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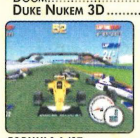

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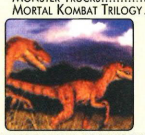
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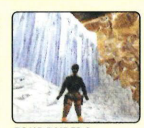

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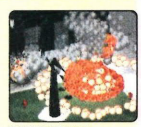
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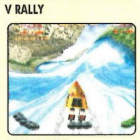

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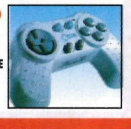
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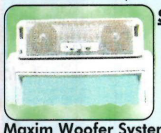
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ACTUA ICE HOCKEY.....6TH FEBRUARY
ACTUA TENNIS.....29TH MAY
AIRONAUTS.....MARCH
APACHE LONGBOW.....FEBRUARY
BROKEN HELIX.....MID FEBRUARY
BUGRIDERS.....28TH JANUARY
CHILL.....20TH MARCH
DEATHTRAP DUNGEON.....20TH MARCH
K-1 THE ARENA FIGHTERS.....END JANUARY
KILLING TIME.....FEBRUARY
MACE.....29TH JANUARY
METAL GEAR SOLID.....END FEBRUARY
MIDNIGHT RUN.....FEBRUARY
NAGANO WINTER OLYMPICS.....FEBRUARY
NBA HANGTIME.....FEBRUARY
NHL OPEN ICE.....FEBRUARY
OTHER LIFE AZURE DREAMS.....MARCH
PREMIER MANAGER '98.....MARCH
PRO PINBALL TIMESHOCK.....FEBRUARY
SAN FRANCISCO RUSH.....29TH JANUARY
SCREAMER 2.....FEBRUARY
SNOW RACER.....FEBRUARY
WCW NITRO.....END JANUARY
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2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
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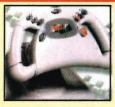
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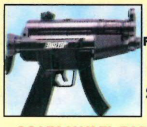
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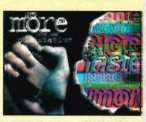
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As usual we have all the best gossip from the world of the PlayStation including: Spice World, Gran Turismo, the future of Playstation and you can win some telly fur too. What more could you ask for?

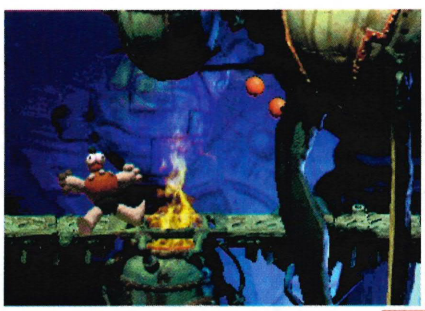
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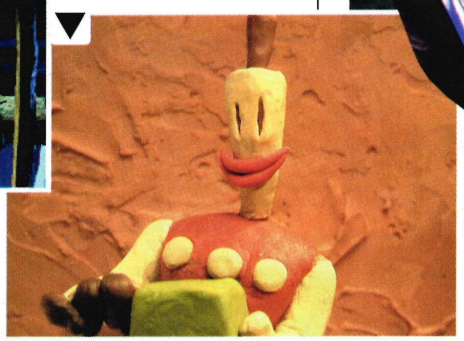
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Playstation Pro was brought to you by: **Editor:** Jay Sharples (jay@idg.co.uk) **Deputy Editor:** Paul McNally (chicken@idg.co.uk) **Reviews Editors:** Andy Sharp & James Cannon **Art Editor:** Gaz Adams **Art Contributors:** Stuart Cripps **Production Editor:** Lewis Pek **MD:** Ian Bloomfield **Publisher:** Robin Wilkinson **Assistant Publisher:** Carol Ann Barrett **Circulation Director:** David Wren **Ad Sales:** Lisa Jo Oliver **Classified Sales:** Linda Henry **Marketing Manager:** Steve Tagger **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Production Manager:** Alan Capper **Systems:** Nic Moran **PSPro's @ IDG Media** Freepost (SK3038) Macclesfield SK10 4YE **Tel:** 01625 878888 **Fax:** 01625 879967 **Issue 19 on sale 19/03/98.** "Jingo"

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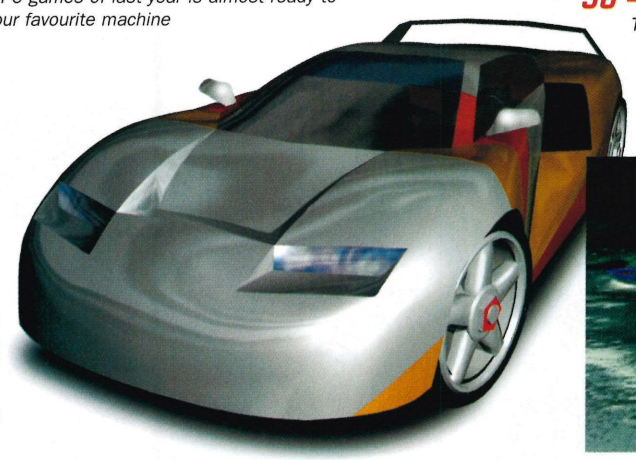
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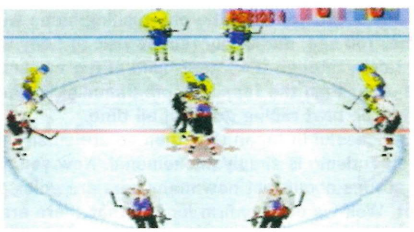
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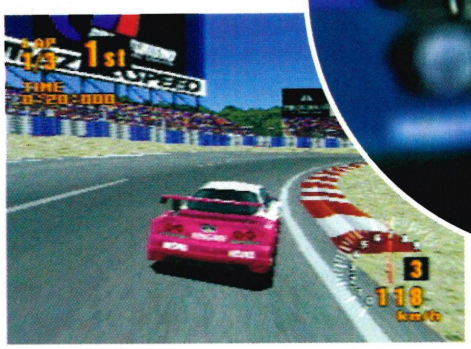




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WHO'S GONNA DRIVE YOU HOME?







Well if you've got any sense you'll be the one rushing home with a copy of this game. You see, during our recent visit to Sony we had the pleasure of being taken through the latest build of the awesome Gran Turismo by none other than the Japanese programming team responsible for creating the best racing game of all time.

Already massively successful in Japan (but then so are small bleeping keyrings) Gran Turismo is simply phenomenal. Now you may have read conflicting stories about just how many cars are going to be in the finished product. Well we can confirm for you that there are over 300 that you can get hold of and screw around the 11 tracks. All handle exactly like the real thing, all sound exactly like the real thing and all look exactly like the real thing. They even get dirty as you race them and you have to go to the carwash in between races to get their shine back.

There is an arcade mode and a sim mode. The arcade mode is for birds, whereas the sim mode requires you to tune up your car and try and obtain racing licences to ride in the big money-makers. The more money you make the better cars and add-ons you can buy, and you also get further cars for winning tournaments.

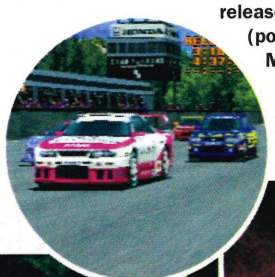
Now the best thing is that there are going to be some tweaks and changes to the European version of GT from the Asian one. The Japanese tend to be very protective over their code, but these guys are going out of their way to ensure that the game is just right for us hypercritical Brits.

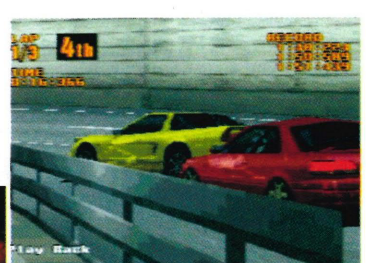
Firstly, the arcade mode will be approximately 15 per cent faster than the Japanese version, which will ensure a greater speed rush. Apparently the game engine in GT is so good that this tweak can be made with the minimum of fuss.

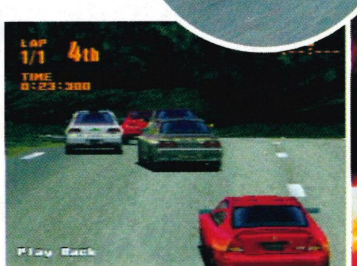
Secondly, the soundtrack is going to be Western flavoured. Out goes the plinky plink Manga shite and in comes tracks from Ash, the Manic Street Preachers and so on.

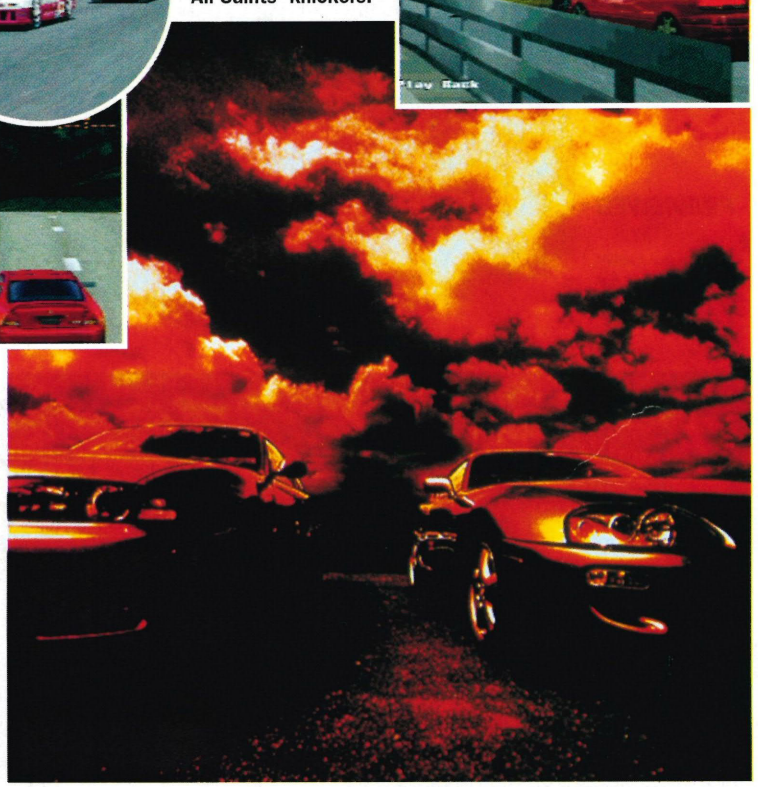
Finally, and most importantly, for the rubbish gamers there's an extra second to be added onto the qualifying times in some areas. Qualifying allows you to gain licences to new types of car: four-wheel drive, rear-wheel drive, front-wheel drive etc. Anybody who's played the import version will be aware of how much of a bitch it is to get some of the licences because you literally have to drive without making a mistake, so this is a welcome addition.

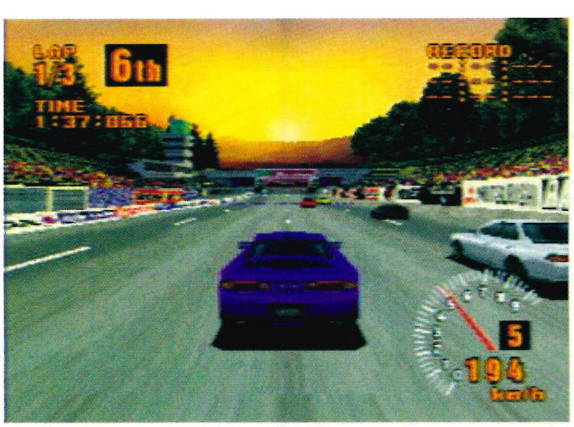
It's still going to be tough, but hopefully a little less frustrating now. Gran Turismo now has a release date of May 15th (possibly slipping back to May 22nd). Get your orders in now. This one's going to sell faster than pairs of All Saints' knickers.



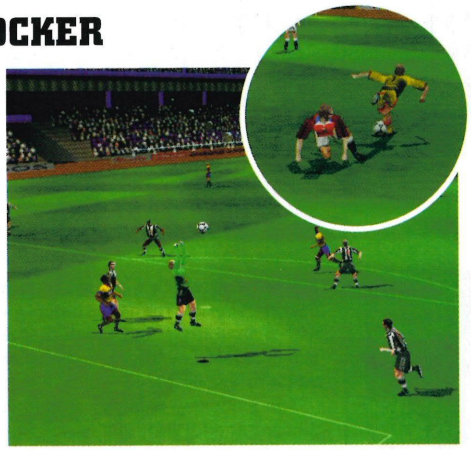








EIDOS' SOCCER SHOCKER

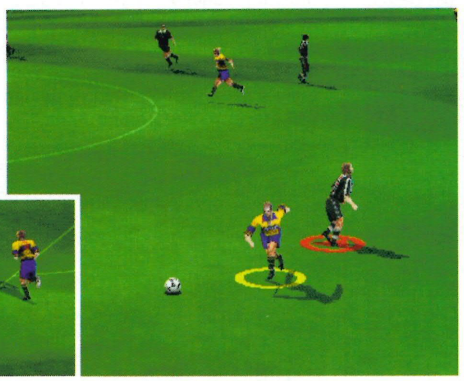


The World Cup is an obvious tie-in time for any company worth their soccer salt, and one such company is Eidos with World League Soccer warming up on the side-lines for an introduction around May.

Eidos' reputation among gameplayers remained firmly intact after the release of Tomb Raider II, and they're confident that their latest footballing foray will match Lara's adventuring dominance.

Les Ferdinand has provided the motion capture gubbins, which is based on a new skeletal system that should provide fluid animation and a greater depth of realism, with enhanced visual characteristics such as facial features, muscle tone and kit design.

Sky TV's Martin Tyler and top pundit Ray Wilkins will provide the commentary in 'Dolby Pro Logic Surround Sound' to round off a package that should be quite capable of making it to the final round when France '98 looms into view later in the year.







SENTINEL RETURNS

First released in 1985, Sentinel set a new precedent for computer gaming in an era dominated by arcade titles such as Pacman and Space Invaders.

Perhaps a little before its time, the game introduced 3D worlds where the life-force of organic objects could be absorbed and redistributed until the watching sentinel had been usurped.

Thanks to developers Hookstone, it's about to make an overhauled reappearance on the PSX. With it's classically original gameplay and all new graphics engine, this could well be one to watch out for.



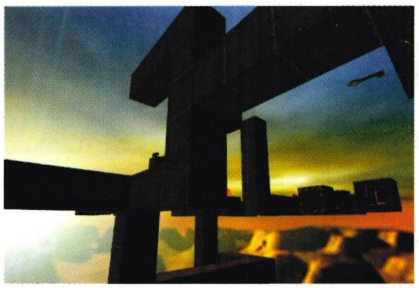
It may not look like much, but this is set to rock your grey box into oblivion

Kula Shaking



The imaginatively named Game Design Limited of Sweden might not sound like the kind of developer that new and fresh ideas are going to come from, but these guys have got originality with a capital O.

Their first project – Kula World is set for a May release and is about to make all you PlayStation owners actually use your brains for once in this fiendishly complex, yet simple to play, puzzle game.



Controlling a beach ball you must move around the levels collecting keys in order to open the exits. This sounds nice and simple, but it gets devilishly difficult and you really do have to have your wits about you. Apparently, the idea came to one of the programmers in a dream! Top life you have there mate! We could go off on one about how to play it, but we really haven't enough space to explain fully and you'd get all confused and your heads would explode, so we'll save it for the preview next month. Suffice to say, it's bloody marvellous.



If you thought Kurushi was tough then this is going to blow your mind. Fortunately, the game, despite it's name, is not an interactive Kula Shaker type affair. Phew!



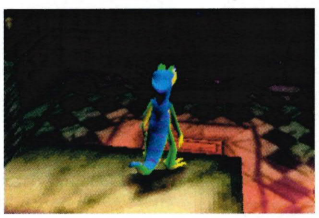
"Oh, I say – Ding dong!"

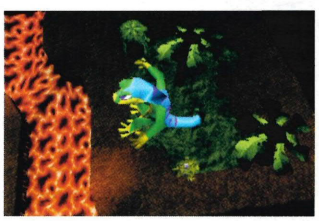


Anyone who played the original Gex PlayStation game will no doubt remember the horrendously-annoying 'quirky one-liners' that the aforementioned gecko spouted at all-too regular intervals. It was annoying, wasn't it? Bloody annoying, if the truth be known and that's why us European gamers are in for a treat with the sequel Gex 2: Enter The Gecko.

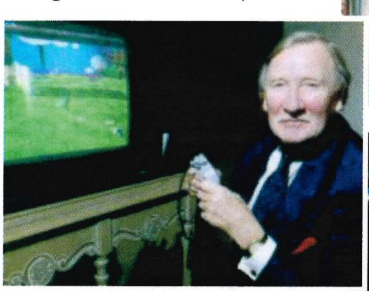
The original 'gags' have been reworked and although the American market's version will still feature the vocal talents of Dana Goulding second time around, the European version has had a complete comic overhaul in the speech department, thanks to the dulcet tones of British comedy veteran, Leslie Phillips.

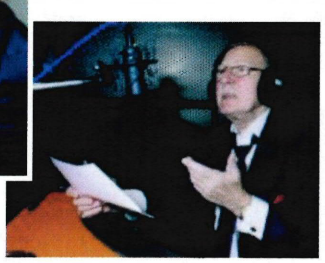
Big Les, who starred in almost 30 of the classic Carry On... movies during his wide and varied career, has recently finished adding voice-overs for the game and his witty banter will now grace every European version of Gex 2 upon its release. Expect classic Phillips' lines such as "Woof, woof!" and "Well, hell – llo" to be among the final cut. We hope.











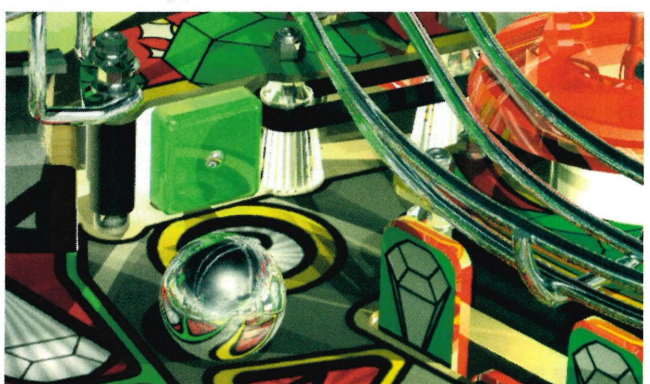
This red-cheeked smoothie should add just the right blend of aristocratic 'how's your father' to Gex's comic adventures

Flippin' balls

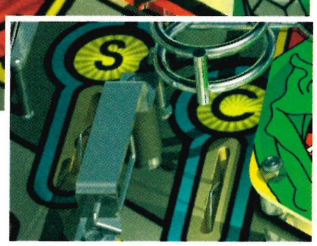


Empire Interactive are set to release PC hit Pro-Pinball on the PSX very shortly. The PlayStation archives aren't exactly overflowing with pinball titles, but those that do exist have so far been commendable adaptations of the real thing, leaving Pro-Pinball with much to live up to.

The gameplay is based around different periods in history (past, present and future), and is a lightning fast affair that never lets up, throwing bonuses at you all the time to keep the frantic flipper action at a constantly hectic pace. Especially mad is the four ball multi-play, where your fingers will be flipping out to keep those metal mutha's away from the dead zone, and you'll have to make use of all of the table's little gizmo's that're designed to stop your balls dropping. The ball starts rolling around April.







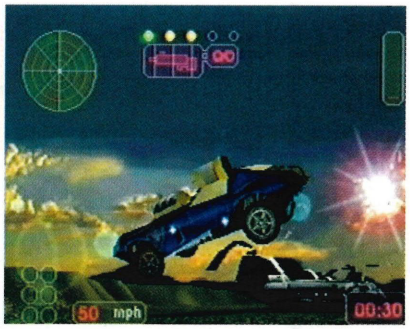
Rogue Racers

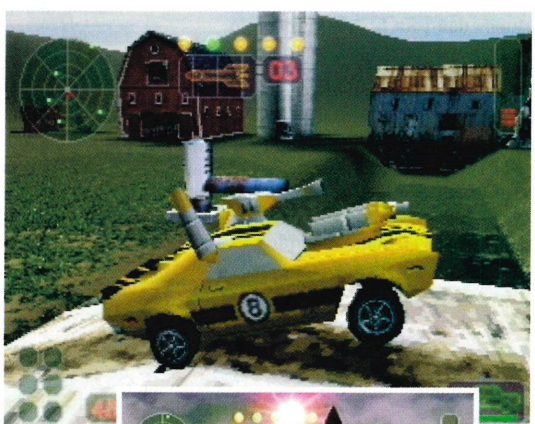
If Twisted Metal 2 is your idea of heaven then Activision's latest development is as close to the pearly gates as you can get. Vigilante 8 takes all of the finest combat moments from the Twisted Metal releases, polishes them up and chucks them into some grand scenarios. Taking in deserts and a host of other environments in the Southwest of the good old US of A, everything in the levels is destructible.

There are 12 turbo charged vehicles of ruin to choose from, each armed with a host of hi-tech weapons and strategic attack moves. From missiles to machine guns, they're all in here.

As is the norm for any driving game there are multiple views both inside and outside of your vehicle. Thankfully, it's been developed for some split-screen action so destruction junkies everywhere can hone their skills on a human opponent.

Penned in for a May release, Vigilante 8 looks set to clean up the Twisted Metal stragglers and entice blaster fans alike in one of the most impressive looking games in recent months.







The lighting effects look superb and there has been a lot of attention paid to the realism of the explosions

The Famous Five Ride Again





You too can make up your own Spice Girl's dance routines in this funky interactive feast



It's time to spice up your life again folks. We mentioned the Fab Five/worst group in the world (delete as applicable) a couple of issues ago, but now we've actually been to Sony to see the game in all its glory and can report that it's actually looking quite good.

Now don't get us wrong, we haven't gone all 'Top of the Pops' on you. This isn't aimed at your regular PlayStation owner and Sony went to great lengths to express this, obviously worried about review scores in the gutter press. Spice World is going to be aimed at 8-12 year old girls who happen to have a PlayStation in the house and looks like being a nice gentle introduction into the world of killing people and crashing cars that us lads are used to.

Spice World will contain several sections which are being coded by the in-house chaps at Sony who were responsible for credible projects like Porsche Challenge, Total NBA '97 and '98 and these guys are keen that it should reflect their full range of talents, hence the fact it's looking rather treat.

The sections include a video interview thing where you (yes you!) choose from a list of pre-recorded questions and see what the girl's answers were. How Scary is Mel B? Why has Baby never told us she was in fact ginger before? All these and many more! Exciting huh?

Then comes a kind of Parappa section where you have to hammer the buttons in the correct time in order to make the caricatures of the girls pull off their spectacular dance moves (swing it, shake it etc).

Add to this some kind of Sporty Spice jumping thing that nobody really explained and a few other bits and bobs, and Spice World looks like it might turn into the game your sister owns but you secretly play when she's gone to bed.

Set for a release in May, let's hope they don't split up before then and we end up with a load of All Saints sprites clumsily inserted in their place at the last minute!

Tekken the Piss?



Every PlayStation owner who loves fighting games has one thing and one thing only on their agenda this year – get a copy of Tekken 3.

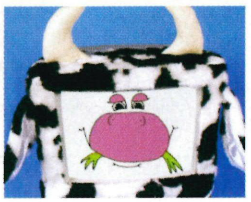
Although the Japanese imports should be arriving on our fair shores sometime during the summer, us UK gamers are going to have to wait until September for an official PAL version. Bummer, eh? Still, I suppose we'll all appreciate it a lot more when it finally arrives.

In the mean time, the most laughable free gift of the month goes to Namco's hilarious Tekken 3 calendar which features the likes of Paul playing the tuba (?), Kuma playing the kettle drums (!?) and finest of all, King singing soprano, surrounded by choir boys (!!?). What the hell inspired this bizarre piece of marketing guff?



Now these guys would really liven up the Last Night at the Proms. Sod the tunes, get scrappin'

Win a novelty TV cover that will brighten up your entire home!



These are going to be cool. If you were wondering what the essential killer accessory for 1998 was going to be you probably wouldn't have thought it was going to be a bit of stick-on fur for your telly. But that's where you're wrong.

Monimals are going to make your telly ker-razy as you turn your playing screen into either a cow, moose, lion or sheep with these stick-on er, things. We've got one of each design to give away courtesy of those awfully nice people at Monimals and Chazbrooks Communications so you too can make your own comedy farm. If you're lucky enough to have a PC as well you'll also get some bonus screen savers.



All you have to do is finish the following statement and send it into us at:

"Gimme, Gimme, Gimme a Monimal after Midnight," PlayStation Pro, Media House, Adlington Park, Macclesfield, SK10 4NP

Question:
Red sky at night...

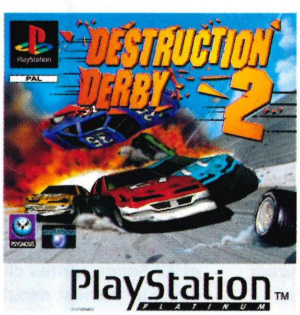
news

Tonight we're gonna party 'cos they're £19.99!



Fans of top notch software who find themselves searching down the back of their sofa every time they want to make a purchase can now collectively click their heels together with glee this month, as three stonkingly-good titles line up for entry into the Platinum Range.

Codemasters' stunning four player microscopic racer, Micro Machines V3 is currently on sale (Pro score: 9/10), as is a double dose of Psygnosis brilliance. Namely, smash'em-up Destruction Derby 2 and the futuristic speed-fest that is wipEout2097. Each and every one of 'em is priced at the pocket-friendly £19.99 and as mentioned earlier, they're all in the shops now. You'd be a fool to miss out on these cut-price beauties.

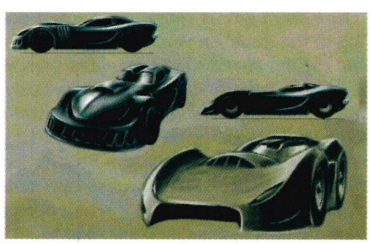




At last the world knows for definite that Carmageddon, the amazing PC smash hit from SCI, is to be finally released on the PlayStation.

After facing a storm of criticism where the original version was banned, SCI recently overturned the decision in the courts and are now allowed to make it as bloody and gory as they like, and as the aim of the game is to score points for running people over, that's pretty bloody gory.

Scheduled for a release somewhere in the second quarter of this year, we're expecting a version to look at and play over the next couple of months. So watch this space and we'll tell you how it's coming along.





"F1 CARS?



THE OFFICIAL GAME OF THE LONDON INTERNATIONAL Boat Show

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I NEED POWDER!

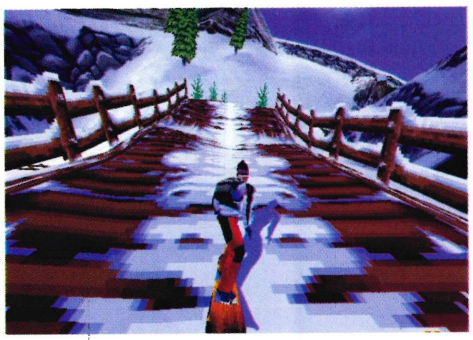
Last issue we previewed Ocean's new winter race bonanza, Snow Racer. Well we can now confirm that it's almost upon us, but in true Ocean style the game has been slightly delayed and some of the pictures we ran last month are no longer applicable to the game. We were as confused as you are about the whole thing so we demanded to be flown to Paris for a closer look at this downhill dream. And Ocean said yes.

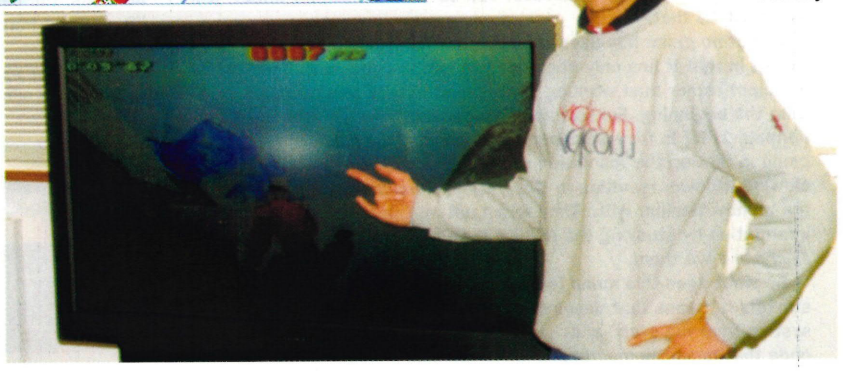
Once safely in the land of frog's legs, croissants and overpriced beer, we braved the winter conditions to visit the game's developers, Power and Magic, and met up with French snowboarder champ, Babs, who Ocean have drafted-in to help out with the motion capture and true-to-life snowboarding stunts.

The game is looking 10 times better than when we last saw it with the latest build sporting loads more tricks and some of the fastest and most varied courses ever witnessed. Players can now decide which route to take on nearly all of the available courses, as opposed to staying on a single track (like most of the snowboarding racers around). This thoroughly enhances play, and coupled with the massive amount of options you now have to play with, Snow Racer is certainly one to watch out for.

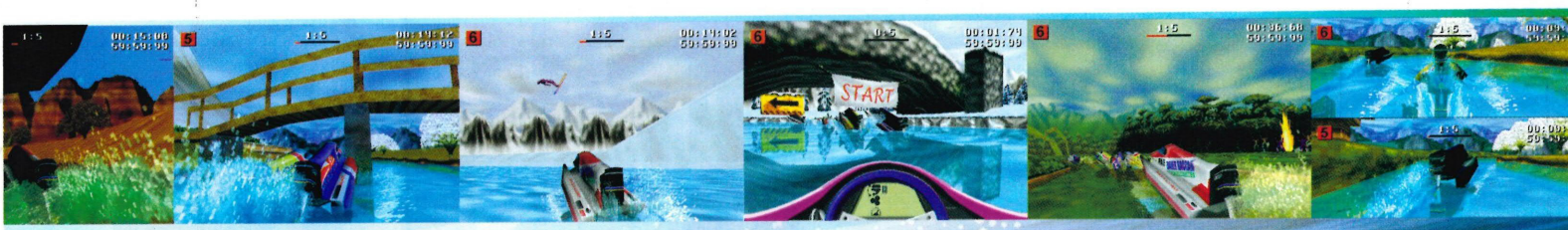








Big telly, even bigger hair! Meet Babs, the most 'rad' snowboarding Frenchman ever to exist. Possibly



LET THEM EAT WAKE!"

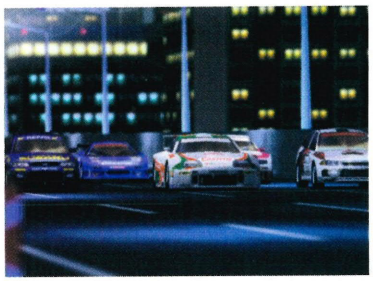
VR SPORTS POWERBOAT Racing

EXPERIENCE JUST ADD WATER

VR Sports, VR Sports logo, The Difference is Real and VR Sports Powerboat Racing logo are trademarks of Interplay Productions.

PlayStation: The Next Generation

Sitting down listening to technical geniuses is a hazard of this job. It's often not the most interesting of ways to spend your time, but you can't help but admire the fact that they obviously know what they're doing. This was the situation we faced when we recently visited Sony. The technology is ace, but listening to chat about PCI PC cards simply isn't interesting to your average bod on the street, so the key here is to keep you lot interested while explaining how wonderful things are going to get for you PlayStation owners over the course of the next two years.



Gran Turismo 2 is set to be one of the first new wave of next generation titles to hit the PSX

Now with the PlayStation 2 still miles away, Sony reckon they've come up with the ideal way to take the current console to an even greater level and meet the challenge of the likes of the N64 head on.

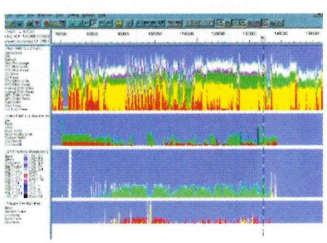
The system they've just unveiled uses a brilliant piece of software and hardware known as the The Program Analyser which can be leased by developers to help them improve their code. What it basically does is look at a snapshot of a game's code and highlight areas where the performance can be improved or where the central processor and graphics processor can be used to greater effect. It's as simple as that.

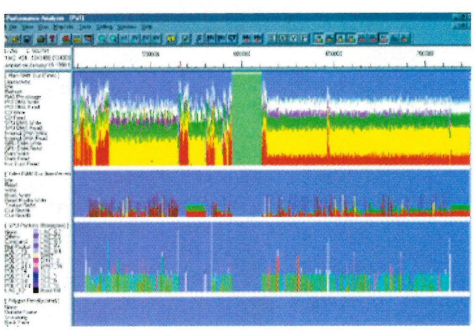
As yet no game has used the Program Analyser to its full extent in that it has only been used to tweak code at the end of a project rather than working in conjunction with programmers from the beginning. For example, Psygnosis took Formula 1 '97 in for a session and found that they could in fact up the resolution of the game without slowing it down, resulting in the gorgeous visuals we are all now familiar with. They found out all this information by studying the results the Program Analyser gave them.

So what does this mean for you lot? Well for starters it means that developers will be using the system from the start, which can only lead to better code that uses the machine to its maximum potential. To an extent we've seen this with the awesome Gran Turismo which has used the system more than any other so far. While no official confirmation of GT2 has been forthcoming, it is widely expected that the sequel, when it arrives, will probably be the first of the next generation of games designed using the Program Analyser from start to finish.

So it looks as though our wait for Sony's second console will be eased by improved software for its existing machine. As always happens, the best games arrive for a system in the later stages of its life and the PlayStation looks like being no exception.

No, we haven't a clue what this is all about either





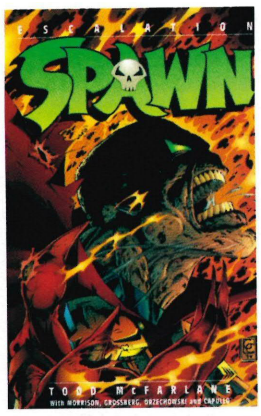
Lara's back, again

Hot gossip of the month has to be the new Lara Croft rumours. Nothing has obviously been confirmed or set in stone at the time of going to press, but our insiders down at Core Design have told us that Lara is more than likely to star in two new games before we experience the millennium.

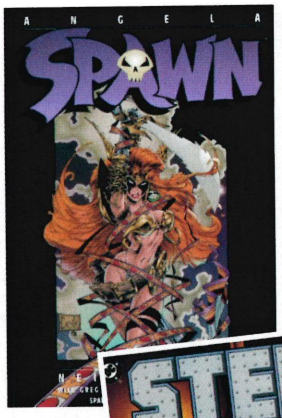
The first of these will be along the same lines as Tomb Raider 2 and will be called The Further Adventures Of Lara Croft. This will more than likely appear around Christmas this year. The second game, Tomb Raider 3, is penciled in for a winter '99 release and is rumoured to feature a completely new game engine, better graphics, loads more gameplay, new special moves for Lara and an all new wardrobe for Miss Croft.

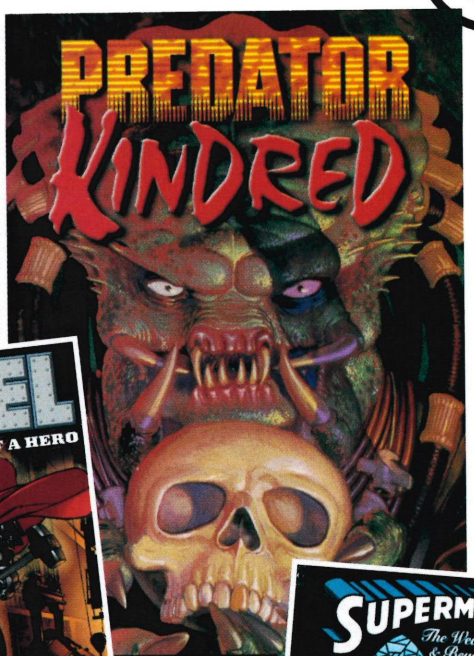
As we've said, this is all rumour and gossip at present, but our spies don't let us down. Needless to say, when the games do appear you'll know where you heard it first.

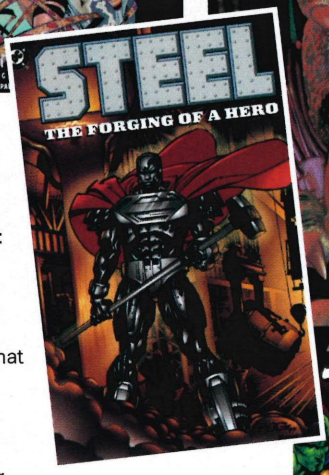




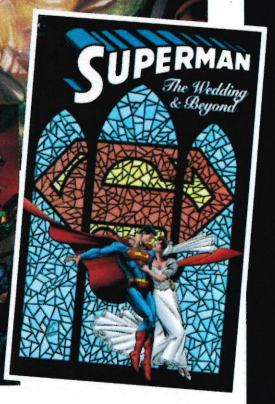












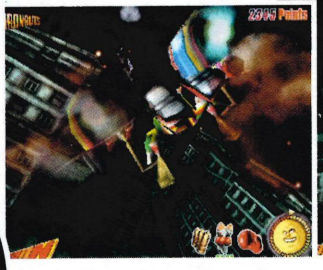
READ A BOOK

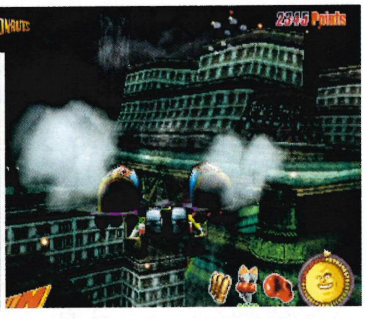
If you love graphic novels as much as we do, then you'll be ecstatic to hear that our monthly portion of Titan Books is absolutely huge this month. So huge in fact, that we haven't got the time or space to go into great detail about either one of them. First up though, we have Superman: The Wedding & Beyond, which perhaps unsurprisingly tells the tale of old Clark Kent getting spliced to long-term bird, Lois Lane.

The Spawn series goes from strength to strength with three new additions entitled Angela, Retribution and Escalation. Those of you who watch crappy straight-to-video movies will no doubt recognise Steel from that horrendous Shaquille O'Neal flick of the same name. Well the graphic novel's miles better than the film and tells the origin of Steel (Superman saved his life, you know!).

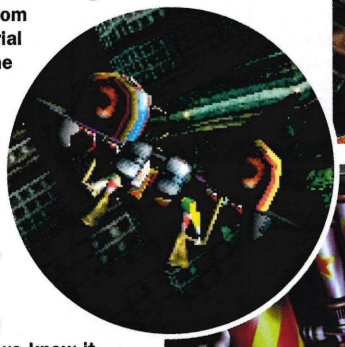
Predator: Kindred has a small town boy growing old and angry over the death of his father, until he sets off in search of revenge – and a Predator (the boy must be bonkers), and finally JLA: American Dreams showcases the mighty Justice League Of America in a desperate battle against the ultimate nasty bloke of all eternity – the devil! Spooky, eh? Anyway, sorry about the brief rundown, but if you fancy a copy of JLA and/or Superman, send us a postcard marked "TITAN" and the first five out of our utility belt will win. All of the above titles should be available by the time you've finished reading this sentence, priced between £6.99 - £9.99.

Getting Air



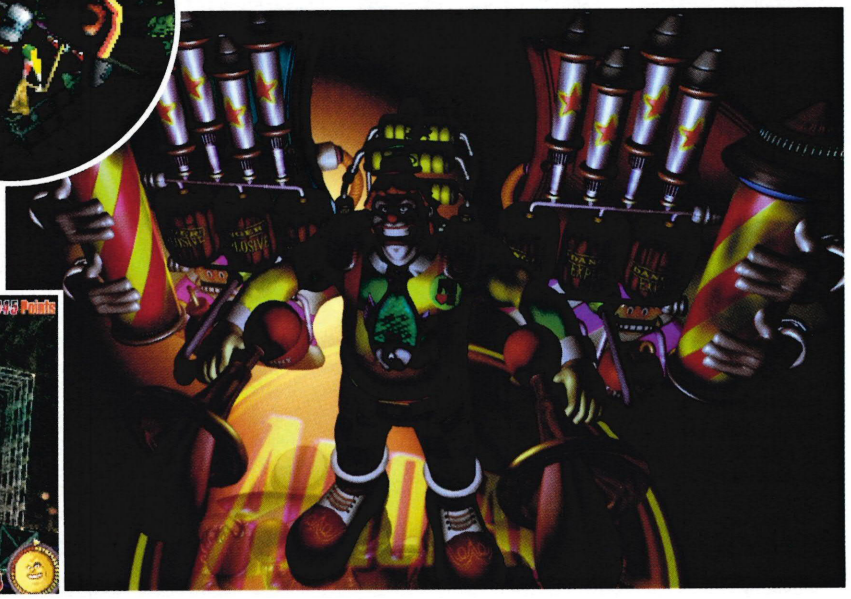


Imagine Pilotwings crossed with The Running Man and you're still miles away from getting the gist of Ocean's new aerial shoot'em-up bonanza; Aironauts. The game is based on a weird futuristic gameshow where the competitors don high-powered jet packs and take to the skies in a bid to be the last man standing. Each contender has been pulled from one of the world's most notorious prisons and must blast their way to victory using a wide range of aerial oddball weaponry.



Ocean claim their latest title will redefine the shoot'em-up genre as we know it as the game combines plenty of trigger-happy action with eye-blistering visuals, plus adds some of the largest playing arenas known to man, just for a laugh. Sounds pretty quirky, don't it? Well you can see just how mad it all is next month when we'll be putting it through its paces in our preview zone.

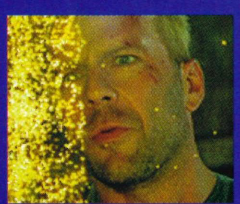




STOP PRESS

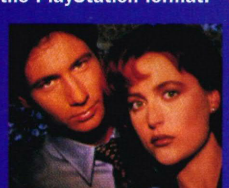
SONY have launched their new web site, so if you want to have a quick browse, and/or surf of all the latest goodies Sony have to offer, then simply point your pointy thing to: www.playstation_europe.com. Okay?

BMG INTERACTIVE have signed up the UK rights to action adventure ONE, with the game looking so damn hot that it's being rumoured that ACTIVISION have now dropped their Bruce Willis blaster, APOCALYPSE because of it. True or false? Well, unfortunately none of this could be confirmed by either party at the time of going to press, so we'll just have to wait for Activision's latest release schedule to find out for sure. We'll keep you posted.



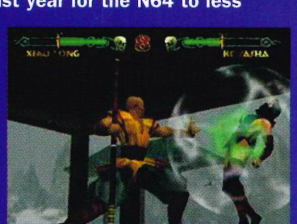
If your warranty has run out on your PlayStation and it keeps sticking, skipping, jumping or crashing, then you want to send it down to WIZARD DEVELOPMENTS as soon as possible. For just £29.99 + parts, they'll come and collect your machine, take it away and fix your gaming gripe and then deliver it back to you, complete with a 90 day warranty! How's about that then? Sounds to good to be true doesn't it? Well, if you don't believe us, give 'em a call yourself on 0181 303 1800 and tell them PlayStation Pro sent you.

