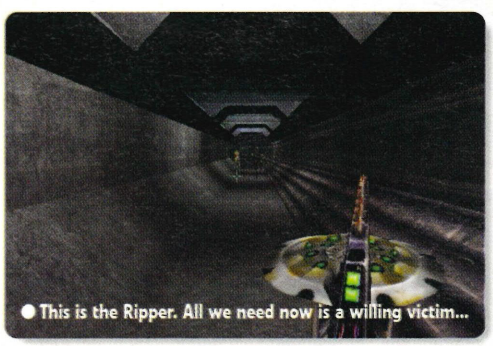
On top of the pillars is an invisibility power-up, so grab it and break out the sniper rifle. Then, take aim at the walkway below and start shooting people dead with headshots. Even if one manages a pot shot back at the pillar he knows the invisibility sits on, you've already moved. You're a silent, unseen assassin racking up frags and coating the level in brain. It feels amazing.



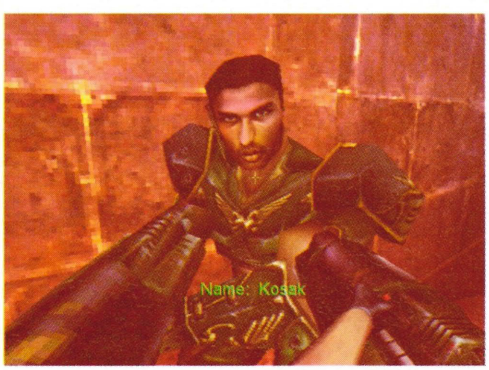
● Character detail on the PS2 version craps on the PC



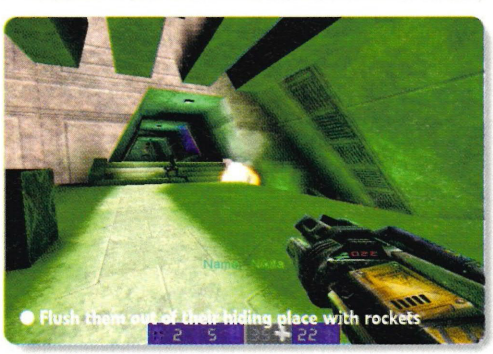
● How the hell can you feel safe in a room where bullets can rain in from all angles?



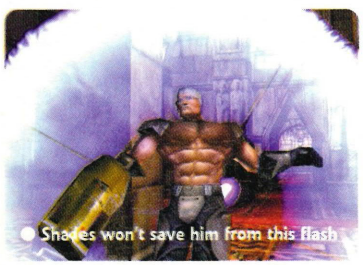
● This is the Ripper. All we need now is a willing victim...



▲ The screen flashes red when you're taking damage



● Flush them out of their hiding place with rockets



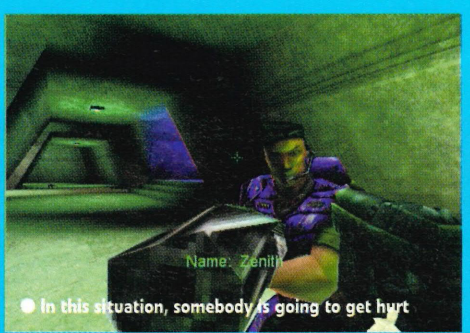
● Shades won't save him from this flash

▲ Squat behind an obstacle and all they'll see is the stream of flak flying

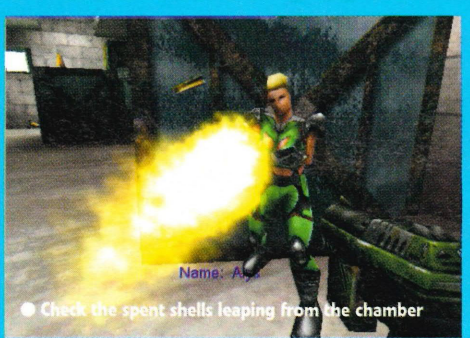
MULTIPLAYER HEAVEN

On the PC version, getting the numbers together for a battle royal wasn't a problem: online play was central to UT's appeal. Since PS2 won't be surfing the Porn Superhighway straight away, a four-player split-screen mode has been included. We've seen it running, and it's incredibly swift and detailed. Even if you're playing on only one quarter of a big TV, you don't lose any of the appeal of this stunning game.

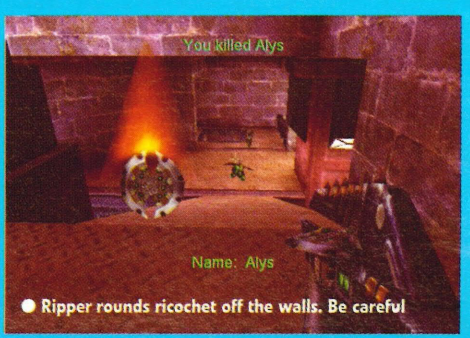
Some of the levels really are massive, though. Even four players running around will find themselves doing more exploring than killing, and we can't have that. Lucky then that you can send in computer controlled cannon fodder to practice shooting holes in. These 'bots' can be given different skill levels, so for every Lee Harvey Oswald you can chuck in a Vanessa Feltz for good measure.



● In this situation, somebody is going to get hurt



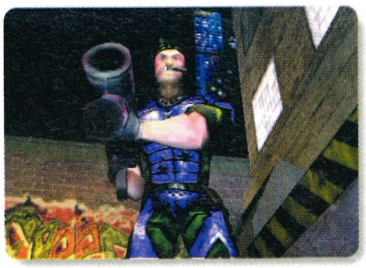
● Check the spent shells leaping from the chamber



● Ripper rounds ricochet off the walls. Be careful

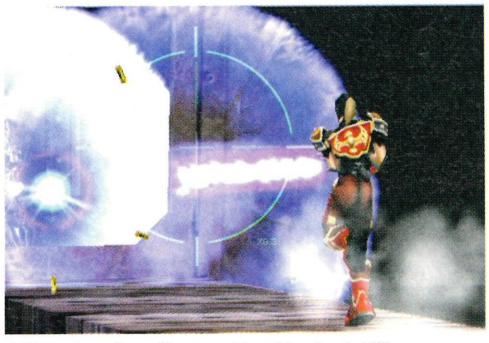
COMINGUP

● Yes, those are hacked up body parts lying on the ground.



▲ Smoking kills. Unless you get him first

▲ The odds looks pretty crap here. Run

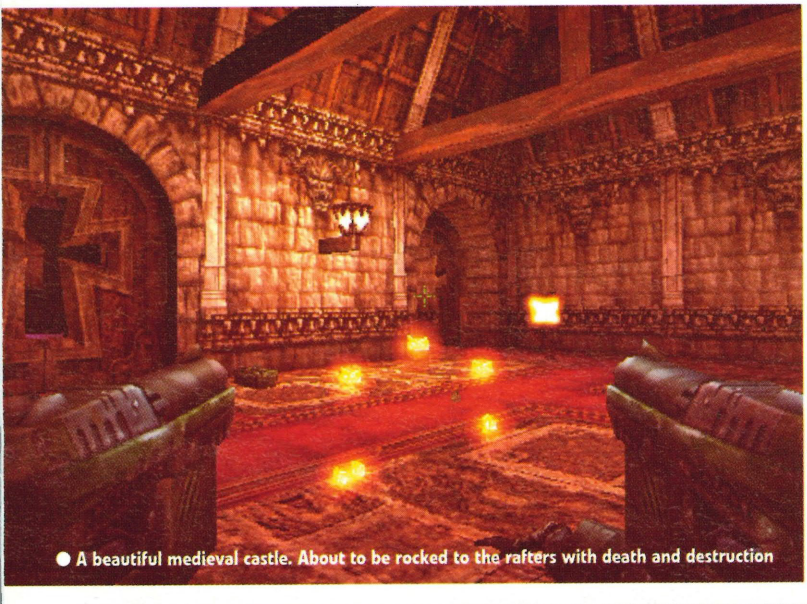


▲ Use your sniper rifle to end laughing boy's killing spree

MORE THAN JUST ANOTHER LEVEL

Most of the levels have a twist, making each one like a different game in its own right. There's a galleon you teleport around, a space station you need to jump out into space to cross and an awesome 'capture the flag' level with two enormous sniper towers each side of a thin land bridge. Getting any joy on that level requires teamwork: your best mate covers the opposite tower with his sniper sight as you bolt across to snatch the flag. Your other two mates blitz the enemy base with hot lead to help you get back across the bridge in one piece.

● He hasn't clocked you yet. Go for the head shot



● A beautiful medieval castle. About to be rocked to the rafters with death and destruction

● End this fight with a single round

HIDE AND SNIPE

Most first-person shooters don't give you anywhere you can hide. What they don't realise is that it's just as satisfying to sit motionless in the shadows for minutes waiting for your prey, then opening up their skull with a single precise round. Some PC people call this camping, but PlayStation gamers know it as stealth. Sniping in Unreal Tournament is an essential skill to master. Of course, if John Woo-style gun battles are more your thing, Unreal Tournament does those spectacularly too.

● The awesome low gravity stage

▲ She's stepped out of the teleporter and into her worse nightmare. Watch her bleed

▲ The coolest thing is spotting an opponent and killing him before he sees you

PUCKS AND RUCKS

▲ Exercise those button-bashing skills as the hardmen of the ice go toe-to-toe

NHL 2001

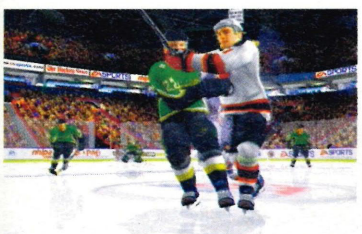
NOV PLAYSTATION 2 PS2

Smash guys into the boards and punch them in the teeth. Oh, and don't forget to try and score goals

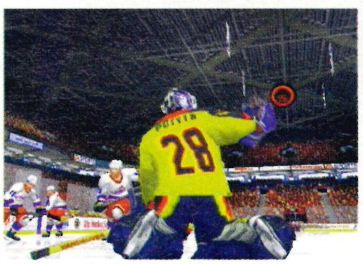
Canada's not just about flip-top headed people who fart and swear the whole time. They've got their sporting priorities sorted right out. While Europe worships The Beautiful Game and the US is all about basketball, Canada likes to watch men slash at each other with sticks and have fights on ice. The viciousness of ice hockey makes it ideal videogame fodder.

NHL 2001 does ice hockey better than it's been done before. Players skate with amazing fluidity and look exactly like their real-life counterparts. Each crunching hit has you wincing, and each slap-shot into the net has you whooping. Of course the players go toe-to-toe to give each other a slap at every opportunity, but the button-hammering controls make it more like Track and Field than Tekken.

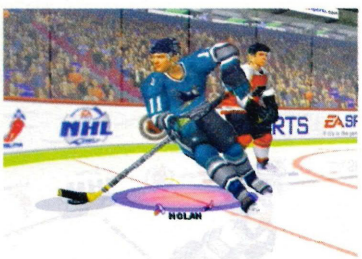
Ice hockey fans are harder to come by than white dog turds in the UK, but they'll want to snap this up straight away. Gamers, of course, love violent, fast, adenaline-charged fun and that's exactly what NHL 2001 delivers. It's out on PS2 launch day.



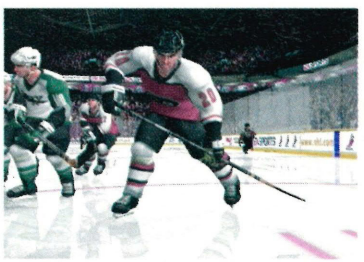
▲ Skate hard...



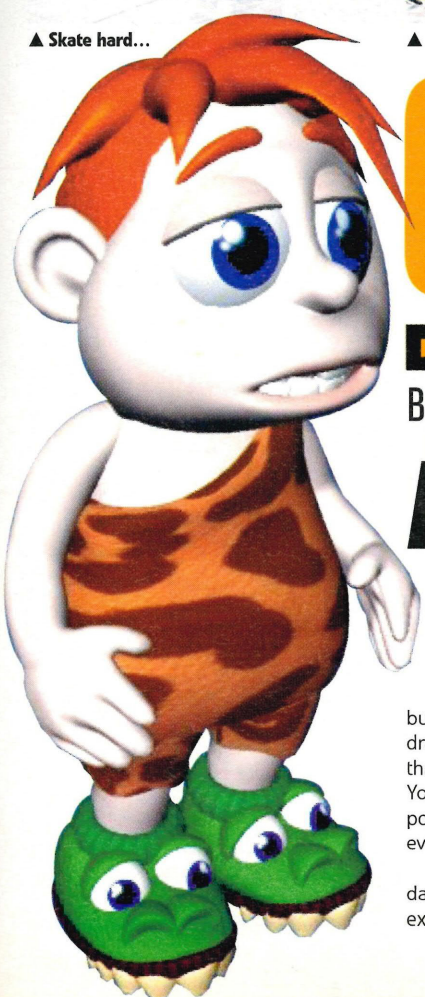
▲ ...and twat that puck for goal scoring thrills



▲ Movement slicker than a pole-dancers pole!



