Issue 20 May 1998 £2.95

For men who like to work less and play more

PLAYSTATION PRO

OVER 400 GAMES

SUPER GRAN
We take Turismo apart

COMING SOON...
What does the future hold for movie conversions?

PREMIER MANAGER
Accept no substitutes, Brian



SOUTH PARK
They killed Kenny

BULLSHIT FREE AREA!
Five unbiased gaming gurus rank and rate every single game, every month!

NEW THIS MONTH

SNOW RACER
MOTORHEAD
FORSAKEN
& TONS MORE

IDG MEDIA
9 771364 895007 05

Bone-crushing 8 page exclusive

TEKKEN 3

All the moves ● All the characters ● Over 200 new shots

PLAYSTATION PRO ISSUE 20

• TEKKEN 3
• PREMIER MANAGER '98
• GRAN TURISMO
• SNOW RACER '98

MAY 1998



©1997 1998 SONY COMPUTER ENTERTAINMENT INC. ALL RIGHTS RESERVED. ALL MANUFACTURERS, CARS, NAMES, BRANDS AND ASSOCIATED IMAGERY FEATURED IN THIS GAME ARE TRADE MARKS AND/OR COPYRIGHT MATERIAL OF THEIR RESPECTIVE OWNERS. ALL RIGHTS RESERVED. "PS" AND PLAYSTATION ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. £44.99 RRP

www.playstation-europe.com

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

People are never satisfied. No-one is ever content with what they already have and the need for greed is now snowballing out of control. Being at the forefront of PlayStation publishing we're fully aware of such needs and so we've decided to meet the demands placed upon us by you, our readers. Inspired by Will Smith's latest floor filler, we have indeed got jiggy wid it and as you can clearly see, the most definitive PlayStation mag on the market has been given a glorious overhaul in almost every department. What's our aim? To give you everything you could ever want for in a PlayStation mag – and a whole lot more besides.

We kick off this month with the three big games I feel are going to take the PlayStation onto even greater heights in '98. Our cover game, the mighty Tekken 3, arrived a mere 24 hours before our deadline, but we've pulled out all the stops, ignored the freak sunshine and earache from our girlfriends to sit indoors and play it until our collective fingers burst – purely for your entertainment. Sony's other big one for this year is also showcased inside as we fiddle about under the bonnet of the awesome Gran Turismo. The long-awaited and much sought-after Premier Manager '98 is also in the house and we've got the exclusive review for you on that too.

What else? Well, you've got a free Resident Evil 2 gore guide to while away the hours with as well as the chance to win lots of free stuff in our exclusive Snow Racer '98 compo. And as the countdown to France begins, I thought you'd appreciate a stonking 32-page World Cup souvenir mag detailing the history of the World Cup, our thoughts on England's real life chances, a pull-out wall chart, all the information you could ever want on the footy titles coming your way before the year's out along with loads of exclusive new shots, plus a complete rundown to every PlayStation soccer game released to date. Oh yeah, and a there's bevy of beautiful ladies for your enjoyment too. I hope you like it.

All that plus everything that's been happening in the wonderful world of the PlayStation awaits your eyes overleaf. So put your joypad down, grab a beer, kick back and immerse yourself in our company for a while. Welcome to the party.



Jay Sharples
Editor

Reviews

PLUS:
GEX 3D
DIABLO
SPAWN
PITFALL 3D
DARK OMEN
MOTORHEAD
BUSTAMOVE 3
NEED FOR SPEED 3
EVERYBODY'S GOLF
PREMIER MANAGER '98
X MEN: CHILDREN OF THE ATOM



SNOW RACER '98

EVERY GAME RANKED AND RATED BY FIVE EXPERTS

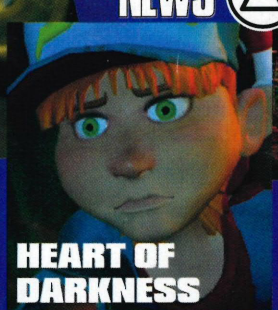
Exposure



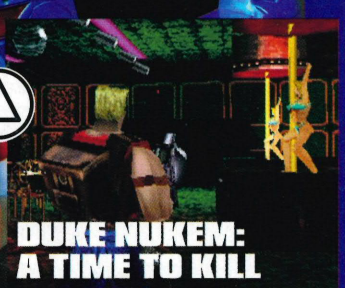
COLIN McRAE RALLY

The follow-up to the excellent TOCA Touring Car is nearing completion and we have the latest report inside

News



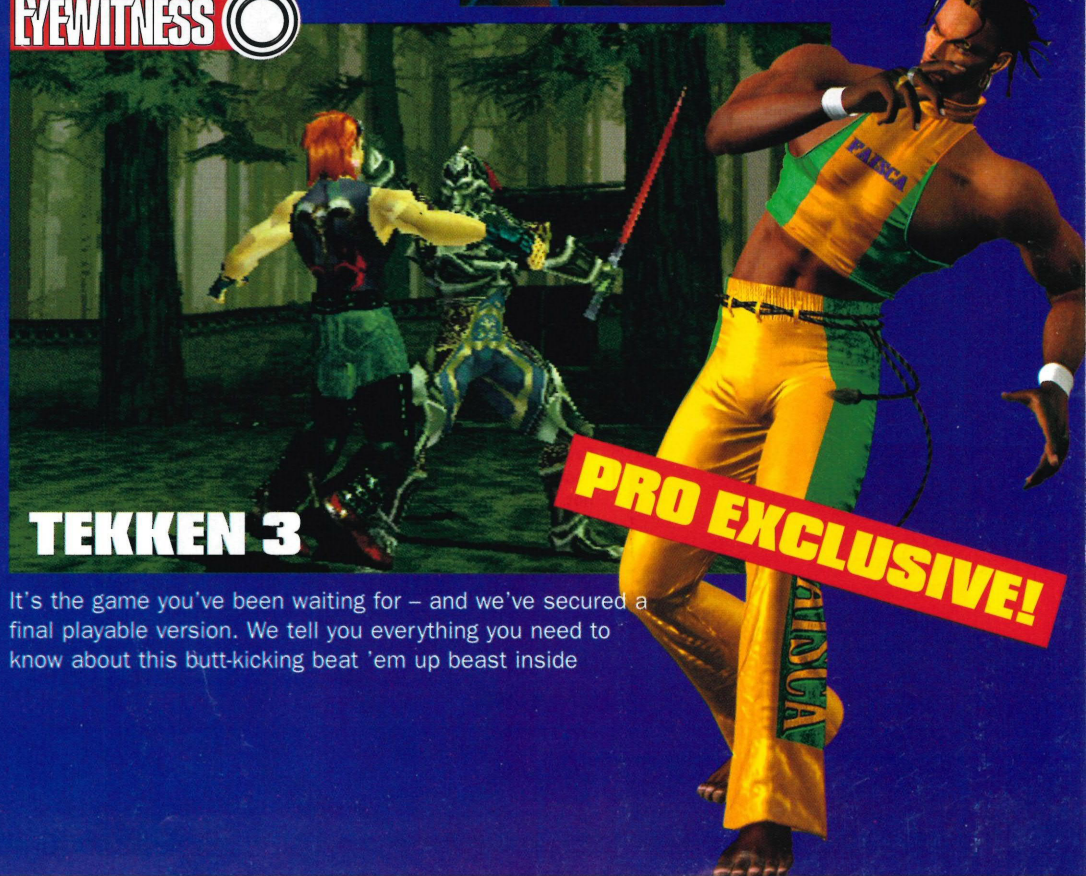
HEART OF DARKNESS



DUKE NUKEM: A TIME TO KILL

Join us as we unveil all the latest gossip from around the globe

Eyewitness



TEKKEN 3

PRO EXCLUSIVE!

It's the game you've been waiting for – and we've secured a final playable version. We tell you everything you need to know about this butt-kicking beat 'em up beast inside

PLAYSTATION PRO

ISSUE 20 MAY 1998

ABC 45,121 Jul-Dec 1997

Standard Subscription Rates: UK 13 Issues £38.35 (Special offer six issues £9.00)
Europe 13 Issues £55.40 – World 13 Issues £75.40



REVIEWS

Honest, upfront and on your side

Every month, five resident experts take each and every game to pieces to give you the most unbiased reviews ever seen

28 Gex 3D: Return Of The Gecko
The wise-cracking loveable lizard returns – and what a treat it is

32 Premier Manager '98
Think you could run Newcastle Utd any better? Well here's your chance to prove yourself in Gremlin's long-awaited management sim

34 Dark Omen: Warhammer 2
Orcs, knights in shiny armour and plenty of pointy-clicky action

36 Snow Racer '98
Get rad, act phat and get yourself down that mountain sharpish!

40 Everybody's Golf
Possibly the finest golf game ever to grace a console

42 Diablo
A role playing bucket of reamness from the boys at Electronic Arts

44 Need For Speed 3
The third in EA's road racing series is by far the best of the bunch. Find out why as smoke its wheels off inside

48 Motorhead
Put your foot down and avoid the obstacles. This is no-nonsense racing at its very peak

52 Bustamove 3
Not the shitty dance thing from Japan, but a quirky puzzling delight. From Japan. Where else?

53 X Men: Children Of The Atom
Comicbook super heroes pretend to be in Street Fighter for a day

53 Chill
Without a doubt, the worst snowboarding title ever released

54 Spawn
You've read the comics, you've seen the film – now play the game

55 Ghost In The Shell
More bizarre Manga fodder from the land of the rising sun

56 Pitfall 3D: Beyond The Jungle
The old Atari classic gets a '98 revamp thanks to Activision

58 Reboot
The computer-animated TV show comes to life

59 Lucky Luke
A French cowboy? Maybe he can get us some World Cup tickets...

59 Ark Of Time
An adventure game that offers no adventuring. How unique

EVERY GAME RANKED AND RATED BY FIVE EXPERTS

EYEWITNESS p08

TEKKEN 3
Namco's big hitter is exclusively unveiled in our eight page thriller

IDG MEDIA

Editor: Jay Sharples (jay@idg.co.uk)
Deputy Editor: Paul McNally
Reviews Editors: James Cannon and the one and only good old Andy Sharp
Contributors: Paul Roundell, Steve McNally, Alex Lee, Dan Whitehead, Mike Bailey and Tim Leckey
Art Editor: Gaz Adams
Art Contributor: Stuart Cripps
Art Director: Dean Wilson
Production Editor: Lewis Pek
Publisher: Robin Wilkinson
Assistant Publisher: Carol Ann Barrett
Circulation Director: David Wren
Ad Sales: Lisa Jo Oliver
Classified Sales: Carrie Nash
Marketing Manager: Steve Tagger
Production Controller: Barbara Newall
Production Manager: Alan Capper
The man who scan: Mark Forbes
The bloke who don't: Nic Moran
Managing Director: Ian Bloomfield

PlayStation Pro lives at:
IDG Media Freepost (SK3038)
Macclesfield SK10 4YE
Tel: 01625 878888 **Fax:** 01625 879967

REGULARS

08 Eyewitness
Our new and improved news section boasts gossip and fact from around the globe. This month: Gran Turismo update, Tiger Woods, the return of Duke Nukem and the ultimate bare knuckled beast – Tekken 3

24 Letters
All your moans and queries are dealt with, right here, right now

60 Platinum Page
Everything you could ever want to know about what's hot, what's not, what's out now and what's coming soon for the PlayStation's Platinum Range

92 Back Issues
Exactly what it says. Buy our limited back catalogue for next to nothing

93 Rant
Each month, our resident Mr Angry sits atop his soapbox and lets off steam on a topic of his own choice. This month: Does sex sell?

94 Q&A Relief
Miss Bea Haven answers your cheat dilemmas and tips enquiries

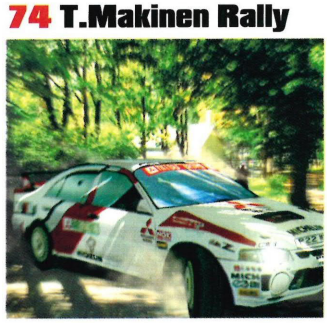
98 Subscriptions
Pay less and get a whole lot more when you subscribe to the best PSX mag on the planet

113 Contacts
Should you wish to get in touch with anyone in the industry, here's your own personal PSX address book, courtesy of the PlayStation Pros

102 Pro Directory
Every single PlayStation title ever released is ranked and rated in our special section by our five expert gamers. All the ones to avoid, buy or try are detailed here enabling you to pick the precise title you're after and find out if it's any good or not. The most definitive buyer's guide ever

EXPOSURE

74 T.Makinen Rally



As the race begins to create the finest rally game around, we go behind the scenes to take a peek at Tommi Makinen's treat



76 Vigilante 8
Imagine Twisted Metal 2 in a '70s environment... Well that's what Activision have done with this boombastic beauty

80 C.McRae Rally
The other big rally title coming your way is this follow-up to TOCA: Touring Car from the guys at Codemasters. All the info you could want is inside

CONTENTS



REVIEWS p40

EVERYBODY'S GOLF

Probably the most playable golf game ever created



REVIEWS p44

NEED FOR SPEED 3

EA's road rage bonanza gets the Pro treatment inside



REVIEWS p32

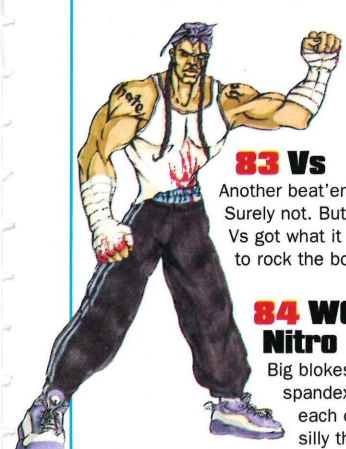
PREMIER MANAGER '98

Think you could get Man City to the top of the league? Here's your chance

REVIEWS p28

Gex 3D: Return Of The Gecko

Platform action like you've never seen before! The lizard king is back



PROSPECTS

82 Pet In TV

Tamagotchis have a lot to answer for as Sony develop their very own for your caring console cravings

83 Vs

Another beat'em-up? Surely not. But has Vs got what it takes to rock the boat?

84 WCW Nitro

Big blokes in spandex slap each other silly then shout a lot. That'll be WCW then...

85 Xenocracy

It's time to whizz around the galaxy with a pocket full of nuclear missiles whilst trying to save the globe from total extinction – again

86 Dead Ball Zone

SpeedBall meets soccer in this original offering from the blokes who brought you Striker '97

87 Forsaken

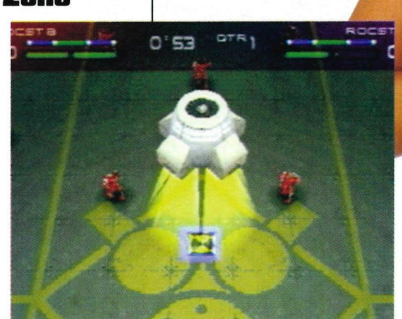
One of the best PC games around touches down on our favourite machine. Oh joy

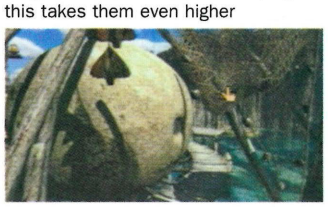
88 Sentinel Returns

It's been a long time coming, but Geoff Crammond's classic gets a '98 remix from Psygnosis

89 Riven

Myst brought adventuring to new heights and its creators are hoping this takes them even higher







FREE!

This month's gifts...

- 68-page blood-soaked full colour walkthrough guide to Resident Evil 2
- 32-page World Cup souvenir magazine
- Pull-out France '98 wall chart and poster
- Massive £2,000 Snow Racer '98 competition




PLATINUM CASE NO 495.672



PLATINUM COLLECTION

tested on humans

SINCE 1997

BEST SELLING CLASSICS

ADIDAS POWER SOCCER
DIE HARD TRILOGY
PANDEMONIUM
DESTRUCTION DERBY 2
RIDGE RACER REVOLUTION
ISS PRO
SOVIET STRIKE
SOUL BLADE*

*AVAILABLE SUMMER 1998

£19.99 EACH



www.playstation-europe.com

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.© Published by Sony Computer Entertainment Europe. All product titles, publisher names, brands and associated imagery are trademarks and/or copyright material of their respective owners. All rights reserved.

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PlayStation

TEKKEN 3



The mother of all beat'em-ups has returned for its third instalment of back-breaking, bone-crushing action, and there are few people that doubt Tekken 3 is going to re-write the book on punishment. So far we've only been able to whet your appetite with a few little snippets of info as it's been released to us, but things are starting to progress rapidly. We don't usually like to review import games, but the feedback we've been getting from you, the Pro faithful, has hit home about how ravenous you are for all of the hottest gossip on Namco's latest Iron Fist bonanza. So we went and ordered a copy from the other side of the world, just for you. You want to know what's new? Well here it is.

It's good to be back!

You'll be glad to hear that many of the characters from Tekken 2 have made it back to compete in the third Iron Fist tournament, and those that aren't here have at least sent a close family member to take part (who's fighting moves are basically the same).

And you'll also be grateful for the knowledge that the complex strategies for unlocking the hidden characters have been abandoned. In Tekken 3 the hidden fighters are unlocked in a time release system (just like the arcade version) whereby a new character is released in specific order once you complete the game.

There are also two new additions to the competitive field who weren't present in the arcades. They come in the shape of a dino babe called Gon and the scientist Dr. Boskonovitch.

After all the hype and the continued wait for the PAL game to reach these shores (expect a September release), it'll come as no surprise to learn that Tekken 3 has taken longer than the previous two Tekken games to code. But then it's instantly apparent why. Not only does it look better, it also sounds better and plays a hell of a lot faster. Want more? Well how about the fact that Tekken 3 has the smoothest and most realistic animation in any fighting game. Ever.

The high quality is achieved through a mixture of motion-capture and animation, although Tekken development team member Hajime Nakatani states that motion-capture only accounts for around 30% of the game's actions. He explained, "Motion capture really helps to recreate the minor movements that create lifelike action, but raw motion-capture is never enough to make a game alone, so we modify the data ourselves."

He added that Japanese comics were a big inspiration to the team when they created the original Tekken, as was Street Fighter 2 and Virtua fighter, which were both examined and analysed to make sure Tekken stood out as the best in its genre. And it's worked. But the tag of being the best brings added pressures with the world waiting to discover if the hype about Tekken 3 is justified. Hajime is confident that Tekken 3 won't disappoint. "Our goal was to create a PlayStation version of Tekken 3 that would satisfy customers who were familiar with the arcade version in terms of both gameplay and graphics. We believe we are pushing the PlayStation to it's absolute limit with Tekken 3."

Strong words indeed, but they're completely backed up by this explosive new title. We've played it, and it kicks ass big time.



Forcing the point!

Tekken 2 was extremely well stocked with game modes, and it's great to hear is that they've all survived through to the next round and will be included in Tekken 3. But the real pant wetter is the news that Namco have thrown in two brand new game modes to increase the playability level that already oozes from the engine. With Tekken 3 you'll be able to enter combat in the additional Tekken ball and Tekken force modes.

Tekken ball mode is basically a combat version of volleyball where two characters compete on either side of a court. After you've selected whether to play with a beach ball, a gum ball or an iron ball (depending on your skill), you score by attacking the ball which carries the force of your attack to your opponent's body or simply by forcing it down onto your opponent's side of the court where he is unable to return it.

It's a bizarre idea that actually works quite well, not just as an alternative to the traditional rumble, but as a game on its own. Namco know what they're up to when it comes to creating fantastic games, and it's little touches of creativity like this that make a game a classic.

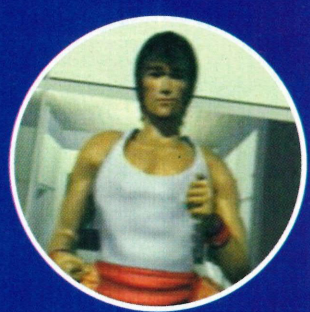
Tekken Force mode introduces the Tekken characters to the world of the side-scrolling beat'em-up, reminiscent of Streets of Rage on the MegaDrive. It's open for any character to enter and involves you fighting through a series of henchmen that attack from the sides of the screen. At the end of each of four sections you'll come up against a more familiar character.

Although the henchman can be disposed of with relative ease, the fact that you must battle through all four sections without continuing, and within the time limit, makes a fair challenge of it. And once again Namco have seen fit to introduce a new mode of play that greatly benefits the game as a whole.

Another little bonus awaits you in the game mode options, though sadly it isn't a bizarro S&M bondage fighting scenario. Remember when you first bought Tekken 2 and discovered the ream endings, but when you wanted to show a mate how cool it all was it meant fighting your way through the game again? Theatre mode dispenses with that tediousness and gives you immediate access to the character's ending movies, provided you've already finished the game with the respective characters.

All of the Tekken 2 endings are included too, maybe just for nostalgia, maybe for you to compare how well Tekken 3 puts even its amazing predecessor's end sequences in the shade. Flick to page 15 to sample these cinematic delights yourself, and enjoy.

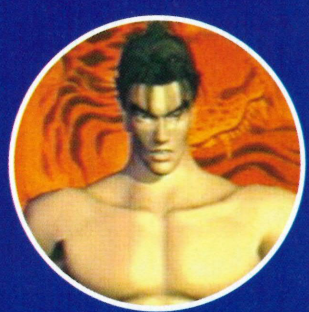
FOREST LAW



Paul Phoenix has convinced the son of Marshal Law to enter the third Iron Fist tournament even though his father would forbid him to fight competitively. Forest wants to prove himself and took off while his father was away on business; you can bet Marshal ain't gonna be happy.



JIN KAZAMA



At the age of 15, Jin's mother Jun was killed by the God of Fight. After learning the truth about his father (Tekken 2's Kazuya) he began training with his grandfather Heihachi, hoping that one day he would get the opportunity to avenge his mother's death and destroy the God of Fight.



HWOARANG



This student of Baek is unique in Tekken 3 in the sense that he fights using two stances. Hwoarang can change from left stance to right at will, and each fighting position brings with it a full range of attacks. Hwoarang promises to make a famous debut which is bad news for the other competitors.



PAUL PHOENIX



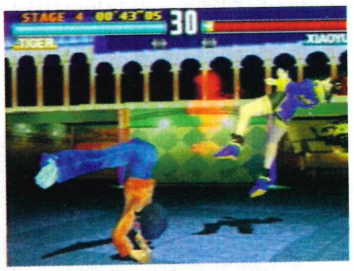
At the ripe old age of 46, Paul hopes to win the third Iron Fist tournament and secure his name as one of the world's greatest fighters. With his trademark devastating combos and super-damaging attacks, he may just achieve his dream ranking and be rewarded with a place in fighting history.



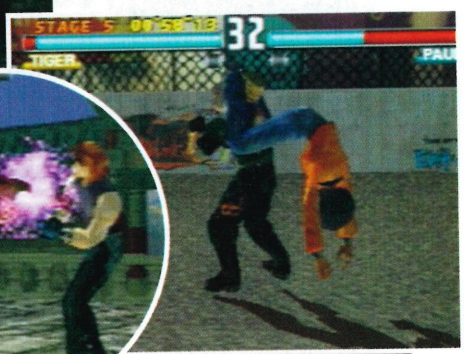


The fighting styles in Tekken 3 are just as varied as we have come to expect from the series





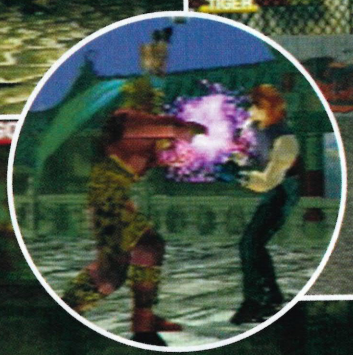








The arenas are all new and have been drawn to a quality that matches the characters themselves. This is a much moodier game than Tekken 2



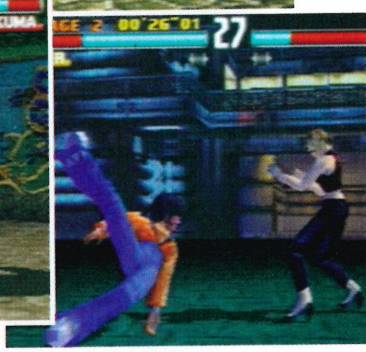




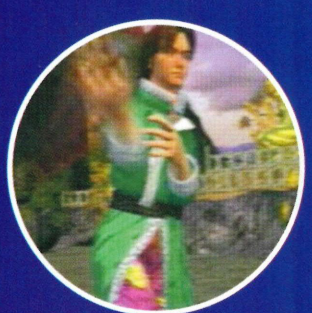


Tekken 2 was sexier than Cindy Crawford in a Man Utd shirt, but the latest instalment beats it hands down. Check out Gon and Jack going for the groin area!





LEI WULONG



Recent investigations into several mysterious deaths have led Lei Wulong to the Iron Fist tournament. He is confident that his skill and talent in two fighting disciplines, Dragon and Drunken Monkey, and their specific moves will allow him to leave as the victor.



NINA WILLIAMS



After being put into cryostasis for 15 years, Nina is awakened by the God of Fight and instructed to enter the Iron Fist Tournament. Her orders are to destroy Jin Kazama, and with her knowledge of the tournament and aggressive fighting style she believes that she will succeed in her mission.



YOSHIMITSU



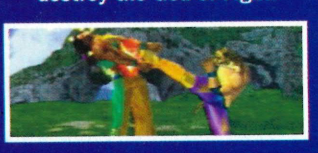
This strange character's life was saved by a great scientist named Dr. Boskonovitch, as told in Tekken 2. Boskonovitch now asks Yoshimitsu to return the favour and help resurrect his long dead daughter by entering the Iron Fist tournament and returning with the blood of the God of Fight.



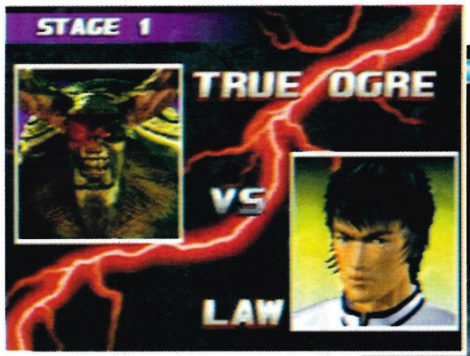
KING



This is actually the second King, an orphan who grew up idolising the original King who was murdered by the evil God of Fight. The original King's arch rival Armour King has trained him and believes his skills are equal to his hero's. With his talent he hopes to destroy the God of Fight.



EYEWITNESS



Watch out for Law's ending movie, where you'll get the chance to catch up with his pop, Marshal, who now runs a restaurant and sports a very fetching moustache















It looks like Namco have pulled out all of the stops on Tekken 3 to produce the definitive fighting title on any platform







Left. Boskonovitch shows Lei what he really means by giving him some head





EDDY GORDO



Eddy found his father gunned down returning home one day. His last dying breath told of his plans to bring down a drug cartel, and if that cartel believed that Eddy knew anything he'd be slain. Eddy makes for the tournament, eager to test his skills, and to find his fathers killers.



LING XIAOYU



Ling is a distant relative of Tekken 2's Wang. Her love of amusement parks and her ambition to build her own drives her to meet with Heihachi to convince him to give her the money to achieve her dream. Heihachi tells her to join the tournament, and if she wins he'll build her park



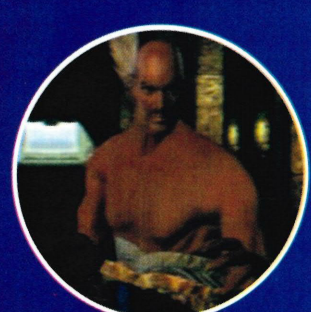
TIGER



As the '70s disco alter ego of Eddy Gordo, Tiger also uses the dancing fighting style of Capoeira, but he prefers to strut his stuff rather than get it on. Still, the funky brother wants to prove he's the best in the ring, so he enters the tournament, bringing some style and a pair of fluffy dice.



HEIHACHI MISHIMA



Now an old man of around 90, Heihachi has toned down his image a little, but that's about all. His moves are basically the same except for the addition of several new devastating combos and at least one new throw, but more interesting are his reasons for staging this tournament once again.



This time around the characters can be launched high into the air

As you can see from the screenshots, the characters themselves look more realistic and less like a collection of polygons. So real in fact that can almost feel Mokujin's wood growing hard



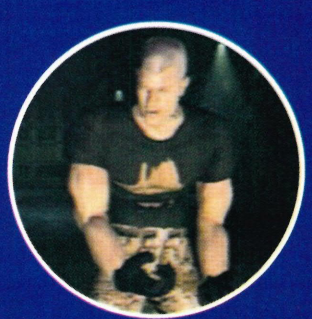
GON



This cute character's origins lie in Japanese comics, and his inclusion was due to his popularity in Japan. Although he is small, he makes up for this with some devastatingly powerful moves. Keep your distance or this small fry will have you flame grilled and spit-roasted



BRYAN FURY



Bryan's body was reanimated by a brilliant scientist after he was killed on duty for the Hong Kong police force. His punishing kicks provide enough ammunition to take anyone on, and he has entered the tournament to get close to Yoshimitsu, hoping to steal precious data for the scientist.



JULIA CHANG



Julia is the daughter of the fighter Michelle Chang (from the previous two Tekken games), and fights in a similar way, although she does have a couple of tricks up her sleeve. As with all of the next generation fighters in Tekken 3, increased speed makes her a dangerous foe.



KUMA/PANDA



The new Kuma is actually the cub of Heihachi's kung fu trained bear of the same name, though this bear was rescued and raised by Paul Phoenix, and wears a spiked bracelet and a red bandana as a sign of affection for his master. He sometimes copies Paul's victory poses.













The ball mode is a fine twist for the fighting genre, once again confirming that Namco are the true kings of innovation











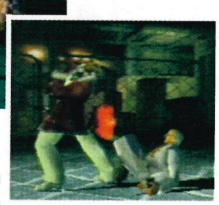


Panda is Kuma's change of costume, but although they share the same ending film, we're not convinced that they are the same character



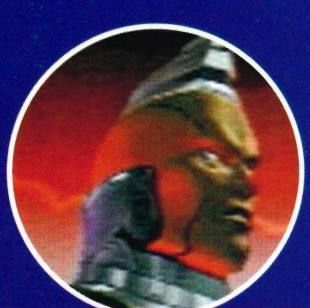






Although it all looks serious, there is a great deal of humour in Tekken 3's ending movies. Gon's in particular is a corker

GUN JACK



The latest in a series of robots that has escaped from his Russian creators, Gun Jack retains all of the moves from the previous Jack characters, but has a little added speed this time out. Nobody knows why he's here, perhaps his programming has left him with a taste for violence.



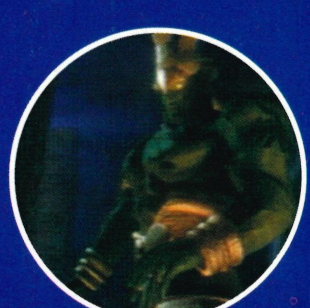
ANNA WILLIAMS



Anna enters the tournament with a hidden agenda. Is it something to do with her family rift with Nina or has she another reason to stick close to her sister? Only time will tell what she aims to achieve at the Iron Fist tournament. One thing for sure though, she's come to fight hard.



OGRE



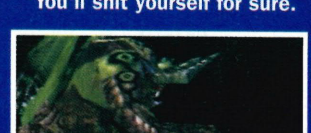
The physical incarnation of the mythical God of Fight is known to use moves from some of the fighters that failed to return to the Iron Fist tournament. This creature sucks the life from his opponents when they are down and stands between the rest and glory. Once you enter his lair, there's no turning back.



TRUE OGRE



After the first ogre is defeated he absorbs the body of the tournament's sinister creator Heihachi into himself and transforms into a more monstrous fire breathing beast. You thought the devil in Tekken 2 was scary? Wait 'till you get a load of this foul spawn of Satan. You'll shit yourself for sure.



Jin's movie



Gun Jack's movie



Mokujin's movie



Anna's movie



Ogre's Movie



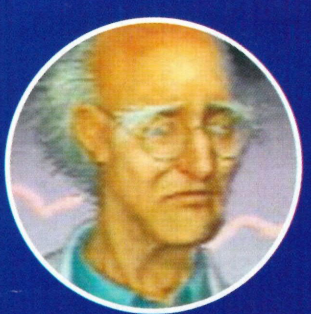
MOKUJIN



This guy is a training dummy made from an 2000 year old Oak tree. For some mysterious reason unbeknown to man, Mojukin gained a life of his own after the appearance of the God of Fight. Mokujin's strength lies in the fact that he remembers the moves fighters used on him whilst training.



DR. BOSKONOVITCH



He's the crazy scientist responsible for saving the shady samurai Yoshimitsu's life. A dodgy experiment left Boskonovitch with back trouble and the result is he has trouble standing up straight. So he launches most of his boozy attacks whilst lying on his back. A very strange fighter.







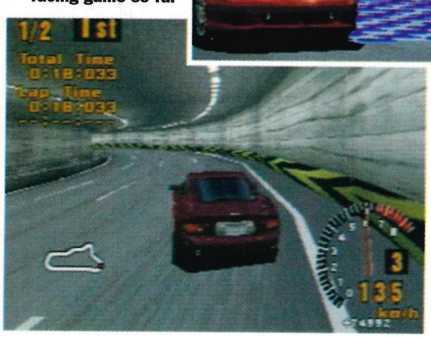
Gran Turismo update

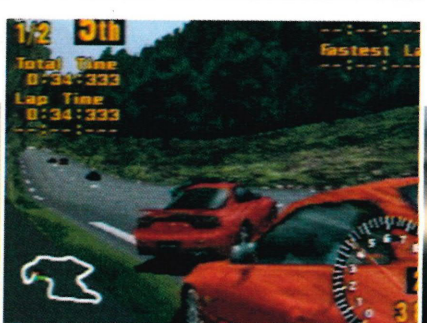
Paul McNally buckles up and takes Gran Turismo's spanking new engine for a joyride around the block





We went straight to the horses' mouth to find out about all the latest news and changes on the PlayStation's best racing game so far





The hype continues. *Gran Turismo* is coming and in many ways we wish it would just arrive and be done with it. Rumours constantly abound that it's been put back, but rest assured it is still scheduled for a release towards the end of May. But in the meantime, work continues apace to make the changes *Sony* feel are necessary to the PAL version.

As we await our PAL copy, we've been constantly hammering our Japanese version and the thrill certainly doesn't seem to be ebbing away. Of course, this edition is compatible with the rumbling Dual Shock Analogue joypad which adds greatly to the game, but we've heard murmurings from *Sony* that they could be releasing a European Dual Shock, which may even form part of a *Gran Turismo* bundle. It's barely past this rumour stage, but if you all promise to cross your fingers then we may just end up lucky.

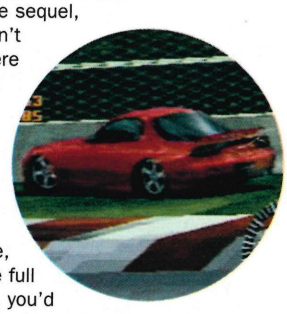
The difference between playing with a digital and analogue pad is immense and can't really be described, but you only begin to get the full effect when your pad is rumbling away.

We're yet to hear anything on the speed increase to the arcade mode, but we are reliably assured it will bring the game up to the kind of speed we're used to over here (obviously to combat *Gremlin's* pacy Motorhead). We're promised it'll be 15-20% faster than the Japanese version and we can't wait to see the difference that'll make.

Also being tweaked (obviously to allow the generally poorer standard of Euro players!) are the driver's licences which were considered a bit too bloody hard in places. This is perhaps the understatement of the year as far as we're concerned, since we still haven't managed to get 'em all on our Jap version. But by the time of release, hopefully they'll still be difficult to obtain, just not as wildly frustrating.

There are a whole crop of excellent racing games coming out with *Colin McRae Rally* and *Motorhead* heading the major challengers, but *Gran Turismo* is still the one the public are lusting to play.

FROM FIRST TO SECOND PLACE



As for news of work on the sequel, well confirmation still hasn't been forthcoming that there will even be a sequel, but it's safe to assume there is and that the preliminary pissing about has begun.

We're confident of getting hold of a review copy before our next issue, so if you want to know the full lowdown on *Gran Turismo*, you'd better place your order for the next issue of the new-look PlayStation Pro this very minute!



Win

PlayStation Pro's

£2000 GIVEAWAY



ST2

SNOW RACER 98





WHAT'S ON OFFER

- 1 Nidecker Snowboard
- 1 pair of Dynastar Skis
- 100 copies of Snow Racer '98
- 100 pieces of Snow Racer merchandise (T-shirts, hats etc)

Fancy getting your hands on some of the coolest tackle in town plus a copy of Snow Racer '98 courtesy of PlayStation Pro and Infogrames UK? Course you do, cos you're not stupid.

We've teamed up with one of the world's biggest software houses to celebrate the launch of their superb new skiing and snowboarding game, Snow Racer '98 (reviewed on page 36).

Now being trendy doesn't usually come easy, but if you're one of the lucky ones that get drawn out of our huge hat then you'll be the envy of all your mates with these fabulous prizes.

The first two out of the hat will get either the snowboard or the skis, a copy of the game and a piece of merchandise. The next 98 of you will get the game and the merchandise. Interested? Then just fill in the coupon below and post it off to the address shown and keep everything crossed.

PlayStation Pro Snow Racer '98 Entry Form

Name ..... Age .....

Address .....

.....

.....

..... Postcode .....

Cut this out and send it to:
Infogrames UK, FREEPOST – MR9486, Manchester M3 9EA

(photocopies are accepted)



YOU WON'T COME DOWN FOR DAYS

Mud for it



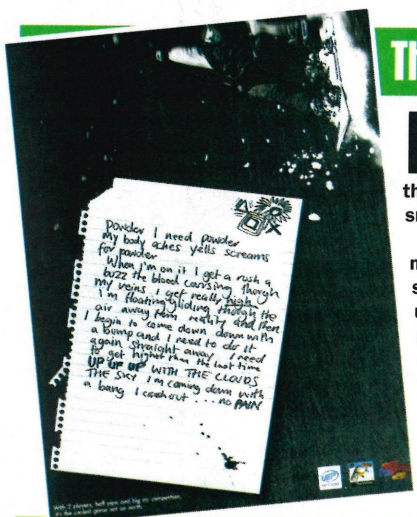
Acclaim Entertainment have signed up American motocross star Jeremy McGrath for the their forthcoming mud-covered racing treat, now surprisingly titled *JEREMY McGRATH RACING*. Hopefully the game will improve on the only previous motocross PlayStation outing, Moto Racer. Only time will tell and we expect Acclaim will be shouting about 'big Jezza' come E3 time this May.

The Breast of British

Psygnosis were on the verge of even more trouble with their racing dream *F1 '97* this month after complaints regarding their recent *Melinda Messenger* ad campaign. The *Advertising Standards Authority* received complaints arguing that *Melinda's* general image and seductive poses were unsuitable for a product aimed at children, but on closer inspection it became clear that not only was the game aimed at 15 - 35 year old males – the same audience as real F1 racing – but also that *Miss Messenger* was in fact working on behalf of the *Jordan F1* team and was 'wearing a dress in their team colours to mimic the glamour of the sport of motor racing'.

I mean to say, who would complain about *Melinda Messenger* bending over in a baggy top? Not us, that's for sure. She's welcome to come round and promote us any day.



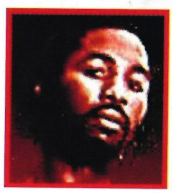


The drugs don't work

Following hordes of complaints by irate parents and uptight moral guardians, the *Advertising Standards Authority* have struck again to rap *Sony* firmly over the knuckles regarding their ad campaign for snowboarding treat, *Cool Boarders 2*.

The ad was placed in numerous specialist and mainstream magazines and depicted a mid-air snowboarder with a scrawled hand-written note underneath featuring the such 'lines' as... "Powder. I need powder", I need to get higher than the last time" and "When I'm on it I get a rush". *Sony* have since decided to discontinue the campaign and commented "Although the advertising was designed to be purely a reference to the excitement of snowboarding, we now understand that some people perceive it contains references to drugs." Like, wow dudes.

EA enter the ring



Our rumour mill is working overtime this month as we pick up snippets of info from around the videogame industry. The latest one to get us all excited is the whispers regarding *Electronic Arts'* forthcoming boxing title. Yes, the *EA Sportsters* are apparently working on the new title in order to bring a more widespread collection of sports to their ongoing range.

The game is set to be endorsed by a handful of pro boxers, although no names have been confirmed. Our spies, however, are placing large bets on *Lennox Lewis* being among the chosen few. Remember you heard it first in PlayStation Pro fight fans.