SONY have secured a deal with FOX INTERACTIVE giving them the rights to the much-awaited X FILES game. Jon Richmond, Fox's President, had this to say to trade paper CTW: "The game features a tremendous amount of new technology and we had to work very closely with Sony to take the game to the PlayStation format." The game, as yet untitled, is rumoured to be based around the currently-in-production, but-oh-my-god-it's-top-secret, X Files movie. More news, if and when we get it.



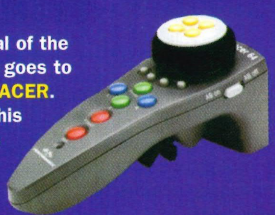
LIVE 98 has been confirmed for 24th - 27th September at Earls Court, London. The largest UK consumer showcase will be filled to the rafters with the latest gadgets and games from around the globe, plus there's always celebs galore at these things too. And we might even turn up this year, maybe.

GT INTERACTIVE may be canning their mystical beat'em-up, MACE. The game was released last year for the N64 to less than stunning reviews (although our resident expert claims it to be "alright") yet it's now looking unlikely that the PlayStation conversion will go ahead. Is this something to do with GT not wanting to add yet another low-rate title to their gaming portfolio? Who knows, but after Mortal Kombat Mythologies, Critical Depth and Maximum Force, who can blame them for being a bit paranoid?



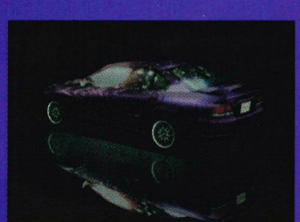
KONAMI have brought the release date for their alien adventure, BROKEN HELIX forward. The game should now be in the shops by March, whereas their biggie for Xmas 98, METAL GEAR SOLID has apparently been put back again to Jan 99. Just what the hell is going on?

Weird peripheral of the month award goes to InterAct's ULTRARACER. Believe it or not, this odd-looking fella is a hand-held steering wheel for the PSX. As you can see, the 'wheel' sits atop of the hand-set, with an acceleration trigger nestling underneath. The idea being that the 'pad' allows you to control your on-screen motor with even better precision than before, despite it feeling like you're operating a remote control buggy.

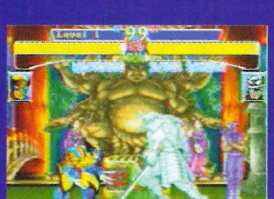


Still, it looks funny and for £29.99, it's a damn sight cheaper than one of those bulky steering wheels.

It's not even out yet, but GRAN TURISMO has spawned a sequel! Yes, the development chaps over at Sony Japan were in town for a few days this month and let more than a few subtle hints loose about their current project now that Gran Turismo is to all intent and purposes, finished. Expect it to hit your shelves sometime within the next five years.



Puzzle freaks will be happy to hear that ACCLAIM are putting the final polish on BUSTAMOVE 3, plus the long-awaited X MEN: CHILDREN OF THE ATOM is also lining itself up for an April release. Fancy that!



Don't forget to reserve your copy of next month's mag! Why? Because we're giving away a wicked pack of DEATHTRAP DUNGEON playing cards to every Pro reader. Cool, eh? Pencil March 19th into your diary right now, or miss out on the bargain of the century.

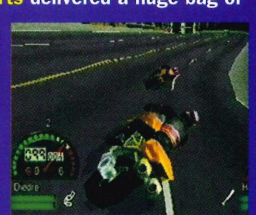
If you thought that your original 'logo heavy' version of FORMULA ONE 97 was gonna be a collectors item – think again! After all the official hoo-har over logos and permission to use them, Psygnosis have finally repackaged their driving dream, and as you'll no doubt know, it's currently available again in shops nationwide. But in a cunning attempt to make the new version more sought-after than the original copies, Psygnosis have released a SPECIAL LIMITED EDITION. The new gatefold edition not only stars the lovely Melinda Messenger on its cover, but upon opening it you'll be met with the roar of engines and general trackside noise from its amazing 'audio packaging'. It works the same way as those singing birthday cards do, only much much cooler.



Anyway, there are only 1000 of these beauties in existence (and the Jordan race team have 500 of 'em) so, as you can imagine, they're very very rare. So how do you go about getting hold of one? Simple. As usual, your friends here at PlayStation Pro have snaffled a copy to give away to one of our lovely readers, and all you have to do is send a postcard to our usual address marked "F1 97 LTD. EDITION".

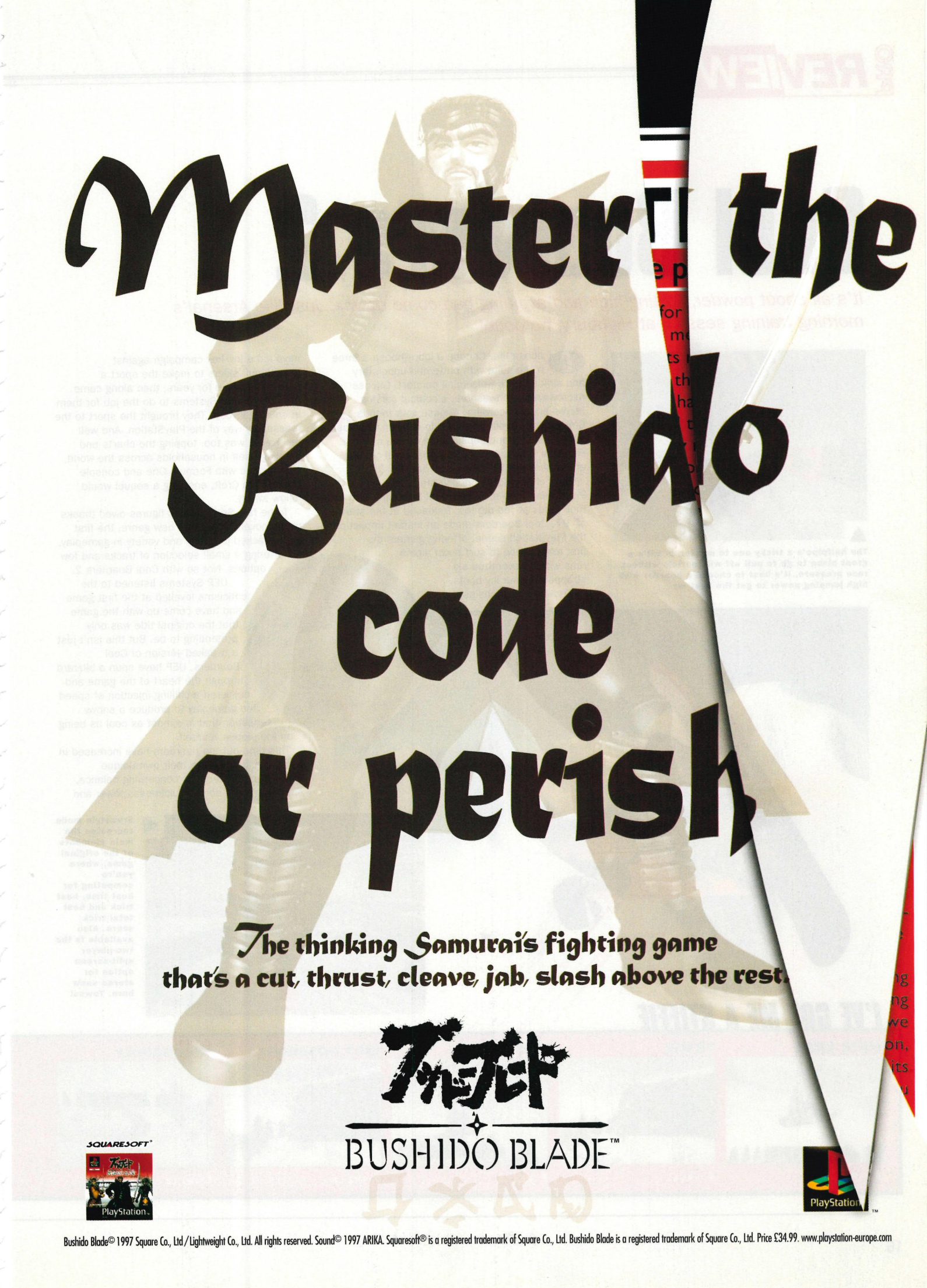
The only condition is that the postcard you send in has to be of a top glamour model, like Miss Messenger, not some bland plain thing you got in a pack of 50 from the post office. Okay? The first one we pluck from our heavily-buffed helmet will win. It's as simple as that.

Electronic Arts delivered a huge bag of goodness for us this month, unfortunately we haven't had time to fit them all into the mag. So, next month, prepare yourself for ROAD RASH 3D (which is looking brilliant compared to EA's early conversion a few years ago), THEME HOSPITAL is ready for review (so expect one next issue), DARK OMEN: WARHAMMER 2 is also priming itself for a full in-depth review – so expect one of those too. Cartoon chaos ahoy with the long-awaited REBOOT, plus the big news for us boy racers was the arrival of NEED FOR SPEED 3. The game is nowhere near finished though, so we'll play it for a while and give you our opinion at a later date. Anyway, we apologise for their absence this month, and we promise to make up for it on our April issue. Honest.





Right, that's it for now, but rest easy as there will be more fact, fiction, lies, untruths, gossip, and giveaways next issue. Maybe.



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Cool Boarders 2

It's all about powder, getting high and avoiding bad come downs. Just like Arsenal's morning training session at Highbury, no doubt



The halfpipe's a tricky one to master, but it's a great place to go to pull off wild aerials without race pressure. It's best to choose a boarder with high jumping power to get the best air

Choose life. Choose a job. Choose a three piece suite with patterned upholstery and sink into it's welcoming comfort. Choose microwaves, dishwashers, electrical carving knives and camcorders. Choose your friends. Choose your family and exist in oblivion with your Wilton carpets and subscription copies of the Financial Times. Choose designer label clothes and patent leather shoes. Choose life.

But I chose not to choose life. I chose a PlayStation, and a copy of Cool Boarders. And thousands of you did too. Released at the start of '97, Cool Boarders made an instant impact on the PlayStation scene, offering gamers the first real chance to surf down alpine runs with an oversized ski strapped to your icy boots.

Snowboard enthusiasts have led a low-key campaign against 'traditional' skiers to make the sport a household name for years, then along came developers UEP Systems to do the job for them in one fell swoop. They brought the sport to the masses by way of the PlayStation. And well received it was too, topping the charts and nestling itself in households across the world, side by side with Formula One and console Queen Lara Croft, ensuring a sequel would follow swiftly.

To be fair, Sony's sales figures owed thanks to the novelty value of a new genre, the first outing lacked longevity and variety in gameplay, offering a small selection of tracks and few options. Not so with Cool Boarders 2.



UEP Systems listened to the criticisms levelled at the first game and have come up with the game that the original title was only pretending to be. But this isn't just a tweaked version of Cool Boarders, UEP have spun a blizzard through the heart of the game and delivered a chilling injection of speed and gameplay to produce a snowy sensation that is almost as cool as being on the slopes yourself.

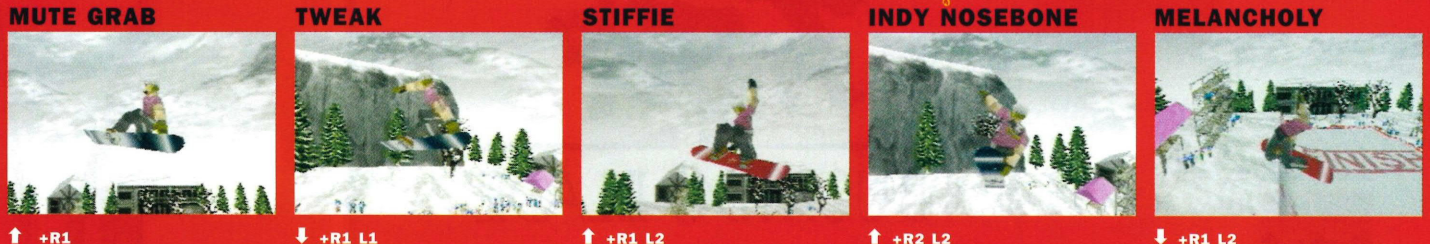
This time out the boarders have increased in number and now have their own unique handling characteristics concerning balance, speed, jumping ability, quickness, power and





Freestyle mode recreates the main elements of the original game, where you're competing for best time, best trick and best total trick score. Also available is the two-player split-screen option for stereo snow burn. Yowsa!

I'VE GOT ME A STIFFIE





Try to blend riding ability with board handling to gain speed and to give greater control. You'll need both attributes to attack tight corners like this one

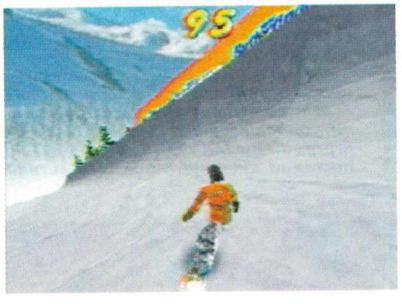
technique. There's a greater amount of control over your particular boarder's get-up, and we all know that's infinitely important when you're on the piste (you simply must look the part, you know).

The number of tricks which can be performed have been increased greatly. You'll be able to pull off extremely complicated combination jumps with a little study and practice, and the radest stunts around are what is needed if you intend entering the competition tour with the rest of the boarding field.

Despite all this, the advantage Cool Boarders 2 has over the original lies in the increased number of courses and gameplay modes available, and it seems that UEP have pulled out all the stops to include practically every form of boarding action available. There really is a whole mountain to cover in skid marks, with 16 tracks compared to Cool Boarder's extremely paltry five.

Freestyle mode is basically the same as the main game in the original release, whereby you aim for fastest time and best trick score to make it up the tables. But in this infinitely superior sequel, a split-screen mode is waiting for you and your eager buddies to tear up the powder together.

Competition mode throws you in against the remaining seven riders. Here you must battle it out to be king of the mountain over a series of big air ramps and a serious collection of twisting slopes ▶



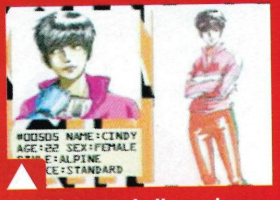




BOARDING PASS



Jin's a bit of an adrenaline junkie – speed before control



Cindy's a good all-rounder, nice handling at a fair pace



Irin likes to take things slow and easy, a beginner's dream



Yaggi's skill comes in the air, he's a ramp boarder at heart



Boss scares me, ooooh! Dirty racer, used to finishing first



Kelly's not fast, but careful racing makes her a competitor



Nick's aggressive and downright ugly. Nuff said



Speed and experience make Jicchi a dangerous opponent



The start of the race and Irin's just gone from 0 to 66mph in just over three seconds. Screw your Ferrari, make mine a snowboard



TAIL GRAB



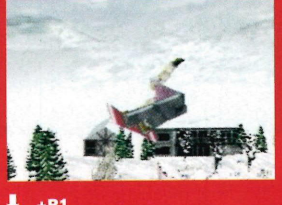
⬇ ⬇ +R2

INDY GRAB



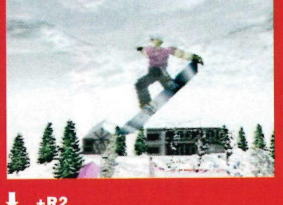
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LIEN AIR



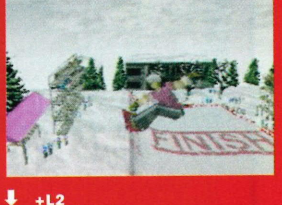
⬇ +R1

STALE FISH



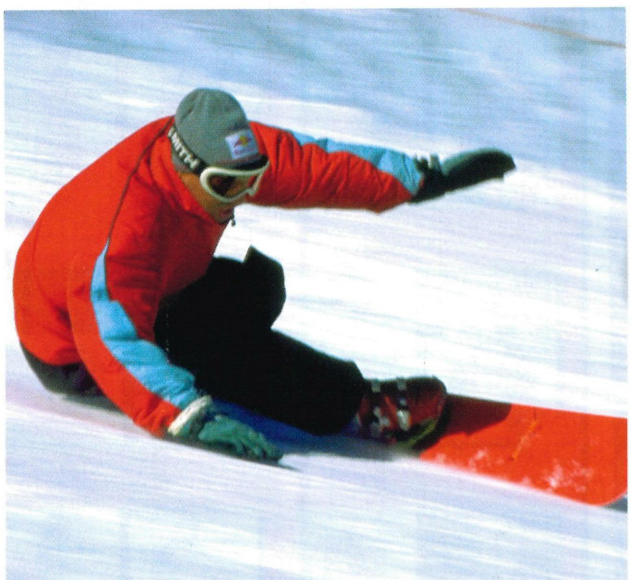
⬇ +R2

METHOD



⬇ +L2

History Lesson



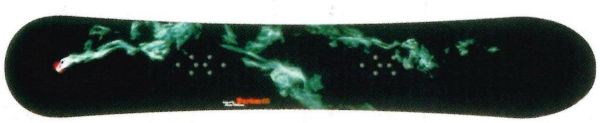
When I was a rad

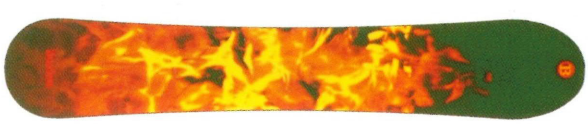
IT WAS Christmas morning 1965 when Sherman Poppen walked outside of his home in Mukegon, Michigan, looked at the snow and saw a wave. With surfing fast approaching its height in the 'Summer of Love' it seems fitting that the transition of the sport from water to snow would happen then, and when Poppen remembered his daughter's past attempts at standing up on her sled, he hastily screwed together two pairs of children's skis and fashioned a surf board for the snow. Within a few days all the local kids were begging for a go on what Mrs Poppen dubbed the 'Snurfer' (Snow+Surfer).

Six months later, Poppen licensed his idea and over the next 10 years upwards of a million Snurfers were produced and sold across America. Jake Burton Carpenter remembers the Snurfer as his first winter ride, and in the late '70s and early '80s his own brand popped up in the market place. His company, Burton Snowboards, is now the largest snowboarding brand in the world.

Shortly after the sport took off big time in America, it spread throughout Europe, but there was no clear-cut occurrence that brought modern-day snowboarding to the masses. If any year could be marked as the beginning of the snowboard explosion, it was 1985. Absolutely Radical hit the news-stand as the first exclusive boarding magazine, and by 1990 every European country had joined the US by offering exclusive snowboard coverage. The sport became huge the world over.

Snowboarding has come a long way since the 1965 and the summer of love. Its debut as an official Olympic sport will occur this winter in Nagano, Japan, confirming the fact that it's no longer seen as just a fad. In fact it's now becoming hard to avoid, with snowboarding becoming the winter prerequisite for coolness, and extended TV coverage will bring it into the homes of even more hormone screaming teenagers. Let the games begin.









▶ that'll caress your skills before testing them to the limit. And then there's the halfpipe where you can just get downright funky.

Another welcome addition in the game takes you into the world of high aerial competition with a boarding equivalent of the ski-jump. Then to round all this off, it's off to the board park where the idea is basically to mess about performing cool stunts, without the pressure of competitive racing or jumping. Just enjoy the ride and the rush and get a real taste for snowboarding, represented in its truest street-wise form.



Now if there's a downside to all this mountain madness it would have to be in the graphics department. Cool Boarders 2 is not a great improvement on the original, which was, quite frankly, adequate at best. And although there's more scenery and greater attention to detail on clothing, faces and the like this time around, it really doesn't stand out as eye-poppingly gorgeous. But where the game is really let down is on the slopes, where the tiled landscape is blatantly visible as sections, which detracts from the realism of what should be the complete snowboard game.

Cool Boarders 2 isn't the definitive snow-surf game, but it's a damn fine attempt. With the Winter Olympics approaching fast, there'll be a number of titles becoming available that will really give this a run for its money now that snowboarding has achieved Olympic status. I'm betting that Cool Boarders 2 will be happily 'in pocket' at the end of it all and maybe this time next year, we'll get the perfect snow experience – a game with great playability and looks.

CUSTOM COOL



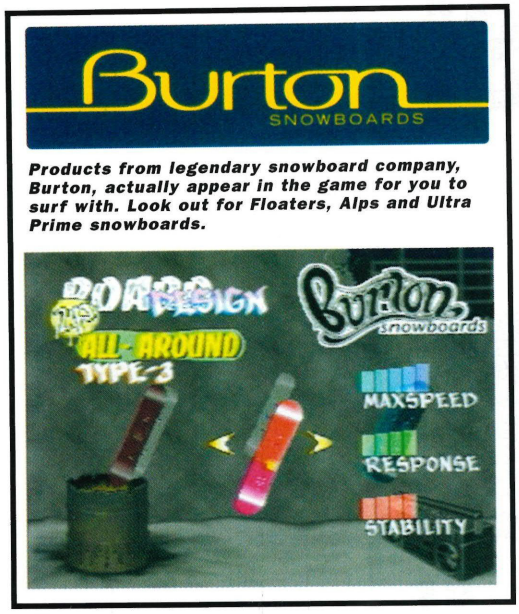


So you're a bit of a pro boarder are you? And there's nothing in the board selection that quite tickles your frosty fancy? Well why not make your own with the board editor? It looks a little tricky to do, but it couldn't be simpler, and it's well worth the effort when you see your creation storming into first place on those icy hills. Mix your own paints, draw, fill, then surf yourself out

GENRE COMPARISON

Game ***Cool Boarders***
Software House ***Sony***

The original title introduced gamers to an exciting new genre, whereas the second installment completely exploits everything that's cool about snowboarding. More tracks, more competition, more tricks and ultimately more fun make for a fine sequel



Products from legendary snowboard company, Burton, actually appear in the game for you to surf with. Look out for Floaters, Alps and Ultra Prime snowboards.

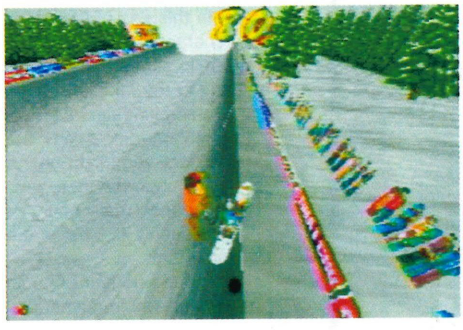




The rad two-player split-screen mode makes for some of the best head-to-head action











Don't you hate it when people spring requests on you? Bust your own trick dweeb, I'm racing. Honestly, men!

Yaggi displays how years of mind-numbing snowboard lingo and drug abuse have literally given him the power to float. Through meditation he has learnt to levitate his body. Now all he needs to snowboard is a spliff and a woolly hat



PROSCORE

GAME Cool Boarders 2
GENRE Sports
SOFTWARE HOUSE Sony
CONTACT 0171 447 1600
RELEASE DATE Out Now
PRICE £34.99

The first game from UEP Systems caused a bit of a stir, but it was really just an exercise in marketability. They were testing the water if you like. Needless to say it was snapped up like a packet of cheese 'n' onion at a Gary Lineker convention. However, this is certainly more like it. Every plausible game option you could ever want from a boarding title has been thrown into this mix with an immense catalogue of aerial tricks just for good measure. And when you consider the price, it all seems to be quite a nice package. My only real gripe is that there aren't enough graphical enhancements, but all things considered this is excellent value for money. Dude.

BY JAMES CANNON

GRAPHICS 7
SOUND 8
GAMEPLAY 8.5
LASTABILITY 8

8½

PAUL **I liked the original and this is quite a big improvement over that. More to do, easier to get to grips with and just generally fun to play. Snowboarding is 'in' at the moment and Sony seem to be getting it just right**

JAY **Much, much better than the rather sparse original giving gamers more options to play with, a nifty two-player mode and bags more stunts to try and pull off. Still not perfect, but worth a purchase nevertheless**

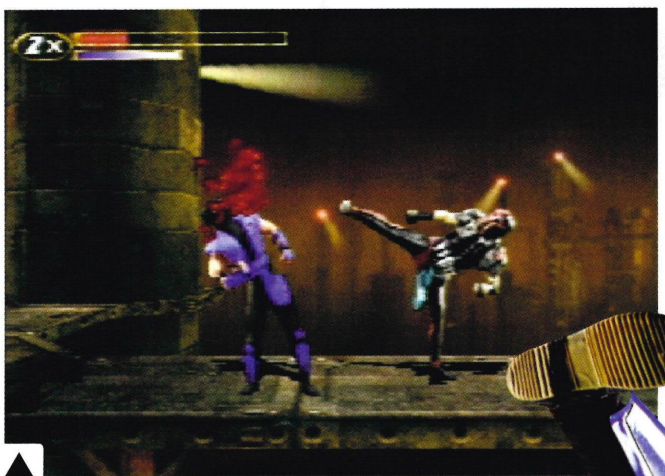
ANDY **A vast improvement on the original. The combination of stunt and speed circuits now mean there's much more variation and stunts throughout. Graphically it's much the same but this aside it's an all round winner**

LEWIS **Speed aplenty and loads of immediate appeal, but the graphics let this down badly. Some of the powder effects look like screen glitches and there's still lots of obvious tiling. Short-term fun, but that's all**

MK Mythologies:

Sub-Zero

Three games with a fourth on the way, an album, two films and now this! Let's hop on the Mortal Kombat merchandise bandwagon and be taken for a ride, again



A simple kick to the head results in this poor sod losing three pints of blood. Obviously he's wearing Spice Girl boots



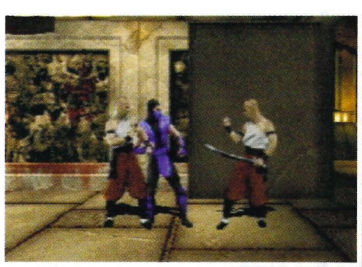


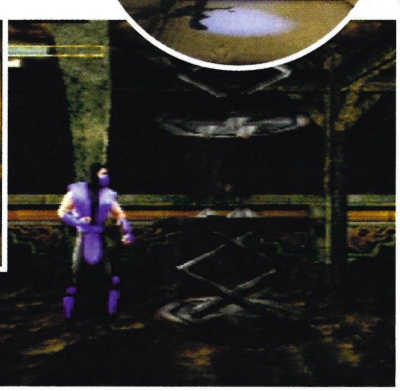
The weather in Mortal Kombat games has always been terrible. Everywhere you go there's thunder and lightning. It's like spending a week in the Lake District. Don't play any golf just to be on the safe side



And here we have the RPG element in all its glory. Potions and herbs can be taken to increase your stamina and a bit of alchemy reveals your special moves







You stand there wondering if this is a trap. Of course it's a trap, and not a very good one either

The Mortal Kombat series has grown in strength with each new chapter, but with the advent of 3D beat'em-ups the line-up has perhaps struggled a little to get the attention that it was once guaranteed.

The obvious solution would be to turn MK into a 3D Tekken clone, but instead, Midway have taken a different path by introducing Mortal Kombat Mythologies: Sub-Zero. In this game, the Sub-Zero character from the beat'em-up series is dropped slap bang in the middle of a sideways scrolling fighting/role-playing game. Intrigued? And well you might be, because the idea sounds really cool doesn't it? Shame the game isn't.

There's no point in keeping you in suspense. Mortal Kombat Mythologies is terrible and that's being complimentary. I really don't know why GT persist in unloading shite like this onto us. This is just another case of horrendous collision detection, next to no playability and awkward graphics. What sounded like a promising idea has been systematically butchered from start to finish.

Starting off with just your just a handful of basic moves you may feel a little bit unprepared, but as you move through the level you'll begin to earn special attacks. Only by collecting and mixing various substances will you be able to learn how to do extravagant tricks like chucking ice at your foes and so on.

The game starts off with a very nice FMV sequence that really sets the scene, and at this point you think you might be in for a good time. It's only when your character appears on screen and begins to slowly jerk his way through the action that you resort to the valium.

The first few enemies you meet are big





Oh my God, you're being attacked by a giant cotton wool bud. Your ears are going to be spotless after this fight

baldies who will initially beat you senseless as you realise that it's quite tricky at first to actually make contact with a blow. After a while you'll learn that grabbing them and using your neck kick will soon finish off most of your adversaries. But the worst has yet to come – as you run into the next chamber, oblivious to the fact that you're about to get hammered by the cheapest gameplay trick in the book – in the form of the the sudden death.

Sub-Zero will one moment be running along a corridor with all the grace of a baboon, the next he's a puddle of blood as a pillar descends from the ceiling to squish him. It's unexpected events such as this that make playing an RPG totally pointless. What's the point of learning and honing your skills when a random object can crush you without warning? Combine these with ridiculous leaps of faith and any depth to the game is lost. The first time you play you'll die countless times, and then you'll spend the rest of your time creeping around on the lookout for these vicious game destroying devices.

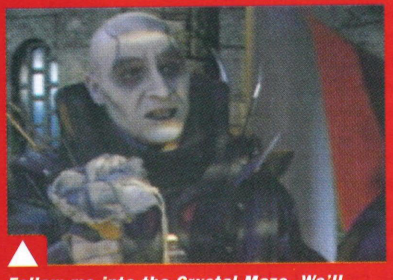
Along the way you'll notice items you can pick up and store in your inventory. From here you can use herbs to heal yourself and mix items that you've found to create your special moves. When you discover a successful combination, you will be shown how to use it and from then on you'll have an extra tool in your armoury. This is the best feature of the game for me, but it's obviously let down by the truly atrocious gameplay.

The nine levels all have their own objectives such as 'steal three keys' or 'steal the map.' However, you can't get away from the fact that it's easier to get on in the game by simply doing the neck kicks rather than bothering with the special moves. You die most of the time whilst trying to pull them off so why bother? If you try to play this as if it's the original beat'em-up you're going to be sorely disappointed and lose interest very quickly. Trust me, I found out the hard way.

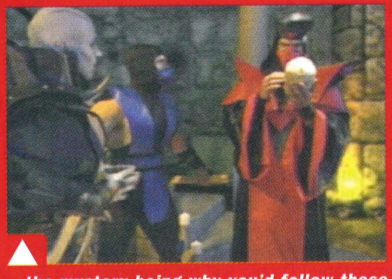
FINISH HIM!



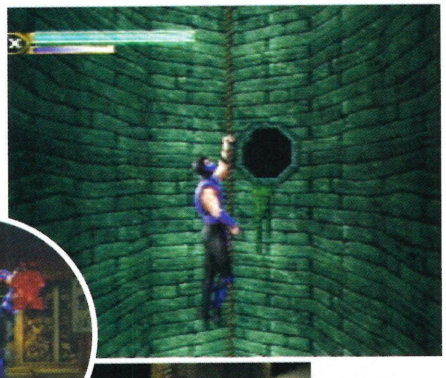
The FMV sections show you battling for your life against a big twig

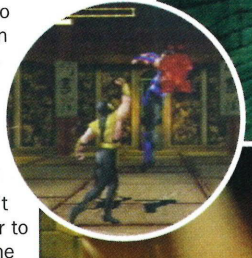


Follow me into the Crystal Maze. We'll play a mystery game next...



...the mystery being why you'd follow these impressive sections with this crap game!







Sub-Zero has a bit of an icy nature, so is it any wonder that this pathetic effort leaves us cold?

PROSCORE

GAME MK Mythologies: Sub-Zero
GENRE Arcade
SOFTWARE HOUSE GT Interactive
CONTACT 0171 258 3791
RELEASE DATE Out Now
PRICE £44.99

Dear Sir/Madam... I'd like to apply for the position of Quality Controller at GT Interactive. Having recently seen some of the absolute shite your company has been dishing out, I feel that the world would benefit greatly from this arrangement. I fail to understand how you can release the excellent Oddworld and Duke Nukem whilst at the same time produce shockingly bad games such as Tiger Shark, Maximum Force and of course, MKM: Sub-Zero. I feel that to save us both the trauma of having to play abysmal stuff like this, I should be employed forthwith to vet your potential product. I can start immediately and enclose a CV for your perusal. Yours sincerely...

BY PAUL MCNALLY

GRAPHICS 5
SOUND 5
GAMEPLAY 4
LASTABILITY 2

3

ANDY It's quite an achievement to make a game that's even worse than the previous incarnations and some reward should be forthcoming to Midway, the developers. This is dated and offers you nothing of interest

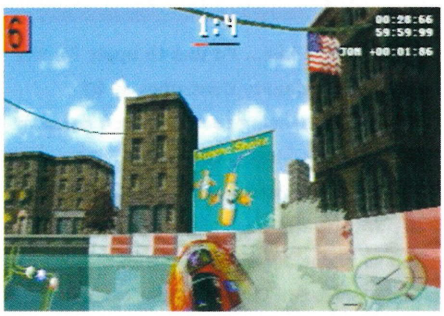
JAY This has all the visual appeal of Bernard Manning's arse and the gameplay offers nothing new, exciting or interesting. It gets horrifically boring almost immediately and quite frankly, this should be left well alone

JAMES A harsh grade for a harsh game. We don't like being brutal, honest! But this really has less appeal than a Spice Girl without breasts. In fairness it can be a challenge, if you can be arsed playing past level 1

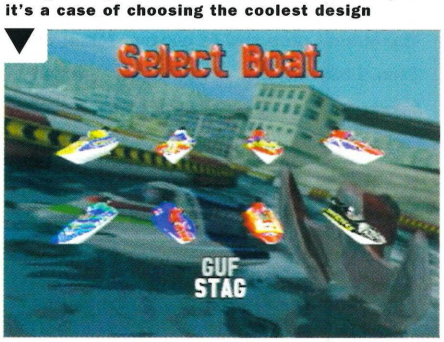
LEWIS I can't see the point of digitised characters when they have only three frames of animation. If you want to watch a bunch of monkeys fighting it out on your telly, watch Survival Special instead. It's more fun

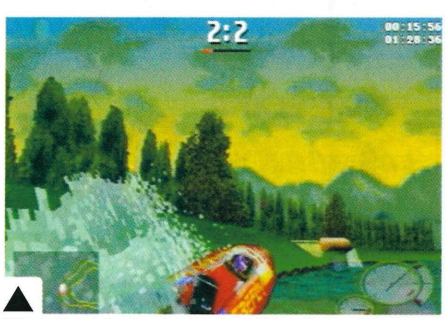
Power Boat Racing

Park your Porsche Boxster by the quayside and make some waves with the latest aqua offering... and thankfully there's not a Barbie girl in sight



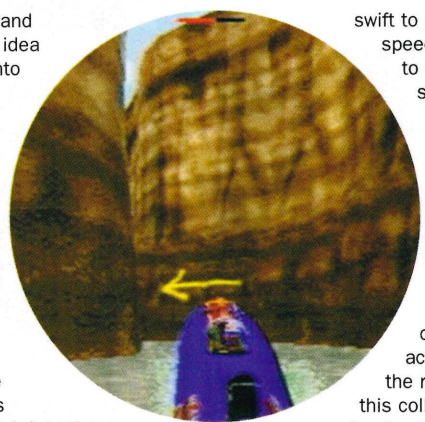
There's a choice of eight boats in each class though the performance of each is identical, so it's a case of choosing the coolest design





When the trim is at a high setting it can be extremely difficult to sustain a good racing line, and you'll often find yourself brushing along the banks at the water's edge

It's every boy racer and adrenaline junkie's idea of heaven to be strapped into the bucket seats of a souped up rocket on wheels. Aye, many a time I've been out on the streets of Manchester, keeping my law abiding self on the straight and narrow, when a Ford Cosworth or some other juvenile speed bus has come screaming around a hair pin bend, closely followed by a Wythenshawe squad car, lights and sirens blazing, before the two vanish into the horizon. The beat of 'Smack ma bitch up' trailing off into the distance.



When you think of speed, the natural thing to do is to refer to some sort of exotic roadster in the Ferrari or Lamborghini class, yet there are craft out there that are more than capable of matching these super cars for speed, power and all 'round excitement.

Take powerboats for example. Your average Lamborghini Diablo will be powered by a 5.7 litre V12 engine which is pretty much about as awesome as cars come. Now compare that with the system of a standard powerboat which features three 1050 break horse power, 540 CID supercharged in-board engines with a nine tank, 18 pump, 645 gallon fuel system, and you're beginning to get some idea of what the phrase 'shit off a shovel' actually means.

Not only do these machines put out a cool 85 miles an hour at 3500 revs, they can also U-turn at the same speed with astonishing ease. So you can understand the attraction for those who seek speed, adrenaline and danger as part of their staple diet.

Rapid Racer was the first taste PSX owners have had of break neck pace on something a little less firm than asphalt, and Interplay were swift to pick up on the notion that speed and the physics of trying to steer on water make for some frantic action.

Developed by Promethean designs, Power Boat Racing is able to boast the fact that it's been designed with the approval of a professional racing team who were adamant that the handling characteristics should be an accurate representation of the real thing. And the result of this collaboration is some seriously realistic cornering, and plenty of wave shredding speed.

There are two classes of boat available (as in Rapid Racer and powerboats in general really), namely the monohull design and the catamaran design with two hulls. Boats from the first class will be marginally slower than the cats, however, they are decidedly easier to handle. Catamarans, on the other hand, go like a bat out of hell but can cause problems at tight bends due to their extreme speeds. But you'll have to ease your way through the first three classes of the monohull design to get your hands on the steering wheel of a superior catamaran in competition.

Rapid Racer has had its critics, and Interplay's wet racer will no doubt succumb to the same treatment, taking a swipe from reviewers for being 'just another racing game' which of course it is. But at least Interplay are attempting to be different by taking the racing fan onto the water. However, they have put themselves in the firing line by leaving some of the graphical elements looking more than a little suspect.

While the main part of the game looks fine i.e. the water, scenery, obstacles etc. the backdrops are quite obviously poorly drawn





repeat patterns with little detail.
Now if you gloss over this little upset, the remaining content is quite playable, but these little touches are important goddamit!

On a more positive note, the handling of the many craft is quite realistic, with the most impressive element being the control of the trim. The trim is a flap situated underneath the boat, and its purpose is to change the position by which the boat rests in the water. With the trim high, your vehicle's nose will be raised from the surface encouraging the boat to skim across the waves rather than cut through them. Now this little trick will see you picking up more speed at the expense of handling. With the trim down your boat takes on more stability, but it'll be up against more resistance from the water, so the speed and acceleration of each craft diminishes.

But that's not the only refreshing design feature that's impressed me with this game. How about the fact that the background will interact with the race circuit and affect your path? Confused? Well let me explain. ▶

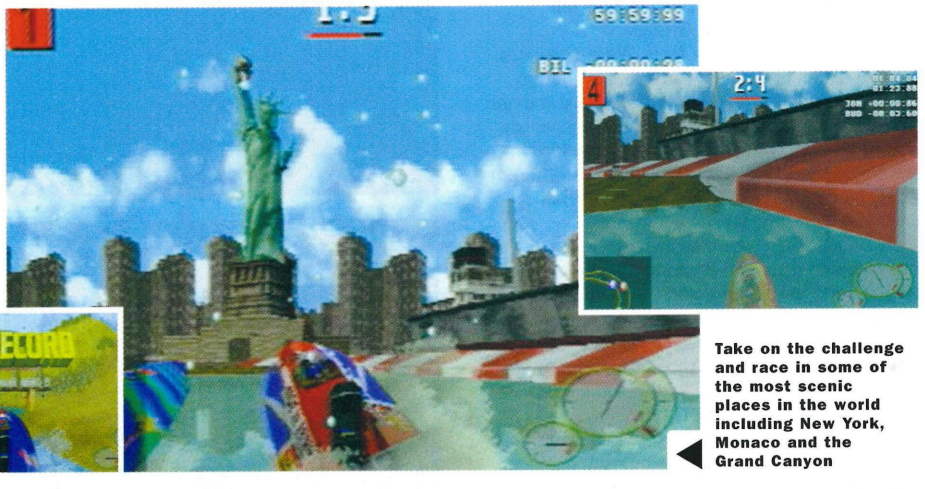
The graphics are, in the main, well drawn and suited to the game. It'd be quite difficult to keep it all interesting when racing on the sea, as in the real sport, but the ships, ice caves and riverside buildings in Power Boat work well



GENRE COMPARISON

Game *Rapid Racer*
Software House *Sony*

Rapid Racer doesn't have the technical accuracy of Power Boat, but it still proves to be a demon of a drive. It's bright, fast, more than a challenge and a lot of fun to play with more of an arcade feel. Although the tracks are quite similar, overall it just has the edge over this

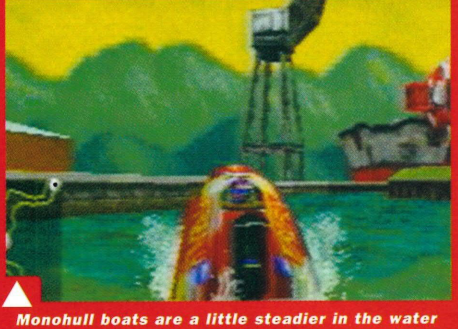


Take on the challenge and race in some of the most scenic places in the world including New York, Monaco and the Grand Canyon

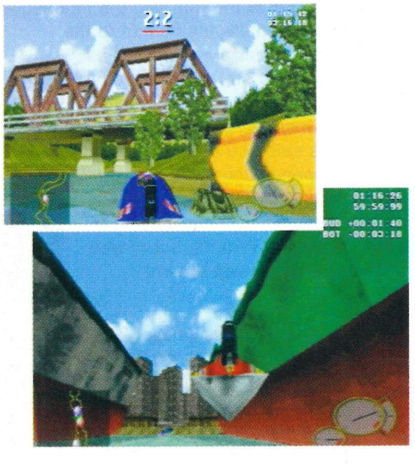
MAKIN' WAVES

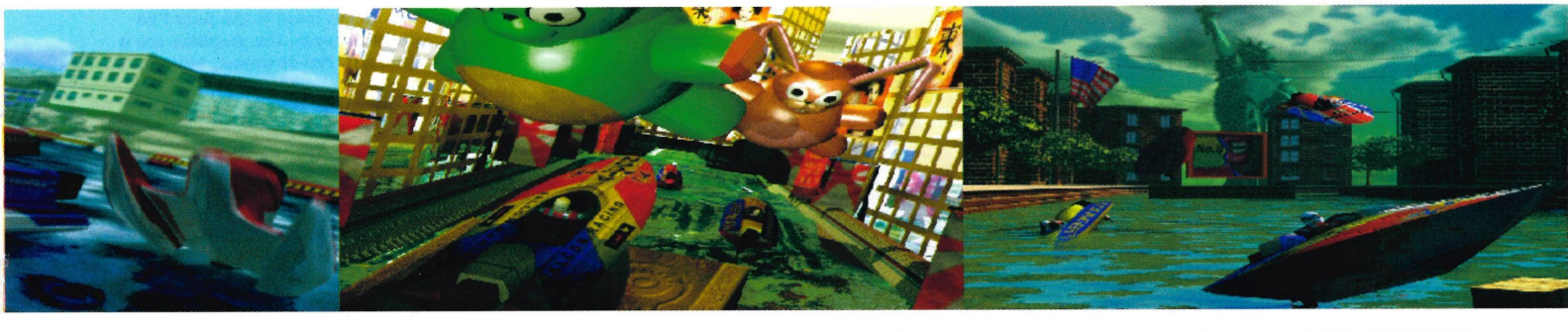


The cats handle better because of their twin hull design, which also means they can go faster



Monohull boats are a little steadier in the water but are lacking in pace when compared to the cats





Power Boat Racing

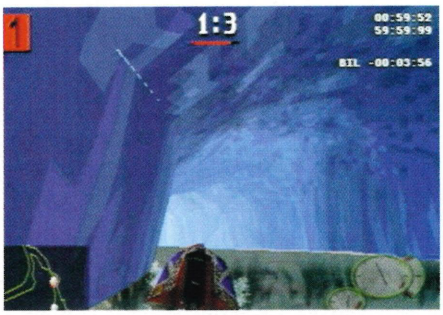
▶ Parts of the course are routed a certain way because of obstacles, whether they be boats, helicopters or whatever, blocking your way into different paths. These obstacles will move mid-race to set you a new course to follow.