▲ For sheer aggressive action, NHL kicks ass



GOOD RIDE

THEME PARK WORLD

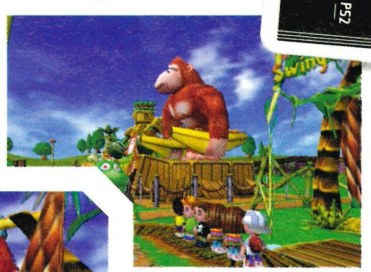
NOV PLAYSTATION 2 PS2

Build the amusement park of your dreams. And the punters' nightmares

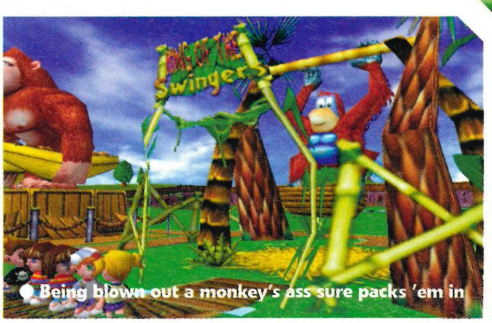
Alton Towers didn't just fall out of somebody's ass you know. Somebody had to move a cursor around a field, select rides and coaster sections, then hit X to make them appear. It took a good 30 minutes to make it run so the kids weren't going green and chundering everywhere.

Theme Park World on PS2 lets you build the amusement park of your dreams. It's not all about nutty coasters that make people's eyes fall out though. You've got to run at a profit, be safe, be popular, hire staff – basically do everthing that Mr Alton Towers does.

It'll be out on PlayStation 2 launch day, and while it's a completely different experience to playing Tekken Tag it'll hook you right in if you let it. It's not that diffferent from the well-received PlayStation version, but added visual garnish, slicker controls and a host of new features make it well worth watching out for.



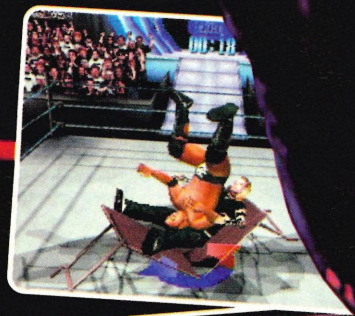
▲ Punters love that monkey!

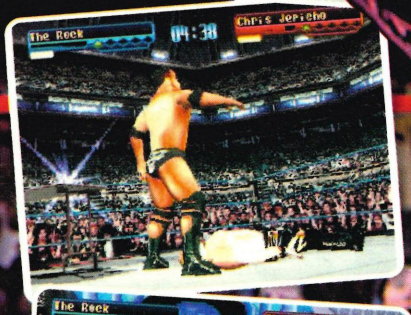


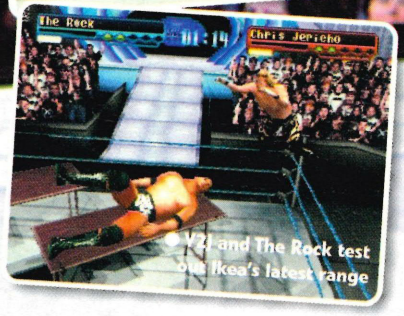
Being blown out a monkey's ass sure packs 'em in

▲ Build your dream fun park

● Did you know Kurt Angle was an actual Olympic wrestling champion? It's true







◆ Vic and The Rock test out Ikea's latest range

THIS IS THE GAME!

The WWF Crew are back to terrorise your PlayStation. And this time they've bought tables

WWF SMACKDOWN 2: KNOW YOUR ROLE

Grease up, slip into those speedos, get primal and start flexing your muscles. WWF Smackdown, the first wrestling game to really get to grips with the total mayhem thrown up by WWF, has had a bit of a makeover.

WWF Smackdown 2: Know Your Role is promising to be everything you could possibly want from a wrestling game. The roster has been increased so all the biggest and baddest names are playable, the types of matches are varied and even the locations have been expanded to take in more backstage battles.

New wrestlers to enter the fray include Too Cool and Rikishi, Kurt Angle, Latino Heat Eddy Guerrero, Crash Holly and Bull Buchanon. Even Smackdown commentator Michael Cole is now a playable character. And you don't have to restrict yourself with the standard one-on-one bouts or tag team matches either. By simply introducing some tables, a whole new concept is born. The idea of the match is to simply plough your opponent through a table to win. And that's it. Other types of matches include the ladder bouts made famous by the high flying Hardy Boys – and if you're feeling particularly wild try grabbing one and twating your opponent. Hours of bone crunching fun.

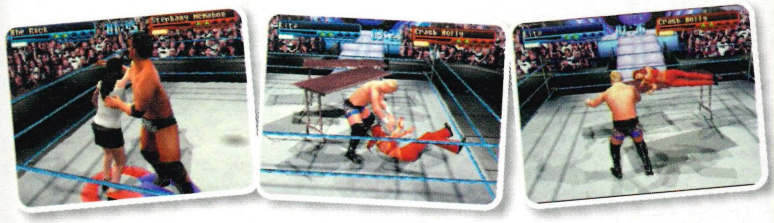
The casket match is another new option, where the somewhat morbid aim is to lock your enemy inside a coffin. The iron man match also makes its debut. Endurance is the name of the game here as whoever has the most pinfalls or submissions at the end of 60 minutes is declared the winner.

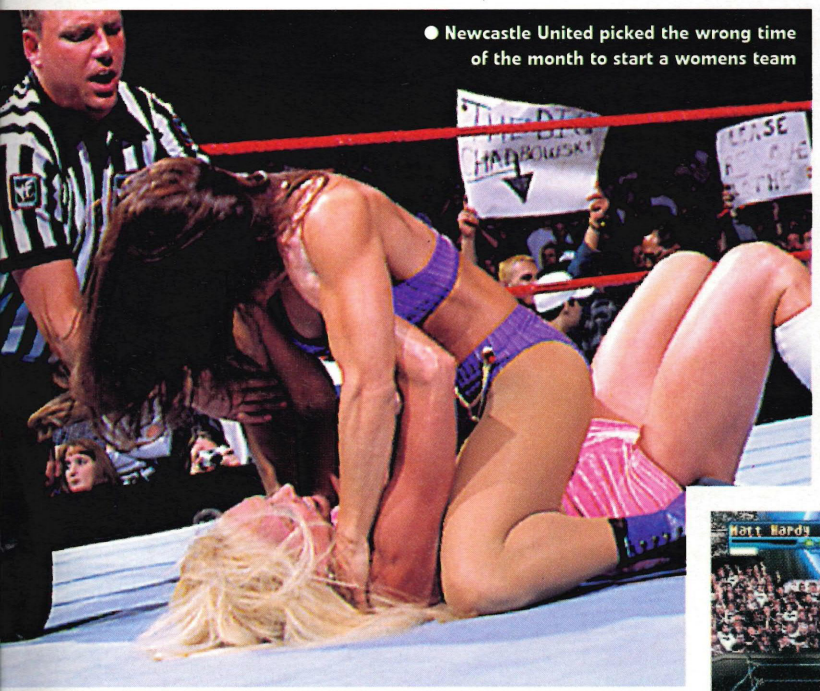
Even if you're not a fan of the WWF, this still looks like being the definitive wrestling game around. Loads of moves, loads of wrestlers and a ton of different game modes will keep you entertained for months. With any luck, we'll have an update and new screens next issue.

NOV PLAYSTATION PS1

THE NINTH WONDER OF THE WORLD

Even the divas of the WWF are well represented with Kat, Lita, Trish Stratus and The Ninth Wonder of the World Chyna making appearances. Sadly, there's no Over the Top, Off with the Top or Strip matches as seen in recent weeks in the WWF, but you can content yourself with the knowledge it's now possible to put The Kat through a table as Buh Buh Ray Dudley thanks to the new table match.

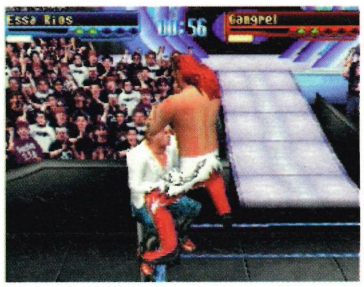




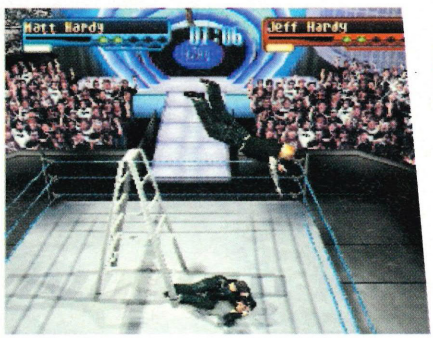
● Newcastle United picked the wrong time of the month to start a womens team

● One half of Too Cool, Grand Master Sexay takes a beating from Taka

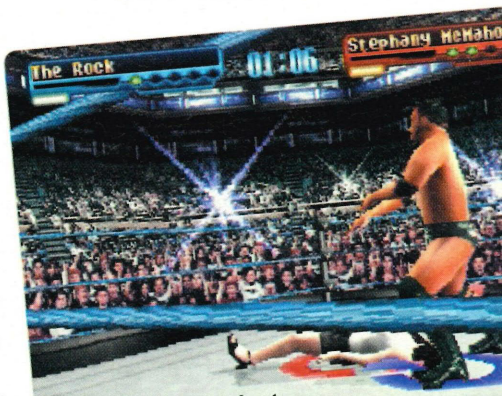
▲ The wrestlers were dazzled by the phantom camera flasher in the crowd



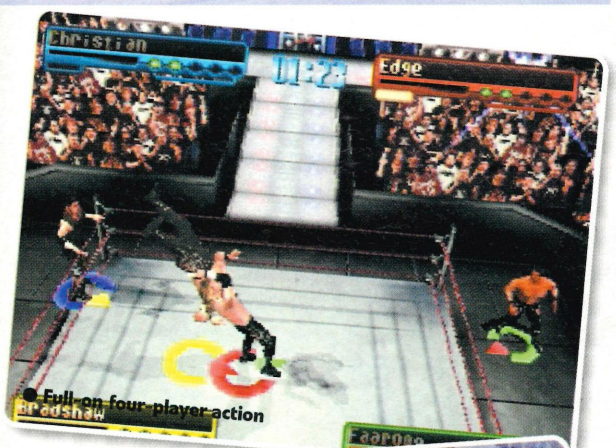
▲ Surely this kind of stuff should only be aired after the watershed?



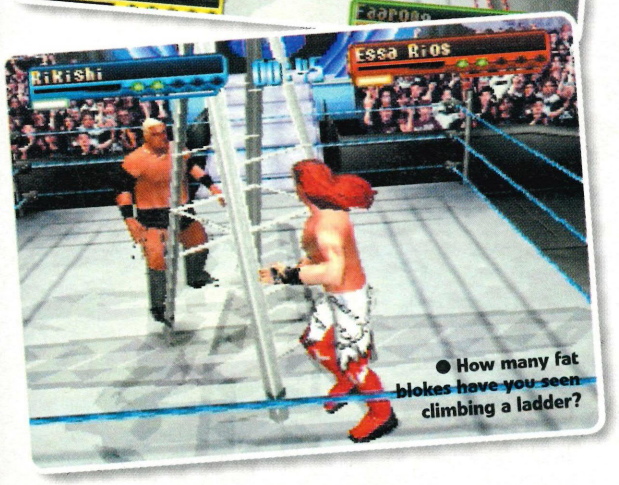
▲ There are easier ways to change a light bulb



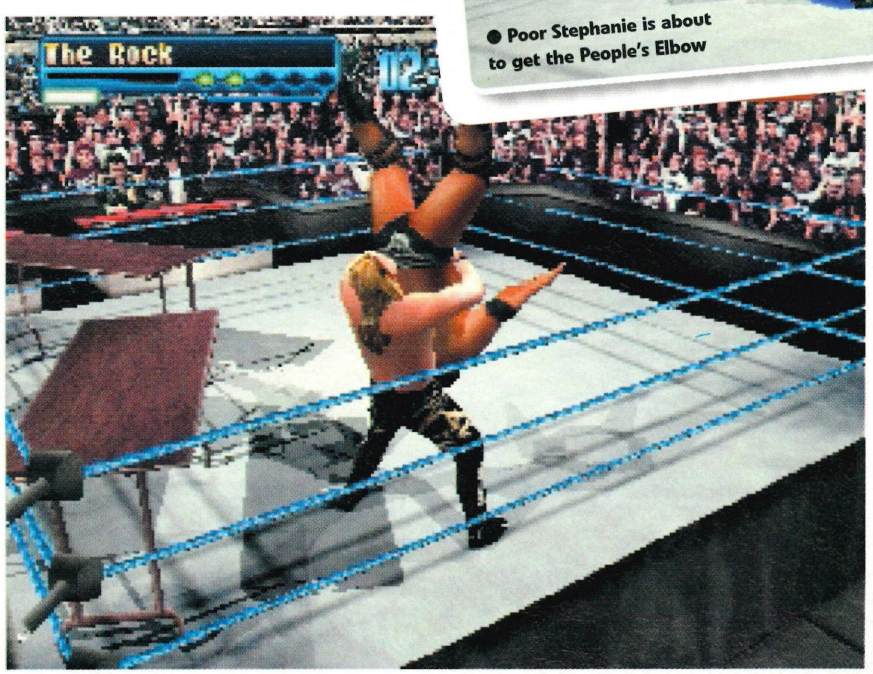
● Poor Stephanie is about to get the People's Elbow



