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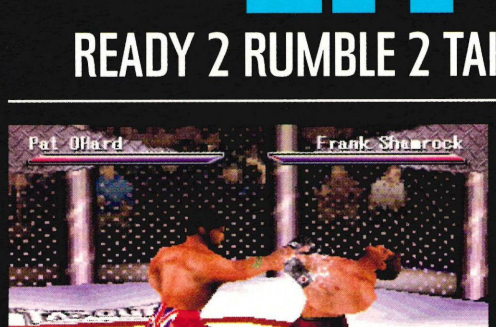
STARTER LEVEL

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'COME TO MAMA, LITTLE BOY!'

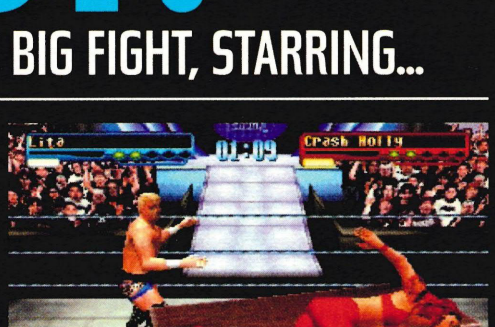
READY 2 RUMBLE 2 TAKES ON ALL-COMERS IN THE BIG FIGHT, STARRING...



ULTIMATE FIGHTING CHAMPIONSHIP

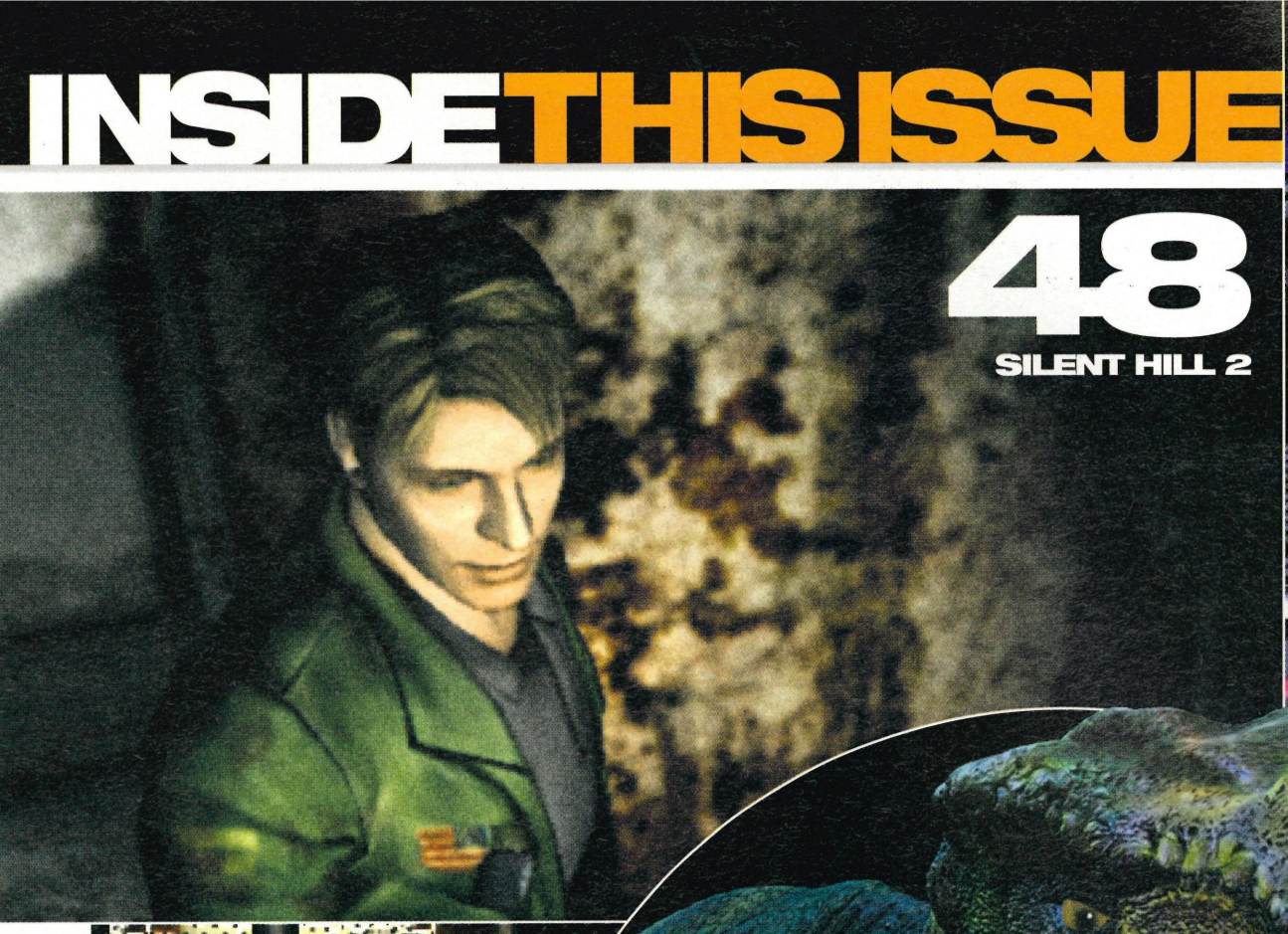


PRINCE NASEEM BOXING

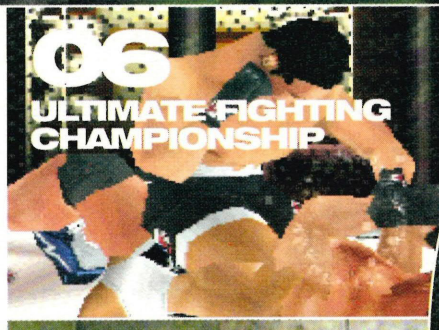


WWF SMACKDOWN 2

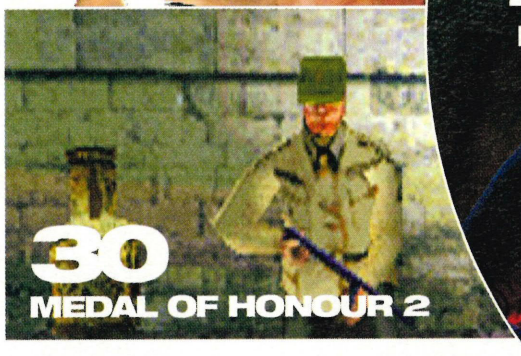
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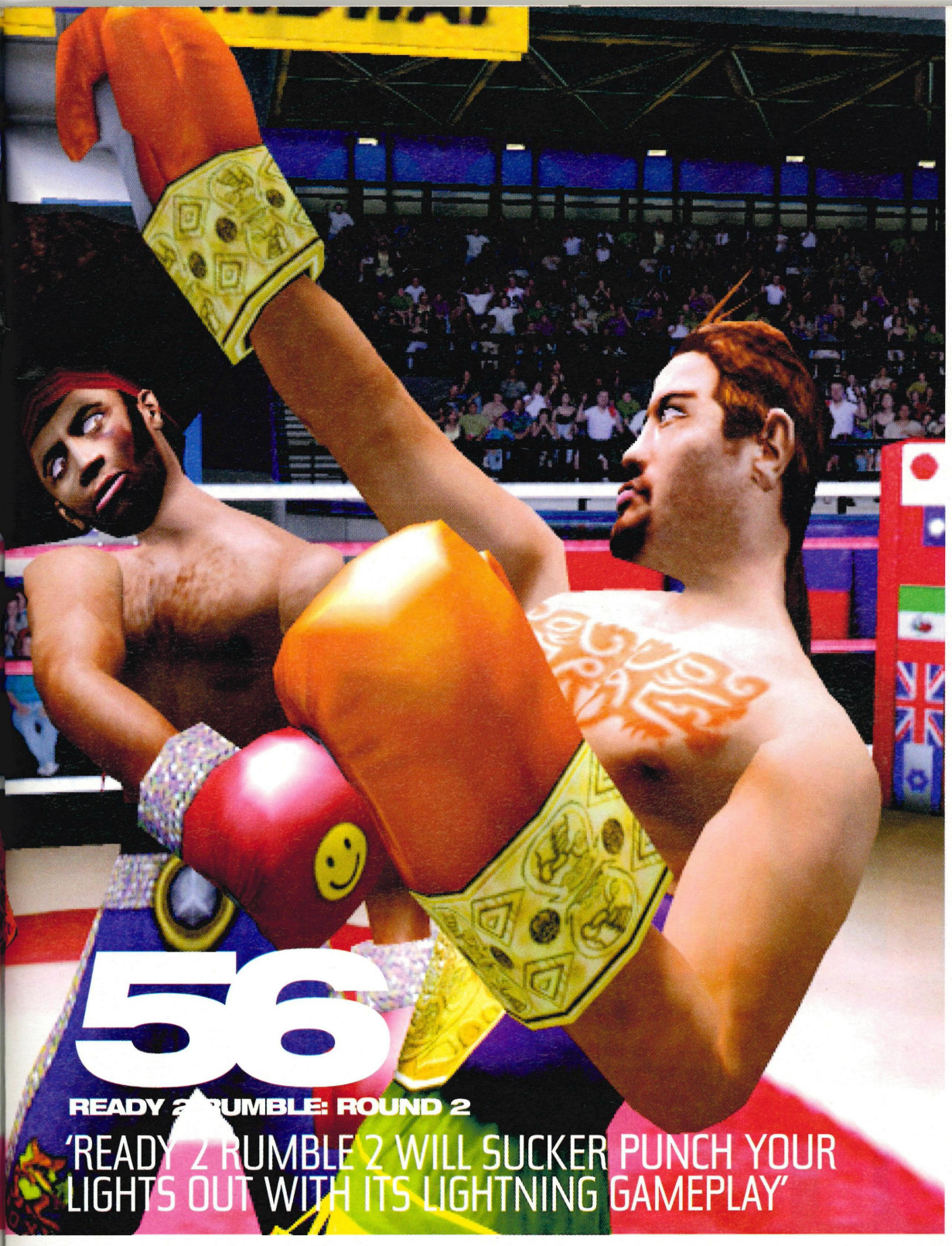
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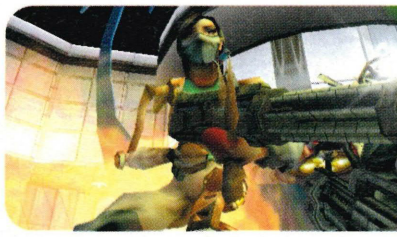
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READY 2 RUMBLE: ROUND 2

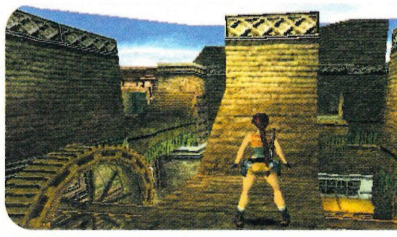
'READY 2 RUMBLE 2 WILL SUCKER PUNCH YOUR LIGHTS OUT WITH ITS LIGHTNING GAMEPLAY'



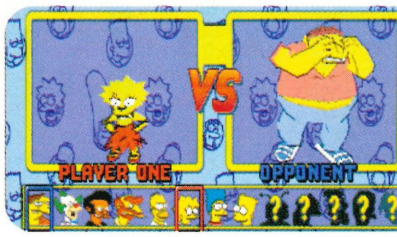
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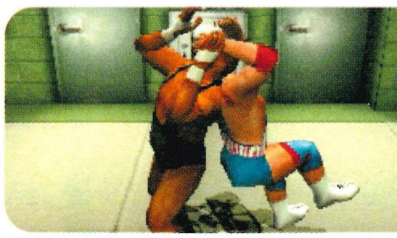
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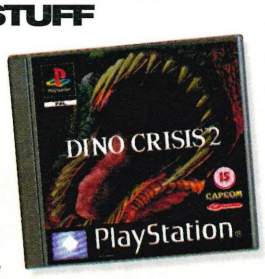
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One of PS2 stars of the future finally breaks cover, bringing with it some extremely nasty gang fights and cinema-beating visuals.

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Feel their wisdom. Feel it

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Not winning is illogical, Captain

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Everything tip-like. Right here

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Show Arsene Wenger who is Le Daddy

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Stalk your way right through this ninja classic



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1-8 PLAYERS

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ULTIMATE FIGHTING CHAMPION

The most brutal sport in the world arrives on PlayS barred and buckets of blood. Are you ready to get i



SHIP

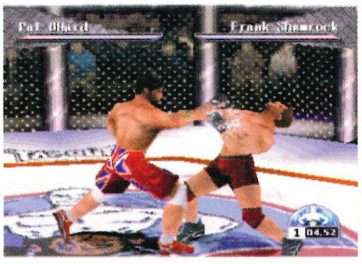
tion. No holds
lon?

Let's get this absolutely straight: you have never seen anything on TV that compares to the real-life barbarity of the US's Ultimate Fighting Championship. UFC does exactly what it says on the tin. Hulking fighters – representing more unarmed combat styles than you have teeth – from all over America enter a caged octagon and beat the living crap out of each other. Whoever is still standing at the end of the tournament wins a load of cash. It's human dog-fighting. And that's that.

The game takes you right to the heart of the action with more features than you can shake a stick at and enough polygons on each fighter to make your eyes bleed. But the focus is on hard realism here, and there's always a danger of that detracting from the fun. Want to beat people into an intensive care ward? No problem.



▲ Always time for a mid-fight cuddle. Aw!



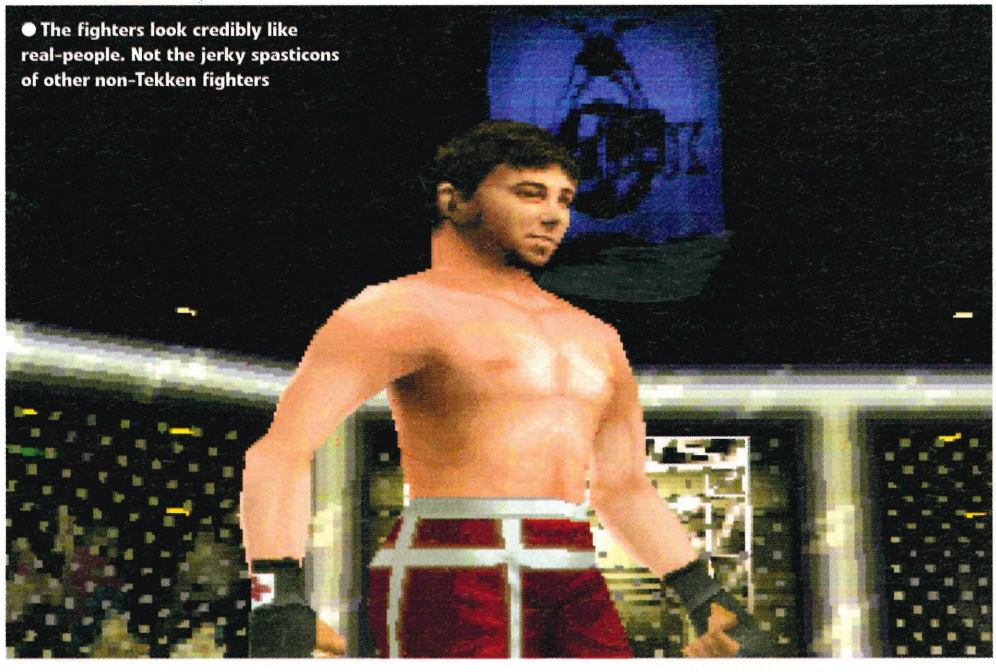
▲ Go on the English! National pride at stake!



▲ Don't worry: there's plenty more blood than this if you shoe them in properly

YOU READY FOR ACTION?

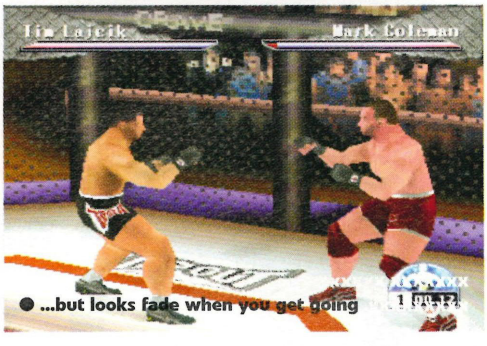
WEAR VERY LITTLE CLOTHING AND HIT ANOTHER MAN UNTIL HE BLEEDS



● The fighters look credibly like real-people. Not the jerky spasticons of other non-Tekken fighters

Check out the visuals: the fighters in UFC look as good as any other human you've seen on your PlayStation, and that's no word of a lie. Shame all the polygons were used on the fighters, because the crowd look like a load of extremely bad cardboard cut-outs.

During the fights the spandex-clad scrappers actually look like they're punching each other, which is always a bonus, and the sight of one of these monosyllabic monsters breaking the arm of another is guaranteed to make you wince. It's just a shame that the wafer thin idiots in the audience keep catching your eye – flapping around like the guy in the John Smith's ads.



● ...but looks fade when you get going

THE SCARIEST MEN IN THE WORLD

UFC presents you with 22 of the most brutal men on the planet, and you'll get to take them all to the dizzy heights of Ultimate Fighting Champion. Frank Shamrock, Tito Ortiz, Maurice Smith and the rest will have you quaking in your boots. Depending which way you look at it, these are either the most intimidating or the stupidest men that ever lived. Either way, there's plenty of variety.

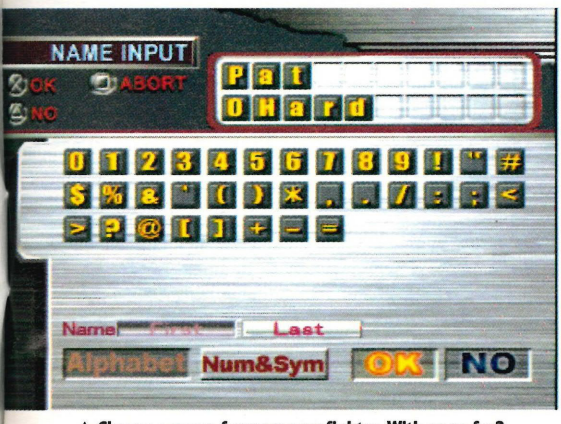
Should you find yourself getting bored of this ugly lot then it's on to making your own sadistic bad-ass. Check out the Create-a-Fighter features over the page.



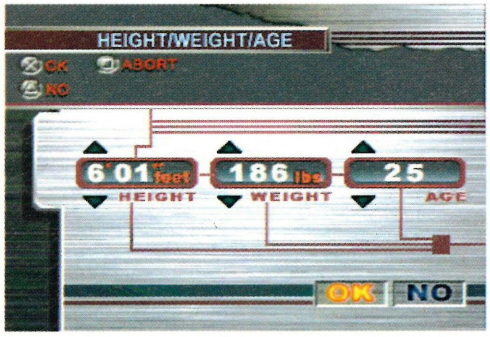
▲ UFC's he-men know that long hair is for girly ponce types



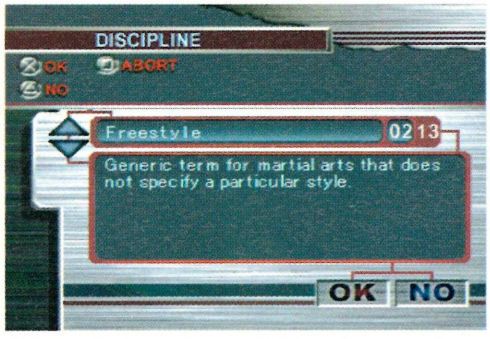
▲ Hey Tito! Nice shorts! Mind if I call you Tit? Titty? Twat?



▲ Choose a name for your new fighter. With us so far?



▲ Set his weight, height and age. Tricky, eh?



▲ Then decide the method by which to make people suffer

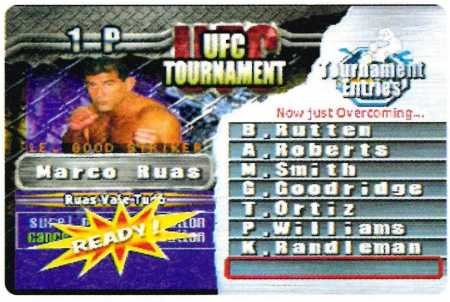
CREATE-A-KILLER

The Create-a-Fighter mode in UFC is a big selling point for the game. You get to select just about everything you can possible imagine, including hair colour, what kind of poncey skin-tight clothing to wear and fighting style. The amount of faces means you're pretty much guaranteed to make a guy that looks like you and even the thinnest or porkiest of you will be able to match yourselves up. Once you've made your puncher you get to name and train him. The best part is being able to slap him on a memory card and march him over to a mate's house to let him have a damn good kicking.

GO FOR THE BELT!

ARE YOU HARD ENOUGH TO LIFT THE TROPHY OF PAIN?

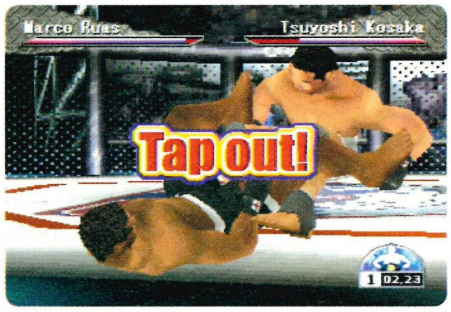
Tournament mode is where you get your first taste of the rigours of the Ultimate Fighting Championship. It's simple enough: take your fighter through three rounds spilling as much blood as possible to hold the belt at the end of the day. There are plenty of secrets to be unlocked by doing the entire thing with all the fighters, and you'll be able to change the costumes of the pre-set characters as you complete UFC with each one.



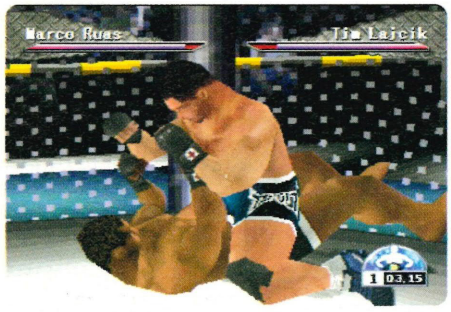
▲ The tournament kicks off. Just you and eight other vicious killers with fairly stupid names



▲ In UFC, you're perfectly within your rights to stamp on the other guys nuts. Make him feel the pain



▲ Squeeze your opponent into a painful submission move and they'll soon tap out to give in. Like a pussy



▲ Surely that should be a lady on the top? No wait, that's a different video we're thinking of...



▲ You can even pretend to live in some sordid Welsh cesspit



▲ Take your own barbarian to pummel your mates with



▲ Nature calls, so big Tim squeezes one out in the ring



▲ UFC: it's a like a beautiful ballet of violence and suffering



▲ Looks like this guy's having some kind of seizure. Medic!

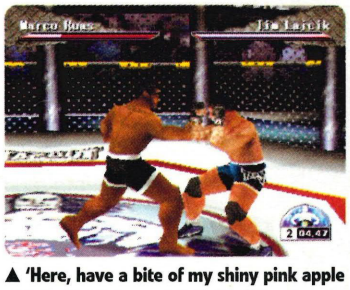
THE PUNCH AND JUDO SHOW

FOLD YOUR FINGERS INTO A BALL. NOW PLAY CATCH WITH YOUR OPPONENT'S BONCE

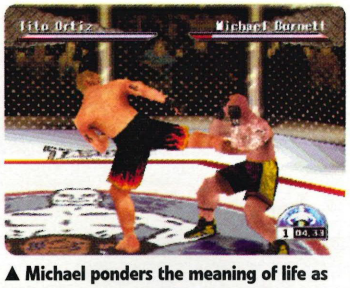
Punching plays a big part in UFC. A big part. Before you get to grips with the more complex grappling and wrestling techniques, you'll be punching and kicking for Britain. If there's anything that's really wrong with UFC's combat system, it's that it seems overly simplistic. Don't be fooled though, UFC is a attacks bonanza. Are 3,000 moves and 1,200 combos enough for you?



▲ I'm sorry, but that's just obscene. We really must remember to take this shot out



▲ 'Here, have a bite of my shiny pink apple of pain. Put it in your face. Eat it!'



▲ Michael ponders the meaning of life as Tito gives him a good hard kick in the ribs

WRESTLING-TASTIC GRAPPLE-MANIA

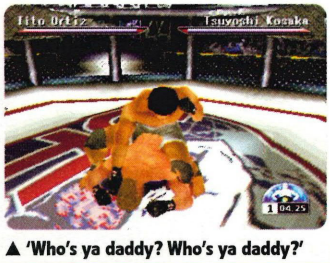
When you're not punching and kicking in UFC, you're rolling around on the floor like a big girl. To say there are slightly sexual undertones in all of this would be a slight understatement. In fact, there are times when it looks for all the world like a homosexual orgiastic ritual, but we'll leave that for now. All the moves on the mat can be countered, and what you end up with is counter after counter and not a massive amount of action. Good to play, pants to watch. Tell your Mum to stop goggling and make a cup of tea.



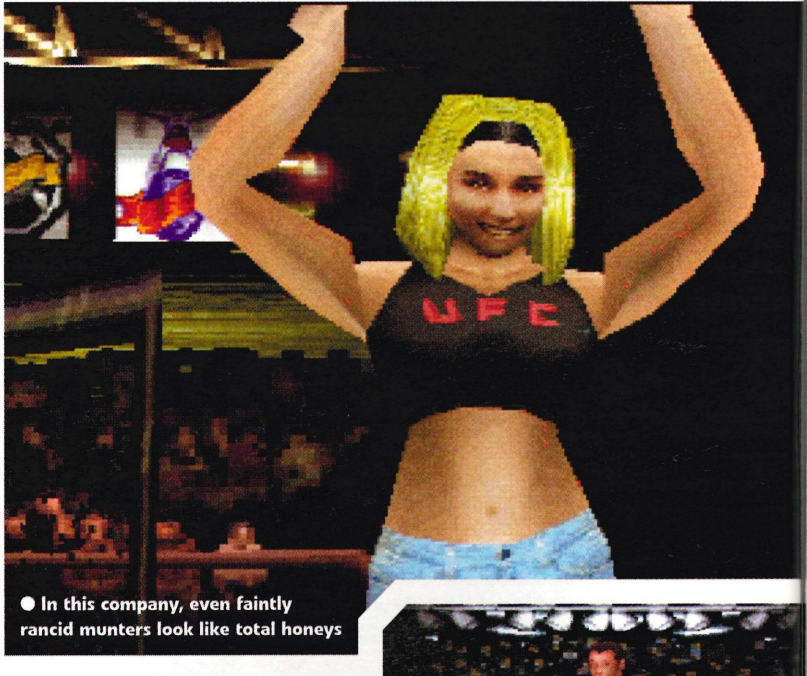
▲ 'Get down you slag!' Seems Mr Ortiz is gonna dole out what's known as a 'Turkish'



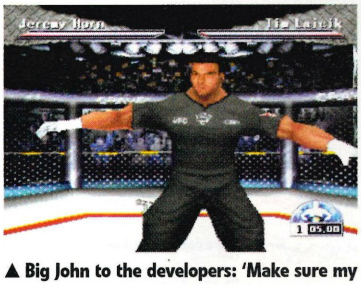
▲ Tsuyoshi tries to bite a moving target



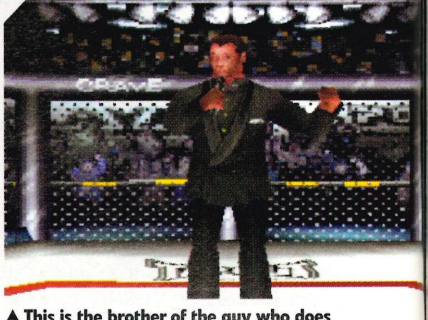
▲ 'Who's ya daddy? Who's ya daddy?'



● In this company, even faintly rancid munters look like total honeys



▲ Big John to the developers: 'Make sure my legs look pretty angular, and give me a big d



▲ This is the brother of the guy who does the 'ready to rumble' bit in the boxing game of the same name. Honestly, it's true. Really

THE PEOPLE THAT MAKE IT ALL HAPPEN

Say hello to the nicest ladies and gentlemen in the world. People like Big John McCarthy the scary ref and the shockingly frightening woman that carries the round counter around the ring all add-up to make the most sinister promotional team in existence. Here's a hint: play UFC mode through enough times and you'll be able to mess around with John and friends in the Create-a-Fighter mode.



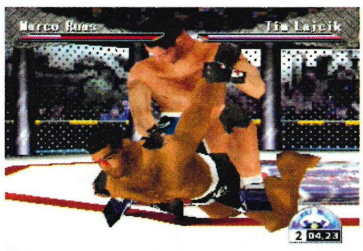
▲ John's even nice enough to train you. Love that guy

BLOOD ON THE RING-FLOOR

ULTIMATE FIGHTING CHAMPIONSHIP TRULY IS THE KING OF CRIMSON



▲ We're guessing that's facial blood. Though given that stance, it could originate further south

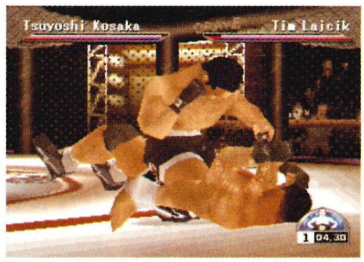


▲ Nose-smashing. You having fun yet punk?

When you punch somebody in the face as hard as you can there's going to be plenty of blood. UFC has claret by the bucket-full, and plenty more after that. Big John has to wear plastic gloves in case some of the fighters have something they shouldn't, and it's purely because of the amount of the red stuff on the mat. Who said human kindness had no place in the modern world? And it's real blood, not that fake, pantomime WWF stuff.



▲ 'Can't we just talk this through Mark?'



▲ Just like the fights you have at school

EIGHT-WAY ACTION

SHOW SEVEN OF YOUR HOMIES WHO IS THE HARDEST

UFC lets you and eight mates take it to the ring-floor. The tournament takes the form of UFC mode where you can add your own fighters or use the ones provided. Then it's just a case of smashing each other to bits. Trouble is, you can't just get a quick one-on-one going. You have to set up a mini-tournament and then fight each other through it. Weird. But at least any kind of multiplayer action is a welcome relief from battling the seriously hard CPU players.



▲ 'Bagsy I get to be Bas Rutten.' 'As if you know his name you geek! You must have played this loads!'



▲ You have no need for friendship. Friendship causes pain. Boot the living crap out of your best buddy



▲ Ever heard of the Ruas Vale Tudo style? Yep, us neither

YOU HAVE ALL THE STYLES IN THE WORLD

UFC gives the most fighting styles ever put into a videogame. When you're putting your fighter together or choosing the champion to take all the way in UFC mode, the style you pick will greatly affect the way you play.

There are so many combinations of the following it's bewildering: wrestling, boxing, submission fighting, kickboxing, sumo, ninjitsu, karate, ruas vale, tudo and freestyle. Something for everyone, then.

LIKE THIS? TRY THESE



Tekken 3 – The undisputed daddy of the punch-up



Soul Blade - Hack and slash action. A bit weird but still great

WE RECKON

With its 3,000 moves, UFC is more comprehensive than Grange Hill. The trouble with this is that winning against the clued-up computer is as hard as eating burning coals. Pulverising your mates' skulls is much more satisfying but even then this hasn't got the instinctive gameplay that makes a great fighter. **Pat**

7
OUT OF TEN



▲ There's plenty to do around the Digimon world, including loads of secrets to discover



▲ The backgrounds are nicely done and the animals are all cute



● This is you in the game. Yes, we know: what a geek

DIGIMON WORLD

Want to play around with fluffy little animals but don't want to do it on a small child's handheld console? Digimon World is here to make your sticky fantasies come true

DIGIVOLVING

THEY LIVE, THEY DIE – THAT'S LIFE

Your Digimon is a needy bugger. It needs to be fed, taken to the toilet and kept both happy and disciplined. Do it right and your little darling will Digivolve into one of twenty-nine Champion Digimon, depending on its original breed and how nice you've been to it. The life cycle of yer average digimon goes a little something like this...



▲ Stage one: is that sperm?



▲ Stage two: an albino space hopper



▲ Stage three: a fun-size T-Rex



▲ Stage four: down boy! Down! Argh!

KNOW THIS



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OUT NOW

1 PLAYER

MEMORY CARD

Babies are no fun. Think of the pain of childbirth. The slop they produce from all orifices. The scary dolls they inspire. The sickening feeling when they grow up to be convenience store robbers. Well, get ready to emulate most of these pleasures in Digimon World.

Remember Tamagotchis? Digimon are the next generation: virtual pets that can be trained up to fight each other. On your PlayStation they make the transition from pixelated blobs to full-on 3D monsters. You play a Digimon-obsessed kid who's zapped into Digimon World to restore all the Digimon to File City. Gotta meet 'em all and persuade them back to the city! Not as catchy as Pokémon is it?

GO QUEST, YOUNG MAN

The real meat of the game is standard RPG fare. Someone tells you to find something, so off you go, killing enemies on the way. And doing so opens up more places and different quests. The game's not exactly on the Final Fantasy scale, but there's more than enough to keep you interested. Get past the sleep-inducing early areas and you'll find some of the backgrounds are pretty impressive, at least compared to its nearest cousin, Gameboy Pokémon.



▲ Digimon World's a nice place to visit...



▲ ...but we wouldn't want to live there



● A touching scene between a little boy and his lion monster



▲ The old invisible bridge trick. We recommend you don't try this at home. Looks good, though



● Gas attacks are good for breaking the ice at parties



● Training your Digimon is not quite what we expected

OOH BABY BABY

Breeding your Digimon takes up most of your energy, but unlike Pokémon you can only ever own one at a time. Each one bites the dust after a certain number of days, no matter what you do. This is an irritation as instead of making you care about your Digimon, it all leaves you a bit cold because you always know there'll be another one along in a minute.

YOU! OUTSIDE! NOW!

THE ART OF DIGIMON FIGHTING

Once your pet is fully grown you can start forcing it to scrap with enemy Digimon. To begin with you can't choose attacks, you just shout advice from the sidelines. Special finishing moves are triggered after several hits and powered up by hammering L1 and L2.



● Agamon regretted his extra helping of Vindaloo last night



● Finish him off with [illegible]power blast to the face

DIGI THE POO

THESE GUYS NEVER STOP MESSING

The makers of Digimon World have an obsession with, ahem, the 'tradesman's entrance'. You see, food goes right through rookie Digimon. If you don't get them to the loo in time they'll crap anywhere. Fail to train them and they'll Digivolve into the unpleasant Numemon, who not only farts on its enemies to destroy them, but eats its own turds and then vomits them back up on enemies as a special move called Party Time. Let's hope we're never invited round to his birthday bash then...



▲ Too many stray turds and your Digimon ends up like this

▲ He's not exactly house trained

LIKE THIS? TRY THESE



Monster Rancher – if you need another monster fix, check it out



Final Fantasy 8 – like a quest? It doesn't get better than this

WE RECKON

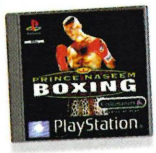
Although Digimon is no serious threat to Pokémon, it's still an enjoyable adventure whose cartoon style hides involving RPG-style gameplay. It doesn't come close to challenging Final Fantasy for sheer depth, but caning through this cute quest is laugh if you can't be arsed wasting six months on FF8. **Joff**

7

OUT OF TEN

PRINCE NASEEM BOXING

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT DECEMBER

1-2 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

They said there could be no bigger farce in boxing than when Tyson put Lou Savarese out for the count in 38 seconds. Seems like they were wrong

Prince Naseem has made his name in the dog eat dog world of modern boxing with a cocky swagger, rock star-like showmanship and the hitting power of a sledgehammer.

So it's a shame the PlayStation game with his name on it has all the swagger of a drunken brickie, the showmanship of water buffalo with stage fright, and the hitting power of a three week old baby girl.

Boxing has had a potted history on the 'Station, with the likes of Victory Boxing and Knockout Kings failing to capture the excitement of the sport and only Ready 2 Rumble really shining through.

But the guys who've slaved over this for two years must've been punch drunk as the only hit it delivers is a sucker punch to the unfortunates who buy it.

Gameplay is nursery school simple, so much so you'll initially rattle through opponents just by hammering the punch buttons. It's no surprise then there's no sense of achievement when, after about fifteen minutes, you're crowned the undisputed champion.



FIRST ROUND K.O.

THIS GAME'S AS GOOD AS A GLASS JAW

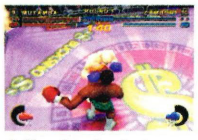
With any sports game you want something that evokes the thrill of the real thing. Boxing is a blood and thunder spectacle full of punches thrown at blistering speed and with immense force. The greats of the game move with deceptive footwork around the ring, matching each other for mental as well as physical agility. So it's a shame the fighters here waddle over the canvas like they were all of pensionable age before engaging in a form of combat that has all the panache of two hippopotami mating.



▲ Things look OK in the screenshots but you should see this moving. It's a squalid OAP scrum of a game



▲ The jerky graphics make things irritating



▲ Punches land at a snail's pace

ATTACK AND FIELD

When you first power up PNB, chances are you'll have a quick bash on the showcase mode. In this arcadey option you have to beat a series of fighters in order to unify all the belts in your weight division. And it won't give you a good first impression of what's on offer here.

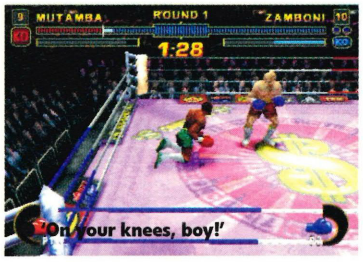
After about ten minutes of frenzied, pointless button bashing we managed to win every fight within the first round without even looking at the manual. And things didn't pick up much from there.



▲ Four seconds in and still nothing



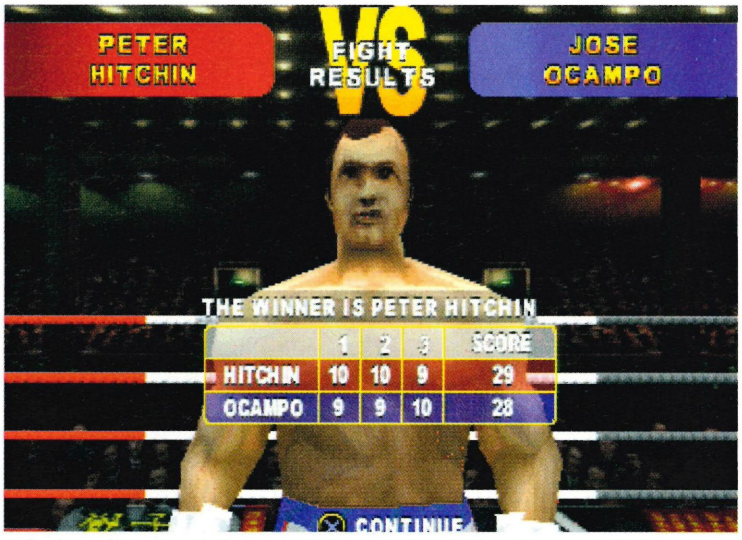
Boxers go red when pummelled



On your knees, boy!'



▲ Play this game in World mode and you'll have serious trouble in hurting your opponents



▲ Our boxer just edges his first career fight on a points decision. We were thrilled

DR JEKYL AND HERBIE HYDE

As soon as you get the World mode on or jump in the training ring you get a short sharp shock and realise button bashing will no longer suffice. All of a sudden PNB turns into the hardest boxing sim you've ever played where only the choicest of shots will land on your evasive foes. This complete turnaround in gameplay would be fine but the scales are tipped too far from being a beat 'em up to becoming a tediously difficult simulation and the happy medium is never achieved.



▲ You'll have to use the practice mode a lot



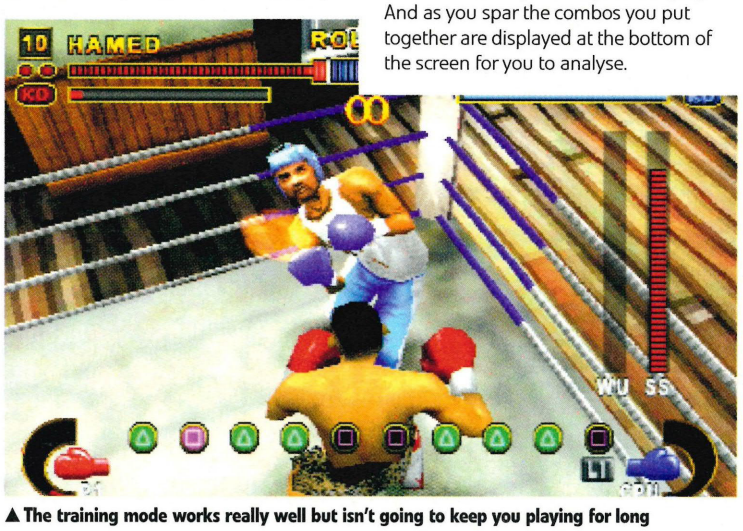
▲ Combos light up as you put them together



▲ A defensive partner wouldn't hurt a fly

RING PEACE

Training mode offers a brief highlight to the otherwise turgid mix. You can choose what style of sparring partner you want depending on if you want to practice your defensive, offensive or all round game. Choose a defensive sparring partner and they'll stick a guy in the ring with you who'll take all that you've got without throwing a shot back at you. Or get an offensive one to practice your dodging. And as you spar the combos you put together are displayed at the bottom of the screen for you to analyse.

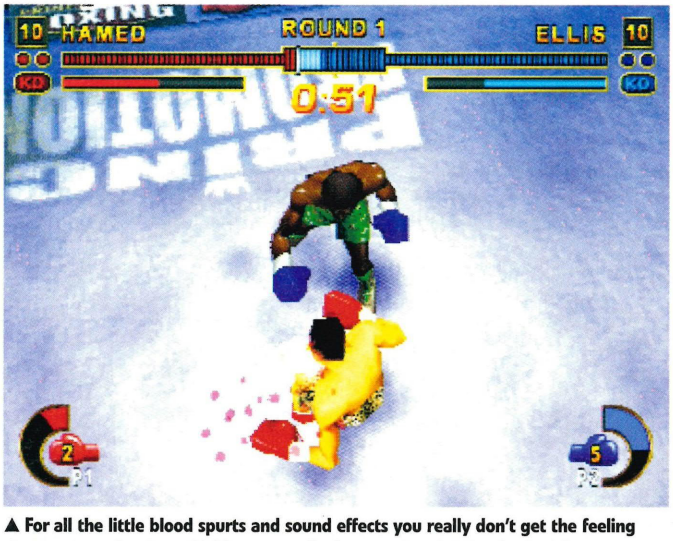


▲ The training mode works really well but isn't going to keep you playing for long

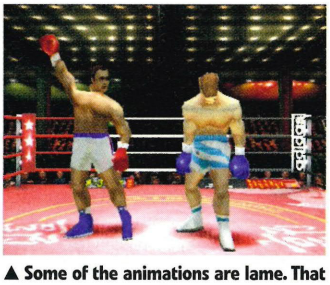
BOXING IS AN UGLY SPORT

IT IS IN THIS GAME ANYWAY

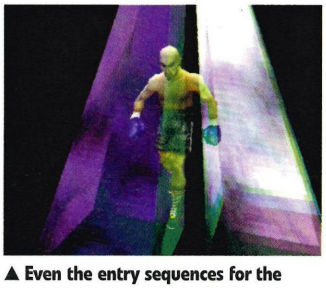
Scan these pages and you'll see a bunch of handsome looking screenshots. But much like a page three model with no sense of rhythm, PNB looks spot on when still but embarrassingly inept when in motion. The fighters have all the facial personality of a worm. Punches are thrown at a speed your grandma could sidestep and land with as much force as a fart in the bath.



▲ For all the little blood spurts and sound effects you really don't get the feeling there are two hardmen kicking seven shades out of each other in that ring



▲ Some of the animations are lame. That guy's head looks like it's coming off



▲ Even the entry sequences for the fighters look dismal. Where is he?

HAYMAKER

In an effort to encourage you to give the punch buttons a rest from time to time, if you successfully manage to dodge a certain number of shots you earn the chance to deliver a 'power punch'. When this happens you get ten seconds to pull out this haymaker. If you do, the background goes black as your hapless foe gets bokked full-on with the mother of all punches.

This is all well and good, and puts more onus on your defensive game but, contrary to the designers' efforts, it looks pap and quite where this fits into a 'simulation' is anybody's guess.



▲ This sap ain't getting up from the beating he's just received



▲ The screen goes black as the power punch comes in to demolish this guy's chin. Looks a bit cack doesn't it?

'YOU COULD'VE BEEN A CONTENDER, SON'

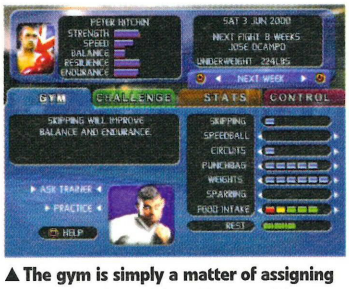
LEAD YOUR BOXER THROUGH THE TEDIUM OF A CAREER IN THE FOUR CORNERED RING

Choose world mode and you embark upon what in theory will be the illustrious career of your chosen fighter under the tutelage of the great Naz himself. You can select a boxer of any weight or nationality and train him up from a green-backed unknown to an all conquering HBO behemoth.

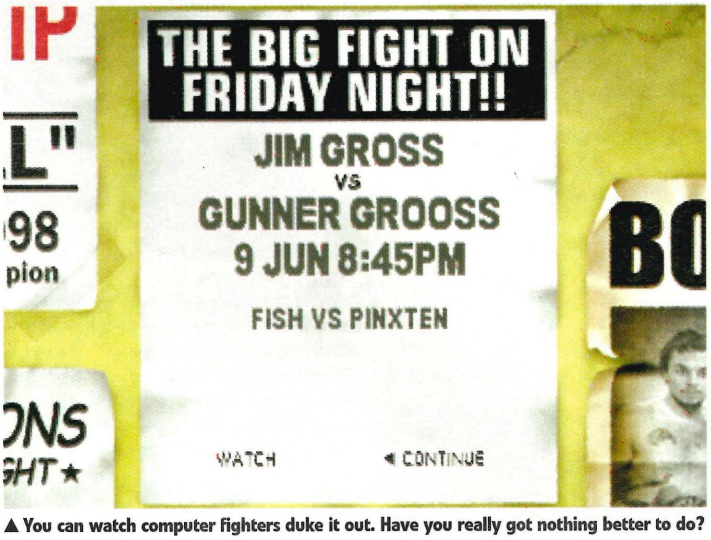
But in your way are not only a legion of other hopefuls but a ream of clumsy menus to click through, accompanied by banal comments from the Prince. You organise your schedule months in advance, look at crappy newspaper headlines and even watch future opponents fight each other.