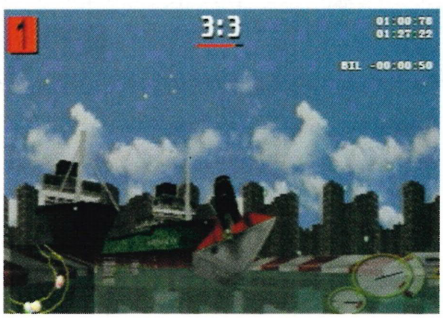
In the impressive New York docks stage, a police chase is coming to its climax at the water's edge. Cars collide into a stack of crates and the whole thing ends up with the crim's car hurtling into the water blocking your path as you approach a bend at speed. Pretty impressive stuff, eh? Then there's the weather which can change mid-race and though it may not look like the most accurate flash of rain and lightning, it does the necessary trick that it was designed to do, namely to distract you and reduce the visibility of what's coming ahead.

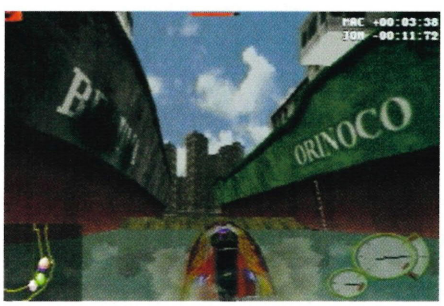
The whole thing kind of feels like a simulator, but the action is definitely arcade, just not so obvious. There are loads of jumps where you can pull off tricks which will also affect the scenery, putting you firmly in control of the direction which the circuits will take throughout the five different game modes: arcade, shoot out, time trial, challenge and practice.

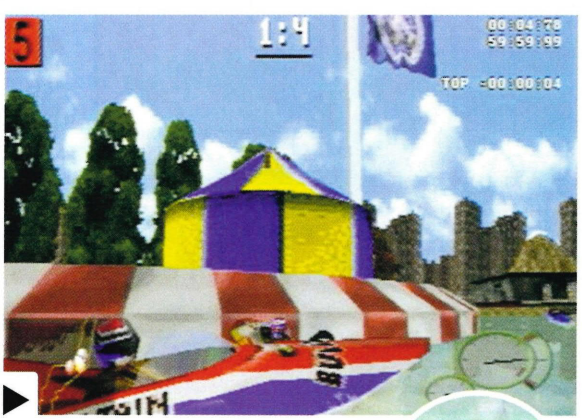
In arcade, the rules are simple, you try to win the race and if you get it wrong it's game over. Hey, second place is no place mister! Shoot out takes you into competition once more, but this time you need to avoid finishing last. Last position drops out of the race at the end of each lap which means that you'll miss the climax which is a nail-biting head-to-head.

Overall, it's a game that'll probably strike you as average at first inspection, but will undoubtedly surprise you if you give it a chance. The jumps, use of the trim and the interactive background shenanigans all add to the experience and bring welcome ideas to a genre that's starting to become rather stale even though the quality of titles is increasing all of the time. When all is said and done, I suppose it really depends upon whether you like to race wet or dry. Personally, I like the assurance that goes with a bone dry pair of Y-fronts, but maybe someday I'll get a wet dream!









The British Bulldog takes a moment to wave at the fans, as an English gentleman should. Or maybe he's just rubbing his victory into the faces of the French crowd in typical lad fashion? Same difference really







PROSCORE

GAME Power Boat Racing
GENRE Racing
SOFTWARE HOUSE Interplay
CONTACT 01628 423 666
RELEASE DATE March
PRICE £39.99

Power Boat Racing is a brave attempt to mix realism and arcade fun into a one neat package, and though the blend isn't a traditional one, the result here is quite commendable. However, I can't help thinking that the subtle introduction of new racing elements will probably be credited to some other lucky blighter further down the track once Interplay's innovation gets repeated. It's sure to happen sooner or later, as a definitive boat racer has yet to arrive. There's a lot going on here, but ultimately it does have that guilty feel of being just another racing game, but if you fancy a bit of a change from the normal mix of tires and tarmac then you could do worse than this.

BY JAMES CANNON

GRAPHICS 7.5
SOUND 5
GAMEPLAY 8
LASTABILITY 7

7

JAY **In my opinion, this is better than Rapid Racer and if you've ever watched the sport for real you'll know that it isn't simply a case of accelerate and steer. Powerboat, despite its minor faults, emulates this perfectly**

LEWIS **Taking to the water is a great way to vent your racing spleen. The tracks are varied and the interaction level is the best I've seen, but to be honest, the graphics are a little washed out. Needs polish, but not bad**

PAUL **I'm not really into boat racing and the upshot of that is that I found this bland. The noise irritated me, but I suppose if you really must have another racing game then it might as well be this as anything else**

ANDY **Racing the waves is a sure fire way to get that adrenalin pumping. Or at least you'd think so. What we have here is the nucleus of a monster, but as it stands it lacks the true feeling you should get from a racer**



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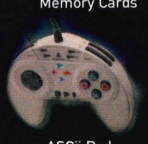

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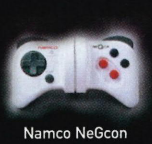

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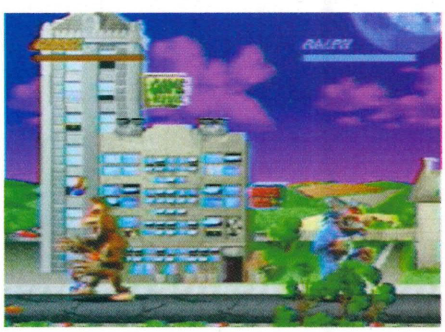
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PlayStation™

Rampage World Tour

The staff of MAC Demolition are queuing up down at the job centre, P45 in hand. The reason? Well, there's a new wrecking firm in town, and they're on the rampage





A gorilla called George, a dragon named Lizzie and a rough looking furry thing called Ralph are off on their world tour. They've had this hankering for a while now, what with their pseudo rock 'n' roll style trashing of hotel rooms and everything. Well... trashing of hotels really. So in true Cliff Richard-style, they've hopped on a bus and begun singing crap tunes.

Aye, they've much in common with the more rebellious musical stars as well, with their unkempt appearance and the wanton disregard for others. They did in fact audition to support the Spice Girls on their forthcoming World Tour, sadly it was decided that one group of hairy-arsed, tone deaf animals on the tour was more than enough.

Rampage has appeared in its many incarnations on varying formats since making a successful arcade appearance in the eighties, most notably it will be remembered for the average, but strangely popular, SNES version.

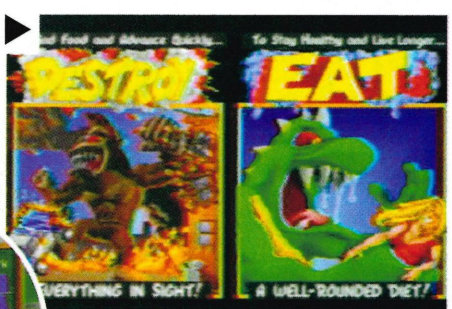
Now it seems developers Midway have, in their wisdom, decided that a new generation of gamers should have the 'privilege' of reducing buildings to rubble utilising the talents of George and his mates on their own PSX world tour.

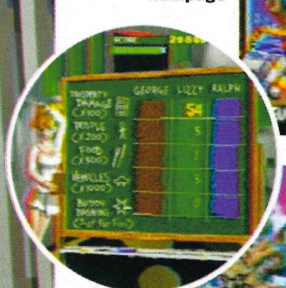
Good idea? Well maybe it is, as the PlayStation is currently enjoying a retro gaming renaissance, and it's an ideal opportunity to cash in on the success of Rampage on more powerful formats. And then again, maybe it isn't. You see, the PSX and its late nineties counterparts were invented and designed with greater power and processing speeds to provide better graphics, slicker gameplay and a greater wealth of realism, of which Rampage World Tour is completely bereft.

Graphically the game looks almost identical to its earlier appearances with a couple of nice touches added here and there. Unfortunately, not enough has been done to give the game that quality feel that has become synonymous with Sony's little power house.

Obviously the developers' excuse will be that they wanted to retain the essence that made Rampage such a hit game. However, they seem to have forgotten that Rampage was popular long before 32 and 64bit machines were invented, and that by today's standards it just isn't able to compete with games produced solely for the PlayStation. Games that are poor in graphical and playable quality should in my









Special in-game reminders just in case you've forgotten the complex rules. Aye, it certainly is an in-depth affair with Rampage





Two-player mode will flatten cities quicker than an earthquake and offers plenty of opportunities to smack your team mate





opinion remain in the past.

Gamewise its just a case of climbing up buildings and reducing them to rubble. You collect any power-ups that happen to reveal themselves whilst feeding on the innocents that tear past in a frenzy of fear. In fairness there are a wealth of levels involved in Rampage World Tour which should keep fans occupied for hours. There are up to 130 standard levels, 14 bonus levels and a couple of hidden ones too.

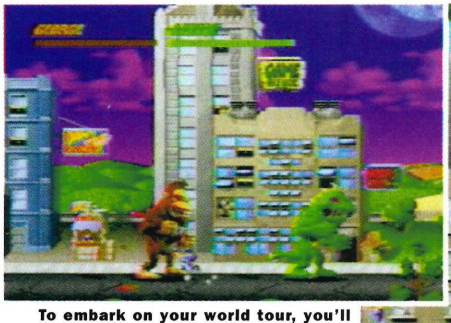
But to be honest, it was all I could do to force myself into tackling the first five before I started gnawing at the power cable. It was basically the same thing over and over again, except for a couple of additions to the army's hardware. The two-player grudge match was the only option I could find that slightly entertained me, and I stress the word 'slightly.'

Fans of the original will have probably been waiting for this since news first broke about its addition to the 32-bit world, but I feel that they'll be duly disappointed once they get their hands on a copy. It's arcade fun without an ounce of depth, and if that's all you're after then this will be for you. My only fear is that PlayStation owners will demand far more for their money than Rampage can possibly offer. Why not go kick the garden shed to pieces instead.



Smashing the buildings a floor at a time will present you with more opportunities to find power-ups







To embark on your world tour, you'll first have to uncover the flag symbol. Select the country that you wish to visit and Bingo! Wish you weren't here?

PROSCORE

GAME Rampage World Tour
GENRE Arcade
SOFTWARE HOUSE GT Interactive
CONTACT 0171 258 3791
RELEASE DATE Out Now
PRICE £34.99

So Rampage has reared its ugly head once more? The key word here being ugly. I can't abide retro releases that fail to take the opportunity to at least renovate things in the looks department. Granted, in Rampage's case the graphics aren't crucial to your enjoyment of the game, but as it stands it's a completely bland looking affair. The gameplay has immediate appeal, but the smallest amount of extended use will give you an inkling that you've done and seen it all before. Rampage used to command a certain following, mostly on lesser machines, but in my opinion it was never a classic, and it most definitely shouldn't have darkened the door of the PlayStation.

BY JAMES CANNON

GRAPHICS 5
SOUND 3
GAMEPLAY 4
LASTABILITY 3

4

PAUL **I used to like this on my ST and it passes a few minutes here and there, but I think you'd be a bit gutted if you splashed out the cash for it. You could try shoplifting, but that's illegal and this isn't worth prison!**

JAY **If you can play this past level five without being bored shitless, then I'd wager that your mantelpiece is rammed with awards for 'Watching paint dry' and 'Generally being bland'. This is a big fat waste of time**

ANDY **I have never been a fan of this prehistoric smash'em-up on any format and this latest conversion has done nothing to change my opinion. Its poor graphics and dull gameplay are ultimately undesirable**

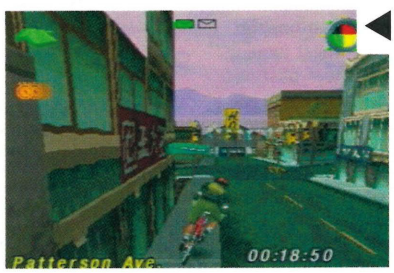
LEWIS **Nice to see GT Interactive keeping the quality of their games at a consistent standard. I think we should all go down to their HQ and raze the building to the ground. It's the only humane thing to do**

Courier Crisis

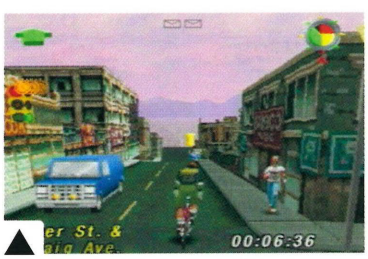
There's a crisis with the couriers so what do you do? Hire an annoying American teenage hooligan of course. He'll sort you out in next to no time... literally



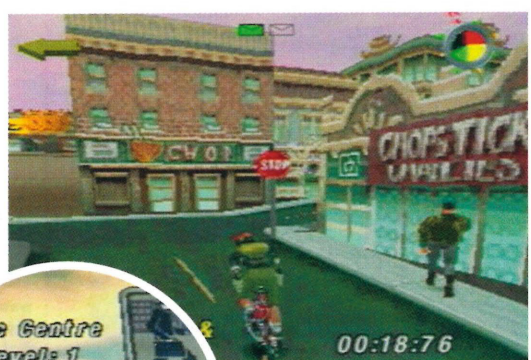


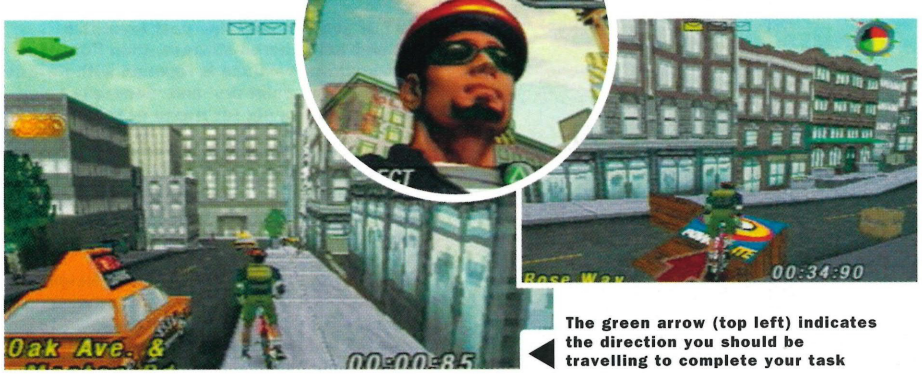


Hairing along the streets of America on your way to deliver that all important package to a key client. What terrific fun I'm having



That yellow arrow (in the distance) highlights your pick-up point, which you have to get to before the strict time limit elapses





The green arrow (top left) indicates the direction you should be travelling to complete your task

After last month's classic Grand Theft Auto, all BMG needed to do was follow it up with a semi-decent release and the PlayStation public might just have elevated them to cult status. But no, here comes Courier Crisis to spoil it all.

Imagine the gameplaying equivalent of a poke in the eye. Well it's not quite as bad as that, but it's still pretty dire. The idea is sound enough, kind of an updated version of the classic Paperboy arcade game. But where the original had you circling the block for hours on end, Courier Crisis is a quick nip down to the recycle bins at Tesco.

In the game you take on the role of some Yank teenage yob with a goatee, whose BMX hairs around the various districts of an American city in a desperate attempt to get packages delivered on time before he's fired. You can mow down the pedestrians, crash into cars and buses and so on, but the 'rebel' aspect doesn't come across as well as in GTA and the whole thing just descends into a kind of American teenage grunge video.

Anyway, your task is to follow an arrow around the streets (it sits in the top left hand corner) which points you in the general direction you need to be heading. Eventually, if you turn in the right places, you'll see a bloke with a pulsating yellow arrow over his head. Run over him (because that's how you treat customers) and





The city graphics are quite nice, but don't forget they drive on the right over there!





you'll collect his packet, then follow the arrow to the bloke with the dollar sign flashing over his head and run him over (they don't discriminate in this game) to drop it off.

It sounds alright doesn't it and indeed it's the kind of game that you desperately want to like. It's not all out dirt like Lethal Enforcers, but don't be judging a book by its cover, especially when the book in question costs in excess of 40 quid.

The problem with this collecting and dropping off lark is that, initially at least, you'll collect a package and have to drop it off with a guy about 50 yards down the road. This makes you think (being a newly initiated member of America's anarchic youth) "Why didn't you walk round the corner and drop it off yourself, you lazy sod?"

The gameplay is hampered even further by the shocking handling on your bike. It turns corners more like a jumbo jet than a BMX, such is the turning circle required to accomplish a U-turn.



Sure you can spend money on better bikes (all heavily endorsed by GT cycles) but so what? The manual states, rather ironically, "Maybe after a few levels you'll start to wonder what the point is?" I reckon if you get that far before wondering what the point is, then you're as dim as a Spice Girl in a village idiot contest.

The only other thing worth mentioning is that you can do stunts as you race along. Button combos let you do kerr-a-zee things like back flips and so on, but this just looks like it was added to get something extra in there to lift this rather bland game.

Some of the time limits are quite strict, especially if you're daft enough to get lost, and this can create a little tension, but it's hardly edge of the seat Cuban missile crisis stuff. Ah well, back to GTA I suppose, because Courier Crisis just isn't up to scratch in the playability stakes I'm afraid.

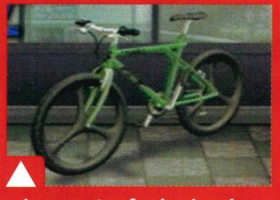
URBAN RIMS



You are given a selection of GT bikes to choose from...



...ranging from classy looking BMX freestyle cycles...



...to a range of robust and rad, yet remarkably similar...



...brightly coloured mountain bikes. Mmm, what a choice!

PROSCORE

GAME Courier Crisis
GENRE Arcade
SOFTWARE HOUSE BMG
CONTACT 0171 384 7774
RELEASE DATE Out Now
PRICE £44.95

At first you think Courier Crisis can't really be this bad. I mean, you know it certainly isn't good, but deep down you want to like it. Then the little shit you're controlling starts to irritate you with his whining and you realise how bad the controls are and how the tasks all become boring quicker than all-girl bands go out of fashion (and believe me, this is the Vanilla of them all). You quickly find that you couldn't give a monkey's about the stunts or the other bikes you can buy. In fact, you end up wanting to kill yourself. Thankfully, I didn't have to go that far because I didn't purchase the game, and I'd suggest you do the same and steer well clear of this tedious piece of software.

BY PAUL MCNALLY

GRAPHICS 7
SOUND 5
GAMEPLAY 5
LASTABILITY 4

5

JAMES It's Paperboy without the treat BMX track at the end isn't it? My advice? Get out of the house, onto your own two-wheeler and throw a few copies of PSPro at unsuspecting passers by. Much more fun all round

JAY With shite animation, annoying sound samples and some of the worst crash detection I've ever seen in my life, this is a big fat waste of time. Initially it sounds quite tempting, but the end result is absolute arse

ANDY Five is a very generous score for this disgrace. Picking up a package and dropping it off at the end of the same street is hardly taxing. The stunts are no fun and the graphics leave a lot to be desired. Poor all round

LEWIS The warning that BMG slapped on the box of GTA should also apply to Courier Crisis, except it should now read "this game is unsuitable for everyone, because it's a complete abortion of a game." Avoid

Actua Ice Hockey

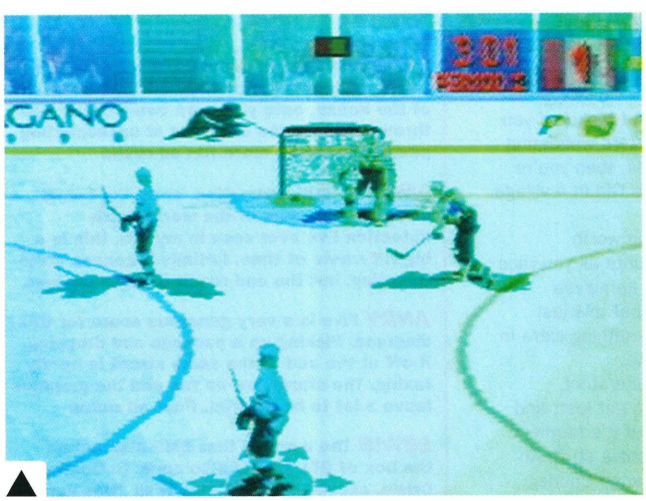
Glide around to Bolero, or slap yourself silly before a face-off. That's ice hockey summed up then, though I may have got the wrong end of the stick, like the silly pucker I am



What's with all of this Nagano stuff then? It's coming out of the walls at the moment. Anyone would think it's the venue for the Winter Olympics or something. What, it is... really? Well that explains why Gremlin Interactive are so happy at the moment. First of all they get ream reviews for Actua Golf 2, followed up by the pant-wettingly good Actua Soccer 2. And then they steal a march on their rivals by releasing Actua Ice Hockey, the officially licensed Nagano product for the Winter Olympics '98.

Indeed, last year was a busy one for the boys at Gremlin, and it seems their intentions for 1998 run along much the same path, or rather skate around the same rink, so to speak. Not ones to miss out on an opportunity, especially where there's an official license up for grabs, the Actua team applied their brand-new True 3 engine, designed for AS2 and Actua Tennis, to the world of ice hockey, and it seems to have adapted to its new icy climate with quite a degree of assuredness. After all, these Gremlin geezers are no amateurs you know.

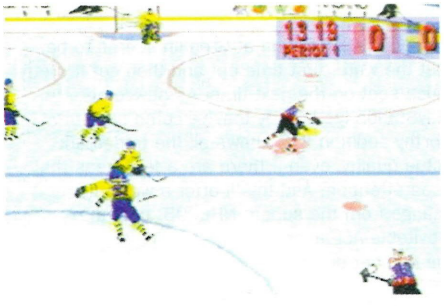
The game is presented in the now famous Actua style, so it's polygons galore, and it also boasts the claim to being the first ice hockey game with animation entirely based on motion capture, so their hopes are that this will provide the game with that extra sense of realism. Sadly, this extra effort put in by Gremlin and their revolutionary 10 camera motion analysis studio seems to have been wasted. Whilst playing the game I was more concerned with turning my defenders around



The game approaches the end of the second period when, without warning, four of the Canadian team are abducted by an alien vessel







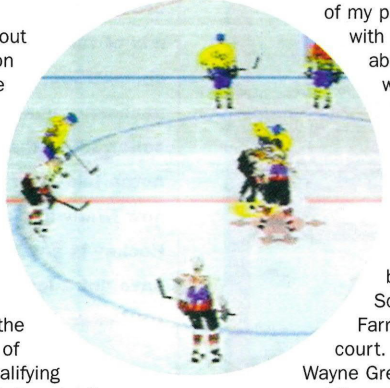
(they're slippery buggers), than the degree of realism of the player's movements.

True enough, the player motion does have a realistic quality, but not so incredibly life-like that I began clambering around in my seat, desperately trying to grab hold of any solid inanimate object capable of supporting my substantial weight. I'm sure Chris Kelland and Piero Greco of the Sheffield Steelers enjoyed giving their time and efforts to lend a hand, but quite honestly, hockey on ice hits such a tremendous pace that the depth of realism becomes unimportant. If it looks real enough to make me shout at the screen then that's all I need.

One of the great things about publishers who concentrate on the sports genre is that more often than not they acquire the rights to include real player names and accurate stats. I remember nothing more annoying than playing Kick Off on my old Mega-Drive, shuffling around a team that consisted of Ryan Griggs, Brian Eclair and Les Seedy. Thankfully this is not the case in Actua Ice Hockey. All of the players from all of the qualifying teams, plus a couple that didn't make it (well you've got to have Great Britain in there haven't you) are accurately represented. Which is a great plus if you're a fan of the game.

The gameplay itself is definitely in keeping with the Actua Soccer line of releases which sacrifice authentic simulation for acrade thrills. There's slick passing and speedy dribbling called for to reach your opponent's net, and some severe tackling is required whereby you 'skate through' opponents. However, there have been a couple of tweaks to the control system to give the game a distinct flavour of its own, and this is where the title lets itself down a little.

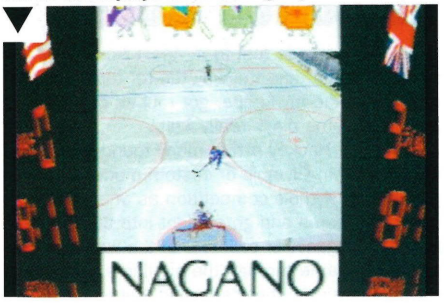
Passing is performed by pressing the 'X' button in the direction of another player on your team. Simple enough right? Ah, but here's where it all goes pear-shaped. Your passing options are highlighted by little arrows around the circle which highlights the player you are controlling. Unfortunately, you can only pass in the directions chosen by these arrows to your other players. Now you may be thinking that you wouldn't want to make a pass to a position that's unoccupied by a member of your own team, right? Wrong.

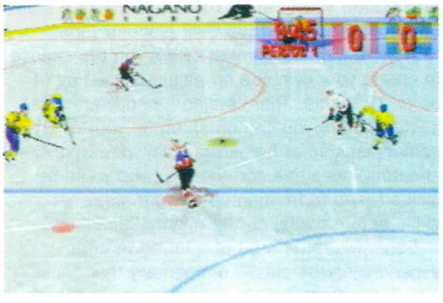


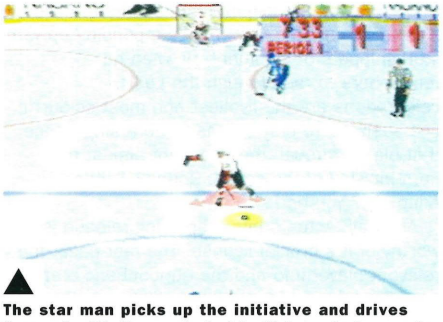
I can't count the number of times that all of my passing options were blocked with a right hard bastard just about to give me a good slap with his hockey stick. I knew it was coming, and all I wanted to do was flick the puck anywhere up the ice, away from my goal to give me time to re-group. Only I couldn't do that, because all of my players, who were being marked tighter than a Scotsman wearing a pair of Farrahs, were in my third of the court. Needless to say, Canada's Wayne Gretzky ended up with a wet arse, and the opposition rammed the puck into the net repeatedly.

The reason for this little glitch in the passing method is probably due to a rule concerning offsides or icing, or not being able to pass across two lines or something, designed to encourage you to play the game with added realism. Only I don't really care about all of that bollocks. I just wanted to prevent me from conceding a goal, giving away a foul or something was unimportant. Anyway, I thought only simulations forced you into exact replications of sports, and Actua Ice Hockey has

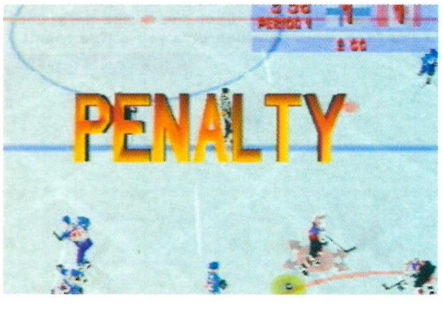
When the puck hits the back of the net, the camera will turn from the action, arcing upwards to focus on the TV monitor above the ice. It shows the replays in all their glory



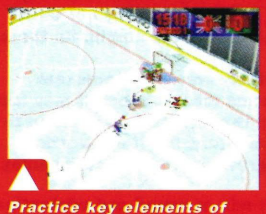




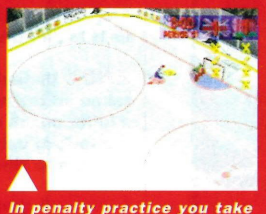
The star man picks up the initiative and drives forward with the puck, but he'll have to be ready for tackles coming in at pace from any angle



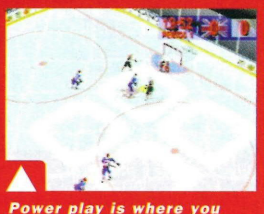
BREAKING THE ICE



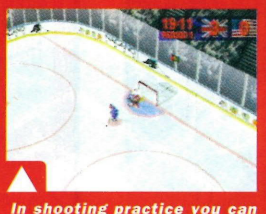
Practice key elements of gameplay to prepare for competition. Here we're practicing breakaway play



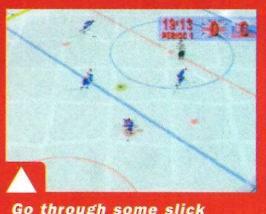
In penalty practice you take the puck from the centre line with only the net minder as opposition



Power play is where you take advantage of having a superior number of players due to the 'sin-bin'



In shooting practice you can take your time, steady your approach and see what works best in front of goal



Go through some slick passing in team play practice and get used to moving the puck at speed

Actua Ice Hockey

a decidedly arcade feel to it. Apart from this minor irritation, and the way the ref turns a blind eye every time my keeper got robbed of the puck, the game plays really well.

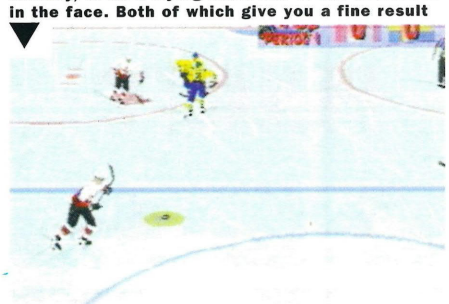
Actua Ice Hockey offers many rounds of competition in Olympic or custom modes. Take part in the Olympic competition as one of the qualifying teams and go straight into the first round at Nagano, or pick one of the weaker sides and battle through the qualifiers, it's up to you. Alternatively, there's a randomise option that'll allow you to enter the qualifiers as a team that's already confirmed their place in Japan.

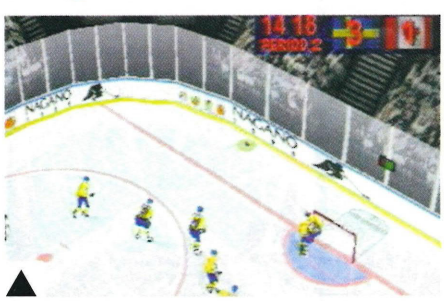
The custom tournament offers you the chance to create your own cup or league consisting of up to 20 teams. There's also a handy practice section where you can brush up on your frosty gamesmanship at breakaway play, powerplay, shooting, penalties and the like, and you'd be well advised to freshen up on your slap-shot skills before taking on the mighty Canadians.

Soundwise, it's a bit of a let down after experiencing the class commentary that came with Actua Soccer 2. The drab American bloke who gives you the in-game info seems to have his attention otherwise engaged, popping up with little snippets of commentary when he remembers to, and though the goal celebrations are the liveliest and most colourful I've seen, there only seems to be a single tune that blasts through the speakers amidst the horn blowing of the crowd. Boring? A little. Annoying? You bet!

All in all, Actua's latest sporting release is worthy of it's official license. The fast pace, the relevant player info and the atmospheric arenas combine to outweigh the little glitches in the gameplay and the lack of decent commentary.

This guy's either winding up for the shot of the century, or he's trying blast one of the defenders in the face. Both of which give you a fine result





The Swedish formation ice skating champions haven't quite adapted to their new sporting field yet. Old habits die hard you know

However, the tradition at Gremlin seems to be, test the water first time out and then get it pretty much spot on the next time. As newcomers to PlayStation ice hockey they've come up with a worthy addition that shows all the trademark Actua quality, even if there are a few areas that need attention. And this'll offer a welcome change from the superb NHL '98, until the inevitable Actua Ice Hockey 2 makes a push for the number one spot.

TEAMING UP

So, you've picked your team and are ready to enter the tournament are you? If I were you I'd enter the team set-up menu to edit team lines, tactics and get scouting reports



The British team are robust, determined, and a tad shite if we're being honest. But that's not to say that there's no hope. You can mix and match your players from four different line-ups, as well as sneaking a peak at your opposition's strengths



It seems this bloke's a touch moody with a bit of a short fuse. Hmm, he should fit in well for the Brits then. Try to evaluate player skills in terms of their designated position – as a forward, it's not really a problem if his checking stats aren't too hot



You can elect to play passively, or to 'dump the puck' instead of driving up the boards. But you've got to go at 'em when you're the underdog, so I'm going for all out aggression. Well us Brits don't know any other way do we? Okay, who wants some?

PROSCORE

GAME Actua Ice Hockey
GENRE Sports
SOFTWARE HOUSE Gremlin
CONTACT 0114 275 5423
RELEASE DATE Out Now
PRICE £39.99

The boys down at Gremlin Interactive have come up with yet another sports game that makes the most of their undeniably successful approach to fast sports. Though it does have that first time debut feel that many of the Actua series have had in the past, it really does present itself well, and more than justifies the official Nagano license. It's an addictive mix of fast paced action and intense competition, providing all of the necessary qualities to become a big seller. All of the foundations for Gremlin's Actua take-over of the sports genre is now firmly in place. And if Actua Ice Hockey is anything to go by, sports fans have got a lot to look forward to.

BY JAMES CANNON

GRAPHICS 7.5
SOUND 6.5
GAMEPLAY 8
LASTABILITY 8

8

PAUL **This is certainly my second favourite ice hockey game behind NHL '98. Gremlin have got just about everything right although it isn't quite as much of a simulation as the EA offering. Check it out now**

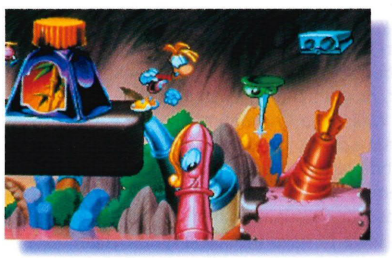
JAY **I don't care if it's fast. I don't care if it's fun to play. I don't care if it's the best thing since sliced bread – I don't like ice hockey. And that's that. There's too many out there as it is and they all bore me stupid. So there**

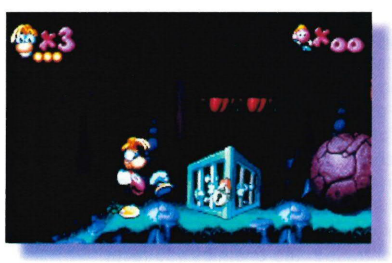
ANDY **Undoubtedly one of the quickest takes on the worlds fastest sport. It may lack a killer punch on the excitement side due to the lack of commentary, but it's a worthy addition to the growing crop of Actua games**

LEWIS **A great mix of speed and adrenaline. Smashing Andy's players into the plexi-glass brought immense satisfaction and with a few mates 'round you'll be slapping your pucks into the small hours. This is cool**

RAYMAN JUST TURNED PLATINUM!





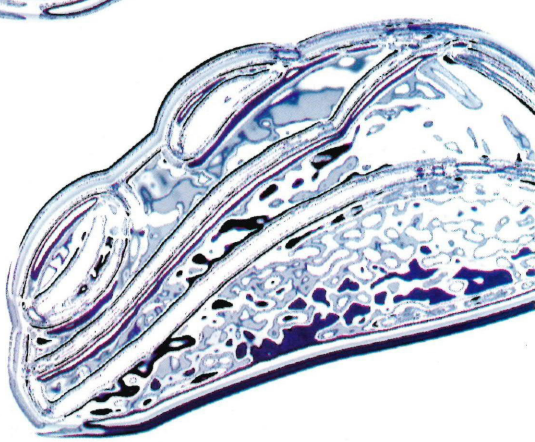






PlayStation





RAYMAN

Ubi Soft
ENTERTAINMENT

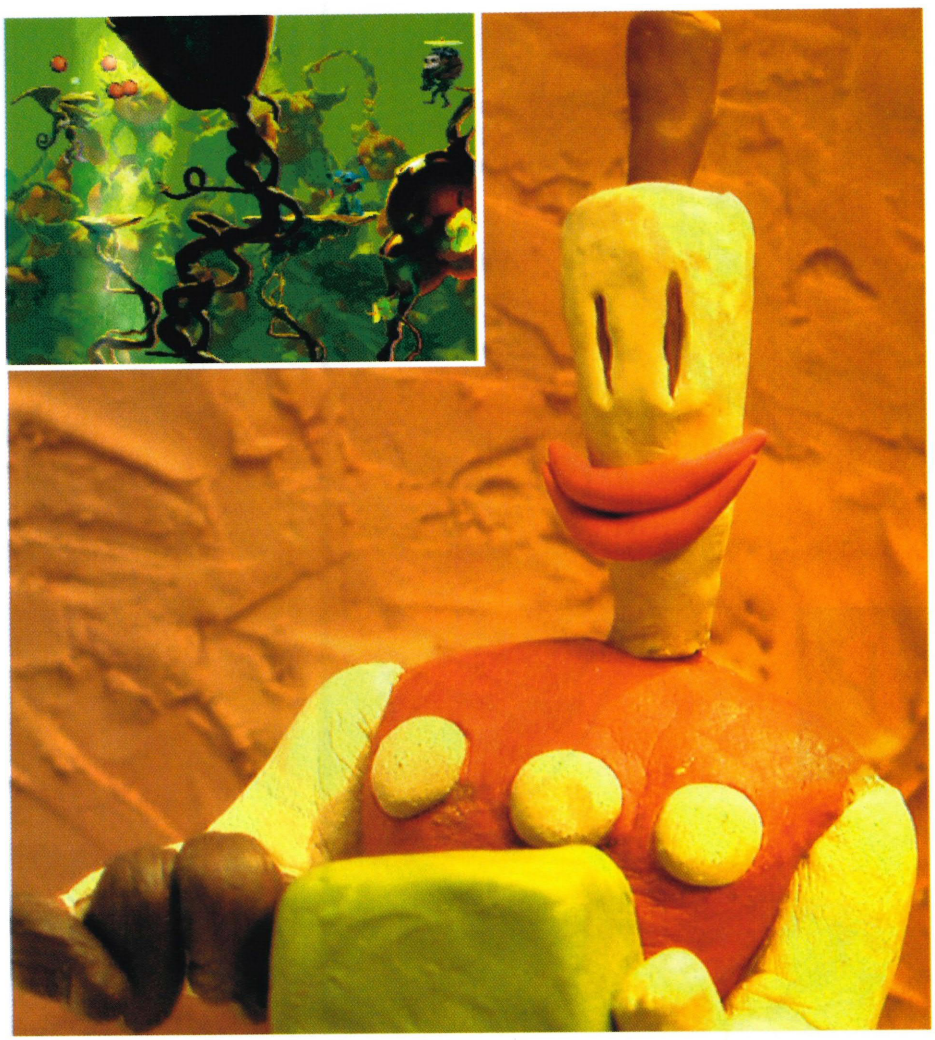
There's never been a platform game like it. When Rayman came out in 1995, it scored more than 90% from all the main magazines and raced to the top of the charts. Now Rayman's back on the PlayStation in a new budget priced Platinum version. Miss it and turn green.

Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX • Tel: 0181 944 9000 • Fax: 0181 944 9400 • e-mail: general@ubisoft.co.uk • http://www.ubisoft.co.uk

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Skull Monkeys

Clay used to be a rubbish kids toy that got you all messy in infant school. Now it's being used to make videogames, are we really moving on that quickly?



Steven Spielberg may be entertaining himself producing three hour epics like Amistad and Schindler's List, but he's not short of a few bob is he? So it's no real surprise that he's inserted some of his substantial wad into the videogames world lately with his joint owned company Dreamworks.

As you might imagine, anything this movie maestro is involved with is never going to be total rubbish and Skull Monkeys is the videogame proof of that. Using the increasingly popular Claymation techniques (Wallace and Gromit eat your heart out!), Skull Monkeys places us in the magical world of the Neverhood, where wonderfully animated clay creations live and you, er, play a 2D platform game. Yes that's right – 2D. Whilst the Claymation may take you back to infant school, the 2D gameplay harks back to 16bit platform classics.

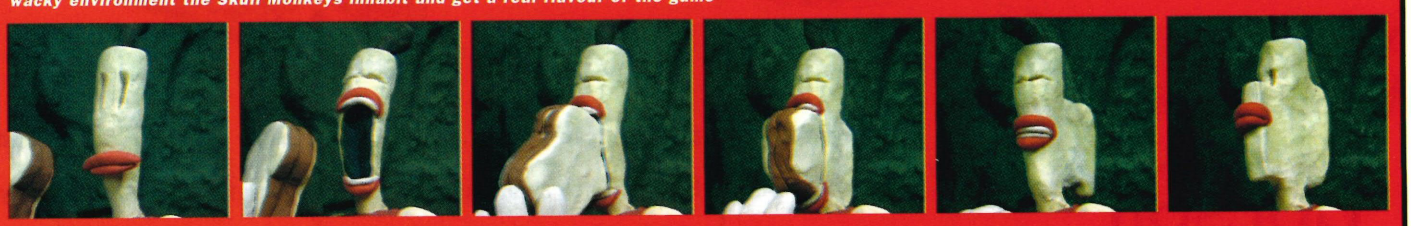
Your enemies are the Skull Monkeys which are, perhaps not surprisingly, monkeys with skull heads. You have to save the world and rescue your friends (blah de blah de blah), but the real fun in the game is in the animation which is breathtaking. Visually the fluidity of the character movement is nothing short of wonderful, but once this novelty wears off you start to experience playability problems.

Starting off with simple left, right, jump gameplay, complete with industry-standard bouncing on baddies' heads, Skull Monkeys is fun for a while. But it takes an age before the gameplay alters from this monotonous course with little contrast in the enemies you face. Bashing the millionth monkey in the head will have you contemplating reading War and Peace for light relief.

However, you can't take away from Skull Monkeys the fact that everything about it looks and sounds out of this world. From the wonderful intro to the care and attention that's obviously been taken over crafting the characters

COME CLAY WITH ME

The Claymation intro sequence by Dreamworks is both highly hilarious and visually impressive. As soon as you view this for yourself you'll be aware of the wacky environment the Skull Monkeys inhabit and get a real flavour of the game

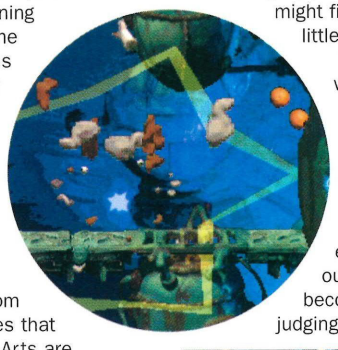






and level design. The downside is that there isn't really enough variation in the damn thing to keep it interesting. What's there is fine, it just needs a little more of it!