THQ WCW KO

Long time wrestling licensees *THQ* have lost the *WCW* branding to sports supremos *Electronic Arts*, resulting in a 20% fall in the firm's share prices. *EA's* first *WCW* title in the new five year licensing deal has yet to be confirmed, although its content is fairly predictable we would have thought. Get ready to rumble around in the summertime next year.



Yet another Heavy Metal band turn into wrestlers with a little help from Electronic Arts. The sports masters have signed a new deal to produce the official WCW game

The Final Countdown



Boxing is a sport that we always thought would make a good videogame, but until now there have only been a few weak attempts. The original *Victory Boxing* by *JVC* is the only one for the PlayStation and it did rather well for the Japanese company. No surprises then that work has been going ahead full steam on the sequel.

A finished Japanese version has arrived in the country, but *JVC UK* decided that changes had to be made for the European market, including making it into more of a simulation than the cartoony affair that the Asians had come up with. To that extent it's unlikely we'll be seeing *Victory Boxing '98* before the end of summer, but in the meantime here are the latest screenshots to whet your pugilist whistle.

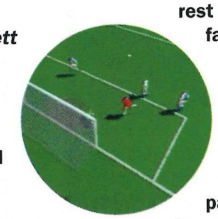


We'll be covering *Victory Boxing '98* in greater detail over the coming months so watch out for further information and remember where you heard it first.

Premier passions

To mark the launch of one of the PlayStation's most eagerly awaited titles for a long time, Sheffield based *Gremlin Interactive* had a bit of a bash down in our illustrious capital and invited three London boys made good to attend the official launch of *Premier Manager '98* on the Sony console.

Chirpy cockney managers *Dave Bassett (Nottingham Forest), Joe Kinnear (Wimbledon)* and *Harry Redknapp (West Ham United)* all came out in support and chatted to the awaiting press about the trials and tribulations of top flight football management.



Great fun was had by all who attended and the press got a first chance to have a play of the game and see just how realistic it is. Even the real-life management team seemed highly impressed with the game, especially the way the highlights were presented using *Gremlin's* wonderful *Actua Soccer* match engine and commentary from the *BBC's Match of the Day,* award-winning commentator, *Barry Davies. Premier Manager '98* will give PlayStation owners the perfect opportunity to take their favourite team and actually get them to win something. This may not be anything new for supporters of *Manchester United* but for the rest of English football fans it's a chance that can't afford to be missed.

Already successful on *Amiga, MegaDrive* and *PC* formats in the past this is the first incarnation tp grace the PlayStation. It has been eagerly anticipated with advance orders only ranking behind *Tomb Raider 2* in UK videogame history. *Premier Manager '98* is also tipped by *Sony* to be one of the top five games of the year.

If you can't wait to see what we thought about *Premier Manager '98* turn to the full review on *Page 28* and all will be revealed.



West Ham manager Harry Redknapp looks like he's about to burst in the heat of the Premier Manager '98 launch party



C&C RETURNS



C&C: Retaliation is looking mighty fine, so prepare yourself for a full preview next month

The Command & Conquer phenomenon continues apace. With the rip-roaring success of Red Alert (a game we featured on our cover some months ago) it's no surprise that Westwood and Virgin are at it again (although not in the biblical sense obviously).

Retaliation (wrongly and somewhat stupidly called Retribution by us a while back - rest assured the responsible monkey has been spanked) will soon be whetting gamers appetites. Based on a combination of several PC data disks for Red Alert, PlayStation owners will be getting a stand-alone game with plenty of enhancements including never-before-seen FMV. And finally, at long last, you'll have the ability to save your game on a memory card and not piddle around with cumbersome passwords as before.

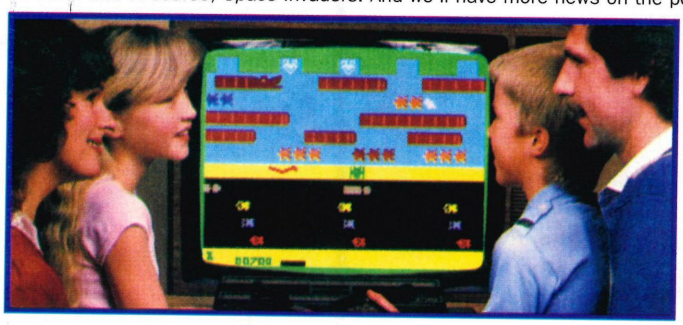
Coming on two disks, Retaliation will also allow two players to link up with one copy of the game, so that has to be good news for cable fans. We're looking for a release around July time, but probably won't see much more on it until we go out to the E3 show in Atlanta in May.

HASBRO BUY UP ATARI LEGENDS

Boardgame legends *Hasbro*, as you know, have an interactive division which has spawned such PlayStation games as *Monopoly*, *Cluedo* and the classic *Frogger*. In a recent deal, *Hasbro Interactive* have recently acquired massive assets from videogaming legend – *Atari*.

The deal is set to bring countless classic games back into our 32bit lives such as *Breakout*, *Centipede*, *Missile Command*, *Tempest* and the mighty *Pong*. "We are thrilled that these classic *Atari* game properties will now be a part of the *Hasbro* family" said *Tom Dusenberry*, President of *Hasbro Interactive*. "These ground-breaking games helped to pioneer the videogame industry and we intend to bring these classics back to life by updating them with the latest technology and interactive game design, while preserving their heart and spirit".

We can't wait for some of the rejuvenated titles to hit our consoles again, such as *RiverRaid*, *Pole Position* and of course, *Space Invaders*. And we'll have more news on the potential titles for you next month. In the meantime, if you have any suggestions for old *Atari* conversions send them in to us and we'll pass them on to our mates at *Hasbro*.



The excitement of playing Frogger in full colour became too much for the Wilson family

F1 97 COMPO RESULTS



Right then, after months of our postman walking into our office in an trouser-bulge-disguising fashion, we've decide to pull the winner of our *F1 '97* competition. As I'm sure you'll recall, all you needed to do to stand a chance of winning was send us a mucky postcard - and what a response we had!

Judging the entries was obviously going to be hard, perseverance and a family size box of Kleenex saw us through and we can proudly announce that the winner is D.Pearson from Salford. Hurrah! Thanks to everyone who took the time to enter, but no thanks to those of you who cut up your mum's lingerie catalogue and stuck bits to a giant piece of card. That sort of thing just won't wash with us. So congrats to "D", your game's in the post mate.



BIZARRE PR

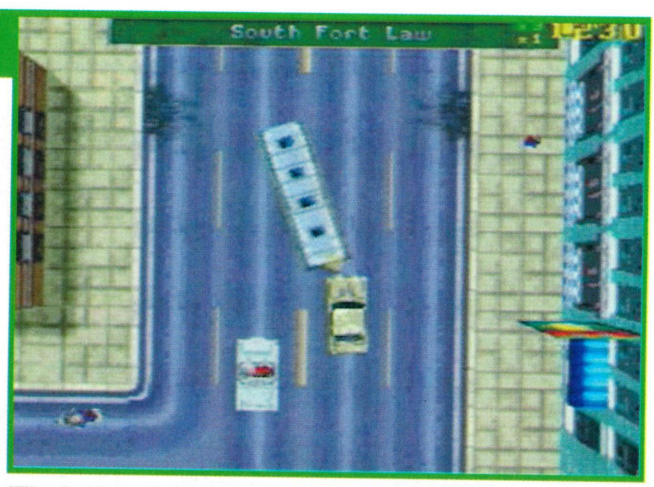
The part of the mag where we show you what ridiculous stunts the industry get up to in the name of hype. This month...

Virgin Interactive's 'severed hand in a pot of piss' promotional tool for gore-fest *Resident Evil 2*. It may look slightly impressive to the lads down the pub, but your missus is bound to think you've been shoplifting at the local morgue. And therefore a dirty little necrophilliac.



GTA GOLD

Controversial cop killing, drug peddling, gangster adventure, *Grand Theft Auto* is to be re-released over the Easter period in a limited edition run. The new *Gold Edition* will come as a package featuring not only the original game, but a soundtrack music CD too. So if you're fed up of buying chocolate rabbits and oversized eggs, this could make the ideal gift in celebration of our Lord's return from the grave.



Kill pedestrians, steal cars and praise the Lord! GTA goes gold this Easter

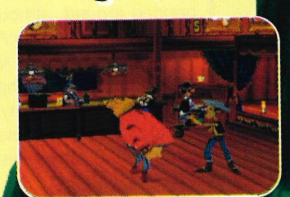
THERE'S A NEW GAME IN TOWN

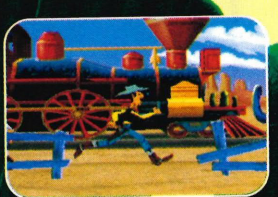
As a searing sun sinks slowly over a small town somewhere in the Wild West, a lone figure casts a long, lank shadow on the parched, arid trail. But this is no ordinary figure. This is Lucky Luke.

Lucky Luke is the star of the first 3D cartoon adventure to hit the PlayStation.

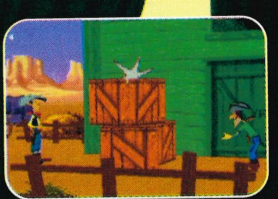
17 massive levels to challenge you, including:

- fist fights
- puzzle-solving
- whacky racing
- and shoot-outs









Stick 'em up, nice and high

LUCKY LUKE

© LUCKY LUKE LICENSING 1998.The "PlayStation" logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

ocean

Distributed by Infogrames United Kingdom Limited, 21 Castle Street, Castlefield, Manchester, M3 4SW, United Kingdom. Tel +44 (0) 161 827 8000 Fax +44 (0) 161 827 8001

PlayStation

Lose some weight

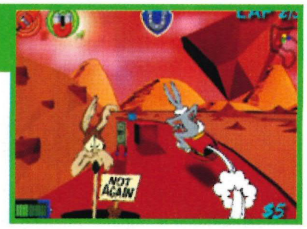


Sitting in front of your TV hammering away at *Final Fantasy* for 90 hours at a time will result in one thing and one thing only – your transformation into a right old Tubby Tucker.

Well that's what the latest report from American health publication, *Pediatrics* says. According to the stateside quacks, the proportion of fat kids in America has risen from 11% in the mid-eighties to 14% this year, and they reckon one of the main reasons is the mass consumption of home videogames.

The good doctors' advise to the couch-bound yank youngsters is to stop playing games all the goddamn time and spend more time exercising. But I don't suppose eating burgers every waking minute of the day and talking in a overly-loud irritating fashion helps much either.

That's not all folks

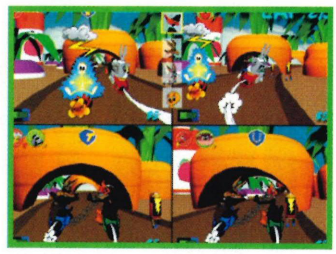


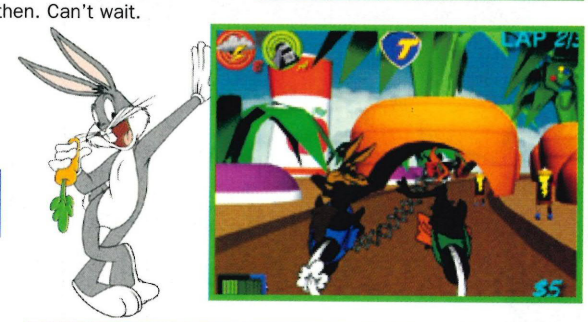
It's been known for a while now that *Infogrames* have tied up an exclusive deal with *Warner Bros.* for the lucrative *Looney Tunes* license, but they surprised just about everyone when they announced that they had not one, but five PlayStation games in development based around much loved characters such as *Bugs Bunny, Daffy Duck* and *Marvin the Martian.*

"There are already a lot of ideas floating around based on the fun characters," said *Infogrames* spokesman *Arthur Houtman.* "You know, multi player gaming and stuff – it's gonna be hilarious fun!"

In the past, *Looney Tunes* games have always been well received and given the power of the PlayStation it's surely feasible that we could well see cartoon quality graphics and animation. And that, coupled with solid gameplay – providing they get that right of course – could well be a treat indeed.

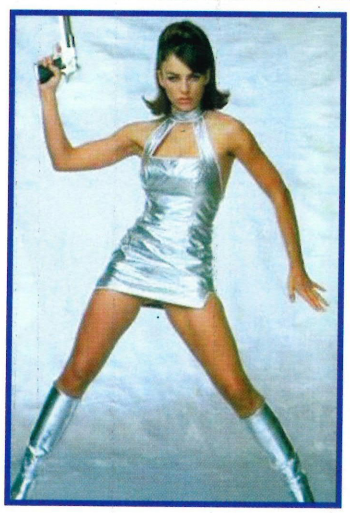
All of the titles are at the conceptual stage at the moment, with the only one that has any firm details being the 'kerazee' looking race game shown here. Presumably we can expect loads of Acme rocket packs and characters being squashed by huge boulders then. Can't wait.







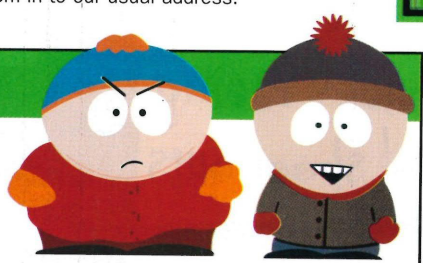
Lara: The Movie Confirmed!



After months of speculation, rumours, lies and fictitious bullshit, *Eidos Interactive* have confirmed the fact that *Lara Croft* is heading for celluloid fame. *Paramount Pictures* have sealed a licensing agreement with Eidos and have announced that veteran movie dudes, *Lawrence Gordon* and *Lloyd Levin* (who have been involved in some of the most successful action franchises in movie history, such as *Die Hard, Predator, Event Horizon* and erm, *Boogie Nights*) will produce the silverscreen adventure.

The burning question, as ever, is who will play *Lara. Liz Hurley's* name is still being banded around, although a PlayStation Pro office poll found *Isla Fisher, Sandra Bullock, Melinda Messenger, Melanie Sykes* and *Carmen Electra* among our preferred Croft-alikes. If you have any suggestions on who should fill *Lara's* boots however, feel free to send 'em in to our usual address.

Kill Kenny!



Acclaim Entertainment continue their trend of securing big name celebrity licenses with the recent signing of the controversial cartoon kids of *South Park.* The game is set for a Christmas release and is rumoured to continue the low-fi animation style of the US ratings-winning series, and if the language of the show itself is anything to go by, the game will certainly have to carry a 18 certificate.

The show, in case you're wondering what all the excitement is about, is on *SKY* right now and is due to hit *Channel 4* within the next six months. The series has been called "punishingly hilarious," and "deliciously deranged" by its American fans soon after it debuted on *Comedy Central* in August 1997.

The show continues to top the network's ratings and over the last four episodes, an average three to five million viewers tuned in each week to see Kenny, Kyle, Stan, Cartman and the melodious Chef do their thing.

"*South Park* is not your average, politically-correct animated comedy, which is why it has caught the world's attention – people can't wait to see what they're going to do next," said *Frank Sagnier,* Head of European marketing at *Acclaim Entertainment.* "The addictive quality of the show's characters and stories is great fodder for creating mature-rated videogames." We're sure it is, and we'll have more news on *South Park: The Game,* next month.

SURREAL DEAL

FREE SOFTWARE!

Americans have a different sense of humour. Americans have a different opinion of what's 'cool.' Americans are therefore sold to differently, and what we have here is one such act of target advertising stateside. Each month we want you to try and guess which PSX product our selected ad is promoting and if you guess correctly, and are the first to be plucked from our yankee-doodle-dandy tombola, you'll receive – completely free of charge – the game in question. You get all that? Good. So then, what game is this...? Mark your entries "Surreal Deal" and send to to the Pro address on page 4



Hail to the king, baby – again

Yes indeedy, your favourite pistol-packin', butt-kickin' bandit is making a welcome return to the PlayStation later this year with the much-awaited *Duke Nukem: A Time To Kill*.

The aliens beaten in the first game have hatched a new plan and are heading back to earth to seek revenge on our muscle-bound badass. Using their superior technology, the almond-eyed losers are skipping back through time and space in order to pick off various key figures in history.

Duke, as usual, is pissed off with their uninvited visit and therefore sets off with his backpack full of pipebombs and oversized hand cannons in a bid to save the planet once more. Prepare yourself for Pig Cops in shining armour and a cool looking cowboy level in the final version. Expect the King on your console around July.





It's the end of the world!

Are you sitting comfortably? Good, then I'll begin... It's Armageddon time! The end of the world is nigh and there's nothing you can do about it! Actually, I'm lying. There is something you can do, and that's to transform yourself into a cheeky cherub and go off on a mission from God.

Confused? You should be. What's happened is that the seven seals of the apocalypse have been hidden and in order for heaven and hell to kick off as predicted in the good book, and someone needs to find them in time for the day of reckoning. Such is the tale behind the glorious Messiah, due out around May from our friends at Interplay.

Hugely anticipated for the PC, the PlayStation conversion has only just been announced and is due out sometime around September. And as usual, your PlayStation Pros will have a complete rundown in the fullness of time.







As you can see from these PC shots, it looks as like Interplay have found a new use for their fabulous MDK game engine

PRO NEWS FROM OUR MAN IN JAPAN

Over 200 new PlayStation games were recently shown in Japan at the annual Tokyo Game Show, with Sony's machine proving that, rather than start to struggle over the next year, the PlayStation is gearing up to go from strength to strength. And as you'd expect, PlayStation Pro was there to observe proceedings...

Biggest game of the show was undoubtedly *Konami's* mouth wateringly exciting ***Metal Gear Solid,*** shown to the masses in playable form for the first time. While some were disappointed that only one level was on show, those that spent any time playing it left convinced that ***Metal Gear Solid*** is going to be huge.





We can tell you though that it is very hard, so if you're expecting an easy ride I'm afraid you're out of luck. *Konami* are still unwilling to commit to a release date for anywhere in the world, but rumour has it that a late Q3 Japanese release is pencilled in. Expect this to be a Christmas No.1 around the world!

Anyone interested in what *Squaresoft* had on offer? Thought so. Well, first up there's the fantastic looking Action RPG ***Brave Fencer Musashiden*** – a game whose very existence was only confirmed about three weeks before it was on show to the public.

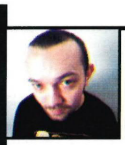
Best described as having both *Zelda* and platform roots, this is easily one of *Square's* best looking games. And given the standard of competition that's a quite a breathtaking claim to make! Even at this incredibly early stage of development it already bears all the hallmarks of a classic *Square* product. This will be massive, but don't get excited yet, it won't be available for at least a year or so.



Square were also showing off their Resident Evil 2 beater, ***Parasite Eve*** which looks to be shaping up very nicely indeed. It's out in Japan now, but won't hit Western shelves until much later this year.



PRO LETTERS



When is Final Fantasy 8 coming out? Do they still drink Um Bongo in the Congo? Is Lara Croft really real? Was Michael Bolton's haircut a career decision or simply a self-realisation that he actually looked a complete cock? You have the queries, I have all the answers, so let's ease some minds...

Send your letters to: PRO Letters, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE or email me at jay@idg.co.uk

Champion of the world

A couple of nights ago I was round at my mate's house playing on his *PC*, and we were playing a football management game called *Championship Manager 2*. It was an excellent game and now my mates are saying that it's coming out for the PlayStation, but I don't know whether to believe them or not. Can you tell me if it actually is coming, and if so, when.

Also, is *Premier Manager '98* worth buying? I used to buy PlayStation Plus when I first got my PlayStation, but they didn't answer any of my questions, so I've started to buy your mag instead. Thanks a lot.

Mike Hughes, Stockport

Championship Manager 2 is a cool game Mike, but according to Eidos it ain't coming to the PlayStation. Well, not just yet anyway. They are 'looking into it' at the moment but nothing has been confirmed. Premier Manager 98, on the other hand, is heading your way very soon indeed and you can check out what we think of it on page 32 of this very issue.

Duke dilemma

I have been looking for a demo CD with Duke Nukem on it, but can't find one anywhere. So, could you send me a copy of it?

Sean Hegarthy, Birmingham

We don't tend to get too many demo CDs Sean, just full games. Unfortunately, we don't have any spare copies of Duke Nukem, so no, you can't have one.



Alphabet dupe

I love your mag and read it every month awaiting what game you'll put down as crap or say they're wicked. I have really wrote in to ask if you can put an A to Z cheat sheet in the mag each month, as this will make me buy it even more!

Martin Turner, West Bromwich

Doing an A to Z cheat section may sound like a good idea Martin, but they tend to get a bit stale after a couple of months. We prefer to give you the cheats you want, when you want them. If that doesn't meet your needs then I suggest that you write to our tips diva Miss Bea Havin, in our new Q&A section with specific cheats queries, and hopefully, she'll supply you with the necessary relief.

A date for your diary

Is it possible for you to tell me the release date for *Men In Black*? Also, will *Carmageddon* make it to the PSX? Plus when are *Tomb Raider* and *Resident Evil* going Platinum?

Masg, Brighton

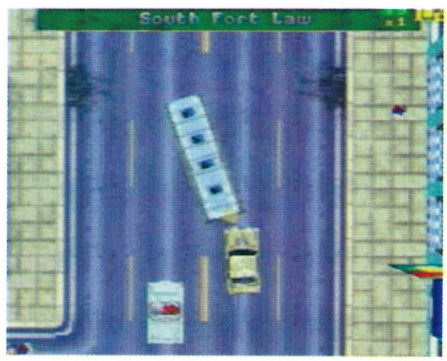
Sure thing, Men In Black will be released (hopefully) on May 7th. SCI are currently working on a PSX conversion of Carmageddon that should be due around July. And finally, Tomb Raider Platinum is out now and Resident Evil, due to the Director's Cut release, has been delayed until September. Resident Evil 2 is out on April 29th, so go and buy that instead. I hope that helped.

Real doll

I have been reading your mag for months now, especially your letters page and I was wondering if you can get hold of those *Lara Croft* dolls. Do you know where I can get one from because I can't find any in the shops near me. Are they coming out?

Marie Weber, Brighton

Unfortunately, those Lara dolls aren't available over here yet, nor are they likely to be. Perhaps when Tomb Raider 3 and The Further Adventures Of Lara Croft emerge late in the year, Eidos might get around to mass producing them. But who knows? Not me, that's for sure



Make your mind up

Loads of congrats on your superb mag. It's so good that I buy it every month, which is quite an achievement in itself! I'm thinking of buying a new game via mail order as I've noticed that the prices are lower than the in-store ones. I've just skillfully completed *Tomb Raider 2* (without using any cheats) and now I'm thinking of buying either *Grand Theft Auto, Final Fantasy VII* or *Men In Black*. But which one shall I buy as I only have enough money for one of them. Also, I'd like to ask if you know how I can get rid of my old PlayStation games like *Tomb Raider, Cool Boarders, Soul Edge* and *Destruction Derby 2*?

Dean Harrisson, Monkstown!

You're asking me which games to buy out of three possible choices aren't you? A simple enough task had all three of them been similar titles, but as they're completely different games, the selection process is tougher. I don't know what style of game floats your preference boat Dean, so I can only suggest what I myself would fork out cash on and my choice is GTA, (but wait until Easter and pick up the Gold limited edition version that also includes a free CD soundtrack). Why? Well to be perfectly honest with you Dean, I hate RPGs with a passion – so FFVII can piss off as far as I'm concerned. Men In Black is A) Not finished yet, and B) Not on sale yet, so you forget about that for the time being. So, Grand Theft Auto it is then.

As far as getting rid of your old PlayStation games go, well most of the smaller retail shops (ie; not Currys, Dixons, HMV, Toy R Us etc) tend to trade in your old software against new titles, so I'd try doing that if I were you. Failing that, a small classified

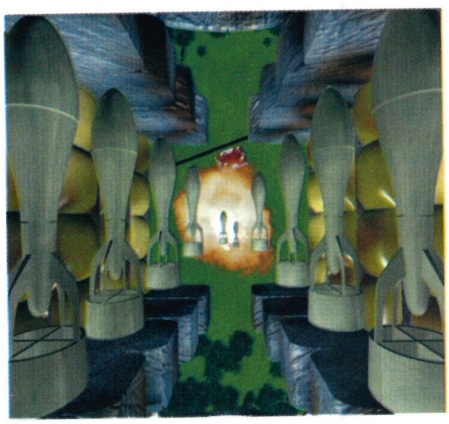


ad in the local paper and/or Loot should suffice, especially as there are over two million proud PlayStation owners in this country at present. Give it a go and see how you get on. You can but try.

Gettin' jiggy wid it

Your mag is great! All the other magazines are crap, so can you please answer my questions...
1) Will there ever be a *Command & Conquer Aftermath* or *Counterstrike* for the PlayStation?
2) Do you have any cheats for *C&C: Red Alert*?
3) Can you give me a list of the entire Platinum Range collection?

Will Smith, address withheld



I know our mag is great. We write it, so it's bound to be! Anyway, I totally agree with you Will, all the other mags are crap. Utter crap filled with nonsense. But enough rival chat, here're your answers...
1) Yes, and it's gonna be called Retaliation, although it's slightly different to both the add-on discs you've mentioned. Exclusive new FMV footage and loads of tweaked levels and missions are rumoured to be in there according to our insiders at Westwood Studios, plus it's scheduled for an August release.
2) Yes thanks. Oh, you want some do you? Okay, seeing as it's you here's a quickie... By hitting the team buttons on the tool bar in the following order you can gain more money: ■■●✖▲●. Now you can go kick some commie ass soldier!
3) Check out page 60 where you'll find a full Platinum Range listing, plus reviews of the new titles to reach Platinum status and you'll even be told what's coming soon. Handy, eh?

Lotus position

What's all the fuss about *Lara Croft*? I mean, she's tasty and all that, but after seeing *Deathtrap Dungeon's Red Lotus* in her skimpy skintight leotard and her adequately abundant assets, there's no competition really. But enough of that, answer these questions...
1) I am the proud owner of the best rally sim the PlayStation has ever seen; *V Rally*. So when I bought issue 16 I was delighted to see a cheat to get the Toyota Celica rally car. I rushed home to try it out, I set the difficulty to Ace and about 200 miles later I had completed the arcade mode (without using the 'lock off' cheats) and finished first in the championship. I then raced the arcade easy Corsica track on time trial and got a lap time of just over 50 seconds, only to be devastated by the fact that the cheat didn't work! Please tell me the cheat does work and I've made a cock up somewhere!
2) I also own *Oddworld: Abe's Oddysee*, an amazing game. It's so involving and original, plus the graphics are really impressive too. There is one thing that lets me down though, and that's the length of it (I did it in 6 hours 15 minutes second time around), but other than that it's the mutt's nuts. Anyway, I've read that there are three more instalments to the *Oddworld* series which I'm eagerly awaiting, so please could you tell me when the second game will be released and will it be much bigger than the first?
3) Is *TOCA Touring Car Championship* a two player link-up game?
Please answer these questions for me, plus how about a nice *Deathtrap Dungeon* poster featuring the red-haired warrior herself? Failing that, what's the release date?

Mark S, Address withheld

IDIOT OF THE MONTH

Dear Playstation Pro,
I've been looking at cheat books for ages now but had no hope. Please can you help me? Your mag is great!

Matthew Hughes, Bromsgrove

Eh? What the feck..? How about explaining what you want when asking for something. I always find you get better results that way.

Mmm, I'm getting bored of looking at Lara all the time too Mark, don't know about the ginger option though. Anyway, here are your answers young sir...
1) I don't have time for tips dilemmas, that's what I pay Miss Bea Havin for! I have, however, passed on your V Rally query to her good self and she promises to have an answer for you soon. Okay?
2) There are another two Oddworld releases planned in the near future and we'll be seeing number two over in Atlanta at the Electronic Entertainment Expo this May. As with most sequels, the designers would have heard complaints and suggestions about the first game and then acted on them. Obviously Oddworld was a stunning, but it was quite simplistic to plough through once you knew what was going on, and I'm sure these things have been taken into consideration with the sequel. My money says it's gonna be massive.
3) Nope, just split screen I'm afraid. And Deathtrap Dungeon should now be in the shops by the time you finish reading this sentence.

Bible basher

I think your mag is excellent and I recently stopped buying other magazines due to their rubbish content. About the only use I had for them was to throw them in the trash when I compared them to PlayStation Pro. But I've not wrote in to go on about other mags though, I'm writing to say thanks for a great mag, great tips, excellent previews, top reviews, and great directory and the best calendar ever in issue 14. I get your mag through a newsagent over here, but my Cheats Bibles were missing from issues 12 and 13. How can I get hold of these?

Arther Vaughan, Australia

G'day cobber, and all that jive. How's it hanging over in Oz? I'm glad you liked the mag and I'm sorry for the loss of your Cheats Bibles. From what I can gather, if our mag comes in a sealed bag (which we tend to do from time to time) then you'll get your free gifts, but if it isn't (like issues 12 and 13) then the overseas copies don't carry them. Why? It's something to do with import rates apparently, but you'll be glad to know that we've sorted it out so from now on every overseas reader (like you lot over in Oz) will get the free gifts too. Send me you correct address Arther and I'll try and dig out those missing bibles for you. Okay?

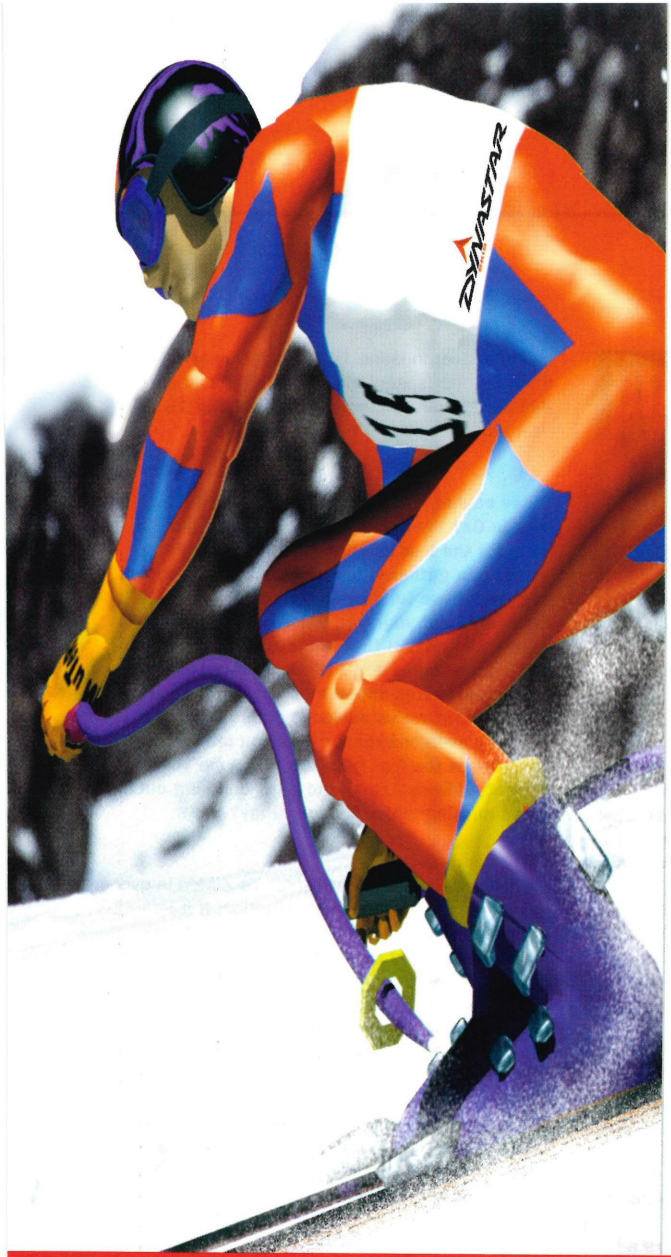
Large Kwok

I was wondering if *Street fighter Vs X Men* is ever going to come out for the PlayStation. If it is, when will it arrive? By the way, I filled out your reader survey and it took me a whole fifteen minutes! I don't know what you're talking about when you said it would only take five minutes. Anyway, I think your mag is great. See ya.

Quoc Thanh Vo (pronounced 'Kwok'), Birmingham

Sorry about the lengthy survey, but if you want a free TV worth a grand then you have to work for it! Street Fighter Vs X Men, by the way, is due out around Xmas.





MEET THE PROFESSIONALS...



NAME: JAY SHARPLES
FLAVOUR OF THE MONTH: Tekken 3
PREFERRED GENRE: Beat'em-ups
LOVES & LOATHES: Jay's fond of driving titles and footy games, plus a bit of virtual face slapping too. He can't stand RPGs though and techy flight sims simply irritate him no end



NAME: PAUL (CHICKEN) MCNALLY
FLAVOUR OF THE MONTH: Everybody's Golf
PREFERRED GENRE: Simulations
LOVES & LOATHES: Chicken likes a game he can get his teeth into, but will play most stuff for at least five seconds. Hates maze games though so the lovely Lara does nothing for him



NAME: JAMES CANNON
FLAVOUR OF THE MONTH: Vigilante 8
PREFERRED GENRE: Racing
LOVES & LOATHES: High speed racing, football and platform titles get James moist beyond belief, although crappy movie conversions and strategy type things just piss him off



NAME: ANDY SHARP
FLAVOUR OF THE MONTH: Resident Evil 2
PREFERRED GENRE: Sports
LOVES & LOATHES: Adventure epics are Andy' fave, as are violent blasters and, of course, football games. RPGs, retro titles and mad quirky shit though, are strongly disliked



NAME: LEWIS PEK
FLAVOUR OF THE MONTH: Diablo
PREFERRED GENRE: RPGs
LOVES & LOATHES: Varying forms of lengthy mystical adventuring gets our Lewis' juices flowing, whereas snowboard titles, bug-eyed Japanese stuff and 3D shooters simply get on his tits

Your monthly guide to what's hot and what's not starts here

What's the score?

1. ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT
2. SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED
3. VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF
4. WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS
5. AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE
6. NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
7. CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
8. A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES
9. AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
10. THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY

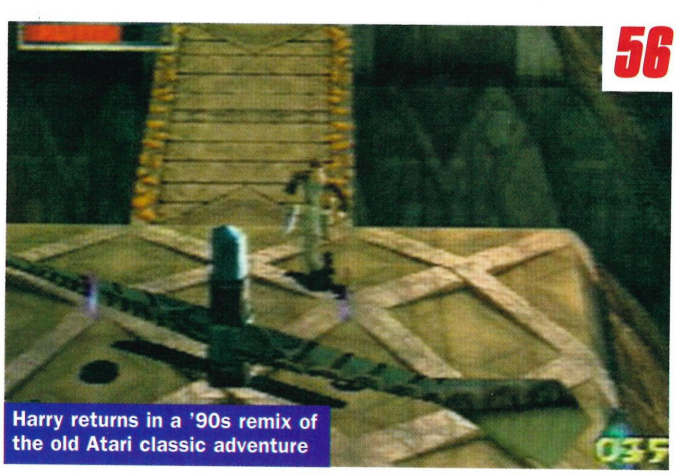
Our icons explained...

RENT IT!
Entertaining for a while, but the lastability factor is highly doubtful. Fun for a night though

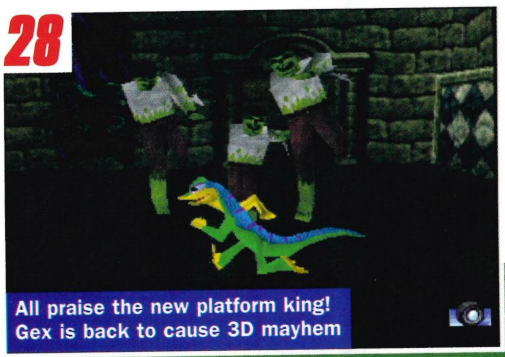
MUST BUY!
Simply essential. This is quality gaming and must be bought immediately. If not sooner

TRY B4 U BUY
A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out

AVOID!
Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs



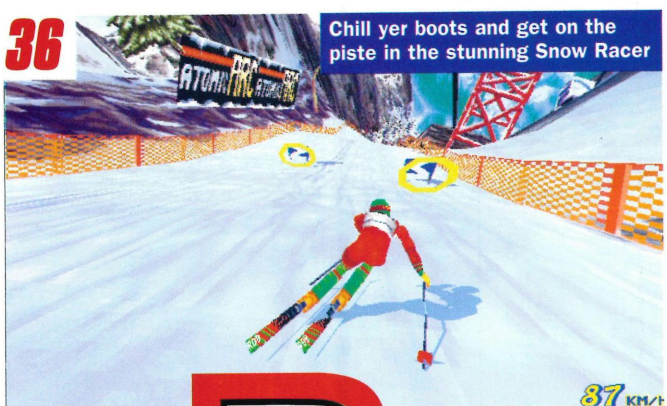
Harry returns in a '90s remix of the old Atari classic adventure



All praise the new platform king! Gex is back to cause 3D mayhem



Don your camel-hair coat, shout a lot and sort out the Premier League – the way you want it

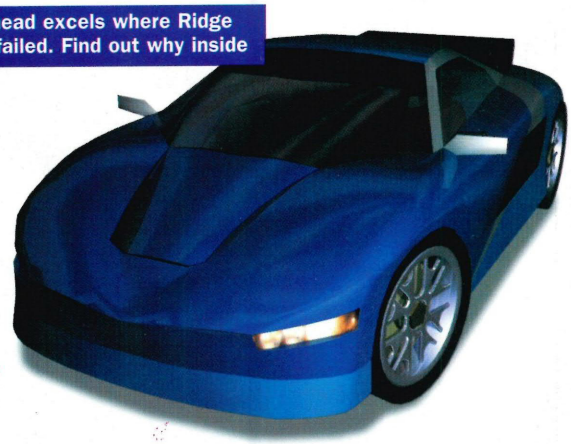


Chill yer boots and get on the piste in the stunning Snow Racer

28 Gex 2: Enter The Gecko
32 Premier Manager '98
34 Dark Omen: Warhammer 2
36 Snow Racer '98
40 Everybody's Golf
42 Diablo
44 Need For Speed 3
48 Motorhead
52 Bustamove 3
53 X Men: Children Of The ATom
53 Chill
54 Spawn: The Eternal

PRO REVIEWS

Motorhead excels where Ridge Racer failed. Find out why inside



55 Ghost In The Shell
56 Pitfall 3D: Beyond The Jungle
58 Reboot
59 Ark Of Time
59 Lucky Luke

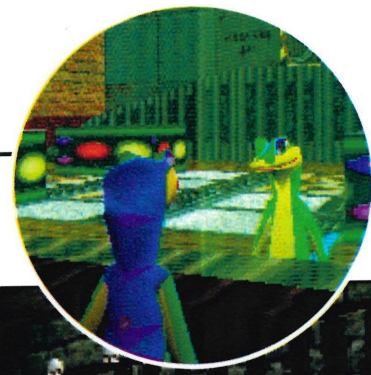


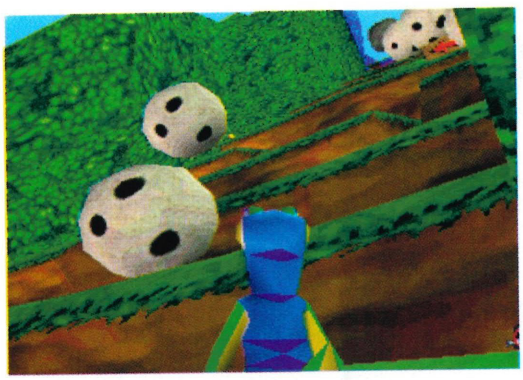
Gex 3D
Enter The Gecko

With more costume changes than a Transvestite in Mr Ben's closet, Gex is dressed and ready to give you a good tonguing

Remember when 3D TV was first invented? People scrambled in their hoards down to their local newsagent, hungry for a copy of the *Radio Times* to secure their free pair of 3D glasses. Meanwhile, little Tommy waited at home with his nose pressed up against the window, peering through the condensation and green dribble, anxious for mum to appear around the corner. Little did Tommy know his mother's *Radio Times* buying budget only stretched to a single copy, with one pair of glasses; and there was just no way she was going to miss that show.