▲ Choose your opponents with the handy advice of Naz. It's all very boring



▲ The gym is simply a matter of assigning points to each discipline. Nowt cool here



▲ You can watch computer fighters duke it out. Have you really got nothing better to do?

LIKE THIS? TRY THESE



Ready 2 Rumble – very arcadey and easily the best boxer around



Tekken 3 – not a boxing game, but still the best fighter around

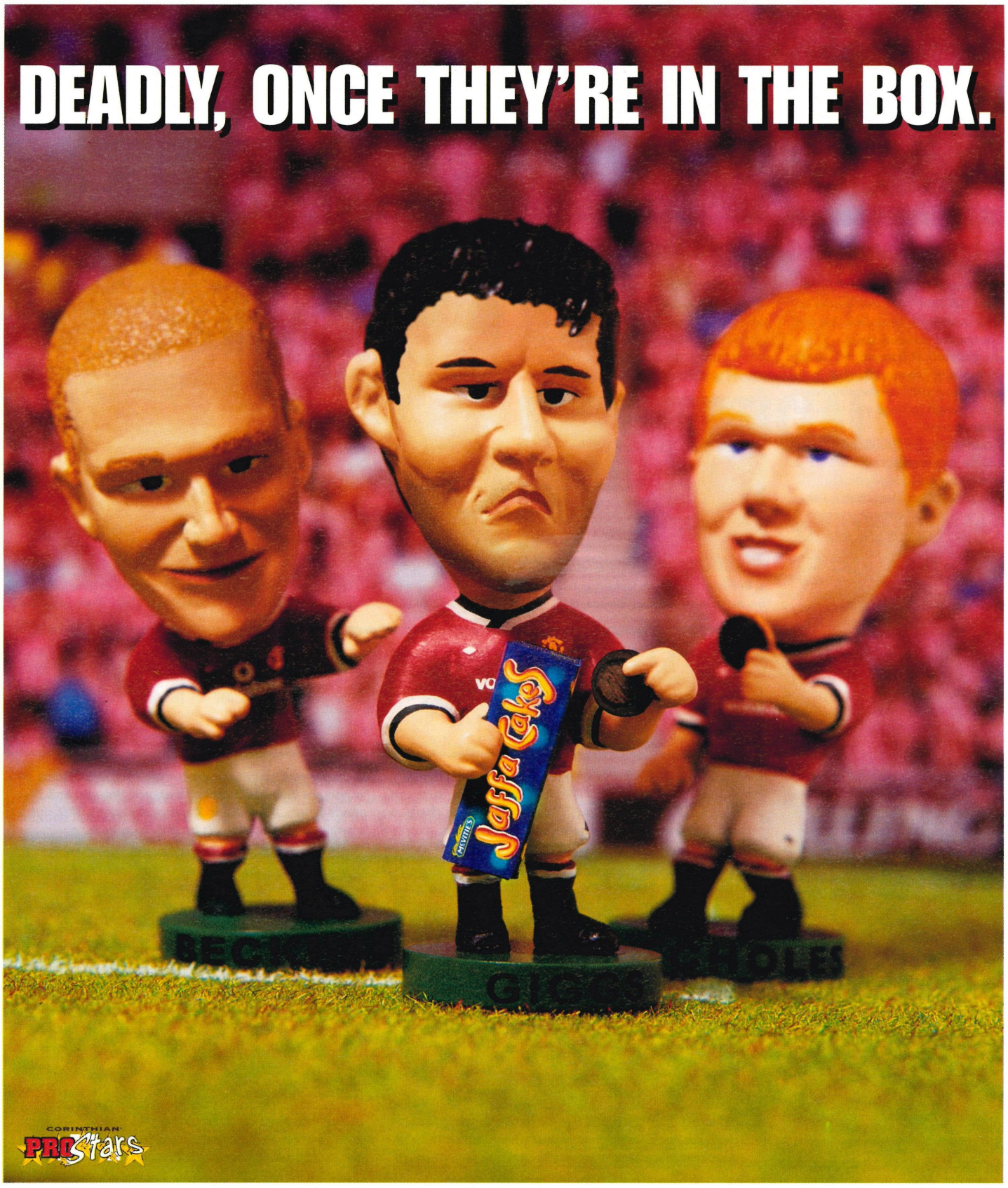
WE RECKON

We're used to boxing games being bad on the PlayStation but being landed with something as dire as this is just below the belt. With flaky visuals, sluggish controls and bizarre gameplay it won't be long playing this before you'll be more than ready to throw in the towel. **Steve O**

4

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

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT NOVEMBER

1-4 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

INTERNATIONAL SUPERSTAR SOCCER

The black sheep in Konami's football flock

This might not make any sense, but ISS 2000 isn't the sequel to ISS Evolution. Evolution 2 is still gestating inside a giant, pulsating womb at Konami HQ, ready to splash out in February and stop the globe spinning with its awesomeness. This is supposed to keep you amused in the meantime.

The deal is this: ISS 2000 is an as-good-as-could-be-expected port of the N64 ISS. It plays a pretty well but is radically different to Evolution. The action is very arcade-y, and the difficulty of scoring makes it a real buzz when you do stick it in the onion bag. But you can never get that trademark Evo fluidity in your build up: this is fast, rock n' roll football, with challenges constantly raining in. Commentary has never been great in an ISS game and the dumb mutterings here do nothing to change that.

Obviously it's not in the same league as Evolution. It edges out the FIFA and UEFA games, but would you sign an Andy Cole if you already had Michael Owen?

Graphically it's tasty enough and the neat animation touches are quite cool, like when players shove each other after a contentious free kick. Ultimately it's a let-down though and hardcore ISS nuts should wait for Evolution 2.



▲ Beckham has clearly learned nothing fro the harsh lesson of Saint-Etienne, 1998



▲ International Superstar Soccer is rammed to bursting with the giants of world football



▲ Dennis Wise my arse! You can always edit your own players in to make sure you win



▲ When Canadians aren't abusing moose, they also kick the holy sphere like we do

KANU? IT IS YOU! IT IS YOU!

KISS GOODBYE TO OWENN, RONNALDO AND ZEDAANE

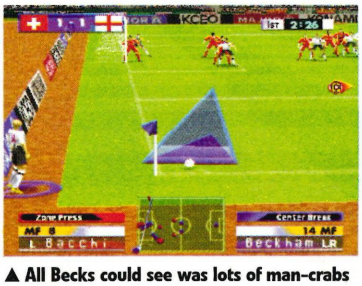
ISS lovers have long wondered why Konami don't bag a licence for the World's Finest Football Game so it can compete with FIFA for sales. We'd given up on them. But they've gone and signed the FIFPro licence, meaning real player names for the first time. Those all-important club teams are still absent though, and that needs fixing. If Evolution 2 has real players AND club teams we probably won't be able to take it.



▲ Dutch genius Dennis 'The Menace' Bergkamp gets stuck in. this is the first ISS with proper names which makes it feel a lot more complete when you know who you're playing as



▲ Distinctive players are made to look like their real-life counterparts as possible. Davids has his dreads, Taribo West has that stupid green hair, and David Batty runs like a chimpanzee



▲ All Becks could see was lots of man-crabs



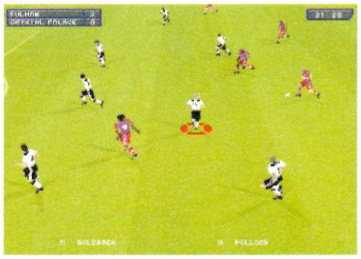
▲ Big arrows on free kicks. That is realism

WE RECKON

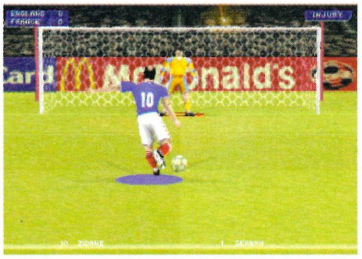
ISS fans are among the most discerning in gaming. You've got to assume that despite the player names, they'll save their coin for the Second Coming in the new year. **Dean**

7

OUT OF TEN



▲ It's not always about Premiership glamour



▲ The keeper's blinded by the bald spot



▲ A goalkeeper with a groin gunshot wound

KNOW THIS



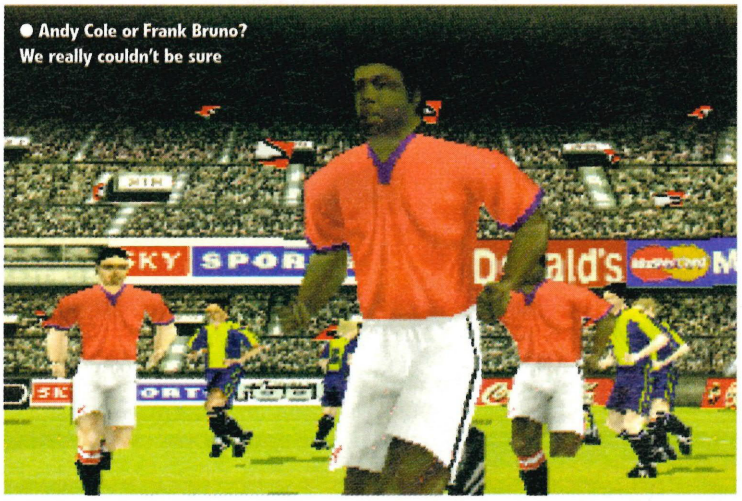
PAY NO MORE THAN **£24.99**

OUT NOW

1-4 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

THIS IS FOOTBALL 2



● Andy Cole or Frank Bruno? We really couldn't be sure

It's football, but not the definitive article

ISS Pro Evolution probably isn't the best game on PlayStation. But to a football fan, it is. It replicates the game they love in stunning detail and is the next best thing to jogging out onto a field for a kickaround with the lads. This Is Football 2 has that ring of authenticity to its name, but so did This Is Football 1, and that wasn't that great. TIF2 is a better game, but still isn't definitive.

Graphically, it's confused. Players tumble with balletic grace, but run like their spine has seized up. The default camera works well, which is good news because you only get to choose between two. The stadia resemble the real-life venues, despite the confusing 'officialness' of the FIFPro license.

In terms of gameplay, it's certainly an improvement on the original. That game often let an opponent dance into your defender-packed box, leaving you powerless to stop him slotting one home. Defending has been made much easier this time out, but attacking remains a trick-heavy affair. A few taps of the shoulder buttons will send even a Jason Wilcox on a winding 50-yard dribble, making for some unsatisfying goals. It's more authentic than FIFA but still lacks the flares of ISS Evolution.



● Bosh! One-nil Holland! Except there's little joy in winning unless you play as 'your team'

80% OFFICIAL

REAL PLAYER NAMES. THAT IS ALL

TIF 2 gives you the real player names, but not real club names, sponsors or badges. Arsenal become 'Highbury' and the Manchester clubs become 'Manchester' and 'City'. We're petty and that annoys us. The players bear little resemblance to their real-life counterparts. That's odd, because when the same team made an NBA game, they scanned in each player's face.



▲ No Dreamcast logo on the Arsenal shirts. And those badges? Very creative indeed



▲ Ronaldo manages to score, despite having no legs. He's had his teeth fixed



▲ Michael Owen strikes the 'ladies porn mag' pose and gets the chicks all wet

WE RECKON

TIF plays solidly enough but hardcore players should stick with ISS Evolution, and FIFA beats it for fun any day. So who's going to buy it? **Dean**

6

OUT OF TEN

DAVE MIRRA FREESTYLE BMX

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT OCTOBER 13

1-2 PLAYERS

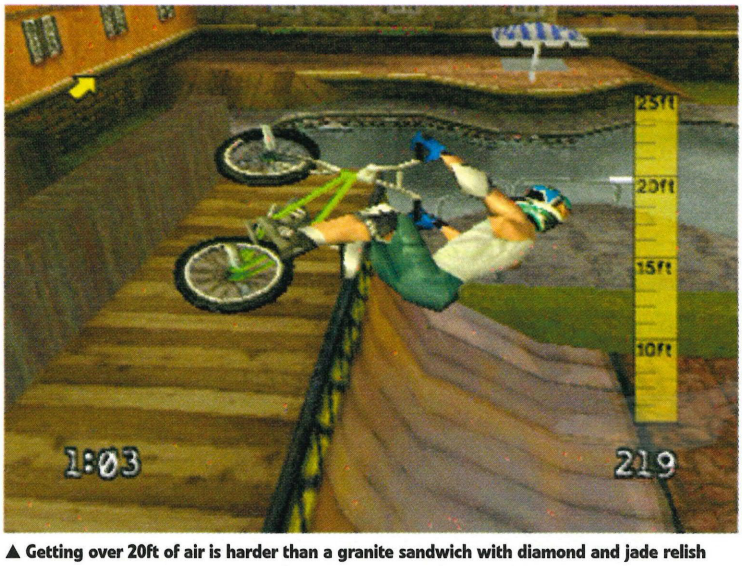
ANYPAD, MEMORY CARD, DUAL SHOCK PAD

Tony Hawk's pushed four-wheeled stunt riding to orgasmic heights. Question is, can anyone repeat the performance on two?

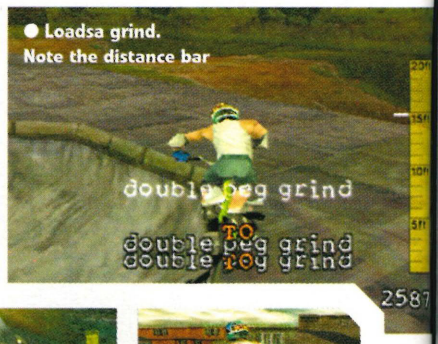
Dave Mirra is the Daddy of BMX riding. He can do things on two wheels that literally make your eyes bleed. Dave Mirra Freestyle BMX is the attempt to take his back-flipping greatness to PlayStation, and although you get a ton for your money, the ride just isn't worth your time.

Most of the action takes place in Proquest Mode, where you complete various stunt-based tasks to unlock more of the 12 levels and tastier gear for the 10 pro riders. You know the sort of thing: hit more than 30 foot with an air, grind the four boxes in the level and so on. But believe us when we say this is hard work, as the camera shakes all over the place at the best of times.

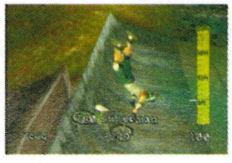
Two-player consists of turn-based mission action, such as who can wipe out the hardest and who can grind the furthest. There's no split-screen. That's where things start to go tits up.



▲ Getting over 20ft of air is harder than a granite sandwich with diamond and jade relish



● Loadsa grind. Note the distance bar



▲ Realism is the watchword



▲ Always time for a shuffle

MORE STUNTS THAN EVEL KNIEVEL

Dave Mirra BMX has you pulling off insane stunts at the drop of a hat. Candy bars, alley-oop 540 rocket airs, spinning backflips and frame-whip airs are all commonplace. It's a genuinely good laugh linking tricks together for mega-points. Shame the rest of the game fails to live up to the same promise.



▲ Spinal damage? You bet!



▲ Big grinds take balance



● 20ft up and the wrong way round. Hardcore

PROQUEST: TOUGHER THAN OLD STEAK

Proquest isn't what mac-clad dribblers get up to after hours, it's the way you unlock new features in Mirra BMX. It starts off easy enough, with jumps over boxes and the like, but you know you're in trouble when you see the words, 'Grind 180ft along the power lines'. Yeah, right.



▲ That seems fair enough. We're well used to jumping dirty mounds



▲ 180ft? Across ELECTRICITY cables on my METAL BMX? Get real

WE RECKON

The lack of split-screen play is a real turn-off and the difficulty factor is akin to climbing Everest with your legs replaced with diseased stumps. No thanks. **Pat**

5

OUT OF TEN

Cool race models from LEGO® TECHNIC

CREATE 'N' RACE
www.LEGO.com/createnrace

Power Puller – video and motor included
8457

4 WD X-Track – with powerful motor
8279



Silver Champion – realistic functions
8458

Speed Slammers – race competition
8238

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Silver Champion with lots of details and cool functions, close to a real life racer.

4WD X-Track can pass nearly every obstacle because of its powerful motor and flexible suspension.

Power Puller Choose a motor for your tractor from among the three motor sets available. You'll be surprised how far this amazing tractor can pull the weight.

Speed Slammers with the heavy firing ramp are real fast racing and competition with your friends. So just start slamming!

LEGO TECHNIC Racing, a whole new series of fast moving models added a lot of extra fun on the Internet. So check out your toy store now and decide which model is yours.

LEGO TECHNIC

www.LEGO.com/createnrace



Don't forget to check out the great LEGO Christmas competition, starting in October. Vote for your three LEGO favourites and win some fantastic presents for you and your classmates!

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● Bloody big rifle? Check. Massive body armour? Check. Anti-Dino spray? Doh!



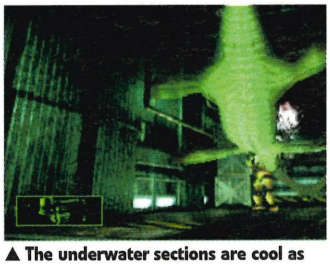
● What the hell is the Queen doing with a shotgun? Down with the monarchy!

DINO CRISIS 2

Regina thought she'd seen off the dinosaur threat to planet earth. Now she goes back in time to sort out the latest disaster. Stand by for more guns, teeth and ripping flesh

BIG WHITE TEETH

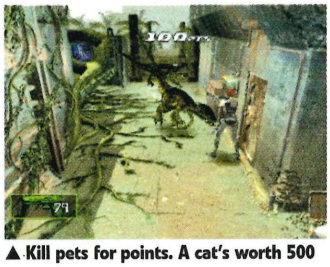
MAKE THE DINOSAURS EXTINCT. AGAIN



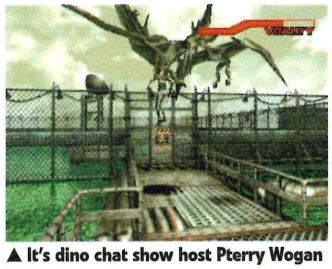
▲ The underwater sections are cool as



▲ Raptor? Hardly know the girl



▲ Kill pets for points. A cat's worth 500



▲ It's dino chat show host Pterry Wogan

Dinosaurs. There weren't enough of them in the first game. Now the evil swines are everywhere. They surround you three at a time, they stalk you just for a laugh and even when you can't see them you can hear them roaring in the distance and feel them rumbling across the earth. Just as well you've got a huge arsenal of weapons to blast the crap out of the prehistoric serial killers.

You'll find as you progress through the game that certain weapons work best against different dinosaurs. Dylan's shotgun makes instant mush of Velociraptors, whilst Regina's twin sub machine guns are essential when it comes to fighting airborne Pteranodons and sea-dwelling Plesiosaurs. As for the big T-Rex that keeps appearing every so often to gnaw on your ass? Run like hell and don't look back.

After tasting the bitter pill of total defeat in the first Dino Crisis, the evil Dr Kirk has been bundled off to prison and the world is safe once more.

Or at least it is for the few nano seconds that it takes the government to start fiddling around with Dr Kirk's research and commence conducting a few 'experiments' of their own. Some stupid boffin picks his nose and accidentally flicks the wrong switch with the catastrophic result that research centre Edward City disappears into thin air along with over 1,300 human inhabitants.

Turns out that the only way to save the island residents is to send an army of crack troops back though a Time Gate (not to be confused with a Star Gate, of course) to a pre-accident Edward City. Dino-killing expert Regina has volunteered to accompany the team and face her demons one last time.

If this all sounds a little too much like a rehash of the first game, panic not. Dino Crisis 2 actually takes familiar themes, location and characters and flips them all slap bang on their startled heads. The basic survival horror elements still remain, but the adrenaline pumping action has been jacked up several thousand notches to full exhilarating effect.

KNOW THIS





● These people built KITT from Knight Rider

REGINA, MEET DYLAN

In the first game you got to play as Regina. Now she has a muscle-bound companion, called Dylan who wields a mean machete to compensate for his less sharp IQ. You actually have control of Dylan at the start of the game as he works his way through the jungle, but you soon switch to Regina and then back and forth between the two throughout the adventure. It's a neat touch that really adds to the variety of the gameplay.



● 'Look! An eight-headed chicken!'



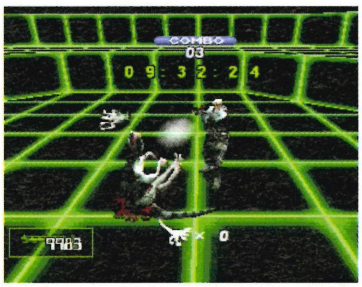
● 'I grip it like this, then I stroke'



● Dylan needed to buy ammo, but he forget his PIN number



▲ This is one of those times where you walk around the corner and think, 'Oh my gosh!'



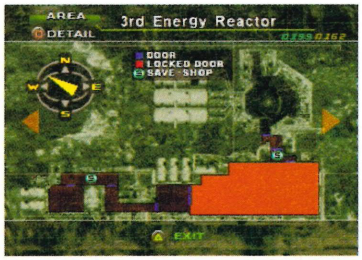
▲ VR mode? Metal Gear has a lot to answer for. Like kids snapping each other's necks



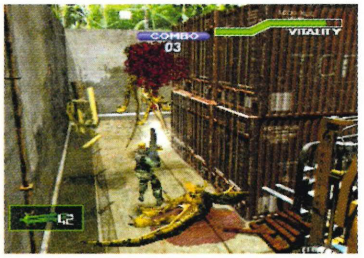
▲ Regina finally finds her quarry: the awesome Spine Melter 2000 reclining chair

WHAT DO POINTS MAKE? PRIZES!

The arcade feel of the gameplay is generated by the use of Extinction points. You get awarded points for every dinosaur you waste as you proceed through each section of the game. The points are then totted up and displayed during the loading sequence for the next mini-level. If you manage to bag more than one dinosaur at a time you can rack up combo points, and if you shoot one of the beasts just before they lunge you'll get a 'counter' bonus. Complete a subsection without sustaining any damage to get even more points. Rewarding kids for the senseless slaughter of reptiles is so cool!



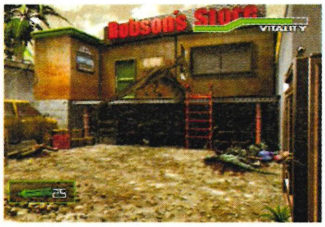
▲ The team tracked down the Ginger HQ



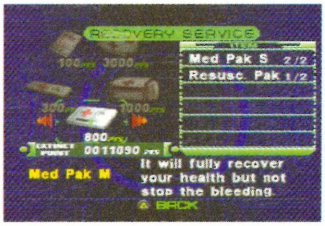
▲ When the dinos bleed, them is dead

SHOP 'TIL YOU DROP

As well as adding a whole new competitive and skill-based edge to the game, Extinction points also serve as currency. Throughout DC2 you'll come across Save points which contain shops. Here you can cash in your Extinction points for ammo, weapons, tools and all manner of health restoring medi-packs. It's up to you to choose how you want to spend your points. Do you stick to your basic weapons and stock up on medicine, or do you blow it all on an awesome grenade launcher and rely on the scanty medical supplies scattered throughout the levels? It's your call.



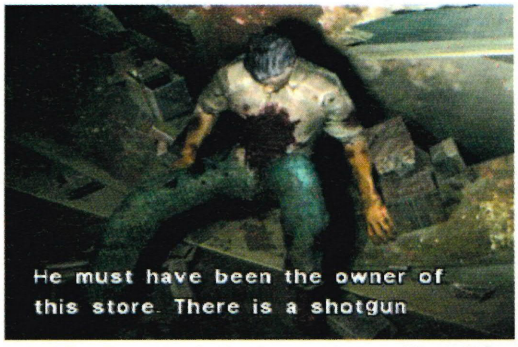
▲ Stock up on Curly-Wurlies and Pot Noodles while you've got the chance



▲ If only real-life medicine was as easy to administer as a medi-pack

YOU'RE HAVING A LAUGH MATE

Survival horror games are not well known for their humour, although some of us still find innocent pleasure in stumbling across a disembowelled corpse or two. Oh how we chuckle. Now, in Dino Crisis 2, there's even more quirky humour in the shape of occasionally hilarious sub-games lurking in the midst of the tried and tested hack 'n' slash mix. The best of all features Dylan having to repel a mad horde of dinosaurs in a first-person shoot-out from the back of a speeding jeep. The most bizarre and mental of all involves chasing a tiny Compy critter around a lab, trying to trap him in a cage. Is this game whacked out or what?



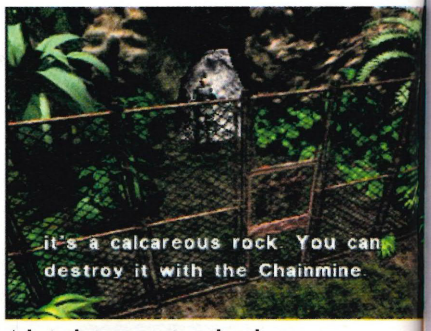
▲ Eddie's embarrassing food stain meant he stayed home Friday



▲ The auditions for Jurassic Park 4 were going pretty well



▲ Drive the tank Dylan! Go on, climb inside



▲ Just what you want, geology lessons

SMOOTH MOVES

Both Dylan and Regina handle like a dream. You no longer have to hold down a button to run, and the targeting system works well in the face of multiple dinosaur attacks where you have to be quick on the draw. You can also use the shoulder buttons to make a swift 180° turn. Very handy when you have hot dino breath melting your quaking ass.



▲ A warm welcome to Corby town centre



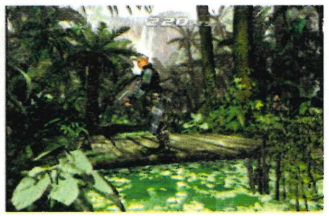
● Dinosaurs are pretty combustible. Go at those scaly scumbags with a flamethrower

JUNGLE FEVER

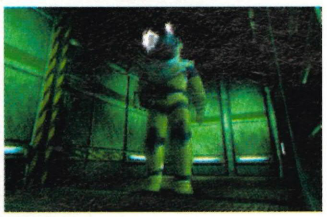
The gorgeous pre-rendered backgrounds are a stunning improvement over those in the first game. The jungle looks lush and steamy, so much so you can almost smell the rank mounds of dinosaur dung as Dylan and Regina squelch their way through swamps, stride across cornfields and tiptoe over swaying bamboo bridges. The interiors of the various research buildings are highly detailed, with lots of neat touches that add to the atmosphere. You never know when you're going to discover a slashed corpse or a half-eaten sandwich and there's a strong sense of foreboding as you explore the abandoned corridors and rooms.



▲ Barbecued lizard goes down a storm



▲ Jungle levels make it feel all Jurassic



▲ Dylan goes to the swimming pool



▲ In the jungle, watch out for Roni Size

LIKE THIS? TRY THESE



Dino Crisis – the original's not quite so intense but it still rocks



Resident Evil 3: Nemesis – legendary zombie horror-fest

WE RECKON

This blows the original out of the water. A bold attempt to tinker with a popular formula, Dino Crisis 2 is an addictive, turbo charged splatter-banquet that will have you gasping for breath at the relentless pace. It may lack the depth, but you won't want to put it down for a moment. **Maura**

9

OUT OF TEN



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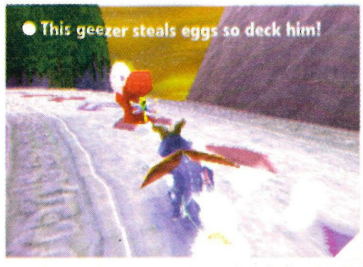
OUT NOW

1 PLAYER

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

SPYRO

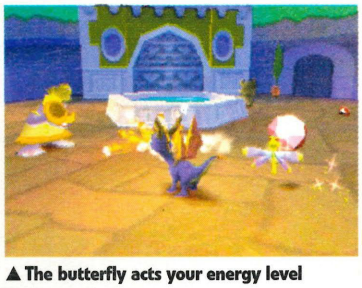
THE YEAR OF THE DRAGON



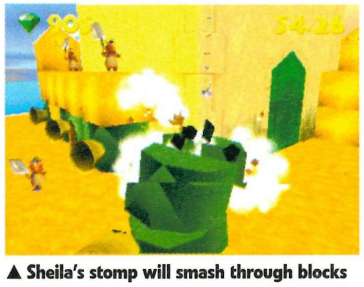
● This geezer steals eggs so deck him!



● Flying and fire breathing at the same time! Now that's talent



▲ The butterfly acts your energy level



▲ Sheila's stomp will smash through blocks

Toast some rhinos, headbutt buffalo and stamp on some slugs. Spyro is back

It's obvious Spyro is aimed at the kids. The cute graphics, the (initially) simple gameplay and easy to pick up control method all point to your little brother/sister/nephew sitting front of the TV while you try to focus on Match of the Day.

This, however, is definitely not the case. Spyro may look like a cute plaything but it's a bitch to play. It's not only a huge game and an extremely playable one at that, but the difficulty is enough to test the patience of a saint. OK, it's doubtful you'll rip out hair in frustration, but it's got that one-more-go fact which leaves you desperate to get that little bit further. All the ingredients needed to make an excellent game pie in fact.

Year of the Dragon adds four new characters you get to control as you progress. Sheila the Kangaroo is the first to appear, then Bentley, Sergeant Byrd and Agent 9 become available. Each brings their own blend of cute madness by offering different moves and controls, as well as the obvious change in abilities.

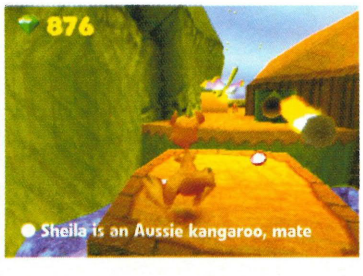
But it's the size of Spyro 3 that's it's biggest selling point. Each of the levels are mammoth, and because you must find a set number of eggs to open each stage, there's no whizzing through, not bothering to check the nooks and crannies. Impressed? You should be.



● Kill enemies but ramming them



● Find an egg and a small dragon is free!

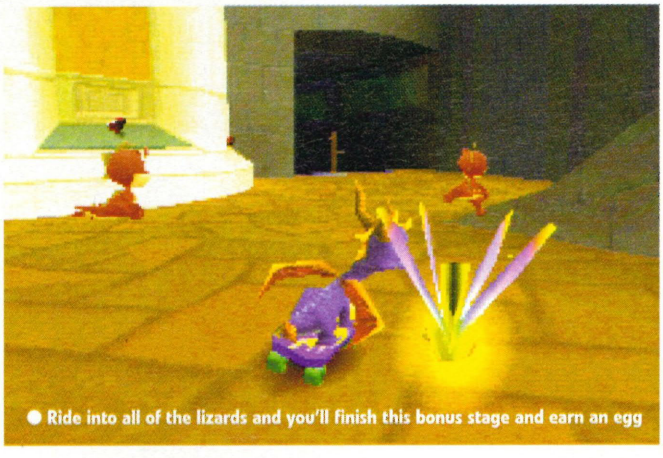


● Sheila is an Aussie kangaroo, mate

THE BLACK HOLE

HUNT FOR THE ALTERNATIVE EXITS

When the first exit to a stage appears, obviously you should run through it, right? NO! Stop. This means only the main task has been completed for that particular stage, but there are other tasks within the level you must complete. Hit select to call up the atlas and you'll see exactly what's left to do in each stage. There's also a chance there's an alternate exit as well, and these lead to bonus sub-games like the two shown in the pictures. So get looking.



● Ride into all of the lizards and you'll finish this bonus stage and earn an egg

WE RECKON

It may look simple but there's much more to Spyro than meets the eye. It's a fantastic looking game, there's an immense amount to find and it's slick to play. **Steve K**

8
OUT OF TEN

KNOW THIS



PAY NO MORE THAN **£29.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD, DANCING MAT

JUNGLE BOOK GROOVE PARTY

Wanna be like Mowgli or King of the Swingers? Didn't think so

Ever watched The Jungle Book and felt like you were going to explode like a party popper with sheer jealous anger? Why the hell couldn't your parents have left you in the jungle to get raised by wolves? Then it could be you dancing around with grizzly bears, having fun right now, instead of living your worthless, sordid little life.

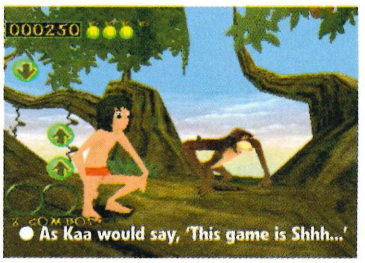
It's OK. Utilising the awesome power of PlayStation you can simulate Mowgli's antics in a rhythm action stylee and briefly forget your pointless existence.

How do you do this? You press up, down, left and right in time with the music to make the man-cub bop to famous junglist hits like 'I Wanna Be Like You' and 'The Bare Necessities'.

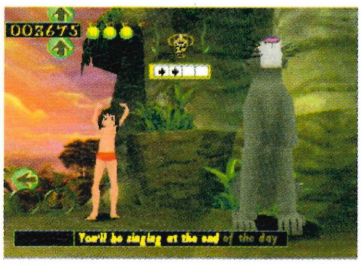
Predictably enough, it's shallower than a kiddy's paddling pool. It starts off easy and gets slightly harder, but it never quite feels satisfying. In fact it's like Parappa but without the style or humour.



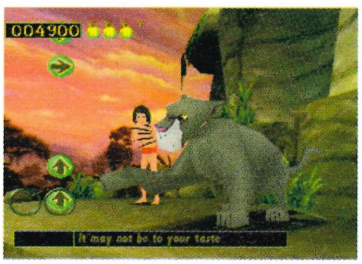
● Look...for...the... better games than this



● As Kaa would say, 'This game is Shhh...'



▲ All of your favourite characters are here



▲ They don't look so hot though

WE RECKON

If you like the film, buy the video. If you like the songs, buy the soundtrack. As a minor distraction this is OK, but be honest with yourself: what's the point? **Dean**

4 OUT OF TEN

KNOW THIS



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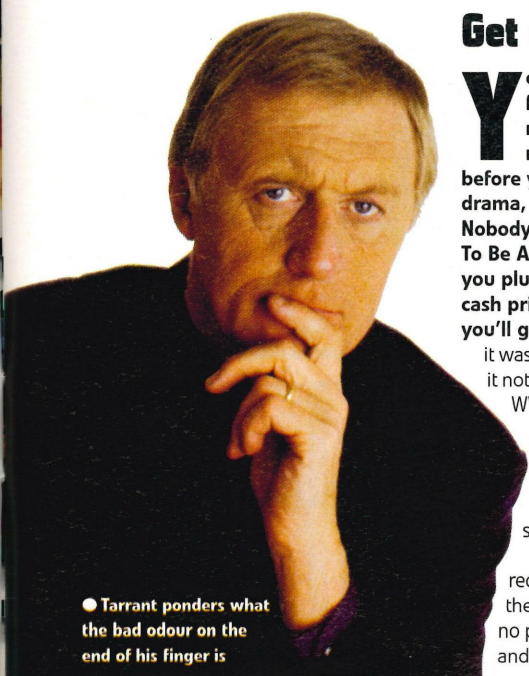
OUT NOW

1-4 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

WHO WANTS TO BE A MILLIONAIRE?

Get questions right and money spills from the joypad ports*



● Tarrant ponders what the bad odour on the end of his finger is

Yes Chris. That is my final freaking answer. I know I'm right. Don't put doubt in my mind by pausing for ages before you tell me I'm right. Sod the drama, just give me the cash, now.' Nobody's said that yet on Who Wants To Be A Millionaire, but you can when you plug in and play this. But without cash prizes on offer, it's doubtful you'll get this passionate.

it was never likely to be Metal Gear. But it not even as good as you'd hope a WWTBAM game might be. Yes, there are lots of questions, but Tarrant doesn't read them to you. In fact, you don't get to see That Chris at all, just an empty studio and a couple of chairs.

Phone a friend gives you a pre-recorded message and if you ask the audience you only get the result, no pictures of the audience um-ing and ah-ing. What a waste.



▲ Who Wants to Play Something Else?



▲ It's good but it's not right. Oh, wrong show

WE RECKON

It could never have recaptured the thrill of the TV show, but with a bit more effort on presentation it could have been a winner. £20 buys you lots of questions. Great. **Dean**

5 OUT OF TEN

*Not really

CASTROL HONDA VTR



● Sticklebrick men shouldn't ride bikes

Motorbikes should give you a fast, frenetic rush. This game doesn't

If you're into motorbikes in any shape or form, then you're probably loving this issue of PlayNation. What with Moto GP on PS2 looking lovely and Moto Racer World Tour keeping up the PS One end of things, we now move onto this. Castrol Honda VTR. While the two above capture the excitement of riding at 150mph on two wheels, this has all the thrills of riding a kids' bike.

So what's the score? Well, on the plus side it has got lots of tracks and different gameplay features and it's actually got a decent sense of speed. But when you look at the trackside detail and rider, it's all too easy to notice the flaws.

The riders jerk like Shakin' Stevens and they're poorly animated. Come on, the PS can do better, just look at Moto Racer.

But even it look red hot, the simple fact of the matter is it's incredibly boring to play. None of the excitement you associate with superbiking is here. The riders don't race, they follow each other in a line around the track. There's no sense of achievement in winning races either, you're just left feeling empty.

KNOW THIS



PAY NO MORE THAN **£24.99**

OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD


● A procession of riders. Fall in!

WE RECKON

Looks rubbish, doesn't play much better and generally sucks a fat one. There are plenty more fun ways of blowing £25. Like throwing it away, for example. **Steve K**

3
OUT OF TEN

EQUESTRIAD 2001

Q: What's worse than poncing about on horses all day? A: Playing this afterwards

KNOW THIS



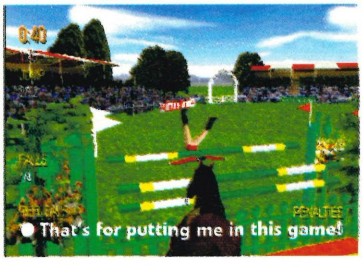
PAY NO MORE THAN **£19.99**

OUT NOVEMBER

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD

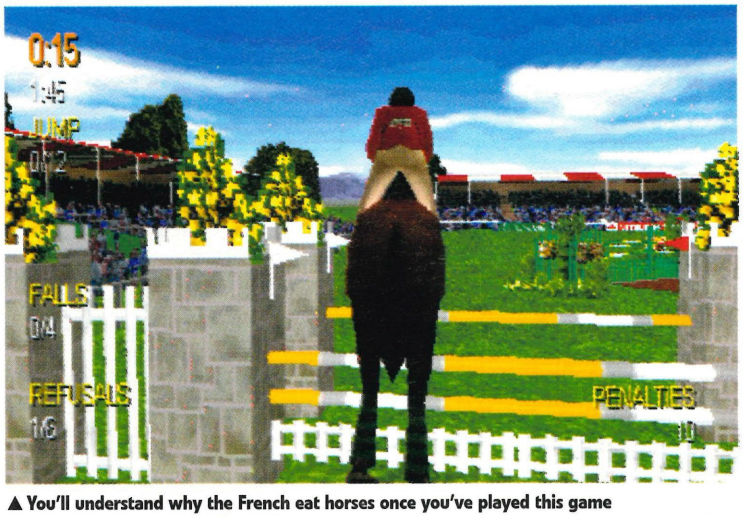
Horses are magnificent beasts. Especially when the one you put £50 on wins the Grand National at 50/1. But they are also synonymous with bad things. Like all that crap those police horses leave on the highstreet. It's quite apt then when we say that this game is undoubtedly absolute pony.


● That's for putting me in this game!

For most people, Equestrian is not the most exciting of sports, unless you have a double-barrelled name, call your mum 'Mumsie' and happen to be competing. But even so, we can't imagine young girls and wannabe Lucinda Green's galloping down to HMV to slip this in their saddle-bags, simply because it's awful.

You can compete in a variety of events each with varying game styles. Dressage is essentially showing off on your horse while show jumping is, um, jumping over a load of fences. Cross country is the same as show jumping but you gallop through a forest that looks like it's made from sticklebricks. The horses feel like they've been removed from a merry-go-round but are still stuck on sticks, and just rotate around the awful looking scenery.

According to the guys who're releasing this, 'realism is the watchword; cutting edge 3D graphics.' Come on fellas, who are trying to kid? Check those graphics! This game isn't just pony, it's dog. And one that isn't house trained. Stay well away.

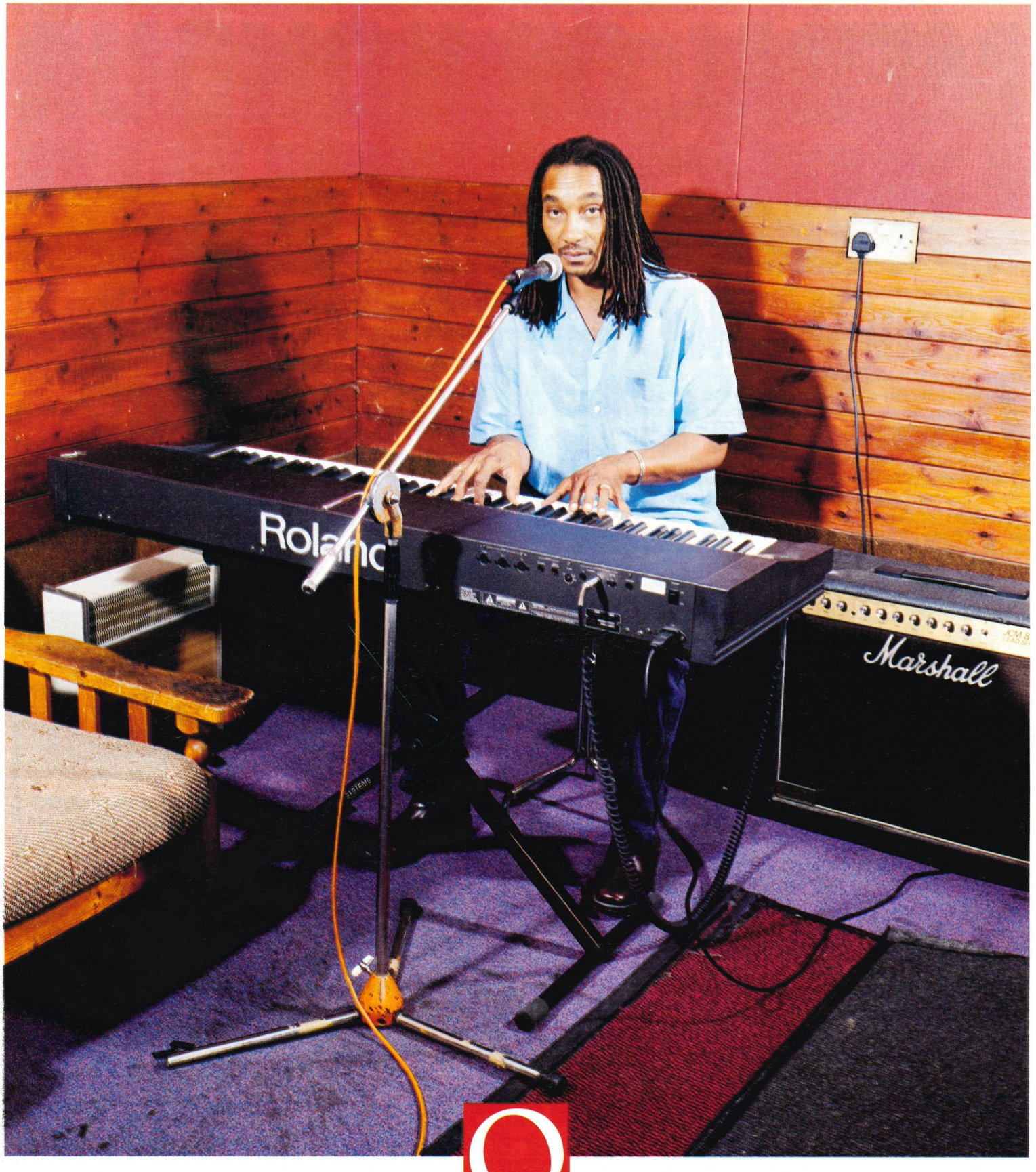


▲ You'll understand why the French eat horses once you've played this game

WE RECKON

If you want to play with horses, go down to the farm. If you want a good simulation, buy Gran Turismo. Don't ever ever buy this, OK? Glad we cleared that up. **Steve K**

2
OUT OF TEN



THOUSANDS WHO'VE MADE IT. WATCHED BY MILLIONS WHO HAVEN'T.

Q TELEVISION AVAILABLE 24 HOURS A DAY ON SKY DIGITAL CHANNEL 455

sky a digital vision for everyone

MEDAL OF HONOUR UNDERGROUND

We struggle when our first 11 take on Germany's finest, so when it's just one of us against an entire Nazi army it's time to worry. Let's hope it doesn't go to penalties...

The year is 1940 and the Nazi war machine has steamrollered half of Europe. Our lily-livered French allies have given up the ghost leaving only us good old Brits to stand up against Mr Hitler and his fascist cronies. Well, us and a few hardy French troops who've still got the stomach for the fight. One such stalwart is Mannon, a plucky resistance fighter who kills people for fun. And she's a girl too.

Your job is to guide Mannon through a series of new missions which all take place before the original Medal of Honour game. The formula is more or less the same: think Quake crossed with Saving Private Ryan. You progress through levels completing various missions goals without losing sight of your basic job – killing a lot of Jerries.

What's on offer is a sweet selection of WW2 firearms, a whole bunch of missions set behind enemy lines across the whole of occupied Europe, and an army of gun-totting goons to fill full of lead. And it's all set to a sweeping war movie soundtrack. Perfect? Well, not quite.

KNOW THIS

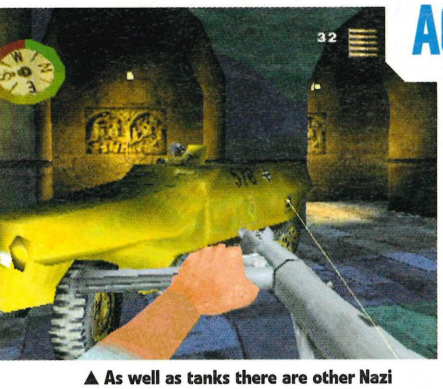


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OUT NOW

1-2 PLAYERS

JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ As well as tanks there are other Nazi vehicles to do battle with, like this halftrack

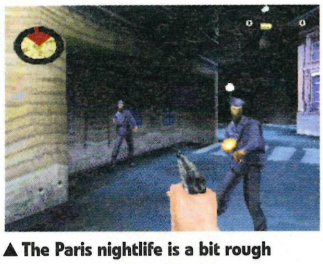
ACHTUNG: PANZER!