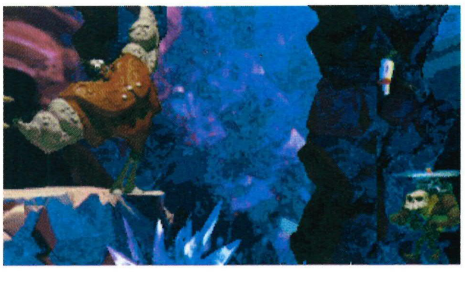
At least the variation in worlds is quite diverse. From the basic bland training level you get whisked through some pretty spectacular scenery. There's even a '70s level for all you funky divas out there who fancy a little Dancing Queen to keep you going (shame I hate '70s music with a passion then isn't it?).

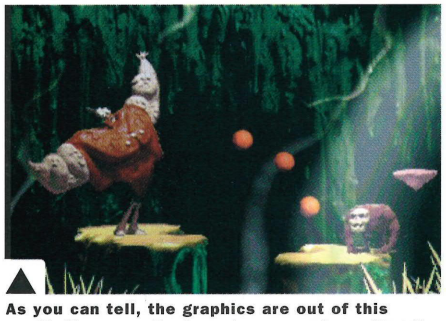


Without trashing the game completely, besides the tremendously good presentation, Skull Monkeys fails to offer anything substantially different from the myriad of other platform games that are currently available. Electronic Arts are obviously pleased to have the tie-in with Dreamworks, but I bet they wish they had a game with a little more substance.

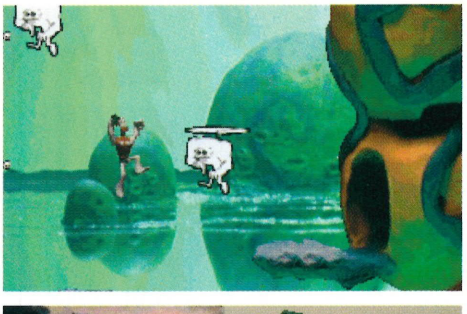
That's not to say that Skull Monkeys is a bad game, because it certainly isn't, it's just that platform games have come on considerably over the past couple of years leaving this kind of thing firmly in the past. Moving platforms and leaps of faith are somewhat old hat now and while there are varied ways of disposing of your enemy, there is nothing here that we haven't seen before. For these reasons Skull Monkeys doesn't score anywhere near as highly as it perhaps should. It'll probably find its niche with a slightly younger audience, although they might find some of the later levels a little frustrating.

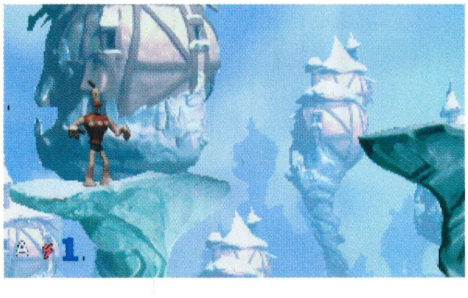
To sum up then, Skull Monkeys would be the perfect product if only the game was a little more comprehensive. It's not really that far on gameplay wise from, say, Sonic the Hedgehog. Maybe we've just got to the stage where we expect just a little bit more for our money and it therefore becomes a classic case for not judging a book by its cover.

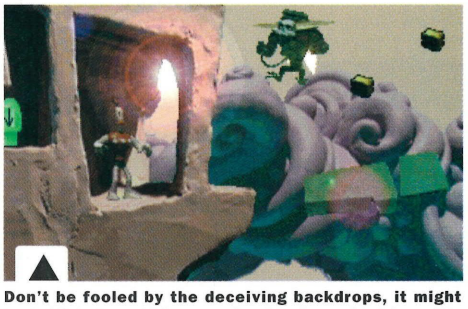




As you can tell, the graphics are out of this world. Many months have been spent creating the clay animations used in the game and the effect works like a dream







Don't be fooled by the deceiving backdrops, it might look 3D but you'd be surprised to learn just how 2D it actually is. It's a crying shame, as 3D would have made it brilliant

PROSCORE

GAME Skull Monkeys
GENRE Platform
SOFTWARE HOUSE EA
CONTACT 01753 549442
RELEASE DATE Out Now
PRICE £34.99

I was initially very impressed with Skull Monkeys and there's no doubting it's a tremendously good looking product with a lot going for it. Tragically though it's kind of like All Saints – sexy looking but not that much behind the doors if you know what I mean. In fact under the bonnet it's just another average platform game. The Claymation techniques used are awesome and it's very easy to see where the money has been spent, but it doesn't make for the best game in the world and considering the size of the competition, platform games have to be something special to stand out. It's still great fun and worth checking out, just don't expect everything to be as rosy as the graphics.

BY PAUL MCNALLY

GRAPHICS 9
SOUND 8
GAMEPLAY 7
LASTABILITY 7

7½

JAMES **Excellent intro and some nice graphics add more to what is a standard platformer. It's playable for a while, but failed to keep me occupied for more than half an hour. Try before you buy with this one.**

JAY **A bit of a weird one this. It's a kinda Earthworm Jim meets Morph and to a certain degree, it works. However, platform games such as this seem a little dated to say the least, and I'm afraid its initial joy soon fades**

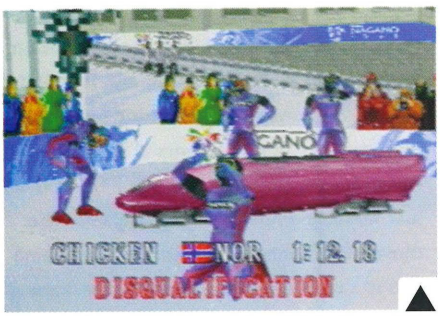
LEWIS **This is a 16bit platform game with a fine coat of 32bit gloss paint. Scratch beneath the surface and what remains is a shallow little platformer which won't keep a five year old occupied for long. Don't be a numb-skull**

ANDY **Its undoubtedly got some of the most stunning graphics seen on a platformer, but as we know by now it's gameplay that counts. And Skull Monkeys lacks any form of long term appeal, so I can't recommend it**

Nagano '98

Winter Olympics

It sounds like the ideal winter sports game doesn't it? 13 frosty events and an official Olympic license, but we discover that all that glitters is not necessarily gold...



The Norwegians need a little Bobsleigh practice. Just be thankful that you're alive lads, eh?

We're certainly not adverse to a bit of the white powdery stuff here at PlayStation Pro. 'Cos you can't beat a bit of snow can you? Therefore, having been tempted by the promise of Nagano Winter Olympics from the people who brought us the superb International Track & Field, we were eagerly awaiting our review copy.

The N64 version was already getting some heavy play and admiring glances over on the other side of the office (where our sister mag N64 Pro resides), but we'd already seen an early copy of the PlayStation version and had severe doubts that it would turn out to be anything other than terrible. The preview copy was slow, choppy and looked awful, especially in comparison to the N64 version.

But before all this console comparison broke out into a fist-fight, a final copy of Nagano arrived on my desk. Now don't get too excited, it hasn't suddenly become an amazing game in the time between the preview and the review copy, but thankfully it is a million miles better than it was previously.

There are 13 events included, which we'll look at in a bit more detail in a minute, but as a rule of thumb the skiing and snowboarding ones are crap, the speed skating is well done, but ultimately boring, and the rest are surprisingly pretty good fun.

While all looking nice, especially in screenshots, certain events slow down badly at crucial points. Sprites chop around the screen for no reason and most criminally of all, the controls don't always work correctly. This happened to me a number of times at the start of different skiing events. The athlete pushes off from the top and as he gathers momentum you lose control over him. When this happens, (and to be fair this only occurs a small percentage of the time), he just carries on straight into the safety netting without you ever gaining control.

Now since this problem is rare, you might think that it isn't a major gripe. Well you could be right, but it's a royal pain in the arse if you're playing with three mates and it does it on your go. How often do excuses like "the joypad doesn't work!" wash with your mates when things go tits up?

Other niggles? Well I've got quite a choice really. It takes too long from failing one event to having another go. Once you get disqualified from, say the skiing, you have to click through the screens saying you're rubbish, back to the player select screen, back to the event select screen and then wait 10 seconds for the countdown to finish before you go again. And then you'll probably to end up in the net at the first gate! Obviously this can get a little frustrating. Let's get a little more specific now and look at the events individually...









Probably the weakest event in Nagano is Snowboarding. It's also the only one to be accompanied by a rock soundtrack. Wonderful



ALPINE SKIING DOWNHILL





Ah, it's Ski Sunday on my PlayStation. Hurtling down a huge mountain at about 60kph is thrilling, except it's difficult to keep the speed above 30, and as soon as you miss a gate you're disqualified. Couple this with the fact that it's tricky to see all the gates and you have a very high frustration factor, yet strangely you must have just one more go.

ALPINE SKIING SUPER G





This is a faster version of the Downhill and probably the best skiing event in the game. The gates are wider so it's easier to get through them without losing a lot of speed and you can get some real pace up. There is a rather frustrating blind jump towards the end, which if you take badly lands you too far forward to turn into the next gate. Bummer.

SKI JUMPING – LARGE HILL

This is one of the great events in Nagano Winter Olympics. The great graphics see a critical level of timing and frantic mid-air control in order not to turn into Eddie the Eagle Edwards. It's got that just-one-more-go feel to it that makes it fun to play as you always strive to be better than your last jump.



SPEED SKATING 500M





Speed skating is a bizarre sport and it's quite well done here. This is more like the kind of event we saw in International Track & Field, with buttons on the pad being hammered to increase speed. Again though, the frustration sneaks in when you're winning and, for no reason at all, your opponent smacks into the back of you, bringing you to almost a dead stop while they carry on as if they haven't touched you. Why?

ALPINE SKIING GIANT SLALOM

The exact opposite to Super G, with tight gates all the way down the course that can prove slow and tricky. And because I dislike this event, it's now time to mention my biggest gripe with these downhill events.

As you're going down the mountain, the picture has a really bad habit of correcting itself. For example, as you reach the crest of a hill it'll all suddenly flip and you'll find your skier at the bottom of the screen with a new perspective. All this flipping gives the impression of going down a series of steps rather than skiing down a contoured slope. This is really annoying and smacks of slack programming.





SPEED SKATING 1000M





Apply the above rules and multiply it. Twice the frantic button pressing, twice the frustration factor and it's hardly fair to class it as a different event worthy of our undivided attention is it?. Who's kidding who here? Speed Skating. Pah! Play the Curling!

SHORT TRACK 500M

This again is Speed Skating, but, you guessed it, on a shorter track. There are tactics involved here in that you have a lot more corners to take, which is an art in itself. I personally enjoyed it marginally more than the actual speed skating

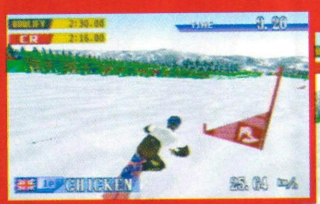






SNOWBOARD GIANT SLALOM

This is just terrible and is the only event to be accompanied by rock music in true snowboard fashion! You can't get up any speed and the animation is clumsy compared with the kind of stuff we see in Coolboarders 2. It's just rubbish. Sorry.





Graphically Nagano looks excellent. It suffers from slowdown in some areas though



CURLING

And here is the strange part. Whilst all the other events are over in seconds, this final event takes about an hour if played correctly. Curling is the ancient art of sliding big stones down a flat ice track, while two girls sweep the ice frantically to create friction, with the intention to be nearest the target after everybody has used all of their stones. This leads to a huge amount of tactical play, where you can leave stones to block your opponent or use the old reliable blast to knock your opponent's stones right out of the way. Chilled out and good fun although you have to be prepared for a long haul.



SHORT TRACK 1000M

1000m round a short track. Cool. Another example of bumping the events up. Where's the Snowboard Half-Pipe event from the N64 version? This is just a prolonged amount of button pressing and is something that is best left in the dark ages of videogames history.





FREESTYLE AERIALS

Neck and neck with the snowboarding for the worst event in the game. The Aerials operates differently from any sports game I've seen before in that it: A) slows down horrendously when the athlete hits the ramp and B) you must perform a ridiculous Parappa the Rapper style combination of button presses (shown at the bottom of the screen) in order to complete a routine of tricks. You soon work out that you can hammer any of the buttons quickly in any order to land perfectly every time. Then you'll stop playing it



LUGE

Pretty similar to the Bobsleigh, but an event where a lunatic in a one-piece condom slides down a mountain on a tray he's nicked from McDonalds. Ranks as my favourite event as there is an art to getting a good start and after that it's pure concentration. Good fun.







BOBSLEIGH

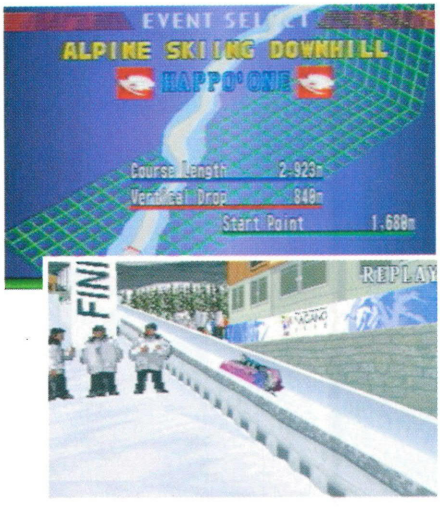
Another really good event. The Bobsleigh is fast, tricky to get used to and it works like a dream. As an added bonus it's highly impressive graphically too. No I'm not joking. Once you get the knack of getting a fast start you can begin to think about shaving vital hundredths of a second off your personal record and maybe even getting near that Gold medal if you're really lucky. Cool! Destined to be your favourite event.



GENRE COMPARISON

Game International Track & Field
Software House Konami

We really hoped that Nagano would live up to the high expectations we had after this. INT&F is simply a stunning multiplayer sports fest that you can now get hold of on Platinum. Every PlayStation owner should have a copy so where's yours?



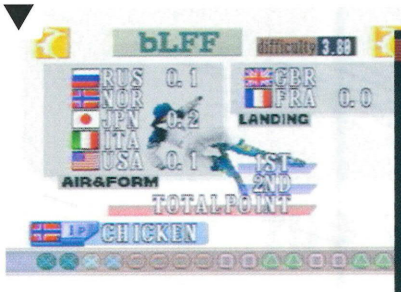
The scores are in for your Aerial Freestyle and you haven't done very well at all!

SNOW-WHITE AND THE SEVEN SAMURAI



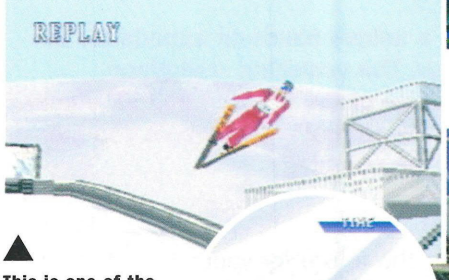


You'll be very familiar with the sights of Nagano, Japan by now as the games should be in full swing. As you can see from these aerial photographs the views are quite spectacular and a perfect setting for the Olympiad





You've been disqualified for wearing tight pink lycra, and rightly so! That yellow hat doesn't do you any favours either big boy!



This is one of the things in life you'd never, ever catch me doing. This and going for a beer with Dale Winton. One of the few sports made famous by somebody who couldn't do it! Good old Eddie Edwards!



PROSCORE

GAME Nagano Winter Olympics 98
GENRE Sports
SOFTWARE HOUSE Konami
CONTACT 01895 853000
RELEASE DATE Out Now
PRICE £34.99

Nagano Winter Olympics '98 should have been a lot better. It looks like a poor relation to the N64 version and this shouldn't be the case, regardless of whether Konami are part of Nintendo's Dream Team or not. Some of the events are terrific fun and you can just about handle the skiing ones in multi-player mode and that, coupled with the great graphics is why it scores as highly as it does. However, I'm bitterly disappointed that this didn't turn out to be the best sports game for ages. Personally, I reckon somebody should be having words with Konami's playtesters about their gameplay judgement. There're many good points, but these are in the minority. Shame.

BY PAUL MCNALLY

GRAPHICS 7
SOUND 7
GAMEPLAY 7.5
LASTABILITY 8

7½

JAMES Whoa! What's going on here? A bit of a generous score for a game that will leave you disappointed more often than not. Doesn't compare with PSX translations of the summer games, with few redeeming qualities

ANDY After the Track & Field success I was eagerly awaiting its frost bitten buddy. Unfortunately, the winter sports don't fare too well and what we're left with is one of the biggest let-downs of recent times

JAY Could have been a classic just like its Track & Field brother, but once again, as with ISSPro, Konami have concentrated more on the N64 version and simply bodged together this poor-in-comparison PSX lame dog

LEWIS A real pick-and-mix of a game. The skiing and snowboarding sections are the crappy white mice, whilst the curling and luge events and the flavoursome red liquorice shoelaces. Rent it or you'll be frost bitten

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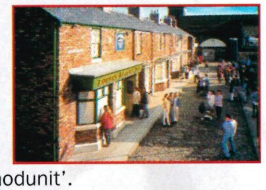
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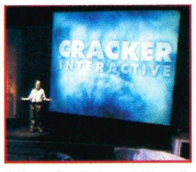
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PEST CONTROL



Those Men In Black, Will Smith and Tommy Lee Jones, busted more than a few aliens perps when their smash hit movie about Extra Terrestrial law enforcement on Earth impacted on the big screen last year. They also broke all box office records in America, securing Men In Black as the biggest grossing film in cinema history. It's conversion into a game was never in doubt, but unlike most movie tie-ins, this one has been eagerly awaited. And it's increasingly looking like the wait has been worth it.



The computer likenesses of the three main protagonists are spookily lifelike. Tommy Lee Jones, Will Smith and Linda Fiorentino all had their faces mapped onto their characters

The usual story with movie tie-ins reads as follows: the developers see an opportunity to cash in on the success and hype of a box office smash, the publishers demand that it gets knocked together as fast as humanly possible to make the most of the movie's current euphoric wave, and the game itself turns out to be one big pile of shite.

Indeed, even the coolest young gun of the moment, Will Smith, has already seen one of his movies become a drab affair when Independence Day appeared on Sony's console after its own silver screen success. However, the rumblings being faintly emitted from Gremlin Interactive headquarters would suggest that the latest big billing movie game shouldn't be tarred by the same brush of disappointment.

Gremlin remain adamant that their latest offering featuring Messrs Smith and Jones is the first movie license that has been lovingly crafted to stand as a title in its own right. They hope that this one will sell on its merits instead of relying on the movie hype to shelve a poor quality product. With Men In Black, Gremlin saw an opportunity to intertwine a refreshingly original story line, likeable characters and fantastic weaponry into what would be a quality product, refusing to settle for the fact that the game would sell on the strength of the film.

It's an honest approach and you can't help but have respect for a company who are more concerned about retaining their reputation than making a quick buck.

The PC version released last year was a huge hit, and the expectations for the superior PSX version are equally as high. And all the signals suggest that, as with Gremlin's Judge Dredd, this is going to be one movie tie-in that will add to the list of connected memorabilia and collectable merchandise all ready available.

The MIB money making machine already boasts such spin offs as a line of MIB clothing, a series of action figures, a cartoon series from FOX, the forthcoming release of the film on video and the new Marvel comic book. But it's the game that illuminates from behind those expensive black shades more than anything else.

The third-person perspective presentation was the only possible option to fully compliment the action-adventure gameplay where you take control of agents J, K and L in their mission to protect the Earth from the scum of the universe. The action takes place across the globe, venturing with the black-suited law men across frigid wastelands, dense jungles, underworld lairs and urban locations featuring some superb graphics. Will Smith, Tommy Lee Jones and Linda Fiorentino, the female lead from the movie, have all given permission for their likenesses to be included within the game, and Gremlin boast the result is some of the finest character rending ever seen in a videogame.

It all sounds quite promising, most notably the fact that it isn't just another empty movie license – this huge title, with over 200 separate locations, contains all the ingredients of a classic adventure game, but adds the best elements of the film to make for an aggressive combination of action and adventure with extreme bug-splatting potential. With all of the movie weaponry available, from the deceptively powerful 'noisy cricket' to the 'reverberating atomiser', superbly styled cut scenes and a funky soundtrack that the Fresh Prince himself would be proud of, Men In Black has all of the makings of a videogaming classic.

LET'S BAG US SOME BUG

As one of the Men In Black, it's your mission to travel around the world keeping track on every variety of alien that currently inhabits Earth, whether residing here or just passing through – from the lowliest drone to the most sinister and monstrous kingpin.

Throughout these travels you will have to connect different elements to understand the big picture – a diabolical scheme, that only you can solve and ultimately stop, in which an alien race is collecting human brains to construct a galaxy-sized consciousness processor, turning Earth into one giant organic computer-chip.

First you'll have to undergo the initiation into the world's most secret organisation to find out if you can cut it as one of the Men In Black. Control the wise-cracking young New York City detective, James Edwards, as he goes out on what at first appears to be a 'routine' burglary call. You'll quickly discover this isn't your normal run-of-the-mill cat-burglar. Find success when trying to apprehend this felon and you'll soon be sporting a new wardrobe, a pair of Ray-Bans and a brand new identity.

Your headquarters are located at Battery Park in New York city. It has a cool ultra futuristic look and all the amenities to keep MIB agents sharp and is the place from where all MIB missions are launched. The HQ houses the shooting gallery, where you'll be able to get to grips with all of the weapons from the MIB arsenal, as well as test your jumping and hand-to-hand combat skills. Enter into the briefing room to get valuable advice and tips from your MIB superiors before seeking out the transport area to embark on your next galaxy saving mission.

THE MiB MiSSiONS

MISSION 1

Arctic Weather Station

Mission One takes you to the top of the world, to a lonely weather station above the Arctic Circle where communications have recently gone down. Your superiors have advised you that another MIB agent was sent earlier and hasn't yet reported back. This is supposed to be a simple mission fit for a rookie. At least that's what the man said.

MISSION 2

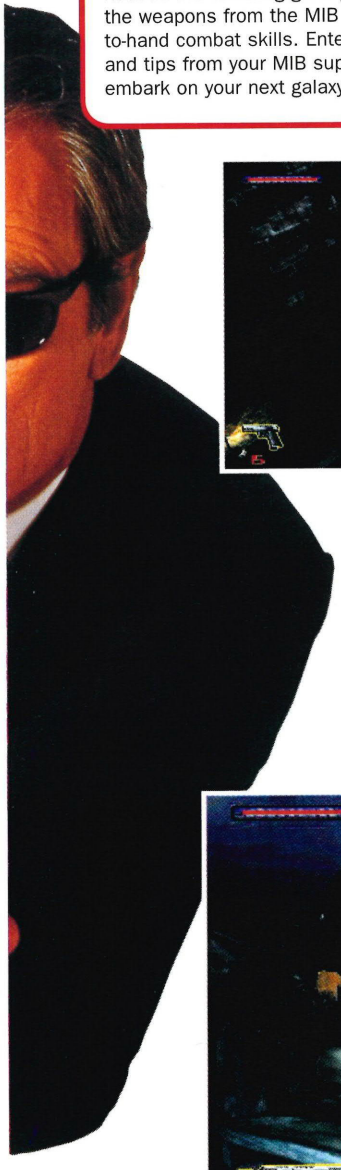
Cara Del Diablo: "A Company Town"

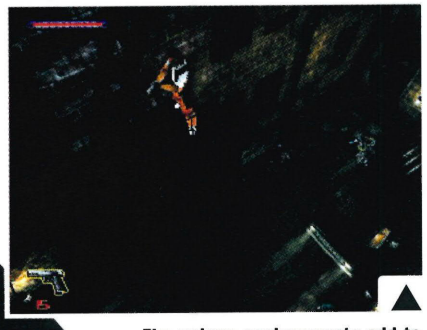
This mission takes you to the dense jungles of the Amazon River valley where the residents of this town believe a mythical creature called a Chupacabra is killing people in the mines. You'll find it's a place with many dark and foreboding secrets, a place where bad feeling runs through the veins of the town's folk, and they especially don't like foreigners in nice black suits.

MISSION 3

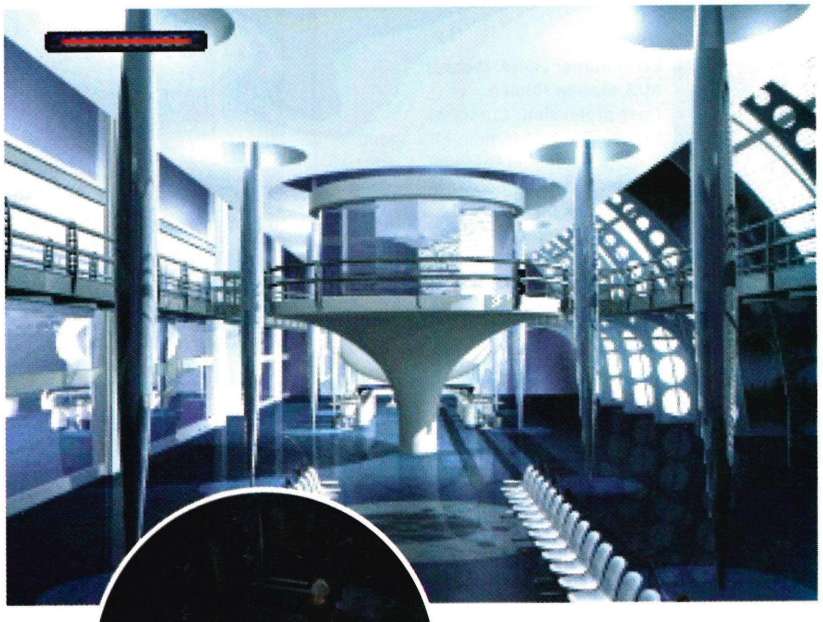
The Island of Skip Frales

Skip Frales, one of the richest men in the world, is propelling the planet into a dynamic new age of communications with his breakthrough technology. Most people marvel at how Skip Frales transformed a garage operation manufacturing personal computers into one of the world's biggest multi-nationals when still at a very young age, but some are suspicious. Some guys have all the luck, or do they just have all the help?



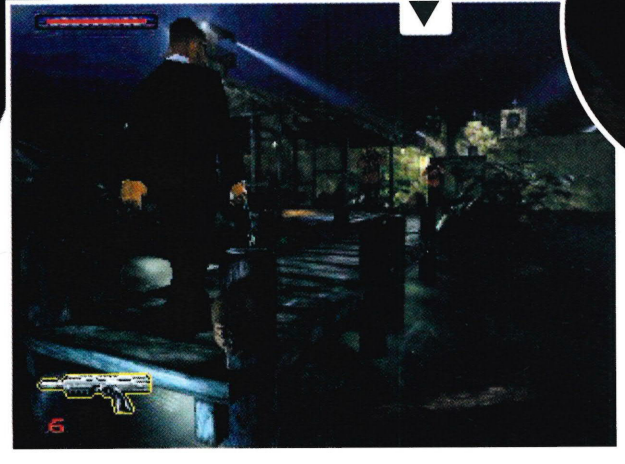


The unique environments add to the uneasy atmosphere of the game. The detail hasn't been spared, even in the back streets of the Big Apple where rookie cop Edwards tracks down a different kind of cat burglar





Pass the initiation test and you'll be rewarded by having your finger prints and any evidence that you exist completely erased. You'll get a brand spanking black whistle and flute as well





THE AGENTS

AGENT J



Birth name: James Edwards
MIB status: Rookie
Past profession: New York City cop
Notes: Although a talented MIB agent, J has an attitude problem. He's very independent and doesn't like to take orders from others, often reacting to the teasing of other agents who call him 'rookie,' 'sport,' 'kid,' or any other term that emphasises his inexperience. Known for his wise-crack remarks.

AGENT K

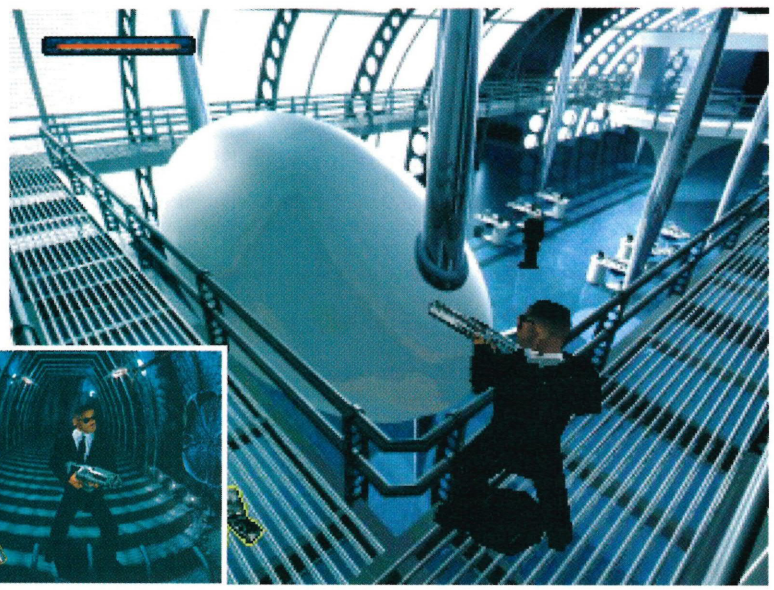


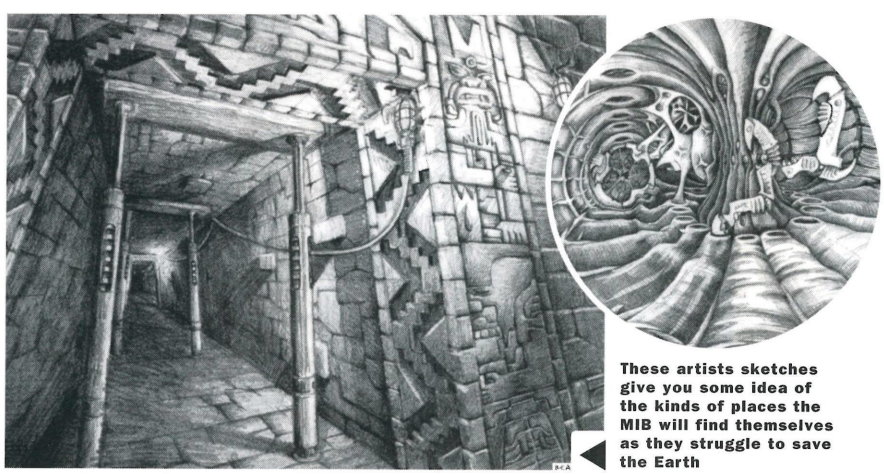
Birth name: Kevin Cunningham
MIB status: Senior-Level Expert
Past profession: Classified
Notes: The most seasoned MIB agent, a career MIB man. Has a reputation for being strong-willed and not tolerating incompetence. Slowing down somewhat due to age, the agency suspects his retirement is imminent.

AGENT L



Birth name: Laurel Weaver
MIB status: Rookie
Past profession: Coroner
Notes: The first female MIB agent. Prior to gaining MIB status, L was the second most neuralised human being of all time because of her repetitive contact with aliens at the morgue. Works well with J and has cat-like quickness that makes her a valued asset.





These artists sketches give you some idea of the kinds of places the MIB will find themselves as they struggle to save the Earth

The Mystery Machine?

The Men In Black, or MIB's as they are now more commonly known, have reportedly been appearing at the houses of UFO witnesses since the infamous incident at Roswell, New Mexico in 1947. This mysterious collection of characters have gained notoriety for harassing and intimidating witnesses.

The Men In Black of legend can be defined as people who dress in black, wear black sunglasses and drive black, mint condition vintage luxury cars (sometimes helicopters). The reason they don this dark uniform is allegedly to avoid drawing unnecessary attention to themselves when they are visiting the homes of abductees to question them about their experiences. Upon leaving the residence, the abductee is urged in threatening ways to remain silent when asked about their UFO sightings, and any meetings with the notorious MIBs. But although such claims have never been proven, this admittedly strange concept has been questioned by experts, whilst being upheld by thousands of UFO investigators.

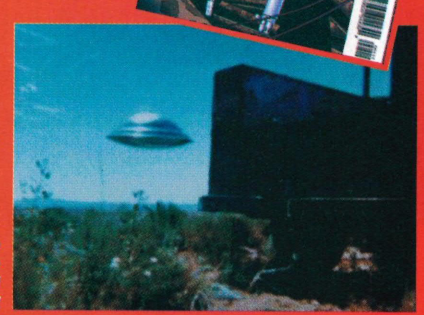
Many people believe the MIB belong to a government agency so secret that the USA government itself has no knowledge of their existence. A more radical belief suggests that these secretive black attired men are actually aliens themselves conducting their own post-experiment question and answer sessions. In fact the most frequent description of MIBs is of them being in-human in appearance. Reports of MIBs being totally hairless, donned in perfectly pressed clothing and spotless shoes, wearing lipstick and talking in strange monotone computer-type voices are the most frequently used descriptions.

Despite claims of MIB threats of violence, there has never been any evidence to suggest that such threats, no matter how sincerely they were delivered, have ever been carried out, even to people who have blatantly ignored the warnings. Which again is interpreted in different ways, either as proof of a hoax, or a government conspiracy of misinformation. Whatever the truth may be, the chances are we'll never really know whether the stories are true. For now, the legend of the Men In Black remains simply one of the most fascinating unexplained mysteries of our times.

90% of sightings can be explained away, making the 10% that remain unexplained all the more interesting

Right: The original Men In Black comic written by Lowell Cunningham, now a highly sought-after collector's item. Expect a Marvel Comics re-run very soon





THE ALiENS

MANITOBAS



The support personnel to the Milky Way, these lithium-based life forms are common throughout the galaxy, mostly due to their willingness to work in almost any field – more often than not in the service industry and in clerical positions.

Though normally a law-abiding and punctual race, they can be lured into criminal enterprises when offered a competitive salary and the chance for advancement.

Manitobas were initially attracted to Earth because of the abundance of caffeine, a drug that is illegal, but extremely popular on their home planet.

CHUBBIES



This derisive term for one of the most common alien races on Earth was at first discouraged within the MIB department. Still, because 'Chubby' accurately describes the girth and appearance of the species in question, the name has stuck and its use is now tolerated, except in official correspondence.

Chubbies are intelligent creatures, but a little unrefined by our standards. They are often employed as crewmen aboard merchant space freighters and come to Earth on shore leave. On such occasions, these interstellar sailors have been known to cause a few problems, becoming notorious for getting into brawls with each other while consuming huge quantities of food, often ignoring MIB guidelines by not keeping a low profile around humans.

In 1981, a group of vacationing Chubbies invaded an "All-U-Can-Eat" buffet in Akron, Ohio and caused quite a ruckus when the owner accused them of "flaunting the rules."

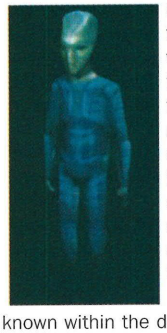
COYAMES



Coyames are a samarium-based alien species often engaged in unsavoury enterprises, though there are exceptions. Large and brutish, these creatures are physically powerful, possessing the uncanny ability to fold themselves into smaller shapes, enabling them to disguise themselves as human beings.

Because of their penchant for camouflage, this species is good at infiltrating other planets, including Earth. Coyames have been known to impersonate migrant workers, politicians, copier salesmen – almost anyone.

ROSWELLS



Sometimes called Grays, this osmium-based life form was apparently one of the first to visit Earth, and is the one most often seen and reported by civilians, despite the vigilance of the Men In Black. The majority of Roswells are kind, sharing creatures, but there are notable exceptions to this rule.

A sub-group of Roswells, known within the department as Probers for reasons which have received much publicity in the tabloid press and need not be elaborated upon, have often abducted and studied members of less advanced races. Probers are suspected of conducting countless experiments on human beings, though it has not been proven,

Roswells are suspected of engineering the bizarre rise to power of Gerald R. Ford, the 38th President of the United States, simply to see if it could be done.

BUGS



Bugs are the scourge of the galaxy, feeding off war and chaos and promoting the same as a means of self-preservation. Though they are intelligent creatures, they are possessed of an overwhelming inferiority complex. They most often work alone, but will be part of a larger team provided the end result of the endeavour is to wreak havoc, and thus increase their place in the world.

Like Coyames, Bugs have the ability to fold themselves into smaller shapes and have sometimes impersonated human beings. Enormous in size, heavily armoured, and exceedingly dangerous, Bugs rarely rely on armaments to carry out their terror since their whole body is essentially a weapon. Swiping claws, a stinging tail and snapping fangs are enough to render most opponents thoroughly dead in a matter of seconds.

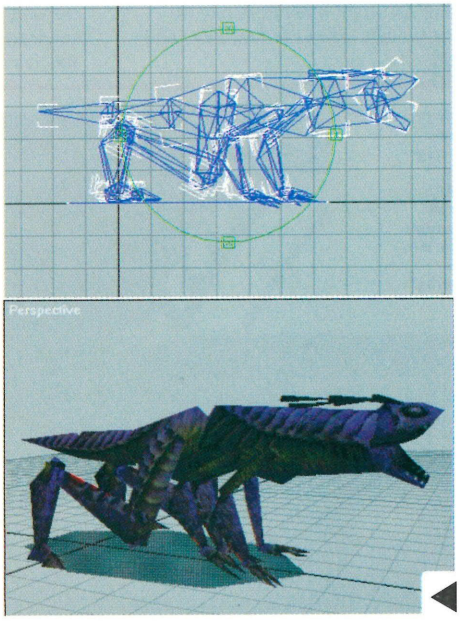
SENTINELS



Only recently discovered, Sentinels are semi-organic machines which are sometimes used as guards in illegal alien bases and though they are made from an alien material, evidence suggests they may have been manufactured here on Earth.

Sentinels are rumoured to be cheap to make and loyal if unintelligent. However, only one type of Sentinel has, to date, been observed by MIB agents, but upgraded versions with enhanced capabilities may exist.







The next time you squash a beetle or another poor insect, just remember that somewhere out there a race of monster cockroaches are watching. Piss these bugs off and they'll come looking for some serious pay back

THE WEAPONS

STANDARD SIDE-ARM

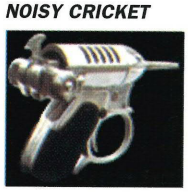


This is the standard side-arm presented to all MIB agents and is the first weapon new agents are permitted to carry. Like all MIB weapons, the Standard is powered by a removable energy cell which fits into its handle like a normal ammo clip, a more impressive alternative to the six-shot revolving barrel blasters formerly used by MIB agents and still carried by some old timers.

With the introduction of advanced alien weaponry in the mid-1980s, it became apparent that the Men In Black were outgunned by many of the unregistered visitors whom they were trying to apprehend. After much internal debate, it was argued that agents should be able to carry an automatic blaster, hence the upgrade to the standard side-arm. In 1989, because of pressure from agents in the Los Angeles bureau, it was determined that agents could carry all classes of weaponry up to and including the pulse series.



NOISY CRICKET



The Cricket was introduced because of the desire of some Men In Black agents to have a concealable weapon which would not be noticed by potential enemies, or even by normal Earth citizenry.



Crickets are small, but powerful – some MIB initiates have underestimated the power of the Cricket. The weapon produces a kick that can propel a person several feet backward, and for this reason cranked-up Crickets were sometimes given to new MIB agents, with older agents taking bets on how far the 'newbie' would fly. This 'ritual' has been discouraged.

SERIES 4 DE-ATOMISER

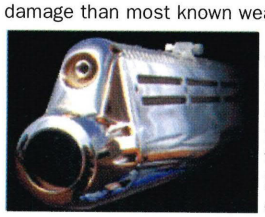


The Series 4 De-Atomiser is the logical extension of the standard issue sidearm. The De-Atomiser fires several energy bursts with each pull of the trigger, and is the fastest blasting pistol yet devised.

For many years it was believed that hand-held blasters could never fire multiple shots per second because of overheating and the threat of catastrophic explosion. Internal cooling systems have helped reduce the chances for such an occurrence, and MIB agents now compliment the De-Atomiser on its usability and its stylish look.

PULSAR BLASTER

The single-barrel pulsar was the first weapon in the pulse class to be introduced to MIB. Pulse weapons emit powerful blasts of compressed energy, and thus cause substantially more damage than most known weapons.



Though the guns in this weapon class are not typically used against single persons or aliens, they have at times been deployed in emergency situations involving certain hostile other-world species, most notably those of the 'Bug' class.

PULSAR ARM CANNON

This three-barrelled member of the pulse family is the most destructive infantry weapon ever to find its way to Earth and only the most experienced MIB weapon handlers are permitted to carry or operate it.

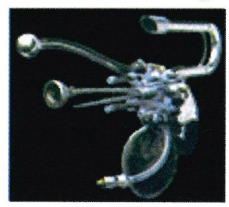


Though never proven, it is suspected within the department that an errant blast from one of these weapons brought down the first Sky Lab in the late 1970s.

REVERBERATING CARBONISER



The Reverberating Carboniser is a common weapon in the galaxy because of its adaptability and ease of use. Carbonisers contain a core of organic, semi-intelligent matter which modifies the energy of the power cell into several forms.

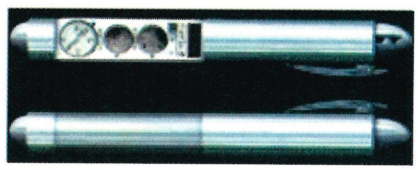


MIB agents have carried carbonisers in the past, but they experienced difficulties due to flaws in the design of some earlier models. In 1981, a batch of faulty carbonisers became aware of their own intelligence and rebelled against their owners.

A different batch proved to be non-confrontational and would do nothing but emit calming music. The newest Carbonisers have none of these bugs, but the unpredictability of the line has soured the weapon's reputation within the MIB agency.



NEURALISERS

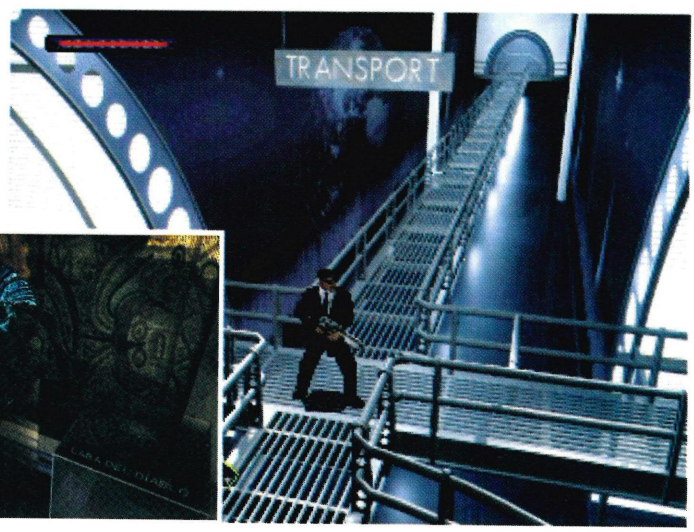


These are used by MIB agents to erase the memories of human citizens who have witnessed illicit alien activity. They are designed to block memory impulses in the human brain, rendering human subjects motionless and confused for several moments.

Due to budget cuts, neuralisers are now being issued to agents with a limited power cell and agents are urged to use them sparingly. Neuralisers are only effective on species originating from Earth.



"Hey ma brother, I was like just chillin', but now you're ready let's go find some of those Earthling homies and get jiggy wit' it. You know what I'm saying?