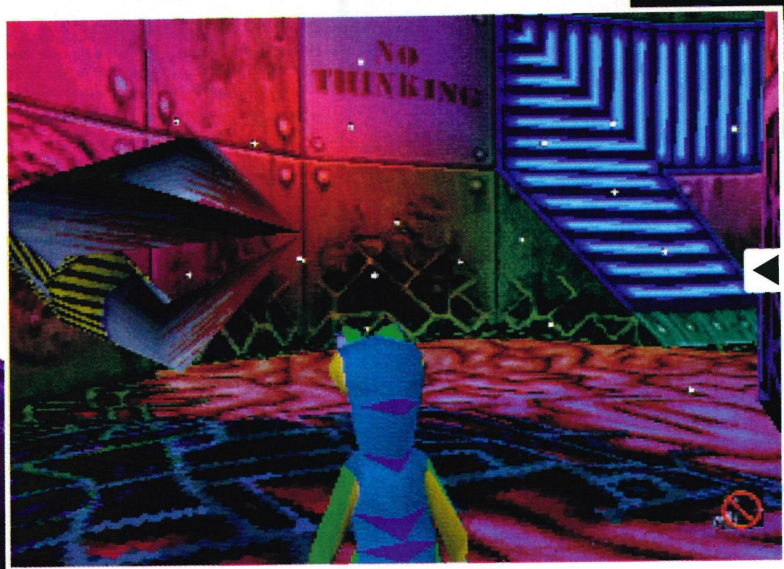
3D TV never really materialised in the way the world anticipated. 20 years later and technology in that plane doesn't seem to have advanced, yet it's taken only three years to see *Gex Gecko* take his first steps into a 3D world, and such is the quality of his environment that *Gex* can stride forward full of confidence. *Crystal Dynamics* delivered high quality graphics





Gex will find himself in some pretty impossible possible situations, like this haunted castle's flooded cellars

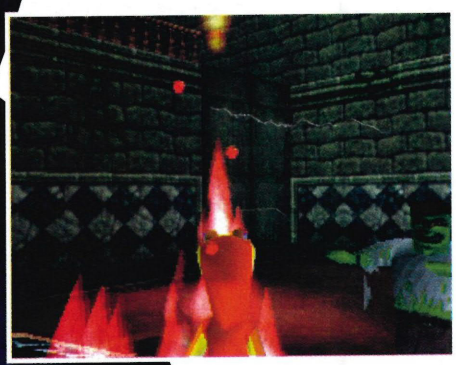


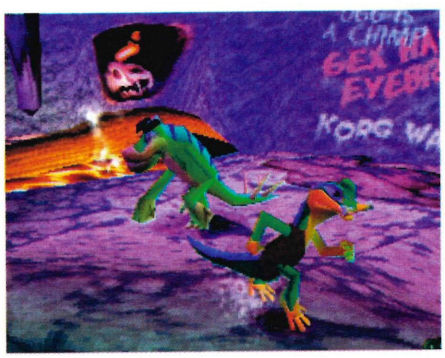


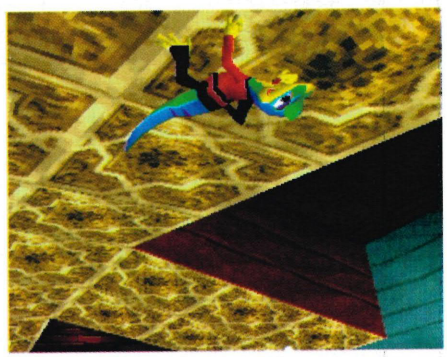
The colour schemes change with each level, but the blend is always pleasing to the eye and perfectly suited to Gex's current location



"Aren't you a little short for a stormtrooper?" Nice try, but Gex just doesn't fit the description







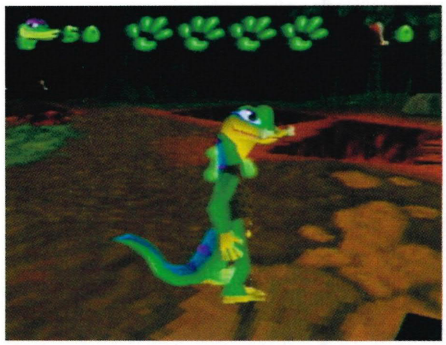
Gex goes on costume change overload in this excellent sequel, though he seems to like this Bond cossie best of all. Expect to see him in the guises of Bruce Lee, Indiana Jones, Bugs Bunny and an Imperial Stormtrooper amongst others

and psychotic colours with Pandemonium 2 at the end of last year and I was hopeful that *Gex 3D* would live up to the standards that *Crystal Dynamics* have set for themselves. I wasn't disappointed at all.

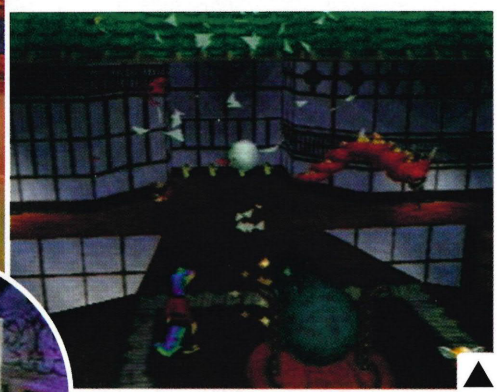
The game follows *Gex's* attempts to stop his arch nemesis Rez in the media dimension, a plot line which gave *Crystal Dynamics* the excuse to take the piss out of every film, cartoon and TV series that has ever captured the imagination, and they've done it quite beautifully. Each of the levels, and there are absolutely loads of them, draws from a particular genre, whether it be cartoon, horror, sci-fi or comedy, and they work amazingly well.

The fact that each one is a fine display of how to create 3D environments without succumbing to the perils of scenery pop-up, tiling and download time is enough to soil the snake-skin briefs of any would-be adventurer, but the addition of countless movie and TV puns, both

He spends his life desperately trying to get into the knickers of anything under 20







To kill this dragon boss, Gex must push the cannon to face him and then tail whip it to fire a shell. Keep running lizard breath

▶ visual and vocal, gives the game an endless amount of 'oomph'. It's all about having a sense of humour I suppose, which is why during play you'll find yourself torn between exploring the level that you're currently on and hurrying to see what shape Gex will take next, a quality that usually sees games such as this getting a fair bit of play in homes across the country. And Gex will be aiming to please much more than he did in his last outing.

GEX APPEAL

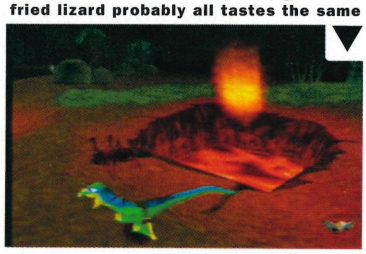
Apart from the first game being a bit of a disappointment on the play side, it suffered more because of the guy who did the voice-over. The culprit was an American called *Dana Gould*, and while the US audience loved his 'hilarious' wise-cracking, we Europeans just didn't get it, a problem that *Crystal Dynamics* were quick to rectify in *Enter The Gecko*.

In this new adventure the lizard's tones come courtesy of ageing playboy *Leslie Philips*, the top totty connoisseur and all-round loveable rogue who has put his croaky voice to work recording over 500 lines of cheeky innuendo which work well, but left me with the impression that *Gex* was a bit of a *Benny Hill* type character. You know – an old bloke who can't get it up any more, but spends his life desperately trying to get in the knickers of anything under the age of 20. As I got further into the game it became more acceptable as the character of *Gex* grew, but I still feel that the wise-cracks and one-liners would've worked better with a younger, hipper voice delivering the jokes.

Vocal vices aside, you have to give credit where it's due, and *Crystal Dynamics* deserve their share for producing a top quality 3D roam around and some of the best looking, and brilliantly designed cartoon worlds yet seen on the PlayStation.



Rez isn't really bothered about how Gex meets his maker, just as long as it happens real soon. Barbecued, grilled or fried lizard probably all tastes the same



PRO SCORE

PRICE: £39.99
PUBLISHER: BMG
GENRE: Adventure/Platform

MUST BUY

After Croc gave everyone a dose of 'cuteness overload' in his free roaming adventure, Gex 3D has come along at just the right time to administer another quality injection to the 3D world. The graphics are excellent, the gameplay is a nice blend of platform and puzzle solving, the comedy is plentiful and the whole thing spans more levels than Barry Manilow would care to sneeze at. This comes recommended as the best title to emerge in its genre this year.

JAMES CANNON

WHAT'S THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	8
LASTABILITY	9

8½

THE PRO PANEL

PAUL I like a good platform game and this is one of the best. Leslie Phillips made it for me, though he can get a little repetitive. If you like leaping and running you'll love this!

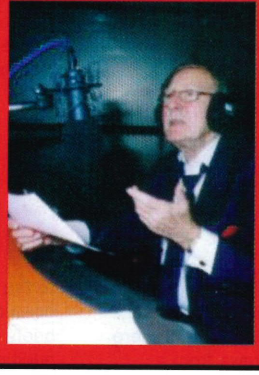
ANDY This has been a long time coming but on this evidence it's been more than worth the wait. Its humour and huge levels make this a must for just about everyone

LEWIS Lush 3D worlds have been imaginatively designed to create some of the best platform action on any platform. But it's Gex's abundant humour that has the rest well and truly licked

JAY A good all-round entertaining epic that should thrill the pants off anyone with a soft spot for quality platformers. It hasn't swayed my opinion of Crash 2, but it's still a treat

THAT SUBLIME BRITISH TOUCH

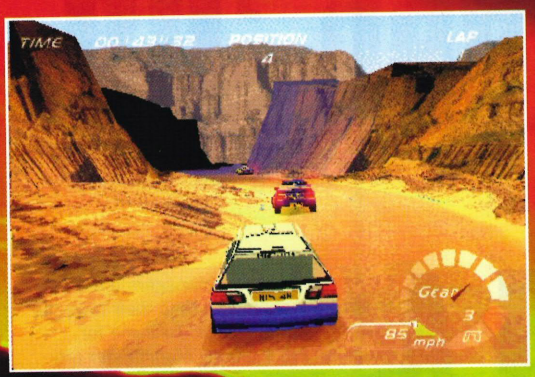
As a veteran of the classic double entendre packed Carry On films, Leslie Philips, forever cast as a loveable cheeky rogue type fella, was the only choice for Crystal Dynamics when it came to supplying the voice for the laid back, but clued up Gex. Leslie's talent for supplying a casual 'ding-dong' at the sight of a beautiful woman was too much of an opportunity to miss and fits in nicely with Gex's special agent persona, providing that essential British touch. Over 500 lines of cheeky innuendo have been recorded and skillfully blended with accurate lip-syncing to produce enough one liners to keep Gex stocked up for every smutty eventuality.

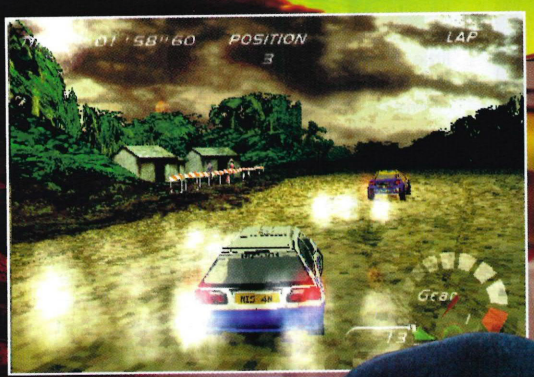




He may be a bit of a disgrace, but Phillips still manages to get the girls

THE WORLD CHAMPION





Tommi Mäkinen is the current World Rally Champion and is the only driver to win back to back world championships. When he secured his first win of the 1998 championship in his quest for a unique third successive world title, the only explanation offered for his continued success was – It's just that Tommi drives faster than anyone else.

Tommi Mäkinen Rally features:

- Sixty tracks from around the world
- Authentic rally cars from the leading manufacturers
- High resolution graphics (512x256)
- Dynamic lighting effects
- 3D track editor
- Arcade, championship and split screen challenge modes



No-one DRIVES better than Tommi Mäkinen

Nothing PLAYS better than Tommi Mäkinen Rally!

tommi mäkinen rally

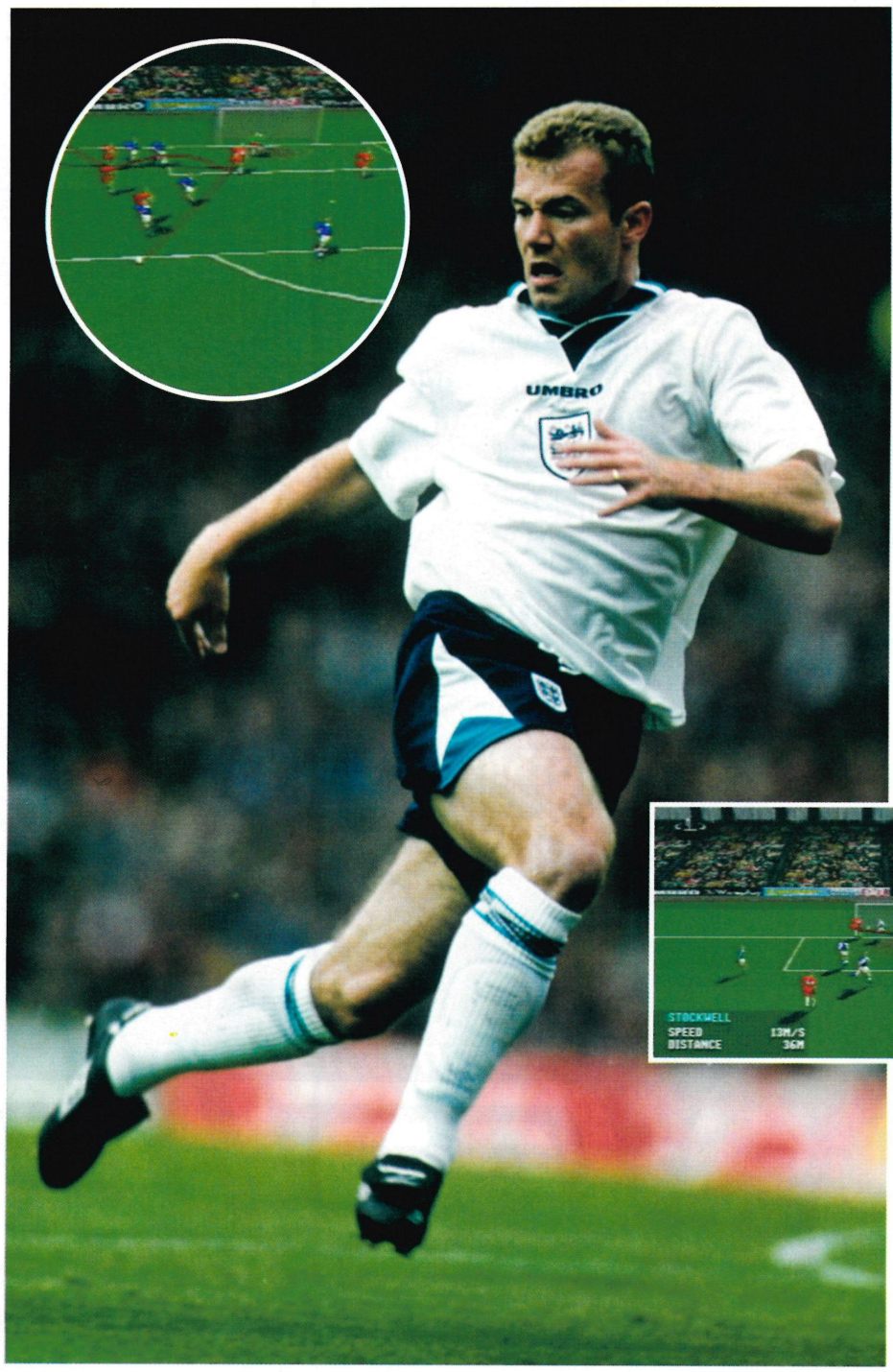
PlayStation

Europress

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Premier Manager '98

Don your team jacket and be prepared to point and shout a lot as your rag-tag team of losers try to get to the European Cup Final



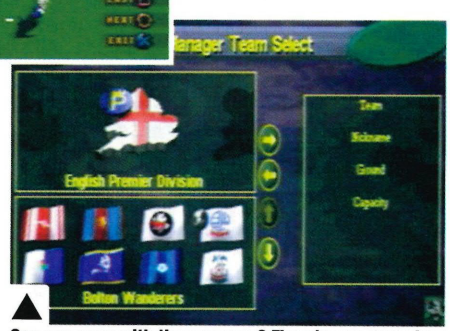


At long last bedroom managers are about to get their chance to take their favourite team to greater things. Take me for example. I'm a bloody *Manchester City* fan, so there's a limit to how happy I can be with real life events, but now I can cheer the boys on to Premier League success, bringing a little virtual cheer to my otherwise sad and miserable existence.

Premier Manager '98 from *Gremlin Interactive* is set to be one of the best selling PlayStation games of all time in the UK, and that's before it even hits the shelves. Advance orders are second only to *Tomb Raider 2* in terms of size and the anticipation for this title has been nothing short of spectacular.

Previously available only on *PC* and *Amiga* formats, *Premier Manager* has been the most successful management game to date, apart from *Eidos'* ridiculously brilliant *Championship Manager 2*. The PlayStation version is set to provide a new standard though, certainly with the way it displays the match action as it uses the game engine from the gorgeous looking *Actua Soccer 2*, but that's getting ahead of ourselves a little bit.

Starting off you can either select to play the game as it's meant to be, ie as a manager with no reputation and offers of only a smattering of jobs at lowly clubs. Or you can start off with a giant like *Manchester United* and begin with huge amounts of cash. Starting off properly though will see you on an extremely limited budget scrapping your way through the lower divisions. If you do sufficiently well you'll find yourself attracting interest from the big boys and your services will soon be in demand. Do badly and your fortnightly trips to the dole queue will soon become a factor in your life. Choose to



Can you cope with the pressure? There's one game to go and you need to win it to stay up. You're Manchester City in fact

be *Manchester City* and you'll be on the dole queue regardless.

Criticism of management games is invariably levelled at them by those who believe they're just glorified database programs. To an extent, on other formats in the past, this has been true with the scores often represented by no more than moving bars if you were lucky. But as I mentioned earlier, *Premier Manager 98* takes the game engine from *Actua Soccer 2* and presents a series of match highlights to show you how events on the field have gone. These vary in length but fail to get repetitive if only because of the wonderful match commentary delivered by *BBC's Barry Davies*.

This for me was the classy part of the game. I know people will often just speed up these highlights to get to the result even quicker, but this seems bizarre to me as I want to see how my changes have affected things on the pitch (and usually how disastrously wrong things have gone). Each to their own I suppose.

Premier Manager '98 will suck football fans deep into their PlayStations for months to come. Everybody thinks they can do better than the real life managers, so here is a great opportunity to prove it, even if you won't be getting the inflated wage packets. This is a real slow burner you'll return to time after time and it's a memory card you'll want to keep after all your hard work, just in case. This is the first effort at real football management on the PlayStation and its inevitable success will doubtless pave the way for a few bandwagon jumpers. For now though this is the only option and you need this game!

Lara may still be on top, but this is going to be yet another all-time winner for the PlayStation



The action revolves around the Actua Soccer 2 engine and the camera swirls constantly around the play in true television presentation style

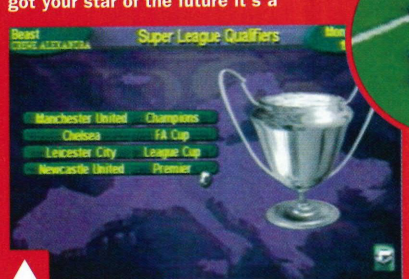


Intensely statistical and yet wonderfully absorbing, Premier Manager '98 is set to find its way into many a home over the summer

STAT ATTACK

All the in-game stats have been provided and verified by the guys down at Goal! magazine. This, in theory, should provide us with an ultra-accurate representation of English football, and at the start of your career at least you'll have an idea of which stars to go for. Of course, half the fun is in unearthing a new star player who will make his name at your club before going on to greater things. Once you've got your star of the future it's a matter of time before big clubs pick up on the fact you've got a good youngster and take him away from you. Having said that if you're at one of the big clubs yourself, half the fun is stealing these young starlets from the minnows.

Initially though you'll be relying on buying non-league players and signing up lads on free transfers in the hope they can get you out of the mire. Which of course they won't.



The cup draw has been made and now it's time to see if you can get through



The team sheets have been presented to the ref so let's get back to the action



Free-flowing football, that's what you want. Have your boys got the skill to pull it off before you get booted out of the club with your tail between your legs?

PRO SCORE

PRICE: £39.99
PUBLISHER: Gremlin Interactive
GENRE: Sports

MUST BUY

This is a quality release that will have footy fans rolling in clover. If you don't think you can stomach the volume of arcade footy games out this summer, and missed out for tickets to France '98 (who didn't?), then sit back and relax with this. Wonderfully presented and accurate in most respects, Premier Manager '98 is set to justify all the hype and the advance sales to make the guys at Gremlin very happy indeed. Just don't plan on keeping your girlfriend serviced at the same time.

PAUL MCNALLY

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	8
LASTABILITY	9

8½

PRO PANEL

ANDY This combines the all best elements of real football into one game. It has the quality replays of AS2 and the in-depth options of a true management simulation. Brilliant stuff

JAMES This gave meaning back to Paul's life after the woes of City's dismal season, and any game that can make a Man City fan smile has to have something special about it. Buy it

LEWIS It's time to stop complaining and start taking charge. And you couldn't ask for a more engrossing management game than this. It's sure to block out your sun this summer

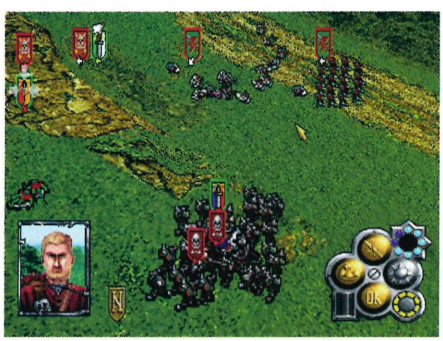
JAY I don't know a great deal about football, nor do I pretend to, therefore although I respect PM'98 for its numerous plus points, i certainly won't be wasting any time playing it

Dark Omen

Polish your eight-sided dice and dress up like Bilbo Baggins as Electronic Arts tempt you into the fantasy world of Warhammer yet again

Since the dawn of videogames, slaying goblins has always been a popular pastime. The massive RPG market was always a safe bet as its turn-based gameplay could easily be translated into a computer game. Computers also removed the necessity for loads of bizarre dice and those odd paint-your-own lead figures.

Dark Omen is based on the ridiculously successful Warhammer series from *Games Workshop*. As you can probably guess by the *Warhammer* bit, this involves dwarves, elves, ogres and the like, so this may be an instant turn off for you. But on the other hand, if *Tolkien* really pushes your cape wearing button, then *Electronic Arts* have produced a wildly engrossing wargame that could drain your free time quite dramatically.



You take control of your army and move them around the map with the aim of wiping out your enemies. The control system uses the joypad very well with most of the buttons having a major function assigned to them.



The terrain in Dark Omen plays a very large part and snowy scenes like this are only going to cause problems for your troops in battle

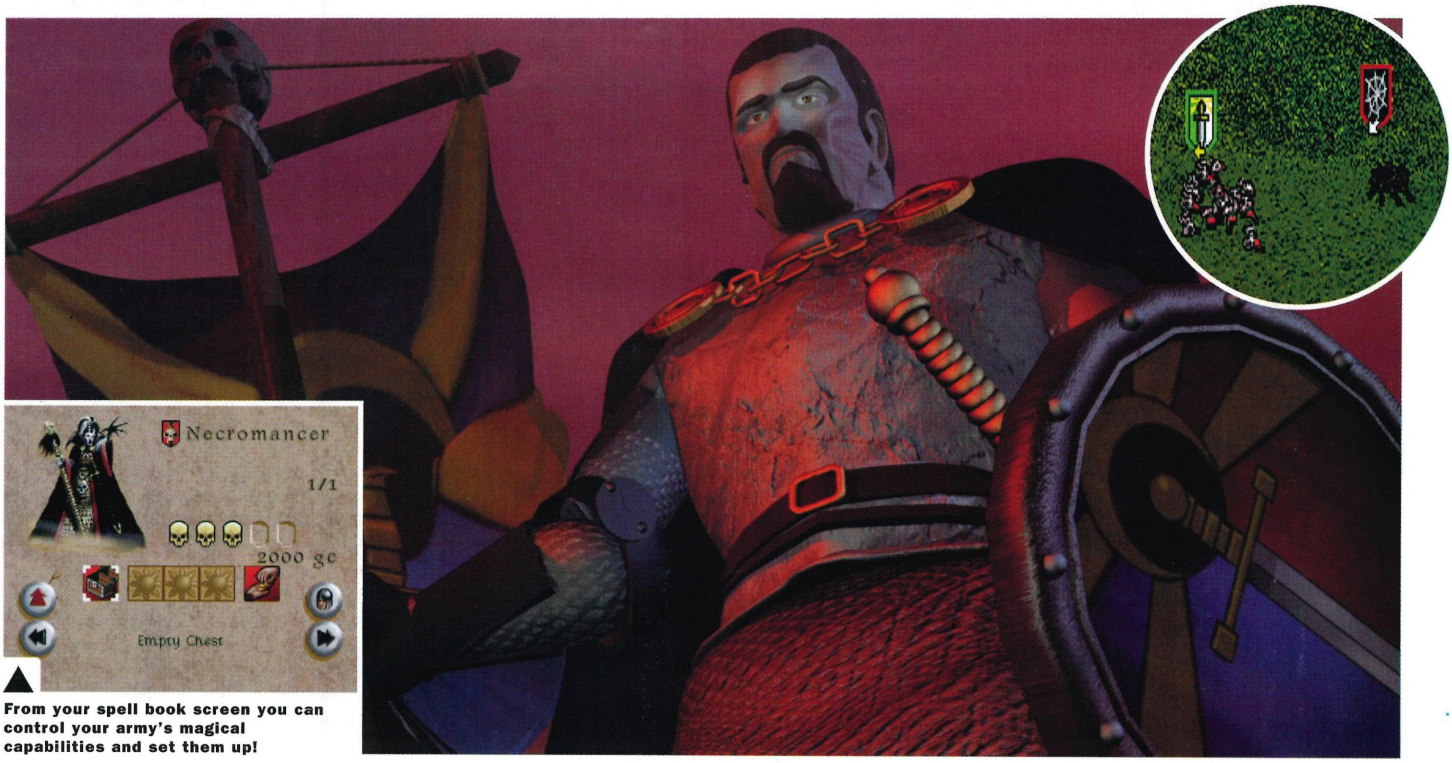
I'M ONLY HAPPY WHEN I'M GOBLIN

Taking on your role as Commander Morgan Bernhardt, you need to (predictably) lead your mercenary army to victory in order to put an end to a sinister plot to overthrow the Empire. It perhaps wouldn't be so bad if the baddie's army didn't consist of hordes of undead soldiers, but since it quite glaringly does, the only thing to do is rid them from the land and become the hero of the hour.

If Tolkien pushes your cape wearing button, then EA have the game for you

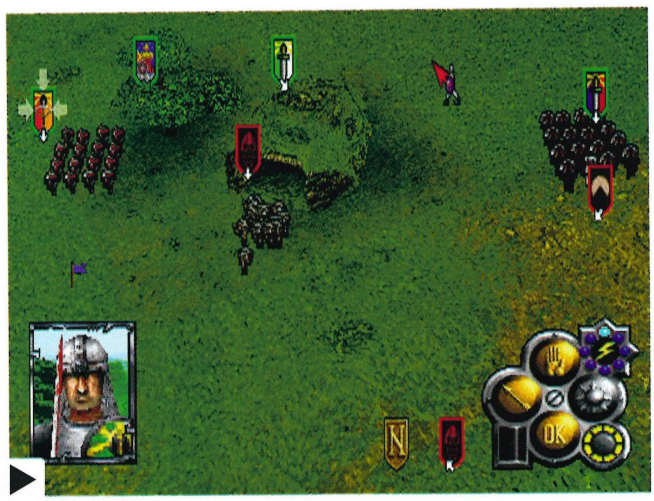
This, as with the majority of wargames these days, involves you organising your little bands of troops and issuing them orders to attack the enemy. The battles are then played out in front of your very eyes, with little you can do but watch your men either rout or be routed.

So far it sounds like a standard wargame, but *EA* have actually been busy putting in a lot of work on making *Dark Omen* different and appealing to a mass market. The first trick they've employed is to use a two-player link-up mode. This will let you and your mate link-up and fight battles using an army of your choice. This feature allows a little extra variation, but personally, I have my doubts as to just how



From your spell book screen you can control your army's magical capabilities and set them up!





Careful troop movement will win battles. If you just send them blundering in there you're going to suffer heavy casualties

many people will go to the trouble of linking up two machines, buying two copies etc. But maybe that's just me being hyper-critical. Sorry!

Those who played *Shadow Of The Horned Rat* on the PlayStation are going to notice several improvements over the last *Warhammer* game. For instance, the control system is now much easier than the archaic farce that was employed the last time around. Gone too are the masses of statistics as these are now taken care of behind the scenes (speeding things up considerably).

RPG freaks (and I mean that in the nicest possible way) can rest assured that *Dark Omen* uses real Warhammer rules to determine its factors and yes, this time around the terrain does greatly affect troop movement if you were losing any sleep over that.

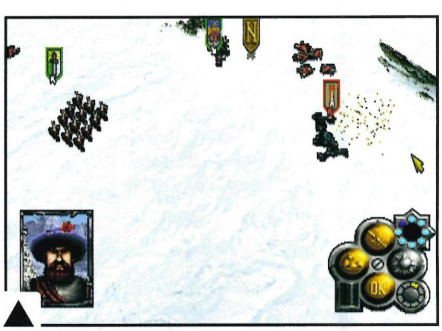






FREAK OR UNIQUE?

To sum up then, *Warhammer: Dark Omen* is a good effort all round, but one that will not find itself in as many homes as *Gran Turismo*. It takes a certain kind of gamesplayer to play this sort of thing constantly, but in that niche it deserves to do very well indeed.



A battle is in full swing and you must try to pull off a clever flanking move designed to catch your foe short-handed at the back



PRO SCORE

PRICE: £39.99
PUBLISHER: Electronic Arts
GENRE: Strategy

TRY B4 U BUY

Dark Omen has an intuitive control system and nice looking 3D battlefields, which will help it to break away from the nerdy RPG stereotype it will undoubtedly be lumbered with. It's not for everybody, but deserves success due to the amount of work that's been put into the game. Most of all, if you do take the time to get into Dark Omen you may just find that it's a rather good game. As long as the goblins don't put you off too much!

PAUL McNALLY

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	7
LASTABILITY	8

7½

THE PRO PANEL

LEWIS The amount of facts, icons, info and weird names put me right off this game. Wrap that up in an "Ere be dragons" package and my adventures in Dark Omen ended in sticky icor

ANDY It's been quite some time since the original of this strategy game arrived. So if an absorbing and difficult war strategy game is your bag then you can't fail with this

JAY C&C I like, but pissing about with orcs and knights in shining armour should be left well alone in my opinion. Games Workshop lovers will cream though, as this *is* geek heaven

JAMES It's a bit of a change from the usual point, click and ask questions stuff, but the amount of time spent sitting and watching could take it's toll. Play before you pay







Snow Racer '98

More snowy shenanigans with the world's raddest Olympic events. Better dig out your thermals again, it looks like a cold one

Freedom. It's all about freedom right? I mean, that's the essence of skiing and snowboarding isn't it? No restraints, no rules, no set course that has to be followed, or traffic lights or road markings to remind you to keep in line. It's just a mountain and you. You can do what you want when you're up on the piste on your own. Hell, even *Olympic* athletes slip away from the regulations that other competitors have to endure. Become an *Olympic* snowboarder and you can get high as a kite, compete and then go for your mammoth munchie induced feast after picking up the gold medal.

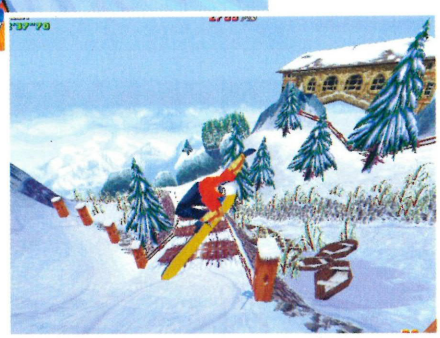
Yeah, I reckon that's the real spirit of it all, but isn't it weird how snowboard games are presented as a different slant on the racing genre. The pressure of the clock, the struggle to keep yourself along the best line, hugging the corners, when really it should just be you, a mountain and your own thoughts. Chances are you'll have played or seen at least one of the boarding titles that have emerged on the PlayStation, but I assure you that not a single one expresses the sport as accurately as *Snow Racer '98*. This new title from *Ocean* is more of

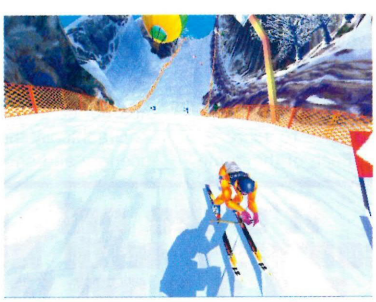


There are ramps scattered around each run, allowing you to grab some extreme air



Look out for the shading on the snow's surface. The icier it looks, the icier it'll be, which means less control, but the kind of speed that would make Evel Knievel shit himself





a simulation than it's forerunners, and as such, you do get a complete mountain to mess around on.

WINTER WONDERLAND

The game incorporates different disciplines of boarding as well as the option to choose a pair of skis rather than your board, which already gives it something else that other games lack. The skiing game mode takes on the persona of one of our aforementioned race type games, where your route down the mountain follows a race course. You can go for the time attack or take on the competition in the downhill event, which is a straight race, the giant slalom or a combination of the two.

Anyone who was unfortunate enough to purchase the dire *Nagano Winter Olympics* should take a look at the skiing mode in *Snow Racer* to see how it should have been done. It goes at a great pace and handles well, though sometimes the screen camera angle can leave you staring at a mass of white expanse when you really need to get a view of where the next bend or gate is. Still, I suppose that's what happens when you clock 80 mph on a couple of planks.

Smoke a joint and wrap up in designer gear to pretend you're the Nagano champ himself

The skiing is a treat indeed, but snowboarding is the radical sport of the moment, and that's what *Snow Racer '98* is really all about. Remember that feeling of freedom that I was wittering on about before, well you're going to have to play the game to really understand what it means to escape into your own world when descending a mountain. Again you get a choice of competition, Freeride or Alpine.

In Freeride you can go for the Freeride Tremplin or a combination. Tremplin is the big air section where you can test your skills on the ski jump ramp pulling off any trick you desire whereas Freeride lets you lose on an entire mountain. Sure you still have a time limit in which you must reach the bottom, and if you want to advance to the next stage a certain number of trick points has to be attained, but your route down the mountain is left in your own hands, and you can score tricks absolutely anywhere.

Unlike *Cool Boarders* you don't have to wait for a designated trick ramp to score, all you have to do is keep your eyes out for a potential air giving lump of snow and have the balls to do something. You can even turn your board around and hop back up the mountain for another go at any particular jump that you've missed. Brilliant.

The second snowboarding competition option is the Alpine section where you can ▶



The graphics are that good it's easy to forget about the race and just take in the scenery

CHILL BEFORE USE

Select your potential champion carefully as each has a distinct height, weight and style that will need to be accounted for when selecting your skis or board



INGE MAYER | CHRIS HOBNER | JOHN SMITH | BRUCE WESSON | TERJI HAAS | GINA BALTO | HERMAN SPIID | KENI MINSOKI | ERIK LAPLACE



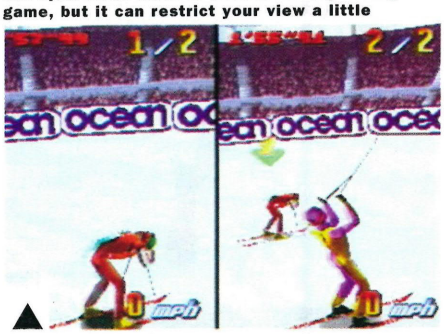


The flag markers come swooping over your competitor's head and into place to act as an early warning system for beginners. You can toggle this on and off in the main menu





The split-scren mode is a must for any racing game, but it can restrict your view a little



Even skiers lose their cool when they pass the finishing post first. Oh well, you win some...

compete in downhill competition, slalom or again a combination of the two. Downhill is similar to the Freeride stages where you must score trick points and get a good time to advance, though this time out you need to follow the course and avoid the other competitors who are after the title of coolest boarder.

Slalom is the same as the skiing version of this event, though there's the chance to score points to increase your placing. Each of the game modes will take you down three different courses and you need to advance through the stages as mentioned earlier, but once this has been done you can just go for the time attack option and select any track from the ones that you've opened.

The quipment at your disposal comes courtesy of some the world's biggest names. Choose from *Salomon, Rossignol, Dynastar, Atomic* or *Dynamic* skis or take a butchers at the boards from *Burton, Nidecker, Nitro, Oxygen* or *Original Sin*. Each of the skis and boards have their own characteristics that will affect their handling and speed, so it's a case of making an educated choice to reach the pinnacle of the game.

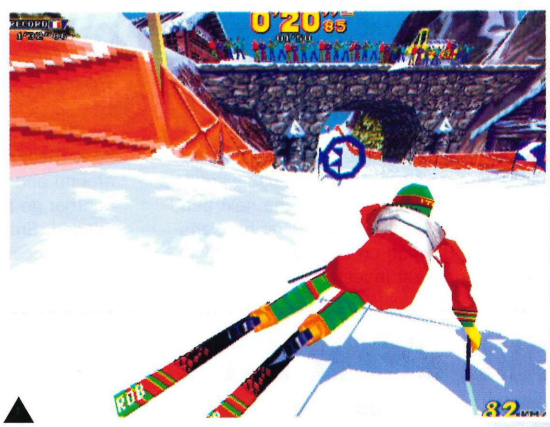
The handling for skis is pretty much the same as any racing game out there, what is unique about *Snow Racer* is the way that you control the snowboards when they're in the air. When you leave a ramp, the D-pad becomes your board. To perform a grab you simply hold down the shoulder 'grab' button and indicate on the D-pad which part of the board you wish to take hold of. Press forward and you grab the nose, press down and you'll take the tail. Though this is a little tricky to get used to at first, once you get the basics down it becomes a simple way of performing absolutely any trick. And in theory you can reproduce anything that a champion boarder can.

Graphically the game is very impressive. The scenery and snow effects are second to none and the animation has real authenticity about it with motion capture provided by French snowboard world No.8, *Babs*. Indeed, *Snow Racer '98* is quite possibly the only game that can compare to the *N64's 1080°* in terms of looks. You can actually see the shift of weight and balance when the rider takes sharp turns, and the effects of the turbulent terrain as they struggle to stay upright. The way the camera spins around to give you a side view of any jump that you manage is a nice touch too.

It's the only game to compare with N64's 1080° and it's set to melt the hearts of Cool Boarders' fans



He's not going to make it if he doesn't hang left sharpish. He'll need to look out for that bloke in green too. All it takes to miss a gate is a little nudge



Although the skiing courses look very smooth, they're covered in subtle flaws that make your task more difficult

GENRE COMPARISON

GAME: COOL BOARDERS 2

SOFTWARE HOUSE: SONY

Cool Boarders 2 offered enough game modes to keep any snowboarding fan happy, but Snow Racer's also got them covered and includes a full skiing section too. Cool Boarder's characters had more personality, but that's about the only plus it holds over this. Snow Racer '98 is about as real as you're going to get



When you manage to pull off a trick the camera view changes to a position that will give you the best visuals before returning to its usual position as your character goes for the landing

One for City fans this, board to the tune of Blue Moon. The nightime action is unique to Snow Racer '98





Snow Racer '98 comes with all of the necessary equipment to do very well and I'm sure that there are a lot of people out there who are going to want to see it in action. *Cool Boarders 2* set new standards for playability in this genre two issues ago, and although *Snow Racer '98* takes a different approach I'd definitely put the two on a par.

PRO SCORE

PRICE: £34.99

PUBLISHER: Ocean

GENRE: Sports

MUST BUY

Smoke a joint, wrap yourself up in designer boarding gear, pretend you're at Nagano and load Snow Racer '98 onto your PlayStation and I'll you'll think you're the champ himself. The lack of tiling and pop-up is an achievement in itself when you consider the speed of the game and the graphics, but add to that a system for pulling off tricks which reduces the need for hectic button combos and you have a solid competitor that oozes gameplay. Shame it's arrived a little late for Nagano though.