A few levels in and you'll meet your first Panzer. And taking on ten tons of clunking steel death-wagon is no easy task when armed with a poxy handgun. So it's a good job there's some serious hardware lying around to make things easier. First up is the trusty Panzerfaust, the German version of the bazooka. Or, if you can find one, get behind one of the heavy machinegun emplacements dotted around the place and let rip until you're facing nothing more than a giant metal sieve. If all else fails, try a trusty petrol bomb or grenade for size.

BATTLEFIELD BLITZ

HITLER: THE EUROPEAN TOUR, '39–'45

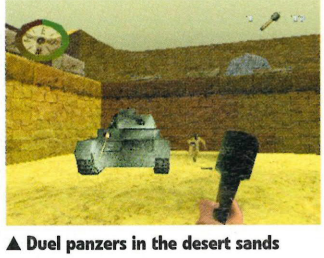
From the first mission set in the shadow of the Eiffel Tower to the vital pre-invasion tasks given to you in the sands of the North African Desert, the most noticeable difference between this game and the first is the variety of locations. Ventilating Nazis is a pastime made all the more enjoyable in the glare of the Italian sun or in the shade of a Greek Olive tree. Seems like this Mannon lass gets around a bit.



▲ The Paris nightlife is a bit rough



▲ Italy: picturesque but a bit bloody



▲ Duel panzers in the desert sands

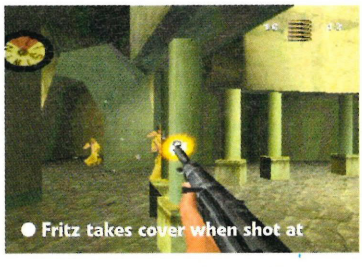


▲ Take your camera to Greece

MILITARY INTELLIGENCE

THE GERMANS WILL TEST YOUR SNIPING SKILLS TO THE MAX

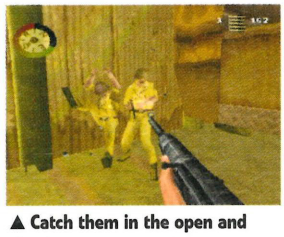
Germany had the best trained army in the World and boy does it show here. These troopers don't just stumble blindly into your sights, they duck and weave, taking cover under fire and retreating to find better positions. This makes for some entertaining firefights with you and your opponent playing a deadly game of cat and mouse. Watching a terrified Bavarian blindly firing his rifle one handed round a corner is a hoot.



● Fritz takes cover when shot at



▲ The Germans take potshots from behind the wall



▲ Catch them in the open and they're sausage meat

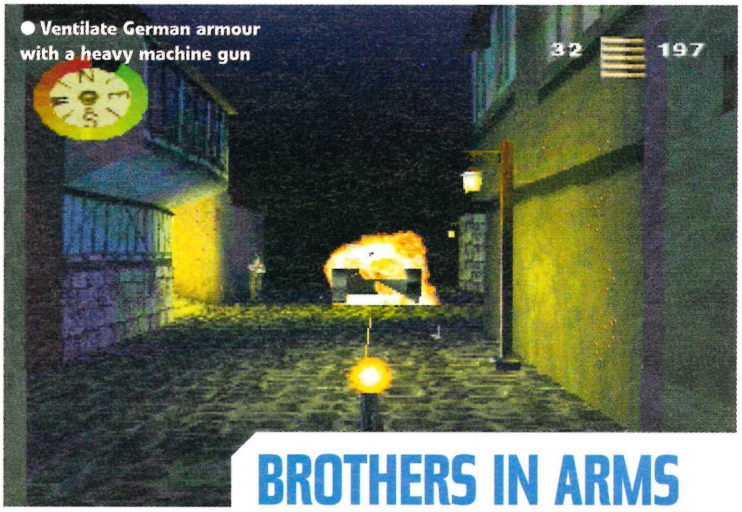

● It's too late to surrender now!


● No blood but he still looks in pain


● Forget the wall, shoot the guys in front!

DIE WITH YOUR BOOTS ON

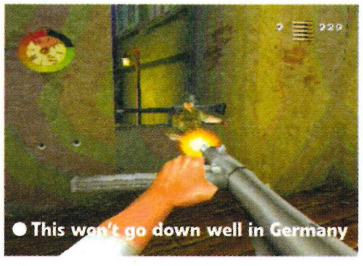
There's no gore to be seen in this rose-tinted version of the greatest conflagration this world has ever seen, but when you plug a bad guy with a round or two, they look like they feel it. Hit them in the hand and they'll shake their arm in agony. Cap a leg and they'll hop like a dork. Hats come flying off and injured troopers try in vain to crawl out of your way. Until you pop a cap off in the back of their heads to make sure they don't raise the alarm. This is war, y'know.

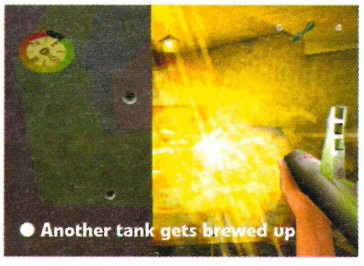

● Ventilate German armour with a heavy machine gun

BROTHERS IN ARMS


● These two aren't going to get far

Over the course of this game Mannon probably kills more Germans than the whole of the British Army put together ever managed to, but she doesn't do it alone. Often you get other fighters on your side you have to work with to complete the mission objectives, which is a stroke of luck when facing an entire Panzergrenadier division. So while your buddy busts open the locks on the door you'll be providing covering fire


● This won't go down well in Germany

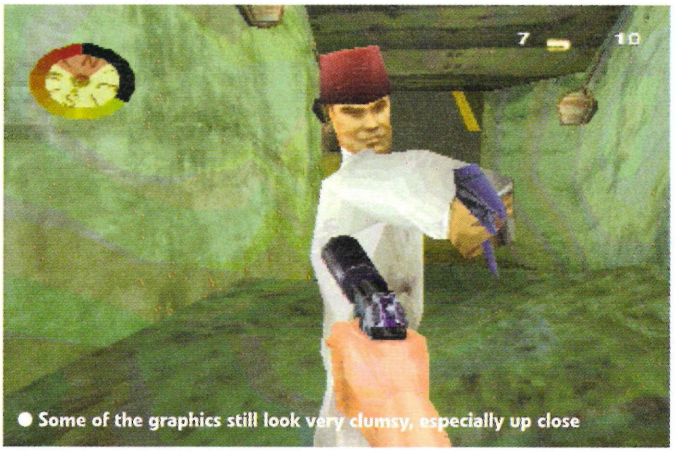

● Another tank gets brewed up

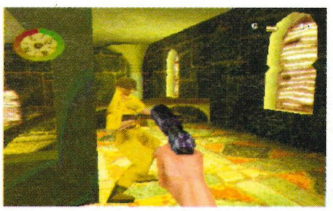
BAGGING BADDIES ISN'T ALL FUN

EVEN WE GOT TIRED OF WHUPPING ASS

We scored the first game a seven but it sold by the truckload anyway which says something about this country's relationship with our German cousins. But many of the gripe we had first time around crop up in the sequel. Things move a bit smoother now but compared to yardstick first-person blaster Quake 2, everything is still a tad clunky.

For all the enemy AI improvements you still get the odd grunt who keeps patrolling unaware of the rounds of hot lead whistling past his ear. And the dire multiplayer game is about much fun as being dive-bombed by a squadron of screaming Stukas. Not good.


● Some of the graphics still look very clumsy, especially up close


▲ Some grunts are just plain stupid


▲ The ugly two player is a waste of time

LIKE THIS? TRY THESE



Quake 2 – easily the best first-person shooter on the PS1



Medal of Honour – not quite so good but it's a damnsight cheaper

WE RECKON

Like the first Medal of Honour, this shooter has its flaws. The graphics are clunky and the scenery jerks around when the screen is cluttered with bad guys. But it's brimming with atmosphere and is an enjoyable blast for anyone who's ever wanted to give Hitler and his homies hell. **Steve O**

7
OUT OF TEN

KNOW THIS



PAY NO MORE THAN
£29.99
OUT NOW
1-2 PLAYERS
JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ Players hit the deck every other second



▲ That sphere in the wall electrifies the ball



▲ Goalmouth scramble Speedball style

SPEEDBALL 2100

If you get the ball, run like hell. If they do, smash their heads in and call the medics

Speedball is a bit like turbo-charged football. Except when an opponent has the ball, you're encouraged to smash his teeth out and crush his head. If he gets stretchered off bleeding, your team scores points for it. Already you're seeing that this isn't your ordinary sports title.

But it's certainly not original. In fact pretty much exact copy of the Amiga game Speedball 2 released back in 1990, only the graphics have been given a pseudo-3D twist. Gameplay wise, nothing changes. Your team of 10 bruisers attempt to survive and win each match they're involved in by fighting and scoring goals. Each time you throw the ball into the goal you bag ten points, unless you activated the pitch side points multiplier. Other targets in the arena score the odd two points, and pick ups boost your team. Collect cash and you can buy faster and harder players. Geddit?

These days the gameplay feels pretty limited. You struggle in the first game of a tournament, then buy a superstar who runs rings around the opposition. Repeat this formula each game and you bag the trophies. It's been made harder to play than the original too, with separate jump, throw and shield buttons.

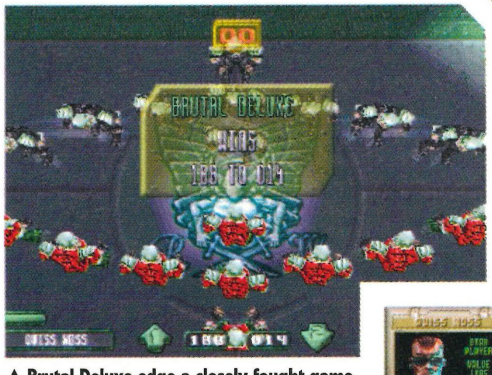
Short term, and with two players, it makes for a quick mindless blast. It lacks depth, and that's why it'll only warm your 'Station occasionally after the first week.



● Graphics and animation are pretty ropey on the whole



▲ Whizz the ball around the multiplier ring and you really start to score big points



▲ Brutal Deluxe edge a closely fought game

MANAGE YOUR KILLERS

You team are pretty weak at first. In fact they'll get the hell battered out of them week after week. Signing a fast centre forward helps out: your defenders scrabble the ball to him, and he weaves up the park Pele-style and whacks the ball home. A cheaper option is to build your own players up in the gym, but that won't change their appearance. You'll be left with a crew of butch insurance salesmen.



▲ The first superstar player you buy will be much better than the rest of your team. He'll also steamroller the opponents, so run him around the arena to grab all the cash that's around



▲ Scott's awesome army: half thoroughbred killing machines, half pumped-up pussies



▲ You can build his speed and aggression, but you can't do jack with the ginger hair

WE RECKON

After ten years thinking time, you expect this to be a radical departure. It isn't. These days this kind of limp rehash won't please many other than retro gamers. **Dean**

6
OUT OF TEN

MOTO RACER WORLD TOUR

How would you like your bikes sir? Scrambled or 250cc?

As soon as one company announces a new game, you can almost see the heads of its rivals rushing to their programmers demanding one to be knocked out in double quick time.

You only have to look at the number of PlayStation motorbike games that have been or are about to be released in the final quarter of 2000 for proof of this follow-the-leader frenzy. There are two Castrol Honda games on the way, Championship Motocross, Moto GP on PS2 and this Moto Racer World Tour. The good news for all concerned is that this title is certainly the cream of the PS1 crop.

One reason for this is how easy it is to get into. You only have to go through a couple of intro screens before you're hurtling through hairpins. But getting complete control of the bike is a different matter as they're extremely responsive. For the real speed freaks, the bikes also come fitted with a boost option that can give you an instant burst of speed which completely canes any of the other bikes around you. Likewise, this also carries risks as applying the nitro in the wrong place will buckle your bike and send you sprawling all over the track.

There's plenty to see and do in Moto Racer, and it keeps up with the high standards set by the previous two titles in the series. A whole host of secrets to unlock and different game modes including a freestyle trick option mean you'll get plenty out of it. Even the non-bike fans in the office were surprised at Moto Racer's snorting quality.

KNOW THIS

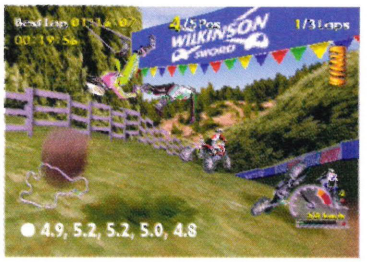


PAY NO MORE THAN **£29.99**

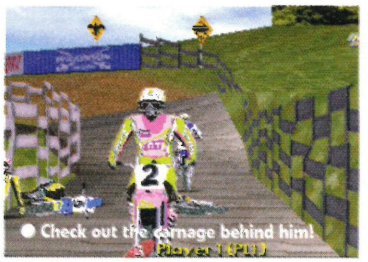
OUT NOW

1-2 PLAYERS

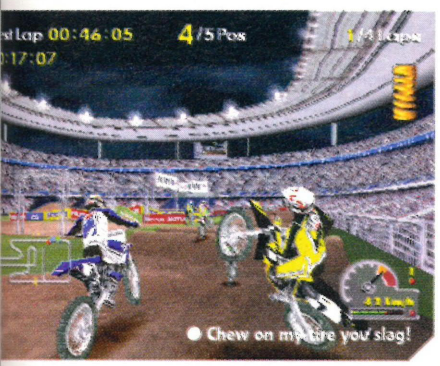
KEYPAD, MEMORY CARD, DUAL SHOCK PAD



● 4.9, 5.2, 5.2, 5.0, 4.8



● Check out the carnage behind him!



● Chew on my tire you slag!



▲ You have to keep the bike straight otherwise you loose even more speed

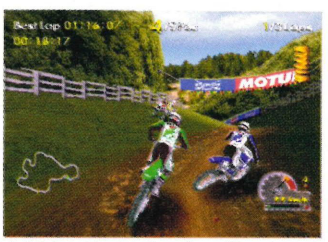


● If you even clip another rider, you'll go arse over tit in spectacular fashion

LET'S GET DOWN AND DIRTY

ALTERNATIVE STYLES OF RACING

To spice up the proceedings even further, there's also the option to race on dirt tracks and in arenas using 125cc Scramblers. This mode throws up completely different handling and problems as you have far more give with the bikes now. There's an element of speedway too that you'll notice as you powerslide through corners. Taking big jumps at high speeds is important, as is landing the bike properly, so changing the angle of the bike in mid air is another skill that needs mastering. The dirt bikes on their own would be a good game, but as an alternate mode it's a top bonus.



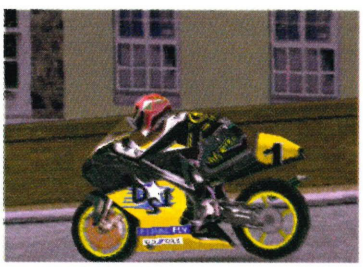
▲ Stick to the track and you'll go faster



▲ Powersliding corners is easy



▲ The bar below your speedo is the boost. Don't bother to take corners at this speed!



▲ Animation on the riders is excellent - and the replay mode shows that off very well

WE RECKON

Even if you're not into this type of game, we recommend you have a gander as you might just be swayed. Looks good, plays even better and will last ages. **Steve K**

8

OUT OF TEN

VERBAL



■ ILLUSTRATION: DAVE AT MONKEY INDUSTRIES

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E-MAIL ALEX.SIMMONS@ECM.EMAP.COM

SHE CAN'T BE DEAD

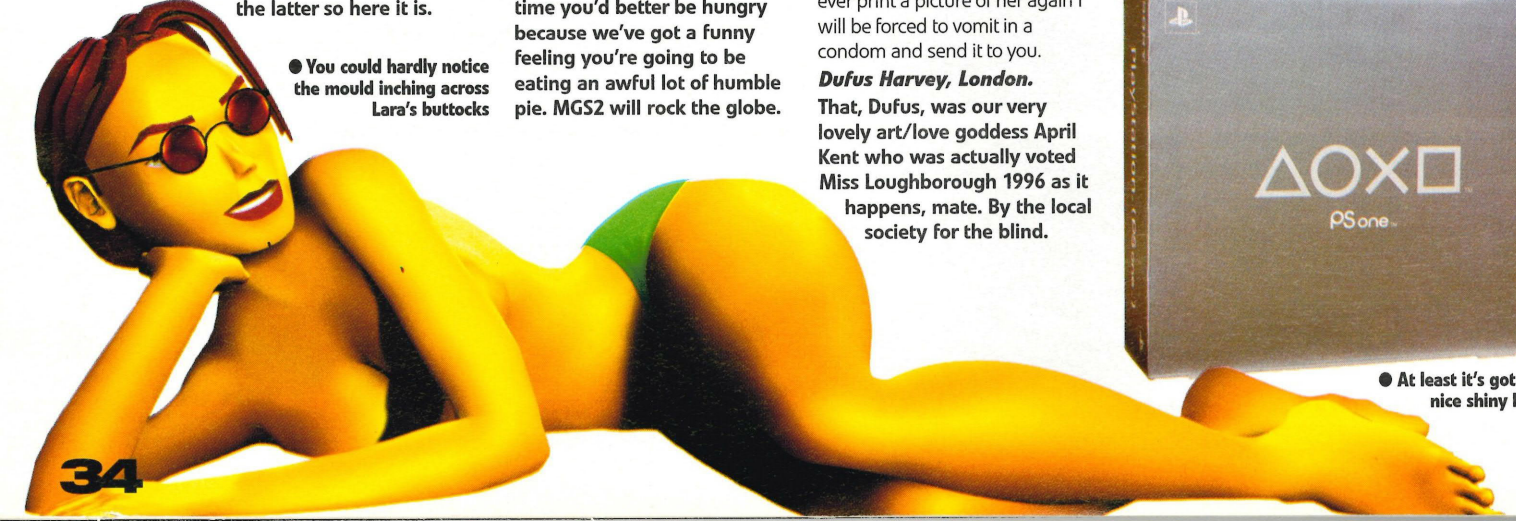
Lara Croft (gasp!), Dead? How can this be? Lara (gasp! splutter!) Croft?? What ten ton bag o' crap did this? Oh, how we will miss the one who caused so many disputes in the filming world. How we will never forget the one who knocked that dammed blonde American bitch from Tomb Raider 1 off a high platform. How we will live through the memories of Tomb 2 and 3. Such brilliance! Will we ever forget the pony-tailed, gun-wielding hero who won so many places in our hearts?

Yes, Lara, the way your pistols went click as you replaced them, your perfect English accent, the way your enemies were cut in half with lasers...ah! The memories. Before Lara fans reach for the pills and vodka, let us say we will never forget you, Lara Croft, the real and true adventurer.

Rachel Thomas, email

P.S. Print a decent picture of the ponytailed girl (the one from the game, not that stupid model),

Well said, Rachel, well said. But don't get too teary eyed on us, we hear there's a Lara game heading for PS2 so maybe those old cards at Eidos are pulling a fast one on us all by saying she's six feet under.When you say print a 'decent' picture of Lara do you mean decent as in one your Gran would like or decent as in good? We presume you mean the latter so here it is.



● You could hardly notice the mould inching across Lara's buttocks

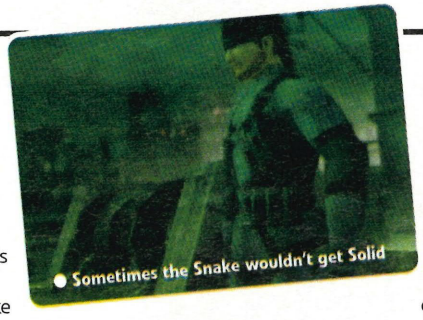
BRING GAMING OUT OF THE CLOSET

Why aren't there any games for gay people? I'm not saying I'm gay or anything, but everyone has games aimed them so why not them? Kids can play Spyro, grown ups play Tekken, girls play Barbie Super Sports. I think there's a large section of society that isn't being exploited there. And I bet all gay people are really rich as well.

M. Moore, Huntingdon

Good point Mark. None of us are gay here either (well, Mike is extremely merry though not quite gay), but maybe games developers should be more conscious of the weight the pink pound carries. They should be releasing games like Duke Nukem: Land of the Hunks, Metal Queer Solid and Graeme Norton's Super Contact Tennis.

METAL GEAR POO



● Sometimes the Snake wouldn't get Solid

Why is everyone getting so worked up about Metal Gear 2? It's clearly going to be a one-minute wonder like the first game was. I finished MGS1 in about four hours and never played it again. People are only into it because the graphics look awesome.

Billy Meadows, Cheshire

In approximately 12 months time you'd better be hungry because we've got a funny feeling you're going to be eating an awful lot of humble pie. MGS2 will rock the globe.

MISS MINGER

Who was that rough old trout in the June issue dancing like an epileptic baboon on the Dance Dance Revolution mat? If you ever print a picture of her again I will be forced to vomit in a condom and send it to you.

Dufus Harvey, London.

That, Dufus, was our very lovely art/love goddess April Kent who was actually voted Miss Loughborough 1996 as it happens, mate. By the local society for the blind.

THE BACKLASH BEGINS

I've just seen PSone in my Mum's catalogue. What bleeding use is that? I've already got a PlayStation, so why the hell do I need another one? OK it's a bit smaller, but it isn't that portable: you still need to plug it into the wall. It's not like you can play it while you sit sunning yourself on the beach in Cannes as Angelina Jolie brings you cold Margheritas.

Dez Jannes, Ipswich

The last time we were chilling on a beach in Cannes with a bikini-clad Angelina Jolie attending to our every need, the fact we had no portable console to play with wasn't particularly high on our concerns list, Dez.



● At least it's got a nice shiny box

'I'VE GOT A PRE-ORDER AND A MENTAL DISORDER'

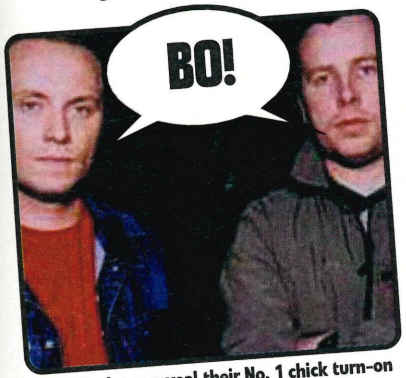
I remember reading a few months ago that the reason PS2 was hard to get on import was because its technology was good enough to be used to guide ballistic missiles and they were worried some nutter like Saddam Hussein would use it to launch chemical weapons at other countries. Well, I've got myself on the waiting list for one of Sony's black boxes down at my local shop and I've already drawn up some designs for an all-powerful intercontinental missile which I'm going to fire at Sony's London HQ. That is if they don't pay me a huge amount of money first. So, what do you think of my plans?

Daz, address withheld.

That's a fiendish plot, Daz. We hear from Sony that they will pay anything to stop you from destroying their UK nerve centre. You dastardly super-villain, you

● Jedi Power Battles? The Phantom Menace? Have it!





▲ The Dodgers reveal their No. 1 chick turn-on

RE-E-WIND. INNIT?

I noticed that throughout your last issue there was the odd garage reference like the headlines 'Crowd Say Mow Selecta' (Artful dodger) and 'Who let the dogs out' (Scandal MC). Have you got the Artful Dodger writing for you at the moment or something?

MC Kid Napa, Walthamstow

Yup. Popular Garage DJ duo Artful Dodger have been doing a resident slot in the office, and while we all work our booty, the Dodgers spin choons on the 1s 'n' 2s while rhyming out reviews of the latest 'Station games. Honest.

WHERE CAN I GET MY NECK BIT?

Do you know if there are any decent vampire games on the PlayStation? Do you know if and when Buffy the Vampire Slayer is coming out as a game?

Kenneth Johannson, Leicester

Yo Ken, keep cool because we are the bearers of good news. The bountiful Buffy is indeed heading for a PlayStation near you sometime next year. We hear it's gonna be a free-roaming beat 'em up full of teenage blood suckers and patented Buffy horniness. And just for you here's a nice wee piccy of the scrumptiously sexy slayer herself. In the meantime, for some decent PS1 vampire action surely you've already checked out the undead might of Soul Reaver: Legacy of Kain?



● Buffy lays her gentle hand on yet another boner



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- ☐ 1. JILL
- ☐ 2. REBECCA
- ☐ 3. REGINA

QUESTION TWO
WHICH OF THESE IS NOT A REAL DINOSAUR?

- ☐ 1. T-REX
- ☐ 2. DOYOUTHINKHESAURUS
- ☐ 3. TRICERATOPS

QUESTION THREE
WHO DIRECTED THE CLASSIC DINO FILM, JURASSIC PARK?

- ☐ 1. GEORGE LUCAS
- ☐ 2. STEVEN SPIELBERG
- ☐ 3. RIDLEY SCOTT



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ABE'S EXODDUS

PLAYERS 1-2 | 9

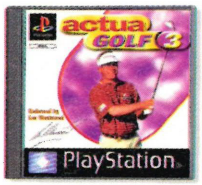
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent.



ACE COMBAT 3

PLAYERS 1-2 | 8

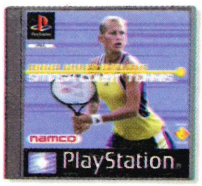
The best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are tricky though.



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.



ALIEN RESURRECTION

PLAYERS 1 | 8

This first-person blaster is so tense you'll be sweating like a fat bloke in a sauna from level one. Aliens everywhere and maximum fear.



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

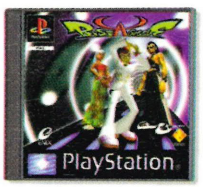
Suss out the tricky control system and you'll be playing the best cricket game on your PlayStation. It's great in two-player, too.



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.



COLONY WARS RED SUN

PLAYERS 1 | 9

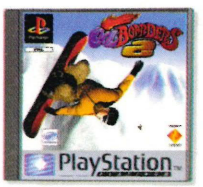
Star Wars-style space blaster with tons of missions in space and on planet surfaces. Looks great and the plot keeps you guessing.



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

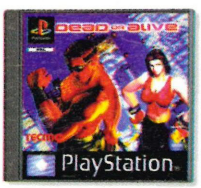
Better graphics and greater variation than Crash 2, this looks nice and is great fun to play. Shame it's too short.



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

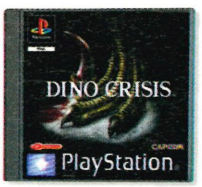
Loads of modes and car-crushing action make this a diesel-powered beast of a game. It doesn't look so hot, but still a laugh.



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

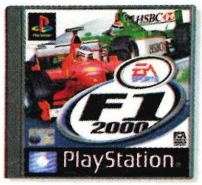
Imagine Grand Theft Auto crossed with Gran Turismo, with a funky 70s soundtrack. This car chase thriller is awesome.

F1 CHAMPIONSHIP SEASON 2000

PLAYERS 1-2 | 8

Essentially it's just another Formula One racer, but this time it's more comprehensive than ever before. It's faster than a speeding bullet and more competitive than the 'Miss Bognor 2000' semi-finals. All your favourite F1 stars you love are here, alongside *that* German you probably hate. It's as good as F1 games will get on PS One. A word of warning though: it's very similar to EA's F1 2000, which you might already have. If so, don't bother.





F1 2000

PLAYERS 1-4 | 8

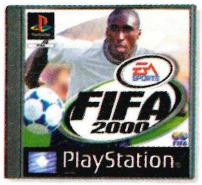
Bang up-to-date drivers and teams combine with electrifying gameplay to make this the choice for the discerning F1 fanatic.



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 battles and characters. 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.



GALERIANS

PLAYERS 1 | 8

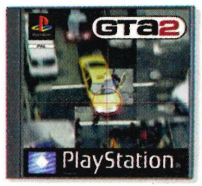
Evil docs, mad computers, drugs, and finding Mum dead in a fridge all combine to provide more shocks than Silent Hill or Res Evil.



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.

NEW



INCREDIBLE CRISIS

PLAYERS 1 | 8

Crazy multi-level cartoon action as you tap buttons to get an over-stressed Jap through the worst day of his life. Over a bit quick, but fun while it lasts.



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.



LEGACY OF KAIN: SOUL REAVER

PLAYERS 1 | 9

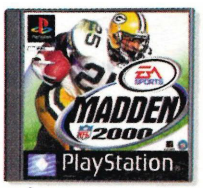
Skewer zombies and slay vampires in this monster Tomb Raider-style adventure that looks superb and plays brilliantly.



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

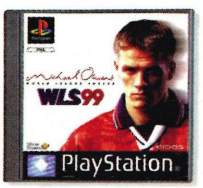
Sir Dan is back in another fun packed 3D adventure. Plenty of laughs, great graphics and hidden extras, but it is way too short.



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.

NEW



MR DRILLER

PLAYERS 1 | 9

Brilliantly simple arcade puzzler that's clinically proven to be more addictive than chocolate. Drill down for hours and hours.



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.

FREE WITH PlayNation

FROM THE MASTERS

WALKTHROUGHS, TIPS, CHEATS & TACTICS FROM PLAYSTATION'S EXPERTS

PLAY IT!

YOUR FREE 32-PAGE TIPS & CHEATS SECTION



TENCHU 2

BIRTH OF THE STEALTH ASSASSINS

BLOOD LETTING THE EASY WAY

STAR TREK INVASION

BE THE BLUE MAX OF OUTER SPACE

FOOTBALL MANAGER 2001

WIN EVERYTHING THERE IS TO WIN

The Masters

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

When we play videogames, we don't see polygons. We see lines of zeroes and ones dancing across the screens. We see right in to the heart of the program, and rip it out for all to see. Nothing is safe from out X-Ray Tip-O-Vision, and this is why we rule the land of tips while others bring us peeled grapes and fan our sweaty, hairy bodies with game instruction books.

If Tenchu 2: Birth of the Stealth Assassins has been troubling you, you'll find the complete cure in here. If you enjoy blowing away stubborn Klingons then examine our Star Trek: Invasion guide. And if you like wearing a giant coat and standing in the rain looking like a turnip you'd best head straight to our professional FA Manager 2001 tips.



We're on the phones from 3.30pm to 6.30pm every weekday, of course, and our email address is themasters@ecm.emap.com. So you don't need to ask yourself if you feel lucky, punk. Cos the masters will sort it all out for you. Now, if only we could get this X-Ray vision to work on chicks, we'd be well away. Except we're not able to get erections due to strict conditioning in the lab. Doh!

020 7880 7474

CALL THE MASTERS BETWEEN 3.30PM AND 6.30PM WEEKDAYS

INSIDE PLAY IT MAGAZINE THIS ISSUE

03 ASK THE MASTERS
Tell us your deepest fears, your secret woes and your lingering doubts

04 GAME ESSENTIALS
All the toughest bits from Parasite Eve 2 made to do gym in their pants. Ha!

06 STAR TREK INVASION
Star Trek Invasion is a rollercoaster ride. Klingon 'til the end with our help

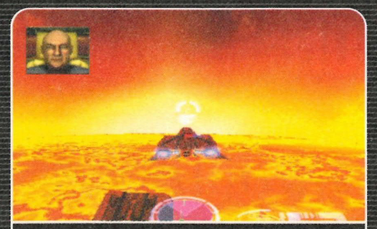
12 TIPS AND CHEATS
This section showcases chips and teats. It also contains hints for 'Station games

14 FOOTBALL MANAGER
Don't be an arse. Be an Arsene with tips for this 2001 season manage-up

18 TENCHU 2
Slash through the whole of Tenchu 2 like a ninja with our walkthrough



● Best to have at least two oral entry points



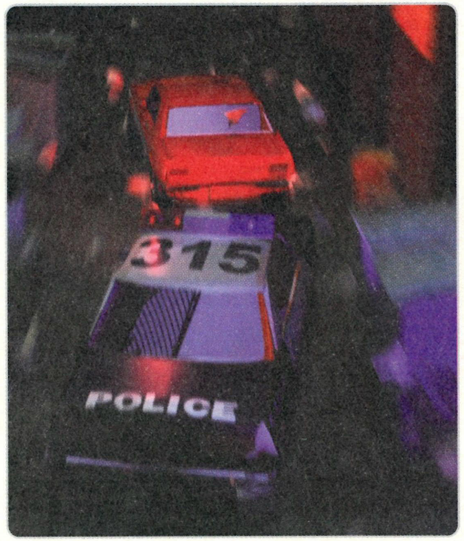
● Jean-Luc squeezes one out and lights it



● 'No you can't draw a map on my forehead'

ASK THE MASTERS

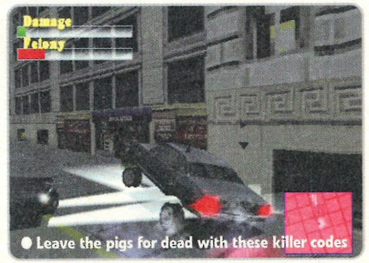
YOUR QUESTIONS ANSWERED



DRIVER

Can you give me cheats for Driver. Not tips but cheats. Cheats goddammit. I really need them.
Tom Windebank, Ladysbridge

Okay Mr WindyPants, don't get pushy. Enter these on the main title screen to become the Daddy of the crime world.



● Leave the pigs for dead with these killer codes

CHEAT	CODE
NO POLICE	L1 L2 R1 R1 R1 R1 L2 R1 R1 L1 L1 R2
INVINCIBILITY	L2 L2 R2 R2 L2 R2 L2 L1 R2 R1 L2 L2 L1
REAR WHEEL DRIVE	R1 R1 R1 R2 L2 R1 R2 L2 L1 R2 R1 L2 L1
MINI CARS	R1 R2 R1 R2 L1 L2 R1 R2 L1 R1 L2 L2 L2
LONG SUSPENSION	R2 L2 R1 R2 L2 L1 R2 R2 L2 L2 L1 R2 R1
INVERTED SCREEN	R2 R2 R1 L2 L1 R2 L2 L1 R2 R2 L2 R2 L1
VIEW CREDITS	L1 L2 R1 R2 L1 R1 R2 L2 R1 R2 L1 L2 R1

APE ESCAPE

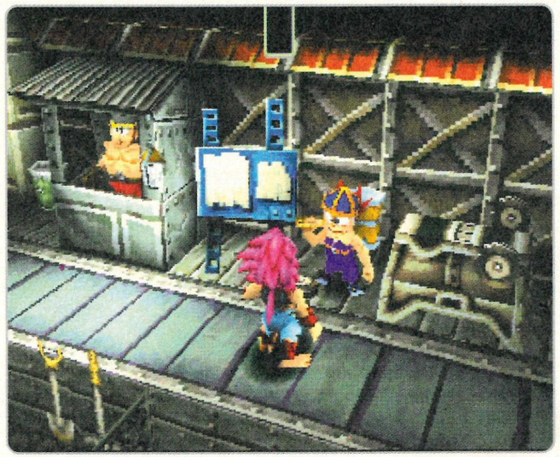
My problem is Ape Escape. I am now stuck on TV Tower as I can only catch two monkeys. I am desperate now, okay?
Sue Paull, Milverton

Here's the list of all the cheeky monkey's locations in TV Tower:

Amiga	*At the receptionist's desk*
Barlow	*In the vent shaft. The shaft entrance is on the left wall past the first inside door*
Buddy	*Near the boat, on a platform*
Hitchcock	*Hanging at the end of the water section*
Jitter	*At the top of the tank room*
Joan	*Just running around in the tank area*
Liam	*Also on a lower tank area*
Sean	*On a pole near the huge fans*
Sunny	*Also on the pole*
Twiggy	*Inside the fan control room, break the glass with the slingback*
Victor	*After blowing up the fan controls, grab this monkey*
Zombie	*You'll need the magic punch to open his box at the start, outside the building. So check out the next letter*



▲ If you flick a real monkey with a spatula, its eyes explode like bubbles full of cat sick

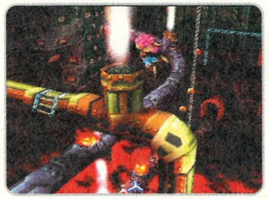


▲ Sensible headwear is clearly not an option in Tombi World. Pink dreads? Get out.

TOMBI 2

I'm stuck on Tombi 2. I've beaten the evil water pig and I don't know what to do now.
Sarah Roche, Castlebar

It's now time for you to find the Last Evil Pig. Go under the pipe area and talk to Kainen. You'll find out what to do there.



▲ Kainen should be Abel to help

POPULOUS: THE BEGINNING

I wonder if you can help me. I need cheats for Populous: The Beginning. Thanking you in anticipation,
Paul Leonard, Westcliffe-on-Sea

Rumor has it that if you highlight and press ⊗ on every tree in the first level, then press START to display the options screen, you'll be able to access a cheat menu. This should give you all sorts of sneaky advantages over the god next door. Here at The Masters, however, we worship that picture of Britney Spears with her in the bedroom with the teddies. We've had it covered in clingfilm.

GAME ESSENTIALS



DUE TO A MASSIVE RESPONSE FROM READERS, WE'RE RECAPPING THE BITS YOU LOVE TO HATE FROM YOUR FAVOURITE GAMES. SO IF YOU DIDN'T CATCH OUR BONZER GUIDE LAST ISSUE, HERE'S WHAT YOU NEED TO KNOW ABOUT PARASITE EVE 2

■ The combination to get that pesky cash register opened is 3033

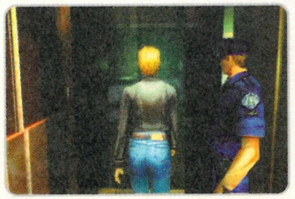
■ The combination to get into that damn safe in the loft is 4487

■ The password for the computer in the lab in the shelter is A3EILM2S2Y

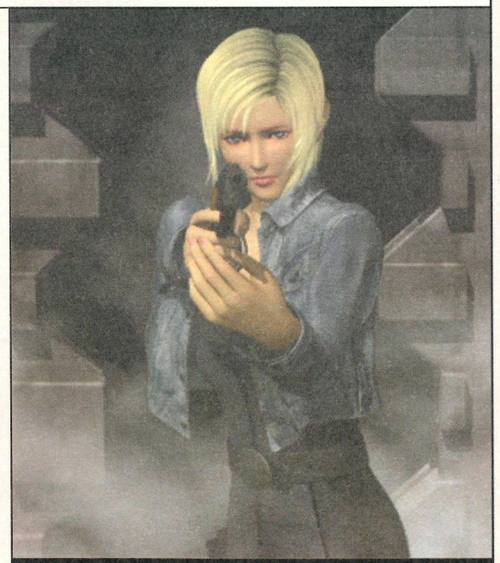
■ For the grid of symbols in the shrine, the red symbols should read diagonally up and across the grid to unlock the power-plant gate. The empty space should be in the bottom right hand corner. Don't worry about the yellow or white symbols – they are just not important so sod them

■ **The Pyramid Puzzle 1:** Turn the dial at the base of the pyramid four times and it'll match up. It's just like a clock face: a dot equals one and a line equals five, going all the way to twelve. The four stones at the top of the pyramid will light up when you step on them. Examine the tablet by the entrance to the pavilion. Go back to the pyramid and step on the blue stone six times, the white stone twice, the red three times and the yellow five times, just like it says on the stone. Pull the lever that appears and the bridge will move over to the island. Thank god for that.

■ **The Pyramid Puzzle 2:** Now you have to 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 then red for the hard of thinking. That'll open the garden door of the power plant



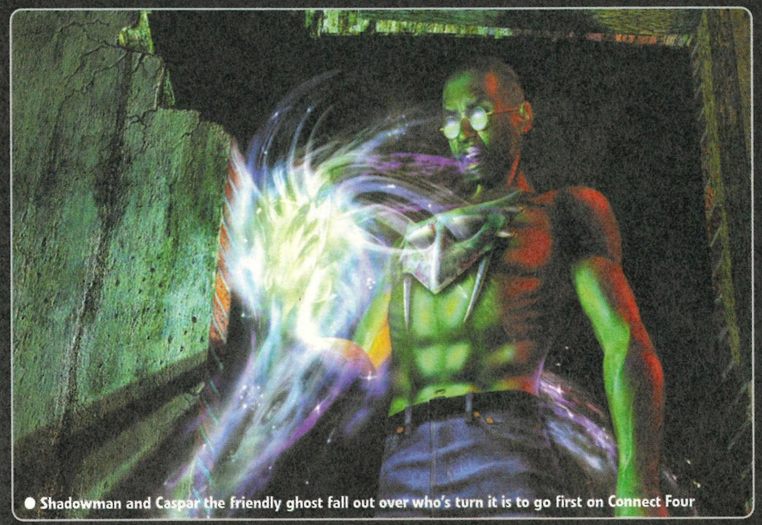
▲ 'Are you looking at my ass?' 'Err, no.'



NEXT MONTH: MAJOR TIPS OVERHAUL! STAY TUNED!

STUCK?

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



● Shadowman and Caspar the friendly ghost fall out over who's turn it is to go first on Connect Four

SHADOWMAN

Are there any secret playing modes in Shadowman? I have seen guides suggesting there are, but I'm going 'deadside' trying to get them to work! Just put me and Mike out of our misery.
Sally Hewison, Solihull

PLAY AS INVISIBLE SHADOWMAN: In the level where you fight Jack the Ripper (the train station) progress through the level as you normally would and about half the way to the end you will come to a light-blue lit brick hallway. Simply walk into the bathroom at the end to receive, the Invisible Man mode.

PLAY AS BLOODSHOT: In the third temple, go to the room where you have to make the big hammer knock over the pillar. Once you have knocked the pillar over, you can walk across it, but as you do so, there will be a small room to the right. Jump to it to play as Bloodshot.

PLAY AS DUPPIE: In the Asylum: Undercity level go into the second division of the opened cave area and look up. You'll see a piece of pipe/rock in the shape of a 'U' coming out of the ceiling. Nearby is a platform with a door on it. Near the platform are some rocky outcroppings: jump on these, and then leap towards the 'U' pipe.

PLAY AS DEADWING: When you get to the Playrooms go to the room with the pool table. Jump on the pool table and it will activate the cheat.

WIREFRAME MODE: Go to Mordant Street, Queens and head to the top floor. Head inside the only door on the floor and go right. When you round the corner you will notice two odd looking floor panels. Jump over these to have access to Wireframe mode.

STICK BOY: While you're on the Temple of Fire level in the area with two blood falls, go and find a room that has three voodoo sisters and a large ramp. Kill the sisters and make your way up the ramp before the button at the top. Look right and you'll see a pathway. Jump on to the railing stuff and jump at the pathway until you activate the stick boy cheat.

PLAY AS DEADSIDER: Use the teddy bear to go to the Gateway by Asylum. You'll appear on a bridge over a pool of lava. Facing the door, drop off the left side of the bridge onto the trail below. Follow the path until you find a dark soul in a room with rafters. Jump onto the rafters to activate the cheat. And by the way: who is Mike? Surname Rophone?

EXHUMED

I recently received a very old game called Exhumed. I am currently stuck on level 4 and I was wondering if there are any codes or cheats for this game. I did manage to get hold of a cheat which entails the use of controller two but this does not work as this is a one player game. I would be obliged if you could please help me out.
W Taylor, Bearsden

We dug up some stinking old cheats from The Tips Dungeon that might ease you out of your unhappy predicament. Don't worry about it being a one player game, it's still worth banging a pad into the second joypad entry hole, and tapping out these codes like some kind of crazy wizard:

Level select: Press ● ⊗ ▲ ■ → ↓ ↑ ← on controller two at the world map screen.
Extra Items: Press SEL at the world map screen to display the menu. Press ■ and SEL to add an item, or ● to delete one.
Swim better: Press ■ ■ ▲ ▲ ⊗ ⊗ ● ● during gameplay.
Fly longer and higher: Press ● R1 R2 ■ → L1 L2 ← during gameplay.

SPYRO 2

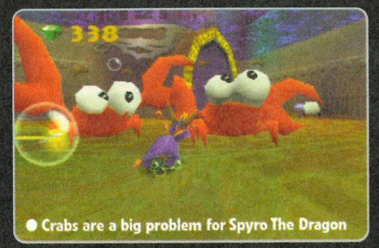
I am writing for cheats to Spyro 2: Gateway to Glimmer. I would be very grateful if you could give me some. Very, very grateful.
Charles Adike, Mill Hill

Don't fret, matey. We've got a few chunky cheats in all their reptilian glory for ya:

Flat Mode: Pause game, and hit ← → ← → L2 R2 L2 R2 ■.
Gem Finder: Hold L1 L2 R1 R2 and Sparks the dragonfly will point towards gems.
Get all Abilities: Pause game and then press ● ● ● ■.
The Inevitable Big Head Mode: Pause game, press ↑ ↑ ↑ ↑ R1 R1 R1 R1 ●.



● Spyro lovingly admires a moist white crack



● Crabs are a big problem for Spyro The Dragon

STAR TREK INVASION

THE FEDERATION IS ENTERING A WORLD OF PAIN WITH THE KAM'JAHTAE AND THE BORG ON THE WARPATH. WE CAN HELP YOU STAY ALIVE. ENGAGE!

Mission 1

RAW RECRUITS

Worf holds your hands on a piece o' cake training run



▲ Don't waste time looking at the scenery, be quick through the hoops. Double tap R2 to warp between them. Tap L2 to brake, and roll L1/R1 to steer through.

Mission 1A

RAW RECRUITS PT2

Practice against holographic enemy ships



▲ Use this level to learn how to apply the motion lock and track enemy fighters. If you manage to get over 40% accuracy and crack a fast completion time you'll unlock secret mission 1B.

Mission 1B

SEEK AND DESTROY

Guide the enterprise through an asteroid belt

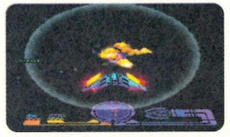


▲ These asteroids take loads of shots before they explode. Steady your ship using L2 and get as close to the rocks as possible to blast them and keep Picard smiling.

Mission 2

UNUSUAL SUSPECTS

Investigate the Romulan attack force in Xeria

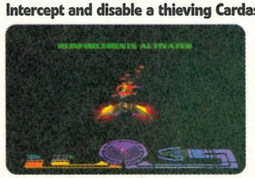


▲ A dirty big dogfight, pure and simple. Tap △ once to target a Romulan fighter and then hold △ down to get a full motion lock. Release △ and proceed to roast Romulan butt.

Mission 2A

WITHOUT ORDER

Intercept and disable a thieving Cardassian freighter tonight! Details follow



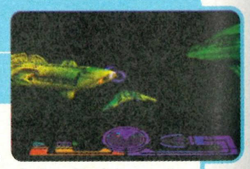
▲ Get ready for a dogfight! Even up the odds by targeting an enemy ship and then pressing L2 and R2 together to call for reinforcements. Pick off the stragglers with your Quantums and Phasers.