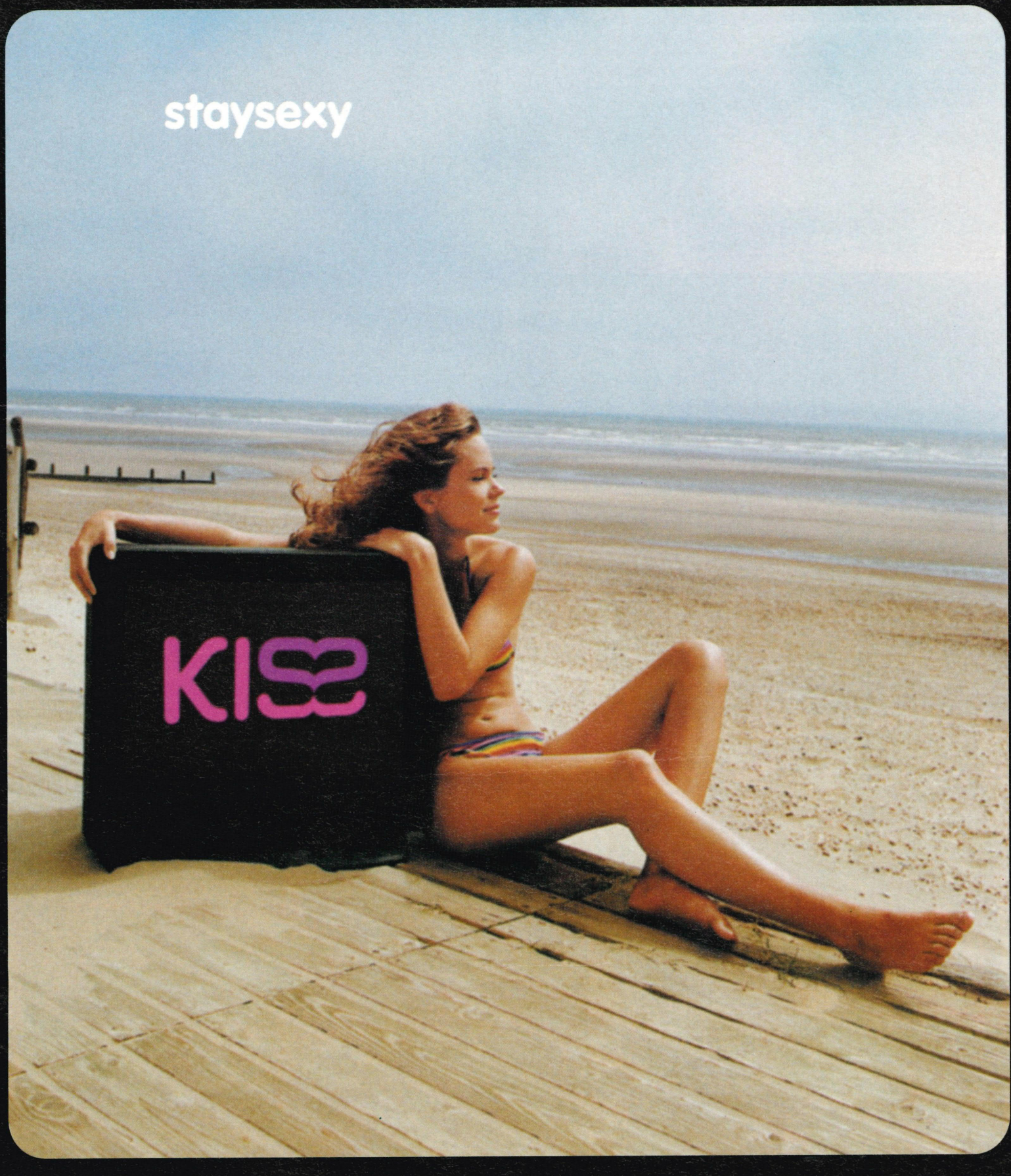
● Full-on four-player action



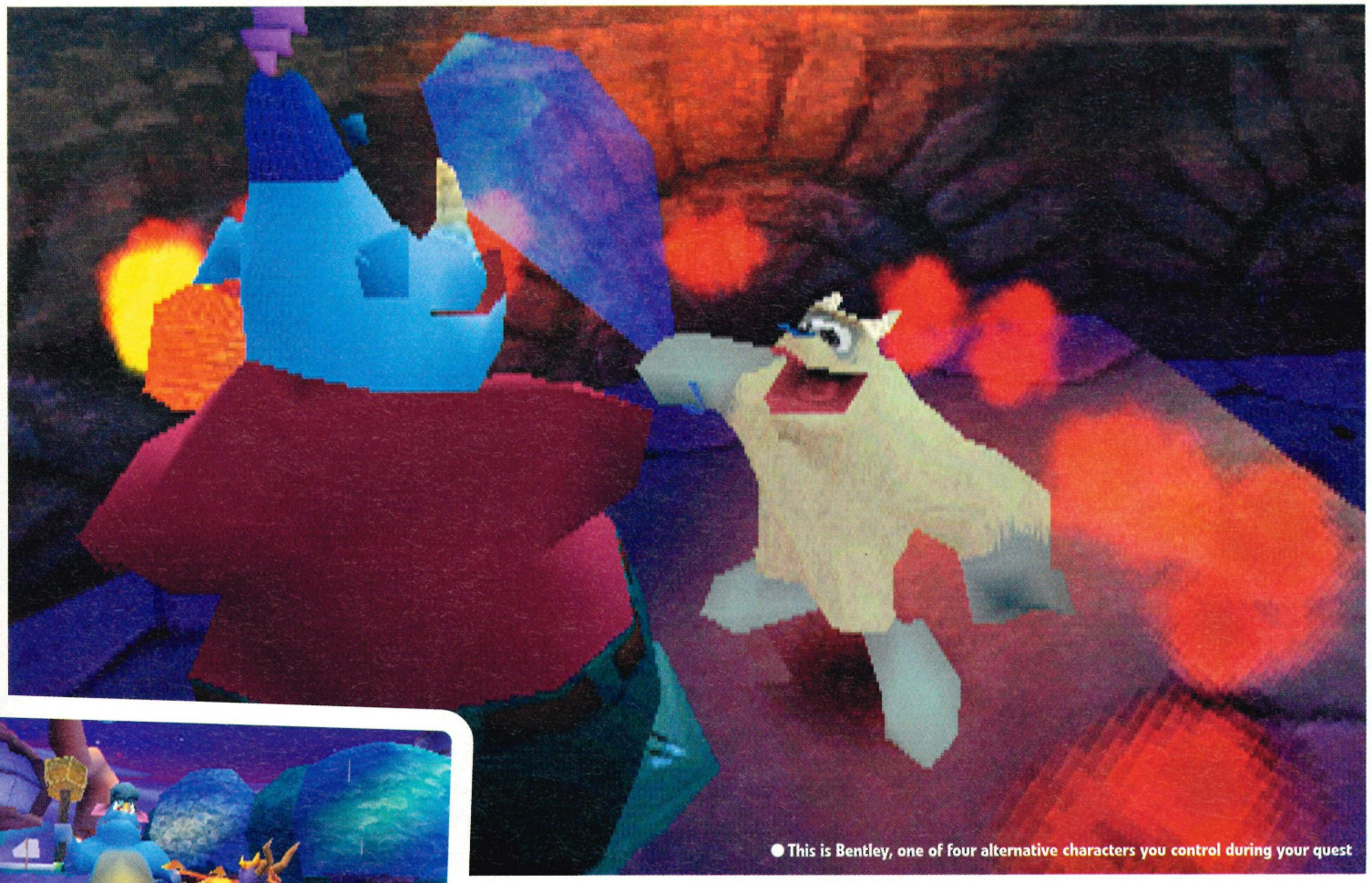
● How many fat blokes have you seen climbing a ladder?



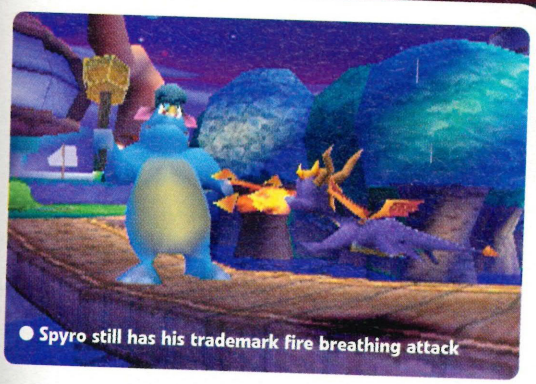
▲ The detail around the ring is excellent – look closely and you can see JR and Jerry Lawler commentating!



KISS is only on Sky digital



● This is Bentley, one of four alternative characters you control during your quest



● Spyro still has his trademark fire breathing attack

RE-ENTER THE DRAGON

SPYRO YEAR OF THE DRAGON

NOV PLAYSTATION PS1

An egg-thief ruins the party and Spyro's back in action. This time four of his pals join the fun

The Year of the Dragon is the third in the million-plus selling Spyro series, and is the first to allow you to play as different characters. The four added figures of fun are Sheila the Kangeroo, Bentley the Strongman, Sgt. Byrd the Penguin and Agent 9 the Space Monkey.

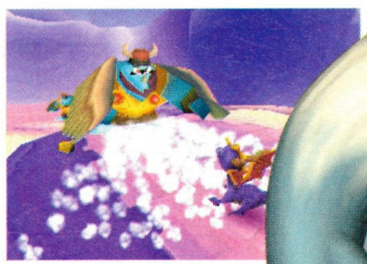
Spyro is the same as ever, cute as can be and complete with trademark fire-breathing skills. After saving the day in the second game, Gateway to Glimmer, the dragon in question packed his bags for a holiday. On his return, he arrives in the middle of the dragons' centennial egg festival. After getting lashed and falling asleep in a field, they awake to find that someone has swiped their eggs. And guess who's got to find them?

The basic idea is similar to previous versions – collect gems and sell them to Mr. Moneybags in order to gain access to areas or learn new skills. Added to this are the eggs you have to recover which will in turn give access to new levels.

The new characters are accessed by collecting gems and selling them to ol' Moneybags. Each has fresh skills that open up new areas. For instance, Sheila has a jump that Dalton Grant would be proud of and a kick to put Eric Cantona to shame.

The quality of the graphics is still top notch and Spyro remains one of the most colourful, good fun games around.

● This, in case you were wondering, is Sheila



▲ Feel free to insert your own fart gags to accompany this pic

● In-game commentary comes courtesy of human beatbox Rahzel

BETTER THAN THE R

AWESOME SNOWBOARDING ACTION AND NOT AN OAKLEY-CLAD COCKY

SSX SNOWBOARDING

NOV
PLAYSTATION 2
PS2

PlayStation 2 is only slightly less powerful than God. With this in mind, it should come as no surprise its games are a distinct improvement on the real-life experiences that they're based upon.

Take snowboarding for example: nothing could beat the rush of caning down a viciously steep mountain, trees hammering past as you sail over a ridge with a delicious 540 tail grab. Cool Boarders tried to replicate that on PS, and came about as close as England is to Brazil.

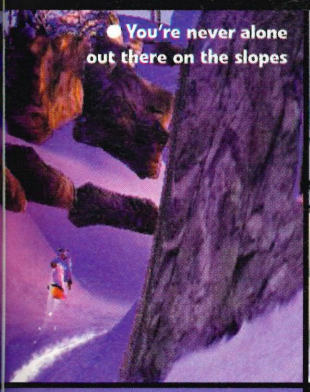
SSX on PS2, though, is better than real-life. Why snowboard down an icy French mountain, when PS2 can bury New York City in snow and let you ollie through offices blocks as a shortcut. Or how's about shredding down a custom-built Tokyo course that's got flippers and bumpers like a pinball table.

Not only does SSX display utter genius in its course construction, they're almost totally freeform. There are no invisible walls here to bump you on the straight and narrow: if you think you can get to the bottom quicker by hanging a left into the deep snow and kick-flipping down a canyon then go ahead. In fact, the course markings only show the slowest way down. You've got to innovate to be great. Shortcuts are everywhere.