JAMES CANNON

WHAT'S THE SCORE

GRAPHICS	9
SOUND	7
GAMEPLAY	9
LASTABILITY	8

8½

PRO PANEL

PAUL This for me is the best snowy game we've seen. Fast and furious with no obvious glitches Snow Racer '98 was more playable than Cool Boarders 2 as far as I'm concerned

ANDY By far the most impressive downhill racer to date. With both skiing and boarding included it's got more depth than most and plays like a dream. It's a must buy

LEWIS Cool Boarders 2 left me feeling frosty, and I was about to give up on this whole genre completely until Snow Racer '98 convinced me otherwise. Ignore the rest, this is the best

JAY I love CB2 to bits, yet this alpine offering from Ocean has excited me even more. Although it's not technically the same style of game, Snow Racer '98 is my preferred choice

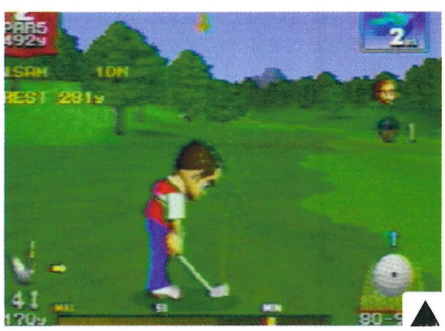
Everybody's Golf

Every now and then a game sneaks up on you that is so good it's difficult to write the review because you don't want to put it down...





The practice mode gives you sound golfing advice whilst allowing you to pelt the ball as hard as you can without being disgraced



The hole is over yonder past those strategically planted trees. is it worth the risk or is it a better option to go around them and take an extra shot?

Sports sims are 10 a penny on the PlayStation and plenty of companies have had a dabble in the golf market, but I can't for the life of me remember one that was as instantly playable as *Everybody's Golf*.

Initially you might look at this and ask: where are the motion captured golfers and the photo-realistic courses? Well you certainly won't find them here, but what you will come across in abundance is oodles and oodles of pure gameplay and playability. *Everybody's Golf* is one of the few games you can load in for the first time and instantly enjoy it with next to no frustration factor at all.

You'll probably have noticed from the screenshots that the characters have a distinctly cutesy *Manga* look to them. Now you've probably never considered playing golf against a Japanese schoolgirl with big eyes before, but let me tell you it comes highly recommended!

You've probably never played golf with a Japanese schoolgirl... but it comes highly recommended!

We'll go into the ins and outs of the game engine in a little while, but for now we'll concentrate on the key differences between this and the other golf games available already.

Initially you will only have one course and two characters to choose from. Now that may not sound like much, but the main feature of *Everybody's Golf* is that you have to play for a while in order to unlock the other features.

The game uses an experience points system to give you something to aim yourself towards. For example, every birdie that you get will initially score you three points, every time you hit the flag will get you a point and so on and so forth.

CLUBBED TO DEATH

When you've amassed 50 points you'll unlock the first new course. This means that you will probably have to play quite a few rounds before you get anywhere near it. This is one of the game's best points, because it forces you to learn as you play and once you start applying spin and so on to your shots you'll be ready for the much tougher challenge that the next course will bring.

As for the characters, you begin with just two, a male and a female. Now to obtain other characters to play with (each of which has different abilities) you have to take on and beat them in a round where the machine takes control of them. For example, your PlayStation will quite happily take over control of Yuki and play you over 18 holes,

CUTE CLUBBING



The information on the hole (its par and distance is displayed in the top corner of the screen at all times for your information

The distance of your ball from the hole and your current record are kept constantly updated in this area of the screen

Mary is one of the first players that you'll be able to have a round with. Each character has certain strengths and weaknesses

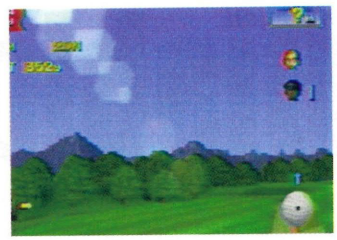
The power and direction of the shots are all controlled by timing your button clicks. This bar shows you when to click

Off in the distance you can see roughly where your shot will land if you play it to perfection. Realistically though, it will end up miles from here

In this area of the screen you will find information on who is involved in your current round of golf and also how many shots they have taken on the hole so far

The terrain, like this bunker all directly affect what kind of shot you will end up playing. One bad shot can end your chances of victory

The controls and displays are straight forward and comprehensive, blending simulation with an incredibly simple and intuitive joy-pad set-up

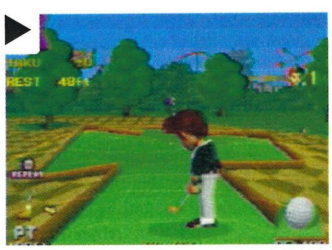




but you will not be able to use the character for yourself until you've beaten her with one of the initial two.

Once you have obtained Yuki you can then use any of the three characters now in your possession to try and win the Sam character. It's a cool feature and it works really well. You're always trying to better yourself and gain something new, and as there're around 10 characters in there to get hold of, that's a pretty tough challenge as they all play a fair round of golf.

Other game options include a round of mini-golf which is great fun and also extremely handy for practicing your putting. There's also a chance to view your best ever shots which the machine saves to the memory card as you play. It's another nice touch that makes the overall experience very player friendly.



The mini golf course allows you to gain valuable putting practice in a variety of tricky situations. This will become invaluable later on when you get to the real courses

SCREW THE REALISM

From the moment you strike your first ball sweetly from the tee you know you're in for a real treat and it makes you realise what all the other companies have been missing going for the ultra-realistic angle. Don't get me wrong, the ball physics in *Everybody's Golf* are nigh on perfect too, but the shining gameplay that made sports sims like *Smash Court Tennis* a winner is here in abundance too.

It's quite possible for a newcomer to the game to sit down and start playing after about a minute's instruction. After a couple of rounds, after the intricacies of the game have begun to sink in, you'll be shaving shots off your total like nobody's business and that is the essence of a great game – one that you get better the more you play without ever seemingly trying or becoming fed-up with the trial and error method.

Everything is so easy to do, from changing your perspective to taking your shot. From swapping clubs to applying that little extra power that may be the difference between a birdie or a bunker nightmare. I haven't yet seen anybody slag it off so far and *Everybody's Golf* has attracted an awful lot of attention. Loads of people in the office said "Ooh can I have a go" which is a telling sign of something good. It doesn't even matter whether you like sports games either, such is the sheer playability that *Everybody's Golf* has to offer.





The more you play the more characters you'll unlock. Each new player has differing traits



PRO SCORE

PRICE: £39.99
PUBLISHER: Namco
GENRE: Sports

MUST BUY

What a fabulous game. You can just tell when a game is going to hold your attention within five minutes. Everybody's Golf looks great, plays great and is great. It's one of those games where people in the office are now holding four-player lunchtime competitions and that has to be a good sign. It might not look like your average golf game, but hold that against it at your peril. This is destined to become a cult classic in PlayStation circles.

PAUL MCNALLY

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	9
LASTABILITY	9

9

THE PRO PANEL

JAMES Golf games are great for playing with a group of friends and this is no exception. It's less of a simulation, but is padded out with cool features that make for a fun evening in

ANDY Everybody's Golf is a bit like Woodstain in that it does exactly what it says on the tin. It's a golf game and everybody should own it. Buy this fantastic cartoon golfing game now

JAY As with Smash Court Tennis, Namco have taken a serious sport, added a splash of eye-friendly graphics and captivating gameplay to create another sporting classic

LEWIS Instant playability, sickeningly cute characters and a thoroughly stiff challenge, this has all the ingredients of a Namco classic. Forget realism, trip out on this masterpiece

Diablo



It would've been a name to strike fear into the heart of a fashion conscious games player until recently, but RPGs are right back in fashion these days. Which is nice

Funny how things change. Role playing games, or to give them their typist friendly name, RPGs, have always been the domain of nerds. They were distinctly uncool, not to be played by anyone who could retain the power of speech when less than 50 yards away from a member of the opposite sex. Then along comes *Final Fantasy VII* and that's all out of the window. Stigma? What stigma? RPGs are what everyone wants, all the way from your geek type who played *The Bard's Tale* on his Amiga, to your "I like a few drinks down the pub on a Saturday evening me" type of bloke.

Which is good news for *Electronic Arts* because they just happen to have one up their sleeve one decidedly lovely *Diablo*. Coming out of the same stable as *Warcraft* (and no doubt covered in straw! Buh-boom!) this is a game that will send many drifting back dreamily to a misspent youth, piling endless 10ps into a manky old *Gauntlet* machine at the local minicab firm (or maybe that was just me?). And while *Diablo* admittedly has much more to it than the ageing classic in terms of structure and storyline, it owes a great big nod of appreciation in *Gauntlet's* direction, because that's undoubtedly where the inspiration has come from. And that's no bad thing.

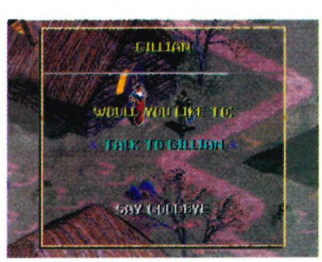
RPGs were once uncool. Played by men who lost the power of speech in the company of the opposite sex

In *Diablo* you'll enter a world of dark gothic fantasy that leads you through desecrated and deserted churches, murky catacombs and spooky graveyards, playing as either a burly warrior, a cunning rogue or a mysterious sorcerer. Basically, it goes something like this: you pick your character, generate his or her attributes (strength, agility and so on) and then are plunged right into the middle of the quest, starting in a quaint looking village.

After chatting to a few of locals and you'll soon figure that all is not quite right. And it doesn't take a genius to figure out that all of the clues are gently shoving you in the direction of the local church. Once inside you're immediately fighting off hordes of undead creatures, and it's at this point you will think to yourself, "Ah, now I see why he compared it to *Gauntlet*!" All that's missing is a booming voice proclaiming Green Valkyrie requires food and the flashback to 1986 would have been complete.

The entrance to the church. Inside a world of pain, fear and undead debauchery awaits any player foolhardy enough to set foot inside





SWORD OF WOUNDING

The clever thing about *Diablo* is that all the labyrinths are randomly generated, so that no two games are ever the same. Fair enough that the goals and quests remain fairly constant, but whereas in one game a vital item is in one place, in the next it will be somewhere completely different. Good eh? And there are over 300 magical items to be discovered, so there's lots of exploring to be done here.

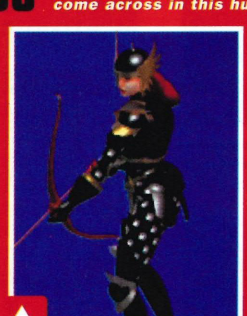
Around every corner you will be set upon by increasingly more terrifying enemies, and you'll soon learn that there are certain fighting strategies that you'll need to master if you're not to succumb to the overwhelming odds. I won't reveal any of them here for fear of spoiling it, but I promise you'd better work them out sharpish or

ENEMIES 'R' US

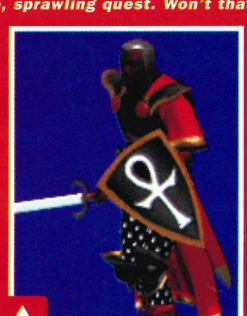
These handsome lads and lasses are just some of the characters you'll come across in this huge, sprawling quest. Won't that be fun for you?



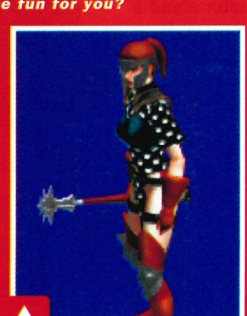
BLACK KNIGHT
Half-man half-heifer, the Black Knight chews the cud whilst attempting to lop off your head



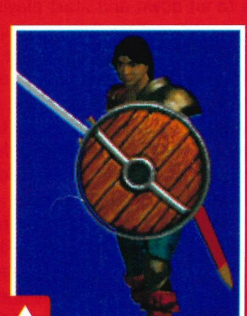
ROGUE
Killing sparrows and using them as a hat is Rogue's second favourite pastime. The first is shooting you



SORCERER
Like the Voodoo Man from Live And Let Die, the Sorcerer has many tricks and spells us his sleeve



BONDAGE ROGUE
Tory backbench girl and Soho favourite, Bondage Rogue will have you begging for more



WARRIOR
With a cardboard sword and a loo seat for a shield, this warrior is crap in wet weather





Around the town you'll meet plenty of folk. Not all will be of help to you in your quest, but most will be prepared to have a friendly chin-wag and at least divulge the latest – and juiciest – village gossip. Those that can be of some use will inform you of any quests that might be worthy of your urgent attention





you'll be impaled on the end of a skeleton's short-sword in next to no time!

Thankfully, the enemies don't regenerate giving you the chance to duck out into an already cleared area should you feel you need some breathing space, but for the most part the game follows a simple pattern of hack, slash, kill, search, discover, solve puzzle. Hack, slash, kill etc. And it doesn't let up from start to finish.

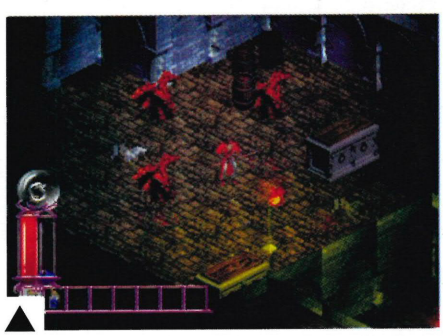
HOLY FIRE SPELL, BATFIEND!

To call Diablo an RPG perhaps does it a disservice because this game packs as much of a punch as *ReLoaded* (another game compared to the great *Gauntlet*), but its basic premise of puzzle solving, exploration and even graphical style always draw you back to the conclusion that, at heart that's pretty much what it is. So perhaps Action RPG sums it up best.

Anyway, whatever you call it though there's no denying that *Diablo* is a blast to play from start to finish. All that lets it down is the slightly awkward control system (the D-pad really isn't suited to moving the character), so I have no hesitation in wholeheartedly recommending *Diablo* to those that like a little more meat on their gaming bones. It's a required taste though.



See those bones on the floor? That's a horde of undead skeletons that have tasted your sword!



As you progress, the enemies you face will increasingly become even more evil





The blacksmith will sell or repair weapons, as well as offering information and advice at times

The stairways take you deeper into the labyrinth, and as you descend you seem to get much closer to your own personal hell

PRO SCORE

PRICE: £39.99
PUBLISHER: Electronic Arts
GENRE: Action RPG

TRY B4 U BUY

Two Player · Memory Card

Surprisingly good little conversion of the popular PC hack'em-up, and one that hasn't suffered in the transition. Diablo will keep you slashing away for many weeks to come. And with hardly a second thought about any credibility I may lose by doing this, I wouldn't hesitate to recommend it to both action and adventure fans alike. There's nothing wrong with looking back for inspiration in order to go forward, and that's certainly what's happened here. This is a great little title.

STEVE McNALLY

WHAT'S THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	8
LASTABILITY	8

8

THE PRO PANEL

PAUL A big surprise hit on the PC this. It rekindled interest in the kind of D&D role-playing games that were popular years ago. This version is equally as good. So try it!

ANDY Yet another attempt to deliver the ultimate adventure for PlayStation owners. While it's certainly a pleasant enough experience, Diablo doesn't set the world alight

LEWIS The overall score seems a bit harsh to me since this is a great little game that would have had me engrossed for days. And the chance to fry Beelzebub's butt is irresistible

JAMES A cool blend of action and adventure which will drag you back for more, kicking and screaming, time and time again. All RPGs should be as fast paced and violent as this

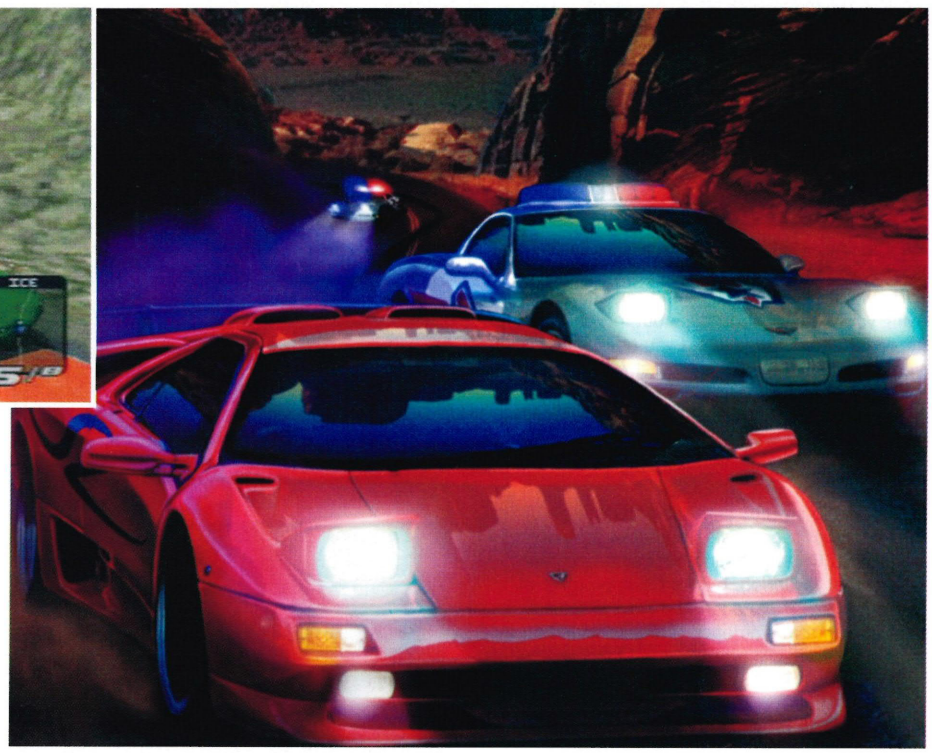
Need For Speed 3

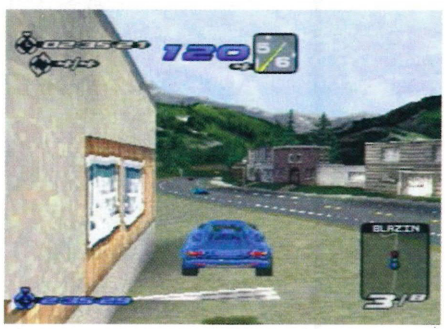
Hot Pursuit

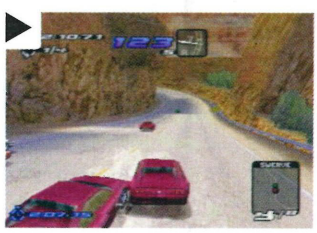
Hold on to your butts, strap yourself into some of the world's hottest road cars and dodge the coppers with Electronic Art's latest joy ride placebo



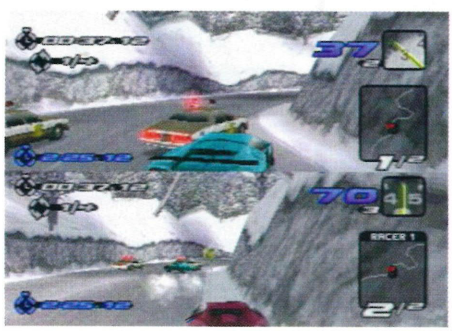
That's the problem with foreigners, they always insist on driving on the wrong side of the bloody road. Well two can play at that game







Expect to get rammed, buffeted and fishtailed as the starting grid is full of hard racing lunatics (that's dirty bastards to you and me)



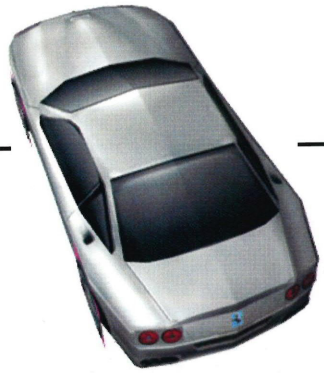
Sports cars are every man's idea of the ultimate penis rod. An exotic lump of metal, lovingly crafted over an engine capable of blowing the skid marks out of your undies. Otherwise known as a fanny magnet. I want one, you want one, everybody wants one. But sadly my dream of ragging the arse out of my very own Ferrari along Hollywood Boulevard before the watchful eyes of a band of teenage cheerleaders is just that; a dream. I could try chugging along the Mancunian Way in my Vauxhall Belmont, hoping there are a couple of students knocking about, but something tells me it just wouldn't be the same. What a bummer eh?

I could chug along the Mancunian Way in my Vauxhall Belmont, but it wouldn't be the same

One day it'll happen, but for now I'll settle for getting hold of a Ferrari 355 F1 and its exotic buddies by way of *Electronic Arts's* new road ripper, *Need For Speed 3*. Is it another sequel, or the third part in the trilogy? Who knows, it certainly fits the trilogy criteria. Step One: Introduce the characters (in this case it's a bunch of cars), their stories and set the scene for the rest of the series. Step Two: Usually more of the same with a little development. This is the a transitional phase which is often the least exciting stage. Step Three: The conclusion, the most dazzling element of the story. Finishing with a brightly coloured bang.

Need For Speed 3 has come along at a time when the gaming world is holding its breath as the ever approaching *Gran Turismo's* release date grows closer, and anyone releasing a driving game with this monster looming has either got a brain the size of a freakishly small pea or balls big enough to come in a dump truck. I'm betting that the guys at *Electronic Arts* often use a wheelbarrow to move about their office.

Need For Speed has been platinum for a while now. It was one of the very first games









This is some of the best two player racing action we've come across. Keep ahead of your opponent and the pigs, just like Sunday afternoon

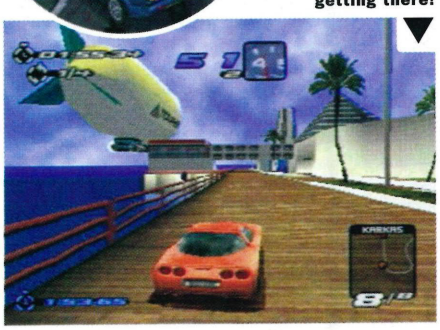




The other racers each have their own AI personality and drive colour-coded cars. Terror doesn't take any shit and will even forfeit a race to turn around and seek revenge



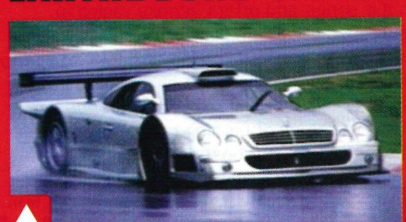
Life's a beach when you drive a Corvette. Not quite Hollywood Boulevard and there aren't any chicks knocking about, but I'm getting there!



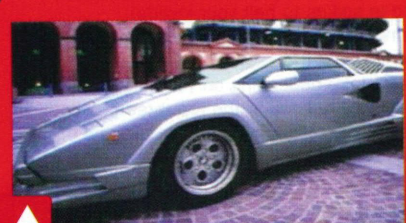
released for the PlayStation and while it has dated it still retains that little bit of charm which is unique to this series. You get to drive beautiful, sleek powerhouses of machines that your dad would cut off his old man for. It was the exotic sports car racing game, and while the second instalment was something of a disappointment all round, the same cannot be said for this little beauty. On first inspection you'll notice the trademark smooth lines, the precision handling that provides just enough control whilst still letting you taste the speed. But once you get beneath the bonnet you'll find this roadster is packing serious horsepower.

For starters there are eight cool cars to ease around the corners over eight circuits and a bonus circuit including a hillbilly hometown, desert gorges, ski resorts and a plexi glass underwater tube. The vehicles in the showroom are some of the world's most desirable automobiles, and as for the game itself? It goes like shit off a shovel. In single player mode you can expect a frame rate of 30 per second, and the cars have more polygons and more detailed graphics than ever before. The cars even reflect the surroundings in their windows and sleek

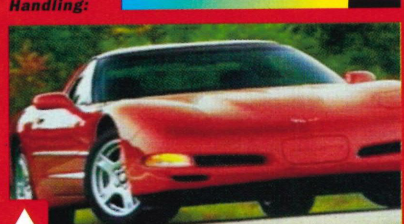
EARTHBOUND ROCKETS



MERCEDES CLK-GTR
Speed:
Handling:



LAMBORGHINI COUNTACH
Speed:
Handling:



CHEVROLET CORVETTE
Speed:
Handling:



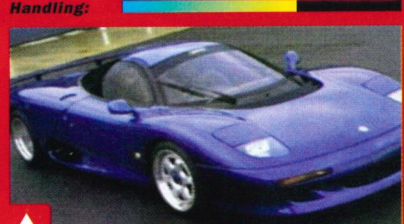
LAMBORGHINI DIABLO SV
Speed:
Handling:



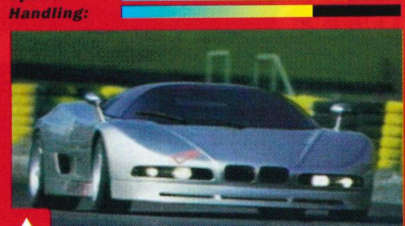
FERRARI 355 F1
Speed:
Handling:



FERRARI 550 MARANELLO
Speed:
Handling:



JAGUAR XJR-15
Speed:
Handling:



ITALDESIGN NAZCA C2
Speed:
Handling:

paint work, and you can choose to race in either arcade mode or simulation. But it's the combination of the new tracks and play modes that really suck you into your imaginary bucket seats as the pack roar away from the grid.

The practice mode is one of the best I've seen with commentary telling you what's coming up and a best line marking on the track itself, but who cares about practice modes when you can piss off the police and get a chase from officer Dibble and his piggy mates? Well, that's the case in hot pursuit mode, where a two car race between you and some other speed freak takes you past a full squadron of pursuit vehicles from the local constabulary. And boy are they keen to give you a telling off.

DO YOU FEEL THE NEED?

Racing with the rest of the cars on the grid when they're eager on doing you a little damage is hard enough, but Boss Hog and his 'depudee' are going to stop you at any cost. That means using roadblocks, ramming you head on at speed and even laying stingers (an expandable rail covered in spikes to halt your joyride). Tournament mode pits your speedy self in a season covering the eight tracks available with points at stake depending on your placings.

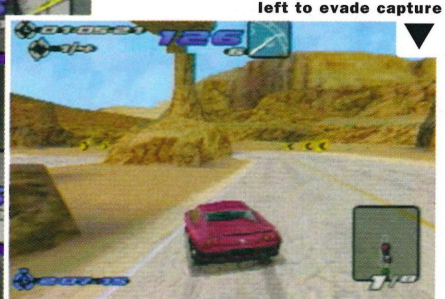
You'll need to keep in the top three positions throughout the races to make it to the end of the season unlocking extra cars and tracks, or if you fancy the ultimate challenge have a go on the knockout mode where the last car drops out after each race. The courses have been well designed to keep the cars moving at their top rate with strategically placed bends that, with a little practice, won't slow you down too much and compensate to allow for very little scenery 'pop up'.



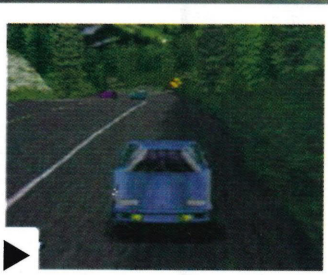
You just try to find me another racing game where the fuzz set up a roadblock in Seaworld

However, as always, there are drawbacks to owning a fleet of lean, mean racing machine. So for starters there aren't enough cars and although the machines that are present represent a fine selection, with a game like this you want it all. Where are the *Porsches*, the *Aston Martins*, the *Dodges* or even a *McClaren F1*? Overall though this is an all 'round improvement on the last title in the series and offers intense racing in tournament mode, plus lots of fun in pursuit mode. With a nice selection of tracks to add to this, and the all important split screen option, *Need For Speed 3* is one you should definitely buy if the smell of burning rubber and petrol vapour makes your nostrils flare.





The cops won't break the law, so take short-cuts and drive on the left to evade capture



If you like you can try driving the whole race using the rear view mirror. It'll most likely end in failure, but it's a laugh





GENRE COMPARISON

GAME: TOTAL DRIVING

SOFTWARE HOUSE: Ocean

Total Driving also offers players the chance to grace the cockpit of some of the world's meanest road worthy vehicles, but the choice is far greater, both with the cars and the tracks. NFS3's Hot Pursuit mode gives it something that no other game can match, but Total Driving has its fender out in front at the chequered flag

PRO SCORE

PRICE: £39.99

PUBLISHER: Electronic Arts

GENRE: Racing

TRY B4 U BUY

STEERING WHEEL · SPLIT SCREEN · MEMORY CARD

After the appalling sequel to the original hot rod racer, EA have hoisted the old engine from under the bonnet and dropped in a brand spanking souped-up piece of machinery. The Need For Speed series has thankfully been given the overhaul it needed to compete with today's more modern driving games, turning it once again into a worthy addition to your collection. Total Drivin' it ain't, but it's good wholesome fun none-the-less.

JAMES CANNON

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	9
LASTABILITY	7

8

THE PRO PANEL

LEWIS It's up into third gear for EA's continuing Need For Speed saga. As such it's the best title to date, but they still aren't running flat out. Good in short doses though

ANDY Although the second installment was a disappointment, this is a great improvement. It wins no originality or realism prizes, but does ensure some frantic racing for a short time

JAY As said above, the Need For Speed series has always had it's problems, and with each new addition another tweak is made. So far so good, but this is far from being a classic

PAUL Standard EA fiddling going on here with no sign of a new product. One day they'll have a set of perfect games. Not as yet though. Definitely worth a look though

MEMORY HEADACHE?

The New 2MB Memory Card

Save game data causing you problems?
So many games but not enough save space?
Reliability problems with so-called high capacity cards?

- **2x the size of standard memory cards.**
- **Uses no data compression for trouble free saving.**
- **True 2MB of memory for save games.**
- **2 easy-access banks containing 15 save slots each.**
- **Store up to 30 game saves.**
- **Comes with index labels and index card.**



2MB Memory Card

£14.99

DOUBLE YOUR SAVE POWER....FAST!

Available from all leading games stores.
Please call for details of your nearest stockist

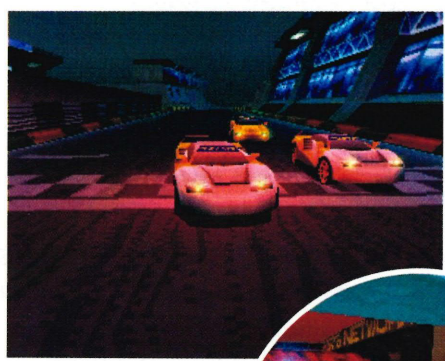
BLAZE

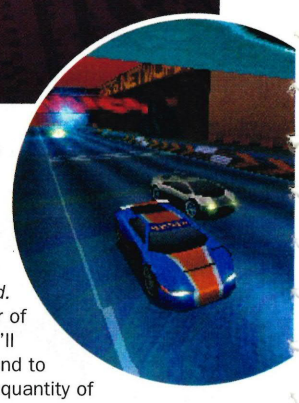
Fire International Ltd, 46-48 Silver Street, Doncaster DN1 1HT
Tel: 01302 321905 Fax 01302 322061, e-mail: blaze@fire-international.ltd.uk

Motorhead

You might be expecting Lemmy and his Ace of Spades, but you're not going to be too disappointed, since this is the ultimate heavy metal adrenaline rush



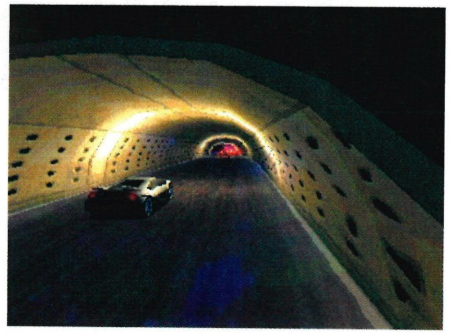


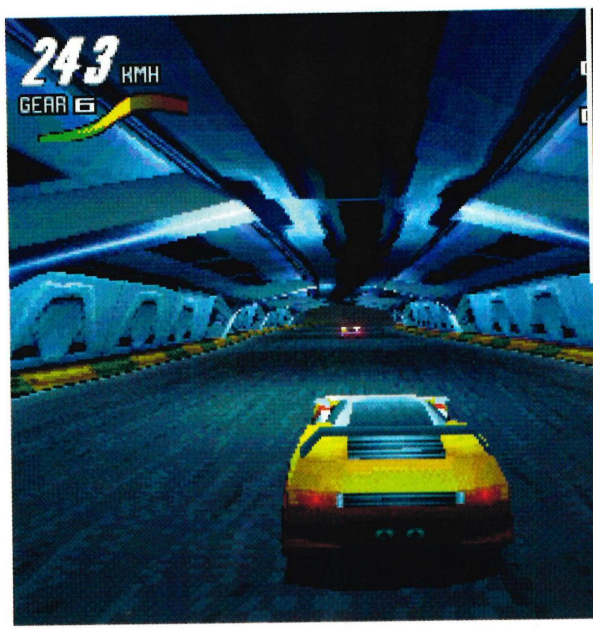


Following last month's escapade to Gothenburg (see Get your Motor Runnin' in our April issue), I was well and truly primed up for a bash on *Motorhead*. If you're a regular reader of PlayStation Pro then you'll have noticed that I do tend to bang on about the huge quantity of sub-standard racing games that the PlayStation suffers from.

There's some right old four-wheel shit out there with the likes of *Peak Performance*, *Indy 500* and *NASCAR '98*. But with *Gran Turismo* looming on the horizon, all this sub-standard crap is forgiven. Finally, racing games will have a new standard to aim at. The goalposts have not so much been moved, as tarmaced over and replaced with stunning tracks and realistic handling cars.

Unfortunately, the side-effect of all this interest in *Gran Turismo* is that nobody has really given a thought to what happens if somebody else develops another cracking racing game at the same time. I mean, it isn't really fair to compare the two, since *Motorhead* isn't an out-and-out driver's simulation like *Gran Turismo*. They're entirely different kinds of games, that just happen to both feature cars. But comparisons between the two are as





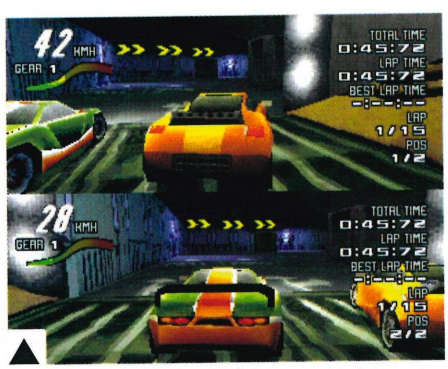


A lot of the tracks are very dark and moody which shows the game's lighting off to perfection

The cars in Motorhead are all beautifully light-sourced and scream around the track as smoothly as you've ever seen



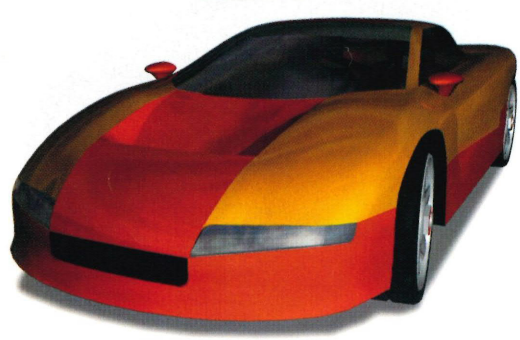
Breakneck speeds can be obtained from some of the faster cars in the higher divisions

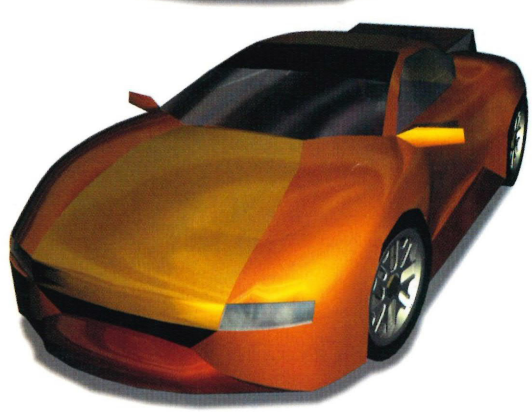


Split-screen mode is a multi-player dream. It's fast and very definitely furious action all the way











inevitable as a *Spice Girls* No. 1. However, that's the last you'll here of *Gran Turismo* here.

Motorhead's Swedish programmers *Digital Illusions* have a pedigree stretching right back to some of the best selling games ever on the Amiga computer. *Pinball Dreams* and its family made them very rich indeed, but they've only had a little success on the PlayStation to date with *True Pinball* for *Ocean*. But this is all set to change with their first product for *Gremlin*.

Let's not beat around the bush here, *Motorhead* is the fastest thing I've seen on the PlayStation and probably amongst the smoothest too. Set far in the future in a galaxy far, far away (or is that something else?), you have to race through a number of set divisions, gaining promotion along the way. Promotion brings with it more than simple kudos. Winning a division unlocks extra tracks and faster cars, thus increasing the lifespan of the game. However, put in a poor showing and relegation will loom denying you access to the freshly gained cars and tracks. Arse.

Put in a poor show and relegation will loom, denying you access to new cars and tracks. Arse

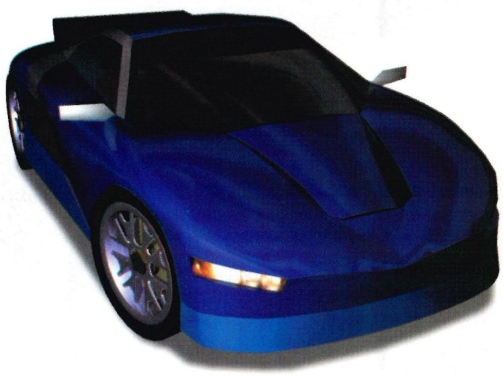
Let's dispense with any kind of plot right now since this is basically an all out adrenaline rush with tricky winding tracks and 50 frames per second. This statistic in itself is phenomenal when you consider that *Gran Turismo* (Doh!) runs for the most part at about 25fps.

SLOW-DOWN OR YA GONNA CRASH

Of course there has to be a trade off and *Motorhead* achieves this rapid speed by reducing the number of competing cars to four in each race, and by scaling down the background detail. Having said that there is an option to race against seven other cars at the same time, but then you'll have to be content with racing at 25fps, which is hardly the end of the world, but it does slow the gameplay.

Speaking of the options in *Motorhead*, the whole front end has been meticulously designed for ease of use. The menu screen is a car speedometer whose needle cycles through the options as you move the D-pad. It's a nice little touch and shows that a lot of thought has gone ▶











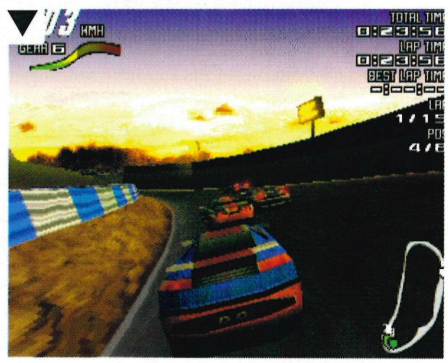


The cut-throat multi-player game will see you losing many friends over the weeks

into more than just the speed of the game.

From this clever menu system you can access the game's many features. Besides the league option, you can also race in two-player split-screen mode, ghost mode or time-trial. Just about every feature we've seen in racing games in the past is here, but perhaps the split-screen mode is one of the best implementations to date. The speed you hurtle around at is breathtaking and with the added pressure of defeating a friend it makes for a great deal of fun.

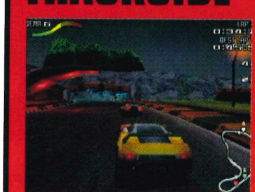
The other cars' AI means that they have to learn the tracks as you do which makes things fun!