▲ To disable the freighter just keep pounding away with your phasers. When you see sparks shooting from the hull you're just a few moments away from totally humiliating the Cardassian scum.

Mission 3

RIGHTFUL MASTERS



Provide an escort for a Bajoran transport ship

■ This is a pretty basic level. Just stick close to the convoy and take out all the enemy fighters that attack. Complete it in record time and with more than 40% accuracy to win a nice shiny medal.

Mission 4

BAD ALTITUDE

Protect the good citizens of Zeiko'tav from nasty Kam'Jahtae raiders



▲ Worf whines a lot about atmosphere gravity pressure on this level but in reality the effects are minimal. You now have access to the powerful Compression Phaser so use it as your primary weapon.



▲ The Kam'Jahtae ships will launch torpedoes at you. Hold down L1 and R1 together to take evasive action when you've got a steaming torp on your tail. Beat the clock to unlock secret mission 4A.

Mission 4A

ESCORT SERVICES



Escort the medical transporter to the planet Epoch

■ More routine escort duties. It's lock and load all the way, but use your Tractor Beam to pick up the medical supplies that are jettisoned by the transporter to get an Enhanced Polaron Beam.

Mission 5

ALIEN CHRONICLES

Mission brief: Rescue a stranded shuttle pod from the Idris fire nebula



▲ From the start of the level fly straight ahead until you see the Energy Plow. Target it and unleash a round of Quantums. This will destroy the main body of the Plow but leave the part you want behind.



▲ Pick up the Plow part with your Tractor Beam to open secret level 5a. Look for another object between two large asteroids. Tractor Beam it to open secret level 5b. By now the Typhon will have arrived.



■ The enemy ships respawn so don't bother trying to take 'em all on. Use your Tractor Beam on the shuttle and head for the Typhon. To 'repel' the shuttle forward with the Tractor Beam and move faster double tap and hold ■

Mission 5A

THE INFERNAL MACHINE

Breach the nexus shield and destroy the Kam'jahtae ship



▲ You come under heavy attack immediately so call up reinforcements to help you out. When you've dusted all the enemy fighters get ready to face the huge Kam' ship.



▲ Move close to the shield and unload all your mines. Then fly inside when the shield is temporarily disabled. Now you have to destroy the emitters.

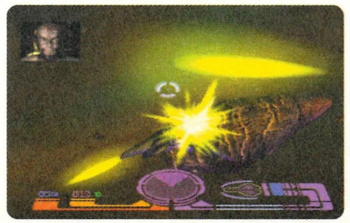


▲ Aim your Compression Phaser at the emitters on the far left and far right of the ship. They should flash when you hit the target. When the emitters are down proceed to attack the centre of the ship.

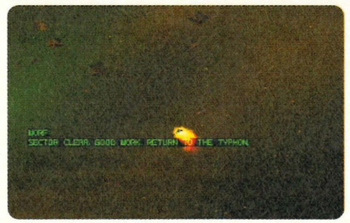
Mission 5B

THE HOST

Protect the 'Tinman' organism from the Kam'jahtae. And try not to die



■ Start the dogfight by activating reinforcements in the usual manner. Patrol the area near the 'Tin Man', making sure you pick up all Kam' Jahtae raiders before they fire on the mysterious organism.



■ Eventually you'll face two Kam'Jahtae Marshall Cruisers. Evade their artillery barrage and pound them with your Quantum Torpedoes. Both will drop Shield and Warp Plasma when destroyed.

Mission 6

PREY FOR DANGER

Aid the Klingon strike force as they attack the Kam'jahtae army



▲ You now have a more advanced Valkyrie with a handy cloaking device. Use it to sneak up on the Kam' Jahtae during the initial dogfight. Just keep locking on and pounding them with your trusty Compression Phaser.



▲ The two Marshal Cruisers are formidable opponents. Target their underbellies to kill 'em quick. Look for the telltale golden flashes that signify a direct hit. Use evasion tactics to avoid their Torpedoes and plasma rays.

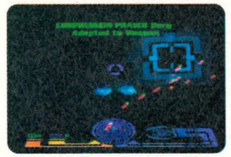


■ Finally you and your war-loving Klingon pals must face an insect-like boss ship. Take out the four wings before aiming for the vulnerable underside. Eventually the ship will explode, expelling Shield and Warp Plasma into the cosmos.

Mission 6A

PIERCING ENCOUNTERS

Intercept a fleet of Borg attack ships for the good of mankind



▲ This is basically just a straight-up dogfight with the Borg. The Borg have the ability to adapt to your weapons so it's wise to switch between different types of Phaser to defeat them until you recalibrate.

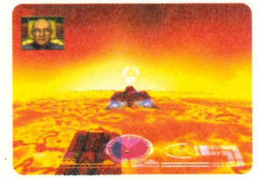
Mission 7

RED SUNSETS

Protect the damaged typhon and steer clear of the fiery death below



▲ Act quickly to destroy the Assault Marshals before they reach the Typhon. The first one appears as a dot on the horizon directly in front of you. Warp towards it and blast away at the weak underside. It'll soon crash and burn



▲ Look for each of the remaining Marshals on your radar screen as they're hard to spot against the red planet surface. When you've destroyed all six you must protect the Typhon for a further 120 seconds to finish this mission

Mission 8

EDGE OF THE ABYSS

Salvage the escape pods from stricken USS Discovery



▲ First activate reinforcements to keep the enemy off your back. Then use the Tractor Beam to push the escape pods back to the Typhon. The pods will be automatically beamed over to the Typhon when in range.

Mission 8A

BEST OF ENEMIES

Destroy the cruiser power core and rescue the crew members



■ Use your Polaron Beam to break the Kam' Cruiser's shield. Then move in and attack the engines at the ship's rear to destroy the power core. Use the Trilithium Warheads.



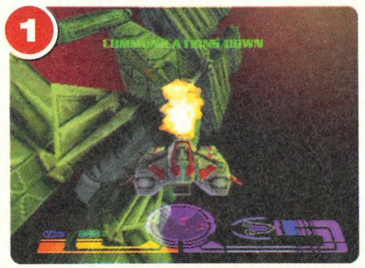
▲ Keep firing away and the power core will start to spark and explode. With the Cruiser disabled wipe out the rest of the Kam' fighters while the hostages escape.

Mission 9

SHACKLED

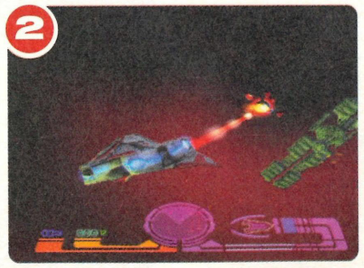
You're getting pretty near to the end now, so don't bottle out. This mission requires you to destroy the communications relay and save the Klingon prisoners.

1



▲ Be prepared for an intense dogfight early on. When the surrounding area is clear warp to the Communications Unit on the left of the barge. Train your fire on the Unit which should flash gold.

2



▲ When you get the 'Comms down' message turn your fire power onto the enemy fighter planes. Take care not to fire on the barge. If the barge is destroyed it's instant mission failure.

3



▲ When all the enemy fighters are destroyed you'll be transported to the heart of the pirate outpost. Destroy the middle section with your firepower before sweeping up the remaining jets to finish off.

Mission 10

THE BREEDING GROUNDS

Time to go after the parasite ships that fart toxic green gas clouds. Don't breathe in

1



▲ First take out all the parasite ships near the shuttlecraft. Watch out for their poisonous green farts! When you've eliminated them all the Typhon will arrive and beam the stricken shuttlecraft aboard.

2



■ Prepare to face an onslaught of parasite fighters! Don't bother trying to get a motion-lock as the parasites are moving too fast and it only takes one hit to down them anyway. Use strafe L1/R1 to wipe 'em out.

3



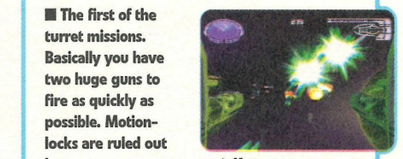
■ Now for the big bug! Shoot out all the wings and legs and then let fly at the body with Trilithium Warheads and Quantum Torpedoes to finish the monster ship off in double-quick time. Eat that you intergalactic boll-weevil.

Mission 10A

SILENT STOCK

Man the typhon's turrets to repel the enemy

■ The first of the turret missions. Basically you have two huge guns to fire as quickly as possible. Motion-locks are ruled out but you can use standard targeting press △ to aim Torpedoes.



▲ Keep an eye on the radar to determine the direction of the next wave of fighters. Use L2 and R2 to swivel quickly from front to back. Watch out for large ships de-cloaking directly above you.

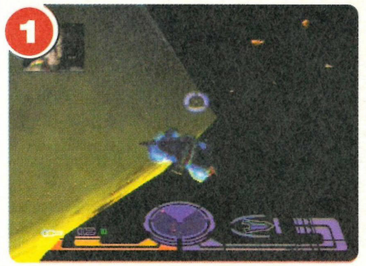


Mission 10B

DAVID AND GOLIATH

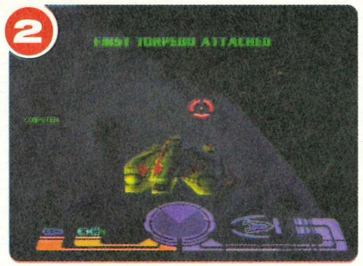
Time to blast the Goliath planetoid into itty bitty smithereens. Torpedo it, then get the hell out before the explosion bakes you like a fighter-shaped cake

1



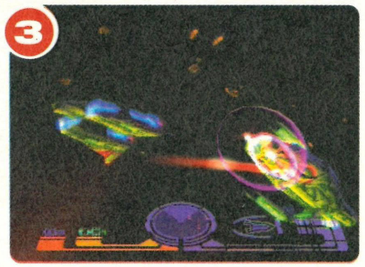
▲ Don't bother cloaking because you'll still be detected by the enemy as you approach the huge planetoid. Worf will then send in reinforcements to help you out. What a nice helpful Klingon he is.

2



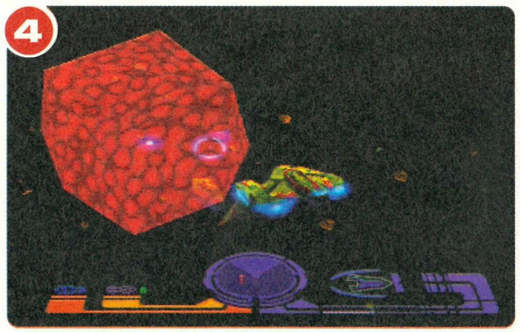
▲ Fly over the planetoid and select Torpedo from the secondary weapon menu. Hold down ◉ to charge up the Torpedo before releasing it. The Torpedo won't work unless you charge it.

3



▲ When the first Torpedo is successfully detonated attack the big ship circling the planetoid and pick up the Warp Plasma it leaves behind. Charge up the second Torpedo and launch it over the target.

4



▲ Shoot up another ship to get more Warp Plasma before dropping the third Torpedo. Now get the hell out of there! You have just ten seconds to clear the area or be ripped to shreds by the immense cascade explosion.

Mission 11

KILLING TIME

Stop the Kam'jahtae raiders from entering the wormhole

■ A straightforward dogfight with a couple of larger ships thrown in at the end. You should be expert at destroying these insect ships by now. Aim for the flashing bits to down them in record time.



Mission 12

MOVING HEAVEN AND EARTH

Save Utach'a from deadly meteorite fragments



▲ First get the enemy ships off your back by assigning reinforcements using the shoulder buttons. Next, concentrate on blowing the planetoids to smithereens with your Compression Phaser. Move in close for maximum strike power.



▲ When you have destroyed all five of the meteor fragments turn your attention to the wormhole generator. Hopefully you've saved up some Trilithium Torpedoes to close the wormhole for good. Aim at the centre, and let those boys rip.

Mission 13

THE BIGGER THEY ARE - PART 1

Infiltrate the murky innards of a borg cube and make off with the transwarp coil



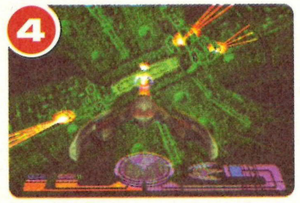
▲ The first part of this mission consists of a lengthy dogfight with some tricky Borg ships. They move at lightening speed so keep them pinned down with the motion-lock and shove your Disrupter rays up 'em.



▲ Don't try to enter the Borg Cube until you've dispatched all the Borg fighters. Then you will be automatically taken to the Cube entrance. Get ready to navigate through some long spooky tunnels.



▲ Gobble up all the Warp and Shield Plasma pick-ups as you proceed. Use the Disrupter to take out the mines and guard guns. Keep moving through the tunnels until you reach the luminous green core.



▲ Face the centre from the door of the tunnel and fire on the thin band round the centre of the core. When the outer ring is destroyed fly through and use the Tractor Beam to get the coil.

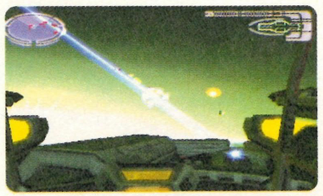


■ Keep flying straight ahead and out the opposite door. You only have a few precious seconds before the core generators explode so make sure you've got enough Warp energy to speed away from the blast area. One less space cube to worry about.

Mission 13A

THE BIGGER THEY ARE - PT2

Man the turrets and repel the Borg attackers

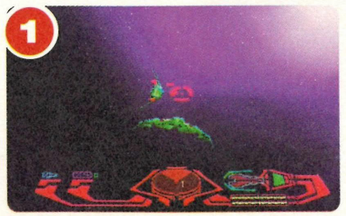


▲ Use the same basic methods for the previous turret mission. Deploy targeted Torpedoes to take out the mines that they throw at you. Eventually Valkyrie reinforcements will turn up to help you smash the Borg Cube.

Mission 13B

DEADFORMS

Stop the parasite vessels spreading into inhabited areas where they could do real damage



▲ Begin by fighting off all-comers until you get the message that the Median vessel is releasing the life-forms. Use the Tractor Beam to capture as many pods as possible.

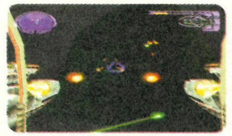


▲ You will be informed that you have found the Antimatter Salvo weapon. Now concentrate on blowing those pesky aliens to bits. It's a long hard battle so look for Plasma pick-ups to sustain you.

Mission 13C

DEADSPACE

More saucy Borg action around the typhon turrets



▲ You should know the turret mission drill by now. This time you'll have to deal with Borg Cubes de-cloaking next to you as well as sneaky full frontal bomb attacks. Keep pounding that fire button to fry their alien butts!

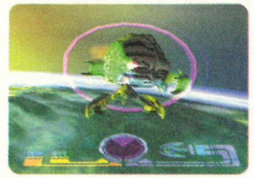
Mission 14

NO MAN'S LAND - PART 1

Clear a path to the system TDA-34 wormhole generator



▲ No time to gawp at the gorgeous scenery here, pilot. The action kicks off before you know it with a gruelling dogfight. Make sure you don't hit your fellow Valkyrie pilots in the middle of the mayhem.

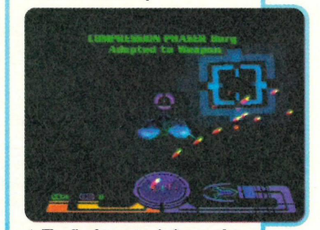


▲ Stick to the Compression Phaser for the dogfight and save your powerful missiles for the Hur'q Meridian vessel. Once you've dealt with that hulking brute concentrate on defending the Typhon.

Mission 14A

NO MANS'S LAND PT2

Rock that turret one more time to defeat the Hur'q



▲ The final turret mission, and you should have the skills to pay the bills by now. Concentrate your fire on the revolving Gun Compounds spewing forth green laser blasts as they do the most damage. Use Torpedoes on the belly of the large ships that fly over the turret.

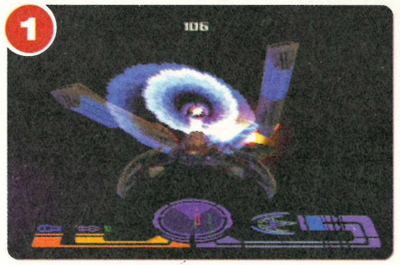


▲ Eventually you'll be given a forty second time limit to disable two Gun Compounds. Unleash a continuous stream of Torpedoes and missiles and keep your finger firmly on the fire ⊗ button to do the most damage. Before long, it's biggety-bam!

Mission 15

THE SENTINEL RETURNS

Stop the mighty sentinel sneaking off and escaping through the subspace rift. The Federation depends on your success



▲ Start by firing the Polaron Beam at the Sentinel's shield. It should turn red before dispersing. Then concentrate your fire on the engines at the back of the vessel.



▲ You now have to fight two more very tough ships, but your skills are up to it. Finish this mission with over 40% accuracy and within the time limit to win a medal.

Mission 16

END OF ETERNITY

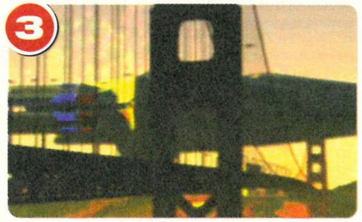
Destroy the communications relay and save the Klingon prisoners. They look like talking poos, but the Federation wants them bailed out



▲ The final dogfight with the enemy. Don't bother trying to assign reinforcements because there aren't any available. By now you should have enough firepower in your armoury to more than compensate.



▲ When you've removed the enemy threat the Sentinel will appear. Keep attacking the stricken ship until the evacuation procedure kicks in. Use your Tractor Beam to scan the escape pods for Brennan



▲Use the double tap on the Tractor Beam (see Mission 5) to repel Brennan's pod into the subspace rift. Then sit back, polish your medals and drool at the ravishing end sequence. Good work, Ensign!

TIPS&CHEATS

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



TOCA World Touring Cars

DRIVING BACKWARDS, INVINCIBILITY AND BLURRED VISION, ALL WITHOUT A DROP OF BOOZE!

These crazy codes will keep you playing Toca for even longer, so max out on the coffee and lock your bedroom door, you freak. Enter them on the cheat code screen from the options menu, then activate them in the bonus section.

BONUS	PASSWORD
Extra power	GRUNTSOME
Nitro button	GLYCERINE
Invincible car	MADCAB
Bouncy springs	VANISHING
Chrome cars	T2
Low gravity	EUROPA
Mirror mode	WEFLIPPED
Blurred vision	ETHANOL
Double height	TWINPEAKS
Race backwards	REARFEAR
Curbs go bang	KRAZYKERBS



▲ Enter T2 as your password and these shiny saloon cars are yours

Spider-Man

ALL LEVELS & INVINCIBILITY

Everyone's favourite friendly neighbourhood superhero is back, so if you need any help kicking Doctor Octopus's arse, use these codes, spider-fans. Enter them on the cheat menu.

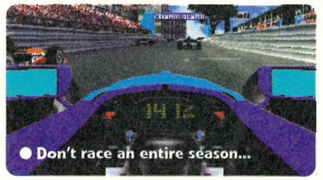
BONUS	PASSWORD
Invincibility	RUSTCRST
Level select	XCLSIOR
Unlock all FMVs	WATCH EM
Unlock everything	EEL NATS
Unlimited webs	STRUDL
Unlock all comic covers	ALLSIXCC
Unlock Joel Jewett	RULUR
Big-headed Spidey	DULUX



▲ Tap in XCLSIOR to skip through levels

F1 Racing Champ

On the track select screen, press ↑↑↓↓ L1 R2 L2 R1. All the arcade levels are now yours to enjoy!



● Don't race an entire season...



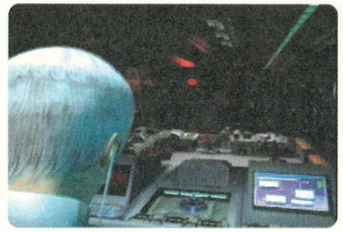
● ...just cheat to unlock all the tracks

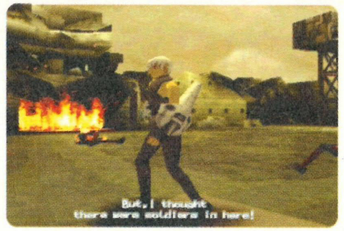
Silent Bomber

HIDDEN GAME MODES FOR THE VERY BEST BOMBERS

ADVANCED MODE

Successfully complete the game to unlock advanced mode. This mode allows you to select which mission to play, and you can go back through and grab essential datachips from the game stages. You'll need advanced mode to get these extras.





MERCURY IN VR MODE

To unlock Mercury, achieve a rank at or above a B in each level. Not too hard, really

BENOIT IN VR MODE

To unlock Mr Fractal himself, achieve a rank of at least A on each level. Tough? You bet!





NEKO TANK IN VR MODE

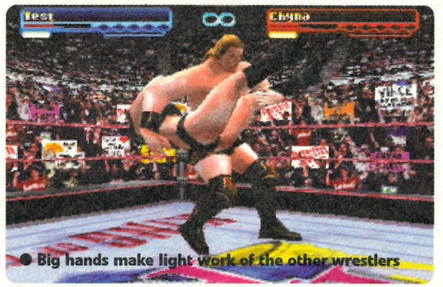
To unlock the cat tank called the Neko Tank, achieve a rank of S in each level

MEGA E-UNIT

Achieve an A rank in all levels to get a tip-top E-Unit as well as Benoit in battle mode

WWF Smackdown

RECKON WRESTLERS LOOK WEIRD? YOU AIN'T SEEN NOTHING YET



● Big hands make light work of the other wrestlers

INCREDIBLE SHAPE-CHANGING HANDS

When you're creating a wrestling superstar, pick the last shirt you come across. Now, when you start a match, your hands will morph into different objects depending on what actions you do! Not the most useful cheat but hell, it sure is a laugh.

Oddworld: Abe's Exoddus



▲ Check out all the cool movies with these cheats

VIEW FMV SEQUENCES

Hold R1 and press ▲, ▼, ◀, ▶, ■, ●, ▲, ●, ■, ●, ▲, ▼, ◀, ▶ at the main menu. Now all the movies are yours to watch.

LEVEL SELECT

Hold R1 and press ▼, ▲, ◀, ▶, ▲, ■, ●, ▲, ■, ●, ▼, ▲, ◀, ▶ at the main menu. Now give those Sligs hell, bone dome!

INVINCIBILITY

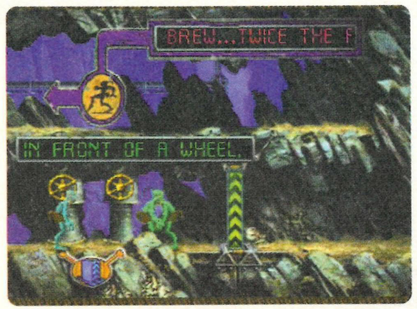
Hold R1 and press ●, ▲, ■, ✕, ▼, ▼, ▼, ●, ▲, ■, ✕ during game play.

SOLVE VOICE PUZZLES

Hold R1 and press ▲, ▲, ●, ◀, ✕, ▼, ■, ▶ during game play. Select any sound to solve any puzzle involving speaking.

ADVANCE TO NEXT BIT

Hold R1 and press ●, ●, ✕, ✕, ■, ■ during game play. You'll not get to see any of the FMV sequences and you'll still have to complete the last level. Stop complaining.



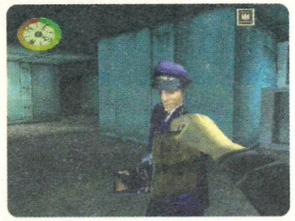
▲ Stuck? Don't play fair, skip to the next bit instead

Medal of Honour

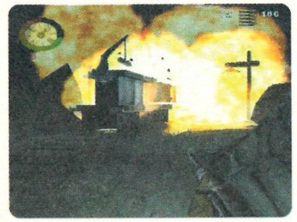
SOCK IT TO FRITZ WITH THESE HUN-HAMMERING TIPS

These cheats only work on completed levels, so beginners can't cheat from the start. They can be switched on and off from the menu screen.

CHEAT	CODE
Master code	SMPSMDMILK
Bonus multiplayer characters	URLINGAMBE
Invincibility	MOSTMEDALS
Unlimited ammunition	BADCOPSHOW
Rapid fire	ICOSIDODEC
Ricochet mode	GOBLUE
Wireframe graphics	TRACERON
English talking Nazis mode	SPRECHE



▲ Bok! Eat fist, Nazi boy!



▲ Never die with our cool God code

Road Rash Jailbreak

GIVE THE ROZZERS HELL OUT ON THE STREETS

CHEAT MENU

Getting your arse kicked out on the open road? No worries, simply enter the options menu and highlight 'Multiplayer'. Hold L1 + L2 + R1 + R2 + ◀, then press ✕. The cheat menu will appear. Now enter the following...

CHEAT	CODE
Da mode	Da Code
Police mode	BDK
Sidecar mode	CMB
Jailbreak mode	KLFSDA
Four Jailbreak mode nitros	FDMFG



▲ Go supersonic armed with four nitros



▲ Watch out for the unrelenting coppers

ECW Hardcore Revolution

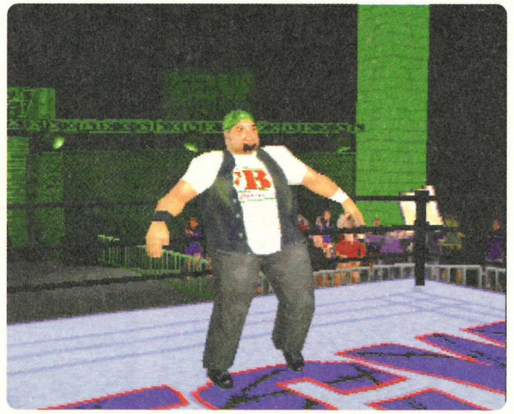
COMPLETE THE CAREER MODE TO UNLOCK HOT NEW FIGHTERS

Thought you'd seen every bristling beefcake of a wrestler this grappling game has to offer? Think again, because there are loads of hidden maulers, you just need to know where to look. Just win at the following tournaments to get these certifiable psycho panty-men.

WRESTLER	METHOD
Beulah McGillicutty	Win the ECW Tag Team belt in career mode
Bill Alfonzo	Win single player tournament mode as RVD
Cyrus The Virus	Win the ECW World TV belt in career mode
Joey Styles	Win the Acclaim belt in career mode
Joel Gertner	Win the Acclaim belt in career mode
Judge Jeff Jones	Win single player tournament mode as Mike Awesome
Louie Spicolli	Win ECW World Heavyweight belt in career mode
The Sheik	Win the ECW Tag Team belt in career mode
Taz	Win ECW World Heavyweight belt in career mode
Tommy Rich	Win the ECW World TV belt in career mode



▲ You wouldn't want to meet this guy down a dark alley alone at night, but cane the career mode and he's yours to play with as you wish



▲ This guy looks like some inbred redneck hick and, y'know what, he probably is. But he can't half fight and you can take control of the lardy bloater just by completing the tasks above

Grand Theft Auto: London 1969

LOADS OF STUFF FOR ROOKIE CROOKS

Tap in these luvverly cockerny cliches as player names to make life as a wannabe mobster a whole lot easier. Pukka.

CHEAT	PASSWORD
Just about everything	HAROLDHAND
Weapons, lives, get out of jail free, multiplier	GETCARTER
All weapons, get out of jail free armour	TOOLEDUP
All levels, all weapons, get out of jail free, armour, multiplier	FREEMANS
All weapons, get out of jail free, armour	DONTMESS
All levels, all weapons, get out of jail free card and armour	SORTED
All levels	RAZZLE
London levels 1 and 2	MAYFAIR
London levels 1, 2 and 3	PENTHOUSE
5x multiplier	SIDEBURN
99 lives	MCVICAR
9, 999, 990 points	BIGBEN
Co-ordinates	SWEENEY
Maximum wanted level	OLDBILL
No cops	GRASS

R-Types

SKIP LEVELS AND KILLER WEAPONS

LEVEL SELECT

First off highlight either the 'R-Type' or 'R-Type II' option at the title screen. Quickly press L2 ten times, then R2 ten times. Press start in the game to access level select.

FASTER SHIP

Hold L2 and press ▶, ▲, ▶, ▲, ▼, ◀, ▼, ◀ and ●

BIG BOMB

Pause , hold L1 and press ▶, ▲, ◀, ▶, ▼, ◀, ▲, ▶ and hit either ▲, ■, ●, ✕ or R1

SLUG IMPRESSION

To slow yourself down, pause the game then hold L2 and press ▶, ▲, ▶, ▲, ▼, ◀, ▼, ◀, ✕

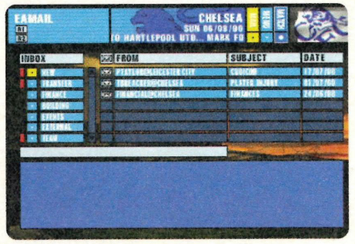
FA MANAGER 2001

WHIP YOUR TEAM INTO SHAPE AND STOMP ALL OVER THE COMPETITION

Get in control



▲ The first thing you should do is sort out your team and clear the decks of chaff. Get rid of any players that perform like they have had one foot amputated, and get in some young talent



▲ Keep an eye on your e-mail. You'll get regular info updates and receive transfer offers from other clubs. You never know, you might get a good offer. And as everyone knows it's better than working



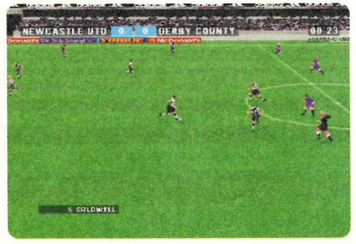
▲ Team orders are important. If you leave the team to think for themselves, you'll have an awful game because footballers are stupid. They will be reluctant to pass and will lose possession. Often



▲ It is in your best interests to watch the whole match fully. It may take a while but this way you will be able to observe your team and fix any problems that you spot with greater efficiency



▲ Once you click on the 'match' key at the top of the screen, there is no turning back. Make sure your team is set-up and ready for the game before you enter the pre-match screen or you'll be in trouble

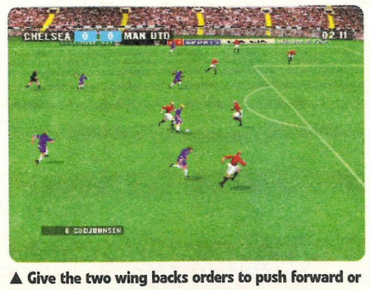


▲ The 4-3-3 and 4-4-2 formations are the most reliable to use. We find the 4-4-2 set-up slightly more effective with a solid defence and lots of midfield power to help the two strikers

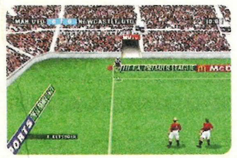
Defence



▲ Both the formations we suggested give you four defenders to protect the keeper. Keeping your defence strong is obviously very important if you don't want to leak goals like water



▲ Give the two wing backs orders to push forward or play the long ball, to filter the ball to the midfielders. Also try making your centre backs push forward towards the opposition's approaching strikers



▲ Making them perform hard tackles can be effective but this greatly raises the risk of giving away penalties and fouls

TOP-NOTCH STOPPERS

Djimi Traore, Rio Ferdinand, Michael Ball, John Harley, Mathew Upson and Jaap Stam are all good

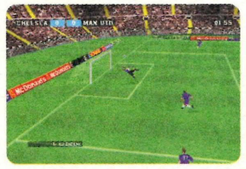
Midfielders



▲ As with the defence, this area of your team will be strong with a 4-4-2 formation. Not only can they help strengthen the defence, but supply the strikers with all the opportunities they need. Just like the England team. Not



▲ Depending on whether you are playing a defensive or offensive game, you should make the centre midfielders push forward or back. This will enhance your strength in the necessary areas



▲ Use the wingers to set up goals. If you give them the order to cross, they should carry the ball down the line and put the ball into the box to create the kind of chances that any good striker thrives on

MIDFIELD MASTERS

Joe Cole, Thomas Gravesen, Craig Hignett, Patrik Berger, Zinedine Zidane and David Beckham are the real midfield gems to look out for

Strikers



▲ With the 4-3-3 formation, put a great finisher in the centre position. The other two should be creative players. In a 4-4-2, both should be all-rounders



▲ Their orders should be pretty straight forward; all-out attack. As long as the rest of the team is set up well and getting the ball to the strikers' feet, you'll be fine



▲ In most cases, your strikers are considered to be the most important players on the team so make sure you look after them. If they show signs of injury, take them off and save them for another day

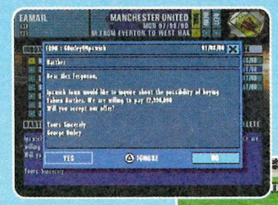
SUPER SHARP-SHOOTERS

Robbie Keane, Michael Bridges, Alan Smith, Bobbie Zamora, Hernan Crespo, and Michael Owen are this game's primary predators

Extra tips



Never neglect your reserve team. Make sure that you reserve decent players to use in the event of an injury. You know what they say about squad depth...



■ Never sell loads of your players hoping that you will be able buy better ones back. Look for a player first and be sure of who you're getting before you get rid of anyone. Buy before you sell.

■ As with all football managerial games, bargain hunting is really important. Don't spend all of your money on one ace player unless you have a good team already and are sure that you can afford him



TENCHU 2: BIRTH OF THE STEALTH ASSASSINS



Rikimaru and Ayame 1: Training

IT'S BEEN A LONG TIME SINCE THE FIRST TENCHU. BETTER REFRESH THE SKILLS THAT KILL



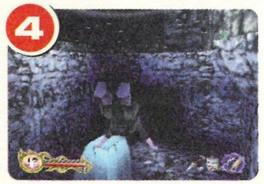
▲ After completing the four training exercises use the grappling hook to climb up to your master's house on the highest cliff. He's got a special treat in store in for you: complete the test and you'll finally become a ninja



▲ Run behind the first enemy and skewer him, grapple up the wall and check for when the next enemy's not looking. Climb up and hug the left wall to see the guard patrolling. Continue, avoiding floor traps



▲ Run up the ramp avoiding the arrows. Jump down to kill the guard, then do a long jump over the poison gas. Don't step on the mine in the mound in front. Crouch to avoid the guard round the corner

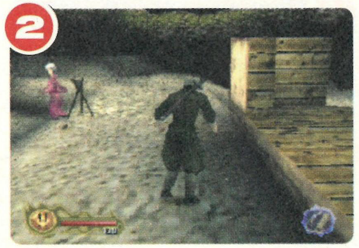


▲ Grapple up following the arrow and then jump into the water. Follow the shallow area to a pool, then dive to the underwater exit. Surface on the second opening, and dispatch the last enemies. Well done, you're a ninja

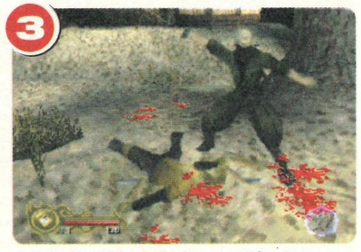
Ayame and Rikimaru 2: Thieves' Base



▲ Head for the boulder, avoiding the alarms. Kill the sleeping guard in the house to your right, then hide behind the mound up ahead. Grapple up to get the rooftop bandit, then do the same at the watchtower



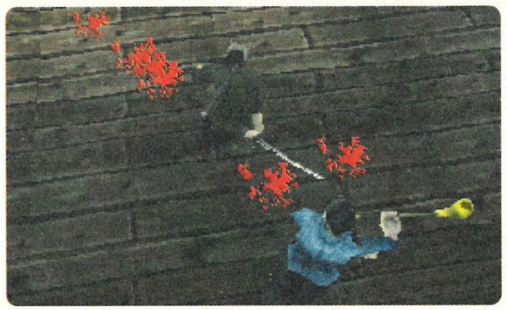
▲ Jump off by the logs and get behind the dead tree to get a circling enemy. Reach the well to your left, avoiding the maid. Kill the next foe from behind a tree and hide next to the north tower



▲ Cross the bridge and take out another tower enemy. Rikimaru heads west up the hill to the shrine, avoiding arrow-shooting hilltop enemies. Ayame must travel east to the walled area

Boss #1

GARAN OR BARON



■ Attack Garan constantly so he can't retaliate. Baron swings his hammer three times, so flip away and use the 180 degree turn. Climb the ladder for safety

Boss #2

GOHDA MOTOHIDE



■ Attack constantly and stay near or he'll use his gun. Block his sword attacks after your offensive moves, if you can. You'll need to reduce his hit points to 50 to win

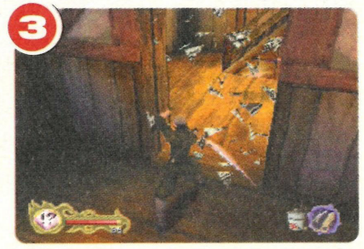
Rikimaru 3: Treason at Gohda Castle



▲ Go right and grapple up the stairs. Find the dead end, and slash through a wall panel. Go right and then left ignoring the staircase. Roll into the room to kill the guard. Go right, then up the stairs

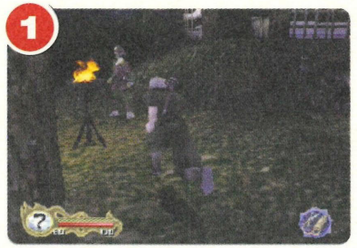


▲ Take the corpseless path. Go left in the room with the central pitfall. Go left again to the fiery room. Kill the enemy, head right, then through the doorway to the right of the fallen rafter



▲ Pass the room with the box and break the next paper panel. Turn left at the hall's end, crouch at the stairs and dash up to attack. Backtrack to the other hall and up the stairs kill your final foes

Rikimaru 4: Lord Toda's War Camp



▲ The quickest way to get through is to hug the west border as much as possible. So shuffle left and spot the guard up the hill. Kill him then head down and hide in the dip 'til another guard comes past



▲ Head to the house, jump up and kill the guard to the north-east. Peer round the corner to the east to nab a patrolling guard. You'll need to hide corpses if you want to get the best status on this level



▲ A single guard patrols the front of Lord Toda's camp. Cut his throat. If you're playing for Grand Master status, remember to run round the camp to get the lone guard behind it

Boss #3

SUZUKA, THE RED SPARROW



■ Red Sparrow will use all sorts of projectile weapons but you can run anywhere so use the space to your advantage. He'll walk over the barricades in front of the camp to get to you, so hit him while he's dimbing up. Serves him right for a wet name.

Boss #4

KAMADOMA



■ Kamadoma excels in a three hit combo move that can leave you gasping for breath. Corner him and block as much as you can, or try using smoke bombs to get in more hits. If he jumps, strike him in mid air. Die, duck face!

Rikimaru 5: Demon Mountain



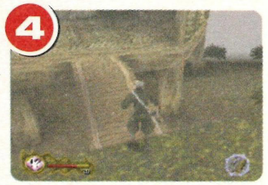
▲ This level's all about climbing up so be sure to use the differences in height to your advantage. Climb up the rock formations to the south west. At the top, hang off ledges to stay out of the way of patrolling demons



▲ Make your way northwards, using rocks as cover. Keep low to avoid the demon bowmen. Head towards the waterfall in the centre of the area. When you get there you will find a forest of stone pillars to your west



▲ In among the pillars are a demon and a bear for you to slaughter. After this make your way to the eastern ledge, climb up and grapple your way across the pillars to the cliffs on the other side to reach the final stages



▲ There's a stone pillar on the other side which you can use to hide behind, or even climb up to conceal yourself. The final big boss battle is waiting for you across the bridge. So what are you waiting for? Let's get it on

Rikimaru 6: The Secret Harbour



▲ This level begins in an area filled with enemies so from the off you have to move cautiously and not expose yourself in the open. There's plenty of cover to use so you should be OK



▲ Hug the west side of the beach, and avoid any suspicious-looking mounds. They're almost always going to be booby traps, and a screaming man covered in fire is often conspicuous

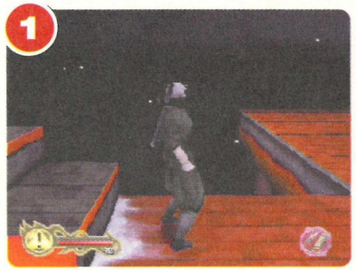


▲ Female ninjas abound on the beach, and keep a wary eye out for riflemen as well. Try to stick to the edges until you see a chance for a kill. Then move out and back again

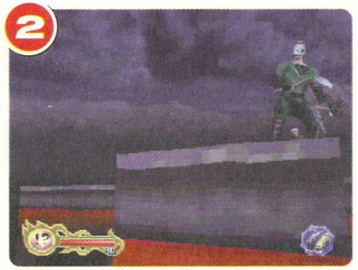


▲ Your final destination lies to the south east. There's a guard on board the ship who patrols regularly. Wait until he's heading east before you take him out, the sad ugly sap

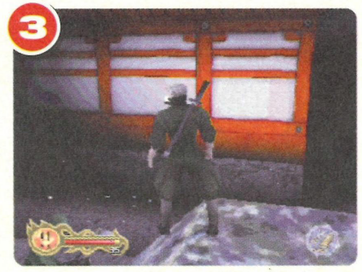
Rikimaru 7: The Temple of Dreams



▲ Go round the shallow water to the north east of the temple and hide under the surface 'til the coast is clear. Go into the building and kill the nearest ninja. There's another one on the eastern dock too



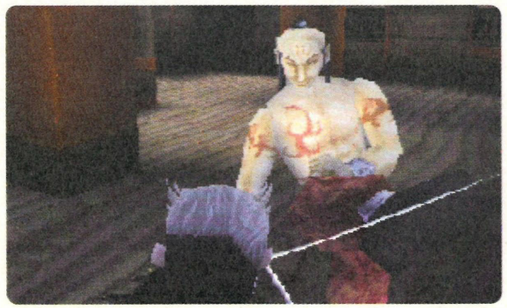
▲ Still on the easternmost dock, you can crouch to wait for another enemy. Your ultimate destination is the temple to the north in the centre of the map. Be careful, though, as more watchful guards await



▲ Head west toward the stone blocks. There's a bowman behind the longest one, and a ninja to the north. You can kill more enemies in the large temple or head north for the boss battle

Boss #5

WANG XIAOHAI



■ Blocking won't help much against this king-fu master, so keep on the offensive and use any projectile weapons you've discovered. Don't let Wang Xiaohai get a hit in or he'll follow up with a devastating volley of punches

Boss #6

YUKIHOTARU



■ Keep close to the Ice Firefly because she's a whiz with the poison blowgun and can seriously hurt you from range. She can do lots of damage if you let her, but her HP is quite low. Keep plugging away because she'll block most of your attacks

Rikimaru 8: Ninja Village Under Attack



▲ Take out the guard to the west, ignore the old man and deal with the two enemies in the two-level tree area directly to the southwest. Make sure you put paid to the bowman in the target range too



▲ Grapple onto the houses to the south and murder the ninja behind them. There's a ninja patrolling in the old movement training area, and a clawed fiend on the steps back down to watch out for as well



▲ You've killed all the ninjas to the west so go south east to kill the ninja in the field. There's an enemy near the water by the small house. Grapple up to the guard tower and take out the unobservant guard



▲ Across the stream there's a female ninja, so hide and kill her by stealth. Get the enemy on the nearby roof, then look down to spot and kill a clawed warrior. The last enemies are by the bamboo training area

Rikimaru 9: In Pursuit of Tatsumaru



▲ Crouch to avoid the female ninja then kill her as she heads east. Go north east, look round the corner to a cave. There's a female ninja to deal with. Go back and grapple up to the ledge above the cave. There's a bowman up here so sort him too



▲ Go back to the start and head north to the boulder. Kill the enemy you find here then head west. There's another bowman on a ledge around here to watch out for. When you're clear head east and take out a female ninja around the bamboo wall



▲ Go down the alarmed path to the east. There's a clawed ninja to the north. Kill him then head to the stream. Kill the ninja at the other end of the path and crouch by the large boulder. Kill the female ninja who appears. Sorry lady, but you're meat



▲ When you reach the furthest point to the north, follow the trail back round to the west and proceed north again up the path. There's a clawed enemy to kill first and a swordsman behind him. Killing is your business and boy is business good!

Boss #7

SEIRYU, THE BLUE DRAGON



■ It's Tatsumaru! He's a deadly warrior, but he's pulling his punches here. Block those punches and he'll be powerless because he refuses to draw his swords. Needless to say, you don't have to completely kill him this time

Boss #8

BYAKKO



■ This afro-topped evil dwarf isn't as hard as his mangey pet. If you manage to hit him, you can keep striking him as he gets up. You should be able to establish a rhythm that stops him getting any attacks in at all

Rikimaru 10: The Kansen Caverns



▲ Swim to the south and get out of the water when the ninja's moved away. Hide then kill the annoying sod when he returns. Next, head to the stables to kill a female ninja and then move south



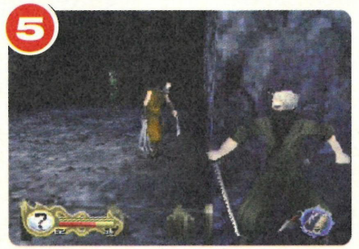
▲ There's a bowman near the bottomless drop. Run round the crates to slit his throat. You need to use your grappling hook to get onto the ledge to the right of the drop where a guard is waiting



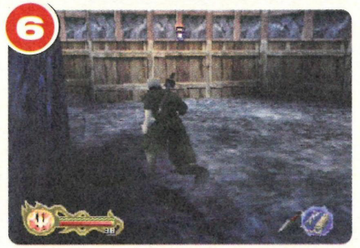
▲ Continue down the dark passage, running past wall traps. There's a female ninja to the right and two more guards at to the west. Go through another corridor to get behind the gate



▲ There's a guard to your right, and another female to take out too. After they're sorted, you have to head north all the way round the pool and eventually end up going north east to the end of the level



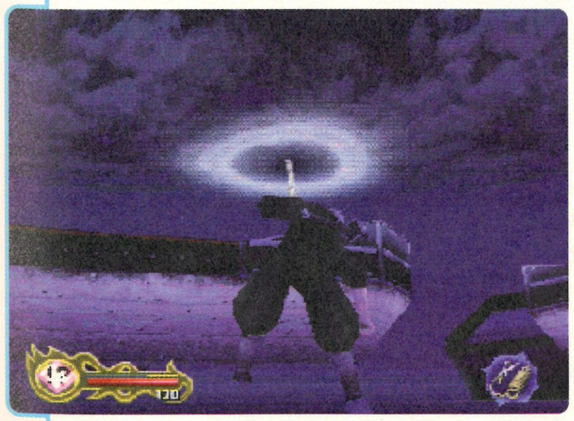
▲ There's a claw warrior asleep near a swordsman in the next area. Take them out silently then go up the slope. Grapple to the high ledge and kill the ninja. You're now in the prison – watch for guards



▲ You'll need all your stealth skills to murder the remaining three or four guards and reach your final destination. Once you reach the eastern corridor you've made it to the end of the level

Riki 11: Sea Battle

LET THE SHOWDOWN COMMENCE!