The trick system isn't included just so you can look like a bit of a hero when the boys drop round. Tricking builds your special meter up, giving you a speed boost on demand. And when you're going quick, you really feel it. The game shifts at rate so furious your eyes struggle to keep up. Even in two player split-screen your friendly PS2 rockets polys at your eyes 'til they bleed.

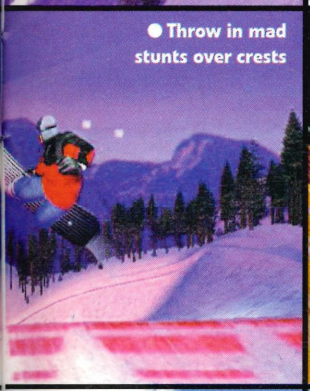
The feel is spot on too, and nothing showcases the graphical power of PS2 like this game. Nothing. Pop-up? Forget that, you can see for miles. And anything you see is boardable, so you'll lose hours when you aren't competing just exploring the territory. Snowboarding videogames always seemed a great idea and now technology has caught up to make them an awesome idea. Watch this steal the show come launch day.

● Eight riders per race. Superb

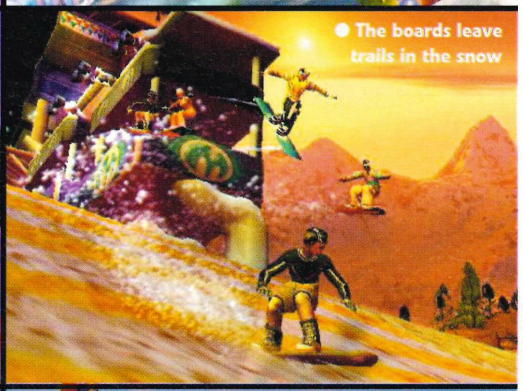


● You're never alone out there on the slopes

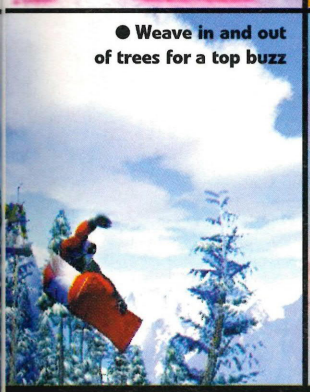
● This isn't a replay. SSX plays like this



● Throw in mad stunts over crests



● The boards leave trails in the snow



● Weave in and out of trees for a top buzz

● Watch your win from awesome angles

EAL THING

ICH GIT IN SIGHT

KILL KILL KILL

X-SQUAD

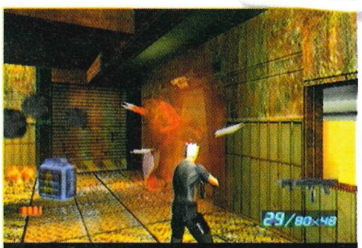
NOV PLAYSTATION 2 PS2

Happiness is a warm barrel and piles of bullet holed guards. Bring on the carnage

The only thing better than killing something is killing lots of things. Getting knee deep in guts and fire in a videogame is awesome. Don't be fooled by the 'sophistication station' looks of PS2: if you want to shoot the legs off a cast of thousands on PS2 launch day, X-Squad should be the first game on your wish list.

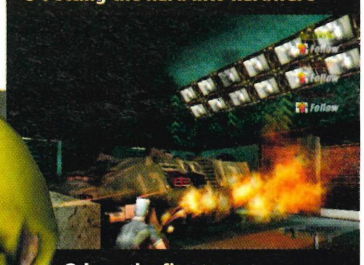
To play it's like Duke Nukem on amphetamines: screens full of death, explosions and noise. And the odd switch puzzle should you care to bust a brain cell. You play Ash, X-Squad's leader, sent to bail out some incarcerated boffins who can save humankind from a deadly plague. Your team members can help you and the sheer volume of bad guys makes a lone mission certain suicide.

You want guns? X-Squad has over fifty. You want levels? There's 12 big ones to do here. You want to play it now? Tough titties. Now PS2 has been pushed back to November 24th you've got a bit of a wait.



● Let me hear you make some noise!

● Putting the hard into hardware



● I am the firestarter...

● Sassy, sexy, totally cool... and that's just the gameplay

● This new big fat momma wants to kiss your bottom. She's your best ever bird

DO YOU WANNA BE A BOXER?

READY 2 RUMBLE BOXING: ROUND 2

NOV
PLAYSTATION 2
PS2

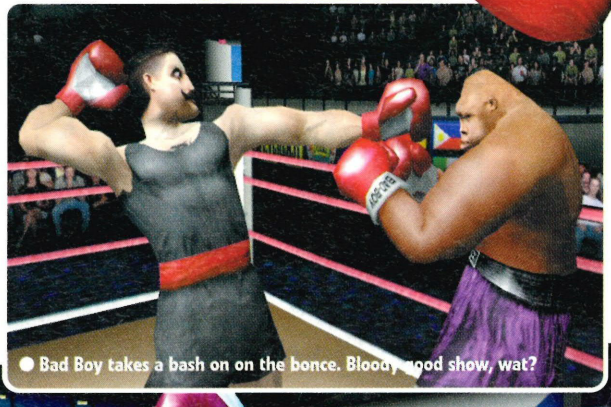
Step between the ropes once more and get ready to rumble with Afro Thunder and... Shaquille O'Neal!?

The golden ring is calling you as the most original boxing title to materialise on PlayStation for aeons returns, this time on PS2, to pummel you into submission. And, after the announcement that Michael Jackson is to star as a playable character, we have the first action screenshots to show you.

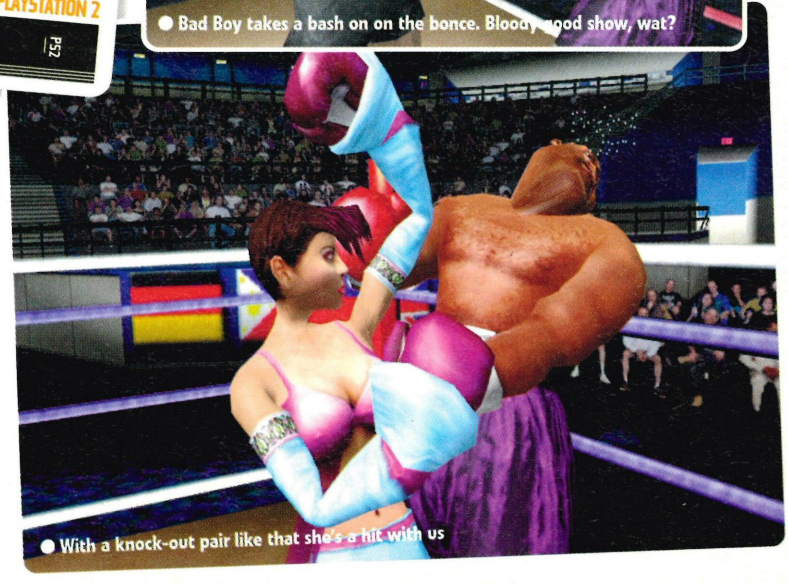
Apparently, MJ was motion captured for the part to make him look and move realistically. He will of course undergo the usual rumblisation to make him fit in with the game as well. Jackson is one of a total of 12 new characters, joining man mountain Shaquille O'Neal as one of the hidden celebrity fighters.

Eleven of the original boxers have made it into the sequel, but they've all got updated costumes, taunts and Rumble Flurries. The boxers also interact more with the ropes and grapple each other, opening the way for more fast paced, close in battles, rather than the swinging jabs from before.

Details in and around the ring have been improved with new announcements and win poses; girls who tart about with the round cards; trainers; cornermen, and even a couple of photographers. The training mode has also undergone an overhaul and you can now spar with a passive opponent and take part in exercises like skipping or aerobics.



● Bad Boy takes a bash on on the bonce. Bloody good show, wat?



● With a knock-out pair like that she's a hit with us

● Wow dude, Skullmonkey's pulling a moonie!

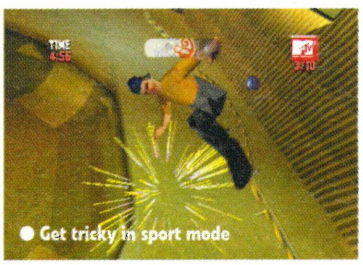
● Banging tunes are matched by kick-ass action

THE RIDE OF YOUR LIFE

NOV PLAYSTATION PS1

The MTV team take to the slopes and they need you to pull some phat air with them. Man

● Check out the switch FS 180

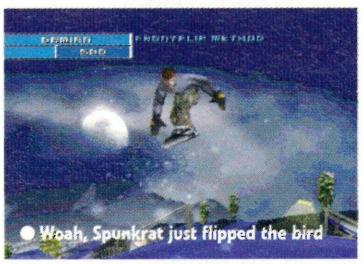

● Get tricky in sport mode

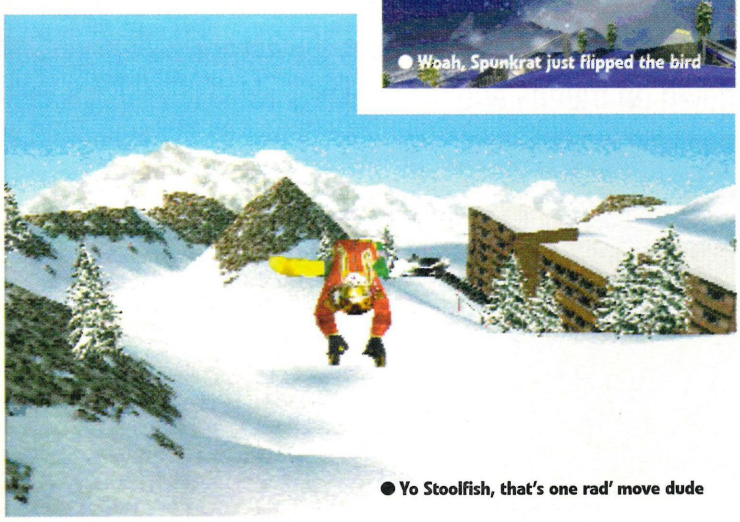
MTV SPORTS: PURE RIDE

The slopes are packed dude. They're rammed full of baggy pants, stupid hats, people called Josh and bloody snowboarding games! Jesus, somebody has some relative success and look! Millions of them! However, it doesn't mean to say that they're all bad which is exactly what the people behind Pure Ride will be thinking.

The most important part of this game that you need to know about is the create-a-park option. No prizes for guessing what you have to do here, but having the chance to make your own mad run sounds quite appealing. Add to this the improved Big Air modes and Half Pipe and you're guaranteed to spend more time in the air than you are on the snow.

Performing certain tricks or collecting icons also opens up new sections of the game or better boards, so the emphasis is on you to perfect each of the levels and keep your eyes peeled. The boarders and boards themselves are all genuine so it has some extra sense of realism too. Expect a full review next month.


● Woah, Spunkrat just flipped the bird


● Yo Stoolfish, that's one rad' move dude

BOARD MEETING

MTV SPORTS: SKATEBOARDING

NOV PLAYSTATION PS1

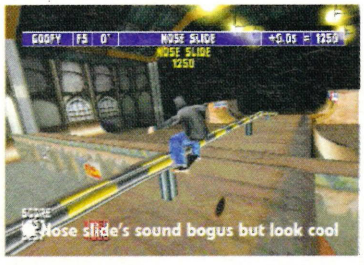
Is anyone baaad enough to dethrone Tony Hawk as the Chairman of the Board?

MTV may not be the first company you'd think of for sports games, but at least you're bound to get a decent soundtrack. Here, The Deftones, Pennywise and Cypress Hill all lend their tracks as you ollie and kickflip around the skate parks.

The basics are similar to most skateboarding games in that the 25 stages consist of indoor and outdoor parks, a school or park for example. There are also nine different game modes to play through.

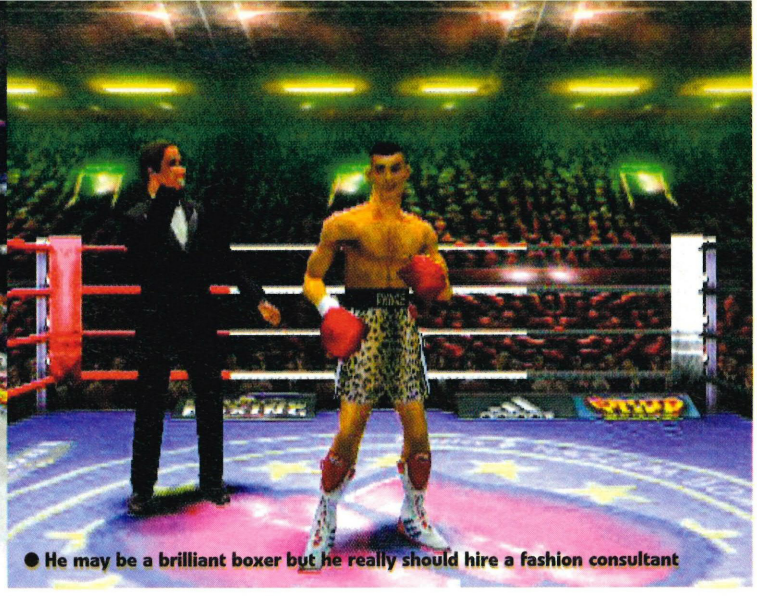
The stunt mode is your chance to tune up the tricks and Battle or Tag modes are good alternatives to just performing loads of stunts. There's an MTV hunt as well, where the goal is to collect 10 MTV icons within a time limit, but without crashing.