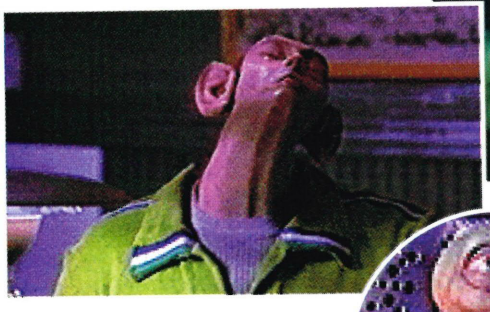




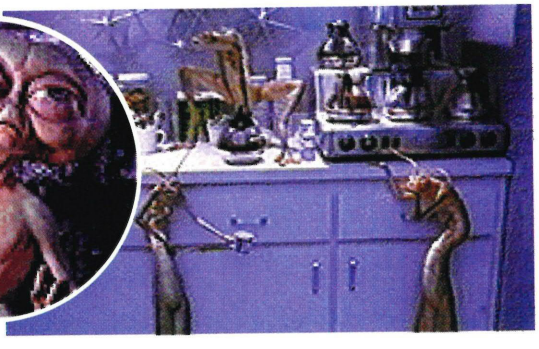
Men In Black won't be a walk in the park. You won't be trusted to carry extreme weaponry straight away, but learn how to use the simpler weapons effectively and your professionalism won't go unnoticed for too long

Deeper than deep throat









Will Smith is starting to make July 4th his own. Forget the fact that it's a national American holiday, the fourth of July has become the release date of Smith's last two gargantuan science-fiction movies.

First, Independence Day (obviously released on Independence Day) rocketed the promising star into the galactic stratosphere with his cigar-chewing wise-cracks helping the film to break every record in movie history. Then, following in ID4's alien footprints, Smith starred alongside Tommy Lee Jones in Men In Black, another sci-fi extravaganza that broke box-office records which also fell on July 4th. When asked about this 'coincidence' Smith just laughs it off. "I'm not superstitious. I own that weekend, that's Big Billy Weekend. I've had some success there." Which is quite an understatement.

MIB was the most successful film of all time, combining the cool of Travolta-style threads and Iggy Pop shades with stunning Industrial Light and Magic special effects and, of course, huge weapons. Barry Sonnenfeld, the guy who put the kook and spook into the Addams Family movies, put together a Smith and Jones partnership that proved a perfect combination. Jones's laconic style, Smith's relaxed and easy humour proved to be a pairing made in movie heaven. Placed in a retro-cool setting with 1960s motifs with a straight man and funny man duo, Sonnenfeld wanted to create a French Connection atmosphere to a film in which the aliens became part of the background to a story involving the destruction of Earth. Well what did you expect?

Giant interplanetary cockroaches known as Bugs are trying to start a cosmic war and are using the Earth's alien-friendly policy to create strife between the alien communities. The MIB police the aliens on Earth, making sure their differences don't lead to flem-riddled rucks whilst at the same time keeping the aliens' presence hidden from the human populace.

The Bugs send an assassin to murder a high-ranking alien leader, and it's MIB's task to placate the alien warship sent to destroy the Earth and exterminate the Bug before things get truly out of hand.

MIB uses weapons and gismos straight out of Marvel and DC comics (afterall, MIB started life as an obscure Marvel comic). The guns and gadgets add to the visual appeal of the film, but MIB also plays upon the paranoia of governmental conspiracy (that which makes X-files so popular) and continues the alien frenzy that ID4 created.

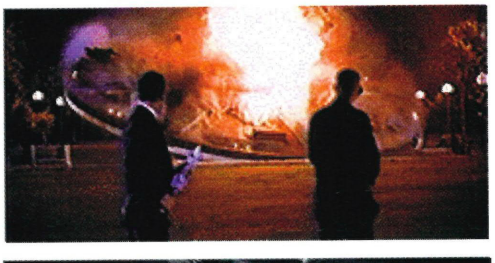
In many ways MIB mirrored the success of Independence Day. Both share the same B-movie origins that have had huge budgets and amazing special effects thrown at them. But where Independence Day's patriotic chest-beating stuck in the throat of many on this side of the Atlantic, MIB chose to ignore the 'America will save the day' route and instead played up the comedy. This is an alien-bashing B-movie with a rock and roll setting that never takes itself seriously. The aliens are essentially bug-eyed, twelve-toed, coffee-making, slime covered muppets who are shaken down or just plain blown away by the dead-pan Jones or the shocked Smith, who gets thrown across the street by the kickback from his diminutive peashooter-style weapon.

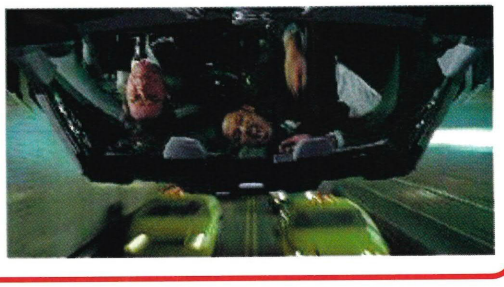
Linda Fiorentino's undeniable erotic appeal, Danny Elfman's kooky tunes, the charismatic Rip Torn as the head of MIB and some of the greatest hardware seen since the original Predator film, all combine to make Men In Black a fabulous comic book experience. For once this is a sci-fi film that doesn't live or die on its special effects (although they are stunning), it's the dialogue between the characters and particularly between Jones and Smith that makes this movie crackle.

If you missed this at the cinema then you're in for a treat because it's out on video right now. What do you mean you've no video? Well you'll just have to wait for the game then.



TV company Fox has already started producing the MIB cartoon series, now being shown on the Fox Kids cable channel. It features all of the elements that made the movie a success and throws in loads more aliens too





Resident Evil 2

The blood will be running freely again as the most eagerly awaited sequel lurches from the shadows to rip your throat out



IN 1996 THE PLAYSTATION was rocked by a game that redefined the videogame horror genre. Resident Evil was an instant hit and remains one of the best and most successful PlayStation titles ever created, and it was somewhat inevitable that Capcom would eventually build upon this winning formula.

The sequel has admittedly been a long time in the making, but that's because it's been growing into something of a mammoth game to provide fans of the original with an equally absorbing release.

While we've all been on tenterhooks awaiting the release of the sequel, Capcom filled the gap with Resident Evil: The Director's Cut. This stop-gap release added many new elements to the already splendid original, although most importantly it also promoted its sequel, Resident Evil 2. As anybody who bought this rehash will know, the demo itself was action-packed and almost worth shelling out for in its own right, whilst the original game remains one of the essential purchases which any PlayStation owner should possess. It offers hours of shocks, thrills and intense gameplay in its dark rooms and creepy corridors. And it was this terror factor that made Res Evil such a phenomenal hit.

Resident Evil 2 takes over from where the original left off. Quite literally. You begin from the police station in Raccoon City which soon becomes inhabited by hundreds more flesh-eating zombies and the whole terrifying rollercoaster begins all over again.

This time around you can choose between two new characters, Elza Walker and Leon Scott Kennedy (each will have their own skills and weapons they can use and carry). Capcom have made the rooms much more interactive and have upped the gore content (hence the 18 certificate) whilst still retaining the surprises and terror of the original.



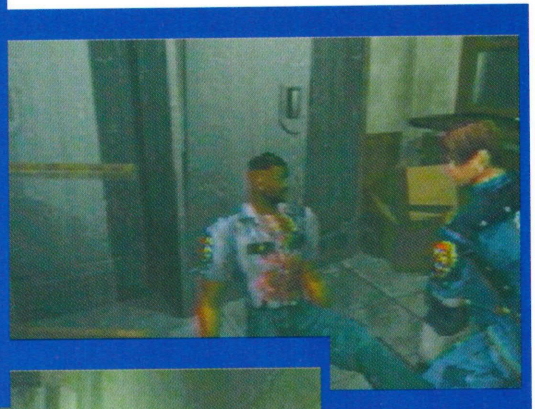
In the coming months it's going to be impossible to avoid Res Evil 2, it'll be everywhere. The advertising campaign involves billboards, specialist press and possibly TV commercials (no doubt its grisly content will raise mothers' wrath on Richard and Judy phone-ins). Of course the squeamish can always avert their gaze (but they never do, do they?). On the strength of all this backing, Resident Evil 2 is set to wipe the floor with the competition and cause a fair amount of soiled underwear. Even Lara Croft must be looking over her shoulder in fear



Prepare yourself for a two disk bonanza which will include no fewer than eight different variations on the game, where the original only featured two. Puzzles are now much more frequent and demand that you search every room and corridor. To cut down on all this travelling about, your character is able to access short cuts which reduce your game time considerably. That's assuming you can to find them of course







The number of zombies has increased immensely and you will need to be on your toes at all times. Your injuries (of which you'll sustain many) are impressively realised. Slight knocks will slow you down, but as the damage gets quite high you'll start to crouch and clutch your arm. Eventually, you will begin to drag your foot behind you and when that happens you're in big, big trouble









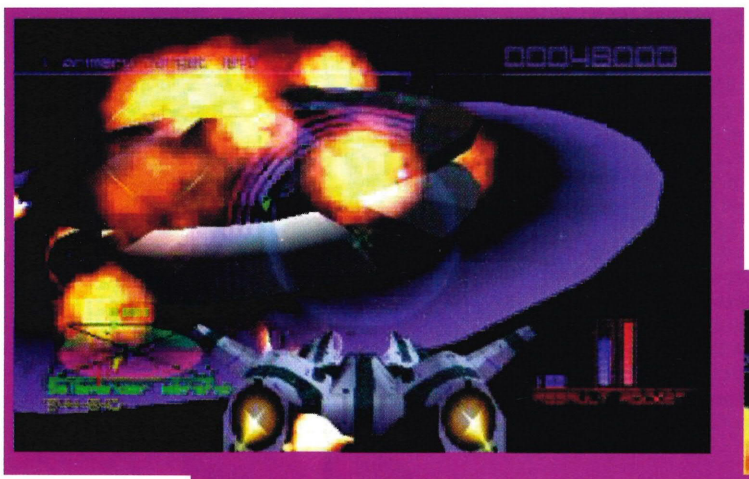


Every aspect of the original has been improved and even the door opening sequences, which marred the first release, are cut down considerably so the game flows much more smoothly. The puzzles are tougher, the zombies are more intelligent and the action is more in-your-face. And let's not forget the fact that this is many, many times larger than the original. Compared to this, Resident Evil winds up looking like a sitcom

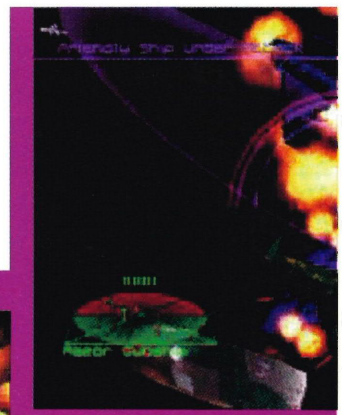
Game Title
Resident Evil 2

Software House
Capcom

Release Date
April



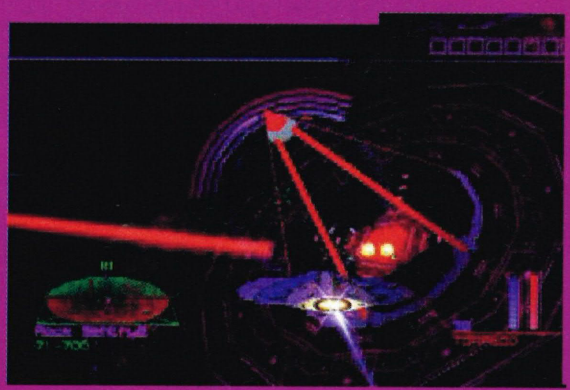
The weapons themselves are awesomely spectacular and range from the standard primary lasers to such intergalactic beasts as the explosive time delay mine and the bizarre sounding tractor mine. A full range of protective shields are also available for each craft



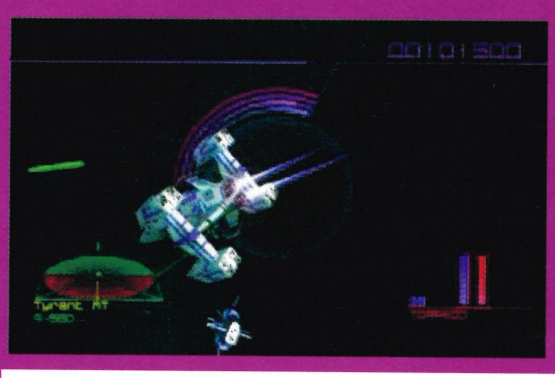




There are 31 missions in total, divided up into 10 sectors. Each one has a completely linear structure with each of the missions defined by how many credits you obtain after completion, how many enemies are shot down and how many power rings you managed to fly through. Certain sectors within the game need to be played in a strict order to fully complete your task. Within each sector there are between two to four missions. Once all the missions for a particular sector have been completed, the player will move to the next sector







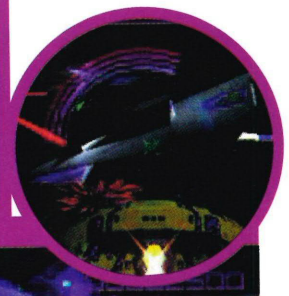


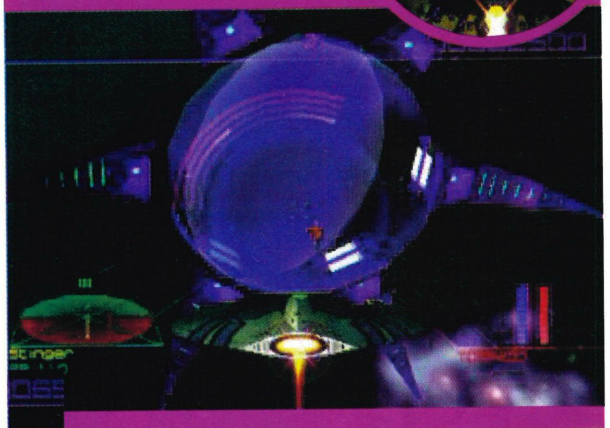


Players can upgrade their chosen craft through an in-game weapon emporium. The upgraded ships obviously have more defence, better flight attributes and can easily add some of the more powerful weapons to itself during battles. However, players can only upgrade the craft they selected at the start of the game, e.g. if the player has selected the Starski fighter, the only ship on offer would be the Super Starski

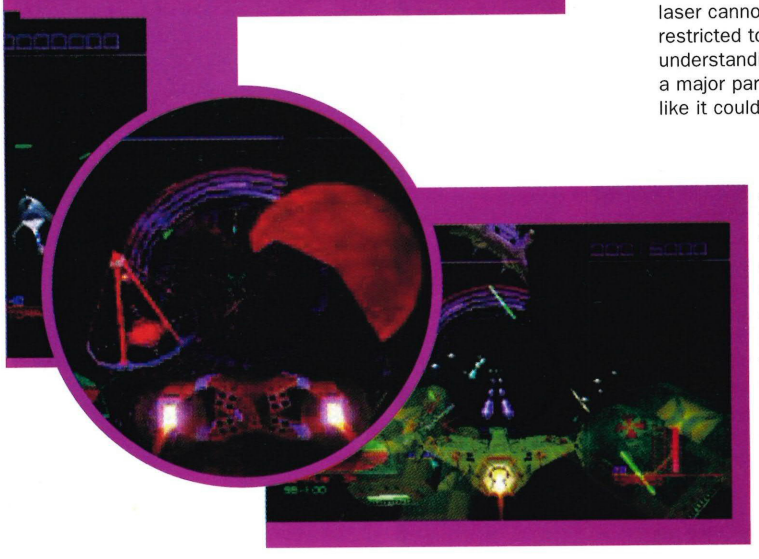
Blast Radius











It may look like the fruit of Colony Wars' loins, but Psygnosis insist this baby is something completely different...

AS WITH MOST SHOOT'EM-UPS nowadays, the main role consists of you being a galactic warrior desperately trying to rid the universe of all its nasty inhabitants with the aid of your souped-up, high-powered, butt-kicking beast of a spaceship – and things don't stray from the norm in this latest in a long line of futuristic blasters from Psygnosis.

To be more precise, you play the part of Kayne, the only survivor from your legendary gang of space dudes, the Wolf Squadron. Members of the Kotan-Kai (boo, hiss etc) have confidently whooped your platoon into the nether reigons of space and have now set their sights on something a little nearer to home. Namely, the race of aliens called The Vorn.

As you'd expect, The Vorn are collectively cacking themselves due to the imminent arrival of the blood-thirsty Kotan-Kai and they are in desperate need of help. Fortunately, they do have money, and as you have no friends, no home and nothing much to live for, you accept the job and go off in search of the bad guys. And because you're such a canny mercenary, you've also secured a promise from The Vorn that upon your return you can have all the tea in china, loads of cash, plus first dibs on their huge powerful fleet of plasma-pumping spaceships. Nice.

During your many missions for The Vorn, you'll encounter up to 32 various enemy craft, each one boasting some serious Artificial Intelligence and a pocket full of hi-powered laser cannons too, so the playing experience isn't simply restricted to trigger-happy mayhem. Tactics and an overall understanding of both your own craft and your enemy's plays a major part in your survival throughout the game. This looks like it could be one to watch.

An in-game weapon shop allows players to upgrade their chosen craft with the credits they've earned during the previous missions. Credits are awarded for shooting enemy craft. Each craft has its own power rating, so if you successfully blast it from the skies, you'll be awarded with the credit equivalent of its power rating. Taking these to the upgrade shop can result in mammoth laser-powered fun

Game Title
Blast Radius

Software House
Psygnosis

Release Date
June

Motorhead

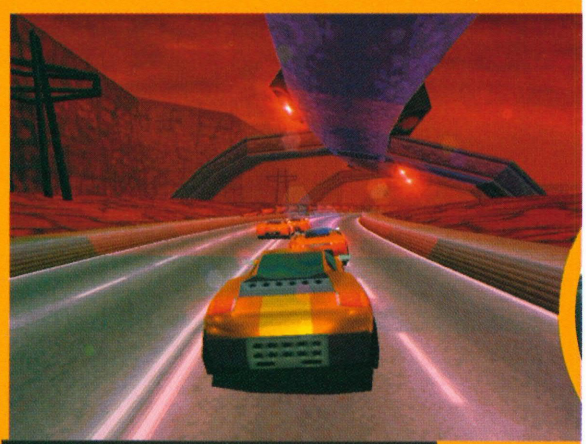
Fancy a bit of heavy metal fatigue? Yes, it's another racer alright, but don't start screaming "The Ace of Spades" just yet

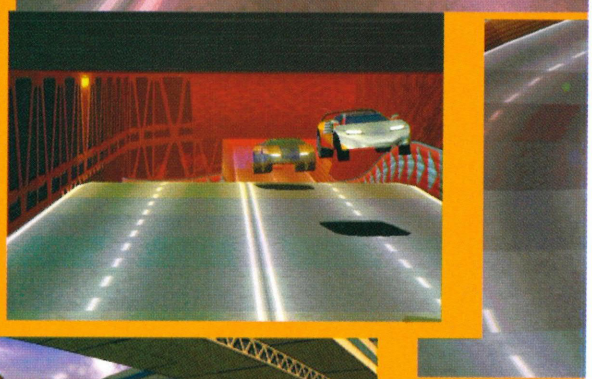
OH GOD NO, YOU CRY! Surely Gremlin haven't stooped to release a heavy metal game? Well no (although the older crowd amongst you may remember that Virgin in fact did release a game called Motorhead in the early '90s based around Lemmy and the rest of his guitar wielding chums), this particular Motorhead though, is a racing game. Gremlin have only just picked it up from Swedish developers Digital Illusions, who were responsible for the highly successful Pinball Dreams/Pinball Illusions games that appeared on the Amiga. Now though they've turned their attention (like just about everybody else in the world) to PlayStation racing games and even at this early stage, the results are looking pretty damn smart.

Of course in May the benchmark for PlayStation car games is going to be re-written by the superb Gran Turismo, but until then it's open season and as this is due to come out in April it could have a good month before everybody rushes to buy GT.

Having said that, where GT is the complete driving simulation, it's only fair to point out that Motorhead is out and out arcade action. At this stage the PC version is a lot more stable, but Gremlin were still confident enough to show us the PlayStation version despite its glitches and we have to say that it is very fast indeed.

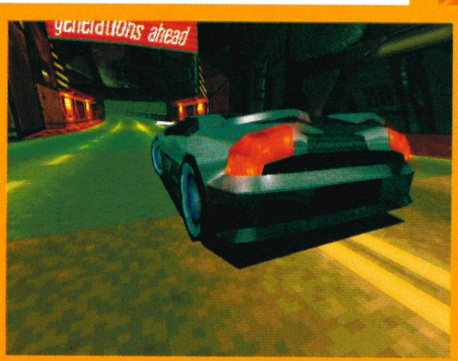
The scenario in Motorhead also couldn't be more different from Gran Turismo. Where GT is based on real life races, Motorhead sees you racing off-world in the future – which neatly sidesteps the issue of having to put real-life cars in there. Gremlin once again look like being at the front of the grid, for the time being at least.

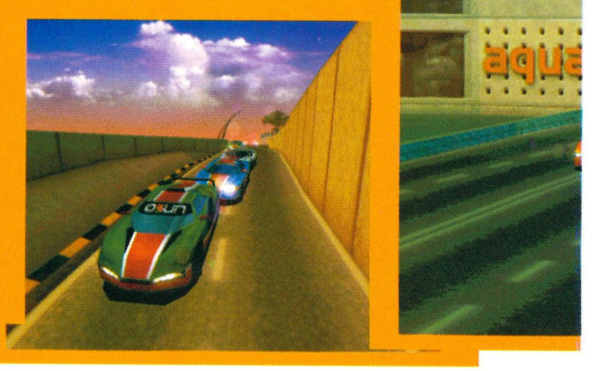


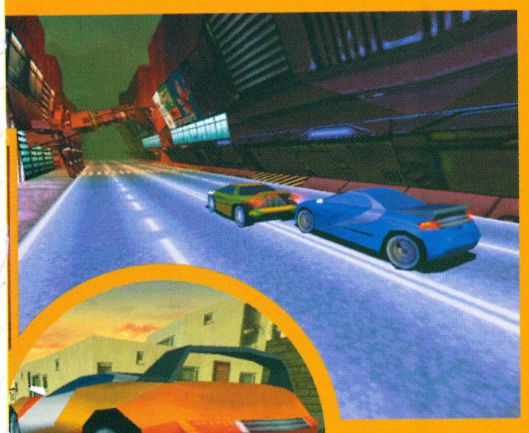






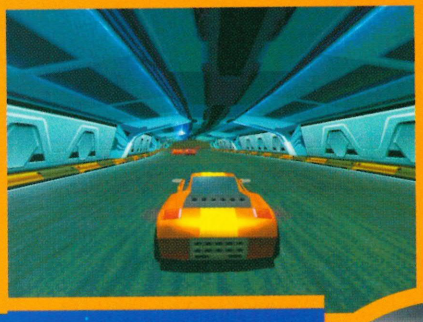


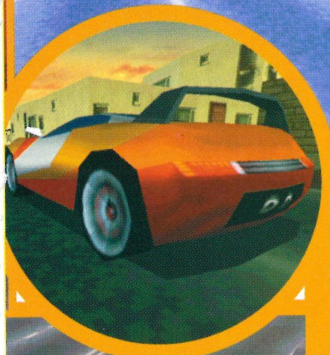




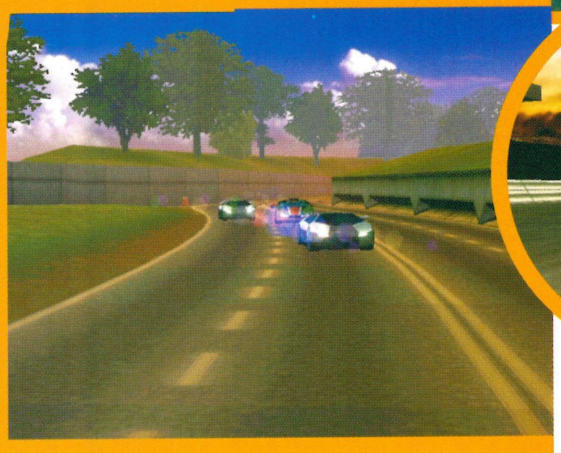
Developers Digital Illusions made a massive name for themselves with their pinball games for 21st Century Entertainment. This is a bit of a diversion for them, but if things progress as well as they have done then they look like they're on to a winner

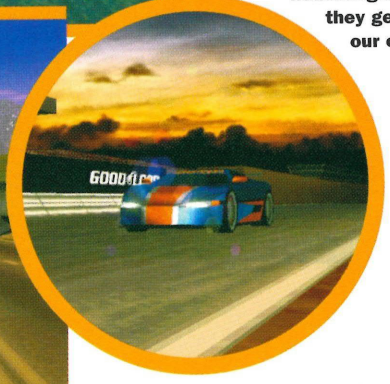


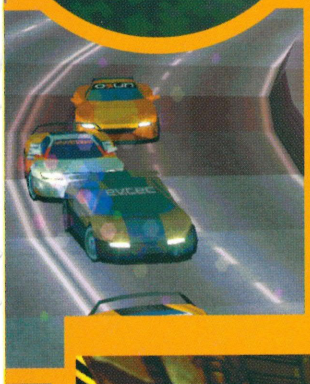




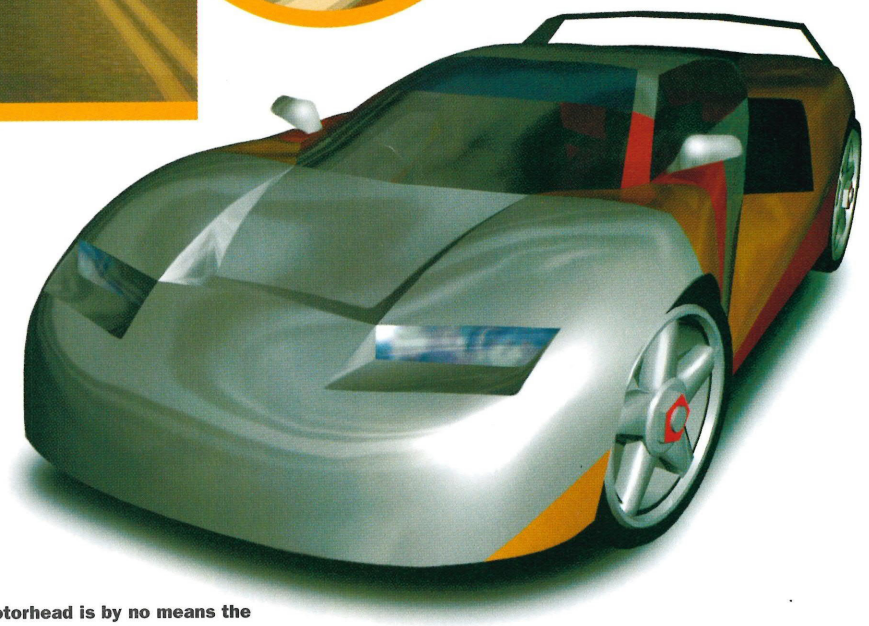
A game called Motorhead really should have a main character called Lemmy in it shouldn't it? Well this one hasn't, so there's doubtless going to be plenty of headbangers absolutely gutted when they get this one home, including our own Andy Sharp

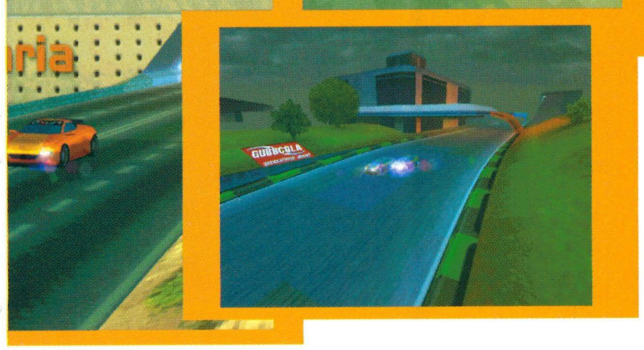












Motorhead is by no means the most original racing game we've seen. It does, however, look like being one of the fastest. At the moment the detail looks a bit scant around the trackside, so you'll have to decide whether it's ace graphics or speed that really matters most to you

Game Title

Motorhead

Software House

Gremlin

Release Date

April

There is a key difference in the new line of Transformers found in Beast Wars. Now the robots transform from wild and extinct animals into their true selves rather than from rubbish little cars and boats and so on. Makes it a bit more realistic eh?







Transformer trivia: while there have been a number of female Transformer characters, including girlie leader Elita 1, how Transformers reproduce has apparently caused much debate over the years (although with who, we've no idea). One theory is that they simply build new Transformer bodies and infuse them with life from the Creation Matrix. Our theory is that some people need to infuse themselves with a bit of life







Beast Wars













Warring beasts obviously make up the thinking behind this latest toy tie-in from retro kings Hasbro Interactive

IT'S GOOD TO SEE OLD classic toys like Transformers (well the eighties were my formative years) are still kicking about, even in this modern age of computer games. Having said that, nothing is obviously sacred as the Transformers are coming to a PlayStation near you very shortly courtesy of Hasbro Interactive.

These aren't just any old Transformers though, this is the latest incarnation of the toy, based on the top-rated action figures from the TV series, Beast Wars.

These guys can mutate from dinosaurs, armadillos and so on, into weapon-toting, hell-raising killing machines. Good to see kids' toys being as pleasant as ever.

In Beast Wars there are two beastly factions, er warring with each other – the heroic Maximals and their arch-rivals the evil Predacons. They wage war all across the galaxy as they battle for supremacy of the universe.

As you might expect from Transformers (which, as everybody knows are in fact 'robots in disguise') you can morph between your beast-like form and your clanky metallic self, which is obviously quite handy at certain times, but a pain in the arse if you're round at your girlfriend's parents for the first time.

Now you may be asking yourself a question. Why, if the action figures are so much fun, have they released a videogame version of Beast Wars? Barry Jafrato, International Managing Director of Hasbro Interactive told us, "The Beast Wars television series and toy line has already exceeded all expectations in the US and we're confident that we will repeat this success throughout Europe. Since its launch in 1984, the Transformers brand has brought countless hours of entertainment to millions of toy fans – a tradition which will be continued by this action-packed game."

Whatever. Beast Wars will allow you to enter the fray as either side in the battle, with each needing different tactics in order to succeed. This apparently makes it two games in one (instead of just the same game from a different perspective?). Anyway, Beast Wars is pencilled in for release on March 20th and we'll have a full review in our next issue.

The Beast Wars range of figures are available in UK toy stores this month and are expected to sell fast. Watch for them on a TV set near you in the very near future

Game Title
Beast Wars

Software House
Hasbro Interactive

Release Date
March





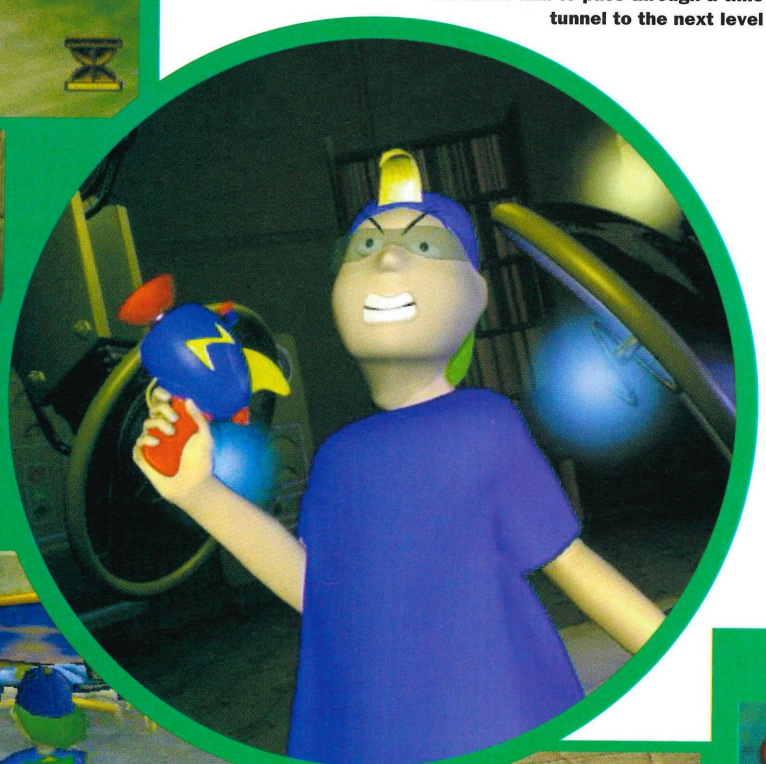


Traveller's Tales decided to approach the Jim Henson Workshop because they felt it was imperative to have a really strong lead character. Henson's crew worked on Rascal, Chronos – the Evil Time Overlord and Rascal's father and their influence is very apparent.



Our hero in Rascal is an inexperienced time traveller whose overall mission is to rescue his dad from the nasty Chronos and return history back to normal. To do this he'll have to find the six segments of a time bubble that will allow him to pass through a time tunnel to the next level

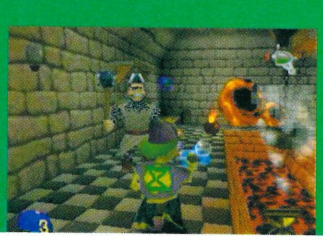




Rascal will contain six different worlds including: Castle, Aztec, Western, Galleon, Atlantis and the Lab which is where the story begins. Each zone has a past, present and future section which will bring with it different obstacles and problems. For example, the Galleon of the past is a working pirate ship, the one of the present is a sunken galleon and the one of the future is found in a desert half buried by sand!











Rascal





He's the latest in an ever-growing line of platform heroes. This time though, he's been expertly designed!

IF YOU'RE A REGULAR READER of PlayStation Pro, and let's face it if you're not then you're obviously a bit mad, then you will have seen a little piece in last month's news announcing the latest 3D run-and-jump game style to hit the PlayStation called Rascal.

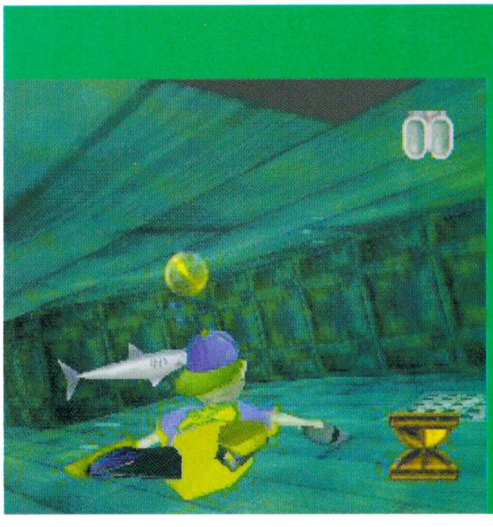
Coming from Psygnosis and developed by Traveller's Tales the game features a main character that has been designed from scratch by The Jim Henson Workshop, who have been responsible for the likes of the Muppets and characters in many films such as the Flintstones' dinos and Babe.

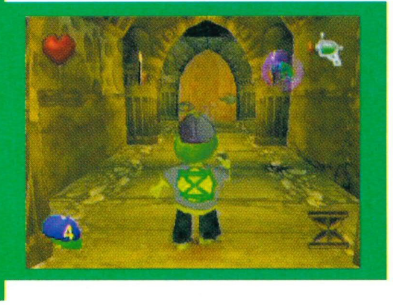
Now that's a pretty impressive start in our book, but when you look at Traveller's Tales track record, and to be fair, you may not have realised at this point exactly who they are, things start to look even better. Formed in 1990 the guys have been responsible for some pretty impressive work in videogames stretching as far back as Leander for the Amiga, right up to the recent release of the excellent Sonic R on the Saturn. In addition, they have experience in their ranks from people who have worked on Wing Commander 3 (PC), The Darkening (PC) and a graphic artist from Rise of the Robots. Quite an impressive pedigree all round.

Claiming that their influences for this latest venture have come from a mixture of the best elements of both traditional and the new wave of 3D platform games, Rascal's 15 strong team have taken nearly a year to get the project close to this stage of completion.

A state-of-the-art 3D engine and six worlds containing 18 levels await us when Rascal finally comes in for review, hopefully next issue. We have high hopes for this title as the battle for the crown of the best 3D platformer begins to hot up. Watch this space.

Psygnosis promise us that Rascal will have an almost "cartridge feel" to it in that virtually all loading time has been done away with. This has been achieved by storing the data in the most compact way possible and loading and decompressing while the locations fade between each other





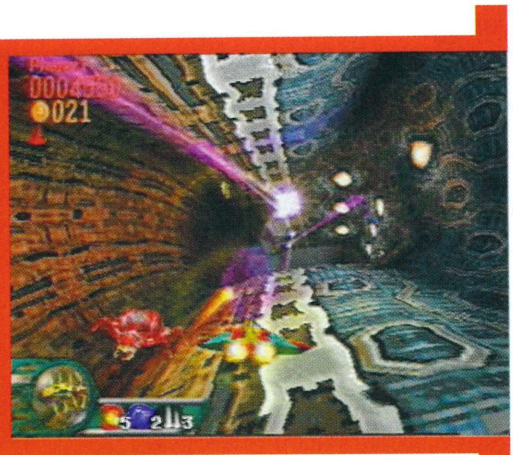
Game Title
Rascal

Software House
Psygnosis

Release Date
March

N_2O





The only weapon available as you begin your mission is a standard laser, but don't despair as the power-ups are plentiful as you leave the carcasses of zapped bugs in your wake. Collect the coins that appear as you slaughter the hostile forces and discover such treats as the 'slinky', the 'manga' and the bouncing 'Zebedee mine'

Get sorted for speed and whizz and turn rampant alien ladybugs, beetles and 'roaches into a bloody pulp

THOSE BLOODY ALIENS ARE AT it again, and this week it's Neptune's inhabitants who've got a bit of a cob on with Earth. This time our planet's inhabitants are set upon by an invading battalion of super warrior insects, because nothing gives you the willies like a two ton earwig, right? To enable their devilish plot to take place, they've created a series of tube-like circuits known as Torus. The Torus link together Earth and Neptune and have been put in place by those insectoid trouble causers so they can burst forth from the central birthing canal and attack the general populous.

As Earth's most accomplished pilot (ooh you are) the future of our lush planet rests on your shoulders as you prepare to fly to Neptune – destroying those pesky critters before they can emerge at our end and carry out their promise of world-wide annihilation.

The game takes its name from the gas which fills the tunnels allowing the insects to breath, and which, coincidentally, also powers your craft. The more insects that you kill the more fuel you'll take on board which will in turn provide you with more power and speed. From this point on your eyes will scream for mercy as you're engulfed by wave upon wave of psychedelic colours that twist and pulsate all over the place amidst the frenzied gameplay.

Gremlin are expecting to send shockwaves through the industry when N_2O is released in March, combining the kind of addictive gameplay that came with 8-bit machines and the awesome graphical power of the PlayStation.









There are 35 tunnels of alien ticks, ladybirds, spiders and the like to put firmly in their place, and those tunnels will bend, turn, twist, shrink, expand and split open at every opportunity. You really will lose all sense of balance and detach yourself from reality as your eyes start to spin with the screen. This kind of gameplay provides the kind of challenge that will require absolute concentration at all times and a large bottle of Optrex close by



There are various crafts that can carry you down each Torus and as always you'll have to experiment to see which you prefer. Each is capable of extreme speeds, but the more important attributes are size and handling. For instance, the larger Mantis craft handles superbly, but makes for a bigger target in the narrower tunnels. So it's very much a matter of balancing your skills with the hardware available





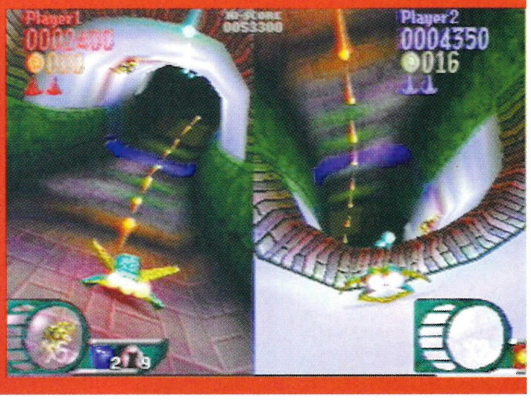












A two-player option is included, so friends can help in the bagging of bugs. Choose to play in a partnership on a full screen view or select the split screen mode to play against each other

Game Title

N_2O

Software House

Gremlin Interactive

Release Date

March

forsaken

Clunk, click. Strap yourself in for this petrol-head joy-riding blaster. Doom and Duke should be 'Quaking' in their boots

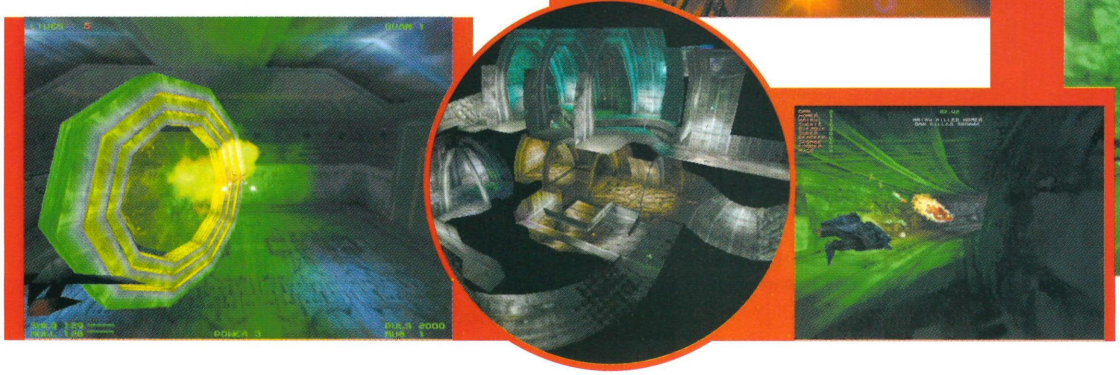
FIRST PERSON SHOOTERS AREN'T particularly noted for their diversity of content. The genre is quite simply a stockpile of doom-a-likes with a couple of eye openers thinly spread here and there. Okay, so there are a few classics residing amongst the many clones, but you've got to admit that the gameplay is basically the same.

However, if unrelenting blasting is your thing, and you're far from chuffed at the selection that's presently on offer for the PlayStation, Acclaim's Forsaken may just be the shot in the arm you've been waiting for.

The game is set in the near-future after the Earth has perished due to a scientific experiment which went horribly wrong (bloody physicists!). You take the role of one of 15 space mercenaries raiding the condemned planet in search of salvage and anything else the establishment has left behind after ransacking the lifeless rock of all they desire. This leaves an open invitation to every bounty hunter, fortune seeker and free-loading scum in the galaxy to come and loot the crippled planet of its remains.