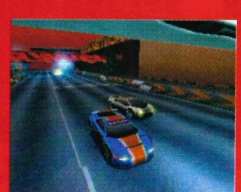


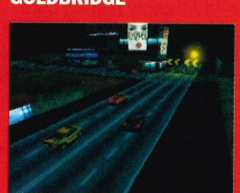
Of course it isn't always possible to race with your mates, so the programmers set out to create the most realistic opposition in a racing game. And to this end a great deal of work has gone into the Artificial Intelligence employed by the PlayStation drivers. Apparently, the AI is so good that the drivers actually have to learn the

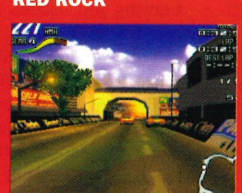
The other CPU drivers can make terrible mistakes, which effectively put them out of the race

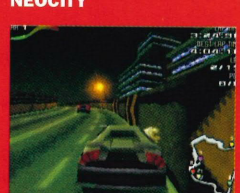
TRACKSIDE

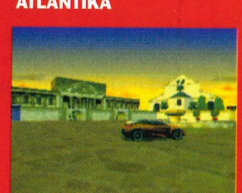

GOLDBRIDGE

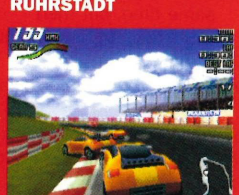

RED ROCK

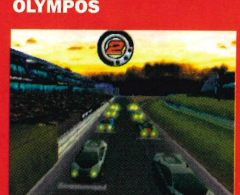

NEOCITY


ATLANTIKA

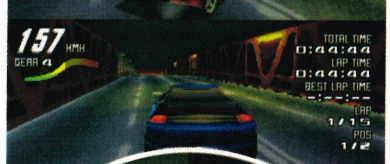

RUHRSTADT

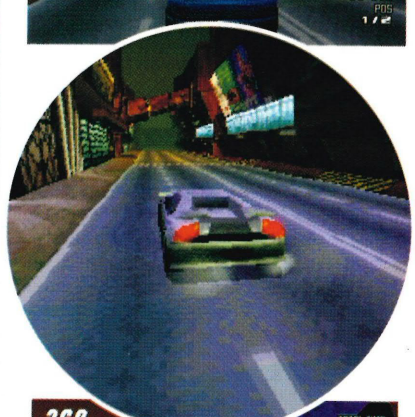

OLYMPOS

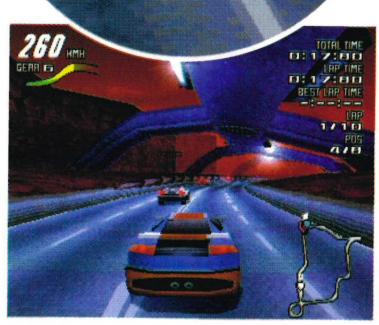

NOLBY HILLS (SECRET)


OKKUN SPEEDWAY

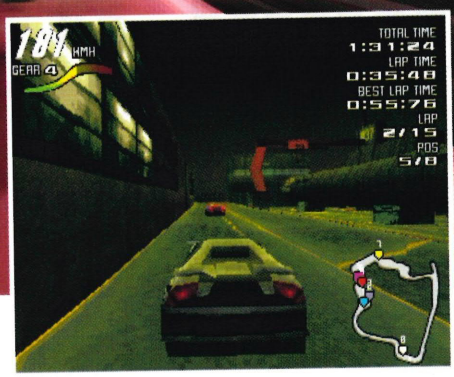


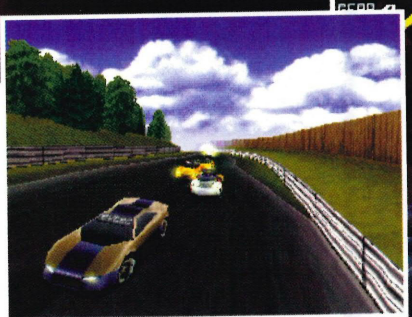














Running at a smart 50fps, Motorhead is nothing short of absolutely gorgeous

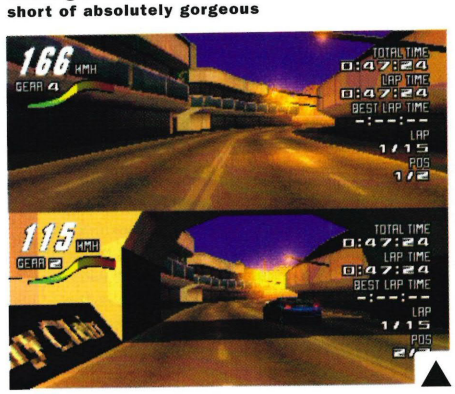
tracks as you do so they make mistakes too.

I have to say that watching the other cars race around the tracks they do, on occasion, make terrible mistakes that put them out of the race. I've never seen anything quite like it before and it definitely adds to the feel that you're racing against "proper fallible" people.

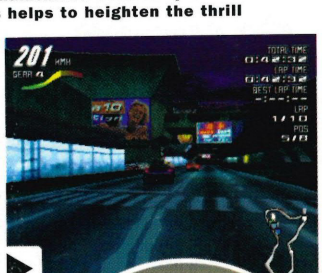
KNOW YOUR NUTS FROM YOUR BOLTS

However technically impressive Motorhead is, it's always going to come down to how well it plays. And unfortunately, here is where some people depart down the Gran Turismo route, for *Motorhead* has no grease monkey aspect. There's no retuning of engines and suspensions, so if this is the aspect of racing games you like then you're going to be sorely disappointed. However, if you're like me and all that malarkey gets on your tits, then this is definitely the better option.

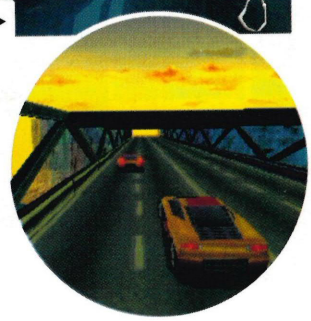
Digital Illusions come from an era where you had to squeeze the most out of the machine, and there's little doubt that *Motorhead* just about bleeds the power of the PlayStation dry. But there's an awful lot of racing games already available (in fact if I'd recorded the sound of them arriving as they drop through our letterbox I could quite easily have been on *Top Of The Pops* with a drum and bass Number One), but rarely has there been anything as good as this. *V Rally* and *Gran Turismo* are the main challengers, but the rest are left trailing in



The speed is maintained even in split-screen mode and this helps to heighten the thrill



The off-world, futuristic feel is carried throughout with Blade Runner style advertising boards along the trackside



GENRE COMPARISON

GAME: V RALLY

SOFTWARE HOUSE: Ocean

For a long time V Rally was the undisputed king of the track, but just recently there have been a couple of exciting new games arriving to challenge its throne. However, V Rally is still a bloody wonderful ride and definitely represents a turning point in the quality of PlayStation racers.

PRO SCORE

PRICE: £39.99

PUBLISHER: Gremlin Interactive

GENRE: Racing

MUST BUY



The more I played Motorhead the more I enjoyed the experience. When I first saw it a few months ago it looked very simplistic compared to many of the other racing games on the horizon, but it's come on leaps and bounds and is now one of the best racing challenges you can get for your PlayStation. Digital Illusions have done a fine job cranking the PlayStation to the max, and I'll be eagerly awaiting their next product.

CHICKEN

THE PRO VERDICT

GRAPHICS	9
SOUND	9
GAMEPLAY	9
LASTABILITY	8

9

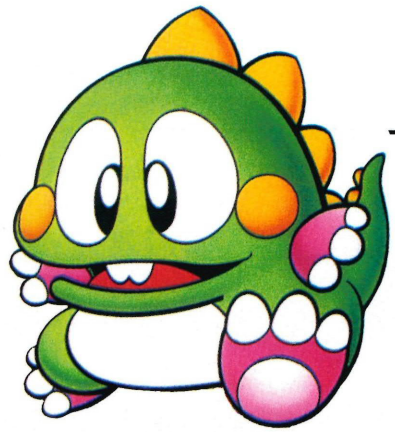
SECOND OPINIONS

JAMES The make or break quality for any racing game is speed, and Motorhead has it in abundance. Great graphics, sound and some mean tracks make for an excellent game

ANDY If fast paced lunacy is your bag then look no further. The breakneck acceleration and speed make this a thoroughly enjoyable release. It's only just shy of a classic

LEWIS I love wipEout2097, and this is the closest you'll get to it on four wheels. The pace is overwhelming, but just don't stop and admire the view, because their isn't one

JAY Call me a cock if you want (okay, join the queue) but technical racing games are really really dull. This 'foot down and steer' racer, however excites me no end. So buy it. Now!



Bust A Move 3

Feelings of deja vu are quite normal at this point. To the naked eye this may look just like the last one, but scratch beneath the surface and there are plenty of new treats to be discovered

First things first, this is *Bust A Move 2* with a few extra knobs bolted on for good measure, so if you own that and are either tired of it or found that it wasn't your kind of thing then you have the rare luxury of knowing in advance that this game is cast iron, 100% certainly not for you.

For the rest of us, I'd be surprised if there was more than a handful of players who wouldn't be seriously hooked within minutes of figuring out what they're supposed to be doing. The *Bust A Move* series should carry a dangerously addictive health warning sticker because this is one of the most difficult games to put down that I've ever come across. Why? It's difficult to pin-point a single reason. The simplest ideas are often the most engrossing (and *Bust A Move 3* is certainly simple). The idea is to clear a screen of bubbles by firing other bubbles from your special launcher up the screen before the ones already at the top descend to the bottom and destroy you. And as I've just proven, it's often much more difficult to describe a simple idea than it is to play a game based around one!

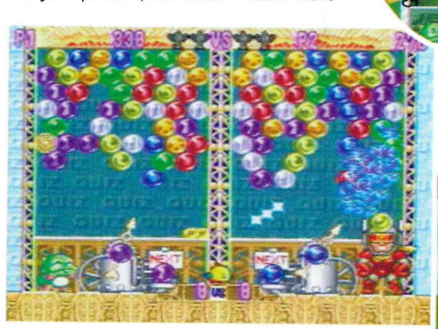
There's a storyline, but as with all of these type of games it's pretty irrelevant. It's a load of nonsense about a land of Dreaming Bubbles floating about freely until the magical master of mischief – Dunk – casts a spell on the land transporting eight characters from other Taito games into the area! Why? Well, that's what you've got to find out, and you uncover the truth by bursting bubbles. How else?

New stuff in this latest version includes all new characters, each with their own special attack combinations. Plus there're new types of bubbles, each serving their own special purpose in a given level, and some new play modes. This is perhaps the most exciting addition as the game now includes an editor to allow you to design your own fiendish levels. And in addition there's also a collection mode featuring 1026 rounds designed by *Bust A Move* players from around the globe.

There's no doubting Bust A Move 3's value-for-money and its long-term appeal



There's no doubting *Bust A Move 3's* value-for-money and long-term appeal, and that coupled with one of the most intense two-player experiences around (you and a friend battle it out to crush your opponent with bubbles on a split-screen) this is the definitive version of a classic game that every PlayStation owner should buy.









As you can see, the targets set by the challenge mode aren't exactly all that tough!



The two player game provides some of the most frantic gameplay ever on a PlayStation

PRO SCORE

PRICE: £34.99
PUBLISHER: Acclaim
GENRE: Puzzle

TRY B4 U BUY

MEMORY CARD | TWO PLAYER

It has to be said, this isn't all that different to the last version, and anyone who already owns that shouldn't even contemplate getting this as well. However, anyone who's never experienced what is undoubtedly one of the most addictive puzzle games ever shouldn't hesitate to seek this out. As a long term prospect it's a winner simply because of its multitude of options and the way it grabs you. Anyone looking for a decent, value for money game should look no further than this.

STEVE MCNALLY

WHAT'S THE SCORE

GRAPHICS	5
SOUND	6
GAMEPLAY	9
LASTABILITY	8

8½

PRO PANEL

ANDY This is just the type of quirky shite that normally turns me right off, but I have to confess I even put down the office's Res Evil 2 copy for a night to taste a load of bubbly

JAMES When I played this the first time around I thought it was absolute arse, and although I admit I was a little hasty I still don't think this Japanese coloured balloon frenzy is worth £35

LEWIS Apart from the rather irritating ditties that play throughout, this is a fine game in the Tetris vein. But you'll need a mate that loves it too to get any lasting appeal from this title

JAY Quirky Japanese madness at its best. This is so addictive you wouldn't believe it. So grab a similar minded pal and indulge yourself in some mighty fine bubble-bursting merriment

Chill



Despite being abandoned many times by *Eidos*, *Chill* has still somehow managed to limp onto the PlayStation. This snowboard title initially looked rather special, but it's let down so badly by its extremely poor handling that pales into insignificance when compared to *Snow Racer '98* and *Cool Boarders 2*.

A nice intro in typical boarding fashion leads you into the menu system where you can choose from any of the four racers, change their clothes and select an offical *Burton* snowboard for them to race down the three tracks. But the problems set in when you try and control your boarder down the, admittedly beautiful landscapes. The slightest touch sends you careering off in an uncontrollable fashion which really gets frustrating, especially if you've seen the better snowboarding games on the PlayStation.

Design-wise *Chill* is nice enough to look at, but it's one of those games where you don't watch the scenery because you're too busy crashing into the local flora. This should have been much better, but it isn't and is therefore reserved for the rich and stupid.



Lush graphics and deplorable gameplay all add up to a rather unsatisfactory snowboarding affair. Must do better I'm afraid!

PRO SCORE

PRICE: £44.99
PUBLISHER: Eidos
GENRE: Sports sim

AVOID!

TWO PLAYER | MEMORY CARD

WHAT'S THE SCORE?

GRAPHICS	7
SOUND	5
GAMEPLAY	4
LASTABILITY	3

4

THE PRO PANEL

PAUL Oh dear. Potentially Chill could have been the best, but sadly it's all gone astray

JAMES The only game where you can steer a mountain whilst riding a snowboard. It's bad

ANDY Looks great, plays badly. Something went badly wrong somewhere along the line

JAY Oh my goodness. What on earth has happened here? This is top notch arse pie

LEWIS Strap a blind man to a door and push him down a mountain to get the same effect

X Men: Children Of The Atom



After *StreetFighter Collection* and *Marvel Super Heroes*, *Capcom* is continuing its line of 2D beat'em-ups with *X Men: Children Of The Atom*. Now the *X Men* are obviously another popular set of comic book characters, so it was almost inevitable that the capers of *Wolverine* and the gang would arrive sooner or later.

However, apart from the change in characters this is standard fair, and is in many ways identical to *Marvel Super Heroes*, which devalues the whole thing greatly. So it's unlikely, unless you're a massive comic buff, that you'll want both in your collection.





All the characters have their own trademark moves that you'll soon be pulling off easily, and in two-player mode there is a great deal to be gleaned in the way of entertainment. Ultimately though you'll soon get a little fed up with the bland one-player option and put this down for good.

With beat'em-ups advancing in 3D leaps and bounds, you'd have to be a retro addict to get into this. It's fast, furious and certainly fun, but it's been done to death too many times before. Not a bad game by any means, but it's definitely lacking in imagination.

If I had Wolverine rushing towards me with his claws out, I think I'd be cowering down too. Now though you get the chance to show people who's boss!

PRO SCORE

PRICE: £44.99
PUBLISHER: Capcom
GENRE: Beat'em-up

RENT IT

TWO PLAYER

WHAT'S THE SCORE?

GRAPHICS	7
SOUND	6
GAMEPLAY	7
LASTABILITY	6

7

THE PRO PANEL

JAMES Great characters, crap game. Give 'em the 3D treatment and then we'll be cooking

ANDY The world doesn't really need another comicbook heroes beat'em-up just yet

JAY Exactly like the Saturn version I reviewed years ago. Playable, but sadly dated. Avoid

LEWIS If you already own a StreetFighter game then you shouldn't touch this. It adds nothing

PAUL It might be the same as the arcade game, but it's just too old hat now!



Spawn

The Eternal

Vengeance has a name: It's Spawn, and unfortunately it's a tad shitty

In keeping with the plot from the recently released film, this latest movie conversion sees our General of Hell's Armies anti-hero dealing with the devil in return for the chance to avenge his own death in a novel approach to the good versus evil stuff that we're all used to. Todd McFarlane, Spawn's creator and former Spiderman artist, obviously put a lot of thought into the character, especially his inventive arsenal, however, it seems that Sony haven't used such inventiveness when programming his console debut in The Eternal.

YOU SPAWNY GIT

There's nothing to worry about visually as both the graphics and animation work quite well, however there seems to have been some slacking off in the playability department. The game is played from a Tomb Raider point of view, which is fine, but the problem is that you soon grow tired of staring at his arse because not much else happens. You'll do a little exploring, advancing through the streets of the city picking up collectibles here and there, and having a fight every now and then where the view point switches to a beat'em-up angle. In principle this should work well, but Spawn's moves are limited to a punch and a kick, which isn't a lot to be getting along with. There are other moves and weapons (such as Spawn's self generating defensive cape) to discover, but the problem is you'll need to be a well motivated individual to persist long enough to find them.

Sony have made a standard movie/comic license which is what everyone expected. There's very little in the early levels to keep you interested, and it doesn't improve from there. The General of Hell's Armies? It's more like the general of arse to me.

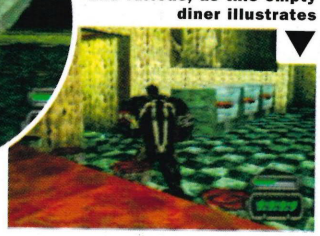


You can learn new attacks as the game progresses, but at this stage he's very limited. Sounds like MK Mythologies all over again!

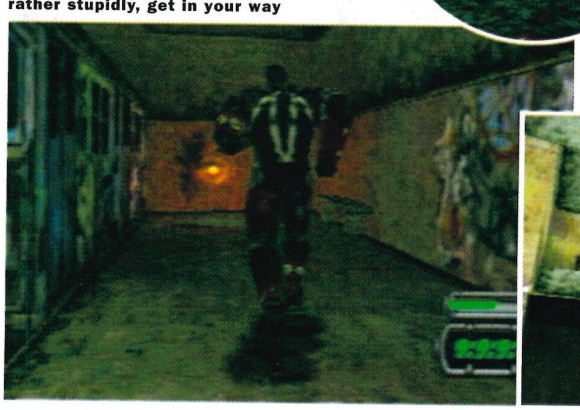


Spawn's trademark cloak only appears as you enter into combat with any foes that, rather stupidly, get in your way





The action is hardly fast and furious, as this empty diner illustrates





PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Adventure

RENT IT

MEMORY CARD · ONE PLAYER

Isn't it weird how comic book super heroes have such a massive following, yet there doesn't seem to be a single software house capable of knocking up a half decent game about any of them? Spawn: The Eternal is just another illustration of how quickly a title can be churned out when there's a wave of hype about a Hollywood movie. Whilst it isn't as dire as some other tragic movie licenses, as an adventure game it lacks creativity and can't possibly compete with the likes of Lara Croft

JAMES CANNON

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	6
LASTABILITY	6

6½

THE PRO PANEL

ANDY You're gonna be hugely disappointed if you're a fan of the comics or the recent movie. If on the other hand you are into some pretty dreary sub-standard toss, look no further

CHICKEN If you watch over somebody's shoulder this looks impressive, but when you get to have a go yourself you soon realise that there isn't really anything worthwhile within

JAY Anyone who reads the McFarlane comics will no doubt be quite interested in this, but like its movie counterpart, the game reeks of a timely cash-in and is therefore utter shite

LEWIS It's a shame the film was so awful, cos the comic exploits were superb. This on the other hand is a nice little adventure/beat'em-up, that isn't pathetic, but excels at nothing

Ghost In The Shell

Enormous tits, incredible firepower and a bizarre world domination plotline. It's just got to be Manga. The spirit of justice is on the beat, on the walls and on the ceiling

The success of Manga films is a strange happening. I wouldn't say that I was a big fan of them, but they do have a certain something that grabs the attention of blokes. Whether that's down to the all out action, the stylised art work and trademark Japanese battle sounds or sexy bug-eyed chicks with huge tits, I just don't know, but you can't deny that the world is hungry for these cartoons. If your taste for action is sparked by the John Woo style violence in such movies then *Ghost In The Shell* should be right up your street as it finds its roots firmly in the Manga film world.

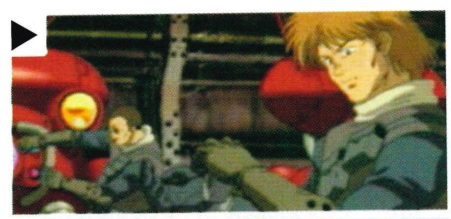
LITTLE G.I.T.S.

It's a first person 3D shoot'em-up with a difference. The difference being that as the hero you won't find yourself staring at the back end of a cyber babe or action hero, instead you'll be in control of what looks like a armadillo with machine guns (an armouredillo! If you will).

Anyway, these metal critters actually have law enforcement officers inside them. And as a member of a crack team brought together to stop the current bout of world peril you'll need to track down the bad seed in town, The Puppet Master. Fortunately your little mechanised suit will allow you to go absolutely anywhere along your quest. Walk up walls, along ceilings, jump from rooftop to rooftop leaving no stone left unturned.

It's a slightly different experience from what you'll be used to and can sometimes leave you feeling completely disorientated, but thanks to the number of enemies and the design of the levels, *Ghost In The Shell* manages to keep a pace that won't send you to sleep, and some of the in-game movies look like they've been taken straight from the film of the same name.

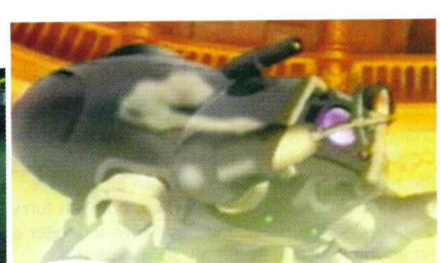
It kept me busy for a while and satisfied my ravenous appetite for relentless blasting, and if you crave the same bullets and bombs flavour as I do, then you could do much worse than take a look at this.



There are around 10 different animated movies that appear as you progress through the game, and the quality is superb



Targeting is just a case of point and shoot, there aren't any cross hairs or fine adjustments to make, which keeps the pace at a maximum











Your mech suit allows you to scale walls and ceilings, giving you a distinct advantage in a gunfight

PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Shoot'em-up

RENT IT

Goodie versus baddie shoot'em-ups aren't thin on the ground on the PlayStation, so this isn't exactly a genre breaking game, however, it is a quirky bullet-strewn romp that'll leave you with a cracked up sense of balance and a sore trigger finger. Let's face it, this was never going to be what you'd call in-depth, so it's a good thing that the various battlegrounds have been well stocked with targets. It doesn't score a bullseye, but it's not far short

JAMES CANNON

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7.5
GAMEPLAY	7
LASTABILITY	7

7

THE PRO PANEL

CHICKEN Another one of the many games that you'll quite cheerfully play for a short while before consigning to the car boot sale. By no means a bad game, but not terrific either

ANDY I was expecting a monstrosity when this arrived in the office, but to my surprise it has a few tricks up its sleeve. Although it's nothing too special, it's not all bad news

LEWIS Stick this red spider mite to any surface you like and blast the hell out of absolutely everything in this firing frenzy from Japan. Not a thinking man's game, but good fun

JAY Okay it has a few funky little features and can be mildly entertaining for a while, but it's certainly something I'd rent for the night rather than paying full whack for it

Pitfall 3D

Beyond The Jungle

Grab a hold of your vine and manoeuvre around the gaping hole. As with aristocratic wife swapping parties, that's the name of the game in Activision's latest adventure



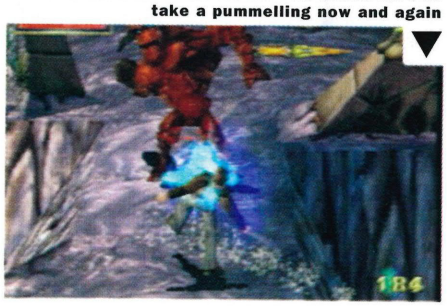
Where it all begins, with a woman who can't sort her own affairs out, as bloody usual!



Realign these portal opening energy pyramids and then death slide your way out of there



It's not uncommon for our dim-witted hero to take a pummelling now and again



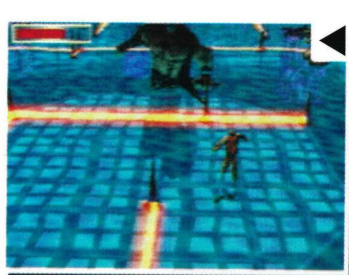
"I don't look for adventure, sometimes it just finds me. Like when I was swinging through the South American jungle and I saw this glimmer, yeah a crystal and when I grabbed it a rift opened up... " And that's the story of Pitfall Harry's life. The legacy of *Pitfall* continues with this latest version from *Activision,* and for the first time it all comes swinging at you in 3D. The game has been crafted from the same template as the original, giving it an undeniably traditional platform feel, but the 3D element serves to bring the game playing experience into the nineties.

We've already seen the PlayStation bearing its own army of cute little adventuring heroes, each one trying to outdo the other. Yet the pitfall saga instates a hero in human form, something that goes against the current rule book. And I have to say that it makes a refreshing change. Sure *Croc, Crash* and their buddies have all contributed to the rise of the PlayStation and are all worthy ambassadors for Sony's machine, but with furry arses ruling the roost there's always a danger of an adorable overload. Pitfall 3D avoids the current trends and scores points because of it.

I have to say I enjoyed playing this game. Initially it didn't seem to have too much in the way of originality, and I didn't expect to be entertained for any length of time. But I found myself surprised at how quickly I got to grips with the game. Although it has the appearance of a next generation adventure game, it really does play like an old school platformer. And after getting through the first few sections of the game, you find yourself being constantly reminded of how much fun the simple jump and fight gameplay can be in a well designed release such as this.

The experience is further enhanced by Harry's own sense of sarcasm and contempt with which he deals with any foes along the way. Harry's voice was provided by actor *Bruce Campbell,* the star of the cult *Evil Dead* movies, and if you're familiar with the hammy tongue-in-cheek essence of those films then you'll know

In the words of the hero himself, "Hey, a beautiful woman, suicide mission... count me in!"



This is the first boss that Harry encounters, and he's a bit of a swine. You need to activate four valves in order to beat it





Avoiding these rotating arms is easier said than done. Harry will need to stay alert if he's going to get out alive



exactly what to expect from Pitfall's own witty protagonist. *Campbell* loves playing 'the hapless hero' and the result is a comical blend of one liners and put downs that had me grinning right the way through the adventure.

The gameplay is based around Harry's quest to save the ancient Moku civilisation which has been decimated by an evil Temptress, and after falling through the dimensional rift that leads to this other worldly struggle, Harry discovers that the next target is Earth. And so, in the word's of the hero himself, "Hey, a beautiful woman, suicide mission... count me in!"

THE LION SLEEPS TONIGHT

The challenge leads Harry through four differing regions of this strange dimension, from ancient ruins through a volcano and a prison colony until the final confrontation takes place at the enemy's fortress. But to get there you'll have to get past all manner of creature intent on keeping the pick axe wielding good guy at bay. Apart from the obvious running and jumping elements of gameplay, Harry will also find himself swinging on vines and using his trusty rock pick to get to places where he otherwise couldn't, and I'm afraid that's about yer lot.

Now I know that I've already said that I enjoyed *Pitfall 3D*, and I wasn't lying, however the way it plays does have a monotonous tone to it. The fact that there are only four levels, means that this isn't too much of a challenge and although it is enjoyable while it lasts, it just doesn't last long enough. But the game does have an ace up its sleeve in the shape of a fully modelled and textured 3D environment that is totally free roaming. This offers different routes for you to take when trying to save the world and get the girl.

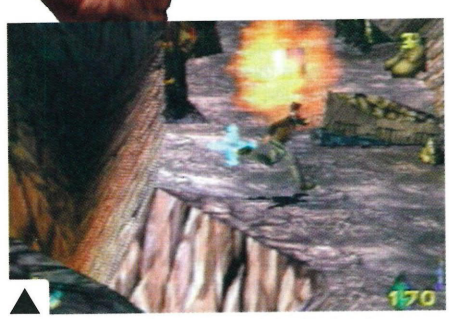
The graphics are effective without being amazing and the animation of the main character is well executed, and for the most part *Pitfall 3D* is a game that provides excitement for a while without over facing you with complex searches and quests. It's the kind of game that you can play without ever reading the manual, and from experience I know that there's a market for this sort of thing, but the more serious gamers among you may find it all a little too straight forward.







There are around 25 different enemies in Pitfall 3D, and they're all keen on turning Harry into a steaming pile of hero pulp



The heat is on! Run for it and don't stop to collect the power-ups on the way, as this ball of flames is desperate for some Pitfall Harry flambe



PRO SCORE

PRICE: £39.99
PUBLISHER: Activision
GENRE: Adventure

TRY B4 U BUY

ANALOGUE | MEMORY CARD | ONE PLAYER

Pitfall 3D is probably the first retro game release that has had the nineties' influence firmly injected into it. And the result is a game that plays like a traditional platformer, but looks more like Tomb Raider. It's a fine attempt at rejuvenating those essential platform elements that served to make the genre a favourite in early days of gaming. It's a funny and engaging game with a lot going for it, and just a couple of extra levels would've seen Pitfall 3D scoring a few extra points

JAMES CANNON

WHAT'S THE SCORE

GRAPHICS	8
SOUND	9
GAMEPLAY	7
LASTABILITY	5

7½

THE PRO PANEL

PAUL Despite seeing people engrossed in this I couldn't quite get into it to the same degree. It's obviously a competent game, but it didn't do anything for me. Check it out first

ANDY Imagine the Evil Dead hero Bruce Campbell and his wisecracking added to a solid and playable platformer, then you've got the gist of this revamped Pitfall game

LEWIS This Atari classic has undergone a major cosmetic overhaul, but beneath the surface this retains the solid, if somewhat monotonous, gameplay of the original

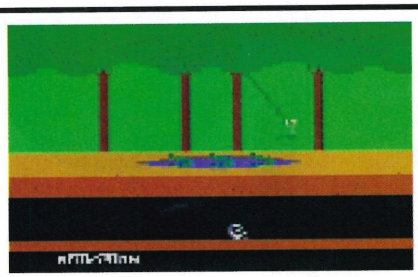
JAY It may look all smart and fancy to the virgin eye, but as with the original, it's initially exciting and the attraction soon fades. They should have converted River Raid instead

LAUGH YOUR HEAD OFF

Harry's hilarious in-game quips are supplied by the cult figure, Bruce Campbell. Campbell came to fame in 1979, when he and a group of friends (including director Sam Raimi) raised $350,000 for a very low budget film, Evil Dead, in which he starred. Evil Dead II: Dead By Dawn and Army Of Darkness followed this initial success.

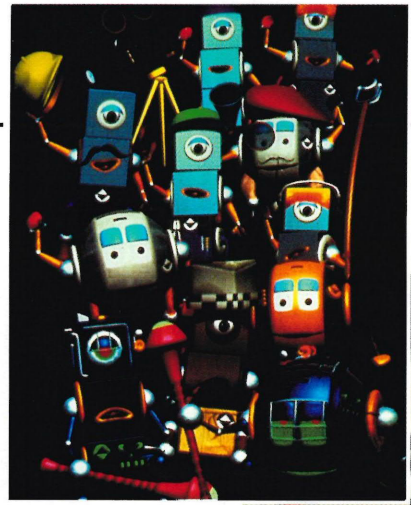


Rent them out with a couple of mates, turn off the lights and wait for Campbell's insanely cool acting approach and Raimi's twisted depiction of terror to grip hold of you by the seat of the pants. You won't regret it.



BACK TO THE JUNGLE

If you want an example of how far videogames have advanced since the early days, then you should check out the original game that's included in Pitfall 3D. Veterans always state that gameplay was everything back then, that's because the crap graphics and plinkey-plinkey sound effects left them with little else.



Reboot

Countdown To Chaos

Surf the net and put the terminal boot in on Megabyte to save the computer mainframe

Reboot, the TV show with computer rendered characters and a gallant hero named Bob, has finally come full circle and made an appearance in the world of videogaming. *Countdown To Chaos* is a 3D action shooter where Bob must do battle with destructive forces of the evil Megabyte inside the mainframe computer. Bob must stop tears in the fabric of mainframe's world and if these tears, which act like portals for viruses, aren't repaired in time they will allow viruses to invade the net and threaten the safety of the entire mainframe.

Reboot is quite an interesting game that has a lot in common with the series it was adapted from. The graphics are well done and serve to make the game's characters and sets look as they do on TV, but it's the controlling of the central character, Bob, which stands out as being the thing that makes this game different. Bob travels around on his zipboard, which is kind of a flying skateboard, and it takes a lot of practice to gain sufficient control of the thing to effectively challenge Megabyte and his cronies.

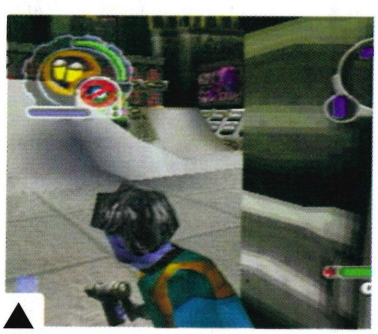


Controlling the zipboard is difficult at the best of times, but once you've got the hang of it you can take to the board park for some rad air. Dude

BYTE ME!

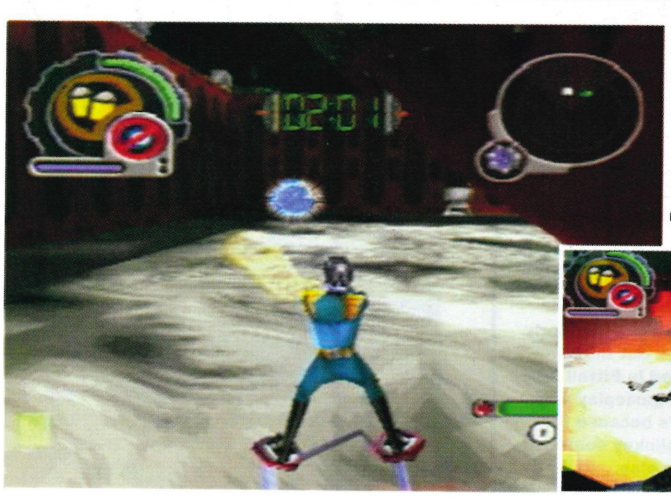
Despite having 21 free roaming levels, a collection of rendered sequences and eight boss levels, The gameplay can be a little monotonous, even though things do become progressively harder. I'd have thought that this kind of title would be aimed at the younger market, but there are elements in the game, such as the tricky handling of Bob's zipboard and the action of actually repairing the tears with a special ray gun, that younger players may struggle to get to grips with.

That said, it is enjoyable for a while and it's certainly a little different from anything else on the PlayStation at the moment, but whether it's different enough to justify adding it to your collection is another matter.



Bob fancies himself as the silicone Steven Segal, but it would be hard to act more plastic than that guy





Repair the tears in the mainframe fabric by applying a little repair ointment



PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Adventure

RENT IT

MEMORY CARD · ONE PLAYER · ANALOGUE · PRO · PRO

The strange form of transport that's permanently strapped to Bob's feet gives this fight-filled adventure a unique element. Unfortunately, there isn't much else that hasn't been seen before. I've no interest in the TV series, and wasn't gripped by this either, but that isn't to say it isn't any good, it just gets a little samey after a while. It looks nice, plays well and will probably go down great with the kids who watch the show.

JAMES CANNON

WHAT'S THE SCORE?

GRAPHICS	8
SOUND	8
GAMEPLAY	7
LASTABILITY	5

7

THE PRO PANEL

LEWIS I found the control system awkward, and although there's an instant amount of shoot'em-up fun to be had, this soon wears thin. It's a case of terminal shutdown for me

ANDY The idea is a sound one, but the execution leaves a little to be desired. it's great for a short time, but soon becomes a little too samey for my tastes

JAY Nice TV programme, but this somewhat original and quirky offering simply isn't my thing. But I'm sure it's worth a night's rental or indeed a purchase if you're aged 13

PAUL Reboot rapidly becomes repetitive, but for a little while at least there's fun to be gleaned from this. Too average to keep you at it for long though unfortunately

Lucky Luke



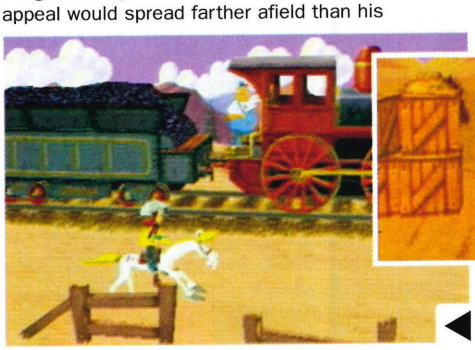
The French and the English are notorious for... well, for not really liking each other that much. So it's by way of some strange freak of human nature that *Ocean* and French developers *Infogrames* have once again collaborated on a project, and this time the result is *Lucky Luke*.

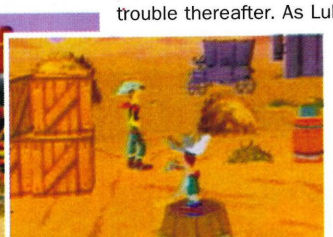
The character is a cartoon favourite in his home country and it's long been suggested that a videogame version of his peace-keeping adventures would go down a storm in France, *Infogrames* agreed, but felt that *Lucky Luke's* appeal would spread farther afield than his native land. And they might be right too.

It's all done, as you'd expect, with a distinct cartoon flavour. The scenery and characters all look like they've come straight off a piece of celluloid, and the gameplay is relatively simple and easy to get to grips with.

DO YOU FEEL LUCKY?

Whilst the difficulty of the game is set at a level that will need a little trial-and-error gaming to proceed, once you've figured out how to do a particular area it shouldn't pose you too much trouble thereafter. As Luke originated in the land of kids' TV, it's only natural that his exploits on the PlayStation would be programmed with the younger PSX audience in mind and *Lucky Luke* is more than capable of keeping them occupied.





The game continually changes styles: from a side scrolling platformer, to a horseback gunfight, to a third-person perspective shoot out

PRO SCORE

PRICE: £34.99
PUBLISHER: Ocean
GENRE: Platform

RENT IT

WHAT'S THE SCORE?

GRAPHICS	7
SOUND	7
GAMEPLAY	5
LASTABILITY	5

6

THE PRO PANEL

JAMES Definitely one for the kids, but a good variety of gameplay elements all the same

ANDY It's a bit of a laugh this one, but it's just a little too juvenile for older games players

JAY Not for me this one, as twee cartoon cowboys are *not* on my 'most wanted' list

LEWIS Fun for the wee folk, but there's no real challenge here for a seasoned gamer

PAUL Not for me this although it will appeal to a lot of younger players. Worth a check

Ark Of Time



In his quest to discover Atlantis, Kendall must visit Africa, Stone Henge and Easter Island as well as over 60 other locations

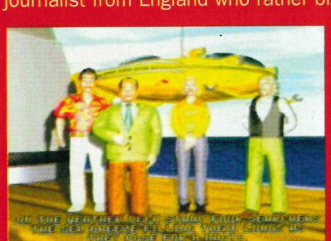


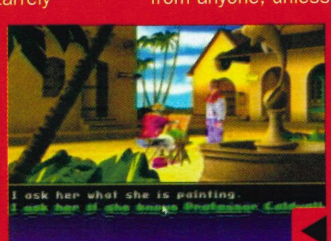
Remember that 80's show starring *Patrick Duffy* called *The Man From Atlantis* about a bloke who always wore trunks and could hold his breath for absolutely ages? Remember it being a steaming pile of sheep poo? Well I do, and I decided at an early age that the legend of Atlantis was complete bollocks, and anything even remotely connected with it was bound to be too. And I've been proved right, if the contribution of software developers Ice is anything to go by.

Ark Of Time is an adventure game where you take on the role of Richard Kendall, an intrepid journalist from England who rather bizarrely speaks with a poofy American accent, a theme that runs throughout the game with the various characters.

'ARK AT HIM

Apart from the dubious translations by the Dutch developers making the game's dialogue extremely irritating, the fact that they waffle on for ages grated on my nerves even further. And while *Ark Of Time* seems to be stocked well enough to provide lengthy gameplay, I seriously doubt that this will any get devoted attention from anyone, unless you have A) no social life B) no brain or C) no other games. Sounds a little harsh I know, but I usually like adventure games. Sadly, this went just one ropy accent too far.





Get to the point and stop rabbiting on about nothing! All this reminds me of Eldorado

PRO SCORE

PRICE: £39.99
PUBLISHER: Project two Int.
GENRE: Adventure

AVOID!

WHAT'S THE SCORE?

GRAPHICS	7
SOUND	5
GAMEPLAY	4
LASTABILITY	4

4½

THE PRO PANEL

JAMES Avoid this boring and irritating adventure like the clap. It's a load of Bollocks

ANDY Why has this game even appeared? Nobody seems to be able to answer this

JAY Boring, bland and ultimately forgettable, this should certainly be avoided by everyone

LEWIS Oh God this is dull. It's the game equivalent of watching Panorama. Avoid

PAUL Bordering on terrible. Consign this to the Bin of Time immediately

PRO PLATINUM

The main gripe about videogames on the whole is one of pricing. But with the introduction of the Platinum Range, old classics from the PlayStation back catalogue can now be enjoyed for under £20. So, each month we'll give you the lowdown on the latest releases around, plus a full listing of everything currently out there. Enjoy

Die Hard Trilogy



You are Bruce Willis, complete with mucky vest, and you must battle your way through all three of the action adventure blockbusting movies (hence the title). Die Hard sees you running around the Nakatomi Plaza, ala Tomb Raider, blowing up terrorists and the like. Die Harder puts you in Time Crisis mode, picking off those nasty terrorists once again, and finally, Die Hard With A Vengeance is an all-out high speed driving bonanza, boasting nail-biting time limits, frantic chases and best of all, squashable pedestrians. Well worth twenty quid of anyone's money.