Controlling your character's a little fiddly to begin with, but once you've got some speed and the hang of the buttons, the moves start to flow. It's clearly got potential and we'll reveal all next issue.



● Nose slide's sound bogus but look cool

● Nas dances around the ring like a gloved-up ballet dancer



● He may be a brilliant boxer but he really should hire a fashion consultant

PRINCE CHARMING

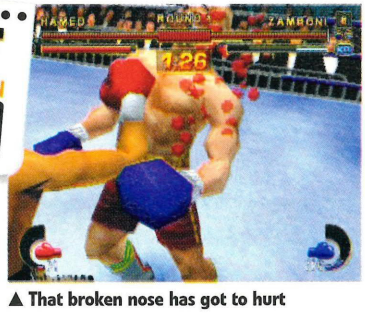
■ PRINCE NASEEM BOXING

OCT PLAYSTATION PS1

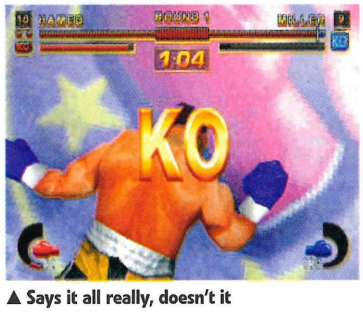
England's king of the ring gets his game out

He's been shadow boxing in the dressing room since 1998, but Nas is finally about to take to the ring. Prince Naseem Boxing has suffered delay after delay, but now it's due at the end of October.

A Ready 2 Rumble-style arcade mode is looking good and playing pretty sweetly already, and there's also a more realistic simulation mode. Budding Don King's can also manage a fighter to world championship glory. There's going to be 16 real-world fighters in there, but we'll bet cash right now Nas is far and away the best brawler to be.



▲ That broken nose has got to hurt



▲ Says it all really, doesn't it

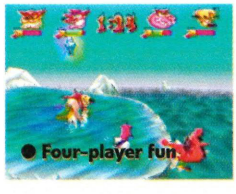
● All the familiar Crash faces are back for this blastfest

FIGHT LIKE A BANDICOOT

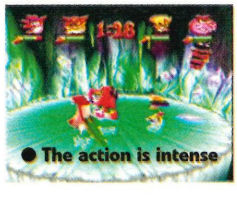
■ CRASH BASH

DEC PLAYSTATION PS1

Sony's famous bandicoot lays the smack down on friends and foes alike



● Four-player fun



● The action is intense

Who's your favourite bandicoot? Barry can fart the national anthem and Edmund does that cool thing where he peels his eyelids back, but Crash is probably top of your list. You won't mind for one second then that the magical marsupial is back on PlayStation screens in time for Christmas.

This time out it's unfamiliar territory. He's parked up the kart, put his platforming shoes in the cupboard and now he's going to war.

Four-player arena battles are the order of the day, in this seven-event extravaganza. The full Crash cast is in and selectable, and it should prove a pleasant diversion should you gather up enough friends to have one of those 'party' things.

LARA WHO?

DANGER GIRL

NOV PLAYSTATION PS1

Forget Crofty, this girl is hot, Hot, HOT!

Ever wondered what a hybrid of Syphon Filter and Tomb Raider might be like? Nope? Well, it's kinda like Danger Girl.

The game follows the exploits of busty comic book adventuress Abbey Chase, as she darts around doing lone wolf-type missions. If we were really puerile and sexist we'd probably tell you she had a nicer arse than Lara Croft. Oh hang on, we are puerile and sexist so yes, Danger Girl has got a nicer arse than Lara Croft.

▲ Think two peaches squeezed in a small bag

ISS GETS REAL

ISS 2000

NOV PLAYSTATION PS1

Real player names for ISS at last

Gamers have been crying out for it for years and Konami has finally signed a license to include real players in an ISS game. The FIFPro license sounds irrelevant, but it means England's free kicks will be taken by Beckham rather than Dechan.

The licence applies to all forthcoming ISS product, PS and PS2. To celebrate, we've bagged a load of new shots of the next ISS game on PS1.

If you're really into the ISS series, you might notice these look a lot like N64 shots. Well, they're not. OK, the new version has been coded by the N64 team, hence the similarity, but this is while the original Evolution team beaver away on a 'secret project'. Hmm, could be the begins of the ultimate PS2 football game.

▲ At last, you can play as real players in ISS

JURASSIC LARKS

● Let them eat shotgun! Hang on a sec, that's Dino Crisis...

DISNEY'S DINOSAUR

NOV PLAYSTATION PS1

What do you call a dinosaur with one eye? Doyouthinkhesaurus! Ha, ha! Oh...

Disney and Capcom have very different ideas about what dinosaurs are all about. Whereas one goes for 'flesh ripping predators', the other opts for 'friendly dudes who love helping each other out'. Guess which one of those two scenarios Disney's Dinosaur bases a game around?

Your squad of three dinos combines their abilities to solve problems in a gameworld festering with nasty Raptors and dinos in distress. The Pterodactyl carries things in her beak and is a good navigator, the monkey climbs trees and the brachiosaur can swim and attack with its tail.

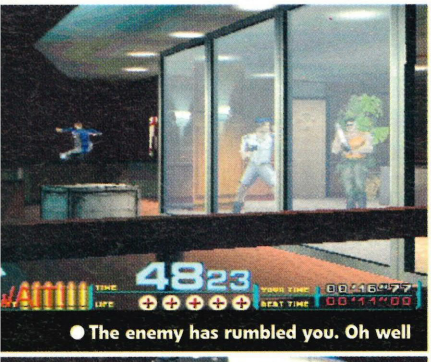
The top down adventuring isn't likely to set the world on fire, but it's spiced up with tasty clips from the movie of the same name. A great one for nippers.

● Aww, ain't it cute

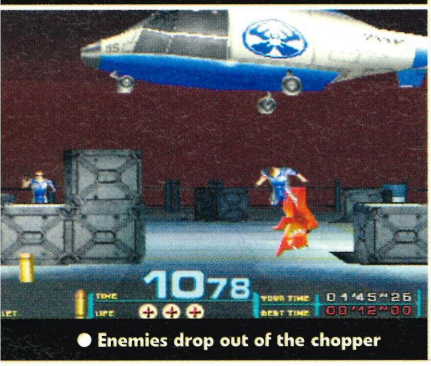
● This cheeky monkey can climb

● The Pterodactyl carries stuff

● All three dinos work together



● The enemy has rumbled you. Oh well



● Enemies drop out of the chopper

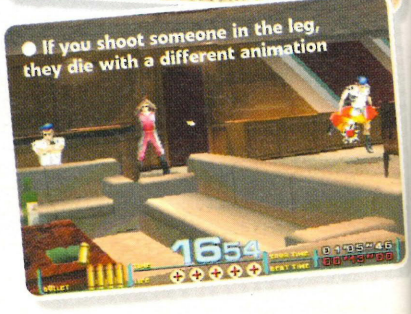
● You can now move to different locations when you face a boss

● Bound for the bound bound, for da...

● You can take a few small bullets before...

● ...you take a hit like this. Enemies with big weapons cane you

● Objects in the foreground shatter under fire



● If you shoot someone in the leg, they die with a different animation

DEATH IN THE PROJECTS

TIME CRISIS: PROJECT TITAN

FEB
PLAYSTATION
PS1

Cock the hammer, it's time for action! Time Crisis gets a PlayStation only sequel and it's coming fully loaded. The clock is ticking...

It's a setup. Or at least that's what the VSSE think when their top agent, Richard Miller, is framed for an assassination he didn't commit. Even the A-Team can't help him now, only you can. Playing as Miller, you've 48 hours to find the real killer and unravel the web of deceit surrounding this crime.

Rather than go for the straight arcade conversion of Time Crisis 2, Namco have opted to make an entirely different game, never before seen on any format. This means they've been able to tweak the gameplay elements slightly to make it even more suited to the home audience. For example, when facing boss characters you have to move between multiple hiding places so you don't get caught in the debris or ambushed by sneaky enemies.

The enemies are brighter than ever, so don't expect them to stand and wait for the bullet with their name on it. The brand new levels have a familiar feel to them as you engage in boat chases and battles through the harbour but they are completely new. It's not out until early next year, but more news will come your way as soon as we get it.

▲ Shoot the guys in red first. Or you die

▲ Three direct head shots will see you right

STICK IT IN THE MIXER!*

The first game quite blatantly wasn't, but the Premiership is. Will we really be saying that This is Football 2?

● Shadows created by floodlights add to big match atmosphere

● Attention to details such as kits and ad hoardings could help TIF2 make PS's Premier League

THIS IS FOOTBALL 2

NOV PLAYSTATION PS1

ISS Pro Evolution is still the undisputed king of football games. Of that there is no doubt. Many have tried and failed to topple the most playable football game on PlayStation. Sony's last effort came in the form of This is Football, which despite selling well, never really captured the flowing, graceful style of ISS. Now that the sequel is here, Sony is confident it's got it right this time.

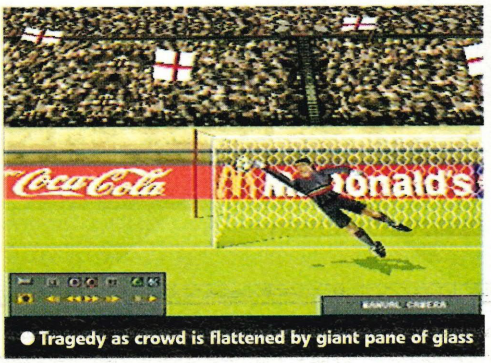
Those of you who played Total NBA will recognise the new icon passing system that has been implemented into TIF2. You'll be able to instantly pick out players using the respective button displayed above their heads. It works for through balls too, so now you have a choice of players when lining up that defence-splitting pass.

A season mode has been added and it works in much the same way as the real thing, in that a top six finish qualifies you for Europe.

Chips, dummies, feints and shimmies have been added and tweaked, so it's easier to take people on. To counter that, the intelligence of computer controlled players is better, so you have to time flash moves to perfection to get them to work. Keep your eyes peeled for more next month.

▲ Dribblin' skills so good, even France's defence look ass-masters

● The new icon passing system is deadly accurate



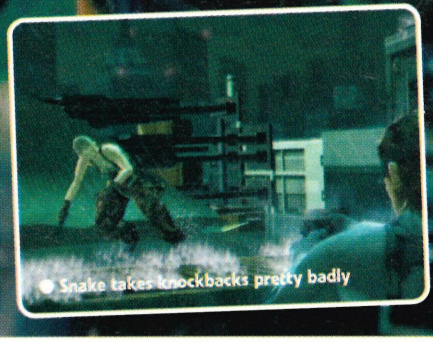
● Tragedy as crowd is flattened by giant pane of glass

● Wallop! Even this keeper's cat-like reflexes are no match for Batistuta's net-buster

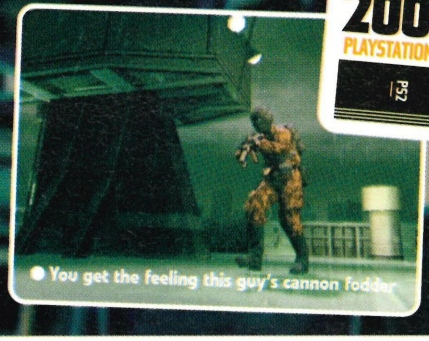
* This Is Football slang for 'Cross it, old boy'.