▲ Even if you want the best score, you don't have to kill many enemies on the first map of this level. Simply swim north west under the boats and only board the two big ones that lead to the Fire Demon. Watch out for the guards before you jump on, though, and don't get spotted. Easy!

Boss #9

SUZAKA



■ Your best trick in this battle is the one you used when you last fought him. Stay on the high ground and strike him as he tries to climb up to you. Remember his moves from your last fight and you should make it through alright

Boss #10

LADY KAGAMI



■ Head south down the east side of the ship to reach this bitch. Her fan is no trouble. But when she unsheathes her swords, look out! Stay close to avoid a barrage of projectiles and use any and all items. Good luck, ninja!

Ayame 3: Lady Kei



▲ Go south west, avoiding the maid. Crouch as you pass the porch and follow the path south. Kill the samurai near the torch. There's a guard by the door to the eastern building. Follow the long southern corridor west. Go north at the first entrance for two more enemies. Go back and head west again. There's a guard hiding at the north entrance at the corridor's end. Head as far north west as you can and then head south again. Go east from the large empty room, hack at the door and go upstairs

Boss #11

GENBU



■ Loveable Genbu will try his hardest to beat you to a pulp. He's strong but slow, so flip and turn constantly. If you can get behind him you can give him the beating he deserves. Avoid his smoke bombs when you're running away

Ayame 4: To Save a Princess



▲ There's an enemy behind the camp for starters. Watch the hill-climbing guard to the south east and get him from behind. Crouch in the ditch after the hill to avoid another watcher



▲ Move cautiously west. To get it over and done with, vault over the house ahead and stay in the nearest corner of the fenced garden. The guard over the fence won't see you. Kill him



▲ The next guard's awkward 'cos he paces fretfully. Peer round the rocks to your right to check out his patterns, then run up and do the honourable thing: give him a blood grin



▲ Make your way to the south west. The Princess is in the small hut in the corner, but watch out for another patrolling enemy as you approach. Just run up to the hut to finish

Ayame 5: Kubon Island



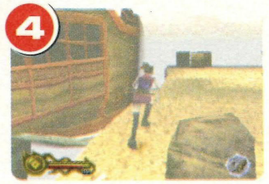
▲ You only need to go to the middle of the southern side of this island, even if you want to become a Grand Master. Run west and find the lowest point to begin journeying south



▲ Follow the seaside path south, dealing with enemies on the way. You'll have to swim to cross a series of small islands but eventually you'll come to a giant arch with two guards



▲ Once you've taken them out you can swim round to the east. The ship should soon be within sight, and it's surprisingly badly guarded. Go east to pick up more kills if that's your bag

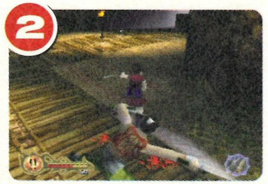


▲ When you've satisfied your bloodlust, just climb on shore where the ship's docked. There's not even an end of level boss to stop you. What a bunch of amateurs, eh?

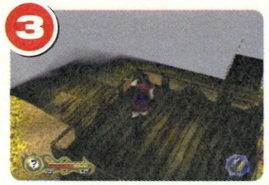
Ayame 6: The Island Fort



▲ Take out the guard at the gangway and hop on board for another kill. After that, head uphill to the gang's hideout. Put the two riflemen on the way up to the sword. Sweet



▲ Up the hill it's a different story. The place is crawling with guards so don't make a wrong move or you'll get perforated. An enemy's ready to knife you as soon as you enter



▲ Try moving round the left side of the camp to keep hidden as much as you can. Cross the bridge and spy out your route from the empty watch tower. There's an enemy just below



▲ Once you're at the back of the area, you need to head to the cells in the centre. They're guarded by a soldier right in the middle of the entrance, so watch his patterns before you move in

Ayame 7: The Quarantine Village



▲ This level's small and pretty easy to manoeuvre around in. Make sure you use the trees and houses for some concealment and jump to the rooftops whenever you need to hide



▲ Move north to take out the enemies among the houses. There's a female ninja on the roof near the start. There's also a good few disease-stricken allies about, but you shouldn't need them



▲ The boss area's in the south east corner of the level and you can reach it without killing anyone. But where's the fun and glory in that? Fullfill your bloodlust, young ninja



▲ If you're looking to get the elusive Grand Master title, you'll have to kill all the rest of the enemies on this level stealthily too. If you're not, then go on up and meet the Three Stooges

Boss #12

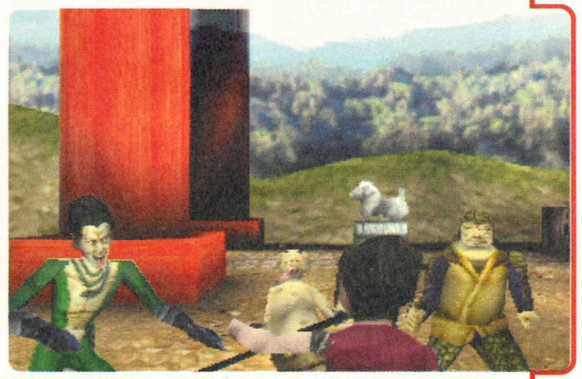
WANG DAHAI



■ Wang Dahai is a crusty chinese swordsman who's great at blocking your close attacks, so timing is of the essence here. If you've got things to throw at him, do it. If not, study his attacks for that moment when he leaves himself open

Boss #13

SNAKE, FROG AND SLUG



■ Although there are three of these bosses, they're all pretty slow and weak so once you've vanquished one, you should have no trouble. If you have any caltrops, drop them because one of the goons is bound to step on them

Ayame 8: Cherry Tree Hill



▲ Go south to kill your first two enemies on this level. Soon you'll reach a fast-flowing river among the hills. Use the landscape to your advantage here and make sure you see them before they see you



▲ If you follow the river upstream you'll reach a clawed warrior above you. It should be easy to jump up and surprise him. You'll also find there's a female ninja up at the river's source



▲ Head north, but keep a look out for the wolf in these parts – try and take him out before he notices you if at all possible. There's another female ninja up this way as well, so take it nice and slow



▲ A claw warrior will impede your progress north, so stay away from the ravine at the west edge of the map and make your way to the north west



▲ The ancient cherry tree is up ahead. There are no enemies around the other side of the tree. Just head towards Tatsumaru and She Who Must Be Destroyed

Aya 9: Tatsumaru



▲ The enemies here are distributed differently to Riki's mission so watch your step and don't get cocky



▲ Head straight north to a warrior. Kill another guard and cross the bridge just after. Watch for fire traps



▲ Kill the ninja higher up then jump down to the stream. Follow it north to surprise another scythe warrior



▲ The long passage to the bosses is guarded by an observant claw warrior and a bowman further on

Boss #14

CHURRO



■ This big cat ain't no pussy. You're going to need all the items you have just to slow him down. It's suicide to try and attack him head on so run, flip and jump to get at his sides or hind quarters. You have to kill him to win so stick to the task

Ayame 10: The Kansen Caverns



▲ Once again, if you've completed Rikimaru's later missions, this place will be only too familiar. Your first step is to get onto the left hand shelf from the water all quiet-like



▲ There's a guard on watch over the water and a clawed warrior by the cell to take out. Avoid that bottomless hole and grapple on top of the prison cell to get to the secret passageway



▲ The passage is filled with arrow-shooting traps so run through. There's a clawed guard to your right. Bust the wooden barrier to come face to face (nearly) with another guard



▲ Take the passage on the right, looking out for a bowman straight ahead. There's a sword-wielding ninja straight afterwards as the passage finally opens out into the ninja's lair

Boss #15

GENBU



■ You've defeated Genbu before so this battle should be a cinch. Trouble is, now you have to kill the fat fool outright and wearing his 300 HP down is a tough task. Don't be afraid to use projectiles here to soften him up

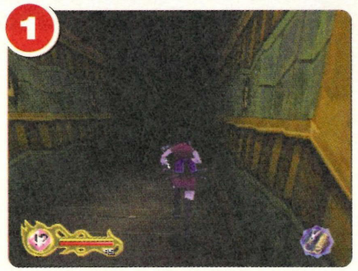
Boss #16

TATSUMARU



■ Now comes the real test of your skills. If you've perfected your ninja moves, then beating Tatsumaru can be surprisingly easy. If you're still no great shakes at that whole fighting thing then you're dead meat, girl

Ayame 11: The Fire Demon



▲ Stealthily make your way downwards into the bowels of the Fire Demon (urgh!). These are some of the toughest enemies you'll have to fight and you might as well bring along all your items



▲ On the third level of the ship, many enemies will attack so take your time. If you can kill them one by one you'll be doing very well. Grapple up to the last level of the ship from the north west corner

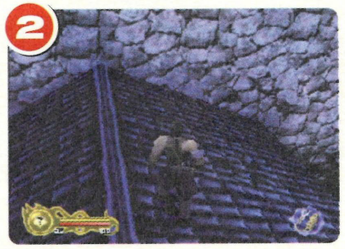


▲ Use the crates to avoid the last guards on this level. You'll have to make it down to the two giant statues on the lowest part of the ship. Approach the steps behind them for your last fights...

Tatsumaru 1: A Shadow



▲ Practice using Tatsumaru's moves on the many guards running around the place. Tatsumaru's more into punching and kicking than the others



▲ Grapple right up to the top of the large building in the middle. Start your climb from the west side or you won't be able to reach its cliff-like walls

Tatsu 2: Lord Toda's Head

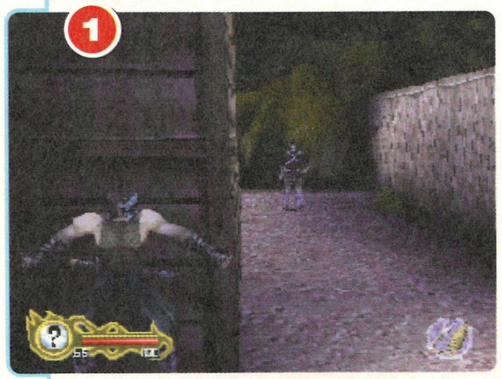


▲ This familiar level shouldn't hold many surprises for you. Look out for a guard just behind you as you start and then head west to kill a couple more

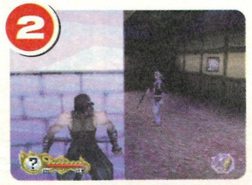


▲ Look out for the two towers to the east of the map. They're both inhabited by bowmen. At the entrance to the camp there are three more goons

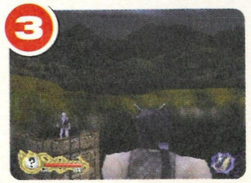
Tatsu 3: Labour Shortage



▲ The best route to take curves north from west to east. First off, wait behind the tower to your right to kill the approaching guard. Then head west by the rooftops to jump on another patrolling citizen and send him to never-never land



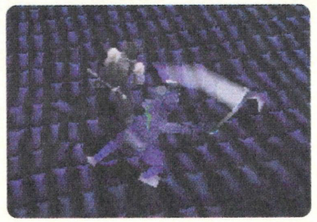
▲ Three guards wait further north. A guard sleeps past the watchtower



▲ Kill the old tower guy, then back far west for a kill in the corner

Boss #17

SEIRYU, THE BLUE DRAGON



■ Run across the roof until he can't see you. When he gets confused, run back and slap him about a bit

Boss #18

LORD TODA



■ You'll fight bow and spear-wielding soldiers as well as Toda himself. Keep facing Toda and he won't be able to block many of your attacks. Use your gas to distract the guards while you fight Toda

Boss #19

LADY KAGAMI

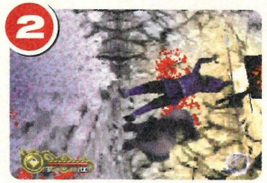


■ Lady K is fast on her feet and packs a wallop with her sword, so keep moving and try staying near the edge in the hope it will confuse her. Don't worry, you won't fall off – until you win!

Tatsu 4: Guarding the Secret Harbour



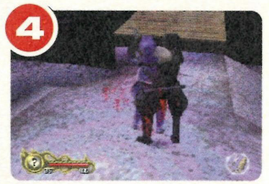
▲ You have sixteen enemies to wipe out on this level, so don't expect an easy ride. The first three are all directly in front of you



▲ Continue broadly in the same direction (south east) to reach two more cringing minions. You're now all set to begin a proper beach invasion



▲ There are four soldiers hiding in the rocks and four more scattered around the beach. You can't continue unless you've killed them all so be thorough

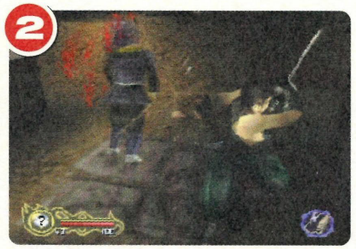


▲ Don't miss the two soldiers waiting by the shore and the cowardly bugger on board the ship. Once he's dead you should be ready to face Urano

Tatsumaru 5: No Mercy



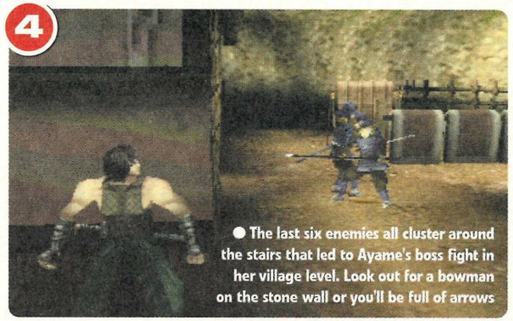
▲ This place is yet another familiar location. Kill all fourteen soldiers to progress in this bloody level. Tatsumaru doesn't get any nicer, does he?



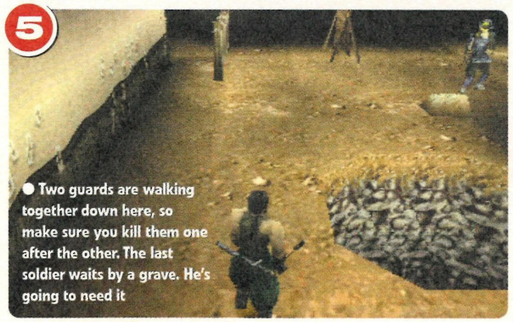
▲ There are only two enemies in the north east corner of the map. You should have no problem wiping them out in the name of the Burning Dawn



▲ In the north west part of the village there are three more soldiers to kill. Be sure not to leave this part of the village until they're all dead



● The last six enemies all cluster around the stairs that led to Ayame's boss fight in her village level. Look out for a bowman on the stone wall or you'll be full of arrows



● Two guards are walking together down here, so make sure you kill them one after the other. The last soldier waits by a grave. He's going to need it

Boss #20

URANO TAKEHITO

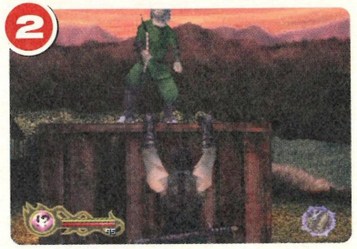


■ Urano's used his bus pass to get here but don't let him corner you or you'll realise why he's survived so long. Use your greater speed to good effect and he'll soon be meeting his samurai buddies up in Bushido heaven

Tatsu 6: Assault on the Ninja Village



▲ This is where Tatsumaru commits the greatest of all his atrocities: killing everyone in the village he was born in. What a nice fellow. You already know the layout of the village so you should have no trouble sneaking up on enemies



▲ The positions that the enemies are in here are actually very similar to that of Rikimaru's Mission 8. Check all the usual places for the decrepit fools who are trying to defend themselves and the blood letting will be oh so sweet



▲ Don't forget the enemy in the bamboo training ground, or the one on the ledge just outside. Still, there's no reason why you should kill everyone in the whole village. Unless it makes you happy. Then it's up to your ex-master's place to face Shinunsai

Tatsumaru 7: The Final Dawn



▲ Your mission is to clear out all 21 enemies from the ship. They're scattered pretty evenly so make sure you've cleared out each area before progressing. No-one can survive



▲ Look for foes hidden in darkness and use it as cover. Play your cards right and the fools will never know what hit 'em. This boat is going to be a ghost ship when you're finished with it



▲ Check out all levels for wandering soldiers. Once again, use your experience of the layout of the Fire Demon to your advantage. You've got the knowledge; they haven't



▲ There are times when you'll have to face two warriors at once. If you can, lure one away and tackle them one by one in true ninja style. It's the only way to be seen killing

Boss #21

SHINUNSAI



■ This old man really packs a punch. He'll scream, and head for you with a blistering combo attack. Use all those items you've brought along and jump out of the way of his hardcore combos whenever you can

Boss #22

JUBEI



■ You might as well use each and every item you have in this battle, as you're not going to need them again and this guy is h,a,r,d hard. Keep blocking or you'll have no chance. Grenades work best against this psychotic swordmaster



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J McGrath S'cross 2000
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Space Invaders
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Speed Freaks
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Star Gladiators
Star Ocean 2
Star Trek Invasion
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Star Wars: Jedi Pow Bat.
Star Wars: Mast. Teras K
Star Wars: Phant. Men.
Steel Reign
Street Fighter Series
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Tempest X3
Tenchu
Tenchu 2
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Theme Park
Theme Park World
This Is Football
Thrasher: Skate & Dest.
Three Xtreme
Thrill Kill
Tiger Woods
Time Crisis
TOCA 1, 2 & WTC
Tokyo Highway Battle
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tombi 1 & 2
Tommi Makinen Rally
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WCW Nitro
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Wild 9
Wild Arms
Wing Over 1 & 2
Wipeout Series
World Cup 98
World League Soccer 98
World Touring Cars
Worms
Worms Armageddon
Wreckin' Crew
Wu Tang: Taste the Pain
WWF Attitude
WWF In Your House
WWF Warzone
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Zeitgeist
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Z-Gundam
Zig Zag Ball

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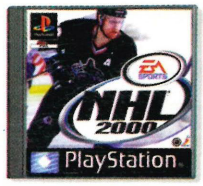
NEXTMONTH



DINO CRISIS 2

SOLVE ALL PUZZLES, FIND ALL DINO FILES AND DEFEAT ALL MONSTERS

THE MASTERS 020 7880 7474



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.



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.



POINT BLANK

PLAYERS 1-2 — **9**

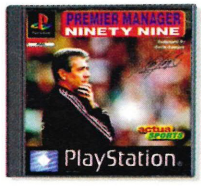
Get a lightgun for this cartoon-style shooting gallery game. Looks childish but tons of fun. Best with a mate to battle against.



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.

NEW



RAYMAN 2

PLAYERS 1 — **8**

Limbless French platform hero finally comes good with an engaging adventure. Playable, fun and better looking than Caprice.



RAGE RACER

PLAYERS 1-2 — **9**

Surprise re-entry for Namco's third Ridge Racer game. Why? Dean won't shut up about how awesome it is. £20 buys a classic.



READY 2 RUMBLE

PLAYERS 1-2 — **9**

Arcade 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 3

PLAYERS 1 — **10**

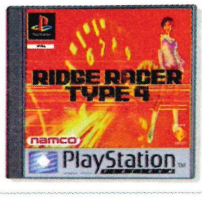
The scariest of the three, thanks to the constant attentions of the Nemesis, a huge dead dude who won't stop till you're dead.



RETURN FIRE

PLAYERS 1-2 — **8**

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



RIDGE RACER TYPE 4

PLAYERS 1-2 — **10**

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



ROLLCAGE STAGE 2

PLAYERS 1-2 — **8**

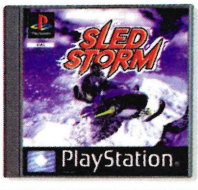
Gravity defying racer that lets you drive on the walls and ceilings. Sweet-looking tracks and great two-player modes make this class.



SILENT 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

Without the assistance of wrinkle cream, these once smooth skinned games have now turned into well worn, haggard has-beens. Their day has come and gone!

TOMB RAIDER 3

Well there's three other Lara's and one more on the way. And this one is generally regarded as the weakest. So see ya!

TONY HAWK'S SKATEBOARDING

The Chairman has now been replaced by the sequel. A slightly different game, with wads more tricks and heaps more to do. Makes the original look babyish.

GEX: DEEP COVER GECKO

Rayman 2 has managed to boot out the 'comedy' lizard. The bug-eating beast finally eats axe!

FORMULA ONE 97

This may be one of the best to play, but the drivers are all over the shop now, so we don't want it anymore!

KULA WORLD

There's only so much you can take from a puzzle game and now Mr Driller is in town, there's a new daddy on the block.

ABE'S ODDYSEE

Still one of the finest games around but with the sequel also shining brightly in the Essential 101, we thought it was time for retirement.

GET LOST!

Oh dear. Perhaps it might be wise if you decide to miss out on these below par games. When we say below par, we actually mean cack. Next!

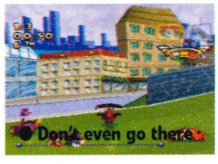
WACKY RACES

Deano said 'Letting your mate kick you in the face is more fun than Wacky Races' in his review. 'Nuff said.

MONSTER RANCHER

Another rip off of Pokémon tries to cash in on the hype. But it's arse and not worth any of your pennies.





SPIDER-MAN

NEW

PLAYERS 1 — 9

The world's favourite wallcrawler is done justice by an awesome action-stuffed adventure. Swing Spidey off skyscrapers, shoot sticky white fluid and hand off the ceiling. It's a tad short, but you won't blink the whole way through as you brain drowns in a sea of adrenaline. If all licensed games were this good the second World War need not have happened, saving millions of lives. Unfeasibly awesome.



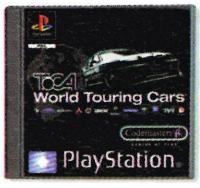
TOCA TOURING CARS



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.

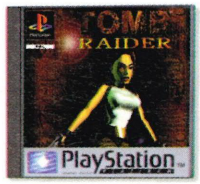
TOCA WORLD TOURING CARS



PLAYERS 1 — 9

More tense than having a stretched elastic band pointed at you and sexier to look at than Playboy. Third best PS racer ever.

TOMB RAIDER



PLAYERS 1 — 9

Boasts some of the best puzzles and adventuring of the series. A great story ensure this deserves a place in your collection.

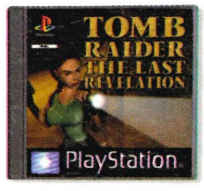
TOMB RAIDER 2



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: THE LAST REVELATION

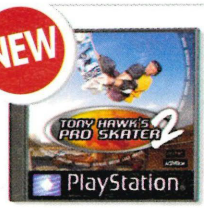


PLAYERS 1 — 10

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

NEW

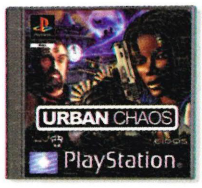
TONY HAWK'S PRO SKATER 2



PLAYERS 1-2 — 9

Finest extreme sports game in the history of mankind. Lots of air, lots of awesome of tricks, lots of levels and lots to do. Do not miss it.

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 — 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.

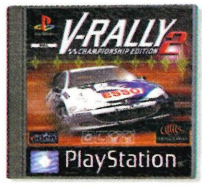
VIGILANTE 8



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.

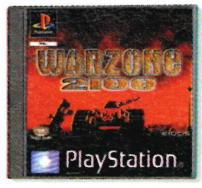
V-RALLY 2



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.

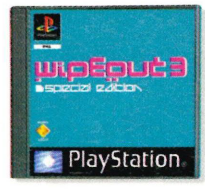
WIPEOUT 2097



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.

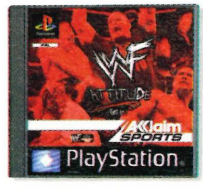
WORMS



PLAYERS 1-2 — 8

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

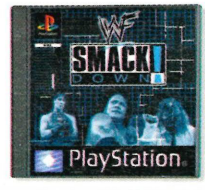
WWF ATTITUDE



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

ESSENTIAL 101 SWAPS



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

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IMPORTANT CHECKLIST

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

SWAPS VOUCHER

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

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

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

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

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NEXT MONTH

FROM NOVEMBER 17 PLAYSTATION IS DEAD! LONG LIVE...

THE player

PLAYSTATION 24-7

WANT TO KNOW MORE?

IN THE FIRST ISSUE OF THE PLAYER WE'LL HAVE DEFINITIVE REVIEWS OF TIMESPLITTERS, RIDGE RACER 5, TEKKEN TAG TOURNAMENT AND ALL THE OTHER PS2 LAUNCH GAMES. CAN YOU AFFORD TO MISS IT?



TIMESPLITTERS



TEKKEN TAG TOURNAMENT

HOTTEST NEWS

WE'VE GONE UNDERCOVER TO GET SHOTS OF THE BIGGEST PS ONE & PS2 GAMES FIRST

IN-DEPTH FEATURES

FIND OUT MORE ABOUT THE GAMES THAT MATTER THAN ANY OTHER MAG

ESSENTIAL REVIEWS

WE'VE CALLED ON EXPERTS FROM EVERY FIELD TO BRING YOU THE VERY BEST REVIEWS

BIG NAME CELEBS

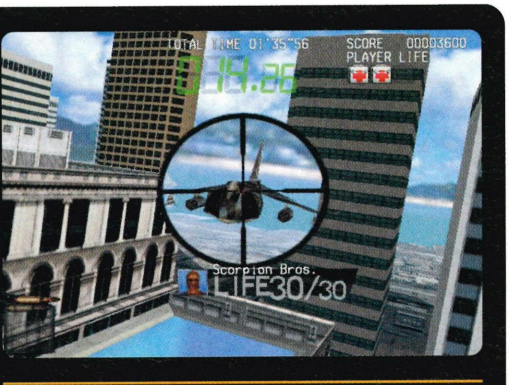
THE PEOPLE YOU CARE ABOUT TALK TO THE PLAYER. HEAR WHAT THEY SAY RIGHT HERE



RIDGE RACER V



FIFA 2001



SILENT SCOPE

GRIM SURVIVAL HORROR SHOCKER RETURNS TO MAKE YOUR SPINE SHIVER

FACE YOUR FEAR



FANCY ANOTHER TRIP TO THE SCARIEST AND MOST DISTURBING TOWN ON EARTH? NO, NOT GLASGOW, WE'RE TALKING SILENT HILL

SILENT HILL 2

2001 PLAYSTATION 2 PS2

Somewhere in North America there's a foggy, snowbound little town called Silent Hill. Some might call it pretty, some might even call it quaint.

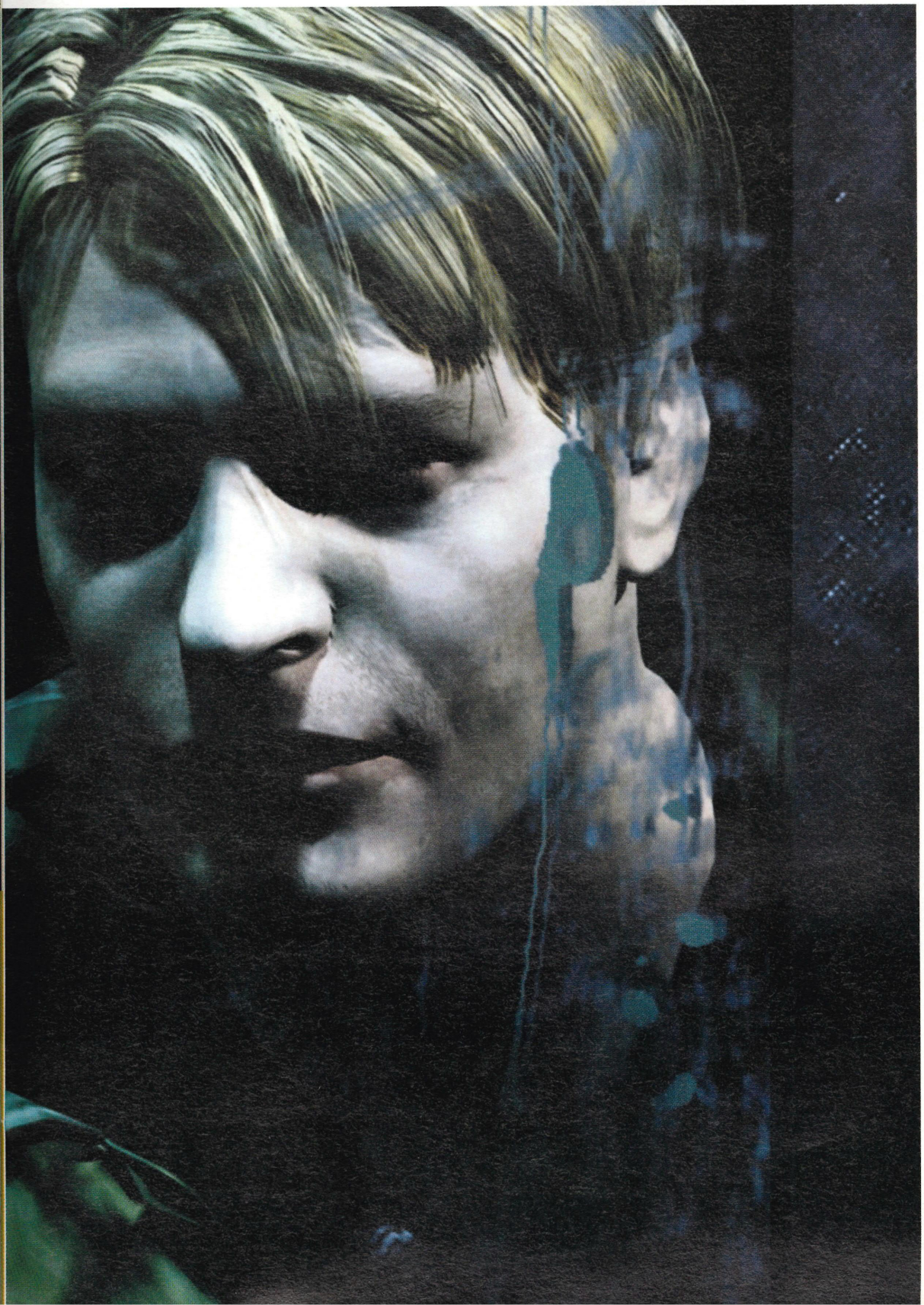
But if you visited it on your PS1 a few years ago, you'd probably agree it's hell on earth and the chances are you're still washing those stubborn brown stains from your pants even now.

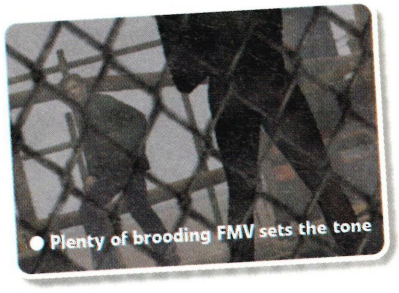
The first game followed some guy looking for his lost daughter. From a beginning that saw him being set upon by a pack of skinless, rabid dogs, things soon descended into a nightmarish sequence of twisted hallucinations, satanic rituals and ghostly babies roaming a blood-soaked deserted school. It wasn't one for Gran to join in on.

This time around new character James Sanderland receives a letter from his wife asking him to come to Silent Hill to meet her. That's all well and good but Jimmie's wife has been pushing up daisies for the last three years. Not to be put off, he packs his bags and heads for the Hill.

When he arrives he's accosted by a woman who's the spit of his old lady bar different hair and clothes. And so the freaky rollercoaster begins again, unleashing gallons of gore, more than a few sanity-threatening apparitions and a whole town full of lurking fear. Great.

NGUP





● Plenty of brooding FMV sets the tone

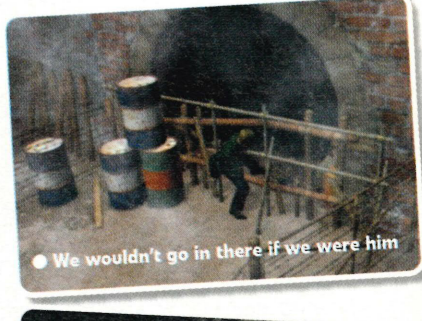


● Lost kids are a Silent Hill theme

ATMOS-FEAR

Playing the first Silent Hill was like finding yourself slap-bang in the middle of a hideous nightmare Resident Evil had one night. It was a survival horror-esque adventure big on creeping tension and totally freakoid happenings that you wondered how they thought up.

While the Res series relied on short, sharp shocks to provide its scares, Silent Hill created a brooding, unsettling atmosphere throughout the game that didn't so much make you suddenly jump out of your seat as slowly go out of your mind. You only need glimpse at some of the twisted visuals here to realise the sickest just got sicker.



● We wouldn't go in there if we were him



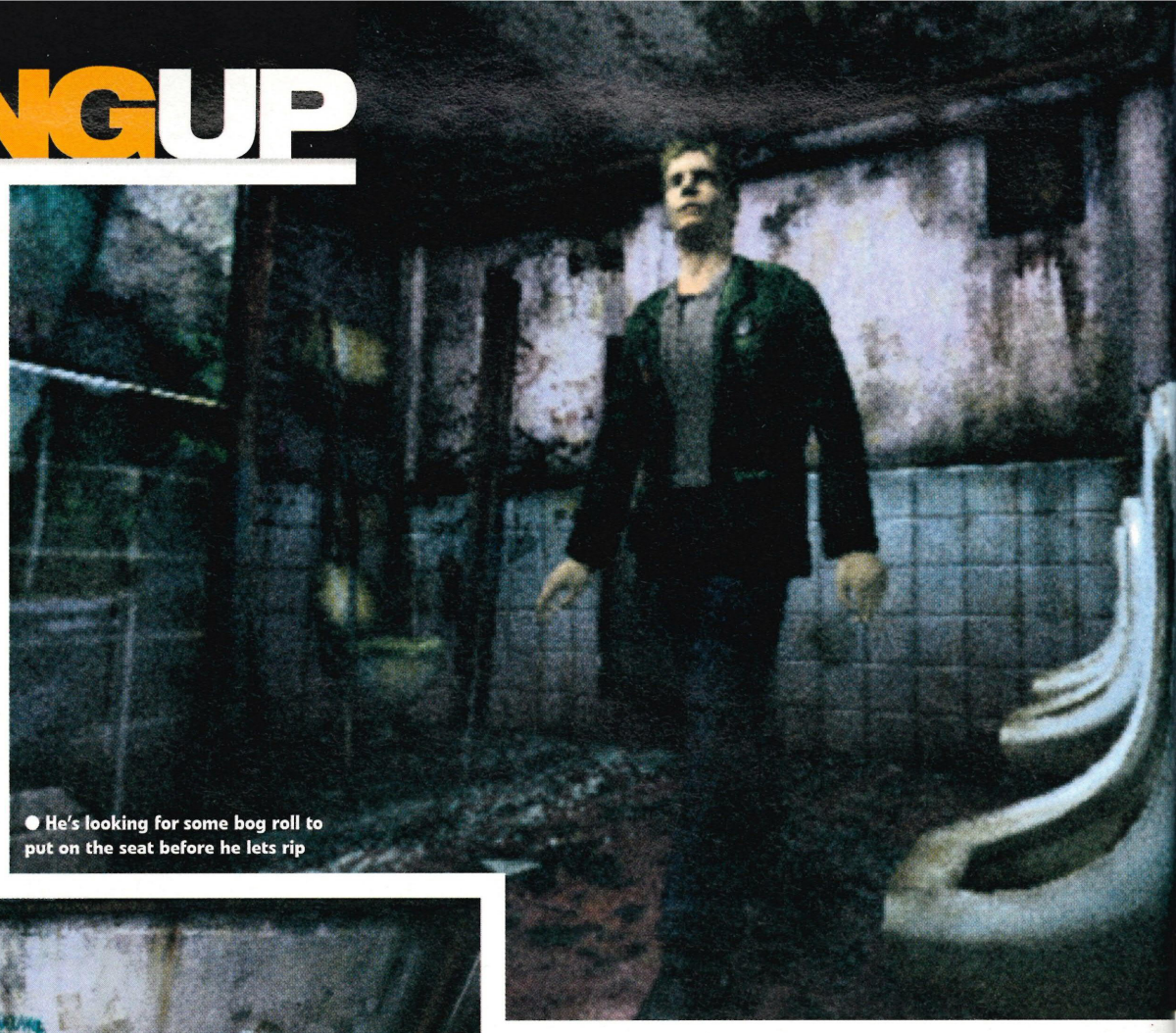
● David Beckham keeps his cool

VISIT THE *OTHER* SIDE OF TOWN

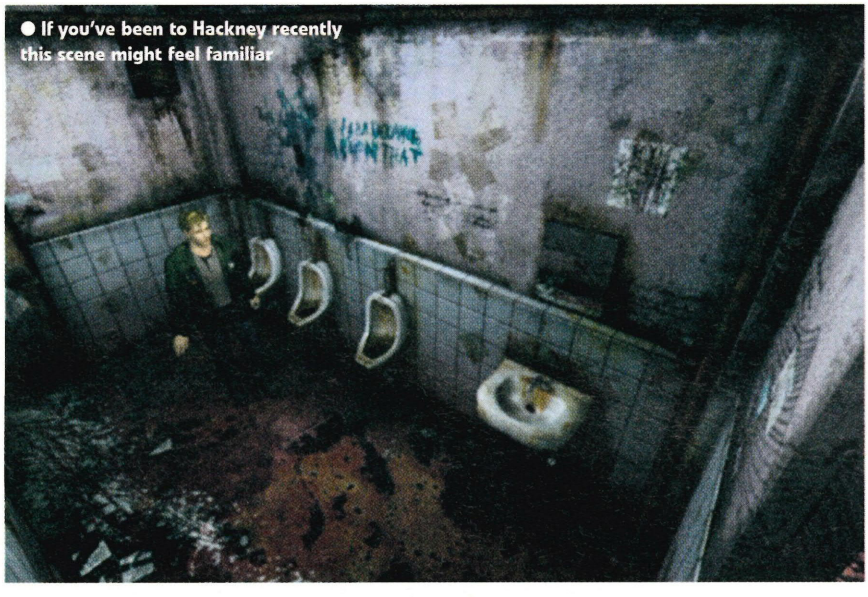
Silent Hill exists in two dimensions. One is the foggy, deserted town of our world, full of abandoned police stations and empty bars. The other is a nightmarishly distorted alternate reality where the locations are the same only filled with unspeakable horrors and insane visions.

In Silent Hill 1 you visited a hospital that at first was your run-of-the-mill bleached-white sanitarium. After a swift dimension hop, though, the layout of the hospital was the same but the walls were now covered in blood and gore, the toilets overflowed with bile and deformed hunchback nurses shambled through the infested wards until you cracked their heads open with your fire axe.

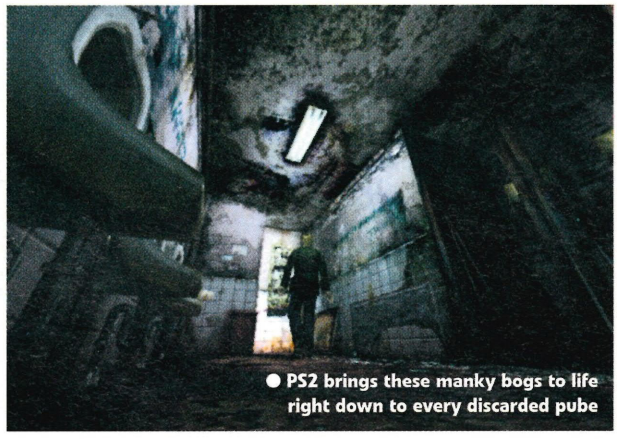
And just like in the first game your character gets dragged in and out of this grotesque parody of reality as he visits and re-visits each location time and again. So recreating the incredibly chilling and disorientating atmosphere of the original. God save us all.



● He's looking for some bog roll to put on the seat before he lets rip



● If you've been to Hackney recently this scene might feel familiar



● PS2 brings these manky bogs to life right down to every discarded pube



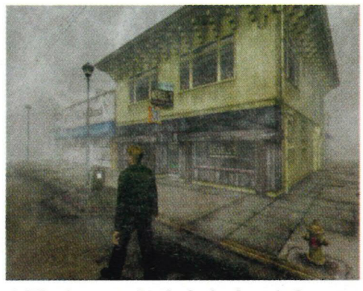
● The heavy fog is a cool effect and looks incredibly realistic on PS2

THE FOG OF GORE

Silent Hill is one foggy place. They must have used more dry ice machines making this game than on an entire Michael Jackson world tour. Jack the Ripper would have loved it. Many polygon-obsessed goons griped about how the limited visibility was a sign of bad programming when the first Silent Hill came out, but most who played it agreed that the chillingly claustrophobic effect the mist produced was a key ingredient in the game's harrowing atmosphere. So fans will be chuffed to hear Silent Hill is as misty as ever on PS2.

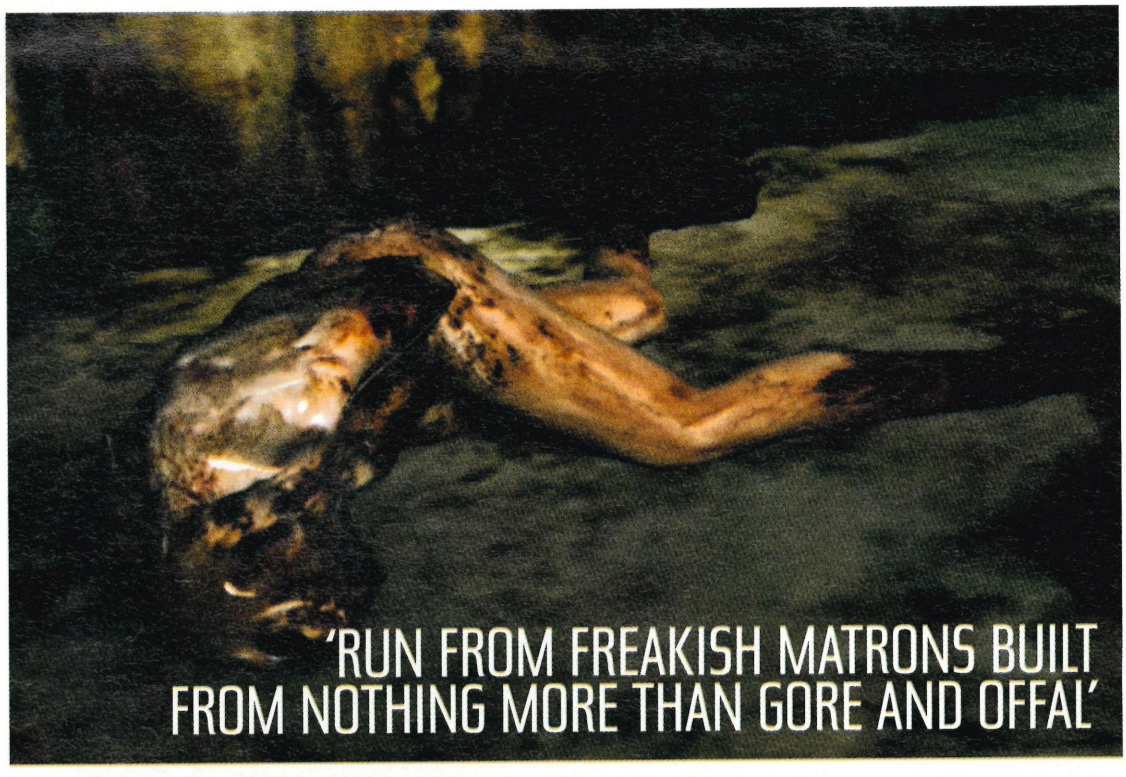


▲ You'll be bricking your kecks here

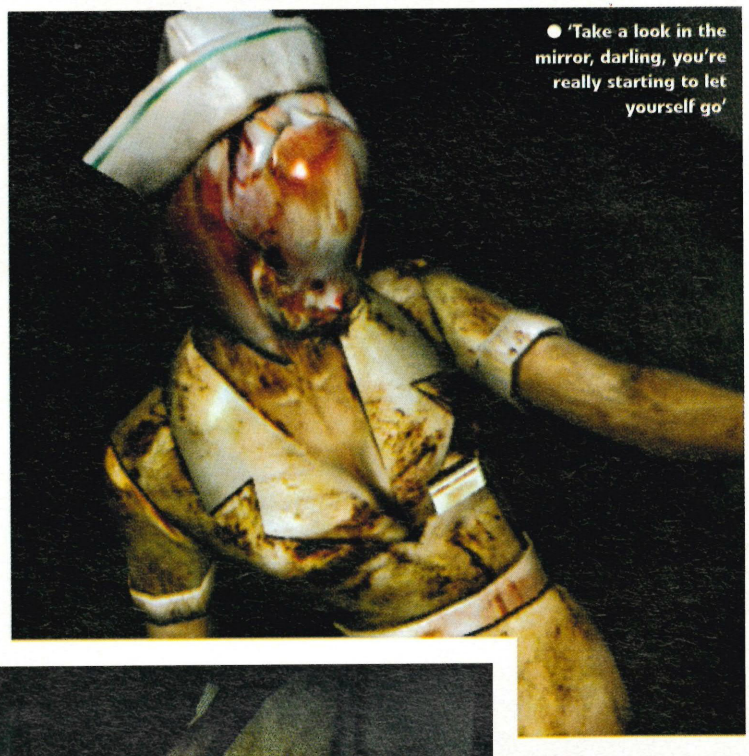


▲ Who knows what lurks in the mist?