Yippie-Kai-Ay! You too can act all hard wearing nothing more than your pants and a vest in Fox Interactive's cheaper-than-cheap kill'em-all corker



PRO SCORE

PRICE: £19.99
PUBLISHER: Fox Interactive
GENRE: Miscellaneous

MEMORY CARD | LIGHT GUN | ONE PLAYER

WHAT'S THE SCORE?

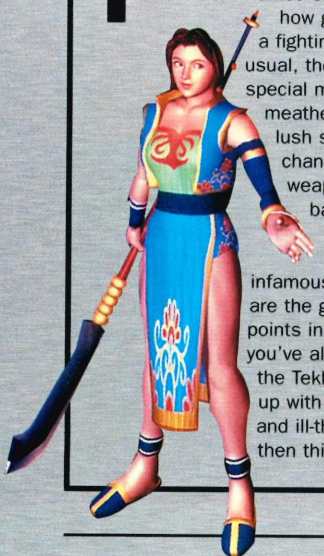
GRAPHICS	8
SOUND	9
GAMEPLAY	9
LASTABILITY	9

9

Soul Blade



Technically the bastard son of *Tekken* and *Battle Arena Tohshinden*, this darn fine effort from Namco showed the world just how gorgeous and in-depth a fighting game could be. As usual, the game boasts several special move-enhanced meatheads in a variety of lush settings, plus the chance to lose your weapons and indulge in a bare-knuckle brawl. The cheesy Japanese music (and Li Long's infamous 'missing' nunchakas) are the game's only down points in our opinion, so if you've already bought any of the Tekken series and are fed up with the onslaught of poor and ill-thought out clones, then this is a wise buy.







All the excitement of Tekken, some very corny tunes and the added bonus of being able to whack people with whopping great sticks

PRO SCORE

PRICE: £19.99
PUBLISHER: Namco
GENRE: Beat'em-up

MEMORY CARD | TWO PLAYER

WHAT'S THE SCORE?

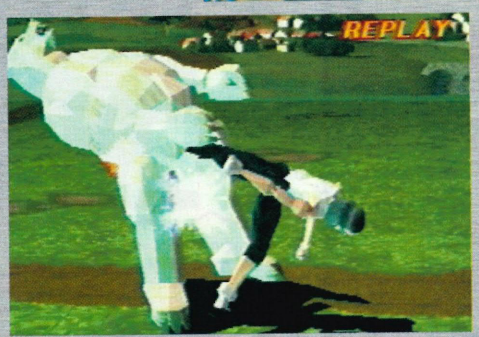
GRAPHICS	9
SOUND	8
GAMEPLAY	9
LASTABILITY	8

9

Tekken 2

If you haven't heard of this then you've obviously had your head stuck up your arse for the past three years or you're the proud owner of an N64 (much of a muchness, I'm sure you'll agree). Anyway, this baby is the one to own if you like fighting games and has spawned a thousand inferior rivals. Again, as with Soul Blade, the graphics are amazing, both single and two player modes will keep you entertained for hours at a time and, in all honesty, you can't get better than this for your PlayStation. And at £20 a throw, you'd be stupid to ignore this game.





If you don't already own this game then you're a complete tit. And since Tekken 3 isn't arriving until September, you should certainly buy this ASAP



PRO SCORE

PRICE: £19.99
PUBLISHER: Namco
GENRE: Beat'em-up

MEMORY CARD | TWO PLAYER | PRO | PRO | PRO

WHAT'S THE SCORE?

GRAPHICS	10
SOUND	9
GAMEPLAY	9
LASTABILITY	9

9½

Tomb Raider

Ah yes... the game that brought Lara Croft into our lives. Love her or hate her, either way you can't deny the massive success this game has had since its release in December '96. Lara, as you know, is now a worldwide videogaming icon and her original adventure, although somewhat minuscule compared to its sequel, is still a complex, frustrating, nail-biting, hair-pulling exercise in interactive gaming. Even if you bought the sequel first, this is still worthy of your time and your money – if only to demonstrate the birth of a video gaming superstar.



Experience the delights of staring at Lara Croft's pixelated buttocks for hours on end as she minces around a series of underground caverns



PRO SCORE

PRICE: £19.99
PUBLISHER: Eidos Interactive
GENRE: Adventure

MEMORY CARD | ONE PLAYER | PRO | PRO | PRO

WHAT'S THE SCORE?

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LASTABILITY	8

9

Out there...

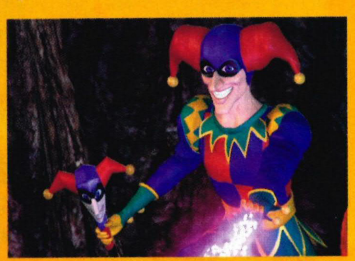
All the currently available cut-price titles are listed below, along with their Pro score.



Actua Soccer	8
Air Combat	7
Alien Trilogy	9
Battle Arena Tohshinden	8
Bustamove 2	6
Crash Bandicoot	8.5
Destruction Derby	7
Destruction Derby 2	8
FIFA '96	7
International Track & Field	9
Need For Speed	7
PGA Tour Golf '97	7
Porsche Challenge	8
Rayman	9
Ridge Racer	8
Tekken	9
True Pinball	7
wipEout	7
wipEout2097	9
Worms	9

Coming soon...

Don't bother buying these at full price whatever you do, as they're all going Platinum within a matter of weeks.



Platforming fun for under 20 quid? Yes please, mister shop assistant sir!

Adidas Power Soccer	April
Ridge Racer Revolution	April
Soviet Strike	April
Pandemonium	May
ISS Pro	May
Command & Conquer	Sept
Resident Evil	Sept

PLATINUM

GAMEplay

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

FREE POSTER WITH EVERY ORDER! Please ask when ordering!

PRICE! CHOICE!

THESE HAVE MADE US WHAT
LARGEST MAIL ORDER SUPPL

BUYING FROM GAMEPLAY IS BUYING WITH CONFIDENCE!

As you look through this magazine you will undoubtedly notice adverts for other mail order companies. So what makes us different to any of them? Well, how about this.....

PRICE !!

You should find Gameplay to be the cheapest supplier of Playstation games in the country. However, we can't look everywhere at once, so if you do find a better price, please ring us and we will do our best to beat or at least match it. On top of this, we offer a **FREE** 1st Class delivery service and we don't charge for membership if you are buying by mail order so there are no "Hidden Charges". The price you see is the price you pay!

CHOICE !!

Just take a look at this advert! 4 pages crammed with games and equipment! We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast. Also, with plenty of 2nd hand games available as well as new there should always be something that you're looking for.

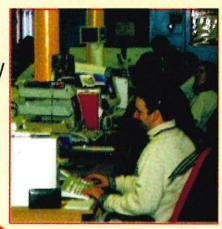
QUALITY !!

We only sell official UK products and all items are fully guaranteed whether new or 2nd hand. Any product that becomes faulty within its warranty period will be replaced hassle free, quickly and efficiently.

SERVICE !!

Delivery time is normally within 2 working days and our packaging has been specially designed to ensure that your products arrive in perfect condition (we do not use Jiffy Bags!). Also whatever your needs we can help you make the right choice.

Our salesmen are all enthusiasts and do not make commission, so they can give you completely impartial advice. *Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth!*



THE GAMEPLAY CLUB SUPERSTORE

WHY NOT VISIT OUR CLUB SUPERSTORE IN LEEDS AT THE ADDRESS ON THE ORDER FORM! ALL ITEMS IN THE STORE ARE AT THE SAME DISCOUNTED PRICES AS OUR MAIL ORDER DIVISION.

These are the qualities that have made us Britain's largest and fastest growing mail order supplier of computer games. CAN YOU AFFORD NOT TO BUY YOUR GAMES FROM US?

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK







PLEASE NOTE THAT THERE IS NO CHARGE TO BUY FROM US BY MAIL ORDER BUT A ONE OFF MEMBERSHIP FEE OF £5 IS PAYABLE IF BUYING FROM OUR SUPERSTORE. NUS CARD HOLDERS AND OAPs £2.50.

FAX ORDERS ON
0113 234 0770
(24 HOURS A DAY)

THE HOTTEST GAMES AT THE COOLEST PRICES!!

- **SALES LINES OPEN:** MON-FRI 9am - 8pm, SATURDAY 10am - 7pm, SUNDAY 10am - 4pm
- **NO QUIBBLE EXCHANGE POLICY** IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4), WE WILL SWAP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN PERFECT CONDITION).
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- **ORDER WITH CONFIDENCE** FROM ONE OF THE LARGEST SUPPLIERS IN THE COUNTRY! OVER 750,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- **1ST CLASS DELIVERY FREE OF CHARGE** TO U.K. MAINLAND. WE PROVIDE THE **FASTEST** DELIVERY SERVICE AROUND: 1-3 WORKING DAYS MAX ON STOCK ITEMS. *(PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE).* NEXT DAY DELIVERY FROM £4. ORDERS PLACED BEFORE 3PM ARE SENT THE SAME DAY (SUBJECT TO STOCK).
- **1000'S OF TITLES AVAILABLE.** WE ALSO STOCK GAMES & ACCESSORIES FOR N64, SATURN & OTHER CONSOLES AND CD ROM
- OTHER COMPANIES MAY TAKE YOUR **MONEY** IMMEDIATELY BUT WITH GAMEPLAY YOU WILL BE SAFE KNOWING THAT **YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!**



THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

£104.99

ALL PLAYSTATIONS COME WITH ONE SONY PAD, A PLAYABLE DEMO CD FEATURING 6 GAMES

PRICES INCLUDE **FREE 48hr DELIVERY** TO MOST AREAS IN THE UK
*SUBJECT TO STOCK

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Sony and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we will either **collect it from your door and replace it free of charge** or **send an engineer to repair it in your home!!**

PLAYSTATION & SONY MEMORY CARD & EXTRA PAD	£121.99
PLAYSTATION & ANY GAME AT £29.99 OR LESS	£131.99
PLAYSTATION & ANY GAME AT £37.99 OR LESS	£135.99
PLAYSTATION & ANY OTHER GAME	£140.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £29.99 OR LESS	£147.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £37.99 OR LESS	£152.99
PLAYSTATION & MEMORY CARD, PAD & ANY OTHER GAME	£156.99

PLUS GET £1.00 OFF EVERY GAME PURCHASED AT THE SAME TIME!!

SAVE EVEN MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW SONY PLAYSTATION!

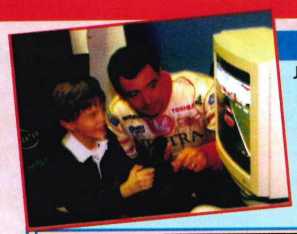
SONY OFFICIAL MEMORY CARD	JUST £13.99
FIRE 1MB MEMORY CARD	JUST £8.99
8MB 120 SLOT MEMORY CARD	JUST £16.99
SONY ANALOGUE JOYPAD	JUST £21.99
SAITEK MEGAPAD	JUST £8.99
DUST COVER	JUST £5.99
LINK-UP LEAD	JUST £7.99
LOGIC 3 CARRY CASE	JUST £14.99
RGB SCART CABLE	JUST £7.99

QUALITY! SERVICE!

WE ARE TODAY: BRITAIN'S ...IER OF COMPUTER GAMES!

0113 234 0444
SALES HOTLINES (7 days a week)
0113 234 0999
TECHNICAL SUPPORT (Mon - Sat, 9-6)
0113 234 0666
CUSTOMER SERVICE (Mon-Fri 9am-6pm)
email: GameplayUK@aol.com

STEERING WHEELS



John Clelland, Vauxhall's star touring car driver playing TOCA Touring Cars at our recent store opening in Leeds *"This wheel is fantastic -I want one!' – John Clelland.*

So you've got a Playstation. You've got a driving game. But are you getting that wheel-spinning, powersliding, rubber-burning engine-screaming driving sensation??? NO? A joypad may be a masterpiece of ergonomic design, but when it comes to fishtailing your mean machine through a hairpin at 160mph it just doesn't cut it. There's only one thing guaranteed to give you ultimate control of your vehicle and make the hair on the back of your neck stand up and that's a decent steering wheel. You'll master those tracks. You'll tame those cars. You'll leave the competition standing. You'll shatter those records. You will have ULTIMATE CONTROL!

TOP GEAR TOP DRIVE STEERING WHEEL



Steering Wheel & foot pedals with working gearstick and 9 fully programmable buttons. Leather wheel cover. Works on N64, PSX & Saturn...**£54.99**

TOP DRIVE PRO STEERING WHEEL

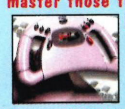


As above but also with LCD rev counter **£63.99**





SPECIAL OFFER...
TOP GEAR WHEEL & TOCA TOURING CARS
RRP £114.98 OUR PRICE
ONLY £84.99
TOP GEAR WHEEL & TOTAL DRIVIN & V RALLY
RRP £159.97 OUR PRICE
ONLY £99.99



VRF1 STEERING WHEEL
True analogue wheel with programmable buttons (no pedals). Can be placed between your legs for comfort - no table-top necessary!
£37.99



VRF1 3 IN 1 WHEEL AND PEDALS
Works with Saturn, PSX and N64. The same features as the standard VRF1
£49.99

GAMESTER PSX STEERING WHEEL
comes complete with Formula 1 style gear change and foot pedals and suckers to mount onto a table or floor. Suitable for use with almost all driving and flight games, eg Rage Racer, V Rally, Destruction Derby 2, etc...

£54.99



SPECIAL OFFER !! BUY A GAMESTER STEERING WHEEL AND GET £2 OFF ANY DRIVING GAME!!

GUNS



REAL ARCADE LIGHT GUN
Time Crisis compatible, pump-action recoil, auto-fire, auto-reload, foot pedal **£33.99**



PREDATOR LIGHT GUN
Auto-Fire, Auto-Reload, Auto-speed selection. Also works with Sega Saturn
£13.99 or **£11.99** if bought with a game.

ERAZER GUN
Unique Recoil feature, Auto-Fire, Auto-Reload, Special Weapons button, PSX and Saturn compatible **£22.99**





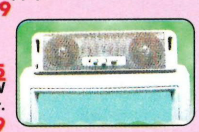
PROTECTOR LIGHT GUN
Start, Pause and special weapons buttons, 3 speeds for manual reload, light-weight design for long usage.
£12.99

SPEAKER SYSTEMS

The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
£37.99



Screenbeat Top 25
Sits on any portable TV, 25W Peak Power, Bass Booster.
£14.99

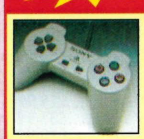


Maxim Woofer System
300W PMPO, Active Sound, Dynamic Bass Super Woofer, 3D Surround, Satellite Speakers, Power Supply.
£64.99

Screenbeat SB300 Super Woofer System
Active Sound, 100w Peak Power, Dynamic Bass Super Woofer, Variable Bass Control, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
£89.99



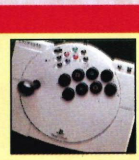
JOYPADS



SONY JOYPAD
Still the highest quality spare joypad on the market
£14.99

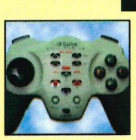


SONY ANALOGUE JOYPAD
Official Sony joypad also includes analogue thumb controllers to make movement easier, especially driving games
£22.99



ASCII ARCADE JOYSTICK
Arcade style fighter stick with independent adjustable button speed control and auto-turbo which fires up to 36 punches per second!
£42.99

SAITEK MEGAPAD
8 adjustable buttons with Turbo-fire, Auto-fire & Slow Motion. Microswitched D-Pad. Our favourite pad!
£9.99

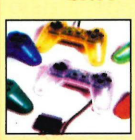


ASCII GRIP
Single-handed ergonomic joypad with programmable buttons. Most effective with cursor-controlled games
£15.99



ASCII ARCADE STICK
Arcade style stick with 360 degree movement and microswitch technology. Most effective with fighting games.
£26.99

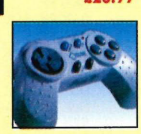




FIRE HYPER PAD
Replica Sony pad with turbo-fire, auto-fire and slow motion. Many colours including NEW Glow In Dark!
£9.99



ASCII JOYPAD
Standard joypad but more ergonomically designed. Easy to hold for long periods
£11.99



PHASE 9 CYCLONE PAD
Ergonomic Pad with turbo-fire, auto-fire and slow motion. Very reliable and easy to hold
£9.99

WILD THINGS ARCADIA ARCADE JOYSTICK
8 buttons individually programmable. Turbo/auto-fire & slow motion. Chunky design
£19.99



LOGIC 3 EXPLORER PAD 32
Works with Saturn & PSX. Auto-Fire and Slow Motion features.
£14.99



LOGIC 3 MASTER PAD 32
Works with Saturn & PSX. Auto-Fire and Slow Motion features.
£14.99

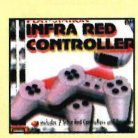




HYPER-DRIVE PAD
Joypad with Turbo-fire, auto-fire & slow motion and innovative built-in steering wheel mechanism.
£13.99



NAMCO ARCADE JOYSTICK
£39.99



FIRE INFRA-RED JOYPAD SYSTEM
Complete with two 8 button joypads and a receiver. Range up to 18 metres. Requires batteries.
£27.99

DOMINATOR JOYSTICK
Digital and analogue modes, Hat Switch, Auto-Fire and Slow Motion, 8 Fire buttons, LCD Display
£23.99



NEGCON JOYPAD
Pad twists in the middle to give the sensation of a steering wheel
£35.99



ASCII Analogue Flight Stick £43.99
Innovations Replica Pad £6.99
Joypad extender cable.....£7.99

OTHER ACCESSORIES



OFFICIAL SONY 1MB MEMORY CARD
Save up to 15 high scores, lap times and game positions. Available in grey, red and clear.
£14.99



SONY MULTI-TAP
Allows up to 8 people to play at once (pads not included) **£27.99**
Get £1 off every pad & multi-player game bought at the same time as a MULTI-TAP

1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
Replica of the official Sony Memory Card. Available in Red, Green, Blue, Black, Clear, Green or Yellow
1MB £9.99
2MB £12.99





SONY MOUSE
Ideal for games which use a cursor, e.g. Sim City, Discworld, etc. Comes with official mouse mat
£21.99



120 SLOT MEMORY CARD (8MB)
Eight times bigger than the official Sony memory card for only an extra £3!! Excellent Value!
£17.99

GAME KILLER CHEATS
Contains programmed cheats for 17 popular games including F1, Tekken 2, Wipeout 2097, Resident Evil, Crash Bandicoot, etc
£21.99





DATEL ACTION REPLAY PRO
Contains 100s of built-in cheats for all PSX games to really let you get the best from your games. You can add more cheats (for free!) as new games are released
£38.99



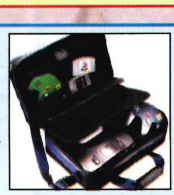
RGB SCART CABLE
Improves sound and picture quality.
£8.99
Also comes with an adaptor to connect your PSX to a Hi-Fi
£10.99



GAMEPLAY "ADRENALIN RUSH" MOUSE MAT
£2.99



POWER PACK
Contains Official Sony Memory card, Official Sony Joypad and a cool Playstation record bag
£29.99



LOGIC 3 UNIVERSAL CONSOLE CARRY CASE
Cushioned interior, partitions and pockets, durable lightweight and waterproof.
£15.99



HARD CASE
Protects up to 6 Playstation Games when carrying around or just for safe storage **£9.99** or **£8.99** with a game.

Fire 30 slot (2MB) Memory Card ..£12.99
Datel 120 Slot (8MB) Memory Card..£17.99
Datel 360 Slot (24MB) Memory Card£24.99
Datel 720 Slot (48MB) Memory Card£29.99
Logic 3 4MB Memory Card - does not use data compression therefore it works with all games that other high capacity memory cards do not, e.g. Sim City 2000.....£22.99
Dust Cover £7.99
Konami Hyperblaster Gun £23.99
Link-up Cable.....£7.99
Replacement RF Lead- comes with an adaptor to connect your PSX to a Hi-Fi.....£12.99

TURN THE PAGE FOR THE LOWEST PLAYSTATION GAME PRICES IN THE COUNTRY ....

GAMEplay

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

FREE POSTER WITH EVERY ORDER! Please ask when ordering!

PRICE! CHOICE!

THESE HAVE MADE US WHAT LARGEST MAIL ORDER SUPPL

UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES •

To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!

ADVENTURE / ROLE PLAYING



SPECIAL OFFER FINAL FANTASY VII & ASCII GRIP



£49.99



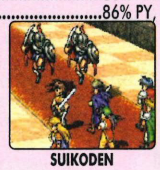
ALUNDRA

"It's Legend of Zelda for the Playstation - compulsively addictive, deceptively simple and incredibly playable! 9/10" - Official Playstation Magazine no.31 .....£34.99

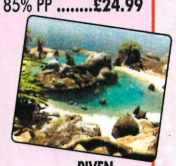
Alundra	Due end April	£34.99
Ark of Time	65% PP	£29.99
Broken Sword 2	90% PY, 91% PP	£29.99
Chronicles Of The Sword	43% PY	£33.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	Due 3rd April	£33.99
Discworld 2	80% PY	£34.99
Excalibur	86% PY, 85% PP	**£24.99**



DISCWORLD 2



SUIKODEN



RIVEN

Final Fantasy 7	93% PY, 97% PP	**£36.99**
Kingsfield	61% PY	£29.99
Legacy of Kain	92% PP	£27.99
Little Big Adventure	83% PY, 91% PP	£19.99
Magic The Gathering	N/A	£33.99
Riven	N/A	£39.99
Sentient	84% PY, 71% PP	£26.99
Sign of the Sun	Due end March	£29.99
Suikoden	80% PY, 81% PP	£18.99
The Last Report	N/A	£34.99
Vandal Hearts	81% PY, 86% PP	£18.99

BEAT 'EM UP



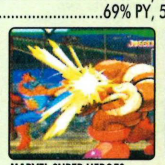
STREETFIGHTER EX PLUS

Streetfighter in 3D! 23 characters, stunning combos and special attacks and gorgeous Hi-Res Graphics.

Bloody Roar	92% PP	£34.99
Bushido Blade	**94% PY, 83% PP**	**£29.99**
Dark Stalkers Revenge: Night Warriors	88% PY, 78% PP	£14.99
Dynasty Warriors	71% PY, 68% PP	£33.99
Fantastic 4	69% PY, 59% PP	£19.99



SOUL BLADE



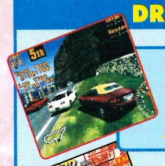
MARVEL SUPER HEROES



TEKKEN 3

Fatal Fury	N/A	£29.99
Fighting Force	89% PY, 66% PP	£25.99
King of the Fighters	62% PY	£29.99
Mace: The Dark Age	Due 16th April	£32.99
Marvel Super Heroes	**90% PP**	**£32.99**
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Mortal Kombat Mythology	71% PY, 50% PP	£27.99
Pitball	66% PY, 73% PP	£19.99
Perfect Weapon	65% PY, 51% PP	£33.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Samurai Shodown '97	62% PY	£34.99
Soul Blade	96% PY, 94% PP	£18.99
Star Wars: Masters of Teras Kasi	**Due 27th March**	**£32.99**
Streetfighter Collection	Due 24th April	£CALL
Streetfighter Ex Plus	91% PY, 93% PP	£30.99
Tekken	95% PY, 90% PP	£17.99
Tekken 3	Due end March	£39.99
Tobal No.1	94% PY, 91% PP	£26.99
Toshinden	76% PY	£18.99
Toshinden 2	74% PY	**£19.99**
Toshinden 3	78% PY, 76% PP	**£29.99**
X Men Children of the Atom	N/A	£33.99
War Gods	59% PP	£31.99

DRIVING / RACING



GRAN TURISMO & TOP DRIVE WHEEL RRP £109.98



£84.99



FELONY 11-79



PORSCHE CHALLENGE



MICRO MACHINES 3

Auto Destruct	84% PY, 77% PP	£32.99
Ayrton Senna Kart Duel 2	Due 27th March	£31.99
Bugriders	N/A	£27.99
Burning Road	90% PY	£19.99
Destruction Derby	86% PY, 72% PP	£17.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Felony 11-79	81% PP	£24.99
Formula 1 '97	90% PY, 93% PP	**£38.99**
Formula Karts Special Edition	75% PY, 81% PP	£22.99
Gran Turismo	**Reserve it NOW!!**	**£34.99**
Grand Theft Auto (18+)	**90% PP**	**£29.99**
Hardcore 4X4	81% PY, 83% PP	£16.99
Impact Racing	87% PY, 82% PP	£14.99
Indycar 500	Due 3rd April	£34.99
Jetrider	85% PY, 63% PP	£29.99



AUTO DESTRUCT

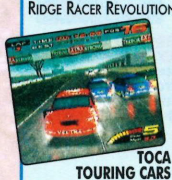


HARD CORE 4x4

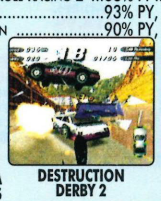


FORMULA 1 '97

Megaman Battle & Chase	Due 27th March	£28.99
Micro Machines 3	**92% PY, 95% PP**	**£17.99**
Monster Trucks	74% PY, 82% PP	£36.99
Motorhead	Due 24th April	£32.99
Motor Mash	68% PP	£33.99
Moto Racer	86% PY, 85% PP	£24.99
Motocross International	77% PY	**£24.99**
NASCAR Racing '98	82% PY, 64% PP	£31.99
Need For Speed 2	90% PY, 49% PP	£24.99
Need For Speed 3	Due 3rd April	£33.99
Newman Haas Racing	Due 26th March	£34.99
Porsche Challenge	82% PY, 80% PP	£18.99
Rage Racer	94% PY, 93% PP	**£26.99**
Rally Cross	89% PY, 88% PP	£29.99
Rapid Racer	87% PY, 82% PP	£27.99
Ray Tracers	74% PY, 73% PP	£29.99
Red Asphalt: Rock N Roll Racing 2	68% PP	£26.99
Ridge Racer	93% PY, 76% PP	£18.99
Ridge Racer Revolution	90% PY, 84% PP	£18.99



TOCA TOURING CARS



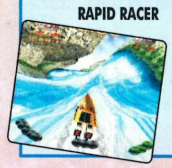
DESTRUCTION DERBY 2



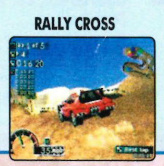
GRAND THEFT AUTO

Road Rash	75% PY, 64% PP	£17.99
San Francisco Rush	N/A	£27.99
Street Racer	84% PY, 79% PP	£19.99
Supersonic Racer	91% PY, 74% PP	£17.99
Test Drive: Off Road	35% PY, 48% PP	£18.99
Test Drive 4	86% PY, 70% PP	£25.99
TOCA Touring Cars	92% PY, 91% PP	**£32.99**
Tokyo Highway Battle	73% PY, 77% PP	£19.99
Total Drivin'	84% PY, 86% PP	**£22.99**
Twisted Metal 2: World Tour	88% PY, 88% PP	£37.99
VR Powerboat Racing	Due 27th March	£29.99
V Rally	87% PY, 94% PP	**£24.99**
V Rally & Total Drivin' Bundle	N/A	**£44.99**
Wipeout	94% PY, 78% PP	£18.99
Wipeout 2097	93% PY, 94% PP	**£18.99**

RAPID RACER



RALLY CROSS



GRAN TURISMO



ARCADE ADVENTURE



RESIDENT EVIL 2

The most eagerly awaited game this month! Terrifying graphics and sound make this every bit as atmospheric as its predecessor. Worth the wait!

£39.99

Clock Tower	43% PP	£29.99
Deathtrap Dungeon	Due 20th March	£34.99
FREE TOMB RAIDER 2 T-SHIRT WITH FIRST 500 ORDERS FOR DEATHTRAP DUNGEON.		
Epidemic	71% PY, 64% PP	£34.99
Fade To Black	90% PY, 87% PP	£17.99
MDK	90% PY, 80% PP	£27.99
Men In Black	Due 24th April	£32.99
Metal Gear Solid	Due May	£35.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Overblood	86% PY, 76% PP	£20.99
Perfect Assassin	Due April	£33.99
Resident Evil - The Director's Cut	83% PY, 91% PP	£26.99
Resident Evil 2	**Due end April**	**£39.99**
Rosco McQueen	88% PY, 78% PP	£29.99
Tomb Raider	94% PY, 92% PP	**£17.99**
Tomb Raider 2	95% PY, 95% PP	**£33.99**



DEATHTRAP DUNGEON



NIGHTMARE CREATURES



TOMB RAIDER 2

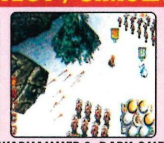
ARCADE SHOOTERS

Blast Chamber	82% PY, 54% PP	£24.99
Crusader No Remorse	80% PY, 85% PP	£22.99
Grid Run	53% PY, 64% PP	£19.99
Hard Boiled	29% PY, 40% PP	£29.99
Independence Day	47% PY, 69% PP	£33.99
Loaded	85% PY, 75% PP	£18.99
Mass Destruction	N/A	£29.99
Maximum Force	50% PP	£27.99
One	86% PY	£32.99
Overboard	75% PY	£27.99
PO'ed	87% PY, 76% PP	£18.99
Ray Storm	75% PY, 83% PP	£34.99
Reloaded	61% PY, 73% PP	£18.99
Riot	72% PY, 67% PP	£35.99
Robotron X	85% PY, 66% PP	£24.99
Syndicate Wars	85% PY, 92% PP	**£25.99**
Tempest X3	86% PY, 80% PP	£18.99
Tiger Shark	62% PY, 72% PP	£29.99
Xevious 3D	72% PY, 60% PP	£29.99

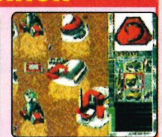
STRATEGY / SIMULATION



THEME HOSPITAL



WARHAMMER 2: DARK OMEN



C&C RED ALERT

Allied General	51% PY	£35.99
Carnage Heart	57% PY, 74% PP	£29.99
Command & Conquer	79% PY, 91% PP	£18.99
Command & Conquer RED ALERT	90% PY, 93% PP	£34.99
Constructor	Due April/May	£31.99
Monopoly	75% PY, 78% PP	£34.99
Return Fire	84% PY, 91% PP	£17.99
Risk	81% PP	£34.99
Sim City 2000	75% PY, 91% PP	£24.99
Steel Reign	75% PP	£29.99
Theme Hospital	Due 3rd April	£33.99
Theme Park	**86% PY, 85% PP**	**£19.99**
Transport Tycoon	78% PY, 86% PP	**£19.99**
Transport Tycoon & Sony Mouse	78% PY, 86%PP	£39.99
Warcraft 2	86% PY, 88% PP	**£29.99**
Warhammer: Shadow of Horned Rat	82% PY, 86% PP)	£34.99
Warhammer 2: Dark Omen	**Due 3rd April**	**£33.99**
Worms	92% PY, 82% PP	£17.99
Z	85% PY, 80% PP	£29.99

PUZZLE

Bust A Move 2	88% PY, 89% PP	£17.99
Bust A Move 3	85% PP	£24.99
Caesars World of Gambling	N/A	£29.99
Chessmaster 3D	68% PY, 87% PP	£19.99
Kurushi	88% PY, 68% PP	£25.99
Super Pang Collection	Due 27th March	£26.99
Super Puzzle Fighter 2	90% PY, 92% PP	£24.99
Tetris Plus	82% PP	£27.99

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

QUALITY! SERVICE!

WE ARE TODAY: BRITAIN'S LIER OF COMPUTER GAMES!

0113 234 0444
SALES HOTLINES (7 days a week)
0113 234 0999
TECHNICAL SUPPORT (Mon - Sat, 9-6)
0113 234 0666
CUSTOMER SERVICE (Mon-Fri 9am-6pm)
email: GameplayUK@aol.com

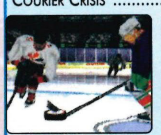
UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES

SPORT



ACTUA SOCCER 2
The best commentary on any sports game ever, coupled with real player names and likeness. It's got to be the football fan's only choice, Brilliant!

2 Xtreme: Extreme Sports 2	52% PY 55% PP	£29.99
Actua Golf	**88% PY, 88% PP**	**£19.99**
Actua Golf 2	**80% PY, 83% PP**	**£26.99**
Actua Ice Hockey	91% PY	£30.99
Actua Soccer	94% PY, 68% PP	£17.99
Actua Soccer 2	**92% PY, 93% PP**	**£25.99**
Allstar Soccer	80% PY, 34% PP	£24.99
Breakpoint Tennis	73% PP	£19.99
Chill	N/A	£24.99
Cool Boarders 2	81% PY	£29.99
Courier Crisis	79% PP	£29.99


ACTUA ICE HOCKEY


COOL BOARDERS 2


FIFA '98 RTWC

Extreme Snowbreak	N/A	£28.99
FIFA Road to the World Cup '98	91% PY, 65% PP	£31.99
Int'l Superstar Soccer Pro	**84% PY, 92% PP**	**£19.99**
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	**86% PY, 84% PP**	**£27.99**
Nagano Winter Olympics '98	35% PP	£33.99
NBA In The Zone 2	N/A	£27.99
NBA Hangtime	Due April	£29.99
NBA Live '98	87% PP	£31.99
NFL Madden '98	92% PY, 89% PP	£29.99
NHL Breakaway '98	89% PP	£28.99
NHL Hockey '98	71% PY, 91% PP	£30.99
NHL Powerplay Hockey	N/A	£22.99
On-Side Soccer	76% PY, 65% PP	£19.99
PGA Golf '97	81% PY	£19.99
PGA Golf '98	63% PY, 68% PP	£31.99
Player Manager	74% PY	£29.99
Powermove Pro Wrestling	51% PY	£24.99
Premier Manager '98	**Reserve it NOW!**	**£32.99**
Pro Pinball Timeshock	89% PP	£28.99
Snow Racer	Due 17th April	£34.99
True Pinball	85% PY	£17.99
Total NBA '97	92% PY, 85% PP	£29.99
Virtual Pool '97	68% PY, 85% PP	£24.99
VR Baseball '97	80% PY, 72% PP	£24.99
WCW vs The World	79% PY, 88% PP	£29.99
WWF In Your House	N/A	£22.99


PGA GOLF '98


VIRTUAL POOL '97


NAGANO WINTER OLYPICS

GUN GAMES



DIE HARD TRILOGY & PREDATOR GUN
£27.99



Crypt Killer	38% PY, 27% PP	£35.99
Die Hard Trilogy	**92% PY, 92% PP**	**£17.99**
Die Hard Trilogy & Predator Gun	N/A	£27.99
Judge Dredd & Predator Light Gun	62% PY, 73% PP	£29.99
Lethal Enforcers 1 & 2	30% PP	£27.99
Time Crisis & Guncon	**90% PY, 93% PP**	**£49.99**

3D SHOOTERS

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Brahma Force	85% PY	£34.99
Colony Wars	92% PY, 93% PP	£24.99
Critical Depth	65% PP	£27.99
Dark Forces	**75% PY, 84% PP**	**£27.99**
Darklight Conflict	79% PY, 87% PP	£31.99
Descent	85% PY, 91% PP	£16.99
Descent 2	63% PY, 82% PP	£19.99
Doom	93% PY, 92% PP	£20.99
Doom & Final Doom Double Pack	**N/A**	**£25.99**
Duke Nukem 3D	**90% PY, 91% PP**	**£27.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19.99
G Police	84% PY, 93% PP	£29.99
Hexen	84% PP	£19.99
Life Force Tenka	86% PY, 82% PP	£35.99
Lone Soldier	92% PY, 72% PP	£19.99
Mech Warrior 2	91% PY, 83% PP	£19.99
Rebel Assault 2	60% PY, 46% PP	£33.99
Shadow Master	79% PY, 88% PP	£34.99
Space Hulk V.O.T.B.A	84% PY, 84% PP	£29.99
Wing Commander 4	67% PY, 50% PP	£20.99

PLATFORM

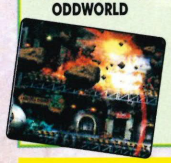
Agent Armstrong	75% PP	£30.99
Bubsy Bobcat 3D	82% PY, 30% PP	£24.99
Casper	65% PY, 62% PP	£25.99
Castlevania Symphony of the Night	**89% PP**	**£26.99**
Crash Bandicoot	84% PY, 86% PP	£18.99
Crash Bandicoot 2	86% PY, 87% PP	£34.99

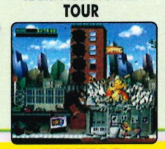

FROGGER


CRASH BANDICOOT 2


HERCULES

Croc	78% PY, 84% PP	**£25.99**
Earthworm Jim 2	69% PY, 79% PP	£23.99
Firo & Clawd	64% PY, 82% PP	£21.99
Frogger	69% PY, 88% PP	£34.99
Gex 3D	**OUT NOW!!**	**£33.99**
Hercules	63% PY, 81% PP	£34.99
Iznogoud	N/A	£33.99
Jersey Devil	90% PP	£34.99
Lost Vikings 2	72% PY, 63% PP	£24.99
Lost World: Jurassic Park 2	**79% PY, 81% PP**	**£25.99**
Megaman 8	Due 27th March	£28.99
Megaman X3	82% PY, 81% PP	£24.99
Oddworld: Abe's Oddysey	**90% PY, 91% PP**	**£29.99**
Pandemonium 2	**72% PY, 91% PP**	**£26.99**
Rayman	87% PY	£17.99
Rampage World Tour	69% PY, 77% PP	£26.99
Rascal	Due 27th March	£34.99
Skull Monkeys	83% PY	£32.99
Spider	75% PY, 70% PP	£19.99
Swagman	82% PY, 85% PP	£34.99
Trash It	55% PY, 57% PP	£29.99


ODDWORLD

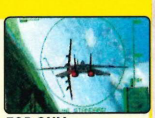

RAMPAGE WORLD TOUR


CROC

FLYING


ACE COMBAT 2


NUCLEAR STRIKE


TOP GUN

Ace Combat 2	84% PY, 85% PP	£29.99
Air Combat	81% PY, 65% PP	£17.99
Air Race	68% PY, 76%PP	£27.99
Apache Longbow	Due April	£35.99
Nuclear Strike	**88% PY, 91% PP**	**£24.99**
Soviet Strike	**83% PY, 92% PP**	**£18.99**
Thunderhawk 2	85% PY, 82% PP	£18.99
Top Gun	76% PY, 66% PP	£19.99
Wing Over	50% PY, 40% PP	£35.99

HINT BOOKS

A-Z of PSX Secrets & Solutions	£10.99
Big Playstation Book	£11.99
Bushido Blade Official Guide	£11.99
Crash Bandicoot 2 Strategy Guide	£11.99
Final Fantasy 7 Official Guide	**£14.99**
Nuclear Strike Official Guide	£10.99
Oddworld Official Strategy Guide	£10.99
Resident Evil 2 Unauthorised Guide	£11.99
Secrets Strat's & Sol's Vol 2	£15.99
Tomb Raider Secrets	£9.99
Tomb Raider 2 Official Guide Book	**£10.99**

RETRO / COMPILATION / MISCELLANEOUS

Atari Greatest Hits	81% PY, 75% PP	£26.99
Atari Greatest Hits 2 (Midway)	Due mid March	£28.99
Namco Museum Volume 1 -includes Pacman, Pole Position, Galaga, Rally X, New Rally X, Toypop and Bosconian	70% PY, 84% PP)	£36.99
Namco Museum Volume 2 Includes Super Pacman and Xevious	70% PY, 63% PP	£34.99
Namco Museum Volume 3 -includes MS Pacman, Galaxian & Pole Position 2	73% PY, 71% PP	£29.99
Namco Museum Volume 4	79% PY, 67% PP	£29.99
Namco Museum Vol 5	75% PP	£29.99
Parappa the Rapper	82% PY, 89% PP	£24.99
Spice World (Spice Girls)	N/A	£19.99

2nd Games

Gameplay has recently started stocking pre-owned games in addition to our new games and we intend to ensure that these are of the highest quality that you will find anywhere.

- ✔ All games must pass a 10 part examination before being resold to ensure "nearly-new" quality.
- ✔ All 2nd hand games are guaranteed for 3 months.
- ✔ Extremely competitive prices for buying and selling.

This is how you can sell us a game:

1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
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 one week.
3. You will receive a credit for the agreed amount which you may use against other games or accessories, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.



We are also Britain's largest mail order supplier of N64 products! Please call for prices!
£90.99!!