ALL NEW SNAKE

● Just how f'real can you take it? Even the hardcore will soil their undies

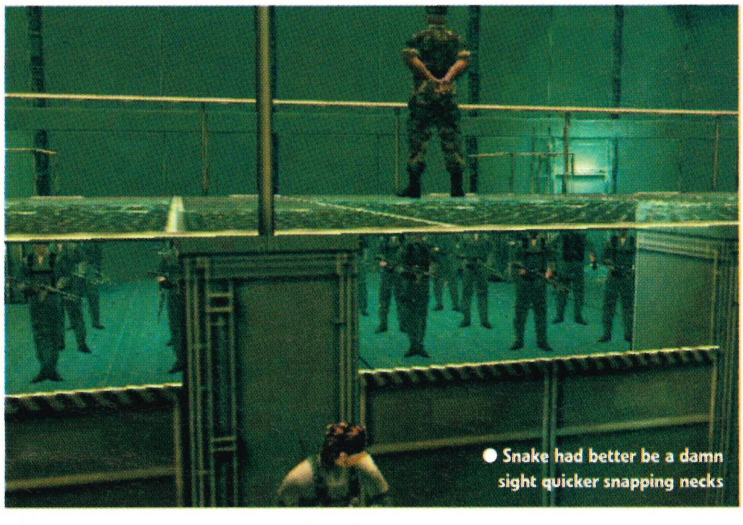


● Snake takes knockbacks pretty badly



2001 PLAYSTATION 2

● You get the feeling this guy's cannon fodder



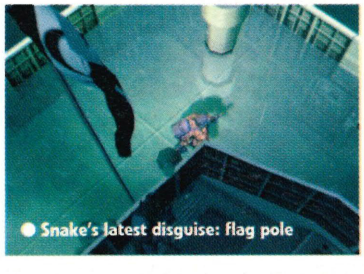
● Snake had better be a damn sight quicker snapping necks

METAL GEAR SOLID: SONS OF LIBERTY

New shots prove 2001 will be the Year of the Snake

You can never have too much Metal Gear 2, but Konami continues to drip feed new shots rather than bury us in a saucy deluge. Up to now you've only seen screens from the first level, which is set aboard a ship. A couple of these new shots hint at new areas.

Konami also showed new video footage at the European Computer Trade Show and we'll have stills from that next month. Just to whet your appetite, it shows Snake walking beside a New York freeway in the lashing rain. Without warning, he activates the stealth suit and sprints invisibly onto a bridge. He then bungee jumps off and the stealth affect is just like in the movie Predator. Awesome is not the word.

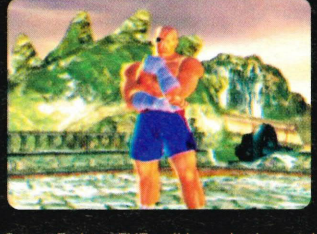


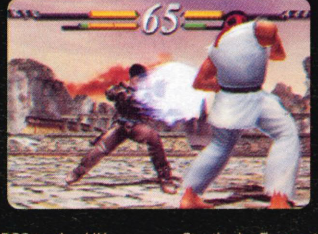
● Snake's latest disguise: flag pole

RYU AND IMPROVED

Jap games enhanced for UK launch

SF EX3/FANTAVISION/TTT





Street Fighter EX3 will launch alongside PS2 in the UK, just as it did in Japan. Trouble is, the Japanese version was spoiled by slowdown and texture problems. Fear not though kids: Capcom is reworking the PAL version to make it the game it always should have been.

Similarly, Fantavision is also getting a tickling before it hits the UK. All that was missing from the ace Jap version was a head-to-head mode and that's exactly what's being added. Tekken Tag will feature a full-screen anti-alias. Translation? Looks miles better than the Jap game.

COMMANDO CONQUERS

SKY SURFERS

If you've splashed three hundred sheets on a PS2, you'll want to keep it in good nick for a while. You won't want to bust a joypad in the first weekend. But it's not just Track & Field you should avoid, Sky Surfer is a closet analogue assassin.

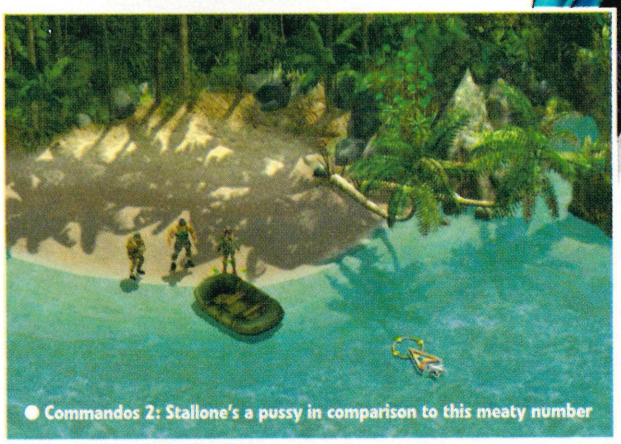
What do you do? Dive out of a plane on a snowboard and spin the analogue stick to spin and do tricks. Half way down the 'chute opens and you have to guide your chap back to terra firma through hoops for style points. Doesn't sound too complex, but we'll wait for the review to see if it's got long-term legs.

COMMANDOS 2

Ever seen the movies Rambo or Commando? That'll be you soon

Fancy crawling across ice on your belly into a base crawling with enemies? Slither up behind a sentry, leap to your feet, snap his neck and drop back down in cover before anyone notices. Then you loot the body of it's gun, and carefully take aim at the sniper on the tower.

All in a days work for a Commando. And if you want some of this Rambo-style action yourself, keep your eyes peeled for Commandos 2 on PS2 next year. You haven't missed the first one: that was PC only. But if super-gorgeous action strategy is your thing, you'd better practice sewing up bullet wounds with a bowie knife in preparation. The gameplay should lend itself well to joypad control.



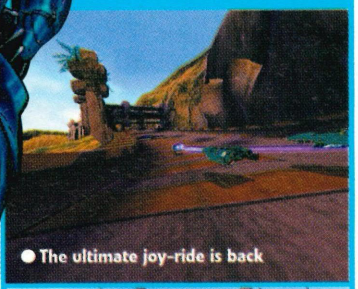
● Commandos 2: Stallone's a pussy in comparison to this meaty number

GO LOOPY

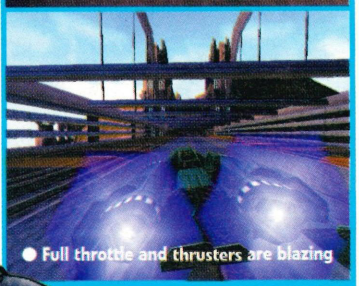
WIPEOUT FUSION

If one game summed up the style, attitude and downright coolness of PlayStation, it was the original WipeOut game. Light-speed visuals and a booming clubland soundtrack took videogames out of dark, geeky bedrooms and onto the widescreen TV in the lounge.

Obviously Sony want to replicate this success on PS2, and Wipeout Fusion might just do the trick. Tracks are more freeform for the next gen' incarnation, leaving you free to probe for your own shortcuts. We've yet to see a version running with more than one craft on the track, but predictably enough it looks absolutely gorgeous.



● The ultimate joy-ride is back



● Full throttle and thrusters are blazing

▲ Single player Fantavision looks like this. Gorgeous, yes?

▲ Versus mode Fantavision doesn't lack visual impact either

▲ More good news: Euro Tekken Tag will look better as well

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NEW PANTS PLEASE

ALONE IN THE DARK: THE NEW NIGHTMARE

JAN PLAYSTATION PS1

If Res Evil and Silent Hill only make you giggle, this could be the game that has you blubbin' like a hungry baby that's just filled its nappy

If you think Resident Evil pioneered videogaming scares, think again. Back in the early 90s, when Res Evil was a baby in its rotting cot, sucking on a fetid bottle, a mustachioed PI called Edward Carnby was creeping around haunted houses in Alone in the Dark. Now Carnby is back, to show Resident Evil how to *really* scare people, and he's brought a load of demons with him.

Alone in the Dark 4 does for PlayStation what Scream did for the silver screen, so make sure your sofa's covered in a plastic sheet before you start playing or the cleaning bill could be astronomical. Demons lunge at you from the shadows, giant creepy-crawlies lie in ambush and the eerie music is in itself enough to loosen your sphincter muscles.

Visually it's like watching an endless cutscene, with Carnby exploring the haunted island on which the game is set.

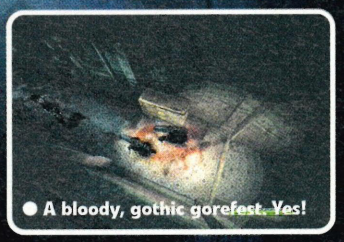
Darkness plays a big part in the game, the shadows helping to build atmosphere and tension. Carnby can cut through the blackness with his trusty flashlight, the effect of which is stunning. Just when you think you're in the room by yourself, the glare from your torch glistens off the eyes of a fanged nasty and seconds later the monster attacks.

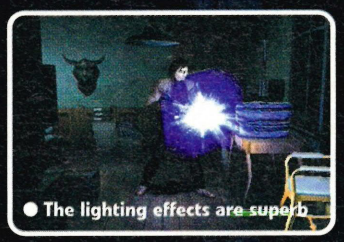
In terms of gameplay you're firmly in familiar territory if you've played any of the Res Evils, cautiously trekking around, solving puzzles and trying to remain in one, non-bloody piece.

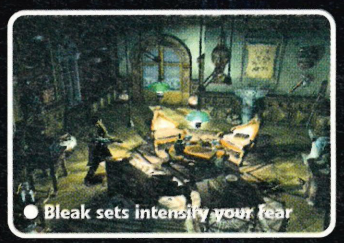
Unlike Res Evil, the loading times are few and far between. Walk up the stairs and Carnby walks up every step, there's no lame animation here to hide the loading times. You flip through doors equally swiftly. Key objects glint as you shine your torch at them, so you're never too far from the solution to a puzzle.

While it's similar to Res Evil to play, it has more in common with Blair Witch. Terror comes from what's hiding in the shadows, not a constant stream of monsters. Better make sure there are fresh batteries in the torch then.

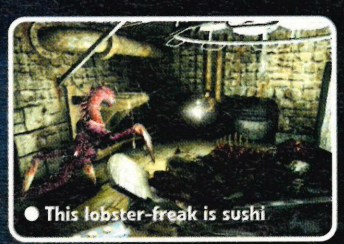
● Make 'em bleed!

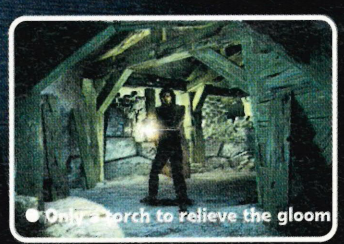

● A bloody, gothic gorefest. Yes!

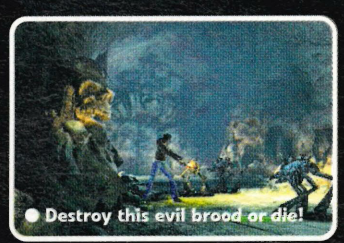

● The lighting effects are superb


● Bleak sets intensify your fear

● Flying-afterbirth be gone!

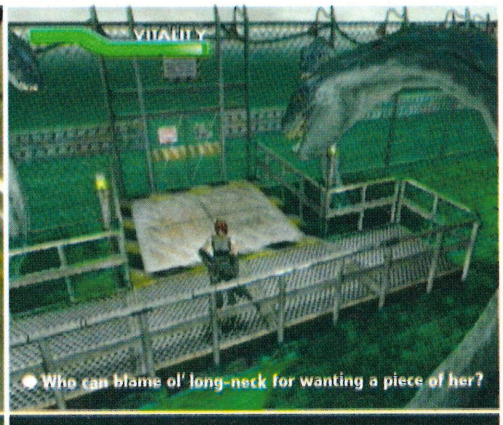

● This lobster-freak is sushi


● Only a torch to relieve the gloom

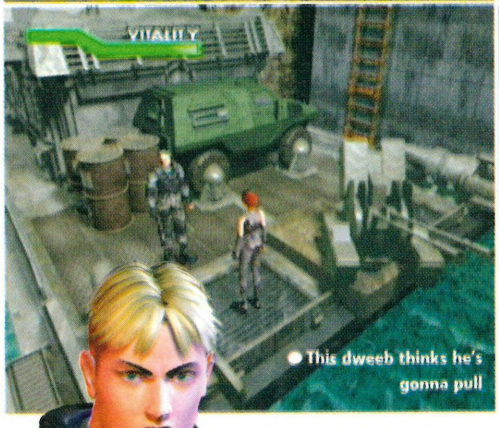

● Destroy this evil brood or die!

This girl just loves to pop 'em off

Looks like she likes to get horny too



Who can blame ol' long-neck for wanting a piece of her?



This dweeb thinks he's gonna pull

Talk about cruel, this raptor's gone straight for the gun

You're dino-burger, lizard breath!