'RUN FROM FREAKISH MATRONS BUILT FROM NOTHING MORE THAN GORE AND OFFAL'

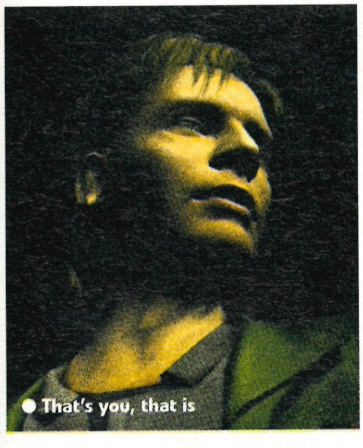


● 'Take a look in the mirror, darling, you're really starting to let yourself go'

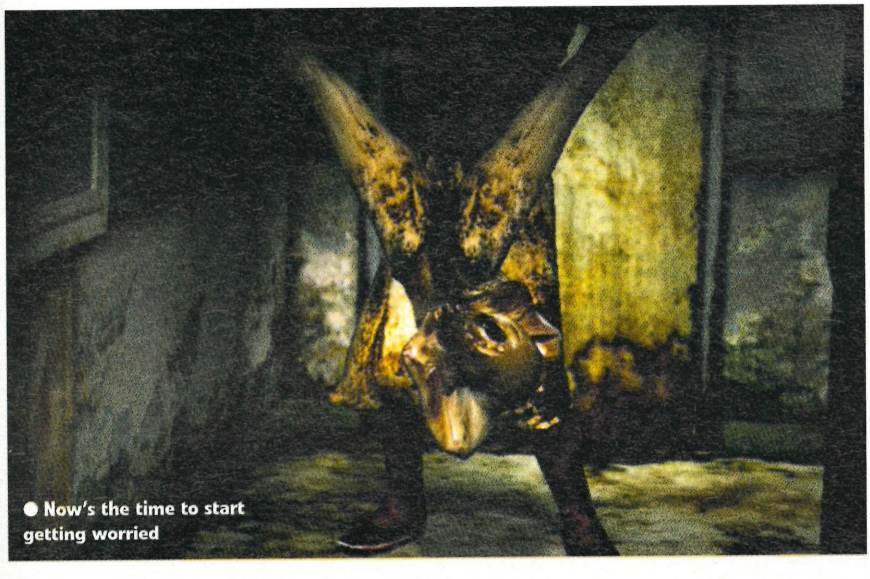
FRIGHT NURSE

If hideously deformed freaks are your bag, book a ticket to Silent Hill right now. Flapping, flesh-hungry bird-things and stumbling zombie-nurses were pretty damn repulsive on the PS1 but you only need look at some of these shots to see how much more rancid the hellish inhabitants of Silent Hill are going to look with the pulsating power of PS2.

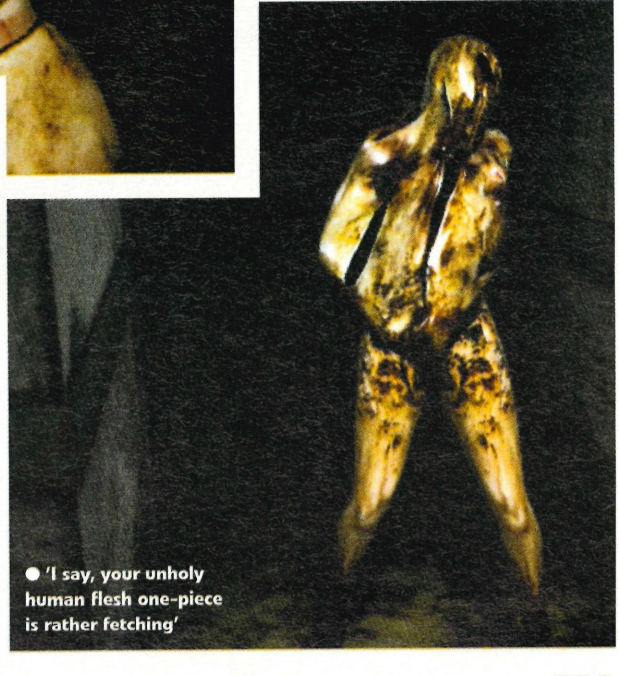
When you first come across one of the molten-fleshed nurses in this one your skin won't just crawl, it'll get up and peg it out of the building. These freakish matrons seem to be built from nothing more than gore and offal and their features continuously drip and mutate into ever more stomach-churning contortions. It's enough to make you think the NHS isn't so bad after all.



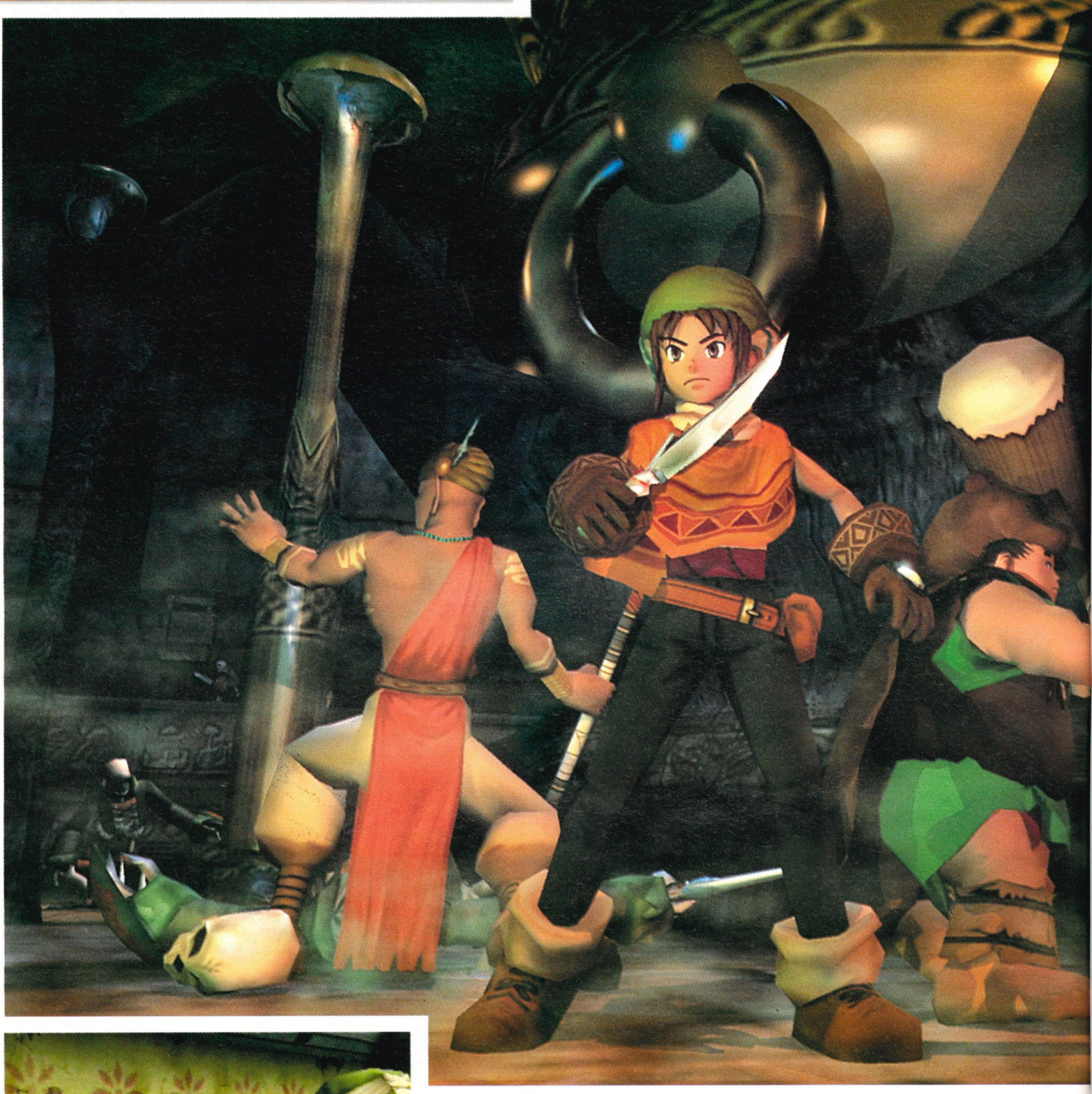
● That's you, that is



● Now's the time to start getting worried



● 'I say, your unholy human flesh one-piece is rather fetching'





● Standard Japanese cutesy nonsense gets in the way of the action

WORLDS COME ALIVE

You get to build structures and roads to improve and expand your village on a semi 3D zoomed out map. This part of the game is very much like something out of Sim City or Theme Park where you point and click to design your new creation's layout. But what you're not ready for is how immediately after you have constructed your desired building, you can instantly switch to the 3D gameworld to see your new creation standing in all its glory, and it's now ready for you to use, explore or interact with. It really is mind-blowing stuff.



▲ Ok, we've seen this before. It's your run of the mill world map where you drag and place new structures like this house



WHAT'S YOUR FANTASY?

2001 PLAYSTATION 2 PS2

MEET PS2'S STAGGERING RPG WHERE YOU CREATE YOUR OWN WORLD TO ADVENTURE IN

DARK CLOUD

Everyone wants to be a god for a day. And Dark Cloud lets you be just that. In this groundbreaking RPG you not only explore and fight your way through an incredibly rich and detailed fantasy world, you also have a hand in creating it. Think your village needs a new bridge? Do your people want a mill to grind wheat? No problem you've got the power.

Combine all the engrossing adventuring of a top class role player with the intricate planning of a god game and you're knocking at Dark Cloud's door. Think Final Fantasy crossed with Sim City. Your land has been dislocated from its proper reality and it falls on your shoulders to return it to where it belongs. The game starts with you as just another inhabitant but before long you are granted the power to mould worlds by a powerful sorcerer. From here on in you're treated to one of the most ambitious games ever undertaken on a console.

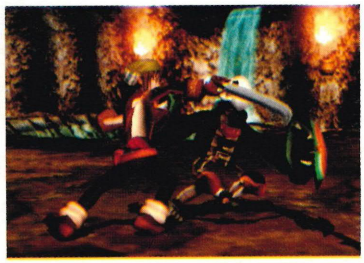
If you like your role playing to be spectacular, you sure won't be disappointed here. What we've seen of the game looks an absolute blinder full of incredibly detailed 3D locations and characters, and all kinds of wild effects during combat and magic using. And the way you build structures on the map only for the camera to zoom right in on them to find you standing next to them in the 3D world is really something else.



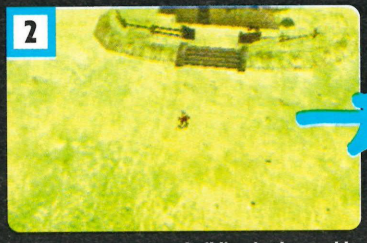
● This really is in-game footage



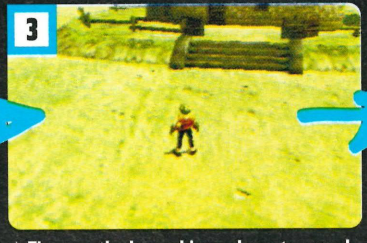
▲ Looks like the gypsies got here first my old son



▲ Combat plays a hefty role in the game



▲ You place your new building in the world view map and then click another button and with no delay the camera starts zooming in



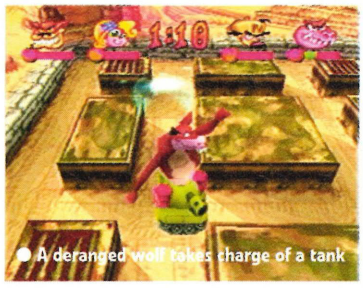
▲ The way the lens whizzes down to reveal you standing next to the new building is so fast and smooth you'll probably faint

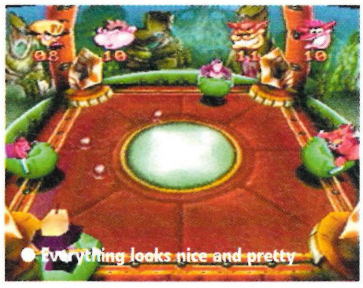


▲ And in the blink of an eye you are back down at ground level with the house right in front of you. Fancy going in?



▲ The way you get to make the changes in god mode and then see them immediately in the 3D gameworld is a real eye-opener


● A deranged wolf takes charge of a tank


● Everything looks nice and pretty

RAT ON YOUR MATES

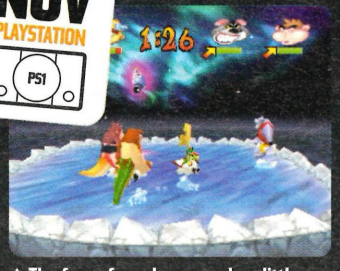

● Watch out for those Nitro boxes

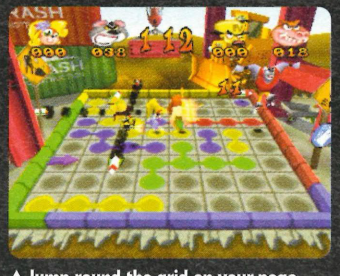
NOV PLAYSTATION PS1


● Everybody's trying to get their hands on a box

DON'T FORGET THE FOUR PLAY

There are seven game styles that we know about to be unlocked. Before you get stuck into the single player game though, you'll have to make do with the basic four you start off with. These are all a good laugh, even if they're a tad on the simple side. Perfect for post-pub gaming then.


▲ The four of you hop round on little furry animals while attempting to knock each other off the ice. Power-ups rain from the sky, letting you stun people with lightning and other cunning tricks


▲ Jump round the grid on your pogo stick, colouring in areas. Oh, avoid all the missiles your opponents are firing round the place while you're at it, and watch out for TNT


▲ It's like bat and ball except there's four of you. Simply knock the ball bearings away from your goal and into someone else's to avoid getting knocked out


▲ Everyone plods round the arena kicking and throwing boxes at each other until there's one man standing. Watch out for unstable TNT and Nitro boxes

CRASH BASH

Everyone's favourite Australasian vermin is on his way back and this time he's up for some party play

We've all sampled the mad platform antics of the Crash Bandicoot series. And who hasn't marvelled at the high speed kookiness of Crash Team Racing? And now we can all plug our joypads in for the next genre to be Bandicooted: the party game.

OK, so this does have more than a faint whiff of money-spinning lingering around it. But with any luck, apart from lining the designers' pockets, this slice of marsupial madness will provide us four-player freaks with more than just a few laughs into the bargain.

Crash Bash is made up of around seven different four-player events set in a load of themed arenas like jungles, polar caps and space worlds. How you play these is up to you. You can play one-off battles against the computer or your mates, challenge each other to tournaments or play through a story mode. Each game is quite simple to play and it won't take long before you've mastered them.

All the loveable characters and trademark kooky humour from the Bandicoot series is in here, including Crash himself, Coco Dingodile and N Brio. All of them are animated pretty well and it all looks and sounds as good as you'd expect from the Bandicoot boys.

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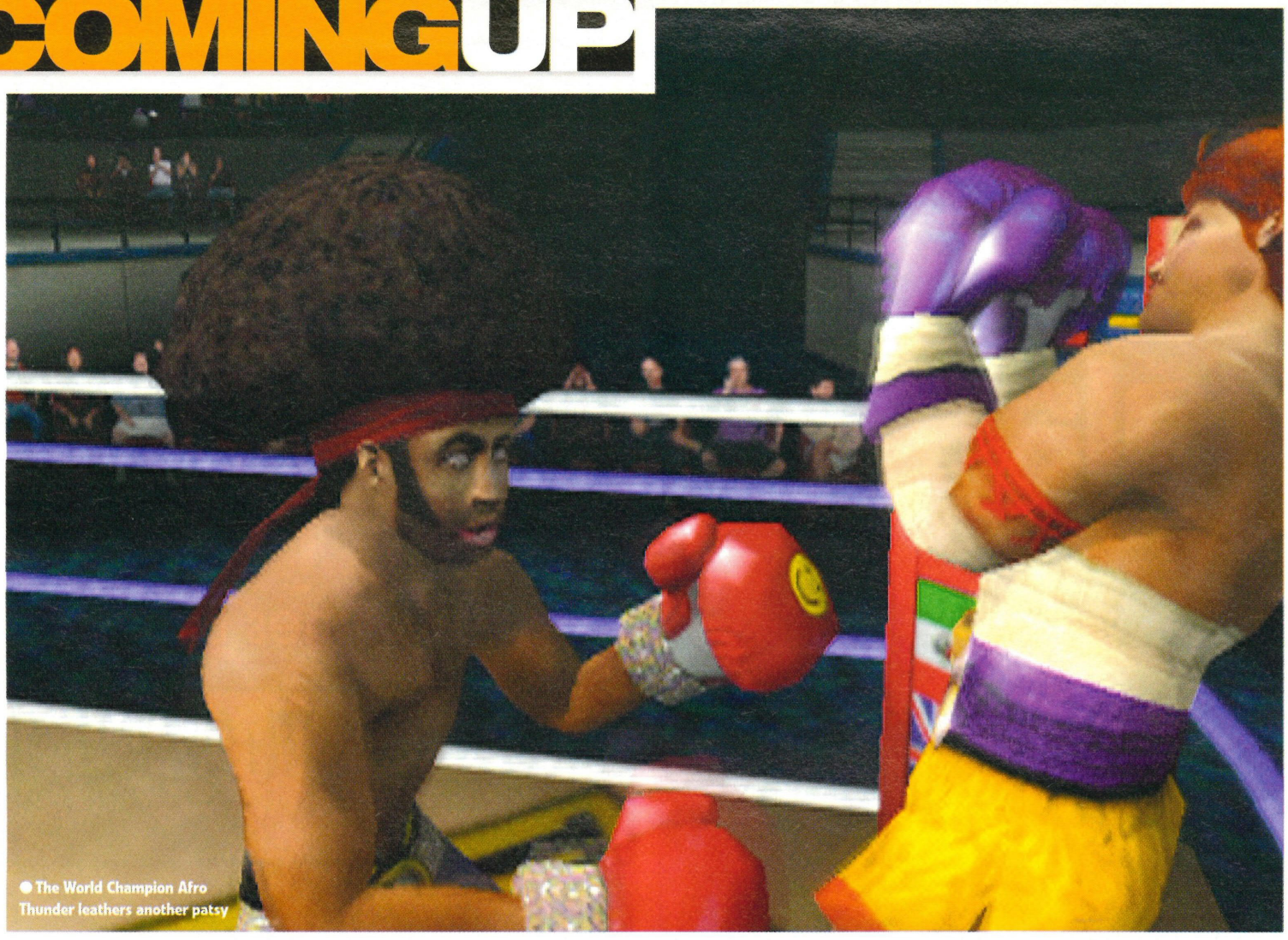
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MDK
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Medievil 1 & 2
Men In Black
Metal Gear Solid
Mission Impossible
Mortal Kombat Series
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Player Man. Series
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Tomorrow Never Dies
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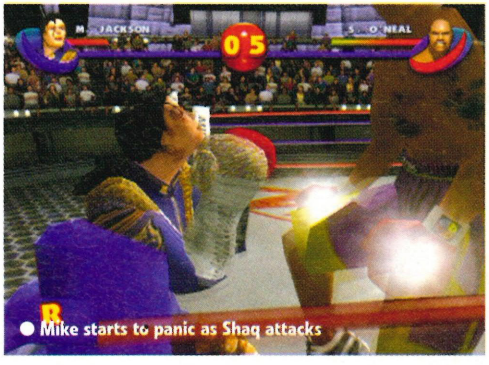
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COMINGUP

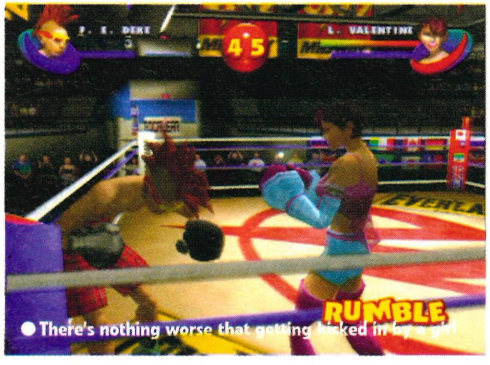


● The World Champion Afro Thunder leathers another patsy

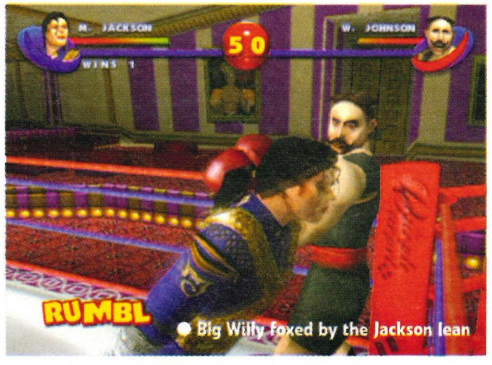
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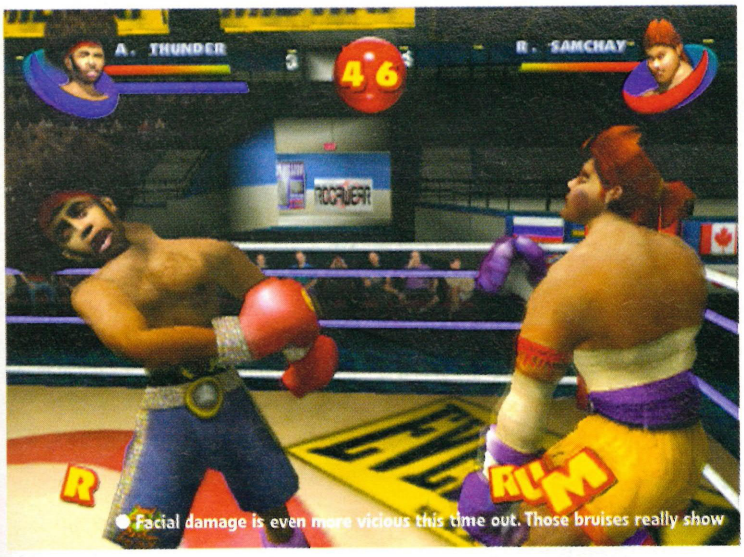
● Mike starts to panic as Shaq attacks



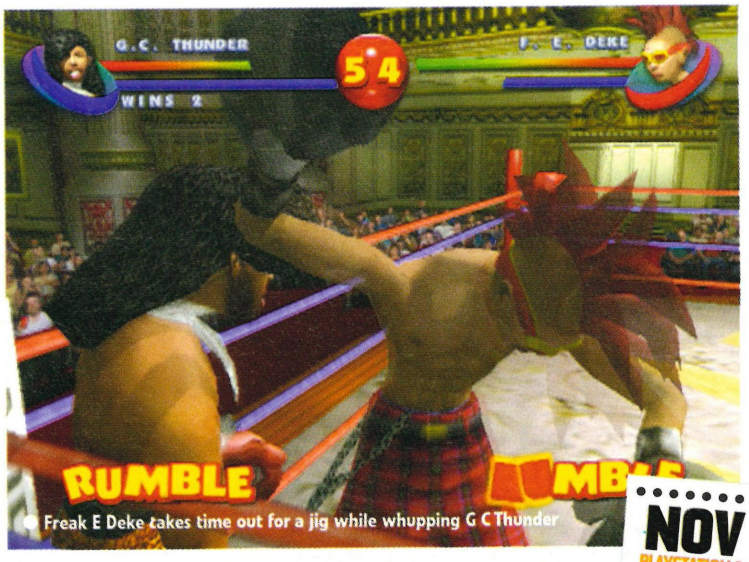
● There's nothing worse that getting kicked in by



● Big Willy foxed by the Jackson lean



Facial damage is even more vicious this time out. Those bruises really show



Freak E Deke takes time out for a jig while whupping G C Thunder

NOV
PLAYSTATION 2
PS2

READY 2 RUMBLE: ROUND 2

GET SHADOWBOXING IN THE SHOWER. ROUND TWO OF THE WORLD'S FAVOURITE COMEDY BRAWLER'S ON THE WAY, AND YOU DON'T WANT TO GET YOUR ASS WHUPPED IN THE FIRST ROUND

Jackson is slumped back on the ropes, face all bruised like he's been hit by a train. Shaquille O'Neal stands over him, and draws back his fist winding up a knockout blow. The King of Pop gets a surge of strength. He pushes O'Neal back and lands a savage right hand to Shaq's face. Shaq gobs spit all over the place, and Mike follows up with a few shots to the guts.

Michael Jackson is on fire: his fists glow white and O'Neal is hit by a hurricane of savage blows. Face. Body. Face. Face. And then Jackson finishes up by playing speed ball with Shaq's head, and sends him spinning to the canvas landing a massive swinger on the top of the NBA king's head. Shaq can just about make out a white-suited referee counting over him. It's all over.

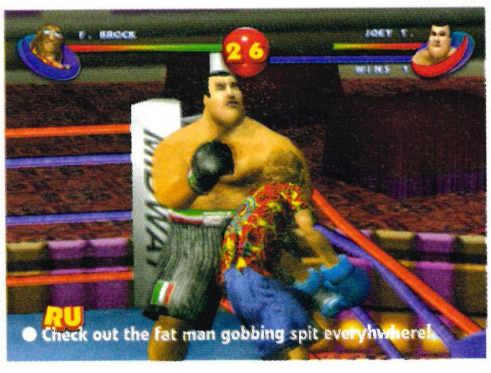
That wasn't Celebrity Deathmatch on MTV. That was Ready to Rumble: Round 2 on PlayStation2. You would have expected the character roster to have grown for installment two of this fantastic comedy boxing game, but you probably weren't expecting Wacko Jacko and Shaq.

Better still, the fighters look exactly like the people they are based on. Jacko moonwalks around the ring, and busts out a few spins and fancy dance moves when he gets the rumble on. Shaq threatens to bounce your head like a basketball, and is tattooed exactly like the real Mr O'Neal. There's gonna be a few more celebs in there as well, including a couple of high profile Americans we can't talk about just yet.

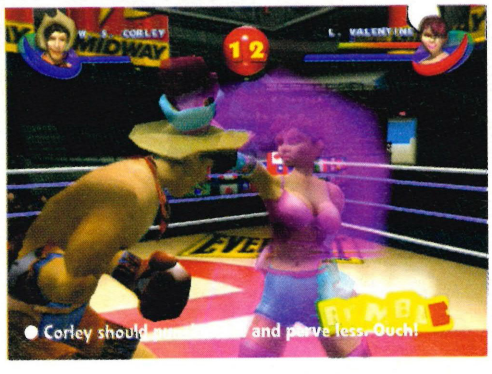
All the fighters from the first game make a comeback, including Afro Thunder, but they all look so much cooler thanks to the power of PS2. Flab ripples when you whack the fat guys around, boxers stagger if they swing and miss, and gasp for air if winded by a body shot. Of course, this being PS2, it all moves at a blink-and-you've-missed-it speed.

You can even invite up to seven mates round and stage a fight tournament to see who really is the king of the ring. It's looking like a must-have launch title .

G OF BOP



Check out the fat man gobbing spit everyhwhere!



Corley should [illegible] and [illegible]. Ouch!



The effects that accompany the big hits look cool



● You been hit by a smooth crimin



▲ Mike sent each bit of his face off separately to be scanned in for the game

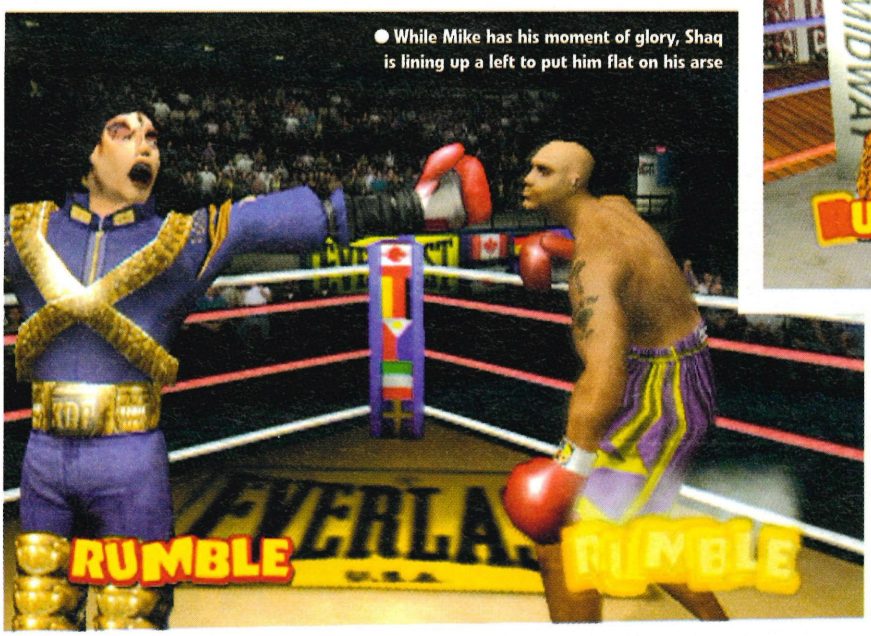
TAKING THE MICHAEL

The first Ready 2 Rumble let you taunt your opponent as you were mashing his face up. But the only real reason to do it was for your own sadistic pleasure, which, let's face it, is probably enough. R2R2 awards you rumble points for taking time to do a little dance around your opponent as he's slumped back on the ropes.

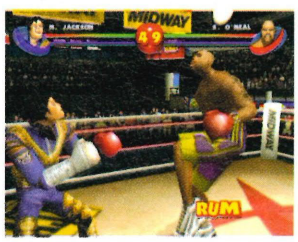
When you get taunted by Whacko Jacko he does some of his most famous moves, including the moonwalk and that bizarre front lean from the Smooth Criminal video. Wild Stubby Corley mimes riding a rodeo bull around the ring, and GC Thunder minces around like a total tweeze artist. Trust us, it's funny OK?



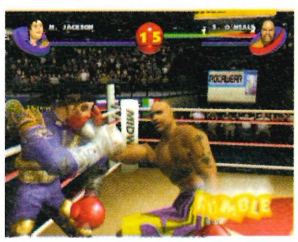
● G C Thunder tormenting the super-weedy Mr. Deke



● While Mike has his moment of glory, Shaq is lining up a left to put him flat on his arse



▲ One of Shaq's taunts has him jogging on the spot and praising his trainers. Sponsorship gone mad?



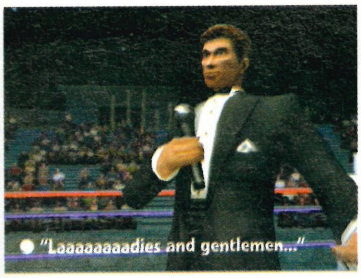
▲ The best way to follow a taunt is some crunching blows to your opponent's face. Have that!

HIT THEM FOR SIX

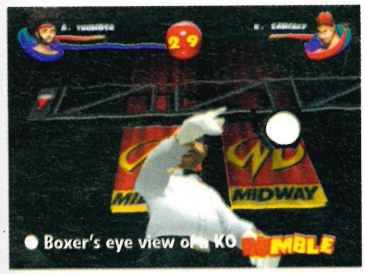
Every solid punch you connect in R2R2 builds up your rumble meter. Spell out the word 'R-U-M-B-L-E' and your fists glow white, and punches naturally flow into long deadly combos. Your opponent's face is reduced to a swollen purple mess, and you feel hardcore to the max.

You can build the rumble meter up three times over, and that 3rd rumble is special. Your hail of blows culminates in one massive uppercut that literally smashes your opponent out of the ring and into the crowd.

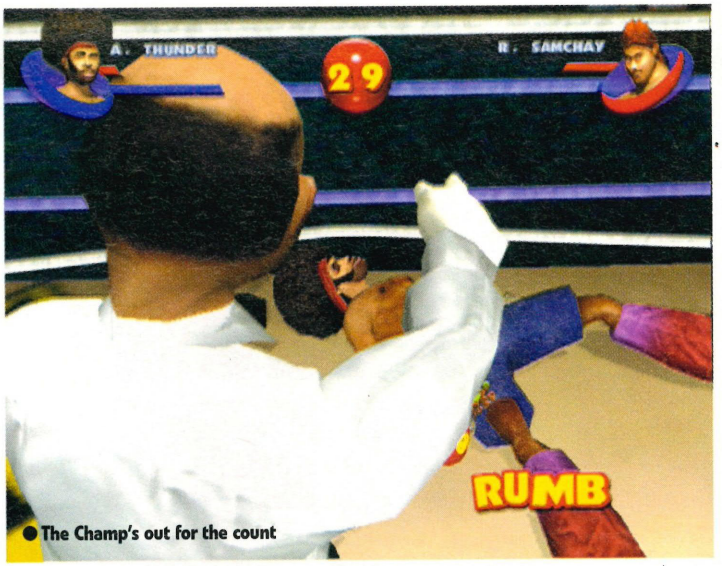




"Laaaaaaaadies and gentlemen..."



Boxer's eye view of KO



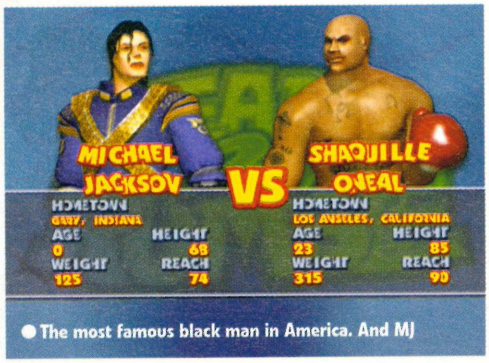
The Champ's out for the count

BE PREPARED

To fight for the title in R2R2 you'd better be prepared. Put your flabby pretender into the ring with a toned champ and you'll get the caning of your life. Work out in the gym beforehand and you'll improve your skills and condition before the big fight. The skipping tests your rhythm action skills just like Beat Mania, while the speedball training is all about your speed and reactions.



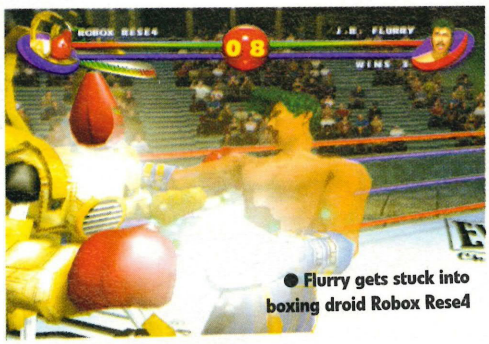
Thunder's rumble meter gets activated



The most famous black man in America. And MJ



Thunder aims a big left hand at the Rocket and misses by mile



Flurry gets stuck into boxing droid Robox Rese4



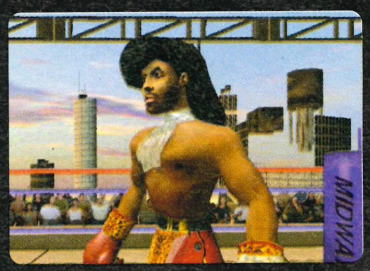
STABLE OF TERROR

Here's a look at some of the new fighters that'll be gracing the ring in Ready 2 Rumble: Round 2. Of course, you wouldn't see anyone like these guys stepping into a ring in real-life, but that's what makes this game so cool. Realistic boxing games are dull.



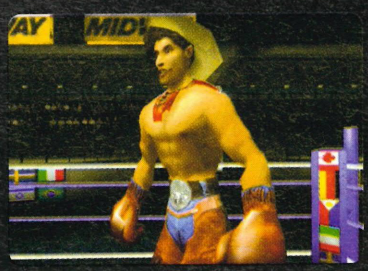
FREAK E DEKE

Nineteen years old and dresses like some geeky punk kid. He's quick, but his biceps are like knots in string



GC THUNDER

With that surname, you've got to guess he's related to the mighty Afro Thunder. Looks like an 80s Prince



WILD STUBBY CORLEY

Think Woody from Toy Story genespliced with Dolph Lundgren, and that's Corley. Very relaxed in the ring



ROBOX RESE4

It's a robot, but it's not a vicious ED-209 attack droid like you might want. He's basically a moving training tool

100 YEARS OF DEATH



IT'S YOU AGAINST A CENTURY'S WORTH OF BAD GUYS. SHOVE SOME ROUNDS IN THE CHAMBER AND GO ON A KILLING SPREE THROUGH TIME



TIMESPLITTERS

NOV PLAYSTATION 2 PS2

You're stood with your back to the wall in the tiniest of alleyways. Face lit white by the unrelenting muzzleflash from the main street, ears ringing from grenade explosions. You've taken a lot of damage, and you can hold all the ammo you' ve got left in the palm of one hand. You frantically shovel two more shells into the shotgun, take a keep breath, and roll back into the carnage on the main street.

Mutants are taking pot shots from every window. Zombies stagger towards you with their tommy guns blazing. Instinctively you dodge left and crack off a round, bursting a zombie's head wide open. All you can do is keep fighting. You could try hiding, but these crackshot killers will hunt you down and gut you like a rabbit. Welcome to the all-action, adrenaline fear-fest that is TimeSplitters.

It's basically a first person shooter, but one that strips away puzzles to concentrate on good old fashioned killing. Want to know how much they've stripped it down? Well you can't even open doors. Single player missions mean shooting your way into a level, picking up an object, and shooting the hell back out.

Thing is, it's difficult. More difficult than skinning Tarrant for the million 365 nights in a row. Poke even one eyebrow hair around a corner, and the deadshot baddies will blast it clean off. They don't miss a trick, and half of the time you've taken a body full of lead before you've even clocked where they're shooting you from. Sometimes they're so far off in the distance you'll struggle to see them. 'One man against the world' scenarios have been made unrealistically easy in games up to now. This is the real deal.

The plot's pretty outlandish though. You kick off in 1935 raiding an Egyptian tomb (how unusual for an Eidos game...) and keep jumping backwards and forwards through time. Start a shootout in the lobby of the Spaceport in the year 2035 and a voice comes over the tannoy and tells you off for trying to kill each other. Step out into 1970s Chinatown and all the bad guys wear flares.

It plays less like a Quake game, and more like a free-roaming Time Crisis. Even the behaviour of the bad guys – appear from behind box, pop a few shots off, disappear again – is just like Namco's classic blaster. The graphics look great and move smoothly, but the lack of gore is a little disappointing. But as good as the single player game is, it can't touch the multiplayer game for thrill-a-second action.

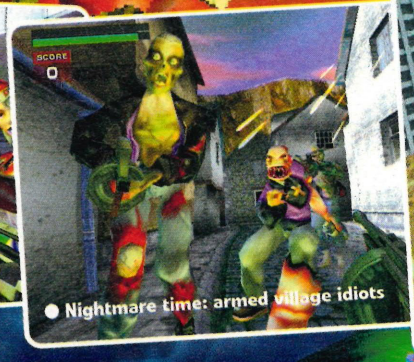
Up to four can go at it simultaneously, and the stripped-down shooter gameplay is ideally suited. It's just absolute carnage as you charge around blasting everything that moves, especially if you up the bodycount by chucking in a shed-load of bots as cannon fodder. Awesome reactions will see you run out the winner, as there's barely a second to break out the sniper rifle for a more precise kill.

Apart from a straight deathmatch option, you can also opt for a game of 'capture the bag' where you attempt to nick the enemies bag and cart it back to your place to score a point.





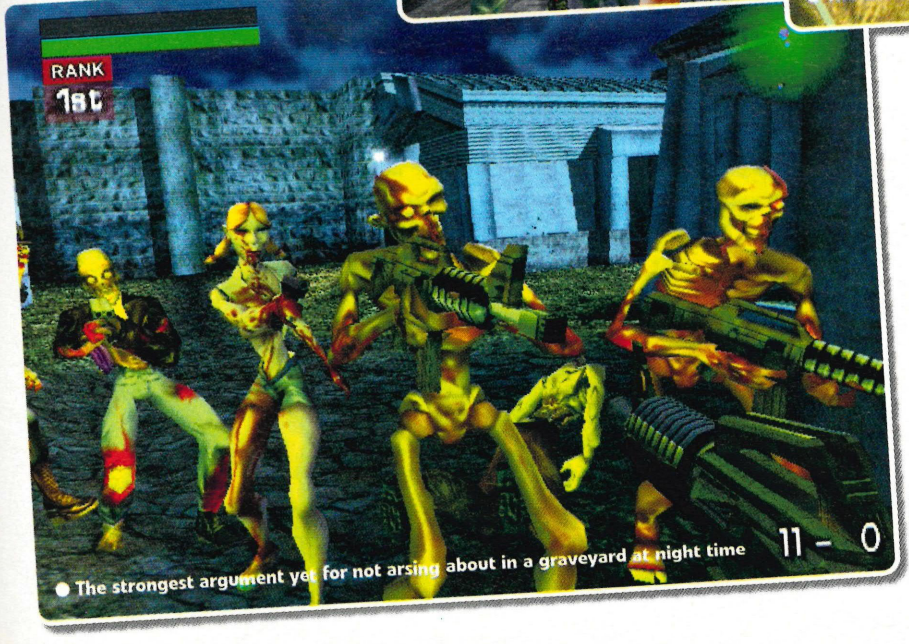
● Go kill crazy at the Space Port



● Nightmare time: armed village idiots



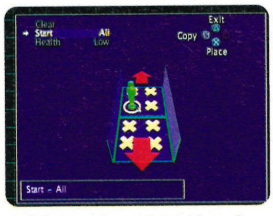
● The character types are extremely diverse. Check this motley crew



● The strongest argument yet for not arsing about in a graveyard at night time

ENTER MY WORLD OF PAIN

Level editor. Sounds like a lot of hassle, right? With TimeSplitters you can get a perfectly decent new level running in well under ten minutes. You specify rooms, stamp them down on a grid and link them together will corridors. The more anal among you might agonise over object placement and lighting, but you don't really need to. Your death chamber can have up to eight floors, so the scope is there for some beautifully blood-soaked creations.



▲ Select a piece of corridor, place objects and enemies on the Xs



▲ Then get out and test it. Kill those scabby-skinned pigs

Metal Gear Solid?









Solid Metal Gear!

From Slipknot to Blink 182, from Marilyn Manson to Korn, Kerrang! magazine brings you the hottest news, sharpest reviews and features with a big access-all-areas stamp. We like to think it's the ultimate guide to metal and alternative rock.

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KILL THAT PAD

ESPN INTERNATIONAL TRACK AND FIELD

Look at the X and O buttons on your new PS2 pad. Destroy them

NOV PLAYSTATION 2 PS2

A serial killer continues to stalk the joypads on the world into the next generation. The controller graveyard is full of casualties, and most of them have been put there by the various Track and Field games. PlayStation 2 has the most sensitive and precise pad in history, and PS2 Track and Field is going to hurt it.

The 100m remains an unsophisticated affair. Smash ✕ and ◉ until you arm falls off. Our wrist action is pretty tasty thanks to years of mastur... masterfully playing athletics games. But we struggled to make the podium. T&F is back, but it's harder than ever before.

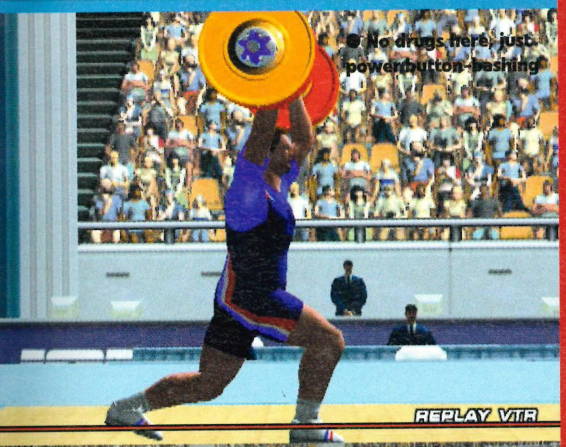
Some of the events need a bit of panache too: rhythmic gymnastics plays like Beat Mania and even supports a dance mat. Skeet shooting tests your Quake skills to the max and winning on the parallel bars involves busting out Dpad twists like you're doing special moves in Tekken.

Swimming was always the killer in Track and Field, and many brave gamers never recovered fully after that painful minute of button bashing. Mercifully, this time the presses are about rhythm rather than pace. Long jump is the same 'bash buttons then get the perfect take-off angle' as before, but javelin has been reworked. Keep the javelin at the correct angle as you run by tapping down, then press up to chuck it as close to the line as possible. OK, it doesn't exactly make it harder but at least it's a change from before.

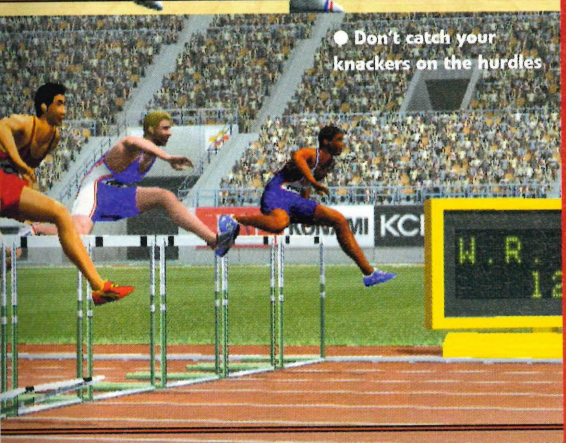
Other events include the 110m hurdles (bash, bash, jump), pole vault and weightlifting. None of events really make PS2 Track and Field any more sophisticated than the PS games that came before, but the graphics are obviously nicer. And even though it's the same concept, it's still awesome fun, especially in multiplayer. You and a sofa-full of mates screaming as your fingers blister during the 100m is always a beautiful, beautiful thing.



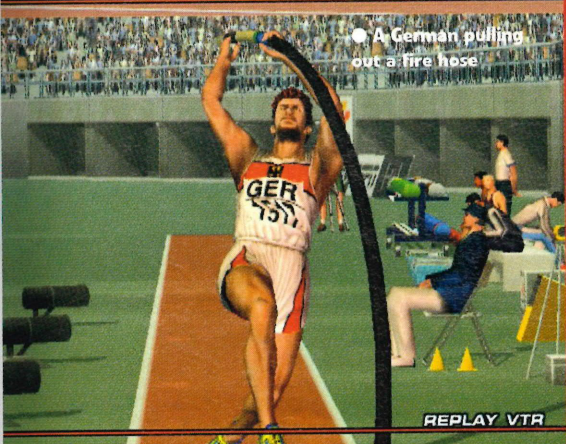
● Stroke that pad and the ladies paddle



● No drugs here, just power-button-bashing



● Don't catch your knackers on the hurdles



● A German pulling out a fire hose



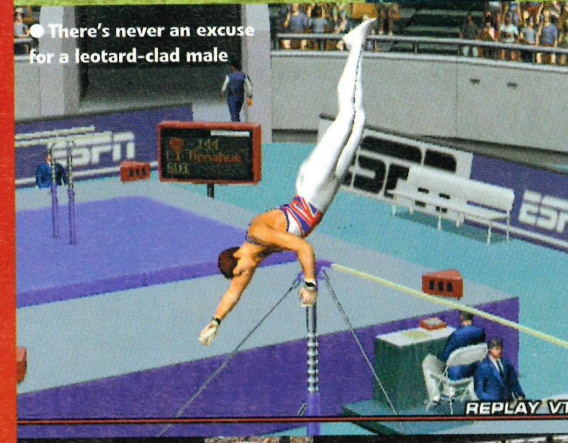
● Alright geezer, don't get too excited



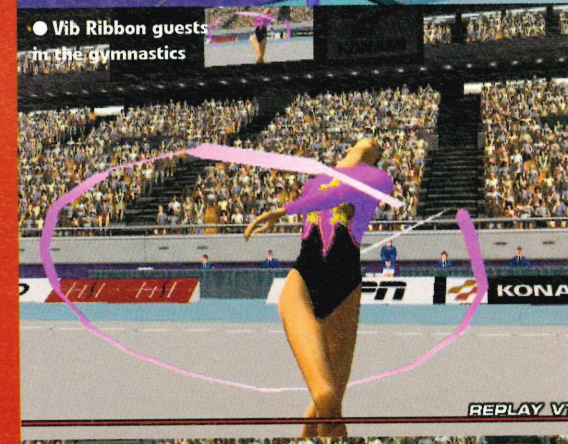
● We admit it: the crowd's a bit rank



● Trap shooting: you're guaranteed a pull



● There's never an excuse for a leotard-clad male



● Vib Ribbon guests in the gymnastics



● Dancing Stage goes to the Olympics



● How dare you stare at my pistols!