PLEASE RING TO CONFIRM AVAILABILITY BEFORE ORDERING AS SOME SPECIAL OFFERS ARE LIMITED STOCK & SOME GAMES MAY NOT HAVE BEEN RELEASED AT TIME OF PUBLICATION

Gameplay

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE,
CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

Name: ..... Have you ordered before? Yes / No

Address: .....

.....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

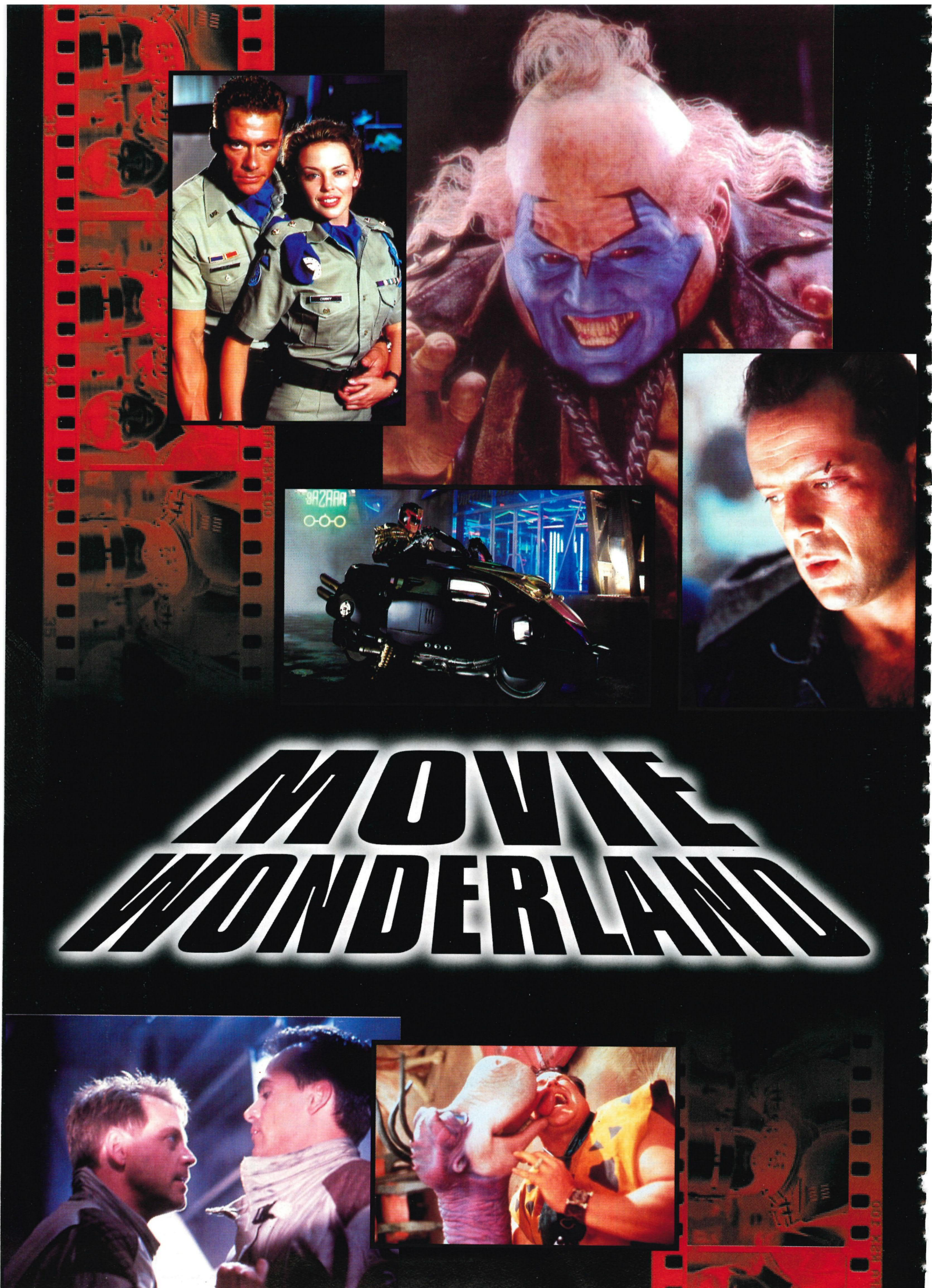
Item Description	Price
	£
	£
	£
	£
	£
Optional express cheque clearance. If you are paying by cheque but do not want to wait for it to clear please add **£2.00** here for express clearance	£
Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ (Switch only)

PS7(5)


BAZARA
MOVIE
WONDERLAND

Films. Games. Put 'em together and what have you got? An excellent excuse for looking back over the utter toss that games companies have shovelled out as licensed products, and the chance to look ahead at the latest crop of filmy-games. Your host on this journey? Dan Whitehead, a man with more than one Golden Globe...

Everyone in the mood for a spot of *Johnny Morris*-style animal education? Good. So am I. Let me introduce you to the remora. The remora is a cheeky fish. Also known as the Suckerfish, it attaches itself to sharks by using a specially developed suction plate on its dorsal fin. It then lets the larger, more powerful shark carry it around while it feeds off any scraps that the shark leaves behind. The shark doesn't seem to mind, and the partnership has endured for thousands of years, despite the fact that it all looks a bit odd to everyone else.

Have you got that? Good. Now imagine that the shark is wearing a hat. On the hat it says "The Film Industry". Now imagine the cheeky Suckerfish is wearing a hat as well. His hat reads "The Games Industry". Have you figured out my fantastic, and informative, metaphor yet? Yes, ever since blocky invaders from space slowly chugged down a green and black screen, the games industry has suckered itself onto the glamourous movie business like a hungry remora and is gobbling away like a digital parasite. Come, fellow game-history buff, let's cast an inquisitive eye over the sordid, and often very crap, movie tie-in rockpool.



Steven Spielberg contemplates the possibilities of converting movies to videogames, way back in the early '80s

IN THE BEGINNING...

Back in the halcyon days of games, when eight colours on one screen was enough to loosen most people's bladder control and you had to actually use a keyboard to control games, the licensed property was discovered as a very easy way to part punter from cash. Films, television and comics were all pillaged in search of characters that we already knew, and secretly wanted to be. Early hits included *Rambo (Ocean)*, *Knight Rider (Ocean)* and *RoboCop* (Er, *Ocean* again).



A big hard robotic cop and a sweet little girl with a shit-eating grin. Perfect videogame fodder

Yep, from the '80s up until about 1992, *Ocean* ruled the movie/TV conversion roost. Trouble is, after a while people spotted that the multitude of licensed games spilling forth from the Manc monkeys were all a trifle similar. A bit platformy, a tad shooty and sometimes a smidge drivey. After a ludicrously piss-poor game based on weird horror-hero flick *Darkman* (courtesy of *Ocean*) the film license was about as welcome at the games party as a randy walrus with an eye infection.

Apart from a rather stonking *RoboCop 3* game (by, er, *Ocean* again) the public were sick of seeing crap sprites running around pretending to be *Mel Gibson*. And besides, the "kids" wanted to be spiny blue hedgehogs or fat plumbers. Oh yes, the consoles had arrived, and with them a range of games that didn't rely on the latest summer blockbuster. Well most of the time at least.

Some film games still got made, but they were low-key titles. Things like *RoboCop vs Terminator*, where you got two big-screen cyborgs for the price of one in a, gasp, platform game. Or *Predator 2*, a sort of proto-*Time Crisis* which tied in with the film by having an invisible alien run across the screen occasionally. Probably best of the early *Sega* and *Nintendo* film-crop was *Super Star Wars*, and the inevitable sequels. Yes, they were platform games, but they incorporated the feel and technology from the flicks so well that it didn't really matter. The fact that they were bloody playable helped as well.

Early '80s movie stars were prime stock for the conversion boys. Rambo being the obvious first choice



So film licenses limped along, no longer guaranteed big sellers. *Sega* and *Nintendo* were too busy milking their *Sonics* and *Marios* respectively to care about expensive licenses. Plus, the time it now took to develop a game meant that when the licensed game came out, the movie had already been on telly at Christmas, twice.



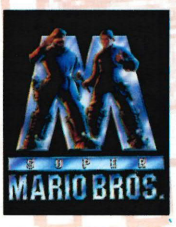


THE DOOR OPENS BOTH WAYS...

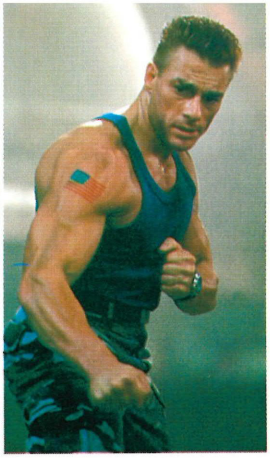
Time for a quick *Mario*-inspired detour on our info-journey, if you don't mind. You see, going back to my rather laboured "remora" introduction, recent developments meant that the shark and suckerfish had to abandon their usual arrangement and instead indulge in a weird sexual symbiosis the likes of which would make *Jacques Cousteau* burst his mind-glands. If he wasn't already dead.

Yes, the movie industry started to nick ideas back from the games world, like a dirty uncle in the night. I suppose it all started with *Super Mario Brothers*. Way back in...er, well a few years ago, some bright spark thought it would be a good idea to make a film based on a rather old *Nintendo* game and have as its star *Bob* "Telecom Whore" *Hoskins*. What a good idea. Realising that the game had no plot, no character interaction beyond jumping on each others heads and no dramatic potential whatsoever – they made it anyway. Casting *Dennis Hopper* as a lizard-baddie was about the only half decent thing about it. It had nothing to do with the game, and was useful only as a handy lesson in defining the word "arse" for a new generation.

"Oops" thought Hollywood, "That was a bit daft". But they couldn't keep their grubby hands off, could they? Realising that a platform game isn't the best source material for a film, they turned to beat-'em-ups. After all, loads of scrapping... that's most action movies anyway. Thus arcade crumblies *Street Fighter* and *Mortal Kombat* lined up for their pop at big screen fame.



Street Fighter suffered the same fate as *Mario*. Bizarre casting (*Kylie Minogue*? Eh?) and a rather tame 12 certificate meant that the whole thing



Street Fighter: The Movie proudly boasts the world's worst videogame-to-movie award, and scooped the movie-to-videogame trophy too. Well done

was an anaemic mess. If you want any further discouragement – there's *Jean Claude Van Damme* in a beret. See what I mean? *Mortal Kombat* (renamed Muuuuuurtah Kumbaaaaah! for the film) was another matter all together. Director *Paul Anderson* (*Shopping* and *Event Horizon*) instinctively knew how to make a beat-'em-up film. Make it loud, fast and stupid – just like the game. The end result was the bastard child of *Enter The Dragon* and *Clash Of The Titans*. Yes, it's that great. The sequel, *Mortal Kombat: Annihilation*, is on "at a cinema near you now" as they say. Sensible lovers of full-on bonkers monster kung fu movies should already have enjoyed its hi-octane thrills. Oh, and someone tried to do something similar with that creaky old arcade favourite *Double Dragon*. But it's a pile of straight-to-video cack. And that's that. Back to the matter in hand...

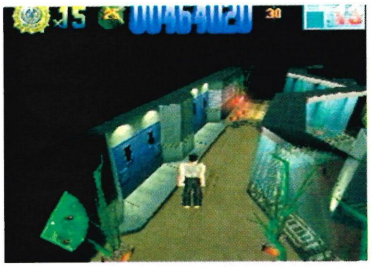
SOME TIME LATER...

As the *MegaDrive* and *SNES* gulped their last, and with the bleached bones of *Amigas* and *Atari STs* littering the games desert, along came the PlayStation. And that *Sega Saturn* thing, but I think we can safely ignore that. So to the PlayStation with its 32 throbbing bits of power! Millions of colours! Full motion video! Polygons! Gouraud shading! Surely the film conversion had found it's natural home? Indeed, one of the first games on Sony's funbox was a film conversion. It's name? Street Fighter The Movie. Bugger.

It was not good. The film was shite pudding, but the Street Fighter games were renowned for playability. Nothing could go wrong. Or so we thought. Cartoon sprites – out and digitised actors – in. Decent game – out and embarrassing mess – in. Not a great start for the relationship twixt PSX and the silver screen. Luckily, things soon picked up again. Thanks for this upturn can be laid squarely at the door of frothy code pixies *Probe*. A double whammy from them, on behalf of *Fox Interactive*, made the film-game a desirable beast all over again. *Alien Trilogy* was the first. Alright, so it was one of those "*Doom*-clones" that everyone hates now, but at the time the idea of slinking down dark corridors chasing acid-bleeding bugs was enough to bulge many a trouser.

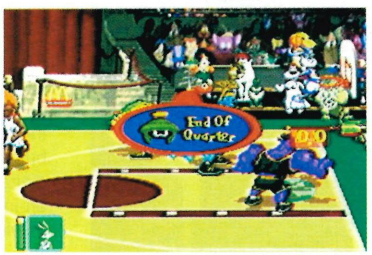
Faithful recreations of the motion tracker sound effect and screeching smart guns meant that we could honestly say "it's like being in the film" without being dirty liars. As you know, it's now in the Platinum range. It looks a bit ropy nowadays, but it remains a gamey treat. Buy it.

But *Alien Trilogy* was merely a warm up. *Probe* really hit paydirt with their next Fox project. *Die Hard Trilogy* took each *Bruce*-filled action orgy and turned them into three spanky games for the price of one. *Die Hard* is a 3D run and shoot gore-filled carnival with explosions the size of a fat cow. *Die Harder* is a 3D light-gun pumpy-shoot fandango with more bleeding than a stabbed sow. *Die Hard With A Vengeance* is a speedy-driving frottage with a lovely "entrails on windscreen" effect. Despite a stern 18 certificate, or more probably because of it, this was one of the most faithfully exciting licenses ever seen. Thus, it was completely in keeping with the films. Even in these days of "buy it, play it, exchange it" fever, second-hand copies are exceedingly rare. Proof, if proof be need be, that it's a darn-tootin' classic.



DIE HARD TRILOGY

Since then, things have floundered a bit. *Acclaim* churned out a pile of duffers, like *Dragonheart* (review copies of which mysteriously never appeared) and *The Crow: City of Angels*. Both are suitably savaged elsewhere, along with *Fox Interactive's* stupidly rubbish version of *Independence Day*. *Acclaim* also re-released *NBA Jam* with *Bugs Bunny* in it and tried to pretend it was a game based on *Space Jam*. Only blinkered badgers fell for it. *Batman Forever* stank as well, all the more worrying considering it came from the same fair hands that made *Die Hard* and *Alien Trilogy*. Naughty old Probe.



SPACE JAM

Elsewhere, *Casper* (he's a friendly ghost apparently) kept children entertained with a rather pleasant adventure game, although his cute fluffiness didn't really cut it with us big boys after the splatter of *Die Hard*. *Top Gun: Fire At Will* won the award for "Longest Delay Twixt Film and Game.' And it wasn't even very good. Or maybe it was. It's a flight sim, so you need to be a bit of a tedious arse to judge it. And of all the films least likely to be suitable for a game conversion, French weird-fest *City Of Lost Children* popped out of *Psygnosis'* development womb. A bit like *Resident Evil* without zombies or guns to be honest. Obscure puzzles didn't endear, but open-minded gamers might still enjoy it's angular challenge.

And then, as always happens, *Star Wars* came back. *Star Wars* games never turn up on their own, you see. Usually you end up with three games, each hanging desperately to the individual films. In the Age of the PlayStation though, we got a rather different slant on things. First was *Dark Forces*, a *PC* conversion of a *Doom*-clone. Not an original way to start, but the blaster noises and general *Star Wars* ambience of it all helped us overlook the fact that the game itself was a bit samey. It's no worse than *Doom* or *Duke Nukem*, and has the added bonus of a badly animated Darth Vader cut scene.

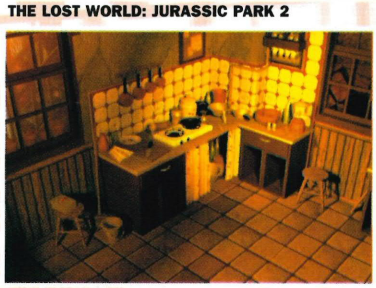
A PlayStation version of *Jedi Knights* would be awfully nice though. Next from *LucasArts*, via *Virgin*, was *Rebel Assault II*. Another *PC* changeling, this was a feast of FMV that looked very impressive, but lasted all of 10 minutes – a game so feeble that you could finish it merely by farting nearby. Even the presence of the *Millennium Falcon* couldn't save this from a big "I'm pants" badge. More *Star Wars* guff is on the way, so we can only hope that by the time *George Lucas* pulls his finger out and releases the new films we'll have a game that matches the quality of the flicks.



THE LOST WORLD: JURASSIC PARK 2

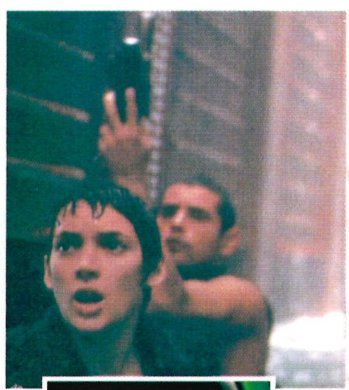


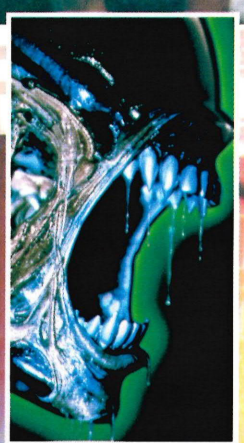
REBEL ASSAULT II



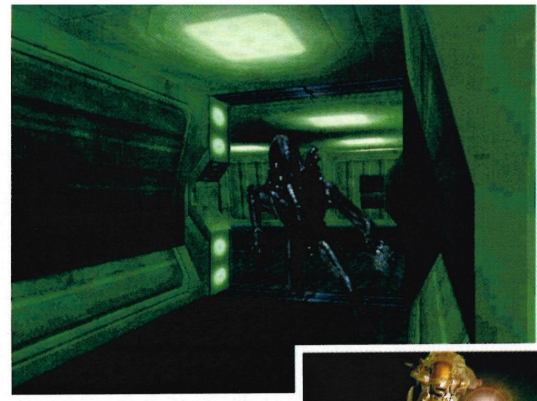
CITY OF LOST CHILDREN

Hercules was a polished platformer that had little to do with the film. A return to the good/bad days of 16 bit licenses in many ways. Ideal for kids, as we often say when faced with a game that we'd like to enjoy but feel too cool to admit to it. *The Lost World* threw some mighty dinosaurs at us, and then cocked it all up by harnessing them to a fiendishly arsey control system. And, if I'm not mistaken, that pretty much wraps up our potted history, so let's get a bit *Nostradamus* and have a look at what the future holds.

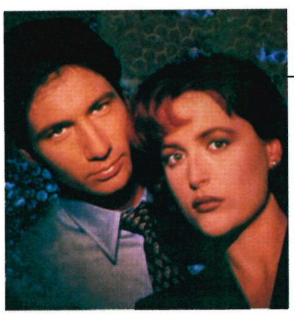




Coming Attractions



Romping around dark, dank corridors has never looked so appealing. AVP: Coming to a videogame screen near you soon

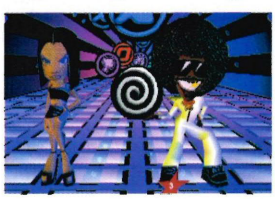


The X Files

Rather in keeping with the paranoiac zaniness of the show, *Scully* and *Mulder's* first foray into the realm of the digitised is still under wraps. In fact, given the talky nature of the show, it's hard to see just what genre this might slip into. Some sort of adventure seems likely, although maybe it'll be a beat'em-up. I for one would pay big money to see ginger vixen *Scully* chin that smug UFO geek good and proper. Oh yes.

Company: Sony
Release Date: September





Spice World

Having missed its original December release, and thus all the "hoo", and indeed "hah", about the film, this might just be the Spicers last big project before the laws of karma hurl them back into a life of obscurity, bitter autobiographies and football marriages. The game, if you can call it a game, allows you to muck about with their videos, interview the lasses and generally have a romp about in the World of Spice. It's the sort of thing I'm kinda looking forward to seeing, just out of curiosity. And, of course, we don't pay for these things, which always helps.

Company: Sony
Release Date: June





Sigourney and Winona look on in horror as they're asked to do even more blue screen motion-capture work

Alien Resurrection

Yet another top secret title. Not so long ago I would have bet my magic top hat that it would be a platformer or Doom-clone, but nowadays you can never be sure. Platformers are a tad too cute to suit the *Alien* nastiness, and *Aliens vs Predator* has got the *Doom* side of things sewn up. Tomb Raidery or Resident Evilly styles seem to the genres of choice these days, so keep yer eyes open.

Company: Fox Interactive
Release Date: TBC





Alien Vs Predator

Many years ago, when you lot were probably still suffering your first crush on a Blue Peter presenter, there was an ill-fated 64 bit console called the *Jaguar. Atari* built it, trumped loudly about its 64 "bits" and then forgot to make enough games for it. Hmmm. Sounds familiar. Anyway, one of the few games on offer was a *Doom*-type thing in which you could play as either a face-chomping *Alien*, a tusky-faced *Predator,* or a rather unfortunate Space Marine. And now it's headed our way, on a proper console for once. What more do you lot need to know?

Company: Fox Interactive
Release Date: September

Men In Black

Well you've already seen our thoroughly buffed exclusive preview, but I'll recap for dozy buggers who don't buy each and every issue of this fine organ. It's a 3D adventure, based on the flick, but with all sorts of new plot avenues furrowed into its pastures. The *PC* version's already out and has prompted cries of "It's so good I dropped my beans!". Odd bunch, *PC* owners.

Company: Gremlin
Release Date: May

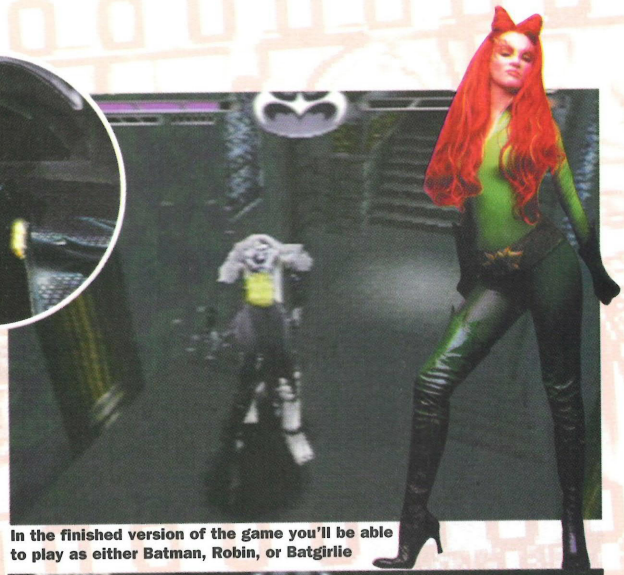




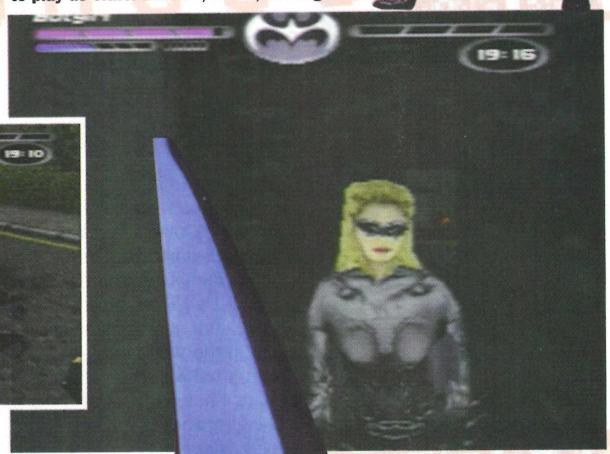
Gremlin display their Big Willie style in the forthcoming movie conversion stunner, Men In Black







In the finished version of the game you'll be able to play as either Batman, Robin, or Batgirlie



Batman and Robin



As Gotham City falls prey to the hands of evil once again, the *Dark Knight* prepares to do battle with the criminal elements of the underworld in the fourth instalment of *Batman's* Silver Screen adventures. As Gotham's Police force is made up of shitbags who can't shoot straight, *Batman* tends to be quite busy these days. In fact he's got so much on his plate he's had to take on more help. This time the Bat signal is calling for a little extra work from the Dynamic Duo and their new female aid as there's yet another master criminal in town. And the fledglings of the Bat nest are gonna have to keep their cool if they're to save the city from this frosty fiend.

Acclaim have made a conscious effort to move away from the beat'em-up genre with this movie tie-in and have instead attempted to produce a game that runs along the same lines of the film. The story unfolds to tell how Freeze is rampaging through the city in search of the large and small diamonds that fuel both his cryo-suit and his ice-gadgets, and *Poison Ivy* and her gargantuan sidekick *Bane* are trying to turn the whole place into a jungle.

The gameplay in this Tomb-Raidery style romp calls for some nifty detective work from the Bat clan, and that means you'll need to keep your eyes open whilst fighting Freeze's evil henchmen. Clues are dotted about the town, and if you interpret them correctly you'll discover where the villains will strike next and where their custom hide-outs are located.

So far this release is looking like a massive improvement on the last *Batman* license, the mix of adventuring, driving and detection could be the design that such a game needed to finally achieve that authentic feel.

Company: Acclaim
Release Date: July

Each of the selectable characters have various abilities and attributes which are crucial to the gameplay scenarios. Batgirl, for example, is immune to Poison Ivy's lovedust



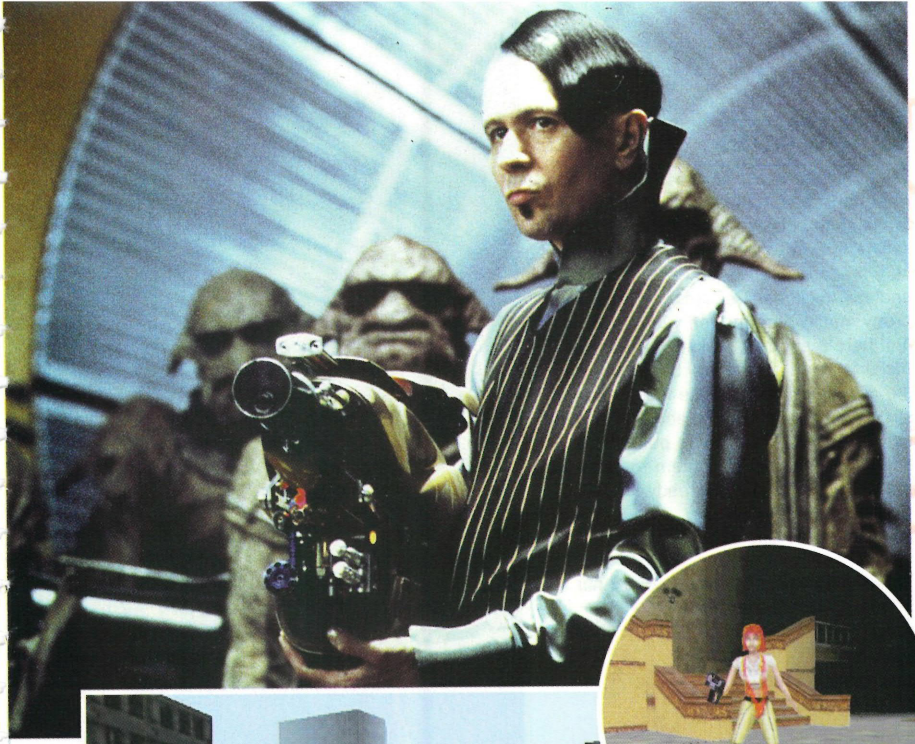
aDrive the funky Batmobile, kick Mr Freeze's butt and get off with Poison Ivy. We love being Batman for the day

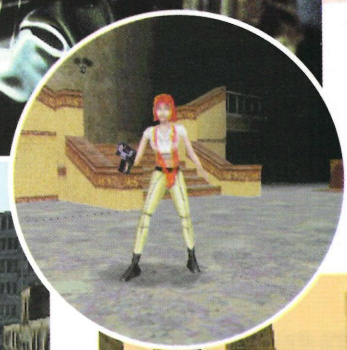
The Fifth Element

The film is set in the year 2259, where *New York* cabby *Korben Dallas* (*Bruce Willis*) has a chance encounter with a mysterious young woman who speaks a totally unknown language. What he stumbles upon involves a conspiracy across the ages, the plans of a power-mad business man and a showdown with a tumbling orb out in space - the manifestation of all that is evil. If the mysterious fifth element cannot be joined together with the traditional four, all will be lost. *Kalisto's* PlayStation translation is an action packed adventure that follows along the same lines as *Luc Besson's* film. Players will initially take control of Korben before getting to grips with *Leeloo*, though the majority of the fifteen levels will call for a combination of the two and their differing talents.

So far it's sounding like a serious piece of software with a real time 3D engine that will run at 30fps, allowing hell for leather brawling and gun fights with up to 3 enemies simultaneously. *Kalisto* wanted all of the costumes, backgrounds and weapons to be true to the film, so they called on the movie design team to create as accurate a replication as possible. Judging by the future fashion shock appearance of the movie, you can expect *The Fifth Element* to look like a tie-dyed sheep dipped in LSD and play like a psychotic baboon on whizz.

Company: Sony
Release Date: July



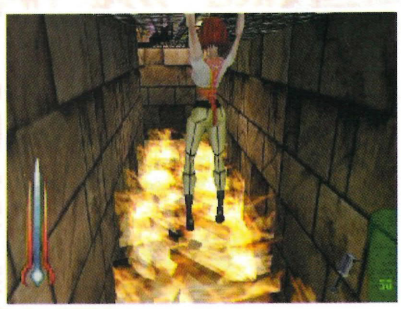






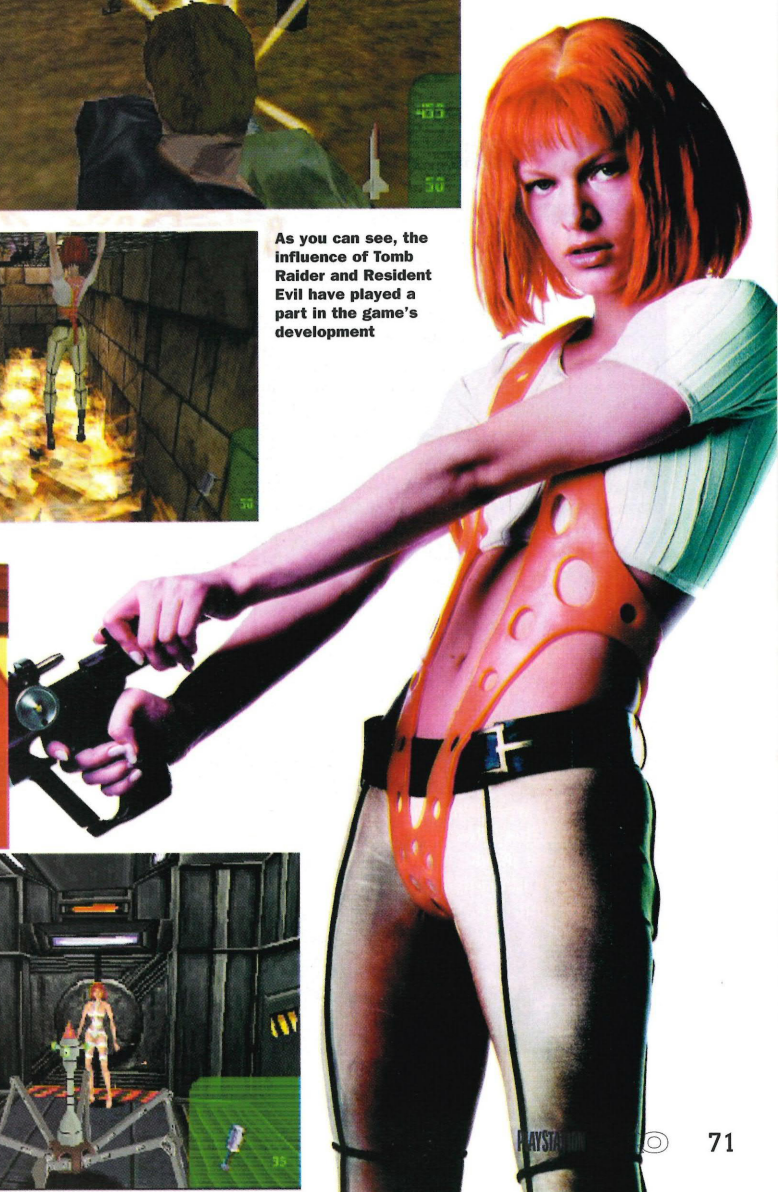
You can play the game as either Milla Jovovich or the butch Bruce Willis. Both options kick ass





As you can see, the influence of Tomb Raider and Resident Evil have played a part in the game's development





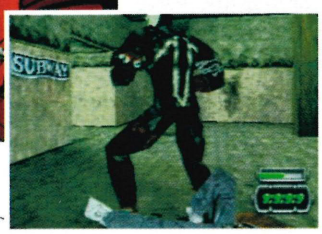




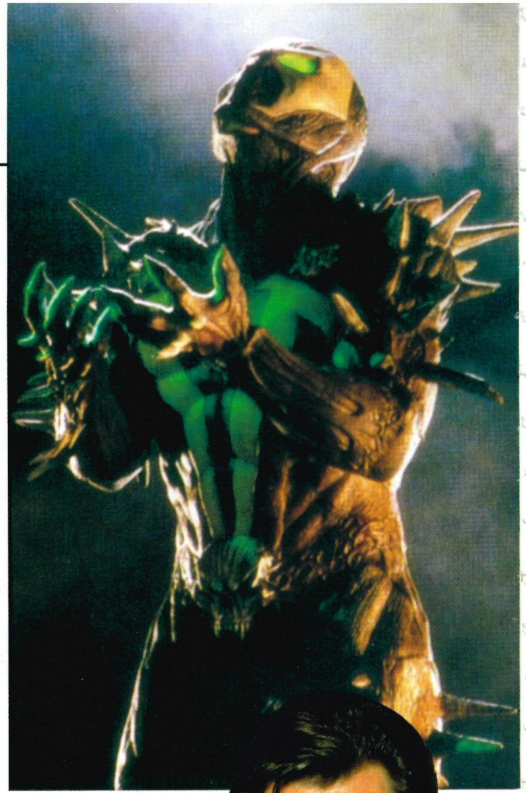
Spawn

Ex-Spiderman artist *Todd McFarlane* knew what he was doing when he kept the rights to his glum undead hero to himself. By not selling Spawn to a major comic company he's made himself a ton of cash through endless toy lines, T-shirts, cartoons, a pretty manky film and, oh yeah, a comic. And here's another pocket-liner for the *McFarlane* lad. Seemingly based more on the comics rather than the flick, it has a slight Fighting Force tang about it. Biggest selling point? The ability to pull off enemies arms and club them to death with the soggy end. I like it already.

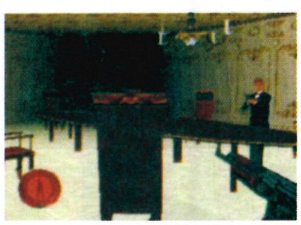
Company: Sony
Release Date: Out now



Check out our full review of Spawn, starting on page 54



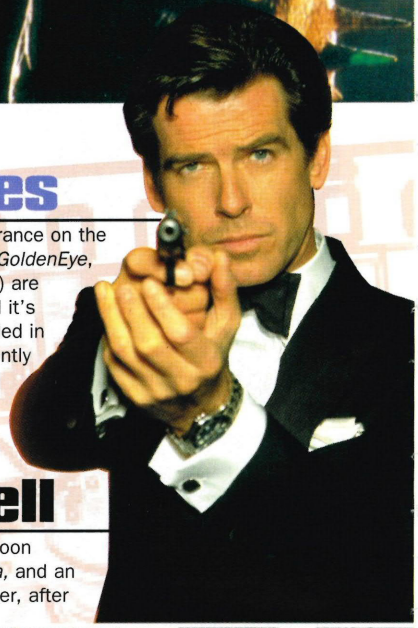
You've got a licence to kill, thrill and do what ever the hell you like basically, in MGM's forthcoming Bond blockbuster



Tomorrow Never Dies

Until now, secret agent *James Bond 007* has only made one appearance on the next generation consoles, and unfortunately, that was on the *N64*. *GoldenEye*, as we all know, is stunning, but new boys *MGM* (as in *MGM* movies) are busy beavering away on Bond's latest silver screen adventure – and it's coming to the PlayStation! Information on this title has been shrouded in secrecy since its conception, although our American spies are currently infiltrating *MGM's* base camp. More news next month.

Company: MGM Interactive
Release Date: TBC



You've Seen The Film – Now Avoid The Game

The worst games-based-on-films ever. Official. Well, in our opinion. And in no particular order...

DRAGONHEART: Hey! It's got a big dragon, it's bound to be a hit. Er, no. Still, at least the game will be alright. Er, no again. Imagine if you asked a blind octogenarian to design a platform game, but to deliberately make it really arse. Puff the Tragic Dragon.



INDEPENDENCE DAY: Ignore the merits of the film, at least it was action packed. Unlike this game, Fox Interactive's first serious misfire, in which you got to slop around the sky watching other planes shoot down crap spaceships. "Whup" ET's ass? I don't think so.

THE CROW, CITY OF ANGELS: Who liked The Crow? Goths, that's who. What is the average programmer? A goth. Hence this "Resident Evil, minus all the good bits". Ideal for people in stupid, tight faded black jeans with scary "pagan" designs tippexed on their leather jackets though. Yes, you. You fat gimp.

BATMAN FOREVER: Forever? What a terrible thought. Jerky graphics and mind-numbing "gameplay". Two, count 'em, two fighting moves and the most uncontrollable characters ever seen.

Ghost In The Shell

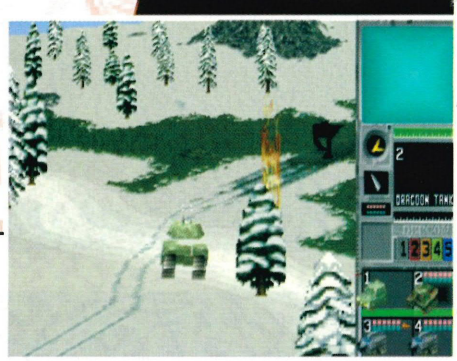
Originally a big selling Japanese *Manga* comic, *G.I.T.S* soon became a prime target for the animated world of *Manga*, and an excellent transition was therefore made. A few years later, after the anime *Manga* boom had hit the Western world, *Sony* decided to convert this amazing story to the PlayStation. And did so. You can find a full review on *Ghost In The Shell* on page 55

Company: Sony
Release Date: Out now

War Games

Bizarrely enough, *MGM* are also converting this early '80s *Matthew Broderick* movie to the small screen. From what we've seen of it so far, the game is set a few years after the movie itself and appears to be a kind of *Command & Conquer* type affair involving big tanks, military precision and lots and lots of action.

Company: MGM Interactive
Release Date: TBC

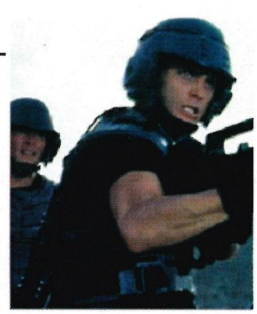


War Games is one serious flashback movie conversion from MGM. What next? The Karate Kid?

Starship Troopers

This bug-hunting special effects epic has (literally) just been confirmed for a PlayStation conversion as we were going to print, so information on the game itself is pretty thin on the ground at this extremely early stage. But as always, PlayStation Pro will keep you informed on any future developments as and when they happen.

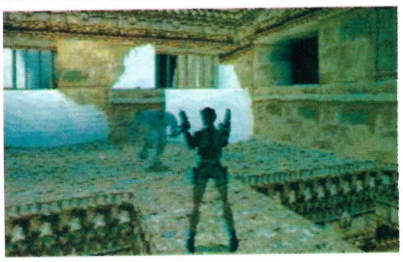
Company: Spectrum Holobyte/Sony
Release Date: TBC



"Quick! Let's grab a load of 90210 rejects and send them off to space to fight evil killer daddy-long-legs"

Stars In Their Eyes

With the Lara film now confirmed, which game will hit the silver screen next?