TYRANNOSAURUS WRECKS

NOV PLAYSTATION PS1

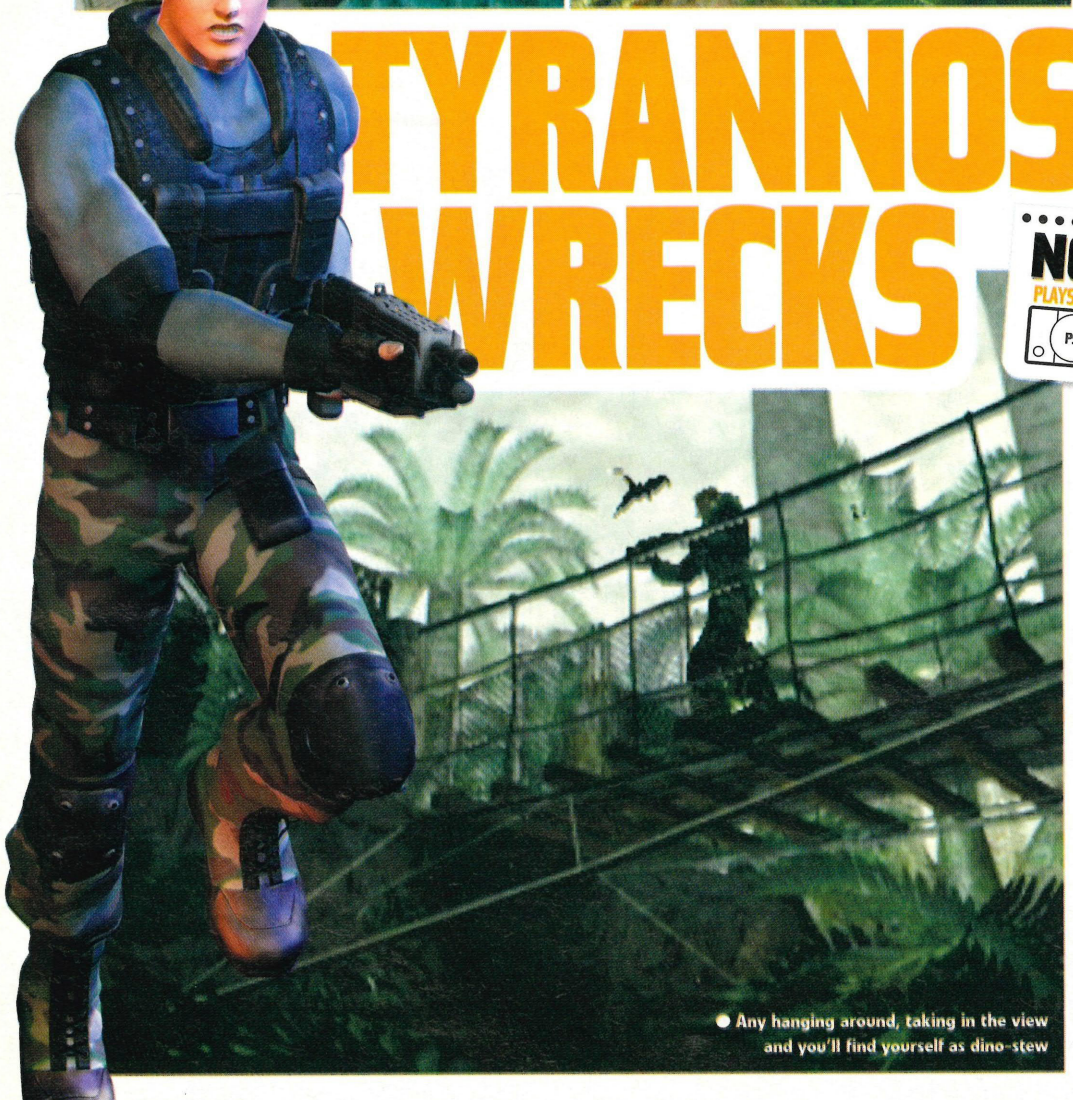
DINO CRISIS 2

Jurassic Park meets Starship Troopers in this high-octane prehistoric monster mash

You wouldn't turn down a second look at Angelina's jollies, and when Capcom offered us a sneaky peak at the latest Dino Crisis 2 shots, we were just as excited. You already know it's going to be like Resident Evil with dinosaurs, a prehistoric Wildlife on One with guns, but we can now show you what some of those scaley-skinned, stinky-breathed, big bad boys on a countdown to extinction actually look like.

In the first game you put down Rex and the Raptors with a 12-bore, but this time out it's like a gun safari through Walking With Dinosaurs. You can just imagine Brannagh choking on his pimms as you blow the head off a baby dino. Sweet. There's a three-horned Triceratops stalking you, and ol' long-neck, the Diplodocus, has quit eating leaves for a new diet – you. Throw in extended underwater sections, featuring a menagerie of nasty Jurassic aquatics, and it gets really exciting.

The developers have also realised that being attacked by one Raptor in a building is a lot less scary than having a herd of them chase you around outside. Now there's nowhere to hide, so cock your gun and get killing. If you fancy slaughtering some dinos from longer range, a sniper rifle lets you pick off Rex from the first person, before he rips open your body and bites out your ribs.


Any hanging around, taking in the view and you'll find yourself as dino-stew

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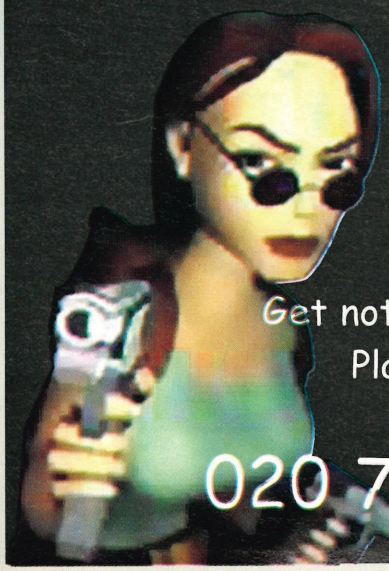

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COMINGUP

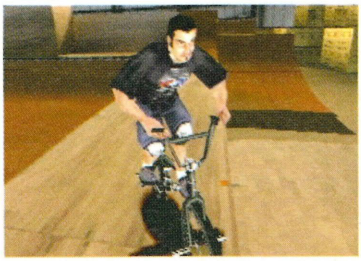
● Wow! This dude's pulled one rad move!

BIKE AIR MAX

MAT HOFFMAN'S PRO BMX

Take to the skies with Mat Hoffman and the extreme sports BMX crew

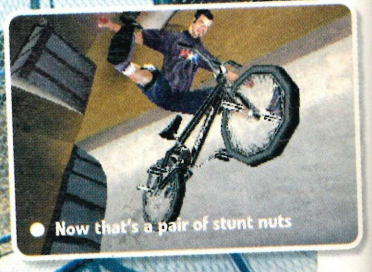
How many BMX stunts do you know? Wheelie, yes. Bunnyhop, yes. Any more? Probably not. But then again you knew dick about skating before Tony Hawk came along, and now you can bust a switch 540 christ air and chuck in a couple of kickflips before you land.

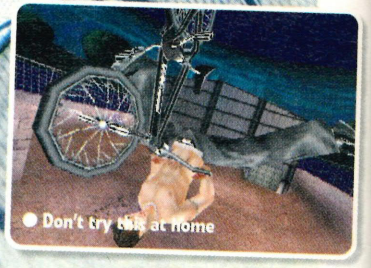

▲ Like Tony Hawk's on two wheels – sweeet!

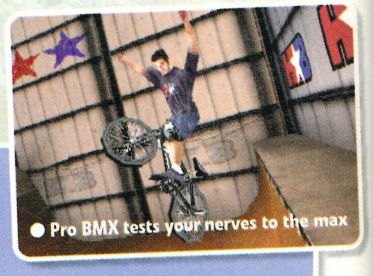
Well, Mat Hoffman's Pro BMX is going to make you a BMX guru, and if you've already mastered Tony Hawk's, you'll have a big advantage here.

You see, Mat and Tony have the same mum. No, not in real-life, but they were spawned from the same game engine. The control systems have been superimposed to a degree, and if you thunder Mat down a pipe, hitting X makes him bunnyhop like it makes Tony ollie. Holding triangle lets you grind objects on the stunt pegs, just as Mr Hawk would board slide them.

The environments look cool as hell and you can even build your own. There are eight individually-skilled riders and the Hawk-esque career mode to keep you busy. In fact, it's looking like Tony Hawk's on two wheels and that's not necessarily a bad thing. Review next month.


● Now that's a pair of stunt nuts


● Don't try this at home


● Pro BMX tests your nerves to the max

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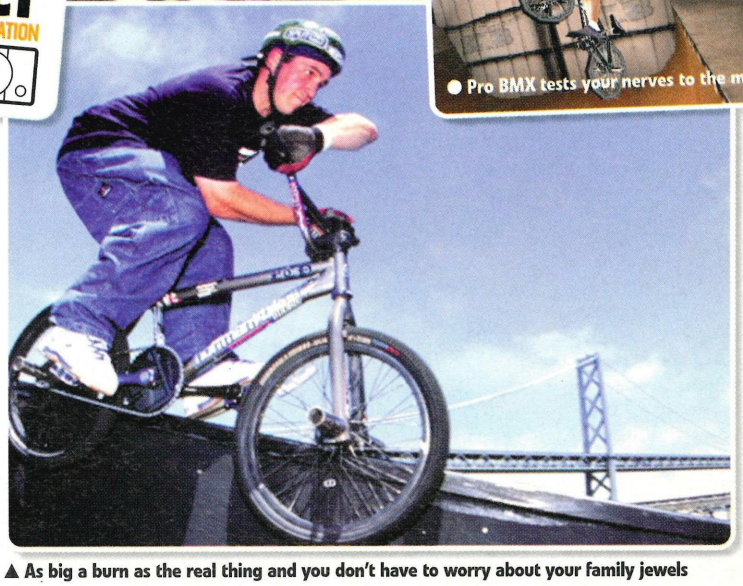

▲ As big a burn as the real thing and you don't have to worry about your family jewels

CROWD SAY MOW SELECTA!

▲ Put your hands in the air, like you jus' don' care... this pussy looks suitably unimpressed

NOV PLAYSTATION PS1

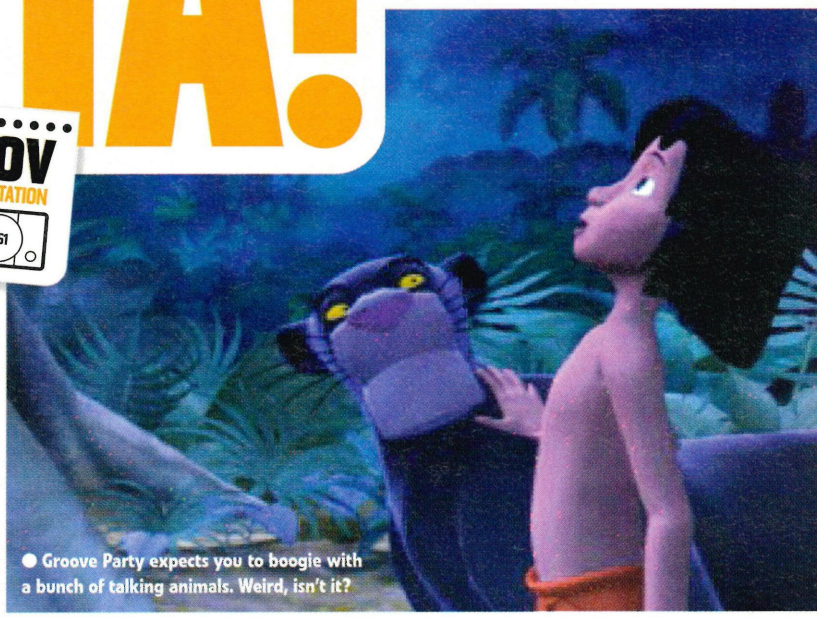
JUNGLE BOOK: GROOVE PARTY

Help favourite man-cub bust-a-move in the jungle

Dancing bears are great. Many an East European street entertainer has made his fortune thrashing a hapless grizzly with a stick, yanking his nose ring and dragging it across a hot floor. How the people whoop with delight as the animal hops and recoils in pain. Happily these dancing days are about to grace PlayStation's the world over, thanks to Jungle Book Groove Party.

The animals here don't need to be tortured to dance, they can't help themselves. You play as Mowgli, and a procession of talking beasts invite you to get jiggy with their tune. There's a hip-hopped up version of the Bear Neccesities, and an 'ooo-wee-ooo' I Wanna Be Like You (hee-hoo) among the tunes on offer. You can compete head to head in an epic two player soundclash.

Playing wise it's looking firmly 'kiddies only', and isn't half as tricky as Parappa The Rapper was. Hardcore Tekken fans in withdrawal are better off waiting for PS2 Tag though.

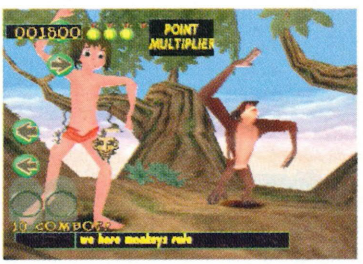


● Groove Party expects you to boogie with a bunch of talking animals. Weird, isn't it?

▲ No booze, no drugs and no poontang...