● Combat outfit Lara looks very sleek

IT'S O

● Stealth is far more important now

● Lara + Catsuit = hubba hubba!



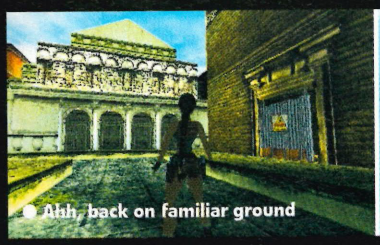
● Bet you never knew that Lara is a secret fan of Benny from Crossroads

SHE'S FELINE GOOD

Lara's trademark shorts and tight vest top have obviously seen better days, because rather than risk them for all four adventures, she's got a couple of new outfits to slip into. The SAS camouflage gear is one seen in earlier shots, but she also has a slinky new Matrix-style catsuit, complete with headset. We look forward to seeing the real-life Lara in that one!



● The guy in yellow is Zip, Lara's pal



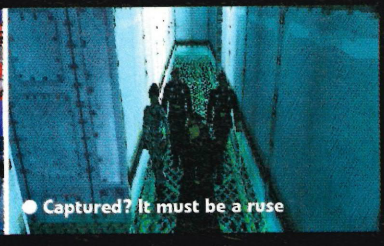
● Ahh, back on familiar ground



● If you were that guy, you'd run



● Ve must detonate ze bomb ya!



● Captured? It must be a ruse

HRONIC LES

HOT NEW SCREENS OF LARA'S RETURN FROM THE GRAVEYARD

TOMB RAIDER CHRONICLES

DEC PLAYSTATION PS1

The debate about whether she is or isn't dead will rage on, but until the PS2 Tomb Raider comes along, nobody will know for certain. So in the meantime, let's unite and rejoice about everything that's good about Lara in her fifth game, Tomb Raider Chronicles.

As you should be aware by now, this particular Lara game is slightly different to the others. It tells the tale of four of Lara's exploits from years gone by. The four adventures are set in completely different locations and each throws up a variety of styles to give you something a little different from jumping, hanging, shooting, crawling and a bit of pulling levers. One stage is set in Rome, another on a German U-Boat, the next on an Irish island and the last is a hi-tech office block.

Lara isn't on her tod for these missions either as new characters are introduced. Zip is one such geezer who guides Lara throughout the Tower Block stage. This adds something completely new for a Tomb Raider game – constant character interaction, and that's the best way to sum up the general feel of Chronicles. It's not an entirely new game, because you'll not notice any major differences over the previous four, but after playing through the first few stages, it becomes clear it's these slight gameplay enhancement which give the gameplay a new feel.

Stealth and cunning are just as much of an objective as sprinting in and blasting the crap out of a few evil minions out to get her. But, needless to say, Lara will rattle through the ammo during her endless questing.

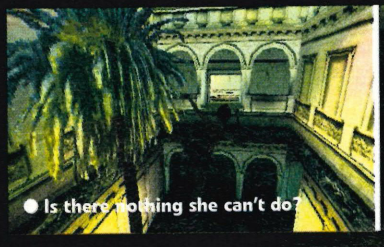
Chronicles is already shaping up to be an excellent finale to the PlayStation Tomb Raider series, and also proves as a teaser for Lara on PS2. We'll have extensive coverage next month on Lara's PS send-off – make sure you tune in and don't miss out.



● Patrick Moore's surprise appearance shocked us all

THE AI'S HAVE IT

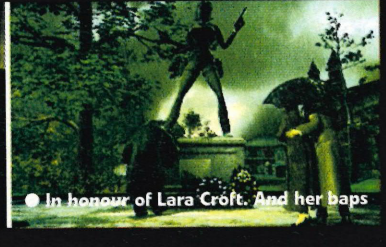
One overhauled feature unique to Tomb Raider Chronicles is the improved artificial intelligence of enemy characters. They no longer stand around as you unload rounds into them, and will react in different ways depending on how the battle unfolds. For a start the bad guys (and girls – there's no sexism on this mag) react to sound and will stay behind cover unless they can't get a clear shot in. And if that's not enough, Lara can sneak up behind enemies and bosh them with a cosh. Sweet as.



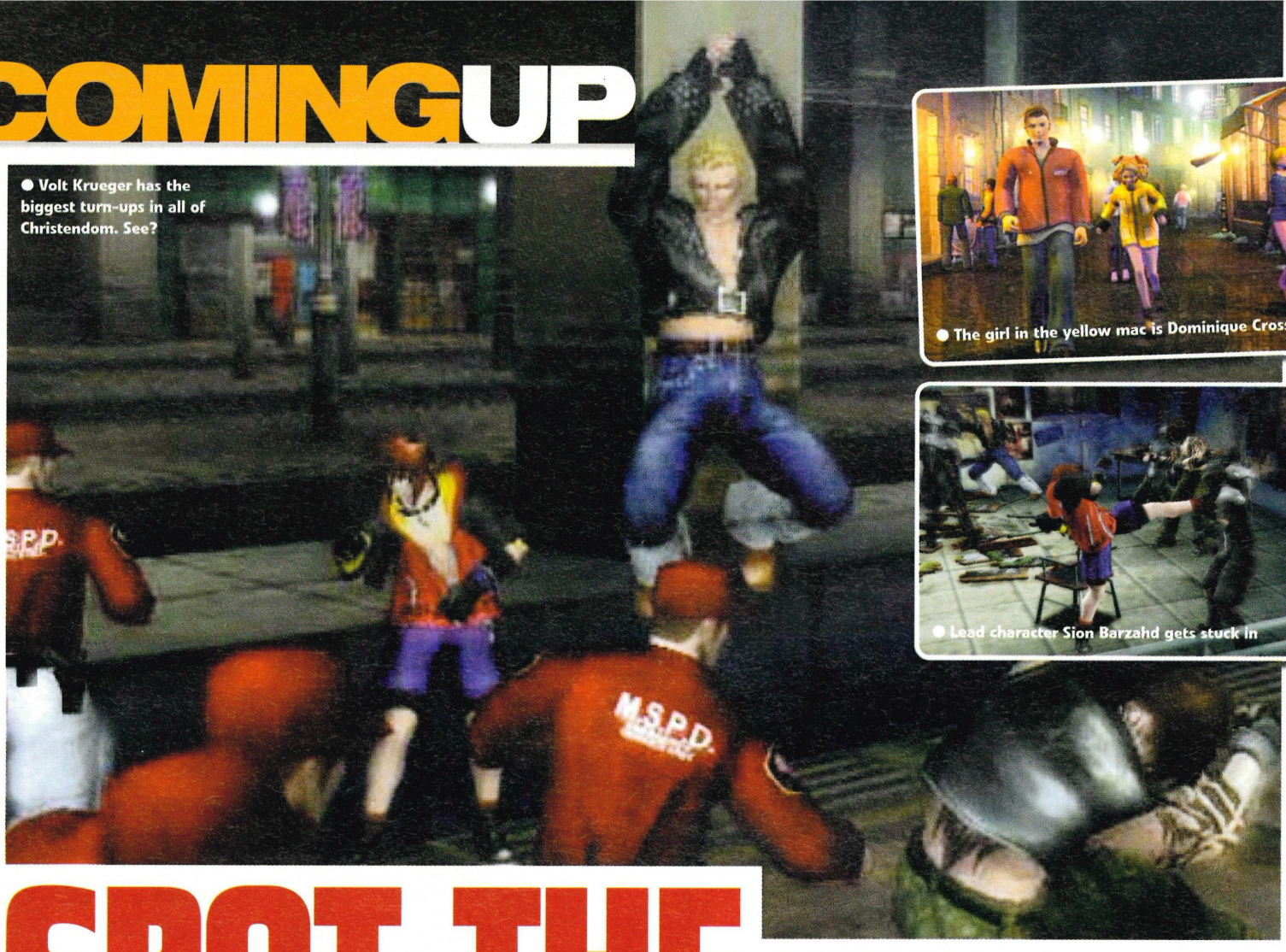
● Is there nothing she can't do?



● 'What time is the kick off?'



● In honour of Lara Croft. And her baps



● Volt Krueger has the biggest turn-ups in all of Christendom. See?



● The girl in the yellow mac is Dominique Cross



● Lead character Sion Barzahd gets stuck in

SPOT THE BRAWL

THE BOUNCER

APR PLAYSTATION 2 PS2

They spilled your pint. And yes, every single one of them is looking at your bird. It's time for a ruckus

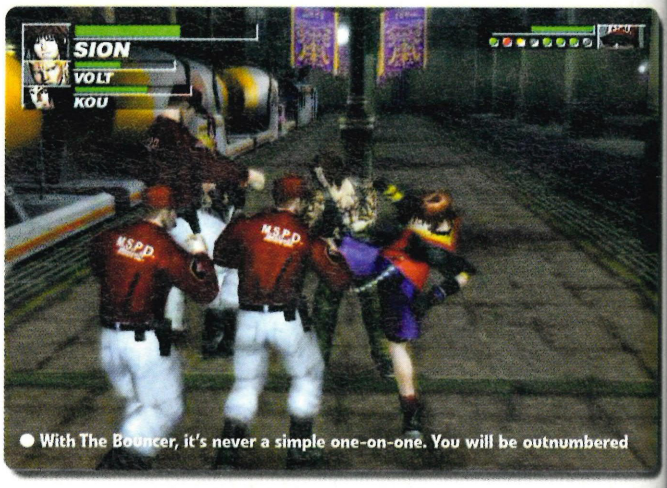
When a fight kicks off in a club, it's very rarely one-on-one. Get ready for a proper gang brawl when The Bouncer rocks PS2 next year.

If your nightclub visits number more than ten, you will have certainly come across the rare sub-species of humanity called Twat Bouncer. You know, the guy who thinks he's king of the world, and won't let you into 'his' club because you're wearing the wrong kind of shoes.

We'd assumed up until now that Squaresoft's upcoming PS2 opus The Bouncer wasn't actually about these kind of people, and that it was some confusion in translation from the Japanese. But while we still don't know the specifics, the game's lead characters are doormen for the Bar FATE club that features in the game.

Square are touting it as an 'interactive movie', but the screens we've tracked down make it look like an awesome 3D Final Fight, with some of the most jaw dropping graphics ever seen on home screens. Don't bet on the combat being basic and underdeveloped though: the developers have a clutch of proper fighters to their name, including the fully 3D Tobal series and Ehrgeiz.

Best estimate for release at the moment is next April, so check out these images in the meantime.. Square rarely disappoint.



● With The Bouncer, it's never a simple one-on-one. You will be outnumbered



● Inside the mysterious Bar FATE. Plenty of objects to grab and use as weapons

WILD THING

WILD WILD RACING

NOV PLAYSTATION 2 PS2

Supercharged slidiness in a world of mud. Nail that throttle

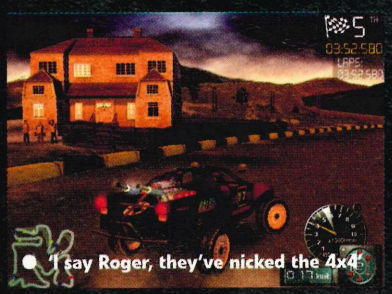
PlayStation racing can get pretty wild at times. Sometimes you over brake, and end up going really slowly round a corner. Sometimes you go so fast it really feels like you're sitting in front of TV holding the X button down. But this PS2 racers's wilder than all that: it's Wild Wild.



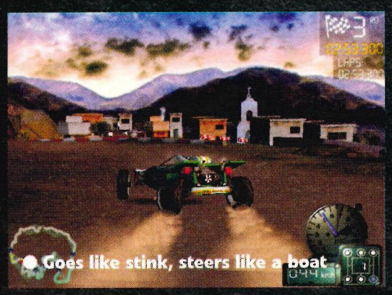
● Barrel jumping: popular with boy racers

Forget saucy sports cars on flat soulless stretches of tarmac. Wild Wild Racing is all about nailing a shell of a buggy around in the mud until its engine glows white hot. Jam on the the anchors, and wheels lock sending the car flying sideways. If you thought your McRae skills made you the lord of mud-plugging, prepare to go back to school. You're not that good.

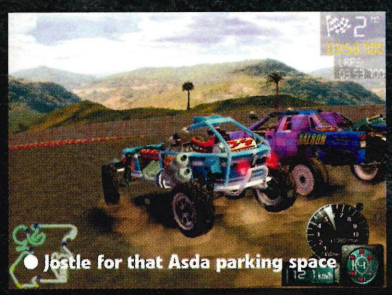
The physics on show here are savagely realistic: pedal-to-the-metal boy racers can expect regular meetings with crash barriers all over the world, from India to Iceland. The vehicles drive like super-charged radio controlled cars, and the courses look amazing. It could be just the squirt of originality in the racing department that PS2 is crying out for.



● I say Roger, they've nicked the 4x4



● Goes like stink, steers like a boat



● Jostle for that Asda parking space



● One-on-one Wild Wild style



● Each snowflake should be different. We'll be checking

GANG WARFARE

DYNASTY WARRIORS

NOV PLAYSTATION 2 PS2

Uncomplicated head-cracking fun on a truly epic scale. Three-figure bodycounts

Are you sick of fighting one character at a time? Do you dream of spying a whole army regiment on a hill, and sprinting over to smack the hell out of them. All of them. At the same time. Thirty men stood there with dirty great swords, and you wading through them with your mighty axe of death.



● Kill loads of people without remorse

Running battles on that sort of scale just aren't possible on PS. Your faithful grey gamebox crashes at the very thought of it.

Harnessing the power of PS2, Dynasty Warriors 2 splashes these kind of epic rucks all over your home screen. You run your general around massive sprawling battlefields looking for some trouble in feudal China. And when you find trouble, you



● He called your mum fat. 'Right!'

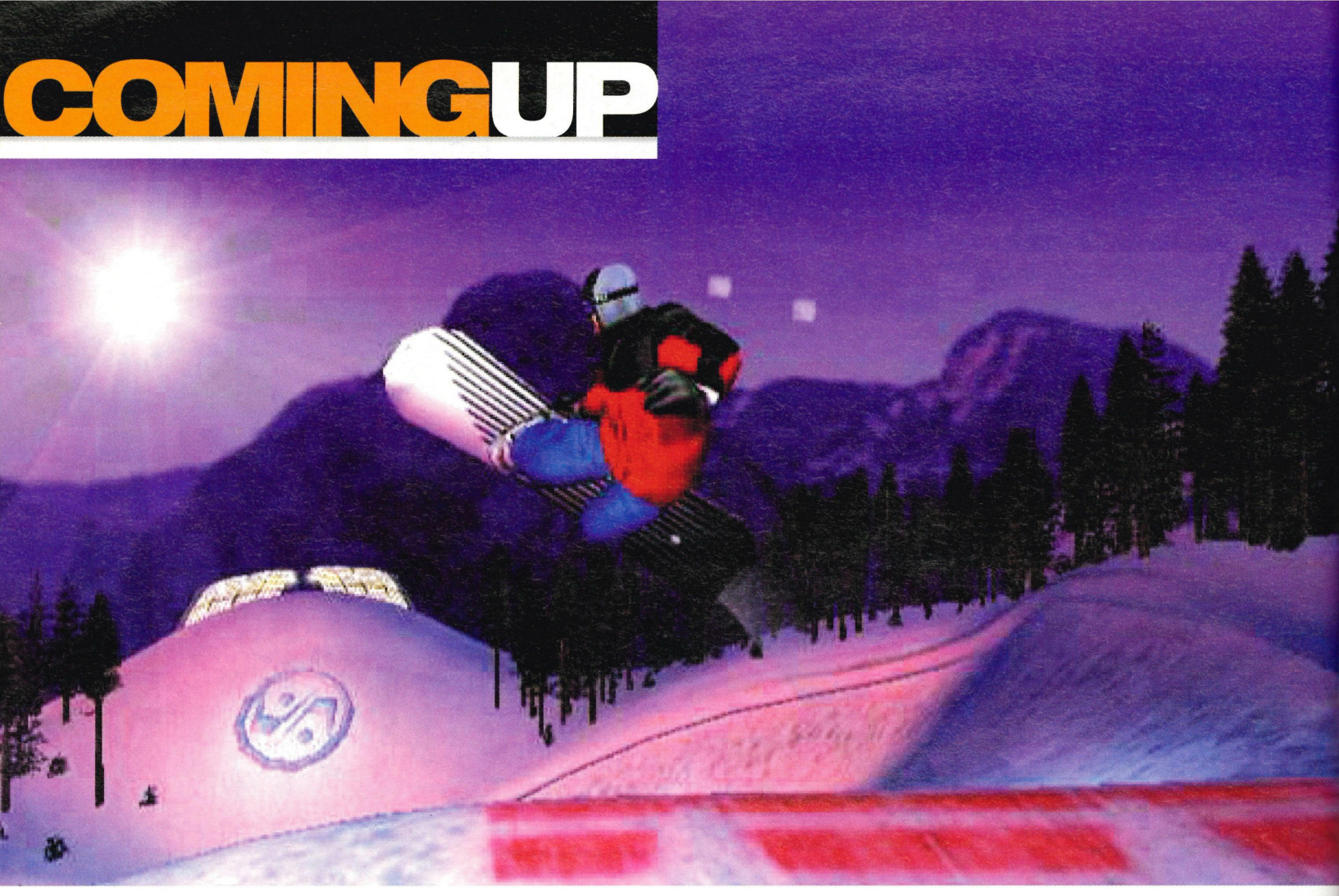


● He will win this scrap very easily



really find it. We're talking armies of soldiers with sharp swords and insatiable blood lust. Get stuck and crack some heads, your army will follow you in as reinforcements shortly after.

The fights are an awesome visual spectacle, but often boil down to simply hammering a single attack button. Each character's got special moves they pick up as the game develops, and judging by the code we played it's a good laugh at least for a short session.



ICE ICE BABY

KEEP YOURSELF WARM BY SNOWBOARDING THROUGH HAWAII

SNOWBOARD SUPERCROSS

NOV PLAYSTATION 2 PS2

A Wipeout game isn't due out on PS2 until 2001. But these icy snowboard slopes are the next best thing in the meantime. Forget about the clumsy, sluggish snowboard games of old: this is speed of sound racing that tests your reactions to a booming dance soundtrack. Kick off against seven other competitors at the top of a massive mountain, and punch, trick and flip down to the bottom of the hill before they do.

Many factors set this apart from any other game that's ever invited you to slide down a big icy hill. You expect a PS2 game to look fantastic, but Snowboard Supercross really takes things to a new visual level. Every course feels so much bigger than the parts you get to board on, and when you're hustling down that hill, scenery flies past your eyes faster than if you were strapped to the bonnet of Schumacher's Ferrari.

And the scenery isn't just trees and snow either: that would be far too easy. In fact, only one of the courses is anything like you'd expect a snowboard course to be like. For the most part, new ground is broken with the same regularity that Terrance and Phillip break wind. New York City is unlikely to ever be buried in a epic avalanche, but in SSX that's exactly what happens. Streets that were once the stomping ground of yellow cabs and gun-toting hoods become your kingdom.

Hawaii isn't off the hook either. The sunny paradise suddenly re-enters the ice age to give you a bright, picturesque extreme sports playground. Tokyo gets its own indoor arena, with flippers and bumpers that jump out of the ice like a giant pinball table. That alone is another reason SSX rocks the house, but the biggest reason of all is the freedom you get when you're out there on the slopes.

Forget being fenced in on a narrow path down the hill. SSX lets you go wherever there is snow. If you like the look of white stuff far off the side of the beaten track, off you go. You might even find it's quicker than taking the proper route. There are more shortcuts here than an army barber shop: and the best ones require leaps of faith off massive cliffs.

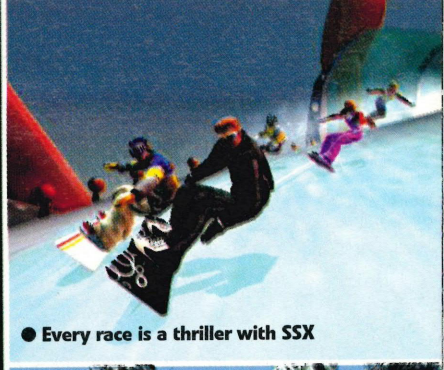
In New York the best shortcuts involve jumping through skyscraper windows, sliding through someone's office – trashing chairs and desks as you go – before emerging through the back window. But flair like this isn't just in there so you can showboat when the boys come round, it's necessary for you to stand any chance at all of winning.

Every ollie, every spin and every crowd-pleasing trick builds a special meter to give you a extra hit of speed when you need it most. Air is everything, and the cautious player will be choking on white spray as the competition blitzes him into last place.

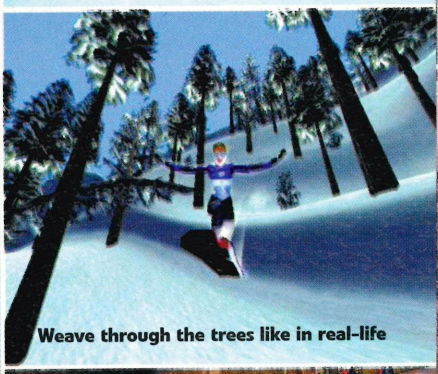
In two player split screen, we expected the game to choke a little at having to throw twice as much snowy geometry around. It didn't. In fact, the only problem was that having half a screen to play on made it even harder to cope with the ballistic pace of the game. You're not restricted to having just two riders on the course when you play versus mode either: a full field is in place to give you a few extra bodies to chase.



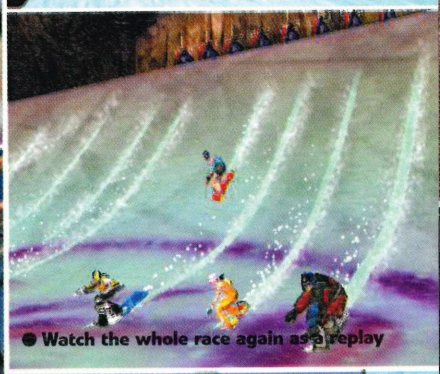
● Details spot-on right down to shades



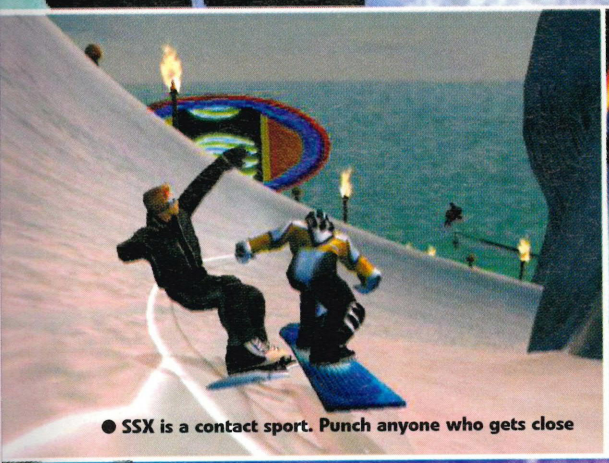
● Every race is a thriller with SSX



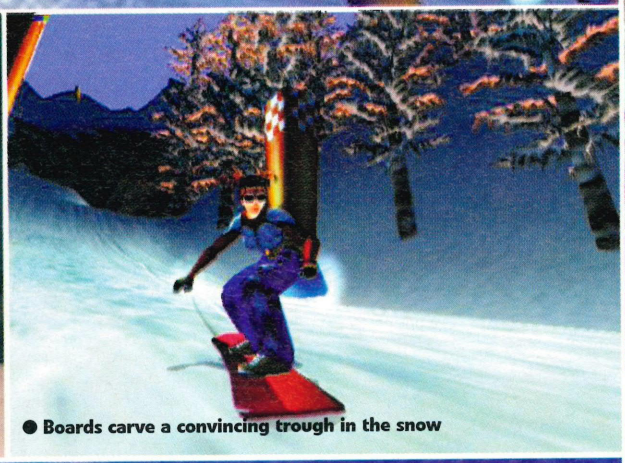
Weave through the trees like in real-life



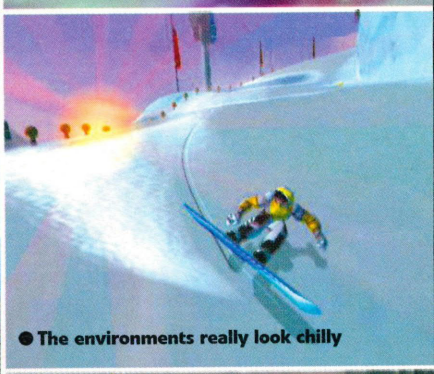
● Watch the whole race again as a replay



● SSX is a contact sport. Punch anyone who gets close



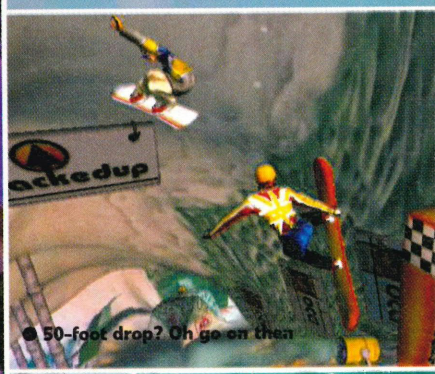
● Boards carve a convincing trough in the snow



● The environments really look chilly



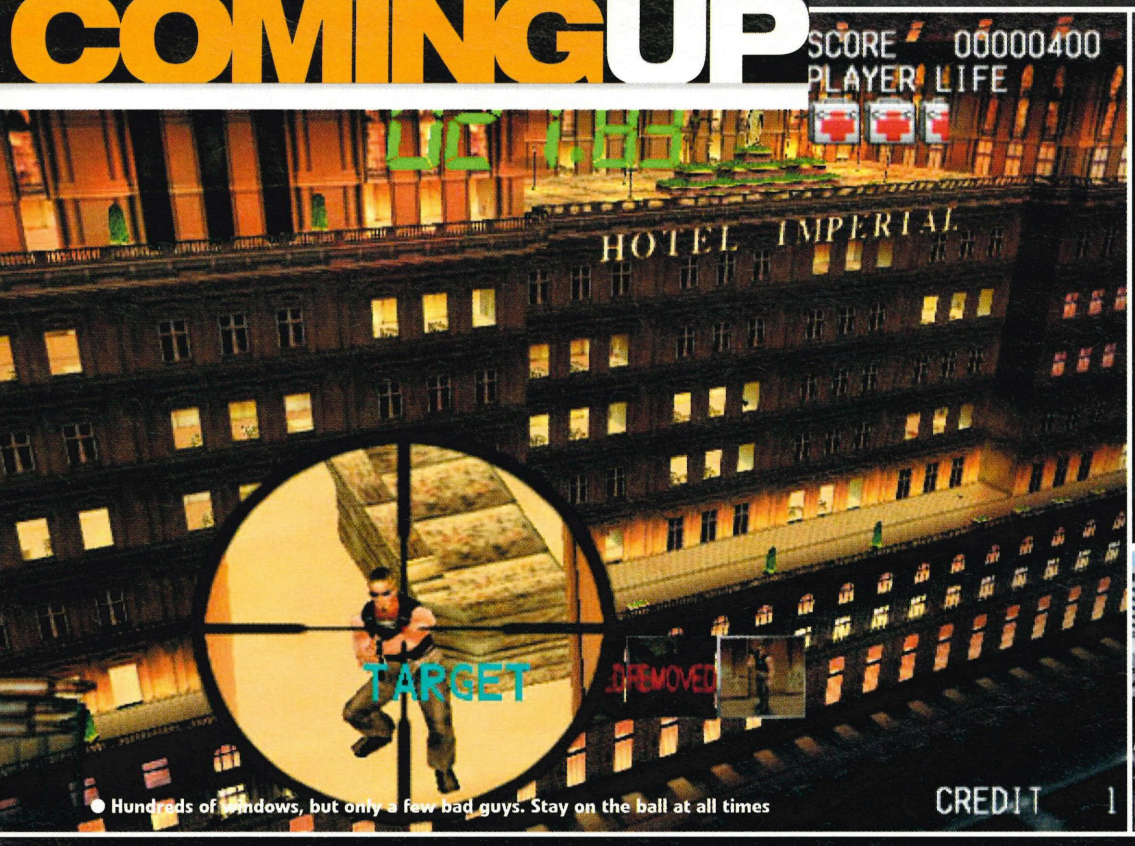
● The only way is down. You might as well risk life and limb to take a shortcut



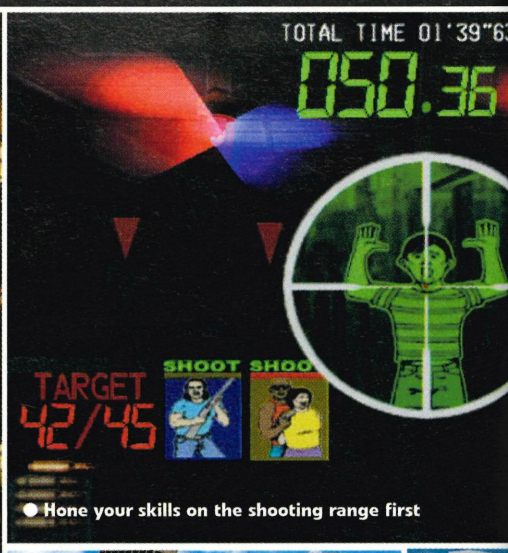
● 50-foot drop? Oh go on then



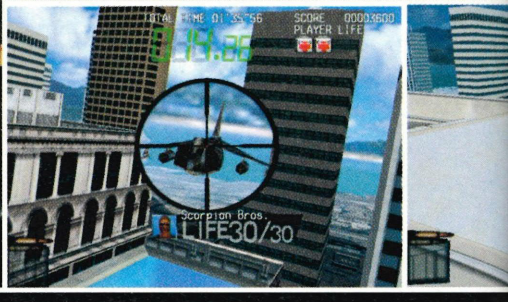
● Stunt off the big ramps to gain speed



● Hundreds of windows, but only a few bad guys. Stay on the ball at all times



● Hone your skills on the shooting range first



SILENT BUT

STEP INTO THE SHOES OF A MASTER SNIPER AND SHOOT HUNDREDS



SILENT SCOPE

All that's between you and the eight tons of angry articulated lorry hurtling towards you is the sniper rifle you've got pressed against your shoulder. Through the telescopic sight you can clearly see an insane terrorist at the wheel, and he wants you dead. You've only got seconds before the truck hits. You squeeze the trigger and a bullet shatters the windscreen.

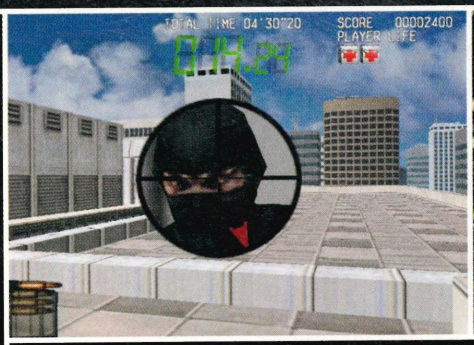
As the truck swerves left and right, the terrorist's head sways in and out of your crosshair. You calmly squeeze the trigger again, his head rocks back as the shell rips through, and the lorry swerves, rolls over and explodes. Just one of the amazing situations you'll have to survive as you battle to save the president and his family as a crack sniper in Silent Scope.

You might have played this game in the arcades, but this is how it works. Clear screenfulls of bad guys within a time limit to advance through the story. You move a sniper crosshair around the screen, zooming in and out to pick off distant enemies before they shoot you full of holes. The sniping gameplay is awesomely tense and compelling, and the locations are utter genius.

Imagine being holed up opposite a massive hotel at night. Rows and rows of lit windows, and you frantically scanning every one repeatedly so you can pop a cap in any terrorist face that appears. Be sure before you shoot though – most of those rooms contain innocent people. Or how about stalking though a forest at night, tracking enemies by their torchlight, and lining up that deadly shot using nightvision goggles?

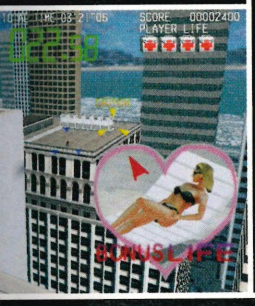
There are also super-hard boss characters to despatch, most of whom can be put on their arse permanently with a head shot. Thing is, they won't just stand still and be shot. One is flying at you in a jet, and you're taking pot shots from a shaky helicopter. Another has the president's daughter over his shoulder as he runs across a densely-populated

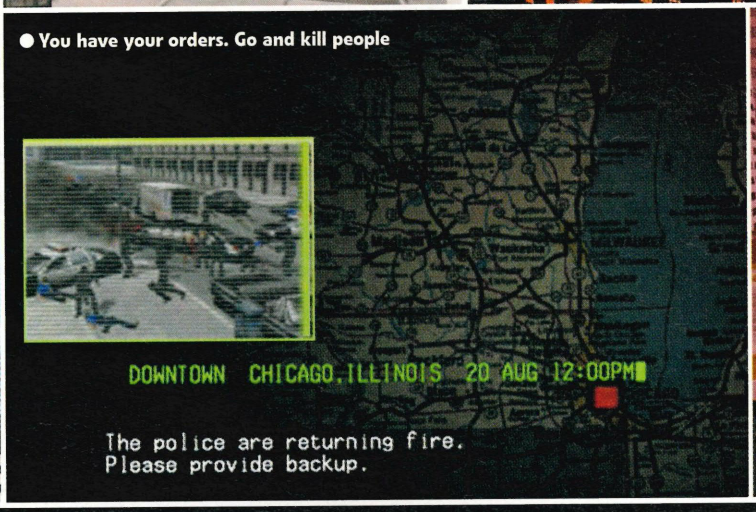








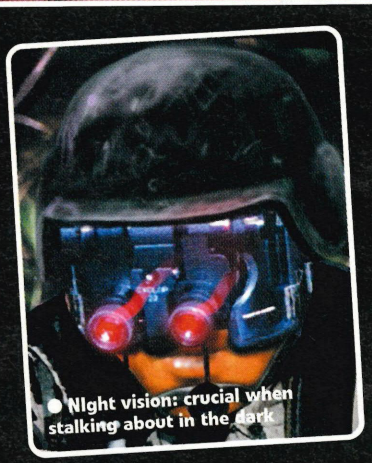






VIOLENT

OF TERRORISTS RIGHT BETWEEN THE EYES

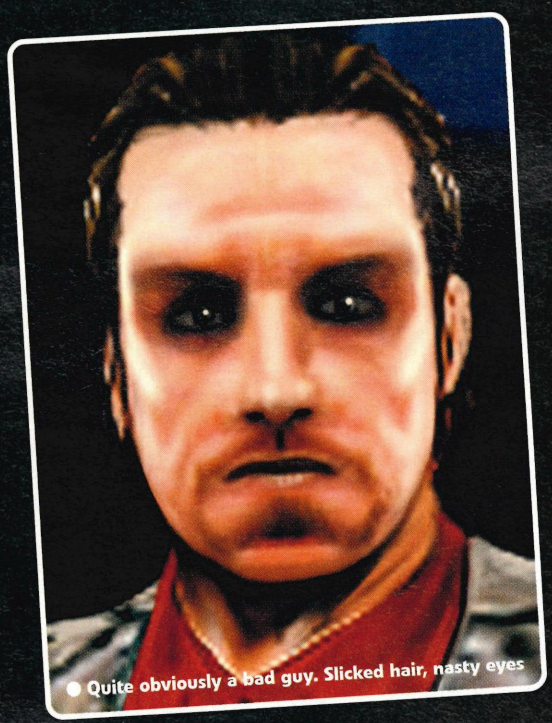

● Night vision: crucial when stalking about in the dark

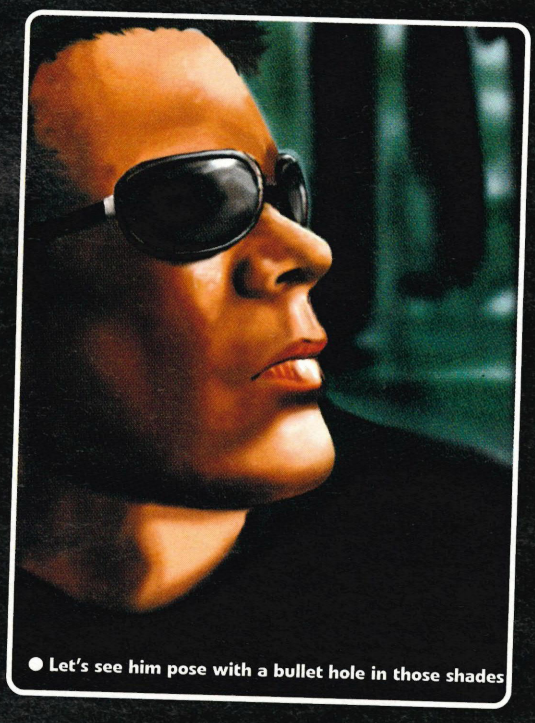
NOV
PLAYSTATION 2
PS2

American football stadium. Shoot and miss, and it's the Prez's little girl who'll get a fatal hole in the head.

Line up a cheerleader in your sniper sight, and you get to have a good perve at them. Better still, you actually regain health for each babe you scope out. This is a game that involves a whole lot of killing and checking out fit women. Probably safe to assume it's one for the lads. And violent lesbians.

Of course for all the good bits, there's a downside. Silent Scope is amazing fun while it lasts, but being an arcade conversion the main story doesn't take long to crack through. But the PS2 version will add in a whole load of extras like target shooting, and a whole new game mode. We hope it's enough to give Silent Scope the longevity to make it an essential purchase. We'll know for sure when we do the full review next month. Fingers crossed, all you budding killers.


● Quite obviously a bad guy. Slicked hair, nasty eyes


● Let's see him pose with a bullet hole in those shades



OUT NOW

WITH FREE 15-TRACK CD

SOLID GOLD

MGS 2: SONS OF LIBERTY

2001 PLAYSTATION 2

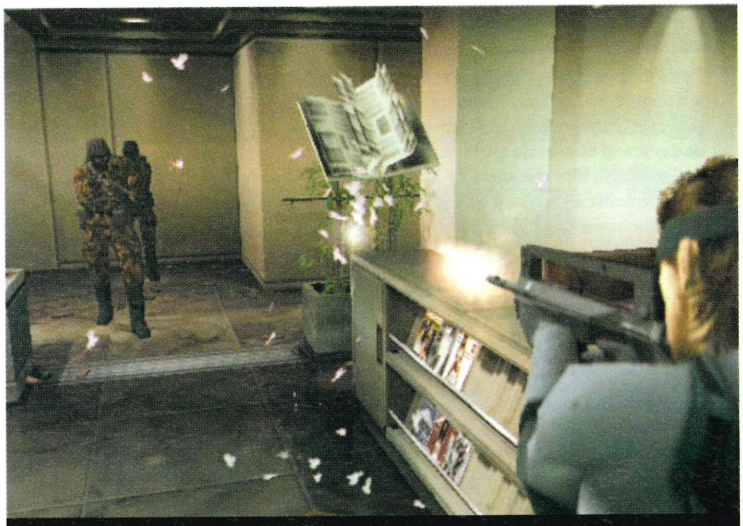
Hot new shots of the game that looks good enough to have been made by Jesus

Metal Gear 2 is probably the most eagerly awaited videogame in history. If you haven't already made yourself a Metal Gear Countdown Calendar out of a Frosties box, then you're not hardcore enough. You're unworthy of this awesome game.

Guess what? We've blagged a load of new shots for you to perve at. Stroke the page. Feel the quality. We've mentioned before how interactive the new world of Metal Gear is, but these shots illustrate our point better than ever. As Snake fires a few rounds off through the newspaper it shreds, and when his bullets upset a sugar container, the lid spins off and sugar cubes fly out everywhere.

Better still, it's looking like the superior drawing power of PS2 is allowing vast numbers of enemies on screen at any one time. The original PS game had you fighting a maximum of three guys at any one time, but this time out Snake's up against entire platoons of troops.

We've also heard that one of the levels in set in New York, and culminates in a shootout on top of the Statue of Liberty. If any one has blueprints for a time machine, please send them in. The twelve-month wait for this classic is going to feel like forever. Hurry up guys.



● Look at the newspaper shredding as the bullets rip through! Yes, we're that sad



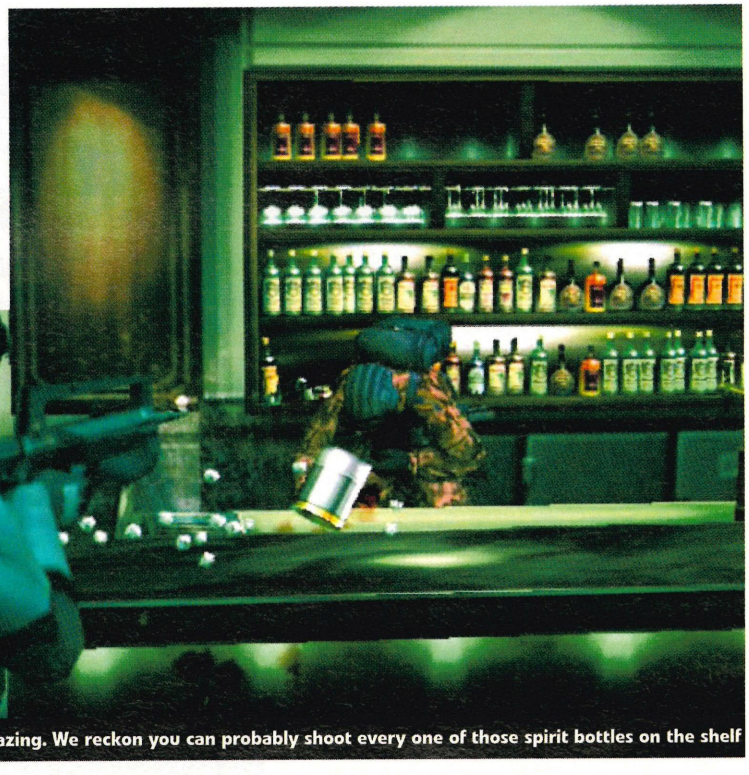
● Snake's mission to find the world's largest polo mint was almost over



● This bitch needs some hot lead



● Use the dead guy as cover. Mint



● The detail is just amazing. We reckon you can probably shoot every one of those spirit bottles on the shelf



▲ When stealth fails, just roll out of your cover and treat the bad guys to a few rounds of machine gun fire

TIME TO SEE A GP

MOTO GP

DEC
PLAYSTATION 2
PS2

Want to feel a throbbing machine between your legs?

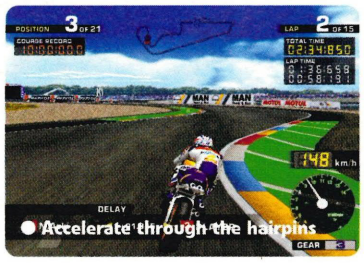
If you've ever been on the back of a decent bike, or indeed have ridden one yourself, then you'll understand the basic thrill you get from a machine like the ones in Moto GP. Once you hit that open stretch of road, really open the bike up and feel the lurch as it motors through the gears you find yourself holding on for dear life. Which is an immense feeling. Now we've had the pleasure of playing Moto GP, it's safe to say that same excitement creeps back once that straight appears in front of you.

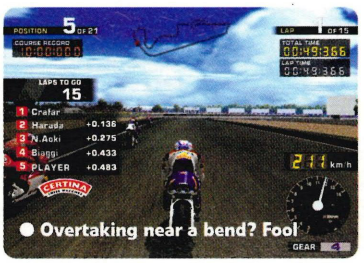
As you can see from the pics, Moto GP is already looking very tasty indeed. There are five official licensed tracks from the FIM Road Racing World Championship, Suzuka and Donnington being the most recognisable of the bunch. The real riders are also included but though you do get the chance to slip into the shoes of Mick Doohan, sadly you can't play as Foggy. Despite having five different game modes to pick from, the real challenge comes when you have to find the perfect speed to take the corners at. While the temptation is there to attempt everything at breakneck speeds, the reality sees you ploughing into tyre wall after tyre wall as the speed gets the better of you. The sumptuous replay mode will then let you watch all of your best stacks in slow motion and from all the camera angles you could want.

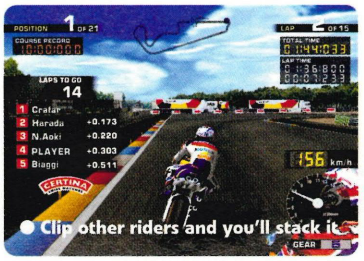
It's not going to be in time for the November launch, but we've been assured that Namco's racer will be in the shops before Christmas so we'll have much more next month.

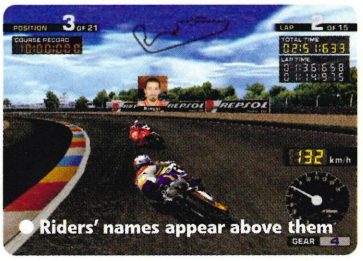


● Detail on the riders is excellent


● Accelerate through the hairpins


● Overtaking near a bend? Fool


● Clip other riders and you'll stack it


● Riders' names appear above them

THE GARDEN OF EDEN

PROJECT EDEN

2001
PLAYSTATION 2
PS2

Don't be fooled by the name – this Eden is a playground of nastiness

When the people who programmed the original Tomb Raider announce a new game, you sit up and take notice. Which is why when we were shown an early version of Project Eden, we paid special attention.

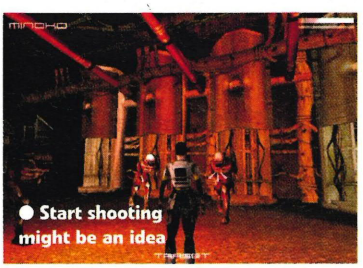
You control a team of agents from the Urban Protection Agency. The world in which the game is set is incredibly overpopulated and there's no room for new buildings so people build upwards rather than outwards. And those that live at the bottom of these huge high-rise cities are the scumbags of society – imagine Scunthorpe with loads of skyscrapers and you're there. After things start going wrong in these no-go areas, the UPA sends in it's four best members to kick butt, and so the game begins.