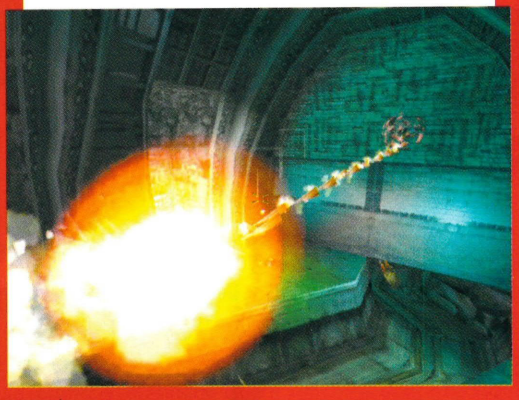
Now the difference between Forsaken and other PlayStation blasters is that in this game each competitor sits astride an anti-gravity pioncycle. The pioncycle is a heavily armed floating bike capable of releasing devastating destructive power at hair-raising speeds. Included in its armoury is an optional 'missile camera' mounted on a projectile's nose. The missile provides an up-close and personal view of the enemy shitting themselves split-seconds before annihilation.

The game will also feature a completely original pumpin' Drum 'n' Bass soundtrack and promises to deliver some of the hottest graphics yet seen on the PlayStation. With puzzles and adventuring elements included, and a two-player split-screen option, hopefully you'll never be too sure of what is waiting for you around the next corner.



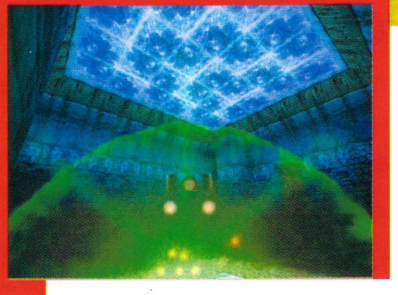
There are 15 huge levels to give you as much room to unload as you could possibly want. Developers Probe promise each one will be a graphical delight with unique environments including deep hostile underground mines, chillingly Arctic labyrinths and the underwater perils of a dead ocean







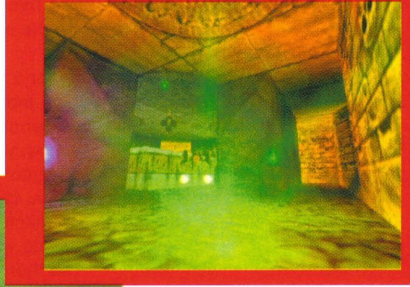


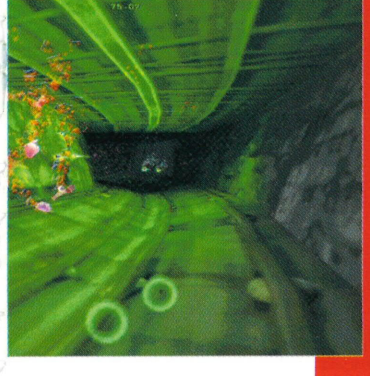


Forsaken will feature unique lighting effects adding a new element of realism whereby almost every object in the game can cast light. Pick-ups, weapon fire and even missiles emit light and everything has its own colour coding. For example, the Quantum mine is a large blue mine that spins around and emits a lot of blue light. So if you're about to turn a corner and you see that the walls are all lit up in a lovely shade of pale indigo, then you'd better find a new route or you'll soon have a new ass hole



Although the planet is void of organic life, the 'powers that be' have left droid units to guard over sites warranting further study, and they've been programmed to stop all intruders from gaining entry to key areas of the planet. The guard units are large both in number and variety, with danger coming at you from all angles. Enemies range from ground-based missile firing robots to airborne craft, huge robotic monsters as well as military submarines and many more nightmares of future technology







Game Title

Forsaken

Software House

Acclaim

Release Date

April

Jet Rider 2

Sequel alert! Popular games usually spawn a second helping, but who out there bought the original game?

TO BE HONEST, THE ORIGINAL Jet Rider wasn't exactly popular. In fact it was received with less enthusiasm than a bunch of flowers from Maggie Thatcher on Valentine's Day. It's fair to say that the sequel will have to improve greatly on the old formula if this is to cut any ice with the increasingly hyper-critical PlayStation audience.

Set far in the future, the idea is to race a kind of jet-ski/motorbike around a variety of twisting and turning tracks (yes folks, it's another racing game all right) in a bid to become the Jet Rider champion.

Developed by SingleTrac in the States, Jet Rider 2 features a Manga-esque interface where you can select which track you want to race on and which of the jet bikes you fancy having a go on.

A system called TruePhysics 3D technology handles all the action. This system uses mass and velocity physics to recreate the correct movements of the bike, and from what we've seen the effect works well.

Jet Rider 2 will be compatible with Sony's analogue controller, so those of you who've splashed out on those advanced peripherals will find it a worthwhile purchase.

However, no game like this would be complete without the obligatory two-player option and you'll be glad to hear that you can play Jet Rider 2 without the hassle of linking up two machines. In fact, the game can be played in split-screen mode with the split either horizontal or vertical, so there's something to suit everybody's taste.

We're expecting a release around the second quarter of the year, so expect an in-depth review of Jet Rider 2 coming soon to a PlayStation Pro page in the near future. Watch this space, as ever.



Jet Rider 2 is the follow-up to the less than successful Jet Rider that Sony unleashed on us last year. We'll be hoping for much better things from the sequel which takes on a more futuristic setting than the original title



The game can be played in a two-player mode with a vertical or horizontal split. This is only a small feature, but it is things like this that will hopefully make the game more user-friendly and in the end more fun to play





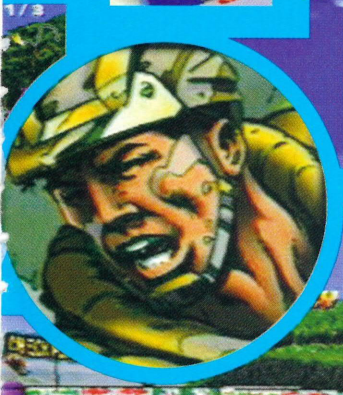


The courses twist and turn as the scenery hurtles beneath you, all controlled by SingleTrac's new 3D engine, but at the end of the day you realise it's yet another PlayStation racing game and any hopes of 1998 being quieter on the driving front are disappearing fast

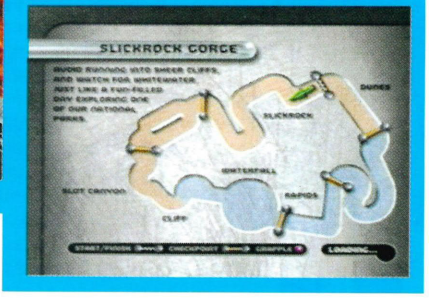








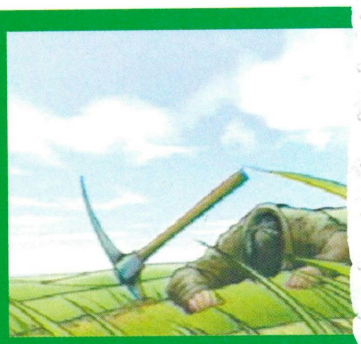




As you scoot along you'll be expected to hurdle, dodge and rip over a range of obstacles and ramps. 100ft drops, broken freeway ramps and choppy waves are just some of the obstacles you must overcome. It's kind of a cross between N64's Wave Race and any old motorbike game you'd care to mention

Game Title
Jet Rider 2
Software House
Sony
Release Date
April

Pitfall: Beyond the Jungle



Way down deep in the middle of the jungle, a lion took an apricot, a guava and a mango. Hang on, that's an advert isn't it? Er, Pitfall then...

IN THE EARLY DAYS OF videogaming history came a game that made its programmer, David Crane, as famous as the pop groups of the day. Pitfall, released right at the start of the '80s was available for the first consoles like the Atari VCS and the Intellivision.

The scene saw you as Pitfall Harry racing to collect the treasure and get out of the jungle inside a time limit which was, would you believe, just 20 minutes. Yes, that's right, to complete the game took just 20 minutes providing you didn't die, which you inevitably did. These days we've got the likes of Final Fantasy VII take anywhere upwards of 70 hours. How times change eh?

Anyway, Pitfall had a bit of a resurgence on the consoles with a new version a couple of years back, but now Activision have unveiled yet another piece in this 20 year old jigsaw. Pitfall: Beyond the Jungle will see Pitfall Harry take part in his first 3D adventure. This time, while exploring the darkest jungles of South America, Harry manages to fall through a dimensional rift and ends up in a strange and dangerous world containing a Moku civilisation that has been decimated by an evil temptress. Harry finds out that her next target is Earth and so our hero sets about stopping her.

That's the basic idea behind the 20 levels of 3D platform action that the finished game will contain. There's also a rumour that the original Pitfall game mentioned earlier might even sneak in there for you to play as an extra bonus too, although Activision couldn't confirm this at the time of going to press. Scheduled for a March release, Pitfall: Beyond the Jungle will provide us with some quality gaming in time for a review in the next issue.

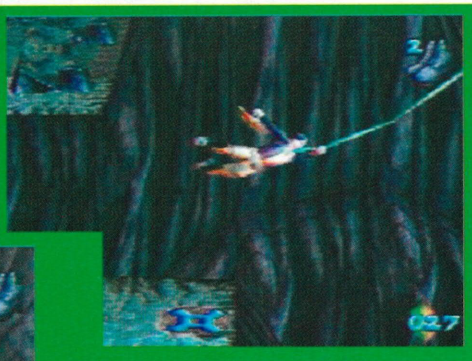




Most arcade games are only as good as the enemies you have to kill and Pitfall: Beyond the Jungle has more than 24 different creatures to take out as you play. These will range from snake warriors that attack with their tails down, to earth soldiers that morph out of the ground. They all look marvellous from what we've seen and the graphical detail is excellent



The end of each world will see you fighting a different boss. These are, like the rest of game, 3D models and consist of a 40ft Gladiator, a creature made of molten lava and a gargantuan prison guard before you face the Evil temptress herself in a final battle to save the Earth



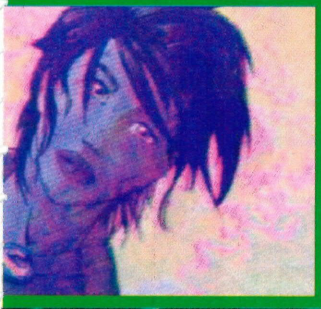






Beyond the Jungle will be completely true 3D. There are no rails, and no sprites as all the backgrounds, creatures and environments in Pitfall are all fully modelled and textured to provide a system that looks very nice indeed











The finished game will contain four giant worlds where you will have to explore the ruins of the Moku civilisation, climb inside a volcano, escape from a prison colony and battle through a raging war in order to reach the evil temptress' fortress and defeat her. Simple eh?

Game Title

Pitfall: Beyond the Jungle

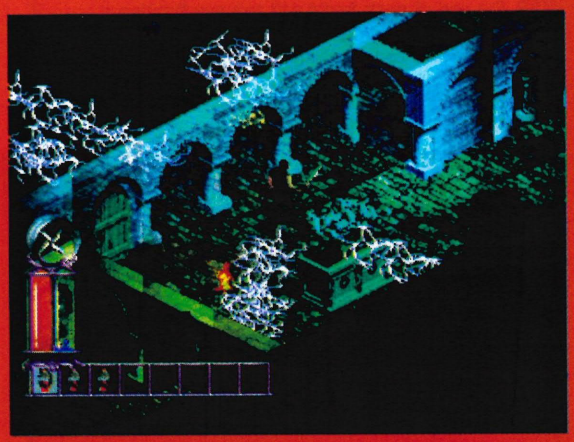
Software House

Activision

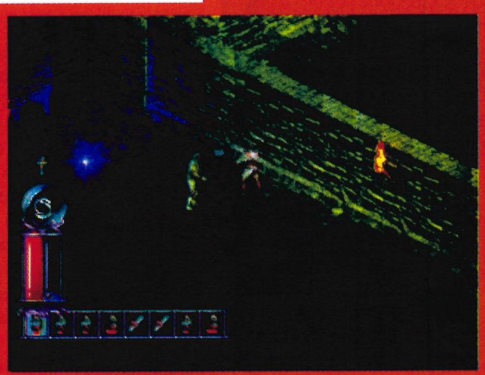
Release Date

March

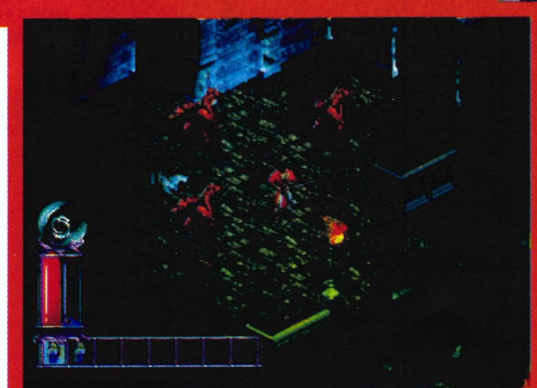
Diablo raised a few eyebrows in the PC gaming world as it was the finest example of this genre to ever appear. Blizzard Software continue to make a name for themselves on that format and this forthcoming PlayStation release will only help that grow if it lives up to its potential







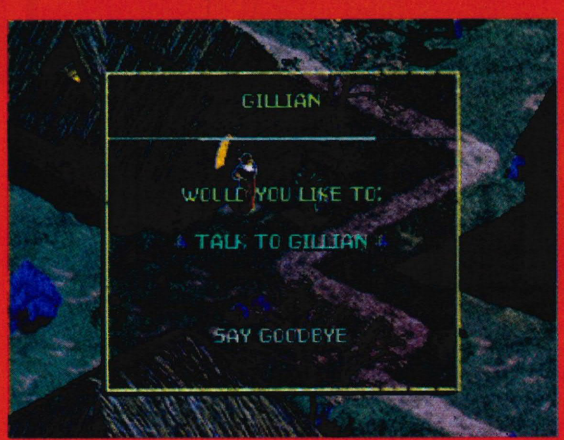




Diablo seems to be the perfect mix between sword/sorcery and arcade that we've seen for a long while. It did spectacularly well on the PC, so it's no real surprise that a PlayStation conversion was in the pipeline



Unlike other games of this type you only control one bloke rather than a whole party. This means you can concentrate on building him up into some kind of rock hard, impossible to kill chap with a large chopper. It's only worth going down to the further levels when you're hard enough to hold your own, otherwise you'll be dead straight away, which is no good for anybody





Diablo



EA take us to hell and back with a conversion of one of 1997's best PC games. Let's descend into the depths for a look...

BLIZZARD ARE A VERY WELL RESPECTED developer on the PC. So what you say? What can that possibly have to do with me when the gaming system of my choice is quite clearly a small grey box with loads of wires coming out of it?

Well it could mean the difference between an average conversion and a huge success when their highly acclaimed arcade RPG, Diablo, makes its PlayStation debut. Released through Electronic Arts, Diablo sees you taking control of a big sword wielder who goes back to his village to find it overrun by evil demons (bit like going home when Millwall are playing in town). The source of this filthy spawn seems to be the local church and a bit of a wander reveals that Hell's very own are coming up through the dry rot in the basement and causing all manner of trouble. Guess who's job it is to sort it all out? Yup, you've got it in one!

So off you go into the dank depths, armed with barely more than a stick. After a little while you'll find yourself tooled up to the teeth fighting many a battle against the sickly and disgusting minions of doom. Only by winning many battles will you get better weapons to fight the really nasty denizens of Diablo.

As you go on you'll be given quests by the various townsfolk and completing them will usually result in a bonus weapon (like a really massive sword) being awarded.

Diablo is going to make a big impression on the PlayStation, of that there is no doubt. There isn't really that much to compare it to and it already has an impressive track record on the PC to prove the system works, so it should be something to look forward too.





Certain weapons and other items can only be obtained by completing quests given to you by the citizens of the town who are getting more and more annoyed with being terrorised by the creatures of Hell. Stuff you no longer require can be sold to bring in much needed revenue too

Game Title
Diablo

Software House
Electronic Arts

Release Date
June

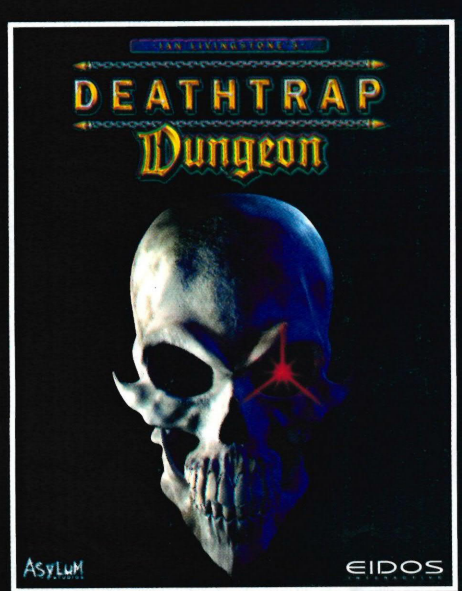
"There are 55 Brutes Dungeon and I'm g give each and every one of them a right good seeing to!"

55 of the foulest species await you in Deathtrap Dungeon. Assume the role of Red Lotus or Chaindog then wade through gore in 20 enormous levels, overcome fiendish traps and avoid the bloody-death that lurks around every turn. You don't go empty handed; 33 weapons, spells and charms are there to find and use, you're going to need them all to get out alive!

I suppose we better not mention the T-Rex...

Multiplayer blood-fest included (PC Version)

SPECIAL LIMITED EDITION AVAILABLE AT LAUNCH! (PC Version)



ASYLUM STUDIOS

EIDOS INTERACTIVE

PC CD





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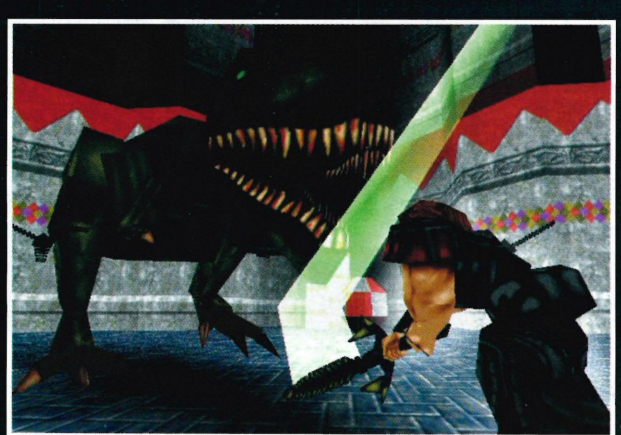


PlayStation

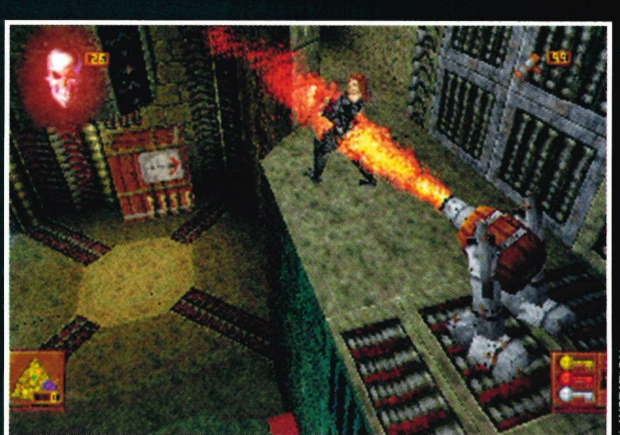
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PC



PC

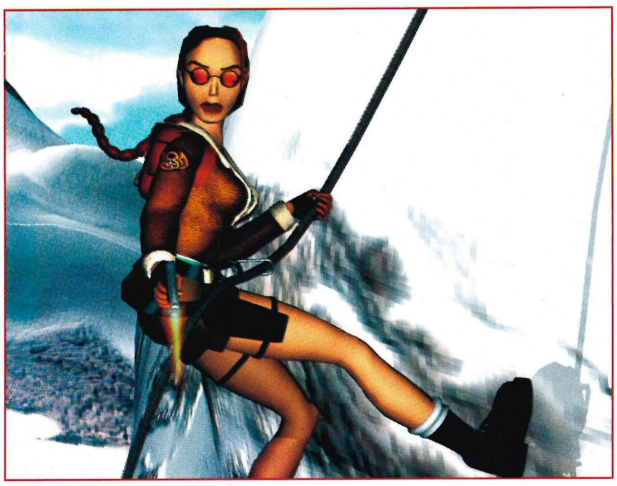


PLAYSTATION

He who cheats wins

While we in no way endorse cheating in any shape or form, we feel it's always advantagious to win at all costs. It's a bit of a Catch-22 really. Or is it? As we all know well, he who cheats wins! Just ask Maradona

Hints & Tips



TOMB RAIDER 2

All Weapons
Get on a flat surface where you can jump Sidestep left, sidestep right, sidestep left. Hold the walk button and move backwards then forwards. Release the walk button. Turn around three times. Jump backward and press ● whilst she's in the air.

Exploding Lara
While playing, hold the walk button and sidestep ⬅ then ➡ then ⬅, then step Forward, then step Backwards. Then turn Lara around three times in any direction, then jump forward and while in the air press the roll button.

Goodbye butler
Tired of the pesky butler following you around everywhere in Lara's home? Walk into the kitchen and open the freezer, go inside and wait for the butler to arrive.

Once he comes in jump over him and close the door behind you. Bye, bye, butler.

Level skip
Get on a flat surface where you can jump. Sidestep left, sidestep right, sidestep left. Hold **R1** and move backwards then forwards and release **R1.** Turn around three times. Then jump forward and press ● in the air.

Secret room in Lara's house
When you explore the outside of the house go to the front door and open it. Walk straight in and look at the two halls on each side of the clock. You will be coming back to the right hand hall after you hit the switch in the maze.

Leave from the door you just opened and go to your left, head into the maze. Always go left in the maze unless your only option is to go right. When you get to the back of the maze you will see a brick wall, look down the hall and you will see two openings.

Take the first opening to the right and fall into the hole. Then go to the end of the hall and jump out. Push the button on the wall and you will see a cinema of the door opening back in the house.

This door is timed, so you have to be fast.
Go back the way you came in, jump out of the hole and go left. Then keep following the maze turning right every time unless you have to turn left.

Exit the maze at the end and run back into the house and through the door. It leads to the basement below, where you'll you will see several chests and windows on each side. It looks like a huge statue is on the right.

COURIER CRISIS

Play as a gorilla
Enter the password **"SAVAGEAPES"** to play as a Gorilla on a BMX Bike.

Play as an alien
Enter the password **"XFIFTYONEX"** to play as an Alien on a BMX Bike

TOCA

Cheat codes
Type in the following as the driver's name. If you did it right you'll hear Tiff Needell say "Cheat mode enabled."

Code	*Effect*
CMGARAGE	Extra cars
CMNOHITS	Collision detection off
CMCOPTER	View of helicopter
CMCHUN	Go-kart view
CMSTARS	Stary sky backdrop
CMTOON	Cartoon horizon
CMMICRO	Micro Machines View
CMDISCO	Multicoloured disco fog
CMLOGRAV	Low gravity (affects cones)
CMRAINUP	Rain falls upwards
XBOOSTME	All car speeds doubled
CMFOLLOW	TV Camera view
CMHANDY	Big hands on inside car view
CMGARAGE	Drive a Tank or pink Cadillac

There is a secret championship with all of the tracks mirrored which is earned when you complete the normal championship. There's also a hidden track called Lavaland, it is obtained when you get past round 18 with 200





COMMAND & CONQUER: RED ALERT

Life's as tough as it can get in this sequel to everyone's favourite war strategy game.

Level codes:

Allies

2. **9BX4ZYCCZ**
3. **DWWJRI7B1**
4. **HXTFT6GQX**
5. **8BOAWE1SM**
6. **7A0Z0MJRS**
7. **JY931SFM5**
8. **9BFVHE3TN**
9. **K1RD0NDMJ**
10. **BI83IZVAM**
11. **X9FJHMFLD**
12. **5RNHTX307**
13. **D4IFL9Y73**
14. **9WT8EB77Z**
15. **5RNHUTAW7**

Soviets

2. **5R5840RT3**
3. **59EV9BS10**
4. **XN37MUKEC**
5. **BC2XXYDG2**
6. **X5UMG8TL0**
7. **XNMNZT6VY**
8. **T3BB7TEWK**
9. **X6L4IC0IG**
10. **K3JVZDFQC**
11. **HX8YZL18B**
12. **CEZT1WVTB**
13. **T3T247GJB**
14. **DV7RH6UUZ**

Thanks to Andy East from Wakefield for sending in these level codes

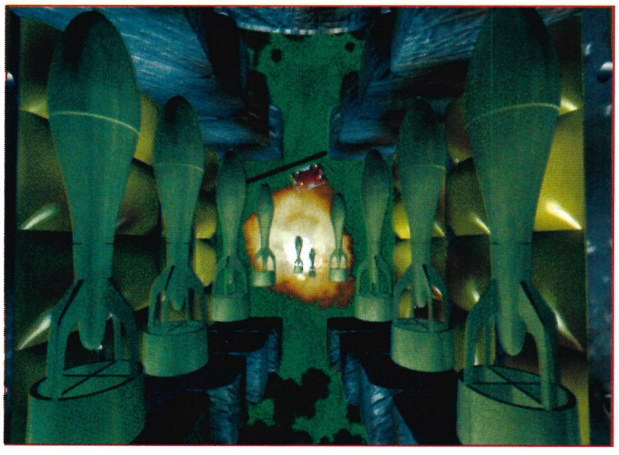
HEXEN

On the option screen from the main menu you need to tap in this code on the 'Pad Config' screen- ➡ ⬇ ➡ ▲ X. After beginning your game pause and use the Cheat selection from the menu.

OVERBOARD

Level passwords:

1-2 Ship, Skull, Fish, Anchor, Ship, Anchor
1-3 Ship, Anchor, Skull, Ship, Anchor, Fish
1-4 Skull, Ship, Fish, Anchor, Anchor, Ship
2-1 Fish, Fish, Anchor, Ship, Skull, Anchor
2-2 Skull, Anchor, Anchor, Fish, Anchor, Ship
2-3 Fish, Anchor, Ship, Ship, Ship, Skull
2-4 Anchor, Fish, Ship, Skull, Skull, Fish
3-1 Ship, Skull, Skull, Fish, Anchor, Skull









3-2 Fish, Skull, Anchor, Fish, Skull, Fish
3-3 Fish, Fish, Ship, Skull, Fish, Ship
3-4 Ship, Anchor, Ship, Fish, Anchor, Fish
4-1 Skull, Skull, Anchor, Ship, Fish, Fish
4-2 Ship, Anchor, Skull, Fish, Fish, Anchor
4-3 Skull, Ship, Skull, Skull, Fish, Ship
4-4 Ship, Fish, Ship, Fish, Ship, Anchor
5-1 Anchor, Ship, Fish, Skull, Fish, Ship
5-2 Fish, Ship, Anchor, Skull, Ship, Fish
5-3 Ship, Fish, Skull, Anchor, Anchor, Skull
5-4 Skull, Ship, Anchor, Fish, Ship, Skull

NANOTEK WARRIOR

Power Up Weapon

Enter the following at the Password Screen:

X ▲ ● ■ ● X ▲ X

FORMULA KARTS

To race on a bonus track set on the moon enter your name as **WOODSTOCK.**

For an ultra quick kart tap in **CHIPPIE** as your name. Happy racing everyone!

DARK FORCES

Cheats Menu

Press the following whilst playing:

⬅ ● X ➡ ● X ⬇ ● X.

After this a cheats menu will appear. Here's what each one means:

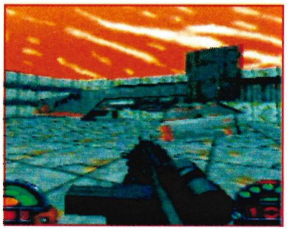
Invincible – god mode
Coords – shows current position
Palmode – turns screen to black and white
Supermap – shows the full map of the level
Maxout – all weapons and ammo
Pogo – lets you jump to high places you can't normaly reach
Ponder – turns thinking off
Gamewon – skips level

Level Select

To access any of the levels, enter the following password:
X7P!45QX39

Level Passwords

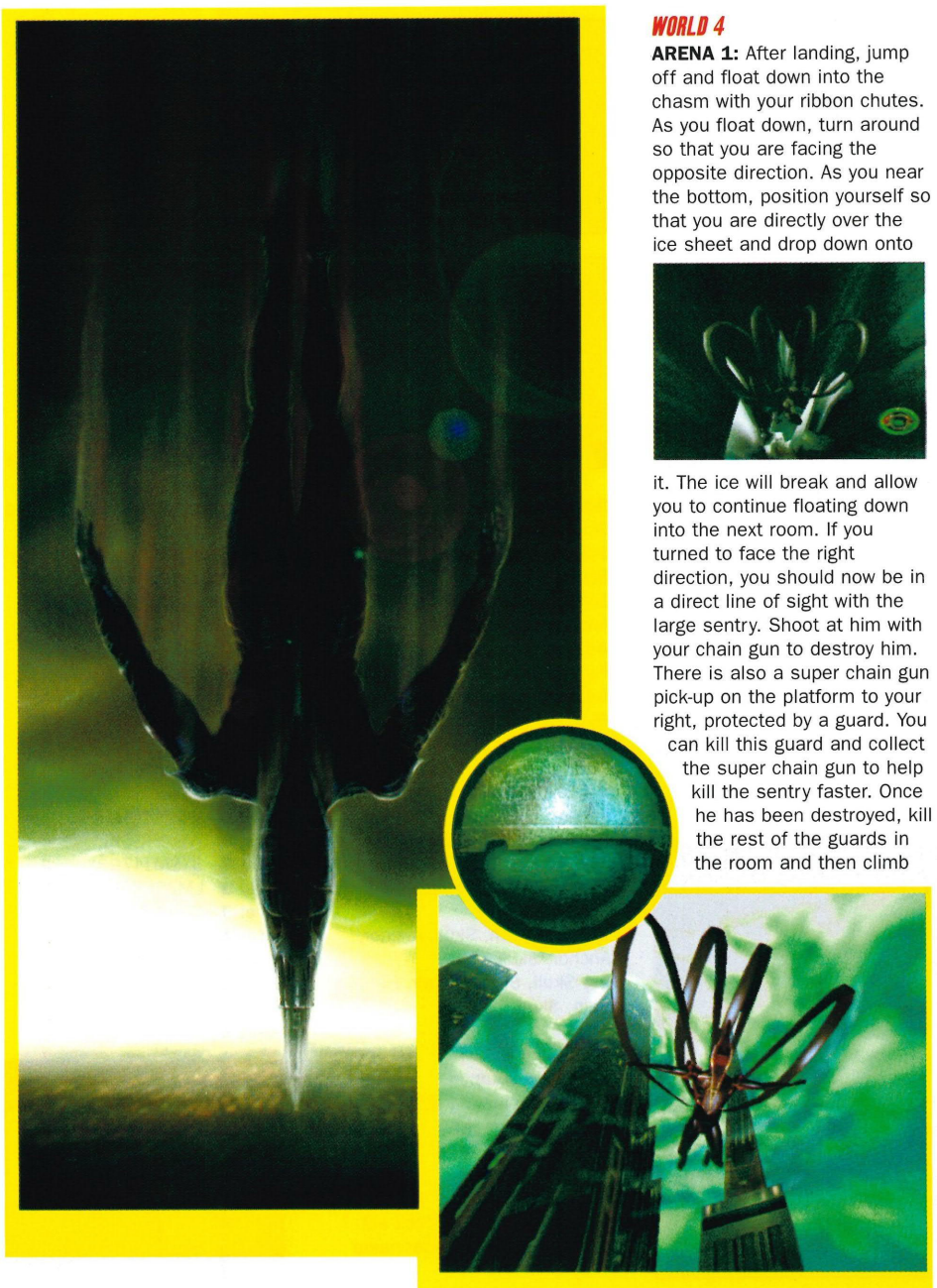
Level 4 - 885BVHMCQ8
Level 5 - !32ZNJQHT3
Level 6 -GV8KF!G6KL
Level 7 - 3X8MJ47R3X
Level 8 - LMZRK4!R3D
Level 9 - BR2WYK2CQJ
Level 10 - 00GBNLJ4G0
Level 11 - T2GDTJG5JT
Level 12 - H2DCTKH40S
Level 13 - PPYRQP58LD
Level 14 - RT2W121V7J



MDK Walkthrough

Part Two

Andy Sharp, Kurt Hectic lookalike (he's the office bonehead), returns this month to destroy Gunter in the final part of our comprehensive MDK player's guide

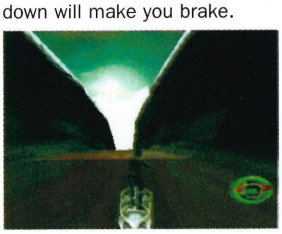


WORLD 4

ARENA 1: After landing, jump off and float down into the chasm with your ribbon chutes. As you float down, turn around so that you are facing the opposite direction. As you near the bottom, position yourself so that you are directly over the ice sheet and drop down onto

it. The ice will break and allow you to continue floating down into the next room. If you turned to face the right direction, you should now be in a direct line of sight with the large sentry. Shoot at him with your chain gun to destroy him. There is also a super chain gun pick-up on the platform to your right, protected by a guard. You can kill this guard and collect the super chain gun to help kill the sentry faster. Once he has been destroyed, kill the rest of the guards in the room and then climb up to the platform where the sentry was floating. Here you will find a snowboard. Walk on to the snowboard and it will launch you down the ramp, through the glass door.

ARENA 2: Steer left and right to navigate the tunnel, holding down will make you brake.



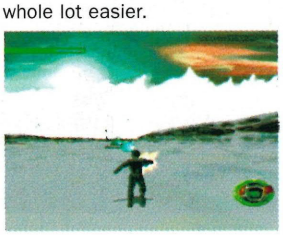
Shoot the guards and stop boards in this arena as you approach them and be careful to avoid the large rocks.

ARENA 3: Once you have landed in this arena, shoot the guard standing next to the console, and then fire a couple of shots at the console to summon a ship.

Stand back as the ship lands, and kill the two guards as they leap out. Once they have been destroyed, walk into the ship to enter bombing mode.

The ship will now fly you around the arena, before returning you to the start area.

As you are flown around, use the fire button and the on-screen target to drop bombs on to the arena's guards and gun towers. This will make your journey through the arena a whole lot easier.



Once back on the ground, destroy the small hut next to you and collect the dummy decoy pick-up from inside. Now run into the arena and make your way over to far side.
If you missed any of the gun towers or gun pods in the bombing run, then use sniper mode to head shoot the gun controllers through the open front of the pods.
As you near the exit in the far wall of the arena, collect the pick-ups and then throw the dummy decoy in front of you to distract the guards and sentry. While they are shooting at the decoy, kill them with your chain gun. Once they have been destroyed, exit the arena through the cave and walk on to the next snowboard.

ARENA 4: As you snowboard down this tunnel, collect all of the ten Bones to receive a pick-up at the end.
Also, collecting the Earthworm Jim pick-ups will give the enemies a nasty surprise by dropping a cow on their heads!
When you reach the split level section of the tunnel, jump with your snowboard to land on the upper level.
If you have collected all of the Bones in the tunnel, then when you reach the end a supply ship will fly down into the tunnel with a twister pick-up hanging beneath it. Jump up as it passes over you to collect it.

ARENA 5: Float down into this arena, and shoot the three flying drones as they approach you. Once these have been killed, climb up onto the submarine and make your way along to the tail section to collect a sniper grenade. Use this to destroy the guards and a tank will be flown into the arena. Blow up the tank, from either a sniper position on top of the submarine, or from the ground with your chain gun.
Once it has been destroyed, collect the 'world's smallest nuclear bomb' and kill the remaining guards.
Now find the atomic lock on the submarines door and use the nuke to open it. Enter the submarine, and you will come face to face with the sub boss. Destroy him by throwing grenades into the air current that holds his pod in the air. After the right amount, the pod will blow up and allow you to float up the air current and into the passageway above. Follow the passageway to the next arena and get blastin'.

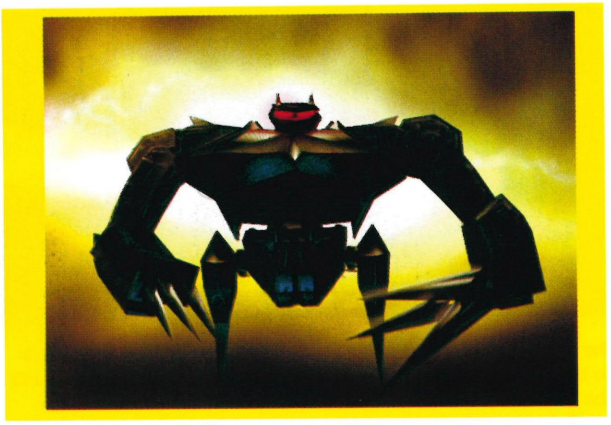
ARENA 6: Destroy all of the guard generators in this arena with your chain gun, then kill all of the guards.
Blow open the crates to reveal power-ups and pick-ups.
Approach the floating gun pod and either use the chain or throw grenades into the air current to destroy it.
Use the air current to float up to the next level, and then walk on to the snowboard to exit the arena in style.

ARENA 7: Like the previous snowboarding level, collect all ten Bones for a twister pick-up.
When you reach the fork in the tunnel, take the path to the right to collect a super chain gun pick-up.
As you progress through the tunnel, collect the Earthworm Jim pick-ups to drop a cow on the enemy gun pods.

ARENA 8: After landing in this arena, jump into the air-current to float up and collect the super chain gun pick-up. While you are floating, shoot down the enemy ship and then drop down and collect the various scattered pick-ups.
Run into the next section of the arena and destroy the guard generator with the super chain gun. Once destroyed, it will release a most cowardly power-up. Collect this for a health boost and then enter the last room of the arena.
Avoid the gun pod boss' bombs and destroy the crate to the left of the room. This will release a dummy decoy. Collect the decoy and throw it to distract the boss.
Next, run over tot he other side of the room and destroy the rest of the crates to receive a large supply of grenades.
Stand in front of the gun pod boss and throw the grenades into the air-stream. Keep throwing the grenades until the boss is destroyed and you exit the arena.

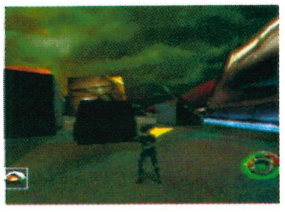
WORLD 5

ARENA 1: From the starting position in this arena, enter sniper mode and wait for the mother ship to fly overhead. Follow it as it turns and wait for it to come to a stop. Now quickly shoot off each of the gun pods on its side to send it



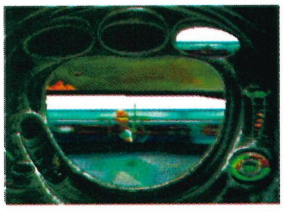
crashing down.
Exit sniper mode and run up into the arena. Use your chain gun to destroy all of the guards in this area, and then find the ramp on the right which leads up to a secret sniper position, and a dummy decoy. Collect the dummy decoy and enter sniper mode.
Look through the slit in the wall and zoom in on the alert droid on the far side of the arena, in front of the atomic locked door. Kill it, then exit sniper mode and walk back into the centre of the arena. A ship with a 'world's smallest nuclear bomb' will fly into the arena and drop off two guards. Destroy the guards and then shoot down the ship to collect the nuke. Walk over to the left of the arena and throw the nuke at the atomic lock to open the exit door.

ARENA 2: Kill both of the guards and the alert droid at the start of this arena, and then use the sloping platform to jump across to the next platform. Run and jump off the end of this block to reach the edge of the passageway in front of you. Stop at the entrance to the tunnel and enter sniper mode. Now zoom in and target the exploding crate at the other end of the tunnel. shoot it to blow up a sentry hidden round the corner of the tunnel.
Move down to the end and collect the sniper grenade from the edge of the platform.
Quickly enter sniper mode and use the sniper grenades to kill the sentry at the other side of the arena. When he has been destroyed, drop down into the arena and run over to the platform where the sentry was floating. Climb up onto the platform and collect a super chain gun pick-up. Use this to destroy the gun ship which takes off from the centre of this arena.
Once destroyed this will release a forklift, which will try to ram you. Kill the driver by shooting the glass dome off it, and then use your chain gun to



push it over to the yellow panel on the floor. This will deactivate the force field and allow you to drop down the exit hole.

ARENA 3: Float up the air shaft and then drop down onto the ramp which leads up into the arena. Kill the two guards and the alert droid at the top of the ramp and then face the far control room. Enter sniper

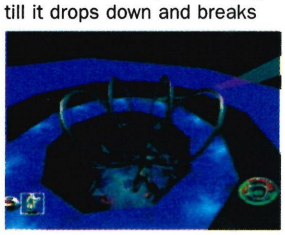


mode and zoom in on the technician in the control room. Shoot once to break the glass and then keep shooting at the technician until he fall over backwards and hits the button on the wall behind him.
Exit sniper mode and wait for the support arm to blow up and release the ship. Once it does, shoot off each of the gun pods on the underside of the ship, being careful to dodge the gun fire as you do this.
Once they have all been destroyed, run to the front of



the ship and use sniper mode to target the ship's pilot. Kill the pilot and the ship will lose control and crash into the right wall of the arena, breaking the wall open.
Exit sniper mode and kill all of the guards in the arena, and then take out the sentry. Then jump up through the broken wall and collect the dummy decoy to the right. Turn around and follow the left hand path to the next arena.

ARENA 4: Kill all of the technicians on the upper ring of this arena and then collect the mortar pick-up on the other side of the room.
Once the upper ring has been cleared, shoot repeatedly at the spinning globe in the centre of the room with your chain gun till it drops down and breaks



the glass floor of the room. Then jump off the upper ring and float down into the room below. As you near the bottom, use your chain gun to kill two of the technicians working at their consoles. When two have been killed, the last one will run into the centre of the room and open a secret hatch in the floor. Drop down the hole to exit the arena.

ARENA 5: Stop at the entrance to this arena and enter sniper mode. Then zoom in on the alert droid and kill it before it can raise the alarm. Next, zoom in on the two sleeping guards and use the head shot technique to kill them quickly. Now, run over to the doorway on the right and throw the dummy decoy out in front of you before you reach it. The floating guard in the room will now track this and allow you to take him out with the chain gun. After he has been destroyed, kill the two guards in the room and collect the 'world's smallest nuclear bomb' and the grenade pick-up. Run back out into the centre section of the arena and enter the doorway opposite the one you just left. Kill all of the sleeping guards and the alert droid in this room and then climb the ramp in the corner to reach the upper level.
Use the grenades to blow up the three guard generators in the corner and then enter



sniper mode. Zoom in to the other side of the arena and target the alert droid standing next to the thumper pick-up. Kill the droid and then exit sniper mode.
Jump across to the small platform above the arena entrance, and then jump across to the other side. Collect the thumper and the mortars and then stand at the edge of the green-ringed hole. Use sniper mode to fire some mortars into the hole to kill the floating guard below, and then drop down.
Follow the corridor along and up, collecting the sweet health power-ups as you go. The exit from the corridor is guarded by a second floating sentry, so use your chain gun and side-step to kill it.
Once he has been destroyed, walk out onto the balcony and throw the nuke onto the atomic lock which holds the giant stone door closed. Wait for the door to fall open and then float down and leave the arena.

ARENA 6: Collect the super chain gun pick-up hidden behind the first spike in this arena, then make your way



forwards through the canyon. Destroy all the guard generators, guards and any flying drones until you reach the end of the canyon.
Quickly run into the last section and collect the turkey health power-up and the 'worlds smallest nuclear bomb.' Throw the nuke at the floating guard standing in front of the atomic locked door and run back into the previous section of the canyon. Wait for the nuke to explode and then kill the floating guard with your chain gun if it is still alive, before leaving through the exit door.