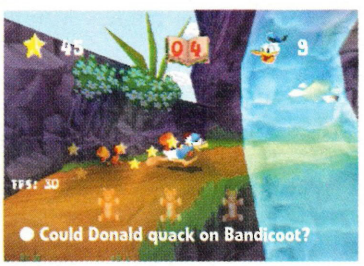
▲ ...and we though this was a jungle party!

▲ It looks strictly for kids and cutesy-types



▲ Now I'm the king of the swingers...

LOVE A DUCK



● Could Donald quack on Bandicoot?

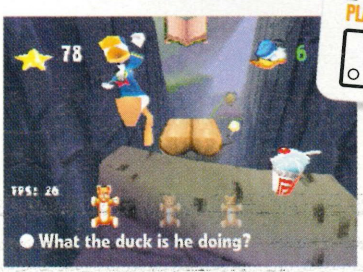
DONALD DUCK: QUACK ATTACK

Donald Duck goes quackers Crash Bandicoot-style

If imitation is the sincerest form of flattery, you're going to need a shovel to scrape a paper thin Crash Bandicoot off the floor. The world's favourite speech-impaired duck is Station bound, and his adventures reek pungently of PS's favourite platform hero.

Donald runs into the screen on linear levels Crash-style, but also also mixes it up with some side-on antics. It's a 2D platformer dressed in fancy 3D clothing of course, but if the gameplay's alright people won't care. At the moment it doesn't look like usurping Bandicoot on the PS platform throne, but there's time to change that yet.

NOV PLAYSTATION PS1

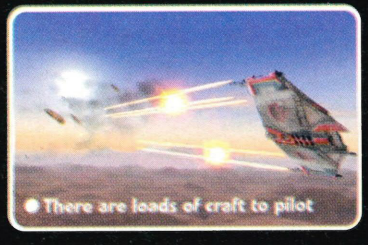


● What the duck is he doing?

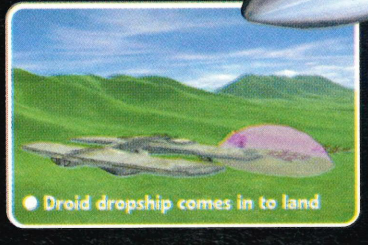
● Totally quackers? Or just completely quack?

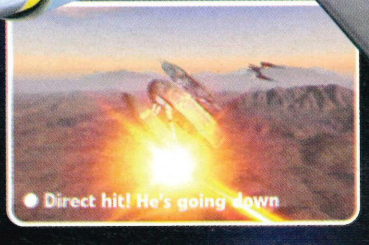
STAR PHWOARS

THE NEWEST HOPE


There are loads of craft to pilot

The planet levels are cool

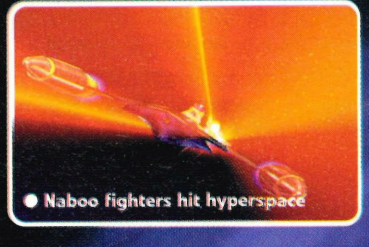

Droid dropship comes in to land


Direct hit! He's going down

The first-person view is fast

The action never lets up

The best Star Wars game yet?


Naboo fighters hit hyperspace

PS2 & STAR WARS: A PHANTOM MESS OR MATCH MADE IN HEAVEN?

STAR WARS STARFIGHTER

DEC PLAYSTATION 2 PS2

Let's face it, recent Star Wars games have been well dodgy but from what we've seen of this first ever PS2 beauty, things could be about to change.

We've only seen an early version of the game so it's a little premature to be getting all hot and bothered, but to these scorched eyes Starfighter is shaping up to be a stomach-churning trip into the twisty-turny 'scuse me while I vomit upside down' world of space combat.

You get to play as three different characters, namely trainee Naboo pilot Rhys Dallows, mercenary techno-babe Vana Sage and alien space pilot Nym, and have the chance to engage in visually awesome dogfights across 14 familiar Episode 1 locations.

But the thing which really impressed us was the incredible looking canyon level. It's kinda hard to believe a simple rock formation could cause such fervour, but we were blown away by the stunning background detail as we watched a sleek Naboo starfighter speed through the gob-smackingly realistic craggy corridor. The intense feeling of manoeuvrability and speed pulled us slap bang into the middle of the Phantom Menace universe in a way that all the other PM games have so miserably failed to do.

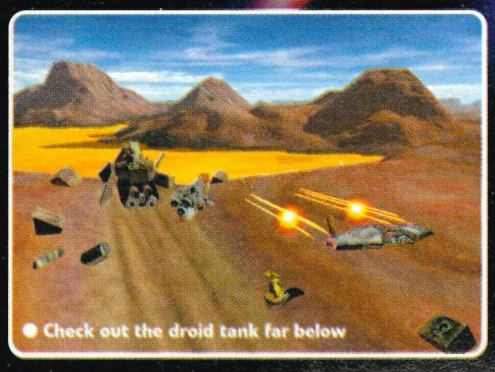
In terms of gameplay the developers have opted for the in-your-face action experience provided by X-Wing and Rogue Squadron, two legendary PC Star Wars games that would have been technically impossible to reproduce on the humble PlayStation. In terms of graphics, imagine gorgeous recent release Star Trek: Invasion with that added dollop of PS2 syrup. Yummy.

So what we've seen looks pretty impressive, and these screenshots really don't do the game any justice..The soundtrack is just as moving, with spot-on samples from the movie and a climactic musical score.

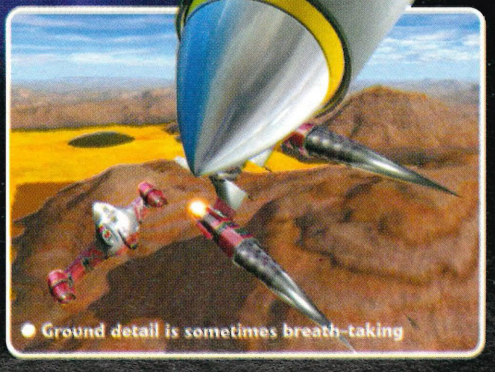
Although space combat is the meat and veg of Starfighter, a lot of work has gone into providing greater depth to the gameplay and really making the most of the Phantom Menace environment.

The three characters are all rebelling in some way against the Trade Federation, and the narrative is propelled by spectacular dogfights in space and across land where the victor is rewarded by fresh plot details and new characters.

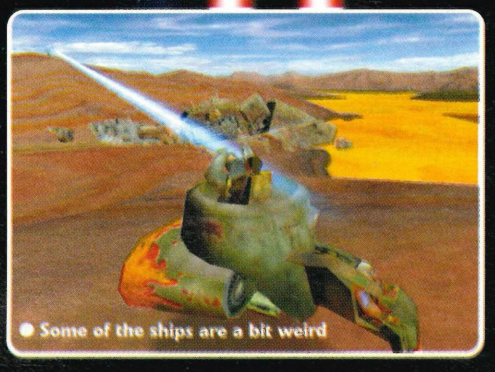
We await the finished article with tongues hanging out in true Jar Jar fashion. Slurp.



● Check out the droid tank far below



● Ground detail is sometimes breath-taking



● Some of the ships are a bit weird

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SPOTLIGHT ON THE FIGHT

WACKO JACKO SMACKOS ROBBO

Kings of pop will duke it out in the ring

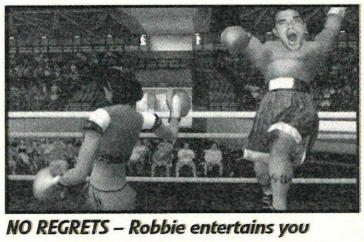
By NORMA STITTS
Gossip Editor

Rock DJ Robbie Williams and the King of Pop Michael Jackson will go glove-to-glove in the ring when two wannabe boxing greats hit PlayStation 2 early next year.

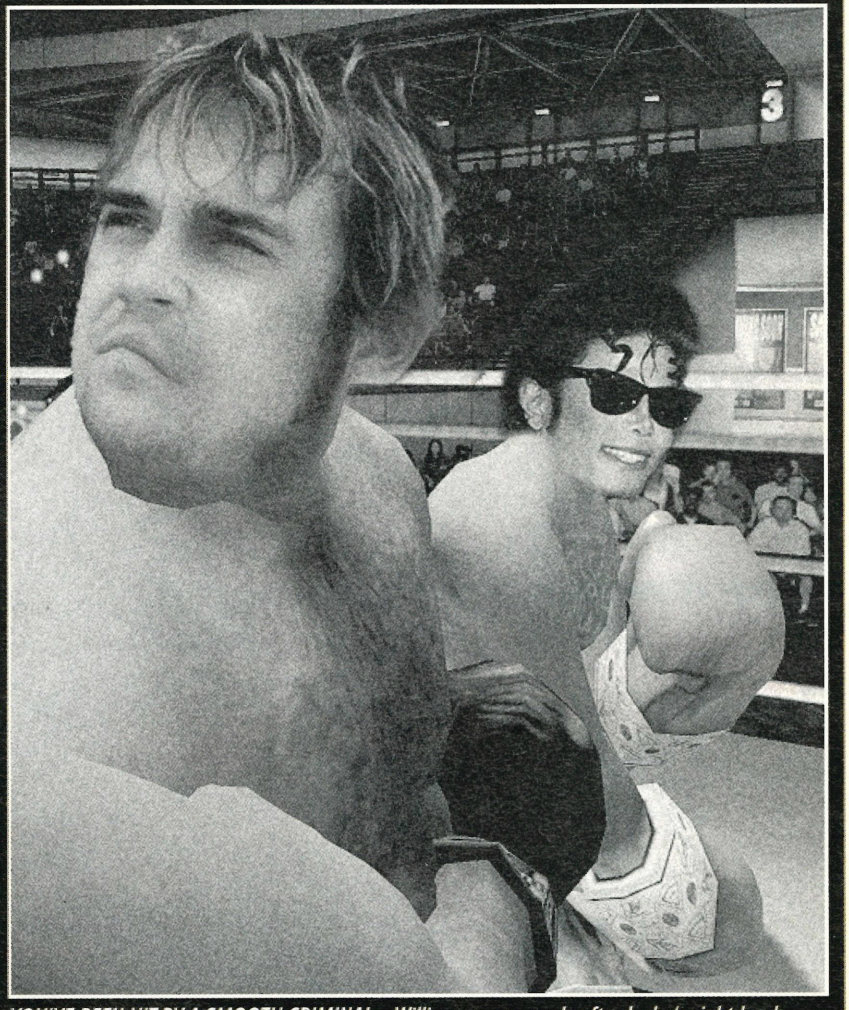
Williams, rumoured to be starring in Knock Out Kings 2000, faces strong opposition from Ready 2 Rumble 2's moonwalking megastar. The two heavyweights, who have already slugged it out in the music charts, have been drafted in to add big-name clout to both games.

Take That!

And although the Stoke City Slaughterer and the Thriller Killer won't actually clash on the canvas, they'll be battling it out for the number one spot in the game charts. Will Jacko Take That, or will Robbie be Michael's Liberian Girl? Our money's on the Robster.



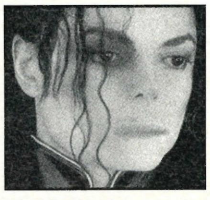
NO REGRETS – Robbie entertains you



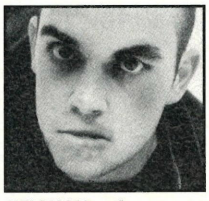
YOU'VE BEEN HIT BY A SMOOTH CRIMINAL – Williams sees angels after Jacko's right hook

HOW ROBBO AND JACKO COMPARE

- Michael Jackson
- Height: 5'10"
- Division: paperweight
- Killer move: The Bubbles' body blow
- Weakness: lots



JACKSON – dancer



WILLIAMS – chancer

- Robbie Williams
- Height: 6'4"
- Division: Sunday league
- Killer move: Angel dust-up
- Weakness: birds and booze

Smooth moving Jacko's top of the pops when it comes to number 1s, but who has the edge in the ring?

VERDICT: Jacko's frail body is weak so Williams' has an enormous physical advantage, but Jacko's lightning moves could see him dancing rings around Stoke's lumbering chart-topper.

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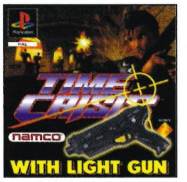

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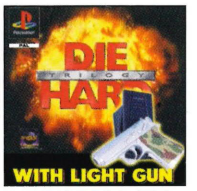

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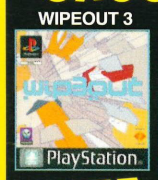

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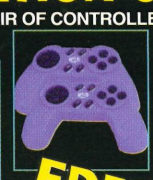

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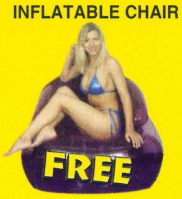

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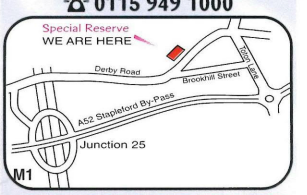

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