You can switch between the characters at any time, depending on which characters specific abilities you need at that point and flick between first and third person view at any time.


● The Mini Me cam didn't impress everyone


● Low views make everyone look like bean poles


● You can also send out small cameras to scout areas


● Start shooting might be an idea

KING OF THE RING

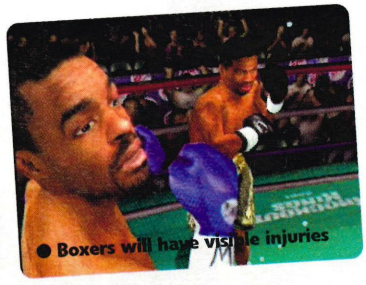
DEC PLAYSTATION 2 PS2

KNOCKOUT KINGS 2001

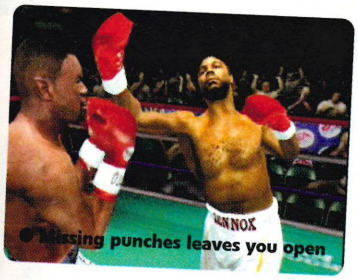
Lamp Lennox or batter Bowe – and live to tell the tale

Audley Harrison. Before the Olympics, nobody had heard of him, but now Britain has a new boxing superstar. And anyone who witnessed his awesome uppercuts will know that seeing one of those come hurtling towards you would not be nice at all. Which is why you can take the easy option and box without any risk of injury by using your PS2. When you get one.

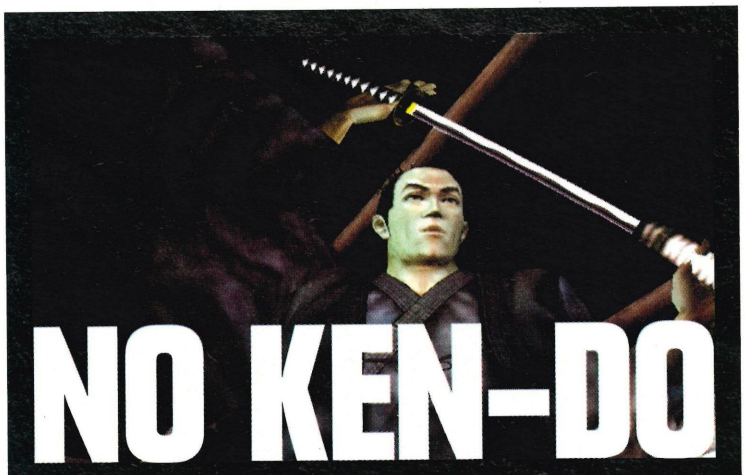
Knockout Kings 2000 is one of the better boxing games on PlayStation so this upgrade should deliver all of the goods. When you dish out or take a beating, the facial detail on the boxers will be a realistic as is possible. Boxers will cut, bruise, get swelling and generally look like they've actually been on the end of a fearsome battering. All of the great boxers from over the years are playable and even real life referees will watch over the bouts too. Most importantly though will be the increased response time so the instant you press a button on the pad, the boxers swing at their opponents.



● Boxers will have visible injuries



● Missing punches leaves you open



NO KEN-DO

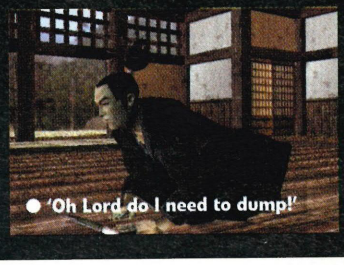
DEC 2001 PLAYSTATION 2 PS2

KENDO

Swords at the ready? Then let's begin

Remember Bushido Blade? The free roaming fighting game featuring samurais, swords and some super tough battle sequences. Didn't think so. But the point is, the critically acclaimed series is getting a third title on PS2 later next year – and we've got some pictures for you!

Initial details are sketchy, but we do know that you'll be able to indulge in some more RPG style elements by developing your characters abilities and stats. This will mean you can plug any potential weaknesses in the swords-men yourself, but the emphasis is still very much on the location of your attacks. Slash an enemy in the leg and they'll have to limp, carve a great chunk off their arm and it'll be useless. But body shots (through the heart being especially effective) or straight out head stabs will result in almost instant death. It's got a two-player mode so hacking mates to pieces is another feather in Kendo's cap. The new career style mode also has a lot of potential. Depending on your performances in battle you'll earn respect and honour – which could throw up the possibility of becoming universally hated for being really shifty in fights.



● 'Oh Lord do I need to dump!'

GRAD TO BE HERE

NOV PLAYSTATION 2 PS2

GRADIUS 3 AND 4

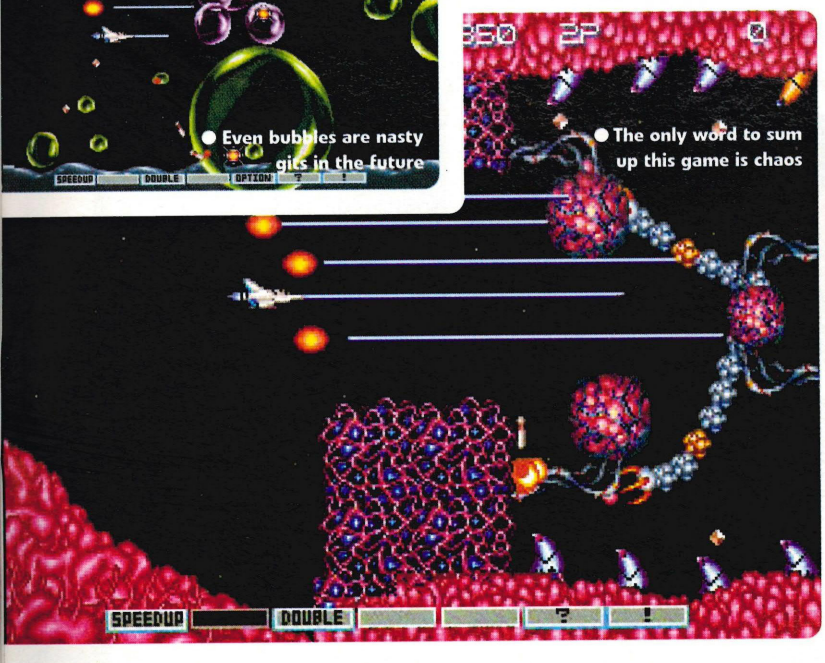
Fancy taking a trip back to the old days? Thought so

It's not all flashy 3D graphics and extravagant effects. In fact, it's quite the opposite with this PS2 launch title from Konami. For a start you get two games for the price of one – and both of them happen to be the from most playable shooting game series from the golden age of video games. This is Gradius.

Looking at these pictures will tell you that Konami aren't going for the razzle-dazzle gamer who just wants a PS2 as a social kudos thing. Oh no. Gradius is pure and simple gameplay for the hardcore. You control a space ship and blowing the crap out of everything is the basic idea That's not to say, though, that this is some kind of a walk in the park as this style of game has become synonymous with rip-your-hair-out difficulty settings. We'll have the full review next issue.



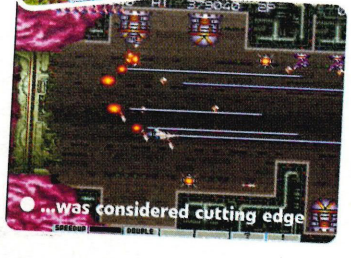
● Even bubbles are nasty gits in the future



● The only word to sum up this game is chaos



● There was a time when Gradius...



● ...was considered cutting edge

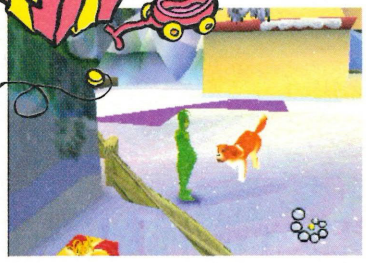
GRINCH ON THE PINCH



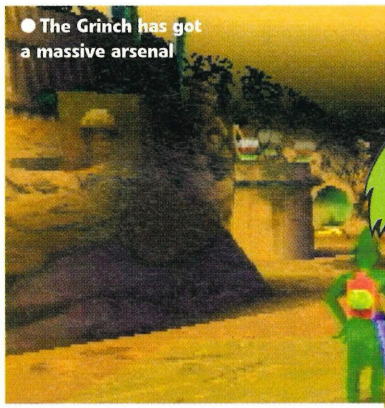
● Meet the Grinch. He hates fun, just like our Alex



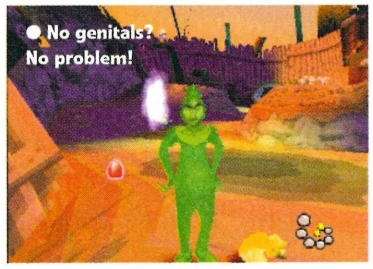
▲ The Grinch: Kermit the Frog on a bad trip



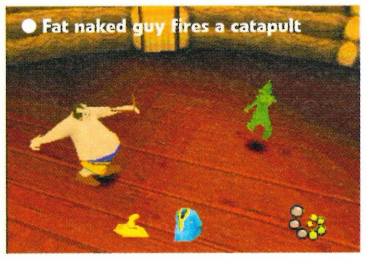
▲ Hazard of being furry: dogs hit on you



● The Grinch has got a massive arsenal



● No genitals? No problem!



● Fat naked guy fires a catapult



■ THE GRINCH

DEC PLAYSTATION PS1

12 months of good behaviour gets you an Xmas PS2. Then a green guy smashes it

He's mean, green and out to spoil Christmas by smashing up everyone's presents and generally wrecking the joint. Only one man can stop this menace...no hang on. Rewind. You are the one causing all the damage, because you are The Grinch – Dr Seuss' premier mischief maker.

Why now? Well there's a mega-million pound movie due to hit at Christmas time starring Jim Carrey, and you're all supposed to slink home from the local multiplex brainwashed, and pop into EB and bag a copy of the game on your way home. Thing is, movie tie-ins usually suck, and you end up feeling ripped off.

So it was a big surprise to us that the Grinch is looking pretty good. It's an adventure game brought to you by the people that did Spyro, and you have to help the Grinch go about his dirty deeds. He's got some pretty cool tools to help him get around the lush gameworld, including a jetpac, mad wall-scaling apparatus and a gun to coat people in green goop.

It's pretty standard 3D platforming stuff for the most part, but we've seen a few sections that break the formula very successfully. Our favourite bit is where you have to sneak into the mayor's mansion, and stealthily slip by the guards. OK, so it's not Metal Gear, but the skillset required is pretty similar. When the Grinch tip-toes he's really funny to watch.

Another cool bit: kids love the Grinch, and run and hug him. Because Grinch is all about malice and badness, he loses health as they cuddle him.

BART ATTACK



THE SIMPSONS WRESTLING

DEC PLAYSTATION PS1

'Kindly take my head of this lock Mr Simpson, and try a Squishie. We are open 365 days a year'

Imagine Barney and Homer going toe-to-toe in Moe's Tavern. Visualise Bart putting Lisa in a headlock in the schoolyard. Fantasise about Apu pinning Krusty for a three count in a makeshift ring outside the Kwik-E-Mart.

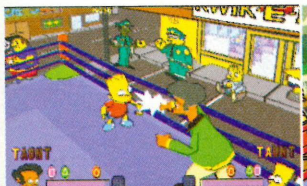
You might be feeling like we've just used you. But fear not: what we have just done is made you imagine what The Simpsons Wrestling is all about.

Wrestling is pretty popular, but people who don't like to see greased up semi-naked men cuddle each other in some pointless pantomime have steered clear up until now. But the Simpsons are the coolest yellow dudes that ever did live, and if they decide to grapple you've just got to check it out.

It works like this: you select a Simpson or one of the numerous supporting cast and go at it wrestle-style in a ring based on a location from the show. The graphics are styled to look like the 2D characters from off the TV are running about in a 3D world. It looks pretty decent, and seeing really obscure cast members at ringside is a real bonus for fans.

It doesn't play like Smackdown!, it's much more comic in style. The characters can leap massive distances in the the air, and have trademark special moves that are as far removed from The People's Elbow as you can imagine. Barney belches out a pungent cloud of Duff, Bart deals out wedgies and Homer has the fearsome Strangulator. Wear people down by smacking them around the ring, then move in for the pin as they're lying prostrate on the floor. Easy.

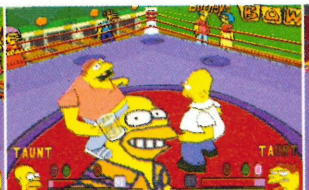
Of course you can fight as Marge, Lisa and Groundskeeper Willy, but it's the more obscure fighters that make it cool. The Bumblebee Suit Guy, Moe, Itchy and Scratchy. It's fun to play, if not looking as much of a class wrestler as the big-selling WWF Smackdown!



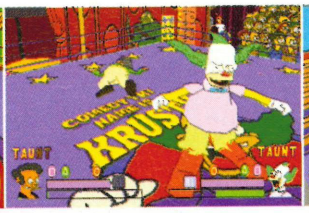
▲ Apu lays the smackdown on Bart



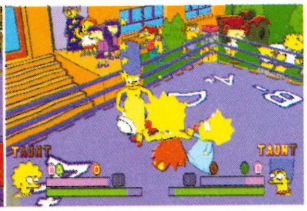
▲ A sound social message for kids



▲ Homer and Barney ready to ruck

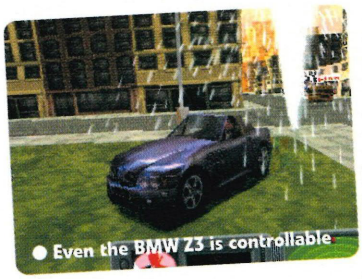


▲ Arenas exactly like the TV show

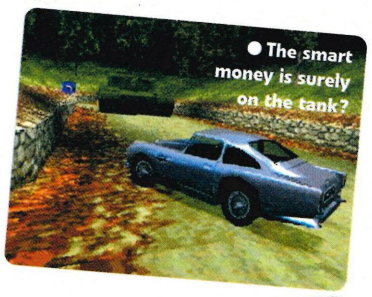


▲ Marge can summon up Maggie

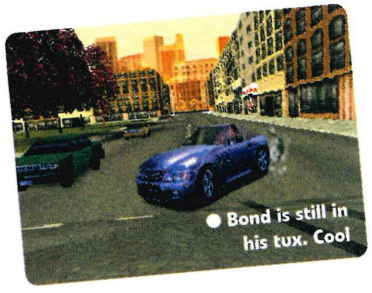
COMING UP



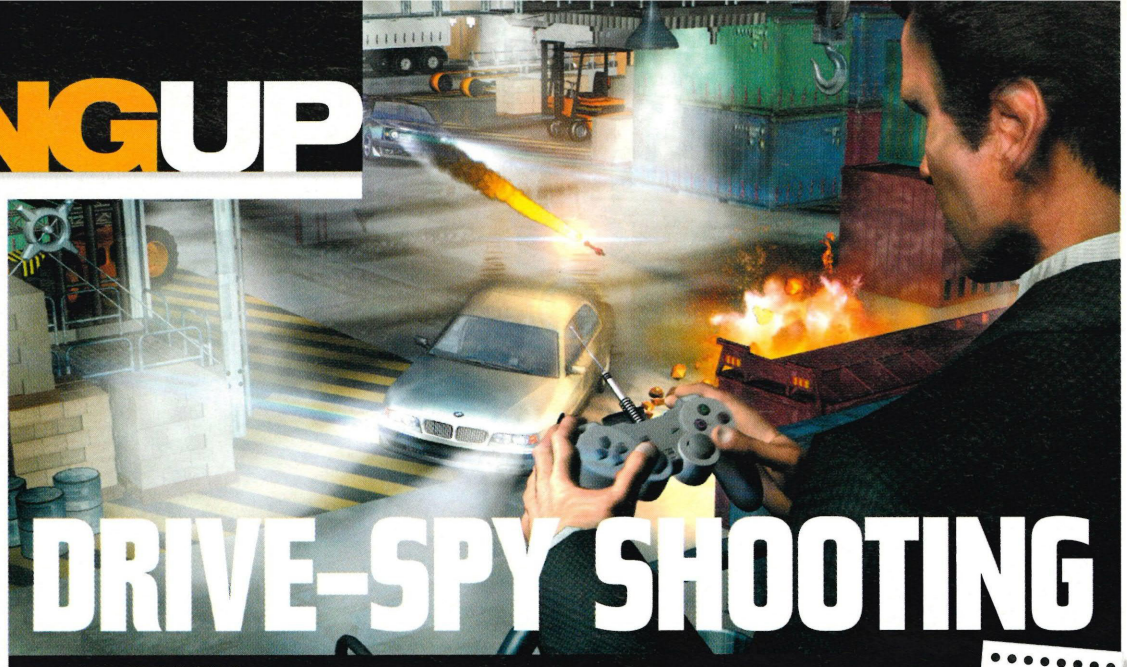
● Even the BMW Z3 is controllable



● The smart money is surely on the tank?



● Bond is still in his tux. Cool



DRIVE-SPY SHOOTING

007 RACING

DEC PLAYSTATION PS1

Get yourself a driving license to kill and get shaken but not stirred

Which movies have all the best car chases in them? The James Bond ones of course, and that's why 007 Racing is such a great idea. Basically you get to race in all the gadget-filled super-motors that have graced our screens in the Bond movies over the years completing missions against some of cinema's most evil international criminal masterminds.

Apart from oversized engines and souped-up handling, these wheels come with machine guns, mine layers and rocket launchers as standard, just like in the films. So you can expect the racing here to be of the ultra-violent kind and the crashes to be of the sort people don't get up and walk away from. With more than 15 levels based on the movie series planned there should be plenty to get your Jaws-like metal teeth into. Locations like Amsterdam, Monte Carlo and New York should make any budding Bond feel right at home.

Mission goals will range from escaping hordes of well-armed pursuers to eliminating some arch enemy or other. And what with big screen style special effects, awesome damage modelling and a multiplayer option all promised in Bond's box of tricks, this should be killer stuff.

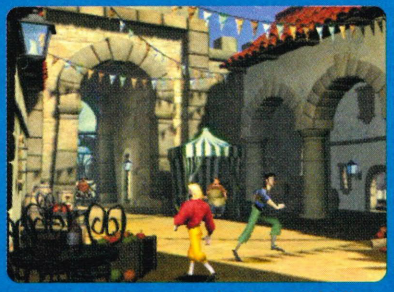
GOLDEN ADVENTURE



ROAD TO ELDORADO



▲ Hopefully, the captions will get interesting



▲ The style of the cartoon has been faithfully transferred onto your PlayStation. Lovely

Under-age adventure lovers everywhere rejoice! Here comes a point and click adventure based on Dreamworks' latest cutesy-cutesy animation epic. You guide Miguel and Tulio through their madcap adventure to reach the fabled city of El Dorado where the streets are paved with gold. Along the way you'll sail across oceans, tangle with ferocious wild animals and play god to tribes of Incas, all at a point and click snail's pace.

Everything has been modelled closely on the movie with the characters looking and behaving exactly like they do on the big screen and with many of the same gags being used too. It should be one for your kid brother to enjoy if you're tired of getting him the same old platformers. Providing he likes point and click, that is.

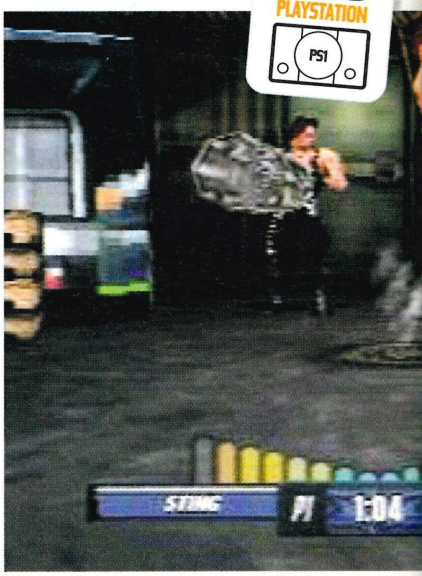
STEP OUT OF THE RING

WCW BACKSTAGE ASSAULT

DEC PLAYSTATION PS1

For today's larger than life wrestling superstars, the old fashioned four cornered ring just ain't big enough to showcase their rippling torsos and horrific haircuts. And watch enough of the stuff on TV and you'll soon agree the best bits are when they start kicking seven shades out of each other everywhere else *but* in the ring. That's why this latest title from the WCW stable puts the emphasis firmly on out of ring action.

Rammed onto this disc you'll find over 50 of the trailer-trash musclemen including Goldberg, Sting and Vampiro. You'll be able to take your over the top fighters into seven weapon filled locations and crack their skulls open with lead pipes, pulp their noses on the kitchen sink or stick their faces into a hot jet of steam. If you like that kind of thing.



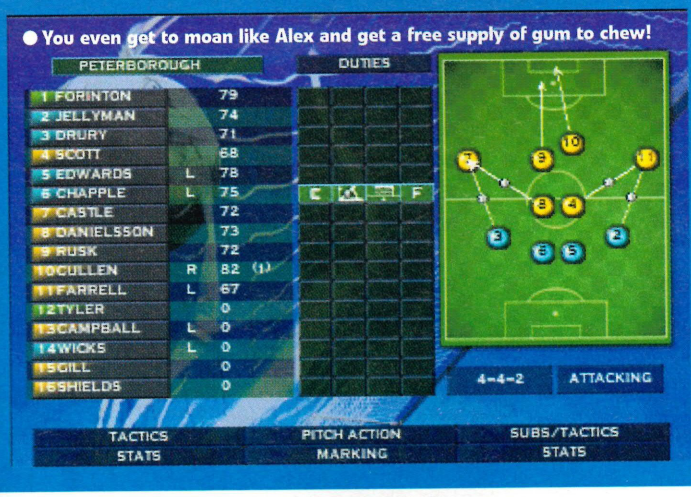
▲ Removal men aren't what they used to be

GREAT SCOT

ALEX FERGUSON PLAYER MANAGER

He's won everything there is to win in football and now you can do the same. Well, you can sit at your PlayStation for months on end trying, anyway. The latest update to Player Manager 2000 is here and this time it's got Mr Ferguson's name on it to make Man Utd fans everywhere rush out and buy it.

The formula's the same as last time: enough stats to make John Motson's mind boggle and more menus than a chain of restaurants. Don't get confused by the title, though. You don't actually control a player in any of the games, you just get to enter your name as one of the team.



● You even get to moan like Alex and get a free supply of gum to chew!

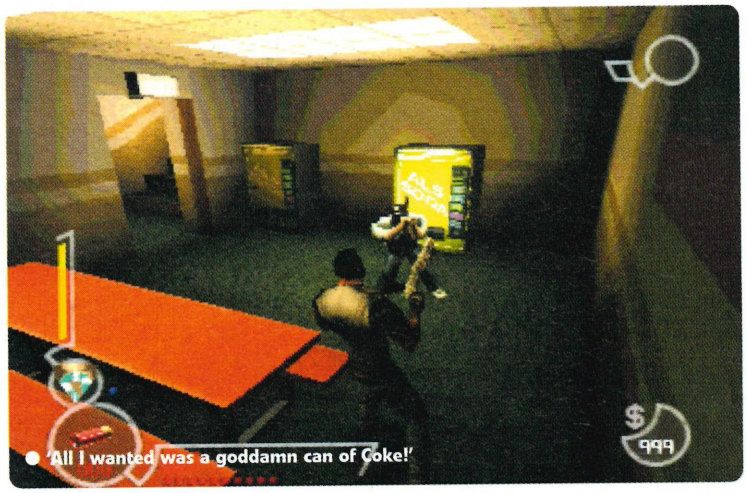


▲ The ultimate test of strength - lifting the weights machine





▲ If you can pick it up, twat someone with it!


● 'All I wanted was a goddamn can of Coke!'

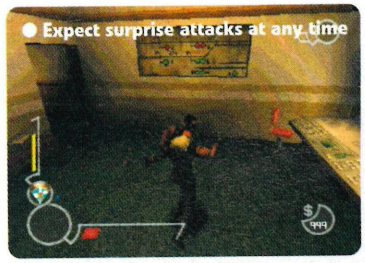
CUT TO THE CHASE

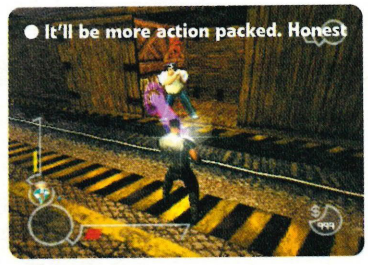
BLADE

Get on the trail of some hi-tech vampires

Wesley Snipes, vampires, guns, swords, kung-fu and a techno soundtrack. A list to make anyone's mouth water. It was more than enough to make the movie an eye-melting gore fest and looks like being the right stuff for a pretty intense third person actioner on the 'Station too.

You play Blade, a half vampire half human hybrid who's hell bent on snuffing out the legion of vampires that live unnoticed alongside humanity. Gone are the wooden stakes and holy water and in are submachine guns and razor sharp katanas and the blood flows like water from a fire hydrant. The action's viewed from a Tomb Raider stylee third person viewpoint but make no mistake, this is no puzzler, it's a hardcore actioner through and through.


● Expect surprise attacks at any time


● It'll be more action packed. Honest

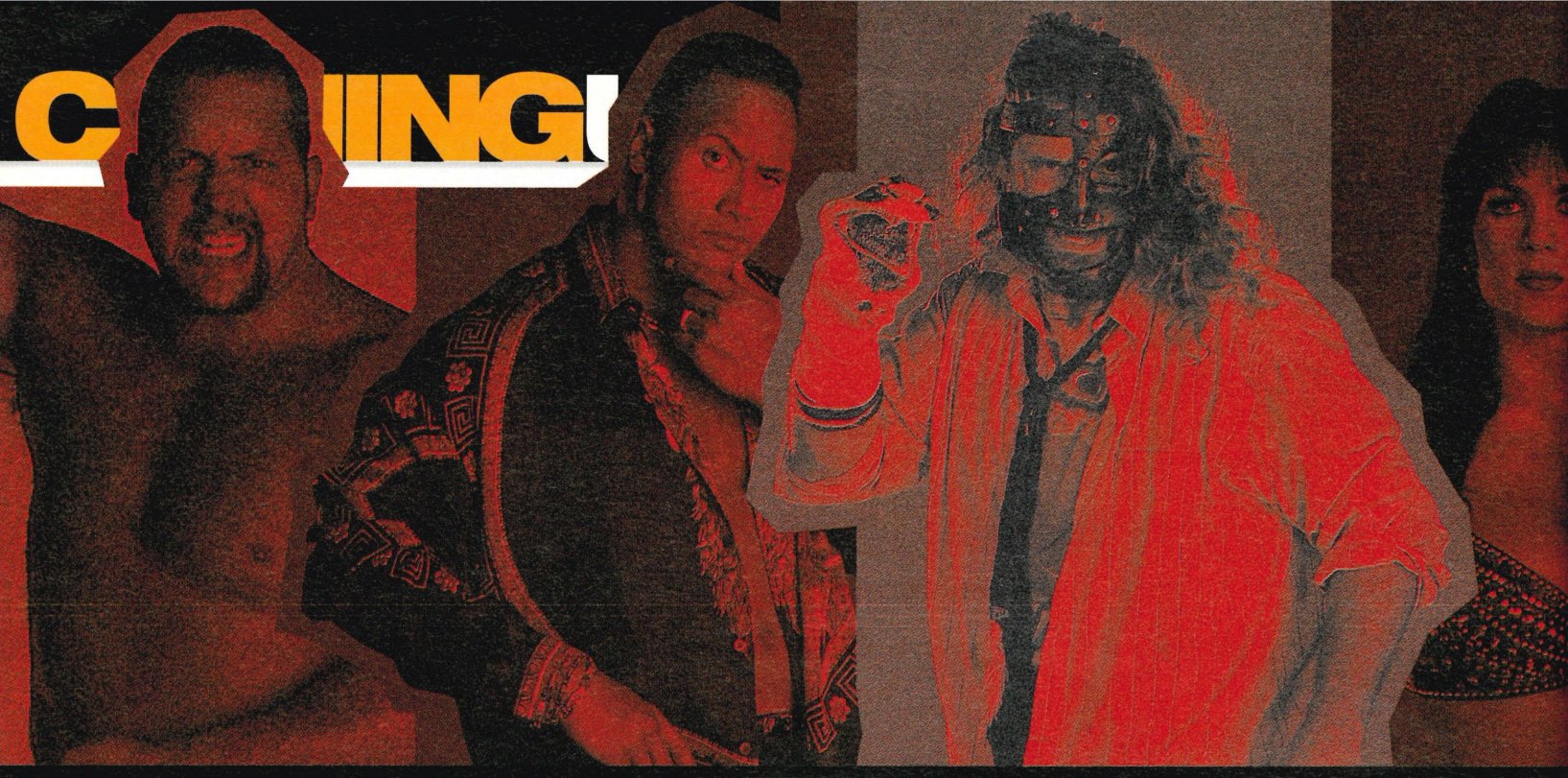
BORROWED PLAYING TIME

£29.99 can be a lot of cash to shell out for a game you can finish in a week. That's why new comers Loan-Gamer have set up a game rental service that lets you borrow a game for a month for as little as £7.50 before swapping it for another top title for the next 30 days.

Think about it: in six months you could shell out £90 on three new titles or you could spend the same amount on hiring 12 different games over the same period. Sweet, eh? Plus all this can be done over the phone or internet. You just log on to www.loan-gamer.co.uk or call 0845 458 5885 to get your games sent out on next day delivery and return them by freepost when the rental is up.

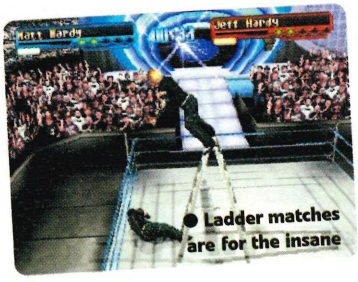
If this tickles your fancy then get in there quick 'cos Loan-Gamer tell us there's a load of special membership deals going at the moment. Cool.

loan-gamer

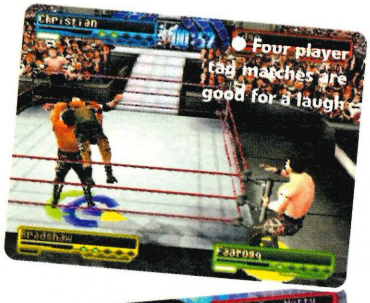


LAYING THE S

MEN IN TIGHTS INVADE YOUR PLAYSTATION AGAIN AS THE WWF COMES



● Ladder matches are for the insane



● Four player tag matches are good for a laugh



● W...O...R...M! The best move ever!

WWF SMACKDOWN! 2: KNOW YOUR ROLE

Grown men jumping off ladders, smashing each other through tables and bashing each other's heads in with steel chairs – it may sound like an average night out in your local, but in the States this is big business with the WWF pulling in massive TV ratings and selling out arenas all across the country. And now you don't have to rely on having satellite or cable TV to see the action, you can get involved with the mighty WWF SmackDown! 2.

As good as the original game was (it was the fifth fastest selling PlayStation game of all time and ended up shifting over 250,000 UK sales alone), WWF SmackDown! 2 is set to blow it away with vastly improved graphics and loads of new match up options to keep even the most hardcore of wrestling fans happy. The roster of characters has been updated and now features over 60 of your favourite wrestlers – including up to date gimmicks like the Right To Censor and the American Baddass Undertaker, plus the usual complement of hidden ones. As you would expect the moves lists have also been updated so that anything these guys and girls can do in the ring, you can do on your TV screen.

New types of match include the infamous Hell in a Cell where you can fight on top of a 20ft cage as well as in the ring, the Tables, Ladders and Chairs match where you can use all those items as weapons and Casket matches where you have to put your opponent into a coffin and slam the lid shut to win. Charming. The developers have also spent a lot of time updating the graphics so this is lightyears ahead of the first title.

Even if you don't fancy the idea of staying up until 4am in the morning to watch a PPV you can see the very best WWF action right here. With the new matches, new characters, limitless Create-A-Superstar mode and a host of extras added to the season mode, this looks a winner.

DEC PLAYSTATION PS1

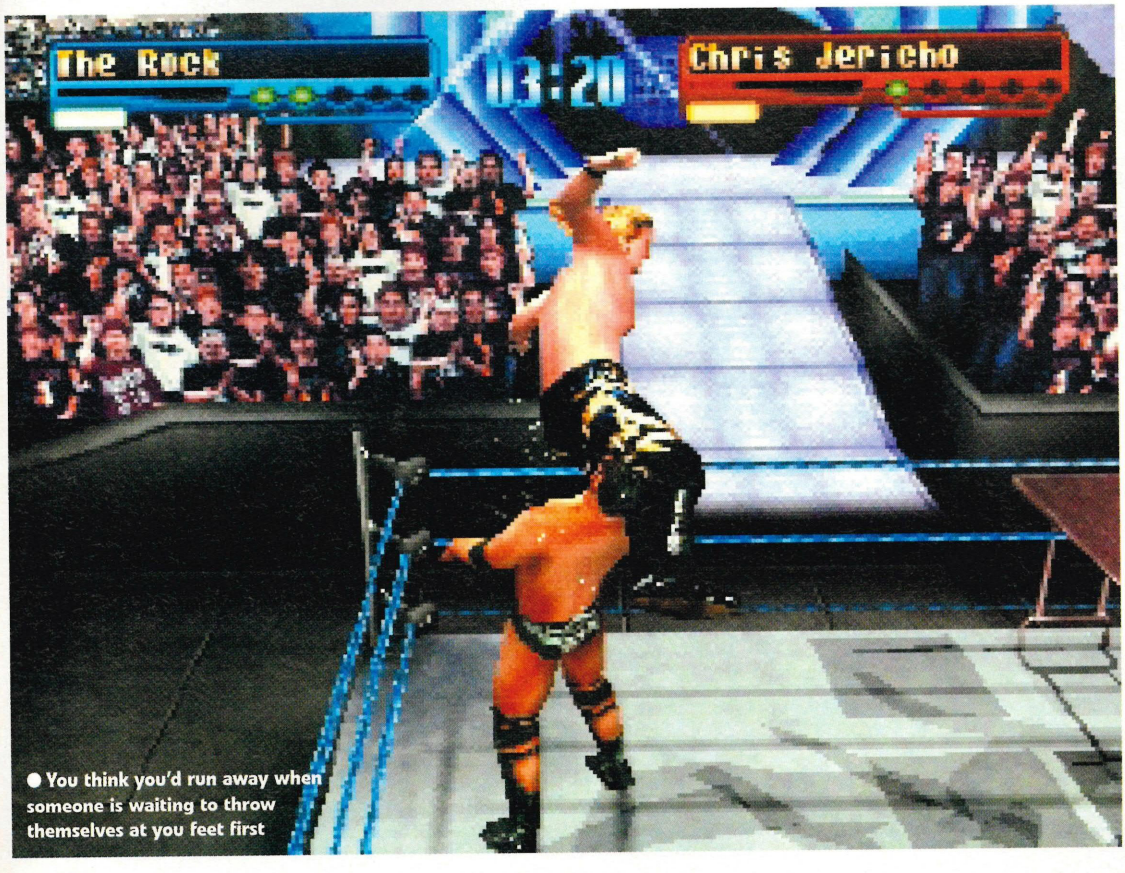


● Tables, ladders, chairs... if you can pick it up, use it!



MACK DOWN!

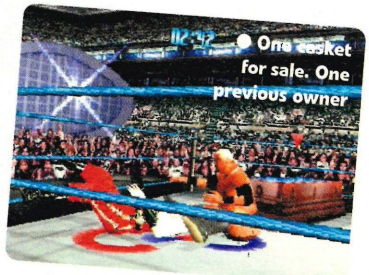
ROLLING BACK INTO TOWN. WE SAY JUST BRING IT ON, JABRONI



● You think you'd run away when someone is waiting to throw themselves at you feet first



● Nice decor. Shame about the pants



● One casket for sale. One previous owner



● Fight in lots of different settings

BACKSIDE



The Pac-Man
WORLD'S NO1 SHOWBIZ COLUMNIST

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emap active

Smell my finger!

RANDY ram-raider Tanner of Driver fame got his marching orders late last Friday from plucky pugilist Chun-Li's swanky Belgravia flat. A little bird tells me the two hooked up after a boozy night at local watering hole the Dog and Gun and ended up at Li's pad for some slap and tickle. Two hours later, though, and touchy-feely Tanner was sat on the doorstep in his Y-fronts looking more than a little down in the mouth. "He went too far," Chun explained. "I never put out on a first date, it's fingers and thumbs only". Better luck next time Driver man!

Tit Bitz

■ *Fear Effect's Hana on the contents of ex-hubbie Gabe Logan's trousers: "There's no Python to Syphon there."*

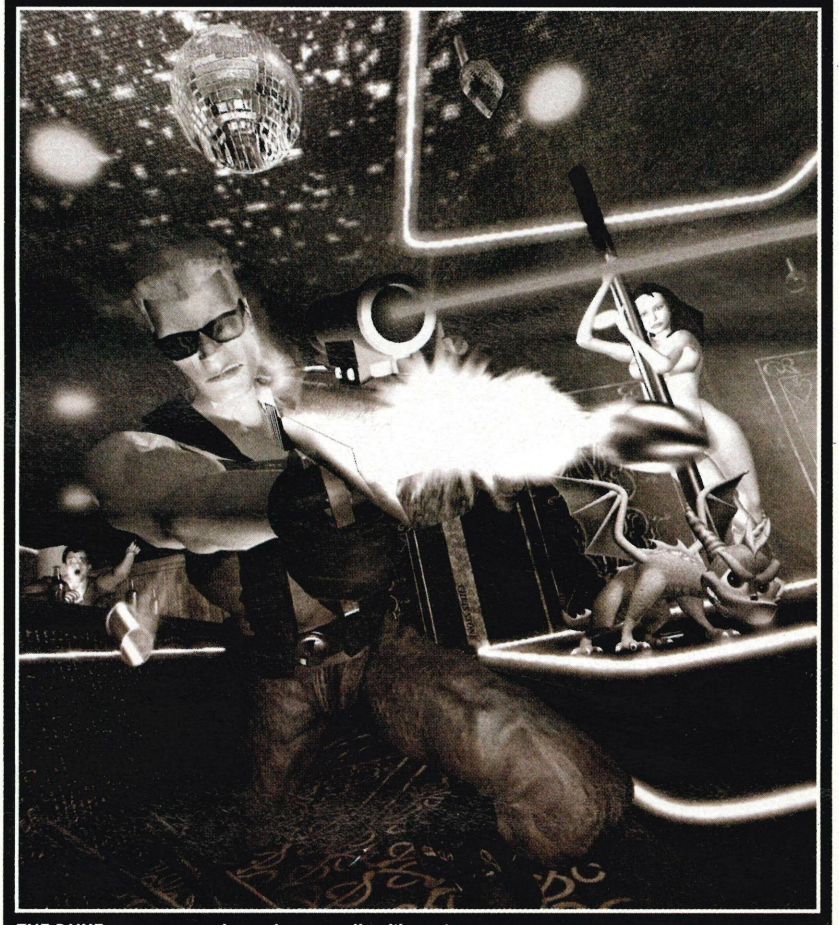
Snake slings hook

Seems like Solid Snake and Lara Croft's on-off relationship is more off than on these days. The latest squall in the superstars' stormy affair came last weekend when Croft (36DD-23-34) was seen throwing some of Solid's belongings including his spare bandanas and Chinese love eggs out of a second floor window screaming: "The Doctor said it was natural for some of the silicone to leak!"

PAIR OF BALLOONS

METAL GEAR'S jealous Meryl on ex-lover Snake's new squeeze Lara: "Prick them with a pin and they'll burst like balloons, trust me."

SPYRO'S SHOWBIZ SHINDIG SHAME



THE DUKE . . . apparently packs a small calibre piece

Drug bust sends celebrity 'Station stars straight to slammer

PLAYSTATION MEGASTAR Spyro Dragon's showbiz birthday party ended in scandal last night when police arrested several revellers on drugs and firearms charges. Among the disgraced partygoers were bonkers brainiac Rion of Galerians fame and Neanderthal lady killer Duke Nukem.

Rumours suggest the drug taking began when nutso-junkie Rion of Galerians fame started passing round pills used to control his freakish psychic powers to jubilant party people. Spyro 'Magic' Dragon and his partner Puff were first to succumb.

"Spyro started dancing in a really strange way," one onlooker reported. "He was waving this luminous stick around like a madman and blowing a whistle like there was no tomorrow. Then Puff started offering to rub Vicks into people's faces and saying 'I love you man' to anyone who would listen."

One of the barmen tells of how the police were alerted. "Rion was hanging around the bar offering to 'sort people out'. This huge guy who called himself 'Da Duke' came up and grabbed Rion's stash, charged up to the DJ booth, fired his pistol into the ceiling a few times and yelled 'come get some' into the mike.

"Then he started showering the dance floor with these pills and everyone was gobbling them up like they were going out of fashion. After that, the whole place started going crazy. Seems that someone outside heard the shots and called the police."

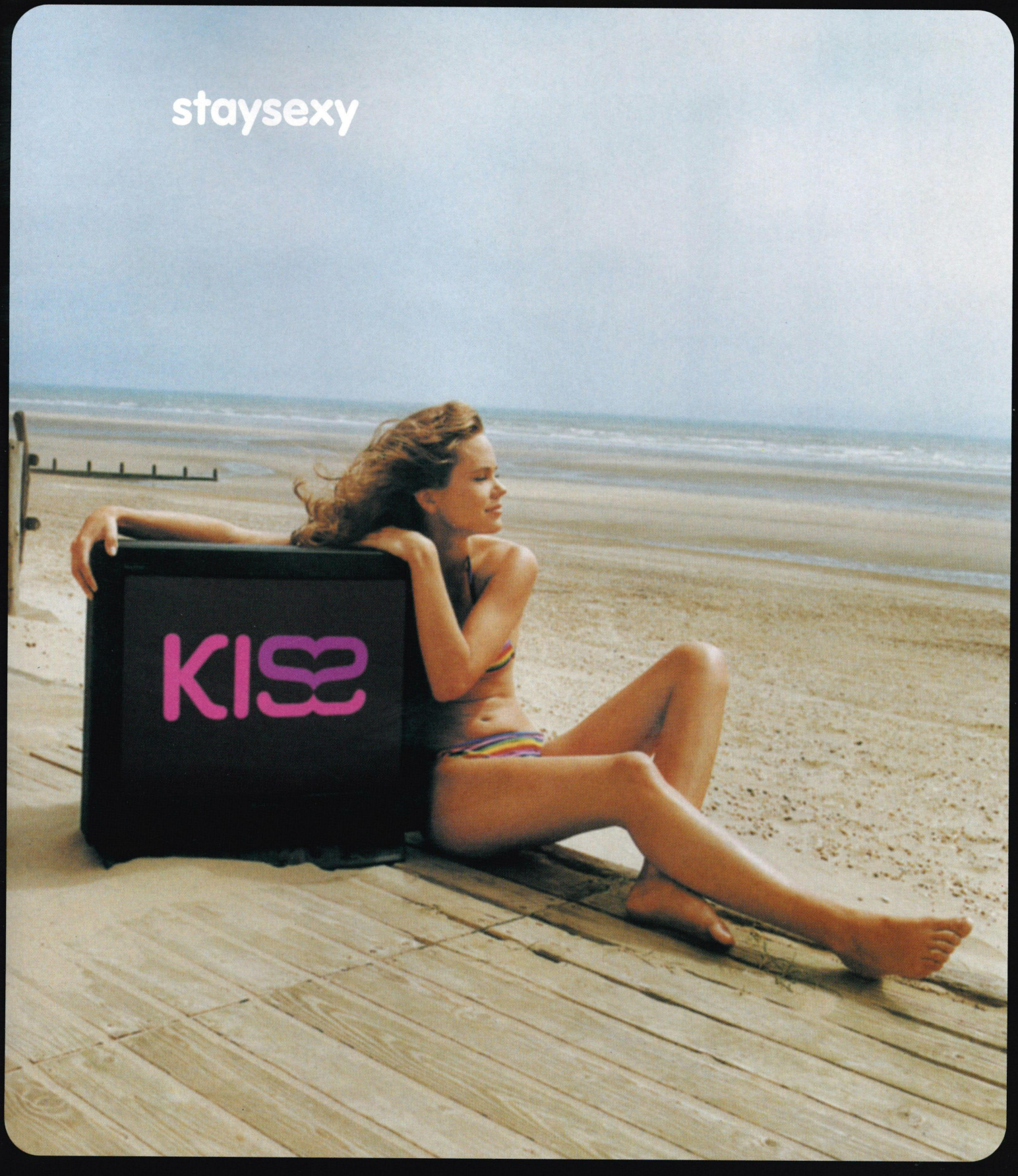
A police spokesman said: "We can confirm a Mr Duke Nukem was among those arrested and we took urine samples from everyone present. We thought Mr Nukem had a bigger pistol than that though."



RION . . . pusherman



CAMERA SHY . . . hands off says Rion



KISS is only on Sky digital

MIDWAY

AFRO

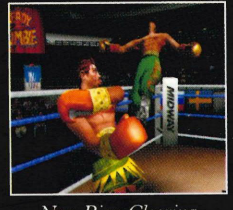
Sometimes being the best
means having to spend
a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let'sGetReadyTo Rumble™.

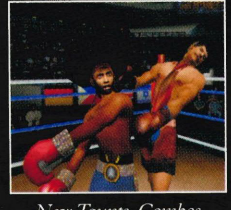
READY 2 RUMBLE™ BOXING ROUND 2



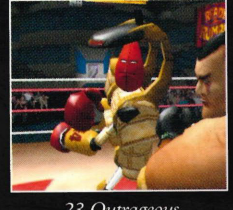
Train with Mini Games



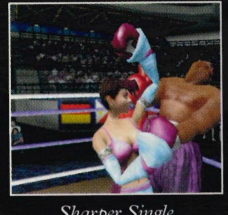
New Ring-Clearing Rumble Flurries



New Taunts, Combos and Animations



23 Outrageous Boxing Personalities



Sharper Single Player Boxing

PlayStation 2

Dreamcast

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*Screen shots taken from PlayStation 2