ARENA 7: Run over to the blocks on the left when you enter this arena, and climb up to collect a dummy decoy pick-up. Turn to face the guards which drop down into this arena and throw the decoy into the crowd to distract them.
Now take them out with either grenades, chain gun or sniper.
Next, jump down to the floor and run over to the blocks on the far side of the room and climb up on to the one with the super chain gun pick-up. Collect this and then use it to clear the room of the second wave of guards. Be sure to kill the four alert droids and then take out the three forklifts by shooting the glass domes off the top of them.
Once this has been done, drop down to the floor and use your chain gun to push one of the forklifts over to the block on the left of the arena entrance.



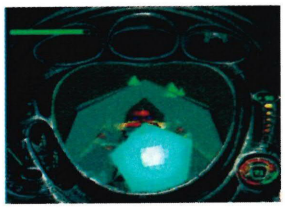
Push up against the block, and then jump up onto the forklift. From here you can now reach the edge of the block and pull yourself up. Jump over to the next platform and then again to the walkway which runs across the centre of the room. Follow this across to the other blocks and jump on to the sloping block. Stand at the very top of this, and turn to face the upper platform which rings the room. Jump up onto it and make your way round counter-clockwise till you are standing beneath a platform with an apple health power-up. Wait for a forklift to drive round towards you, and then shoot at it so that it stops next to the platform. Jump onto the forklift and then jump across the platform. Collect the apple power-up and then jump across to the platform in the middle of the room. From here, turn left and float across to reach the exit door.

ARENA 8: Stand at the top of the long ramp, at the start of this arena, and enter sniper mode. Zoom in on the gun pod floating at the far side of the arena and shoot it once to get





its attention. When it turns to face you, make sure you shoot through the open front to kill the gun operator.
Once this has been destroyed, walk down the ramp and kill all of the guards in the arena. Be careful to avoid the gun fire from the two other gun pods.
After the guards have been killed, destroy the second gun pod by facing the tower it floats over and firing your chain gun. Use side-step to dodge the incoming fire till it has been destroyed, and then run round to the other side of the tower. Enter sniper mode and use side-step to move out from behind the tower shielding you from the last gun pod. Look up

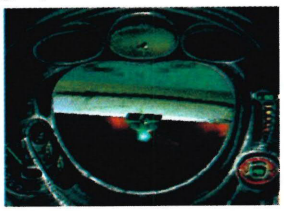


and zoom in on the open section of the gun to kill the gun operator. Once all three gun pods have been destroyed, run back up to the top of the ramp and turn around.
Jump off from the highest point on the ramp and float down to the right-hand tower. As you float over it, you will be lifted up to collect an apple health power-up. Now, turn to face the



middle tower and float over into the air current. Collect the next apple power-up and then float over to the last tower. Collect the last apple power-up and turn round to face the back down the way you came. Float across the arena into the door at the top of the arena to exit.

ARENA 9: At the edge of the cave, enter sniper mode and zoom in on Gunter, the large mine crawler supervisor. Shoot at him a couple of times and he will jump up and activate a large door.
Drop down into the arena and land on the mound in the middle of the room. Now stand at the edge and wait for a large stone boulder to roll past in the gully. Drop down after it and keep shooting at it till it explodes. Once this has been destroyed, run around the gully and collect the pick-ups which drop down.
Find the path which leads back up to the top of the centre mound and wait for the large mother ship to fly overhead. When it does, enter sniper mode and shoot off all of the gun pods on its underside.



When they have all been destroyed, the ship will explode and release a wave of guards into the arena. Kill all of the guards and Gunter will open the door, jump out into the arena and kidnap Bones.

WORLD 6

ARENA 1: Wait for the dummy decoy to land in this arena, and then collect it. Next, wait for the guard to roll through the glass wall and then run up the long sloping walkway till you reach a room with a guard generator and a another homing mortar pick-up.
Collect the pick-up and destroy the generator with your chain gun. When it explodes it will leave a hole in the floor. Drop down the hole to exit.

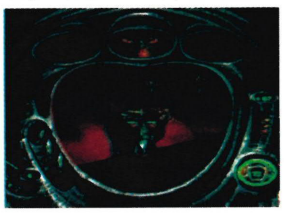
ARENA 2: After landing in this arena, turn till you can see Gunter and his pack of alien dogs. Enter sniper mode and use the homing mortars to pick off the pack.
Exit sniper mode, and use your chain gun to finish off any that have survived.
When all of the alien dogs have been killed, run up behind Gunter and chase him around the arena while firing with your chain gun. After enough shots, Gunter will run into the centre of the arena and jump through the floor, leaving a hole. Drop down the hole to continue to the next arena.

ARENA 3: Run down the length of the room and jump onto the



lowest of the wall platforms. Climb the platforms till you reach the super chain gun and collect it.
Next, turn to the left and jump across to the ledge that along the wall and collect the homing mortar. Run down the ledge to the other end of the room and then jump across to the nearest floating platform. Turn to face the entrance wall and jump up on the spot to reveal the next platform. When you have found this platform, jump over to it and the follow the rest around till you standing across from the stone tower. Destroy the floating gun pod on top of the tower, then jump over to it and drop down to reach the next arena.

ARENA 4: Run into this arena and collect as many of the power-ups and pick-ups that drop down. When you collect a dummy decoy or twister, throw it into the centre of the arena to distract the guards, and then sniper Gunter on top of his



tower. Shoot him enough times and he will fall off and hit the floor, causing the tall, stone tower fall over. Run back to the start of the arena and use the sloping platform to jump across to the fallen tower. Run up to Gunter's platform and drop down the hole to the final confrontation.

ARENA 5: Float down into the arena and steer yourself over to the third room, with a Gunter snack dispenser. Jump onto the button next to the dispenser and a Gunter snack will drop out of the machine.



Collect this and throw it out into the main section of the arena. Gunter will chase after the snack, allowing you to collect the 'world's smallest nuclear bomb' from where he was standing. Once you have this, run over to the active air-vent and jump into the air current. When you are level with the platform, drop down onto it and use the nuke to destroy the atomic lock.
Repeat this process for the remaining locks and Bones will be freed.
After the animation has played showing Bones jumping into the snack dispenser, run over and collect the Bones/snack hybrid which drops out of the machine. Throw this at Gunter and he will run over and eat it hungrily. The sap.



Now, sit back and watch as Gunter's greed gets the better of him. Congratulations, you've completed the game, with a little help from us of course.

● If you have any further PSX gaming worries, why not ask Andy, our resident expert? He's here to make your life easier, so give him a call or write to him at our usual address. So remember kids – just ask Andy!

Dynasty Warriors

Player's Guide

KEY

- ⬇ The red arrow means hold down D-pad
- ⬇ Just tap D-pad

Knock the ancient crap out of one another with our moves listing for Ocean's latest costume skewer'em-up. If you pull some of these off you might well break your fingers

THE WARRIORS

WEI KINGDOM
CAO CAO

Weapon: Sword of Oracle

As the king of Wei, Cao Cao has pledged his loyalty to Emperor Xian and stands by his side as servant and protector. Cao Cao has enlisted the services of his former foes to fight for the Emperor's cause and the Eastern Han Dynasty.

A genius at war and wisdom, Cao Cao was known by most as a wise ruler to govern the land,



a great villain to ruin the land. His ruthless and cold nature governed his rule of Wei, but he always rode in front of his troops. Showing no mercy to those who were disloyal or who proved incompetent.

SPECIAL MOVES

Ruler of War –
■,▲,■,⬇,■,■
Great for countering an enemy when he or she misses an attack with a five hit combo of lightning speed.

Screaming Strike
⬇➡+▲,⬅ + ■
A dashing two strike combo that will leave the opponent on the floor.

Guerilla Strike –
↘+▲,▲,⬅+■
With slightly less range than the previous one, this three strike combo will produce some serious damage and catch the opponent off guard.

Strike of Notoriety –
⬇↙ ⬅ + ■
A quick and powerful slash manoeuvre that will stun the opponent leaving them open to a number of other attacks.

Star Slash –
➡↘⬇↙⬅+ ■
From a defensive crouch Cao Cao can now leap into two attacks - sending the opponent into the air or slamming him to the ground.

DEADLY COMBOS

Fury Juggle –
⬇↙⬅+■,↘ +■,⬇+■
Unleash the moon slash and as the opponent waivers they will be lifted into the air and knocked down with a low slash.

Fatal Juggle –
⬇↙⬅ +■,↘+■,⬇+■,
➡,➡+▲
Similar to the Fury Juggle but the opponent is finished off with the final death blow.

Gut Juggle –
⬇↙⬅+■,⬇➡+▲,■
After retrieving your sword from the opponent's guts, Cao Cao ducks and launches forward into a deadly blade execution.

Blades of Infliction –
■, ⬅↙⬇↘➡+ ■
+Extreme damage in conjunction with the Musou combining hits.

Smashing Oracle (in conjunction with the Musou and flashing red life bar) –
■, ■, ■ Special 2
Juggles the opponent and finishes them off with a stunning four hit combo.

DIAN WEI

Weapon: Battle Axe

Revered with great fear, Dian Wei known as "Evil Comes" operates as a barbarous axe wielding warrior willing to lose his life in battle for Cao Cao. With the strength of a crazed ox his mad staring eyes convey the dangers of facing such an awesome figure.

Although relatively slow, his attacks are extremely violent and powerful with both axe and shield inflicting massive close range damage.

SPECIAL MOVES

Evil Dance –
➡⬇↘ + ■
An awesome and wild uppercut slash that will rip into an opponent. Massive damage.

Maelstrom –
➡↘⬇↙⬅+■,■,(x6),
➡ +■
Whirlwind battleaxe sweep that keeps opponents away whilst also connecting with gusto.



Power Thrust –
⬅+▲
Unique to this fearsome warrior, Dian Wei crouches low and then powers into an axe wielding leap through the stunned opponent.

Evil Comes –
⬇↙⬅+▲ The ultimate move of all the warriors sending the opponent reeling from this potent wind-up punch.

Hellraiser –
➡⬇↘ +▲
A juggling combo sees Dian Wei thrust forward headfirst knocking the opponent upwards and leaving them open to other combo strikes.

DEADLY COMBOS

Devastation Dance –
➡⬇↘ +▲ ,➡⬇↘ +■
,⬇+▲
Float the opponent, scrape them from the ground and finish them off with a low strike.

Skull Cuff –
➡⬇↘ +▲,⬇ ↘ ➡ +▲,▲
Simple but packing a punch that leaves the opponent open to the shoulder charge.

Savage Hunter (used with the Musou as a fifth hit combo) –
■,▲,➡⬇↘ +■,⬇+▲
A damaging move that differentiates itself from Devastation Dance only in that the opponent is struck twice.

Flying Venom (used with the Musou) –
■,▲,⬇,↙ ⬅ +▲
Sends the opponent flying backwards, hurt and ready for the taking.

Fatal Strike (used with the flashing red life bar and Musou) – ■ ▲,➡+■, Special 2
A precise move that requires you to come in close to the

opponent floating the opponent and unleashing a rabid four strikes of utter devastation.

Mortal Dance (with Musou and red life bar flashing) – ■,▲
A nine strike move that combines the musou and a flashing red life bar that will finish off the opponent.

XU THUN

Weapon: Mortal Thorns

A bear like figure who had fought Dian Wei for three days without a victor. Consequently, out of mutual respect, the two joined forces under the banner of Cao Cao, leading the Imperial Tiger soldiers.
Using his amazing strength to great effect, Xu Thun



devastates opponents with his thrusting spike – embedded hammer, crushing wilting opponents with his bear hug.

SPECIAL MOVES

Wrecking Ball -
⬅ ↙ ⬇ ↘ ➡ + ■,■,⬇ + ■,■,■
A crazed manic spin that smacks anything in its path. Be warned the spin sends Xu Thun dazed and confused leaving him on the floor and open to attack.

Charging Bear –
➡➡+▲
One of his finest as Xu Thun charges his opponents in their midriff leaving them stunned and vulnerable to further attacks and combos.

Spine Breaker –
⬆+▲
Unique to this warrior, this two hit swoop is a surprise move that can cause much discomfort to your opponent.

Thunder Axis Sweep –
⬅+■,➡+■,⬇↘
➡+■,■,■
A shorter sharper spin move than Wrecking Ball hitting high and low and leaving Xu Thun in control.

Cannonball –
■,■,⬆+■
A two strike smack that leaves the opponent in perfect reaching distance for Xu's hammer blows.

DEADLY COMBOS

Floating Passion –
↘+■,⬇↘➡+■ Simple but effective with two strikes of extreme damage.

Bear Fury –
➡,➡+▲,■+▲,⬇+■,▲
A variant on the Ferocious Bear attack.

Destruction Smash (In conjunction with the Musou) –
↘+■,⬅↙⬇↘➡+■,■,⬇ +■,⬇+■
Striking the opponent at the right time(as Xu parallel with this high swing), Destruction Smash will send them flying into the air and open to a frenzy of four attacks.

Spinal Slaughter (with Musou and flashing red Life bar) –
■, Special 2, ➡+▲
An unblockable maniacal five hit combo that leaves the opponent facing the final spine break.

XIAHOU DUN

Weapon: Spectrum Sword

The "One Eyed Brave Warrior", a result of a vicious arrow from Cao Xing, Xiahou Dun is the general of Wei and is a lethal opponent to face. A tempestuous and brave figure his sword technique can be unleashed with great speed.
Especially brilliant in short range attacks, Cao Cao's right hand man has some very unique moves.

SPECIAL MOVES

Fatalistic Fury –
⬇↘➡+■,■,■ A frenzied windmill attack that produces three brutal steely uppercuts leaving Xiahou floored.

Overhead Slash –
➡➡+■
To be used when his opponent



is ducking another attack, this overhead blow will inflict some serious damage.

Exploding Fist –
⬇↙⬅+■ One of Xiahou's longer ranging attacks of extreme speed and damage.

Tiger Pounce Slash –
➡➡+▲,▲,■ A quick but savage midriff attack that extends to multiple body blows.

Saber Tooth –
⬇↘➡+▲
A stunning move in all senses, rendering the opponent dazed momentarily and open to all kinds of unopposed brutality before they fall to the floor.

DEADLY COMBOS

Tiger Claw –
▲,■,⬇↘➡+■,■,■
A difficult one to master where you float the opponent and as they are about to fall to the floor you connect with two further strikes.

Saber Slaughter – ⬇↘➡+▲,
➡➡+▲,▲,■
Stunning the adversary, Xiahou plunges his sword into the opponent with a three strike juggle before they fall to the ground.

Epic Storm –
■,■,■,⬇↘➡+■,■,■
A six hit multi-strike used with the Musou on full produces unblockable damage.

Tiger Pounce Frenzy (with Musou) –
■,■,■,➡➡+▲,▲,■
A difficult one to pull off, but excellent in execution with four mean strikes as your opponent is juggled in the air.

Serrated Slash (use with Musou) –
▲,■,⬇↙⬅+■
A stab and slash which is then finished off with a final stab combination. Gruesome.

Tiger Rip (with Musou and flashing red life bar) –
■,■,■, Special 2,↘+■,■
A ten hit combination that slashes, stuns and sends your opponent wishing they'd never looked you in the eye.

Rabid Tiger (red life bar flashing and Musou) –
■,▲, Special2, ■+▲,↘+
■,⬇↘➡+■,■,■
The dog's bollocks of brutality with thirteen strikes that is difficult to perfect but worth every penny.

SHU KINGDOM WARRIORS

GUAN YU

Weapon: Crescent Glaive



Sworn brother to Zhang Fei, even Cao Cao attempted to enlist his help in battle. A man of great power who although lacks the speed of others, his awesome spear-like weapon provides incisive strikes from a safe distance.

SPECIAL MOVES

Divine Vengeance –
⬇↘➡+■
A rangey and damaging rotating overhead strike, this brutal lashing is very useful on an unsuspecting opponent to put him on the floor.

Circle of Light –
➡+■,■
Used when opponents try to stay out of harms way, this is Guan Yu's fastest move for a short sharp burst of blade action. Fantastic.

Leg Sweep –
↓↙←+■
A tricky manoeuvre beginning with a high sword swing which glides down, sweeping away your adversary's legs.

Catapult Lunge –
→↓↘+→▲
A powerful and long range uppercut floating attack. But be warned the recovery time leaves Guan Yu very vulnerable.

ZHAO YUN

Weapon: Spear of Shadow

Zhao Yun is a master of duels who uses his wit and intelligence to good effect. A brave warrior Zhao Yun is known as Courage Incarnate.

Use Zhao Yun's pace and agility for surprise attacks. He is at his best when mixing up his varied deadly attacks.

SPECIAL MOVES

Dragon's High Melody –
▲,▲,↓+■,■,▲
A low sweeping gesture that glides into a fast spinning overhead strike, finishing with a midriff thrust.

Ultimate Dragon –
■,▲,▲,↓+■,■,▲
Similar to the High Melody but deadlier. A string of high and low attacks makes this one his finest attacks.

Dragon Flight –
↓+▲,■
A fast combination of strikes both floating and juggling that forces uppercut and low strikes.

Tornado Strike Finale (used with Musou) – A windmill strike combination that is both fast and unpredictable that will impale your opponent's gut on Zhao Yun's spear.

Shadow of Doom –
→↓↘+■
→→+▲↓
↘→+▲



Savage Shadow –
→↓↘+■,↓+▲,■
A floating strike that throws the opponent skywards allowing Zhao Yun to unleash a series of attacks.

Dragon's disdain –
↓+▲,■,↓+▲+■
Beginning with the floating uppercut, as your opponent flies up in the air and begins to fall, perform the second move to juggle for a further two strikes.

Brutal rain –
↘+■,↘+▲,↓+■,■,▲
A floating lifting strike that moves into a juggle for further attacks.

Punisher (use in conjunction with Musou and a flashing red Life bar) –
■,▲,▲,→→↓↘+■
An extremely potent attack that produces eight caustic strikes which are more than able to knock all the life out of your opponent.

Dragon claw (with Musou and flashing red Life Bar) –
■,▲,▲,Special 1,↑+■
Carry this one out when you are nearly dead. Similar in its approach work to Punisher with four vicious strikes that are then interspersed at the fourth with the Special 1.

If skillfully executed this can lead to an additional five strikes. The fifth will lift the opponent from their feet leaving them open to a final hit. A possible ten malevolent slashes!

Divine vengeance (with Musou and flashing red life bar) –
↘+■,↘+■, Special 2
A risky manoeuvre to attempt whilst staring death in the face. The two swipes will lift your opponent into the air and the rest is history (for your opponent).

ZHUGE LIANG - MINIBOSS

Chosen weapon: Spirit of Thunder

The instigator of the triumvirate split of China into separate realms. A strategic warrior who has offered sound counsel to his peers in the Wu Kingdom, he is known to some as the "Hidden Dragon".

Zhuge Liang forged an awesome alliance with Lui Bei when Cao Cao ambushed them.



A man of brain rather than brawn, Zhuge Liang uses cunning and guile to defeat his enemies with a force from the Gods (some would call magic) that strikes terror into even the bravest of warriors.

SPECIAL MOVES

High White Lightning –
↓↘→+▲
A piercing high laser bolt used to catch opponent's unawares. Although Zhuge requires a second to summon this, the result is of immense power.

Low White Lightning –
↓↙←+▲
A lesser laser bolt that can nevertheless cause much devastation.

Floating Pheasant Dance –
→↓↘+■,■
A floating attack that is very useful as a precursor to a pounce attack.

Brutal Blade (Upper) –
←↙↓↘→+■
To be used as a defensive cover move, striking the opponent up high, in the midriff and down below.

Brutal Blade (Lower) –
→↘↓↙←+■
In reverse order to the previous move, this is perfect as a three-hit shield attack.

Teleport –
X+●
(Carry out when hit) The best defensive move of all the warriors. If Zhuge Liang finds himself under attack he can transport himself to stand behind his opponent ready for a surprise attack.

DEADLY COMBOS

Spirit of Spite –
→↓↘+▲,→↓↘+■,■,↓+▲
Sending the opponent flying into the air with a lethal introduction, two more strikes juggle your opponent and as they fall down to earth a low knee breaker strike is unleashed.

Stab of Hysteria –
→↓↘+■,+↓+▲(x6)
After flooring your opponent a low six strike can be carried out without your opponent moving.

Savage Shaft –
↓↘→+▲,→↓↘+■,
■,↑+▲
The High Bolt will daze your opponent and during this time they can be manoeuvred in the air and then hit as they land on the ground.

Rabid Renunciation (Musou needed) –
→+■,▲,→+■,
▲ (infinite press)
A unique incessant combo that is continuously unleashed until the Musou meter ends. Fast and furious, this will provide a repeated damage cluster.

Ruinous Pioneer (in conjunction with Musou and flashing red life bar) –
→+■,▲, Special 1, →→,
↓+▲ (x7)
A 14 hit special if your technique is fine.

ZHANG FEI

Weapon: Cobra

A feisty and impetuous war general, Zhang Fei uses his immense strength and arrogance to scare off many opponents. It is rumoured that even Cao Cao lost his nerve and retreated from a confrontation with the mighty Zhang Fei.

Not one for great defence, Zhang Fei is at his ferocious



best when right in amongst the meat of the battle.

SPECIAL MOVES
Serpent Revolution –
➡↘⬇↙⬅ +■
One of the most damaging strikes in the Chinese Dynasty. Await a strong attack from your adversary, block or avoid it and then step in. Throttling your foe, Zhang Fei then spins them around in the air and casts them to the ground.

Snake Spit –
➡➡+ ■,■,■,■,▲
A combo of great speed and unpredictability although it requires a few seconds to unleash.

War Cry –
➡⬇↘ + ▲
Unique and unequaled in stature. Zhang Fei thrusts his spear to the ground and unleashes an almighty foot stomp. This sends a shudder along the earth leaving your opponent floored, hurt and open to an almighty onslaught of strikes.

Hanging Jury –
⬇↙⬅+ ▲
A floating attack that allows you to juggle your opponent whilst connecting with a range of strikes.

Serpent Urge –
⬇↘➡ + ▲
A move that allows you to cover a large amount of ground with a powerful midriff thrust strike.

DEADLY COMBOS
Death juggle –
⬇↙⬅+ ▲,⬇↙⬅+ ▲,➡➡ + ▲
Requiring precise timing Zhang Fei will float his foe and then juggle them in the air, finishing the combo with a smart shoulder smash .

Cobra Dance (Musou required)
■, ■,➡↘⬇↙⬅+■
Once your Musou meter is full, unleash this little beauty with two strange strikes, and a whirlwind throw. Vicious and unblockable.

Pure venom (Musou required) –
■,■,⬇↙⬅+ ▲,▲,
➡⬇↘ +▲
After juggling the opponent for a second strike, Zhang Fei floors the opponent with his War Cry and then strikes again.

Spitting Cobra (Musou required)
■, ■,➡➡+ ■,■,■,■,▲
A six hit combo that combines both range and damage potential.

Fatal Poison (In conjunction with the Musou and flashing red life bar) –
■,■,⬇↙⬅+ ▲,▲ Special 2
Possibly the most demanding of combos with an eight strike damage potential that requires pinpoint accuracy in its execution.

WU KINGDOM WARRIORS

TAISHI CI

Weapon: Steele Tusks
Distinctive in battle dress and zealous combat style, Taishi Ci is renowned for his honour and the foes he has put to rest in some legendary duels. Although relatively slow, his two steele tusks are extremely potent. Taishi Ci possesses such guile that he alone is gifted with a guard breaker, to intercept his opponent's attacks, causing some serious damage in reply.

SPECIAL MOVES
Rising Eagle –
⬇↙⬅+▲,▲,▲,⬅ + ■
The warrior's most effective move that once mastered single him out as one of the most useful. A manic frenzy of stomach strikes using both his tusks and his elbows, this can inflict more damage than most super Musou combos.

Ultimate Impact –
➡➡+ ▲,⬅ + ■,⬇↘➡+▲
A rangey attack that breaks your opponent out of their own assault. Watch as your foe crumbles before you.

Flight of the Eagle –
➡⬇↘+ ■
Crouching low, Taishi sends a vicious uppercut with both tusks into the chin of the opponent.

DEADLY COMBOS
Untamed Rage –
⬇↙⬅+■,⬇↘➡+■
Taishi uses his rotating backhand to uplift his adversary and strikes whilst the opponent is defenceless.

Fury of the Damned –
↙+■,■,⬇↘➡+■
As your opponent attempts to block low at your first strike, a midriff onslaught will force him



into the air and leave him open for a finishing move.

Primal Scream (with Musou) –
↘+▲,➡➡+ ▲,⬅ + ■,⬇↘➡+ ▲
Whilst being attacked in the midriff, Taishi can respond with a violent four hit transcendent strike combo that is unstoppable.

Primal Punishment (used with Musou) –
↘+▲,➡ ⬇↘ + ■,↙+■, ■
Strike your adversary in the midriff and then launch into a vicious uppercut blow. As your opponent hits the floor, strike with a double backhand manoeuvre, wait until they are just about to rise and strike again with a low body blow.

LU XUN

Weapon: Phantom Swords
A tactical genius, Lu Xun commands the Wu army effectively and is used by Sun Quan as his right hand confidant and elder statesman.

His flowing seamless battle stratagem provides fighting of great speed and movement. Although small in size his speed catches many opponent off guard and his blades are deadly.

SPECIAL MOVES
Cutting Edge –
↗ + ■,■
A four hit combo which is used best as a counter-attack.

Piercing Insult –
➡➡ + ■,▲, ■
Electrifyingly quick and extremely rapid, this combo is nearly impossible to block and is almost guaranteed to catch them off guard.

Spinning Wheel of Death –
⬇↘➡+ ■,■,■,■
A move of great range and speed which is unpredictable and difficult to avoid.

DEADLY COMBOS
Merciless Fiend –
➡⬇↘ + ■,➡➡+▲ Throwing your opponent into the air, strike with a midriff slash as your opponent falls.

Lethal Torrent –
⬅+■,➡➡+ ▲
Only to be tried against people who are not skilled in long rage strikes. The first blow will knock your foe away from you and as they attempt to seek revenge a spinning slash move begins which sends them reeling.

Phantom's Scourge (use with Musou) –
↘+■,➡➡+■,▲,■
Strike with a normal slash, midriff strike , and chop and then mix this up to keep your opponent guessing.



Twisting Torment –
↘ + ■, Special 1, ➡➡+ ▲
(used with Musou and flashing red Life Bar) –
Mortal Damage as this nine-strike defence breaking combo is unstoppable and will leave your opponent gasping for life.

ZHOU YU

Weapon: Ancestral Sword
A valiant and courageous warrior, Zhou Yu has turned many an unfavourable battle to his advantage. However, a shadow has been cast over him by Zhuge Liang who can more than match his talents. Zhou Yu lives to prove his worth.

A warrior of grace, pace and strength, Zhou Yu is an amalgam of all the great

warriors who is feared as his attacks are unpredictable and his movement makes him difficult to strike.

SPECIAL MOVES
Flaming Phoenix –
↗ + ■,■
When your opponent flies at you through the air, this will knock him out of the sky and send him crashing to the ground.

Graceful Phoenix –
← + ■
A bombardment of slashes and stabs done in true fluid style.

Flying Phoenix –
↙ +,■,■,←
As near as a seamless attack as you can find, which is also essential to lift a bouncing enemy from the floor.

Blades of Fire –
↓ ↘ ➡ + ■
A slight pause and then an almighty sword frenzy.

DEADLY COMBOS
Sun Dance –
➡ ↓ ↘ +▲,← ,■,■,▲
Send your foe flying into the air and as he reaches the same level as Zhou's left hand, begin the next four hit attack for massive damage.

Battle Shrill –
↘ + ■,← ,↙ + ■,■,←
A rising swipe that sends your opponent crashing to the ground. Now attack as soon as they are on the floor for a double strike combo.

Critical Impact (with Musou) –
➡ ↓ ↘ +▲,← ,↙ + ■,■,
➡ +▲,■
Lash your foe high into the air and then follow it up with a shattering combination.

Brutal Parody (with Musou) –
↘ +■,← ,↙ ,■,■, ➡ +▲,■
Similar to the previous combo but requiring less precise timing.

Firebird Fury (use with Musou and red life bar flashing) –
➡ ↓ ↘ +▲,← ,↙ , ■, ■
Special 2
Seven strikes of real power that if executed correctly are unblockable. Pure unadulterated hurt.



BOSSES

LU BU

Weapon: Halberd of Eclipse
Lu Bu is a Warrior of exceptional skill. His cold and fickle ways have earned the wary respect of his adversaries.

The range and speed of many of Lu Bu's attacks are his greatest asset. Seek to confuse the enemy but keep distance between you.

SPECIAL MOVES
Hurricane Force –
➡ ➡ + ■, ➡ ➡ + ■, ↓ + ■

Lunar Storm –
➡ ➡ + ■,➡ ↘ ↓ ↗ ← + ■

Raging Twist –
↓ ↘ ➡ +▲,➡ ➡ + ■,
➡ ➡ + ■

Hurricane Rise (Musou required)
↘ + ▲,➡ ➡ + ■,↘ +
■,↓ ↘ ➡ +▲

Cold Rage (Musou and flashing red Life Bar required) –
▲,Special 2,← +■+▲

DIAO CHAN

Weapon: Enchanted Maces
With both an exceptional beauty and a lethal skill, Diao Chan is a poison of the most alluring kind.

Though physically the weakest of the fighters, Diao Chan excels at fast, difficult to block attacks and also has the added advantage of being able to combo with her back to the enemy.

SPECIAL MOVES
Deadly Mist –
➡ ↓ ↘ + ■,■,■,↓ +▲

Lethal Swoop –
➡ ↓ ↘ + ▲,➡ ↓ ↘ + ▲

Blessed Release –
➡ ↓ ↘ + ▲,➡ ➡ + ■, ↓ +■

Glorious Fury –
➡ ➡ + ▲,➡ ➡ + ▲,■,
➡ ➡ + ■

Glorious Release –
➡ ↓ ↘ + ▲,➡ ➡ + ▲,■,➡
➡ + ■

Forest Wing –
➡ ← ➡ ➡ + ■

Feign (Musou required) –
▲,■,➡ ↓ ↘ + ■, ■

Lethal Feign (Musou required) –
▲,■,➡ ➡ + ▲,➡ ➡ + ▲,■,➡
➡ + ■

Diamond Dance (Musou and flashing red Life Bar required)
↘ + ▲, Special
➡ ➡ + ▲,■,➡ ➡ + ■

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The deadly Sun Shang Xiang moves with the grace of Death herself and stands as a fearsome opponent to all but the hardiest of warriors.

Her attacks blend with the energy of Zhou Yu to be delivered in liquid ferocity.

SPECIAL MOVES
Terror –
➡ ↓ ↘ + ▲,← ,■,■,▲

Deliverance
↘ + ■,← ,↙ +■,■,←

Repeat Deliverance (Musou required) –
➡ ↓ ↘ + ▲,
← ↙ +■,■,➡ + ▲,■

War Bird (Musou required)
–↘ + ▲,← ↙ +■,■,➡ + ▲,■

Final Deliverance (Musou and flashing red Life Bar required)
➡ ↓ ↘ + ▲, ← ↙ +■,■,
Special 2

NOBUNAGA

Nobunaga is the original calculating killer. His ability should never be in question and his mercy ought never to be expected under any circumstance. Beware.

SPECIAL MOVES
Elemental Agony –
➡ ➡ + ■,➡ ➡ + ■,↓ + ■

Infinite Spiral –
↓ ↘ ➡ +▲,➡ ➡ + ■,➡ ➡ + ■

Purgatory –
➡ ➡ + ■,➡ ↘ ↓ ↙ ← + ■

Elemental Rise (Musou required)
↘ + ▲,➡ ➡ + ■,
↘ + ■,↓ ↘ ➡ + ▲

Valhalla (Musou and flashing red Life Bar required) –
▲,Special 2,← + ■ + ▲

EXTRA CHARACTERS AND BOSS CHARACTERS

To enable you to join the fight as other warriors and the fearsome Boss Emperors, follow these cheats:

Sun Shang Xiang –
When the title screen appears press:
←, ← ,↑ ,↑ ,▲,■ , **L1**, **R1**.
A chiming sound will now ring.

Nobunaga –
Complete the game with Lu Bu and then wait for the title screen to appear. Now press:
↓ ↓ ➡ ↑ ,● ,▲, **R1**, **R2**

Toukichi –
Finish battling through all of the warriors as Nobunaga and then when the title screen appears press:
↓ ↓ ➡ ↑ ,● ,▲, **R1**, **R2**

Zhughe Liang –
Finish the game as Guan Yu, Zhao Yun and Zhang Fei to reveal this Emperor Boss.

Cao Cao –
Battle through as Xiahou Dun, Dian Wei and Xu Zhu to reveal the mighty Cao Cao.

Lu Bu –
Finishing the game as Zhou Tu, Lu Xun, Taishi Ci, Diao Chan, Zhuge Liang and Cao Cao to reveal Lu Bu.

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PRO YOUR LETTERS

Got a gaming problem you just can't solve or perhaps an aching desire for firm release dates? Well worry not, help is at hand and the solution's remarkably simple. Just send your gripes, moans, groans, queries and puzzling rants to:

IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE and we'll do our best to ease your mind. Maybe

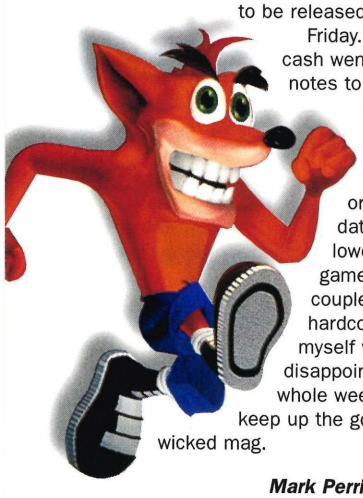
Dear PlayStation Pro,
Look, I don't really care if this letter gets printed or not as long as one of the PlayStation Pro team reads it, okay? What I'd like to say is I can't get through reading one page of your damned magazine without sniggering, smiling, chuckling, giggling, smirking or basically just laughing my head off. And I am a girl so does that make me special?

I think you lot are great. Keep up the fantastic comments and I'll keep buying! Yes, I love the PlayStation. Yes, PlayStation Pro rule! No, I'm not a tomboy, merely an innocent student who just happens to love computers.
Loads of love,

Ruth Hawley, Coventry (but really from Birmingham)

PRO:
We love you. Please write in every month Ruth, and perhaps enclose a photo next time. It could be worth your while.

Dear PlayStation Pro,
Last week I walked into HMV and asked when Crash Bandicoot 2 was released and the guy behind the counter told me it was due out Friday 5th December. So, come Friday, I made my way to HMV, cash in hand, only to be told that it was to be released the following Friday. My hard earned cash went from crisp new notes to old battered ones. I'll get to the point. If software companies can't keep to their original release dates, why can't they lower the price of the game, even if it's just a couple of quid, so the hardcore gamers like myself won't be disappointed at waiting a whole week longer. Oh, and keep up the good work on a wicked mag.



Mark Perrin, Aylesbury, Bucks

PRO:
What? Are you mad? Next time you want to know if a game is on sale – ring the bloody shop before you battle your way through the Saturday afternoon traffic. Then, perhaps, you won't moan as much when a release date slips. Things like this happen in the videogame industry son, and crying about won't solve anything.

Christmas is always a rush for software distributors, what with pre-orders and stuff selling out etc, so people can't simply 'knock off a couple of quid' if the game slips a week. It's just tough. So remember, ring the shop up next time and save on the old shoe leather.



Dear PlayStation Pro,
Is there any such thing as a PlayStation 2, and if there is, when is it going to be coming out? And, will it be worth buying if you already have the original PlayStation? And what's so different about it anyway?

Lukman Hussain, London

PRO:
Yes and no really. The PlayStation 2 is under top secret development, but Sony have said that they will continue to support the PlayStation for the next 18 months at least (see related news story on page 12). No release date for the new machine has been set as yet, and it's likely that nothing will be revealed until it's finally ready for public consumption.

Sony aren't saying anything about it at the moment, so all those 'artist impressions' you may have seen are pure fantasy, but no doubt the new machine will be faster, bigger and generally better all round. But like I say, nothing has been said by Sony as yet. We'll keep you posted though, so don't worry.

Dear PlayStation Pro,
I'm bloody sick of Nintendo64. What's it all about anyway? Mario64 my ass – it's crap! And easy! anyway, PlayStations are ace: Tomb Raider 2, mint Final Fantasy VII and Total Drivin' is class. So Nintendo, if you make some games like these then maybe, just maybe, I'll start giving you respect.

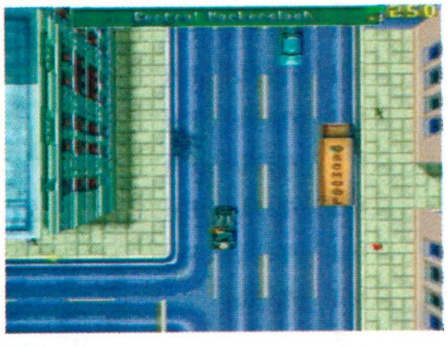
Daniel Wray, Driffield

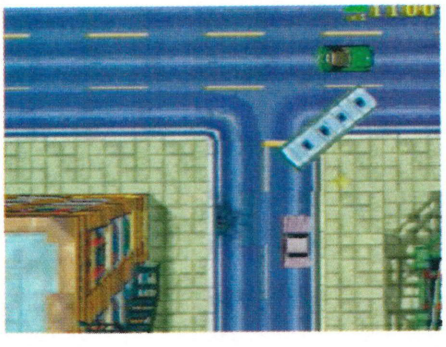
PRO:
Take that Mr Nintendo.

Dear PlayStation Pro,
This has been bugging me ever since the N64 came out: Which is better – PlayStation or Nintendo? Also, is Lara Croft real, as my friend says that she isn't.

David Jones, Nottingham







PRO:
If you want good games and lots of them, then the PlayStation is superior. If, however, you want desperate price changes, the choice of about three worthwhile games to play on, overpriced software and a fat Italian cock squeaking "Hi-a, I'm-a Mario!" every two minutes, then buy a Nintendo, sucker.

And by the way, Lara isn't real, she's a videogame character. You may have seen her in a game called Tomb Raider. The 'real-life' Lara was a model (Rhona Mitra, to be precise) hired and then fired by Eidos to promote the game. She wasn't really Lara Croft. Are you real David?

Dear PlayStation Pro,
I worship your magazine and the shelf it sits on. I always consult it, the Holy Grail, before every purchase, except one – Grand Theft Auto! In my eyes this is the best game on earth and the day it hit the shelves, I rushed out in my car and after almost castrating the cat, I reached the shops and handed over my hard earned cash.

The thing is, I'm having difficulty in gaining enough points to leave San Andreas to head for Vice City. If there is a cheat to gain access, or any other cheats to make the game a bit easier, please tell me.

Tim Brown, Isle of Wight.

PRO:
We printed a load of cheats for GTA last month, but if you missed 'em, here's a couple to keep you going: Type in GROOVY to get all the weapons, typing in MADEMAN gets you all the cities and all the weapons, plus put in the word BSTARD and you'll be treated with all the maps, all the weapons and oodles of cash. Happy now?

Dear PlayStation Pro,
I have tried to get hold of a copy of Earthworm Jim 2 for the PlayStation, but I've been looking now for weeks and have had no success. Could you send me a free copy?

Dan Lightfoot, Shropshire

PRO:
No we bloody well can't, but you could try and order one direct from Virgin Interactive by calling: 0171 368 2255. Okay?

Dear PlayStation Pro,
Being a 27 year old gamer and having owned a PlayStation for two years now, I feel ashamed to admit that I've only just discovered your excellent mag. Now I'm hooked and I wish to subscribe, plus I hope to buy a back issue or two, but inevitably I must first ask for your help.

Legacy Of Kain – Aarrggghhh!!! I've never had an adventure RPG or whatever you call it before, and as a result I find myself totally bollocksed on level one. Have you done a player's guide? If so, can I buy it? Please help.

Darren Mullard, Passfield

PRO:
We did a compact player's guide way back in issue 10, so buy the back issue. Alternatively, here's a couple of tips to help you on your way... During the game, jump into 'Area Map' mode (hit L2) and hammer in these codes: Up, Right, Square, Circle, Up, Down, Right, Left. That will refill your blood, and if you want your magic refilling too, hit: Right, Right, Square, Circle, Up, Down, Right, Left. Okay?

Dear PlayStation Pro,
First of all I'd like to say your magazine is great, and please will you print this letter as it's my fifth attempt. I'd like to ask why you say Area 51 is shit, because my friend said it was the best game he has played. Please give me a reason why you think it's so bad as I'm thinking of getting it.

Michals Michael, London

PRO: We said is was shit, because it is. You want a reason? Okay, how about its crappy gameplay, bad visuals and annoying sound samples? Are they good enough reasons? And why buy Area 51 when you could have Judge Dredd or Time Crisis? Get a grip Michals, ignore what your friend says as he's obviously madder than you are.

Dear PlayStation Pro,
Imagine your friend buying the latest football game at Christmas, and spending from 10am to 6pm playing with him (on the PlayStation of course) whilst enjoying a nine course feast of cold Stella and jointly sharing the fortunes of the England team as they beat France 8 - 2 in the World Cup final. Then imagine starting a league with two great rivals, my own being Everton and my opponents being Liverpool. Then suppose Liverpool sign Deasailly and Berg and then Everton sells their whole side, except Southall, and ends up with household names such as Max? Werder Bremen, Le Saux, a couple of Swedes, a Dutch fellow – you get the picture.

Then assume that Liverpool with all their stars are fourth form the bottom of the league and Everton, with their 4 - 0 wins over Arsenal, 2 - 1 over Chelsea, 3 - 1 over Manchester United and 2- 0 over Liverpool (well that's realistic) being top of the league with Max being the top goal scorer in the league. If that's not worth 10 out of 10, then I'll eat Roy's copy of FIFA 98!

Howard K, Liverpool

PRO: I don't have a great understanding of football at the best of times, so I was a tad confused by your letter. Yet despite me handing your letter around the entire soccer-loving PSPro office, not one single person had the faintest idea of what you're on about. Next time you write in Howard, sober up first mate.

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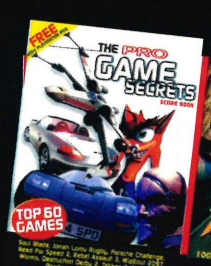
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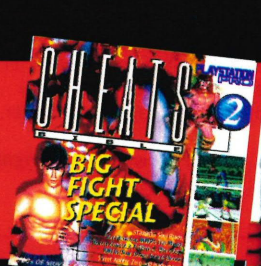


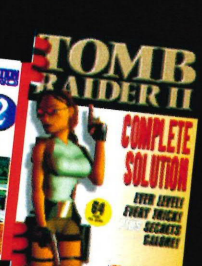




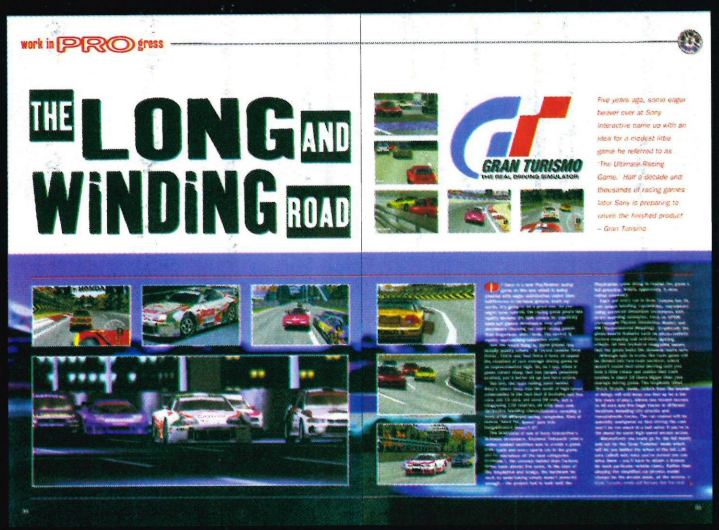


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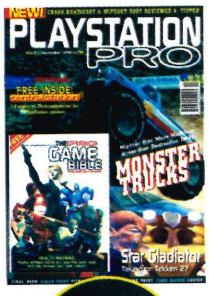
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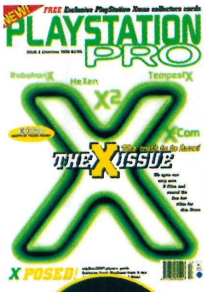
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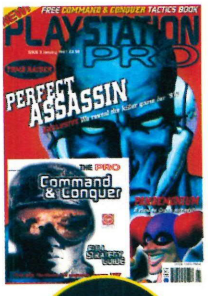
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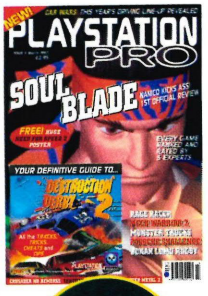
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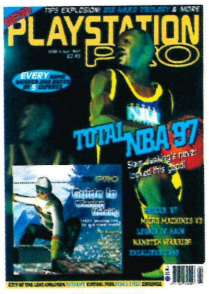
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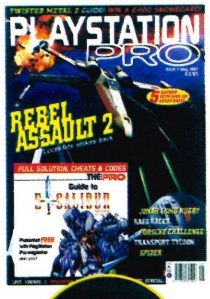
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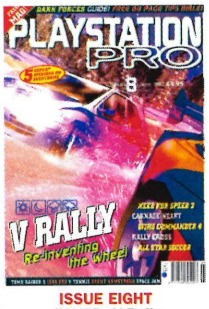
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ISSUE SIX
COVER: Total NBA '97
INSIDE: Free Guide to Winning Unfairly Tips book, plus reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555, Jet Rider and Crypt Killer



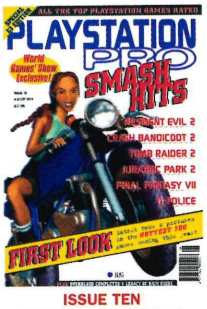
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ISSUE EIGHT
COVER: V-Rally
INSIDE: Free 68 page mag full of new, current and platinum range tips and guides. Plus Need For Speed 2, Carnage Heart, Wing Commander 4, Rally Cross, All Star Soccer, Tomb Raider 2 and ISSS Pro



ISSUE NINE
COVER: Fantastic Four
INSIDE: Free Game Secrets tips booklet, Rally Cross, WCW vs the World, Swagman, Syndicate Wars, Overblood, Actua Golf 2, Darklight Conflict



ISSUE TEN
COVER: Tomb Raider 2
INSIDE: Massive E3 Expo issue plus: Resident Evil 2, V Rally, Machine Hunter, Warcraft II, Ray Tracers and a complete guide to Legacy of Kain, Overblood and Discworld



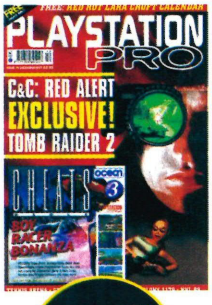
ISSUE ELEVEN
COVER: Fighting Force
INSIDE: Tomb Raider 2, Time Crisis, Vandal Hearts, Rapid Racer, Apocalypse, Street Fighter Ex Plus Alpha, Deathtrap Dungeon, Actua Soccer and much much more



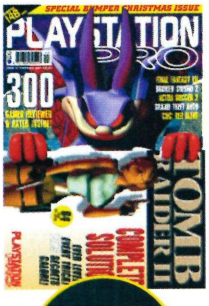
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ISSUE THIRTEEN
COVER: Total Drivin'
INSIDE: Formula One '97, Nuclear Strike, Croc, Final Fantasy VII, Overboard, FIFA 97 and free Beat'em-up Cheats Bible



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ISSUE SIXTEEN
COVER: Marvel Super Heroes
INSIDE: The definitive guide to 1998, GTA, Broken Sword 2, FIFA RTWC '98, Resident Evil: Director's Cut and a free Final Fantasy VII Spells and Secrets book



ISSUE SEVENTEEN
COVER: Deathtrap Dungeon
INSIDE: Free Sports game cheats book, Tekken 3, Bushido Blade, Theme Hospital, Chill, Cool Boarders 2, Indy 500, Maximum Force and Newman-Haas Racing

PLAYSTATION PRO

Misplaced one of your old issues of the mag? Stupid! Lent a copy to your mate and he won't give it back? Batter him! Mmm, it's a familiar tale, but thankfully help is at hand. For just £3.00 per issue you can obtain a brand spanking new one almost immediately. Perhaps you've only just joined our ever-growing army of PlayStation Pros and fancy beefing up your mag collection so you've got the full set? If that's the case, go ahead and take advantage of this incredible offer! The mags are limited in numbers, so it's a first-come first-served basis and, unfortunately, issues 1, 2, 3, 4, 5, 7, 12, 14 and 15 are sold out already (although we do sometimes get new stock in). So, to avoid missing out, fill in, cut out and send off the form below straight away and watch for your postman to arrive with your goodies.

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Issue No.10 **E3 Special** .....○
Issue No.11 **Fighting Force** .....○
Issue No.13 **Total Drivin'** .....○
Issue No.16 **Marvel Super Heroes** .....○
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PRO DIRECTORY

Updated each month this section now includes our recommendations as well as the most comprehensive list of releases for your PlayStation. All Platinum releases are also highlighted and updated as and when they're released. So if you can't make your buying decisions from this list of games and scores then you're beyond help.

RACING

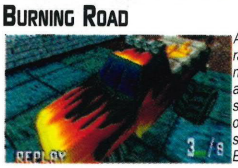
Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

Andretti Racing 7.5



Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

Burning Road 8



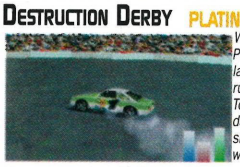
A fast paced racer which never performed as well as it should. Check out its improved sequel below, Explosive Racing

Cyber Speed 5



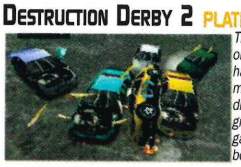
A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

Destruction Derby PLATINUM 7



When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

Destruction Derby 2 PLATINUM 8



This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!

Explosive Racing 8



Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too

Felony 11-79 7.5



Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks

Formula One 8.5



Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97

Formula One '97 9



If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again

Formula Karts 8



Silghtly above average racer which differs to any other racing game. The speed and handling are as they should be

Hardcore 4X4 7



Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

Hi-Octane 7



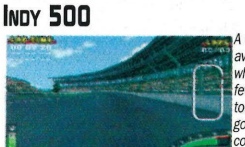
This could have been so good, but at the end of the day it was let down with poor graphcis and even worse gameplay

Impact Racing 8



More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

Indy 500 7



A distinctly average racer which features a few nice touches but it's got a lot of top competition to live up to

Jet Rider 5



Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it

Kart Duel 6



A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

Micro Machines v3 9



Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

Monster Trucks 8.5



Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

Moto Racer 7



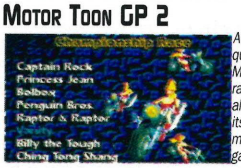
Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

Motor Mash 7.5



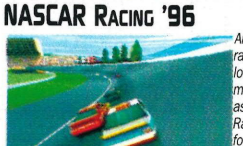
Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

Motor Toon GP 2 7



A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

NASCAR Racing '96 7



An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

NASCAR '98 7.5



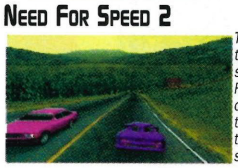
It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

Need For Speed PLATINUM 8.5



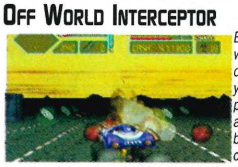
One of the essential racing games for any descerning player, although somewhat dated against todays offering

Need For Speed 2 8



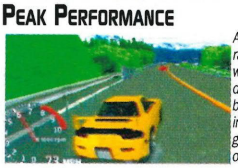
The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

Off World Interceptor 5.5



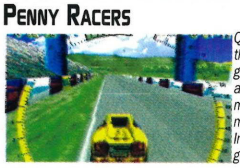
Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Peak Performance 7



Another average racing game which looks decent enough but fails to impress in the grand scheme of things

Penny Racers 3.5



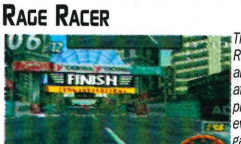
Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

Porsche Challenge 8.5



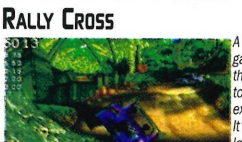
The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

Rage Racer 9



The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

Rally Cross 8.5



A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more

Rapid Racer 8



A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time

Ray Tracers 7



Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

Ridge Racer Platinum 8



The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

Ridge Racer Revolution 8.5



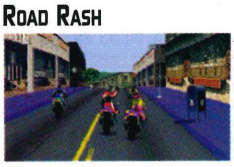
The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

Road Rage 4.5



A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

Road Rash 7



Average motor biking game from yesteryear that gives you the chance to knock your opponents off the road

Speedster 8



A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

Starwinder 7.5



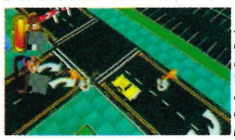
A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipEout, but lacks it's edge

Street Racer 8



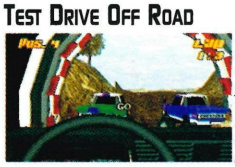
Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

Supersonic Racers 6



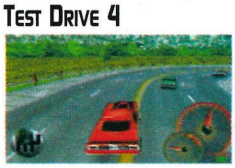
Wacky races style romp which owed plenty to MM V3. Wait for the sequel to arrive at Xmas before purchasing

Test Drive Off Road 6.5



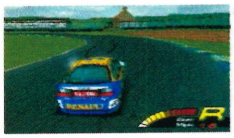
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed – just like posh people!

Test Drive 4 7



Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

TOCA Touring Car 9



A fantastic Touring Car racer which is up there with the V-Rallys and Total Drivin's of this world. An absolute corker

Tokyo Highway Battle 7



A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

Total Drivin 9



Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V Rally 9



Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

WipEout Platinum 7



Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

WipEout 2097 Platinum 9



Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!

PUZZLE

Quirky brain teasers or bizarre Japanese head-scratching affairs – the puzzling choice on the PSX may be limited, but there's something here for everyone

3D Lemmings 8.5



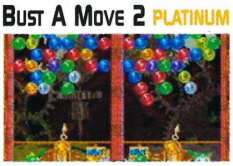
An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

Blast Chamber 7



Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?

Bust A Move 2 Platinum 6.5



Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

Grid Run 7.5



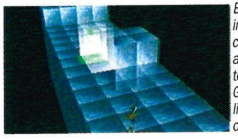
Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto 4.5



Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

Kurushi: Intelligent Cube 7.5



Bizarre puzzler in which you capture cubes as they roll towards you. Great fun but limited by a lack of variation

Lost Vikings 2 8.5



A tricky puzzler where you control a posse of comedy norse men who are lost. It'll have you hooked in seconds too

Oddworld: Abe's Oddysee 9



The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game

Super Puzzle Fighter Turbo 9

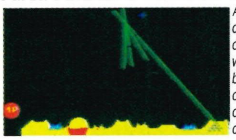


A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

Here we have the ancient arcade beasts brought back from the brink of extintion. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

Atari Arcade's Greatest Hits 6



A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

Namco Museum Vol 1 8.5



Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

Namco Museum Vol 2 6.5



Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

Namco Museum Vol 3 5



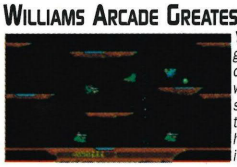
The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

Namco Museum Vol 4 6



Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to

Williams Arcade Greatest Hits 6



Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards

RPG

Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section

Final Fantasy VII 9.5



The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded

King's Field 8



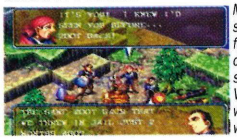
Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

Suikoden 6



The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

Vandal Hearts 8

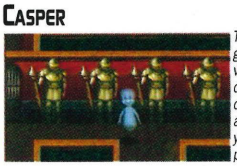


Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

PLATFORMS

The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

Casper 7



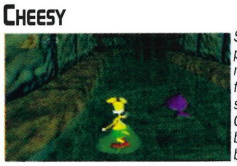
The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

Castlevania 6



Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

Cheesy 6



Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

Crash Bandicoot 8.5

A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

Crash Bandicoot 2 9

A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

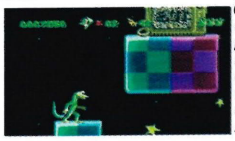
Croc 8

A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. Maybe Jersey Devil will compete

Earthworm Jim 2 6.5

An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

Gex 8



One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

Hercules 8



Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

Jersey Devil 8



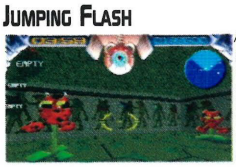
A slightly twisted take on the Croc theme. Tricky to get to grips with initially, but rewarding if you perservere for a little while

Johnny Bazookatone 5



Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

Jumping Flash 7.5



An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

Jumping Flash 2 8



An improvement on its predecessor with more depth and originality. But again, this is easy to complete

Lomax In Lemmingland 7



A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

Lost World 7



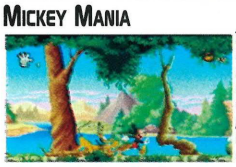
Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

Mega Man X3 5



Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

Mickey Mania 7.5



The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

Pandemonium! 9



A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

Pandemonium 2 8



Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

Rayman Platinum 9



The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

Spider 6



Arachnid platformer which could have and should have been so much better. Rent it before spending

Spot Goes To Hollywood 8



Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

Trash It 6



Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland

BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

Batman Forever 4



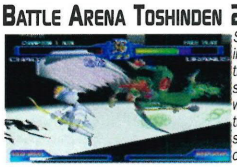
Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

Battle Arena Toshinden Platinum 8



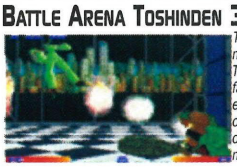
One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

Battle Arena Toshinden 2 7



Slightly less impressive than the original but still hits you where it hurts thanks to big swords and lots of top moves

Battle Arena Toshinden 3 7



The third member of the Tohshinden family gives you everything the other two games did and lots more

Bloody Roar 8



A surprise hit around the office due to the morphing chrarcters who change from human to animal form throughout

Bushido Blade 8.5



A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

Criticom 7



An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

The Crow: City Of Angels 4.5



Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

Darkstalkers 8



Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

Dynasty Warriors 7.5



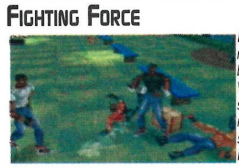
Costume drama beat'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

Fantastic Four 5



Streets Of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

Fighting Force 9



Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

Heaven's Gate 5



A weird and frantic 3D beat 'em- up from Japan which was truely disappointing in almost every department

Iron & Blood 8



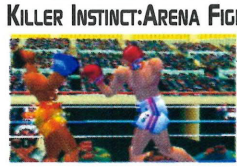
A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

Iron Man 3



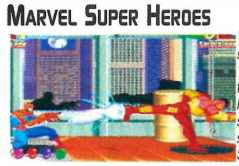
Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

Killer Instinct:Arena Fighters 6.5



Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Marvel Super Heroes 8



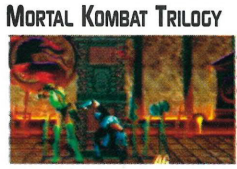
Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman

Mortal Kombat 3 8.5



The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

Mortal Kombat Trilogy 6.5



Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

Psychic Force 7



Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

Rise 2: Resurrection 7.5



An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

Soul Blade 9



This remains one of the finest moments for beat 'em- up fans worldwide. Buy this or Tekken 2 and you're laughing

Star Gladiator 9



Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

Street Fighter Alpha 2 8



The all time classic beat 'em- up makes a welcome second appearance on the PlayStation. A classic

Street Fighter EX Plus Alpha 9

At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

Street Fighter: The Movie 3

The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

Tekken Platinum 9

Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

Tekken 2 9.5

The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

Tobal No. I 8.5

3D beat 'em- up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy

Wargods 6.5

An American arcade fighter that looks much better than it plays. Drab, uninteresting and untimately forgettable

Zero Divide 8

Yet another futuristic beat 'em- up. But this one features polygon robotic thugs instead of butch blokes

FLIGHT SIMS

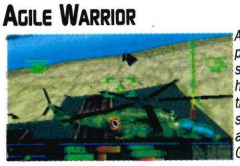
Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

Ace Combat 2 — 8



Addictive and uncomplicated Top Gun shoot 'em-up from arcade masters Namco. And don't worry, it's not a flight sim.

Agile Warrior — 8



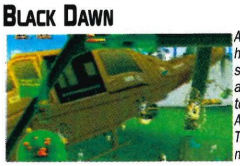
An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

Air Combat PLATINUM — 7.5



So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

Black Dawn — 8.5



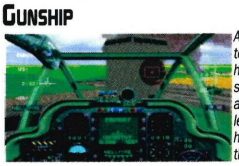
A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

Firestorm: Thunderhawk 2 — 8.5



Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

Gunship — 8



A more technical helicopter flight sim which although being less trigger happy, still does the business

Raging Skies — 6



The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

Strikepoint — 7



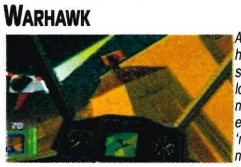
A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

Top Gun: Fire At Will — 6



No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available

Warhawk — 6



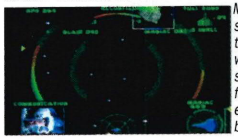
An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' missions

Wing Commander 3 — 7



Mark Hammill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

Wing Commander 4 — 7



More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

Wing Over — 8



Strange flight sim. Crammed with aerobatic action and more than a little variation in aircraft. Offers more than most

ADVENTURE

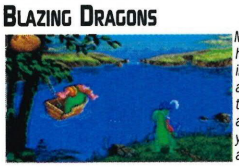
Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

Alone In The Dark — 8



Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

Blazing Dragons — 6



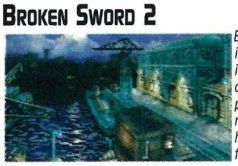
Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

Broken Sword — 8



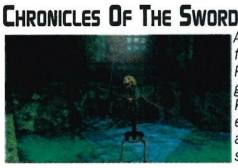
The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

Broken Sword 2 — 8.5



Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

Chronicles Of The Sword — 3.5



A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

City Of The Lost Children — 8.5



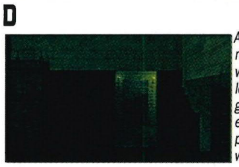
An epic adventure based on the average French arthouse movie of the same name. Well worth a look

Cyberia — 8



A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

D — 6



An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, AVOID!

Deathtrap Dungeon — 8.5



Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

Discworld — 7



Terry Pratchetts finest moment transformed itself very well onto the PSX and this is simpy amazing. A must buy!

Discworld 2 — 8



Ultra barmy sequel to the ultra barmy Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

Excalibur 2255AD — 8.5



A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

Herc's Adventures — 6



A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

Legacy Of Kain — 9



Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

Little Big Adventure — 7



This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

Myst — 5



Average static screen jobbie from years ago. It won't amaze by any means, but it still has strong puzzling elements

Nightmare Creatures — 9



This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

Overblood — 8



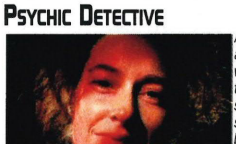
A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

Perfect Weapon — 8



A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

Psychic Detective — 6



An FMV adventure game which may be too strange for some and simply too bonkers for the majority

Resident Evil — 9



The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks ahoy!

Resident Evil: Directors Cut — 9



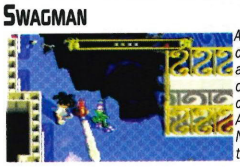
A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

Sentient — 8



An adventure game which struggles for identity among the other more stronger titles currently available

Swagman — 8



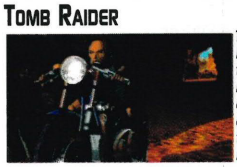
A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Time Commando — 7



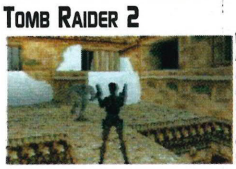
You travel through time in this 3D adventure although the effort really isn't worth bother

Tomb Raider — 9



The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

Tomb Raider 2 — 9.5



What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more

SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

Alien Trilogy PLATINUM — 9

You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

Area 51 — 2

This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

Assault Rigs — 6

Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

Auto Destruct — 7.5

A mixed bag this one. The fine line between a tough challenge and impossibility has been breached

Battle Stations — 2

This is bascially Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

Blam! Machinehead 7



3D shoot 'em-up with some nice graphical effects, but let down by over complex missions and bad handling

Brahma Force 8



The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

Colony Wars 8.5



A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

Contra: Legacy Of War 6



A 96 remix for the bland horizontal scrolling shoot'em- up from yesteryear. Nothing special going on here

Critical Depth 5



After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

Crusader: No Remorse 7.5



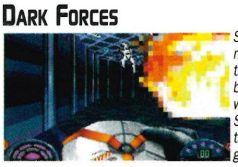
Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

Crypt Killer 5



Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

Dark Forces 8.5



Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

Descent 8



Shoot 'em- up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

Descent 2 6



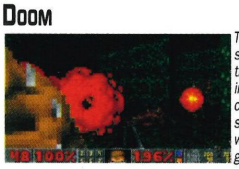
Less than impressive sequel that offers more of the same. The thing is, we've seen it all before

Disruptor 8



A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

Doom 9



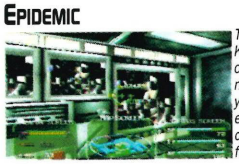
The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

Duke Nukem 3D 8



Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

Epidemic 7



The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

Exhumed 7.5



Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown

Fade To Black PLATINUM 8.5



A 3D shoot 'em-up which impresses many with the lavish graphics and exotic locations and cut sequences

Final Doom 8.5



The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

Firo & Klawd 6



Rather bland cartoony shoot 'em- up affair where you control a comedy cartoon cat and ape duo. Honest!

G-Police 8.5



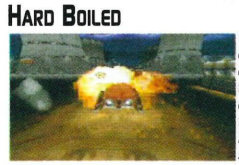
Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

Galaxian 3 6.5



Dull shoot 'em-up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

Hard Boiled 5



Based on the cult comicbooks of Frank Miller, this has you driving a big tooled-up Chevy in futuristic settings

Hexen 4



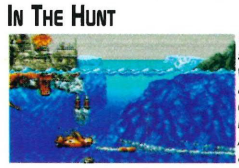
Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

Independence Day 3.5



Maybe the worst movie license ever, even if we take the awful SF: The Movie into concideration. Absolute cack

In The Hunt 5.5



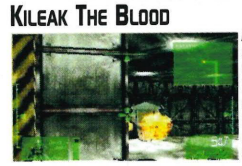
Underwater shoot 'em- up where you piss around in badly drawn sprite-based subs. Another one to avoid

Judge Dredd 8



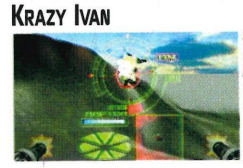
Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

Kileak The Blood 8



By today's standards this wouldn't fare too well, but it ruled the roost in its hey day. See Epidemic, its sequel

Krazy Ivan 8.5



Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

Lethal Enforcers 3.5



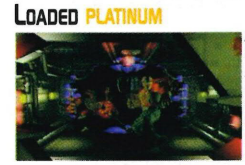
If filth could be transformed into a game then this is as downright stinky as you could go. A contender for worst game ever

Lifeforce: Tenka 8



Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. Buy it!

Loaded PLATINUM 8.5



An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

Lone Soldier 3



A dire 3D shoot 'em- up where you're in control of a butch soldier hellbent on saving the globe from aliens. AVOID!

Machine Hunter 7.5



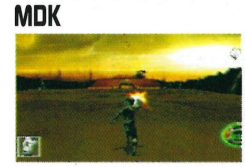
The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

Maximum Force 5



Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

MDK 8.5



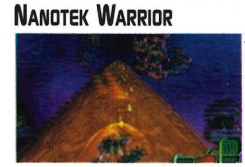
Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

Mechwarrior 2 8.5



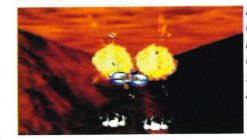
Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC for us PSX nuts

Nanotek Warrior 8



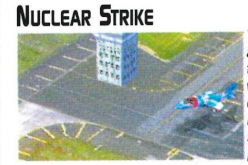
A psychedelic shoot 'em- up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

Novastorm 4



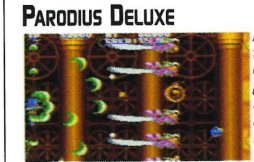
An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

Nuclear Strike 8



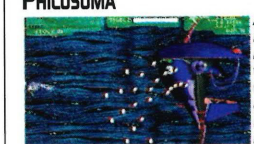
The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

Parodius Deluxe 6.5



A conversion of the original classic Parodius game which will surprise no one but amuse many

Philosoma 6.5



A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ed 7

Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

Raiden Project 8

One of the great shoot 'em- ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

Rapid Reload 5

Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 6.5

A fine but standard shoot 'em- up. Not sure it warrants the £40 price tag though. Try it, you might like it

Reloaded 8.5

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

Revolution X 3

Oh my God! How bad is this? A crap arcade affair starring – wait for it – bloody Aerosmith! Avoid! Avoid!

Robotron X 7.5

A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

Shellshock 9

3D tank shoot 'em- up where combat strategy is required for you to progress with your team of tooled-up home boys

Shadow Master 8



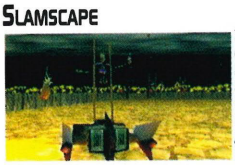
Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

Shockwave 6



Kill the alien invaders before they take over the world in this shoot 'em- up that first appeared on the 3DO

Slamscape 3



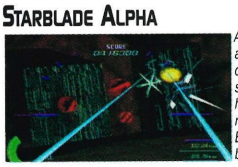
Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

Soviet Strike 8



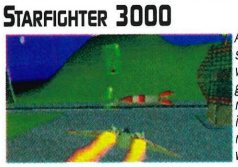
This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 5



A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

Starfighter 3000 6



Another dull 3D shoot 'em- up which gives the genre nothing new, nothing interesting and nothing in the way of originality

Steel Harbinger 5



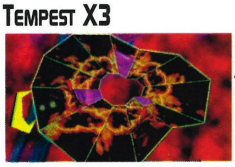
Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

Steel Reign 6



Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

Tempest X3 6



Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

Tigershark 4



Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

Time Crisis 9



Undoubtedly the finest light-gun game around at the moment. There's more than a little frantic shooting to be done

Total Eclipse 4



If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

Tunnel B1 7.5



Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

Twisted Metal 7



The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 8



The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

Viewpoint 8.5



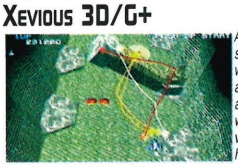
Colourful and visually attractive shoot 'em- up. Tricky to play however, but has that old school arcade feel to it

X2 8



Ultra difficult shoot 'em- up with more mayhem and weapons than most and a storming techno soundtrack too

Xevious 3D/G+ 4

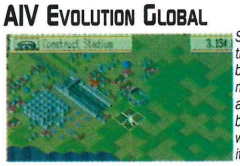


A pointless shoot 'em- up which is absolute dross and carries the worst name in video gaming history

STRATEGY

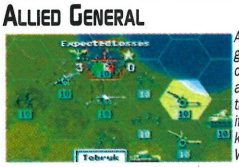
Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV Evolution Global 6.5



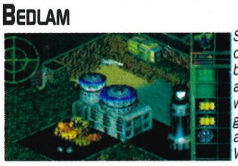
Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

Allied General 5



A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing, We didn't

Bedlam 6



Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

Carnage Heart 8



Bizarre robot fighting goings on for a change. Robot fans should love every second of a good title

Command & Conquer 8.5



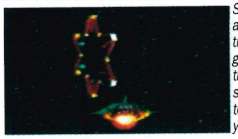
The classic war strategy game. Still causing players major headaches and still worth every second of your time

C&C: Red Alert 9



The second installment of C&C is a huge improvement with more action and strategy than ever before

Darklight Conflict 7.5



Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Defcon 5 6



3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto 9



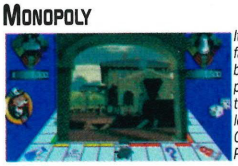
Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Not for everyone

Magic Carpet 7.5



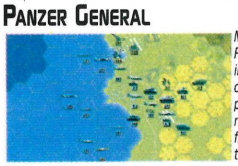
Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

Monopoly 7



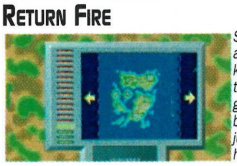
It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

Panzer General 5



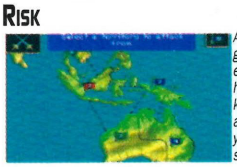
More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

Return Fire 7



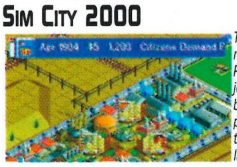
Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk 7



Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

Sim City 2000 7



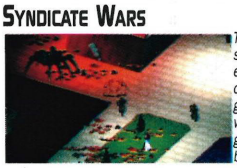
The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk 8



Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

Syndicate Wars 8.5



The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

Theme Park 7.5



Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Transport Tycoon 8



The best ever train'em-up to hit the Playstation. Build a successful infrastructure and win

Warcraft 2 9



A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

Warhammer 7



Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

Worms PLATINUM 9



The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

X-Com: Enemy Unknown 8.5

The aliens have landed and need a damn good hiding in this strategy fest. Go get 'em tiger and send 'em home

X-Com: Terror From The Deep 9

The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2Xtreme 4.5

Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

Actua Golf 8

The original golf game had a few minor faults but still did the business for the sport on the PlayStation initiall

Actua Golf 2 8.5

With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

Actua Soccer PLATINUM 8

The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

Actua Soccer 2 — 9



If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

Actua Soccer: Club Edition — 6



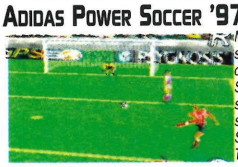
Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

Adidas Power Soccer — 7



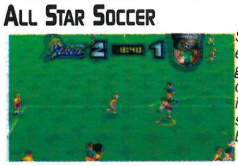
Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 — 7.5



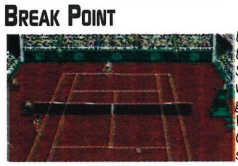
More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

All Star Soccer — 8.5



Surprisingly enjoyable footy game which doesn't take itself too seriously. Hated by some though.

Break Point — 7



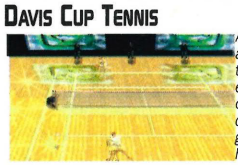
Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

Cool Boarders — 7



Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Davis Cup Tennis — 8



Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

ESPN Extreme Sports — 7.5



BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

FIFA '96 PLATINUM — 7.5



A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

FIFA '97 — 9



Definitely the best of the FIFA bunch to date. Good everything included! Footy fans check it out today. Please

FIFA '98 — 9



Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

Goal Storm — 7



Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

ISS Deluxe — 7.5



A pretty bland footy affair which could have been better. But wasn't. So avoid it at all costs

ISS Pro — 7.5



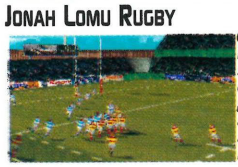
Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

Int. Track & Field PLATINUM — 9



This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby — 9



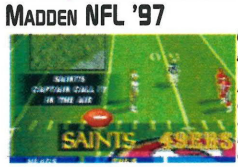
One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

Kick Off '97 — 6



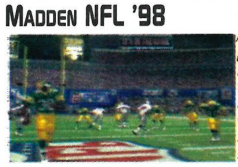
Tries a little too hard to be something special but ends up being as dull as they come. Should be better

Madden NFL '97 — 8



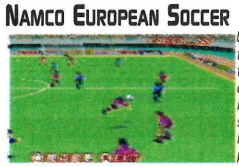
Cracking NFL game that whips the American butts of any other attempt so far. Buy it right now or die

Madden NFL '98 — 8.5



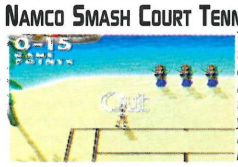
As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

Namco European Soccer — 7



Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

Namco Smash Court Tennis — 9



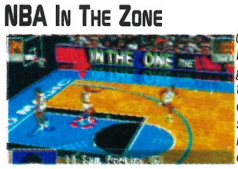
The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

NBA Hangtime — 7.5



Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof

NBA In The Zone — 8



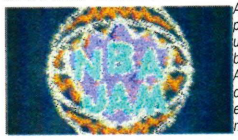
Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

NBA In The Zone 2 — 8.5



Yet another basketball sequel which is practically identical to the original and every other game of BB

NBA Jam Extreme — 8.5



A rather playable if uninspiring basketball sim. At least tries to different and exciting. Almost makes it

NBA Jam TE — 8.5



More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

NBA Live '96 — 8



It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?

NBA Live '97 — 8.5



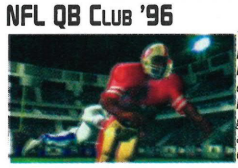
Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NFL Gameday — 9



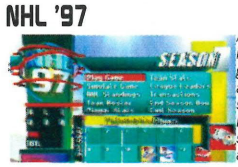
American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB Club '96 — 8



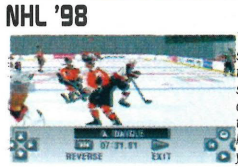
The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 — 8



Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98 — 9



Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

NHL Faceoff — 9



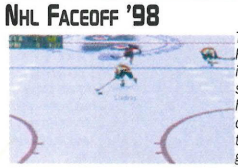
Fantastic ice hockey game that really stands out from the crowd. A great achievment in the end

NHL Faceoff '97 — 7



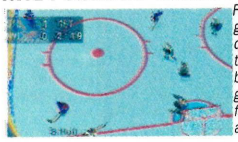
The not so good sequel to the best ice hockey game available. Should have been much, much better than this

Nhl Faceoff '98 — 7.5



The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay

NHL Powerplay Hockey — 8



Fine ice hockey game that never quite makes it to great heights but has a damn good try before falling flat after a fine attempt

Olympic Games — 7



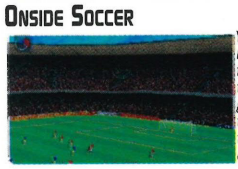
Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

Olympic Soccer — 9



In short this has got just about the lot except for real player names. Top footy fest though. Don't knock it

Onside Soccer — 8



Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

Open Ice — 7.5

Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

PGA Tour '96 — 8

Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

PGA Tour '97 PLATINUM — 7

The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

PGA Tour Golf '98 — 8

Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

Player Manager — 7

Unimpressive and flawed attempt at footie management. Still a rarity on the Playstation though

Power Move Pro Wrestling — 8

A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

Power Soccer 2 — 7.5

An improvement on Adidas from Psygnosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

Sampras Ext. Tennis — 8

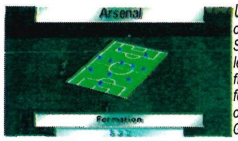
Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes

Slam 'n' Jam '96 — 8



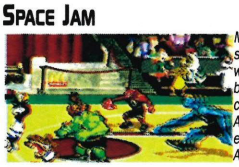
Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

Soccer '97 — 9



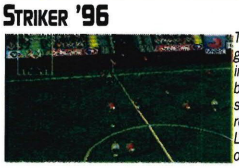
Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

Space Jam — 6



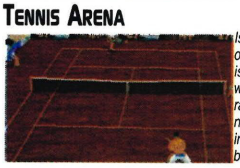
Movie license shenanegins which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

Striker '96 — 7



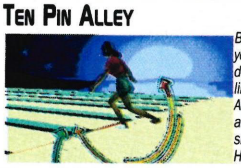
The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

Tennis Arena — 8



Is it any good, or is it not? This is the argument which has been raging for weeks now. Beauty is in the eye of the beholder indeed

Ten Pin Alley — 4.5



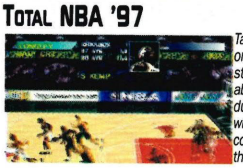
Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

Total NBA '96 — 8



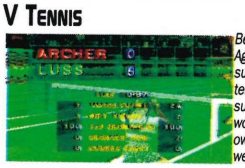
Perhaps basketball's finest moment until its inevitable sequel which is underneath here!

Total NBA '97 — 9



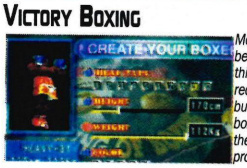
Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

V Tennis — 6



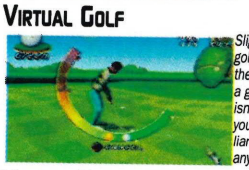
Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing — 8.5



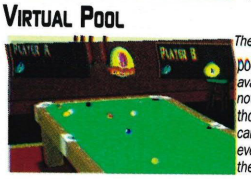
More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Virtual Golf — 7.5



Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

Virtual Pool — 6



The only true pool simulator available. It's not much cop though but you can't have everything all the time

VR Baseball — 8



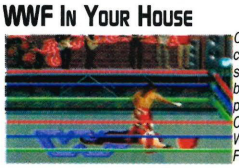
Home Run Derby and stunning graphics are the recomm-endation points to this bat and ball game

WCW vs the World — 8



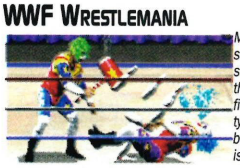
You know what to expect when you play these things. This is better than most but does that tell the full story?

WWF In Your House — 5.5



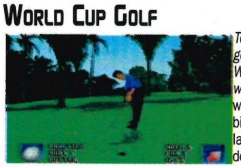
Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH?

WWF Wrestlemania — 8.5



More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

World Cup Golf — 5

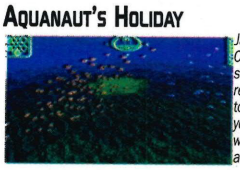


Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

MISC

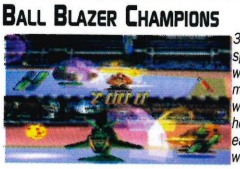
Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

Aquanaut's Holiday — 2.5



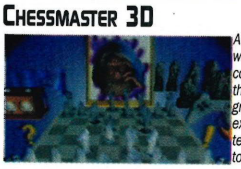
Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

Ball Blazer Champions — 6.5



3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

Chessmaster 3D — 4.5



A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

Die Hard Trilogy — 9



Thrills and spills from start to finish in this varied movie caper. A great game well worth your atttention and cash

Extreme Pinball — 3.5



Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Frogger — 7.5



The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

Overboard — 6



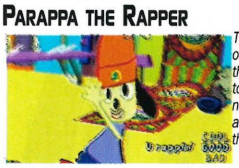
A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

Pitball — 8



Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

Parappa the Rapper — 9



The most original game on the PlayStation to date. You've never seen anything like this before

Pro Pinball: The Web — 8



A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days

Rebel Assault 2 — 7.5



Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess

Riot — 6



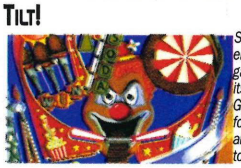
Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

Rosco McQueen — 8



Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony

Tilt! — 8



Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

True Pinball PLATINUM — 9

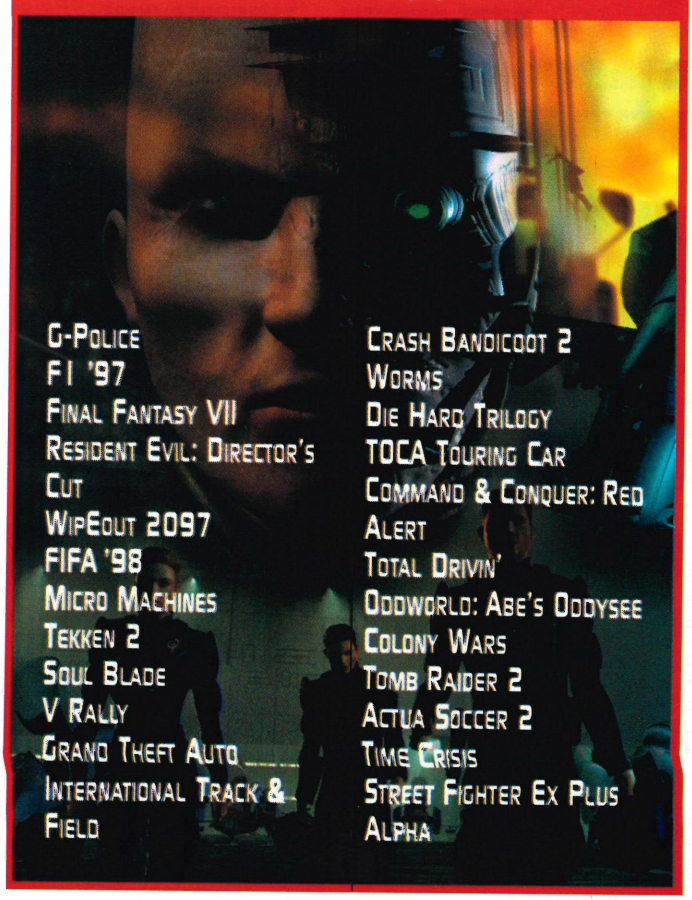


Another in the long line of pinball games. Better than most but that's not saying that much though really

PLAYSTATION PRO

Now that you can see for yourself the mountains of games released so far for the PlayStation, complete with their Pro scores, you should need little help in finding a classic addition to your current collection of beloved titles.

However, since you're spoilt for choice we've compiled 24 games which any self respecting PlayStation owner should be flogged for if you don't own them. If these don't take your fancy then there's obviously plenty of air blowing through your skull



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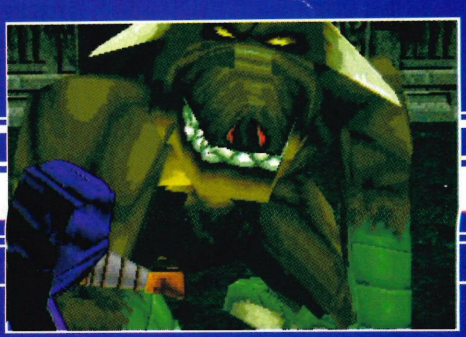
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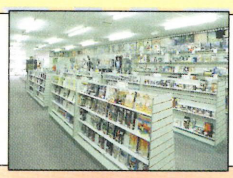
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