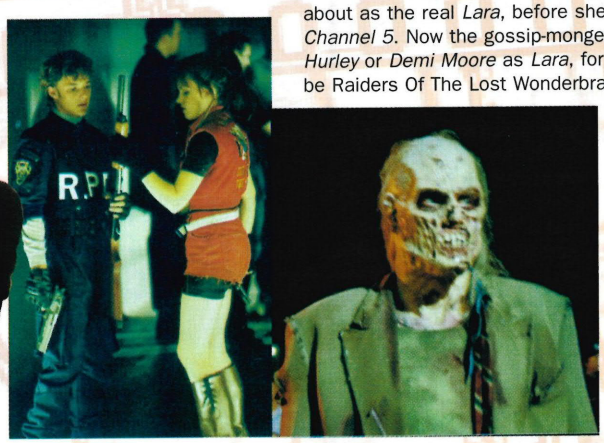
Then there are the rumours. These days it seems that any vaguely successful game is destined for the Tinseltown makeover. Starting with Doom, which has been the subject of half-truths and downright lies for years, this adaptation was supposed to star *Evil Dead's Bruce Campbell*. This might be true, but as the game features a bloke killing the undead with a shotgun, much like a certain zombie flick, it doesn't take a genius to figure out how that half-truth got started. Current rumours say that *Tom Berenger* (*Platoon* and, er, some other films) is a massive fan of the game and would love to play the grizzled space marine. Still, nothing's been heard for ages, and if they do make a film I think it's fair to say they've missed the *Doom*-hype bandwagon by about a decade.

The Doom movie rumours have been around for ages, but still nothing has been confirmed



Resident Evil's suffered from the same fate. Capcom have at least confirmed that the movie rights have been sold, but as always, nothing's happening. It'll probably be out to coincide with *Resident Evil 3*. In about twenty years.

And finally, that ludicrous trollop *Lara Croft*. "Oh, wouldn't it be great if they made a film of *Tomb Raider*", panted one-handed joypad losers. "Then her boobs would be real and I could...oh God...oh...I...uuuuuurgh", they gasped, "Have you got a tissue?". *Eidos* didn't help matters by hiring *Rhona Mitra* to swan about as the real *Lara*, before she found "fame" on *Channel 5*. Now the gossip-mongers are talking about *Liz Hurley* or *Demi Moore* as *Lara*, for what would essentially be Raiders Of The Lost Wonderbra. Considering that this whole *Lara*-movie debate sprung from the minds of games journalists with half a page of news to fill, it's all got a bit silly. Apparently, *Eidos* have now sold the movie rights to *Paramount Pictures*, so get ready wrist-action fans.



With movie-esque adverts for Resident Evil 2 all readfy out, surely a film is due soon?



When You Wish Upon A Star

"Yah, yah, honestly, Titanic is just ideal for a platform/racing game. Sega are very interested..." You just know that somewhere out there, there's some pony-tailed bag of toss who gets millions of quid for picking which films get made into games. Well, huge flapping arses to them, we can do that job without the yuppie haircuts. Honest. Look, here's our list here...

SCREAM



If we've got away with Grand Theft Auto, then may I suggest a Doom-clone in which you play a masked killer and get to scurry around the streets of small town USA wielding a butcher knife and slaughtering post-modern teenagers? Why, just thinking about it brings the red mist back...

HAMLET



No, think about it. After the success of RPGs like Final Fantasy on import, this would be the perfect adaptation. Well, it goes on for hours and you can't understand a word of it. Maybe one for the more "mature" gamer.

ACE VENTURA



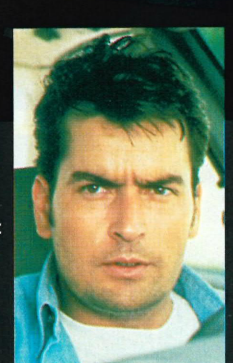
Two games in one. Jim Carrey fans get to run around a variety of themed levels falling over, making silly faces and doing amusing voices. Hilarious. Everyone else gets to play a beat-'em-up in which Carrey just stands there and takes his long overdue kicking like a man. Now that's entertainment.

GODZILLA



Think about it: Big American remake on the way. Big monster. Massive destruction. Ripe for a game, no? Regardless of what we think, this one is actually going to happen. Sony are going to be responsible and just like the new film, it'll no doubt be over-the-top sanitised yank crap, rather than the mad Japanese weirdness we all love. Bugger.

CHARLIE SHEEN



Any of his films. In fact, scrap that, just make a game where you get to wander around being Charlie Sheen. Each button makes you gurn painfully in an attempt to portray an emotion other than vague surprise and, every now and then, virtual people point at you and laugh. Brilliant.

JACKIE BROWN

Tarantino-produced drug running adventure in the Tomb Raider mould. You play air hostess Jackie and must stop... oh hang on. That's a shit idea. Forget it.

Rally games are coming into vogue at the moment and there are few better men to endorse the new one from Europress Software than the Finnish double world rally champ himself...

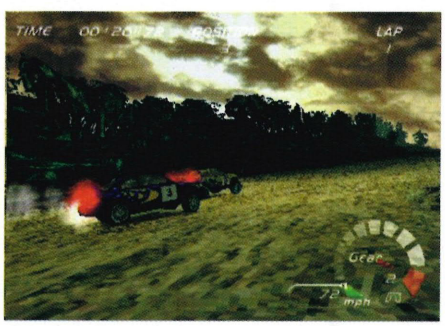


Tommi Makinen

World Rally Champion

Normally when looking at new games on the horizon we have to traipse all across the globe. But for *Tommi Makinen World Rally Champion,* however, we only had to cross the carpark to our neighbours *Europress software*. That's just taking a liberty. I mean we need our fix of Scandinavian girls and with this game being endorsed by the Finnish champ we thought we were in for the ride of our lives. Alas! sunny Macclesfield here we come.

Tommi Makinen World Rally Champion is being coded in-house by the unusually titled *Strange Productions* and is rapidly becoming something of a labour of love for the lads. Tommi, for those of you not in the know, is the double World Rally Champion who stepped in to endorse *Europress*' first ever PlayStation game. Product Manager Mark Blewitt said, "We're delighted that a driver of Tommi's calibre feels that our first game is of a quality high enough to carry his name as an sound endorsement.



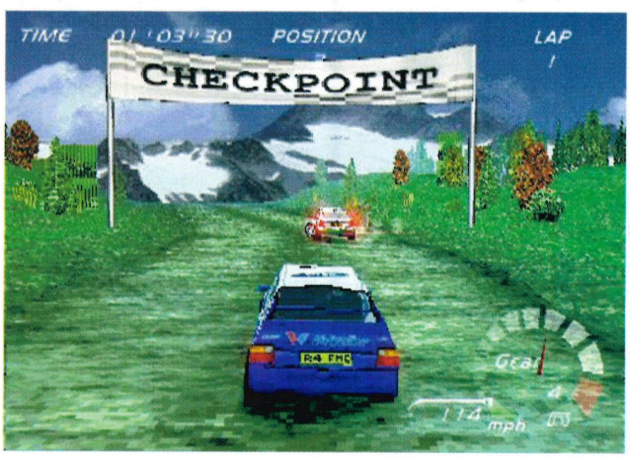
Now the PlayStation hardly needs yet another racing game, but this one is coming from a producer with a pedigree of high quality rally games for the PC, so this could well turn out to be something special. However, it's fair to say that even a good racing game can struggle to stand out from the PlayStation crowd at the moment, so *Europress* are going hell-for-leather to provide a real long-term rally challenge.

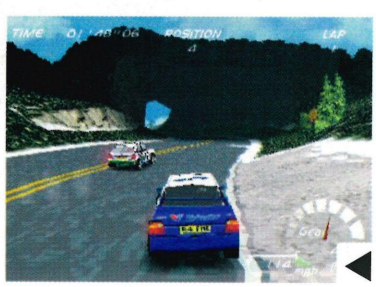


RALLY GOOD SHOW

60 tracks will be included by the time coding is complete, but the key factor could well be the inclusion of an intuitive 3D track editor that looks like it will be a joy to use. This kind of thing usually ends up as a tool that only programmers can be bothered with, but any old Tommi, Dick or Harry will now be able to use this novice friendly system to extend the longevity of the gameplay.

You'll even be able to swap tracks with your mates via a memory card and we're reliable informed you'll be able to fit about 100 tracks onto one of the buggers. A nice feature, we're sure you'll agree.





Car fans will be pleased to read that nine different makes of car will be included and they will be modelled on the real rally cars of the moment including Fords, Subarus and Toyotas, so if you know your motor racing you'll be able to pick your favourite car before you inevitably plough it straight into a tree.

Another point *Europress* are keen to hammer home is that the game is the only PlayStation rally title to feature a high resolution 512 x 256 pixel graphics throughout. You can notice the difference even on the very early version we got our hands on.

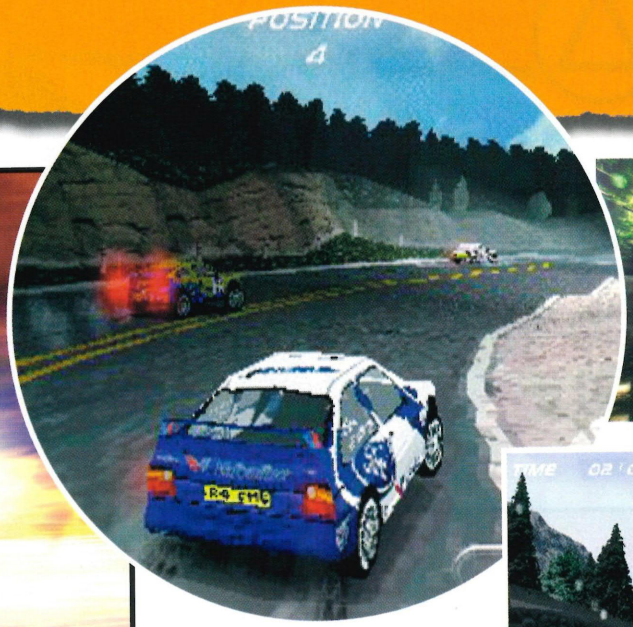
Almost inevitable for this type of game if you play it in championship mode, you will have to get your hands dirty with suspension height, tyre types etc. and, as with *Gran Turismo*, some people may well find this a little off putting.

Europress are also keen to get several hidden features and bonuses in there which players will only begin to discover when they become experts at the game and have honed their skills to a satisfactory level.

We're expecting *Tommi Makinen World Rally Champion* to be released in May priced around the 40 quid mark, so in theory we'll have a full review very shortly.

Europress have gone out to create photo-realistic scenery, and as you pelt along at speed it all looks very impressive





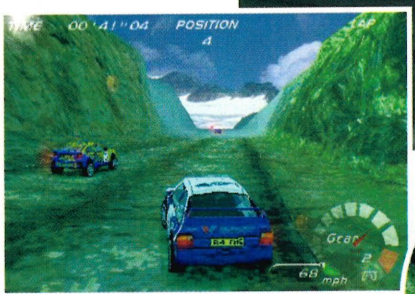




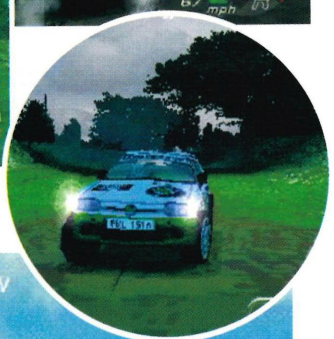
Europress have never let us down with their PC rally games and we're hoping this expertise will be put to good use in the final stages of the game's development

The tracks will all vary in terms of weather conditions too. As you can see, it certainly looks like rain here on the right. Better slow down and keep a safe distance





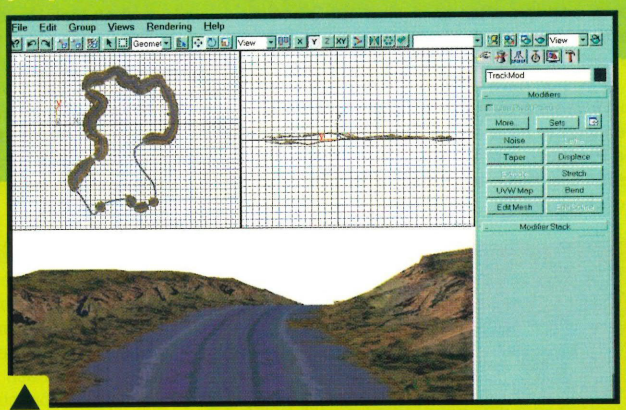
An awful lot of work still has to be done before the game is completed, but at this stage it's shaping up well



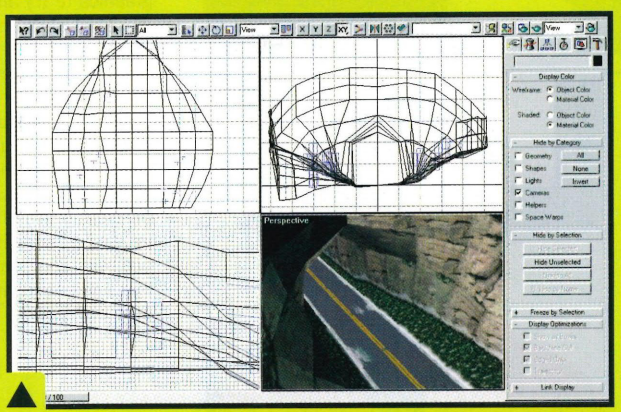


RIGHT ON TRACK

Take a look behind the scenes at the technical work that has gone into Tommi Makinen and prepare to have your mind boggled



Using 3D Studio Max the contours of the tracks were all meticulously designed on a powerful PC before being ported over. Every texture on the roadside was also added in this way

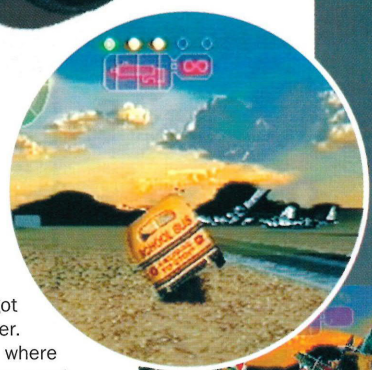


Hours of painstaking work has gone into the development of the graphics and 3D engine. Strange Productions have beavered away to make it one of the most impressive looking racing games to date. Let's just hope it handles as well as it looks



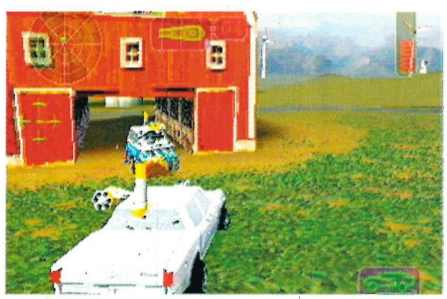
Get ready to burn baby burn with Activision's new open-shirted, medallion-sporting flashback to the time when people had big attitudes and even bigger hair. Groovy

Vigilante 8



There's nothing more annoying than unearthing a gem of a game with the knowledge in the back of your mind that it won't do anywhere near as well as it should, because it simply hasn't had the same amount of hype and commotion surrounding its release that are afforded to games such as *Gran Turismo*. *Vigilante 8* smacks of this despite looking like being a great game, and this after all is what our Exposure section is all about – unearthing gems that may not get the coverage that they deserve.

Activision have a team called *Luxoflux* working on *Vigilante 8* over in the States and we managed to have a chat with Murali Tegulapalle, the Producer, and the President/Programmer, Adrian Stephens, to find out a little more about the whole project.





Producer Murali Tegulapalle has been with the Vigilante 8 project since the beginning, and has seen it undergo many major overhauls

Formed in January 1997, *Luxoflux* got cracking on *Vigilante 8* two months later. Now things have progressed to a level where the game is highly playable and a damn good laugh to boot.

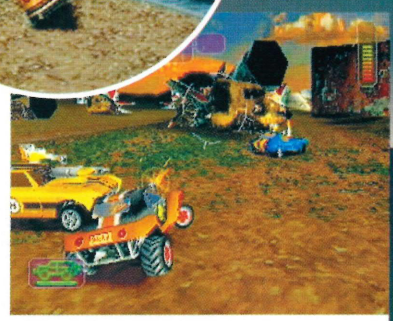
Cashing in on the trend to rehash the '70s and package them for the '90s, the game is set in a futuristic, yet 70s style world where the cars are all Sedans and pick-up trucks, the women look like they're from *Charlie's Angels* and blokes from *Starsky & Hutch*.

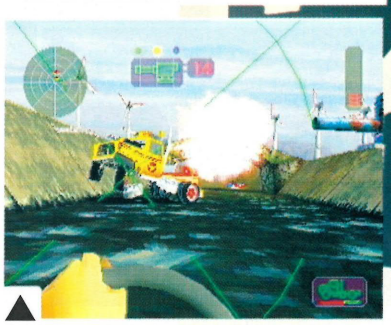
Vigilante 8 is in essence a car game, but it's more like the extremely under-rated *Twisted Metal* than your *Gran Turismo*. Imagine racing around trying to destroy a load of other cars in an arena with a funky 70s soundtrack drumming away in the background. This is definitely a huge disco inferno.

GREASE IS THE WORD

We'll get onto the actual nuts and bolts of the game later on, but what is impressive is that *Luxoflux* haven't programmed anything for the PlayStation before. Stephens told us, "We've tried to approach it from a fresh perspective without any pre-conceived notions about the machines limitations. Throughout the project we've been tweaking and refining our code and graphics to try and get the most out of the machine."

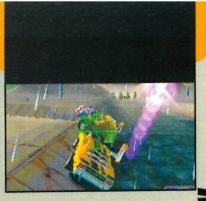
He went on to tell us, "Our terrain engine allows us to create vast arenas of finely detailed ground heights and textures. We can also define how a vehicle will behave over different parts of the terrain, creating ice patches, and sandy areas that can catch wheels and spin you around.





Jumping inside your vehicles gives you a hands-on view of the action in all its explosive glory







The Vigilante 8 3D engine in all its graphical glory. Months have been spent tweaking it to perfection

HAVEN'T I SEEN YOU SOMEWHERE BEFORE?



If there are any PC owners out there thinking that some of this looks and sounds familiar, you'd be right – to a certain degree. Interstate 76 came out on the PC (by Activision incidentally) and featured exactly the same setting. It was initially thought that Vigilante 8 *would* be Interstate 76, but restrictions and a change of programming direction meant that the cool era was kept, but the more story-based game was ditched and Vigilante 8 was born.

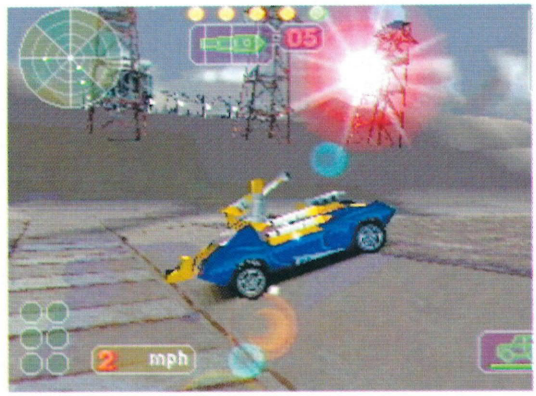
▶ Vehicle motion uses a sophisticated physics simulator which computes the forces acting on the vehicle, and converts them to movement by considering the properties of the automobile. The vehicles have fully independent suspension on each wheel, and drive accurately over the terrain. Collisions, impact of weapons and the recoil of firing weapons are also taken into account."

BOOGIE FIGHTS

All this obviously sounds like meaningless waffle until you see how *Vigilante 8* actually plays. Ultra smooth scrolling and realistic physics give you the impression of driving the car over real terrain – and it isn't even finished yet. Once things start to get a little frantic and your car begins to take damage from all sides it is sometimes difficult to concentrate as the urge to survive takes over and you run for the hills.

Stephens explained that the game "has an elaborate mechanism for describing how an object explodes or shows damage, with the ability to throw off pieces of geometry; create flashes and sound effects; and animations such as banging doors on damaged vehicles. All this is also described using 3D Studio MAX. We also have a particle system that creates realistic smoke and fire that we're quite proud of."

An incredible amount of work has gone into getting *Vigilante 8* looking just right, but an equal amount has also been invested in the game's playability. There's no point in having nice effects and artwork if the game turns out to be a load of old toss.



Playable in either one or two-player mode, *Vigilante 8* looks set to offer the gamer fast, frantic, destructive action. Selecting a character and vehicle to play with at the beginning, gives you the chance to try your hand at either the full quest or the arcade mode. The latter lets you choose your opponents and the stage you wish to face them on, while the former puts you into a scenario where you'll have to defeat all foes and complete all tasks before you can progress onto the next zone.

Once all the formalities have been dispensed with you then get to hammer around killing everybody with either your machine gun or power-ups that you collect while driving around. More of these are being added all the time, but there are some pretty spectacular ones already completed,



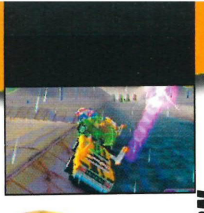
Choosing the arcade mode will let you select which stage you wish to battle it out on. Then just select your enemies and you're away!







Light-sourcing and lens flare play a subtle role in the effects, especially after a massive explosion









including the huge glass disco ball and option to call down a fleet of UFOs to attack your enemy.

Vigilante 8 will stand out to most people though for its 70s setting and character design. As you can see in this Exposure, a great deal of attention has been spent on getting the feel of the era just right with wonderfully flamboyant characters, enemies and accurately rendered vehicles of the period. Of course, this all goes out of the window when you strap on a guided missile launcher and go and kick some honky ass, but *Luxoflux* still manage to carry off a totally believable scenario.

Tune in next month to PlayStation Pro to read the exclusive review. We have extremely high hopes for this one and that's why we're backing it. We know we're right, but the proof will be in the pudding this time next month.



The real physics that the game employs make you feel just about every bump in the road or rock in the way as your vehicle reacts exactly as it would real life



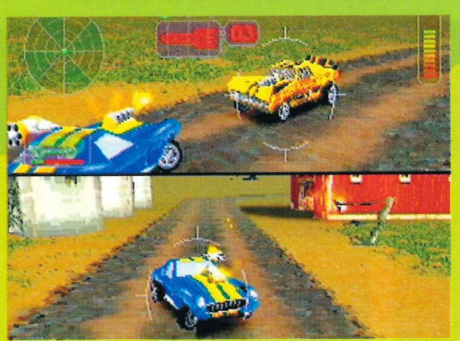


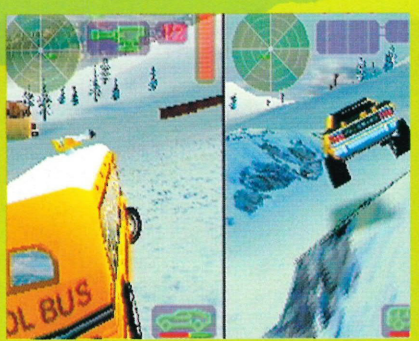


The action in Vigilante 8 can get pretty frantic at times and yet there is no slowdown in game speed. So your cowardly getaway won't be affected much!

DOUBLE OR NOTHING

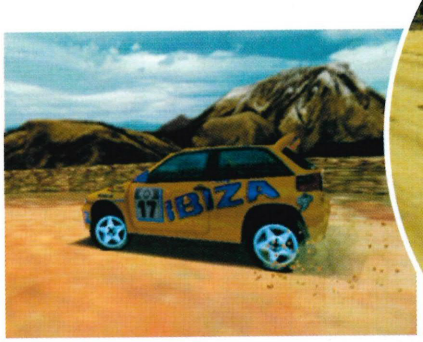






Split-screen multi-player action helps enhance Vigilante 8 and you can choose whether you want to play vertically or horizontally. The horizontal option is actually a bit of a no-no in the end as you can't see enough of the horizon, but great fun can be had with the vertical split mode

Codemasters are set to get your engine revving in a game that will challenge their own TOCA: Touring Car Championship as the ultimate driving game on the PLayStation. Tommi Makinen should check his rear view mirror





Colin McRae Rally



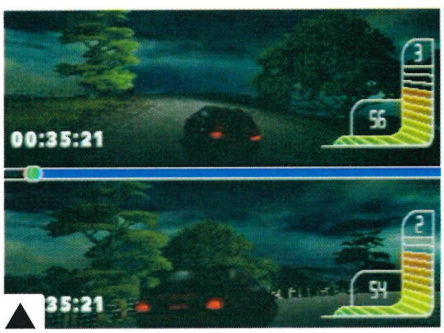
Any motor sport fan who isn't familiar with the name of Scotland's *Colin McRae* and his exploits in the heat of rallying's toughest competitions must have spent the last few years wearing their crash helmet the wrong way 'round. *Colin McRae* has spent the last couple of years showing the rest of the sport's wannabes how it's done, but so far his season hasn't exactly gone to plan.

Mechanical problems let him down in two of the first three rounds, but things are definitely starting to look up for the jock speedster after his recent win in Portugal, and the exciting news is that the development team at *Codemasters* are starting to administer the final tune up to their pant-wettingly good rally game that carries the ex-World Champion's official endorsement.

The copy we've had the pleasure of viewing is far from the finished version. In fact only 60% of the game has been completed. But you should be able to tell from the screenshots, and the fact that the development team for *Colin McRae* is the same that was responsible for the awesome *TOCA Touring Car*, that this is looking amazingly good.

The game's engine is an enhanced version of the one that was used for *TOCA*, but where that title excelled in recreating the feel for racing on smooth tarmac surfaces, *Colin McRae Rally*, as you'd expect, takes on a different kind of terrain. Drive through England's thickest, wettest forests, Corsica's winding mountainside roads or Australia's dry and dusty dirt tracks, adjusting the set up of your vehicle to provide optimum performance on the varying courses' conditions and terrains.

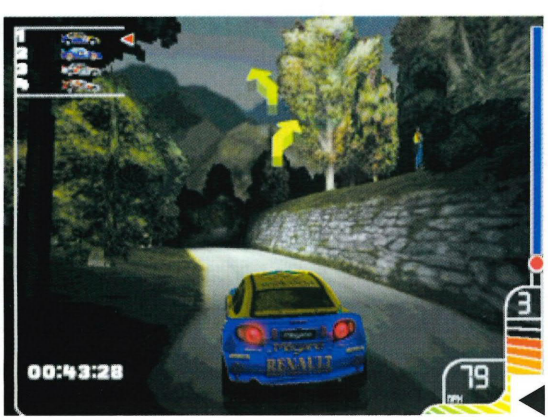




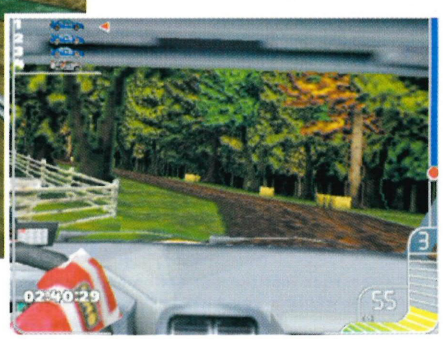
The split mode doesn't lose any speed, but it can be difficult to see what's coming up ahead

We've only had it in the office for a day now, and despite being so far from completion there have been crowds stood peering over my shoulder from the moment I first slid around a hairpin corner. Looking like *V-Rally* with the technical accuracy of *TOCA*, *Colin McRae Rally* definitely appears to have the aesthetics to catch the eye. And the really good news is that it plays as good, if not better, than anything else out there.

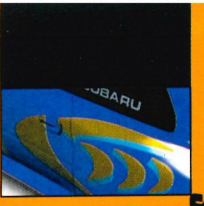
Realism has become the single most important word for development execs when embarking on the creation







The cars can reach up to 160 mph and when you're travelling at high speed the courses become very unforgiving, especially at night







No matter how good you are, you're going to have a few scrapes. Codemasters have used an advanced graphics system which illustrates damage with a radius of effect from the point of impact. Pretty cool eh?

RIGHT ON TRACK

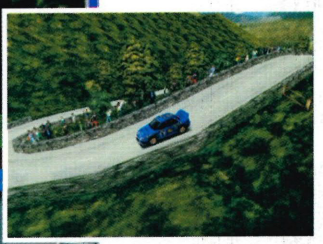


The top Scottish driver narrowly missed out on the title last season, coming second to Tommi Makinen. But this season Colin is eager to set the record straight

of any new release, and the programmers at *Codemasters* have taken it upon themselves to deliver a game that mirrors its real-life version. The handling feels as good as a wet dream after a year's celibacy, and the pop and spit of the exhaust as you lay off the gas has to be heard to fully appreciate the amount of atmosphere it contributes to the game.



The in-car 'Head Cam' view simulates the effect of the road's surface on the car with constant juddering movements



GROUND CONTROL

The rear boot spoiler that tops it all off though has to be the inclusion of *McRae's* own co-pilot *Nicky Grist* as your in-car navigator, guiding you through every jump, corner and barrel roll on each of the 48 treacherous stages. It's essential that players listen to his words of advice, as *Nicky's* expertise at calling corners before they appear allows you to anticipate the road ahead, especially vital when driving by the light of the moon and your halogen spots.

As for the cars themselves, well apart from *McRae's* own *Subaru Impreza WRC*, you'll be supplied with a choice of seven others including a *Mitsubishi Lancer E4*, a *Ford Escort WRC* and a *Renault Maxi Megane*. In total there are four four-wheel drive vehicles and four two-wheel drives plus four additional bonus cars, each one accurately laser scanned from models and made from up to 450 polygons.

It's looking like *Codemasters* are once again hitting top gear with this release. So if the sound of a loud engine gets your motor running, you're gonna be at full throttle when this hits the shops in the summer. Expect an update next month.



Pet in TV

Carrying this Virtual Pet around on your keyring will give you lumbago





Possibly the strangest thing we've ever had in the office. Spend a little time training him to do stuff and then leave him to his own devices and see what he gets up to in the meantime. The ideal passive entertainment!





What's it all about? They must be putting the drugs back in the coffee here again because, to my trained eye, *Pet In TV* is the most bizarre thing I've ever seen since, well, the last thing we got from Japan. Following hot on the heels of the unimpressive *Tamogotchi* phenomenon comes this PlayStation solution. If you didn't find the periodic feeding and cleaning up after your keyring friend a bit bland after about, ooh say five seconds, then *Pet In TV* could well be for you.

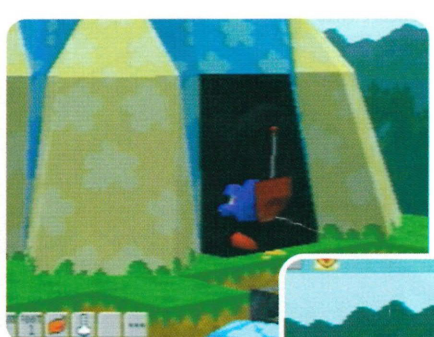
Now it doesn't take a rocket scientist to work out what exactly *Pet In TV* is, just read the title slowly and it should slowly begin to dawn on you. If you want a little fella living inside your telly then this will be the "game" for you. Basically you'll be able to choose from about eight similar looking pets that all have different characteristics and need varying degrees of care.

Stranger than truth

Some are more inquisitive than others, but all will need guidance and a caring pat every now and then if they are to evolve to their full potential. Let's be under no illusions here, this is the weirdest thing we've had in the office ever, so God knows how we'll treat it when we have to review it.

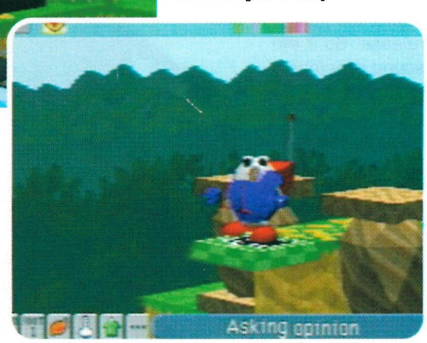
Who's responsible? Sony
When's it due? July





Learning the environment and local area is something your pet will do naturally, but you can give him a helping hand along the way and speed things up in his education

Depending on the pet you choose you'll either have problems controlling the little sod or be desperate to get him to do something a little more interesting. A bit like real pets really



Vs

Defend your turf and have a riot on LA's meanest streets

Whats it all about? The game is appropriately called *Vs*, but frankly that's a bit of a shit name, since it could be applied to just about every fighting game that's ever been made. What is different about this one though, is the way the action is staged between the numerous fighters in the fray.

Vs isn't just a collection of bruisers trying to win some poncey compo, this is gang warfare on the streets of LA. There are four gangs, each with four members, and they're not worried about avenging the deaths of fathers and all that gubbins, they're just out to protect their turf. Anyone venturing onto gang land ground wearing the wrong colours had better be ready to rumble.

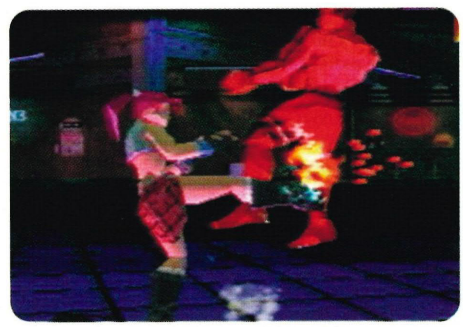
The 16 gang members all fight in a specific style, though they aren't unique to each individual or their particular gangs. In other words, some fighters use the martial art of Aikedo, even though they belong to different gangs. Whereas, others may be skilled in a different discipline such as Kung Fu, Karate, street fighting, Tae Kwon Do and wrestling.

Fighting Fantasy

So far all of the rumblings about *Vs* suggest that it handles at quite a pace, with developers *THQ* claiming the fighting speed is set at an astonishing 50 frames per second, and from what we've seen so far you are going to have to have some speed in your fingers to lay claim to turf in this beat'em-up. *Street Fighter* has outrun its legs now, and while the world waits with baited breath for *Tekken 3*, Vs may be able to satisfy the hungry appetites of fighting fans, and gang bangers alike.

Whos responsible? THQ

Whens it due? June



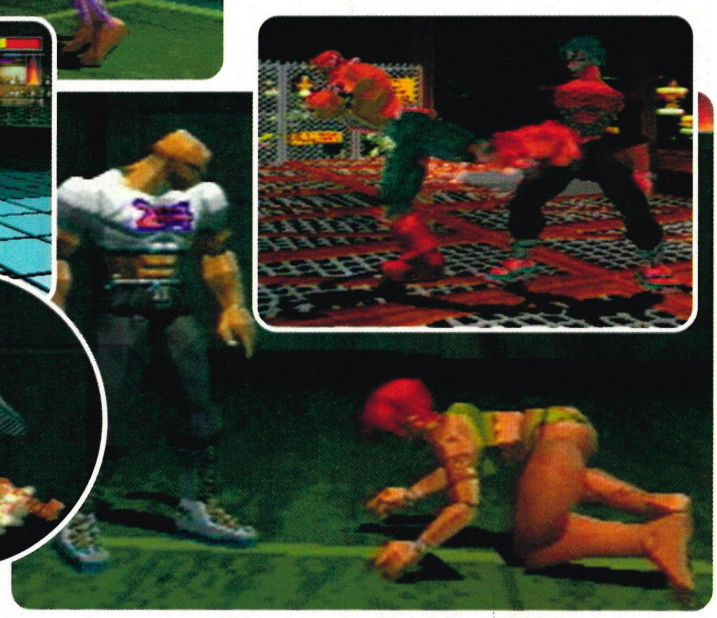
There are four additional characters who enter the fray as gang bosses. After taking out the four members of a gang, you'll come up against their leader. Whup his ass and he'll be available for you to control



The gangs hail from a college campus, the beach, the hood and the streets, and as each battle is fought you can expect to see Malibu and Chinatown backdrops amongst others



What with it all taking place in LA, the boss characters tend to carry weapons, 'cos they're dead 'ard like. So you'd better have a sound knowledge of every combo and special move if you want to beat them



The background music includes the work of some of LA's new alternative rock artists. The funky tunes come courtesy of bands such as Los Infernos, Pigs In Space and Suicide Machines

WCW Nitro

More spandex, make-up and formation wrestling as those girlie gorillas enter the ring

What's it all about? It's wrestling mate, with the top wrestlers from the houses of *World Championship Wrestling (WCW)* and the *New World Order (NWO)*. Everyone knows what to expect from a wrestling game by now, grown men wearing underwear and mascara in public, harping on about how hard they are and how women can't resist their skunk body odour.

Aside from that, you'd expect the usual stock of supplex's, piledrivers etc, and true to form, they're all present in *WCW Nitro*. But you'll be wanting to know if there's anything new about it all. Well, you'd be surprised.

Ringing In The Changes

Things are changing in the wrestling world. The majority of the blokes have stopped calling themselves by theatrical names such as Earth Stomper Dude and instead use their own names more often, which kind of takes the razz-a-matazz glitz off it all.

However, the game, developed by *THQ*, compensates for this with additional features. Each of the competitors has a pre-recorded rant that can be played back at your convenience, which just goes to show that this sport is still as self conscious as it ever was.

As well as listening to your heroes spouting off about chewing rusty nails, they'll also stop mid-fight, under your instruction, and perform their own personal display of in your faceness while the other poor sod lies nose down in the ring, though it usually pays to finish them off while you have the chance.

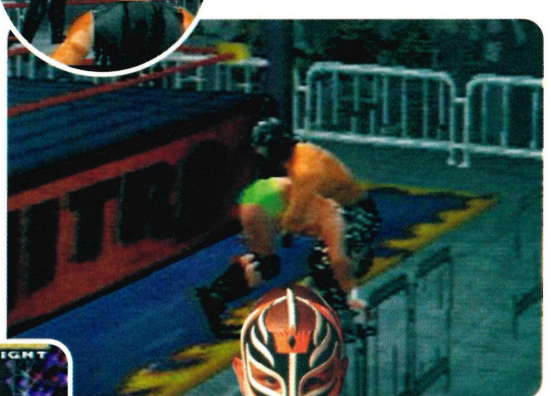
Each of the 20 plus characters featured have been digitally mapped into the game with the help of their real-life counterparts to give *WCW Nitro* a life-like feel, further enhanced when one of your opponent's best buddies comes legging it from the dressing room to join in the brawl, and the pair of them double team you into oblivion.

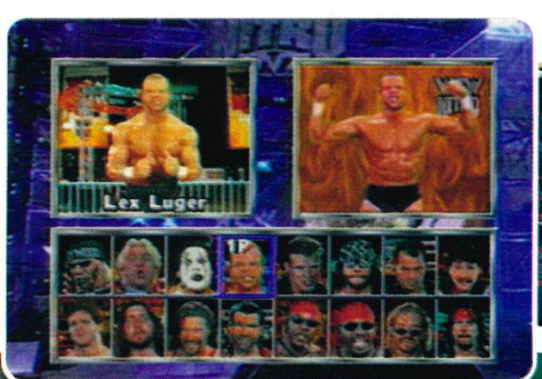
Who's responsible? THQ
When's it due? June

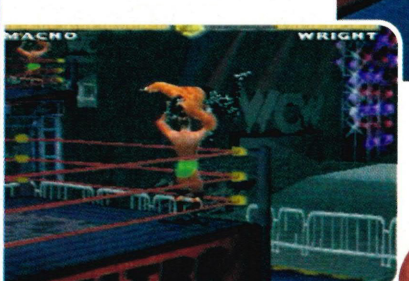


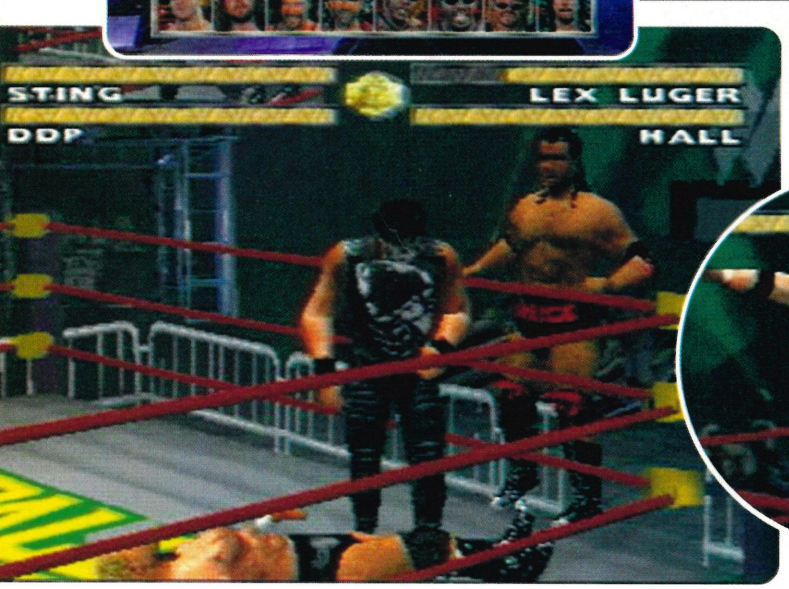


The football elbow move comes in handy even when there isn't a goal in sight. That's Neil Ruddock in fancy dress that is



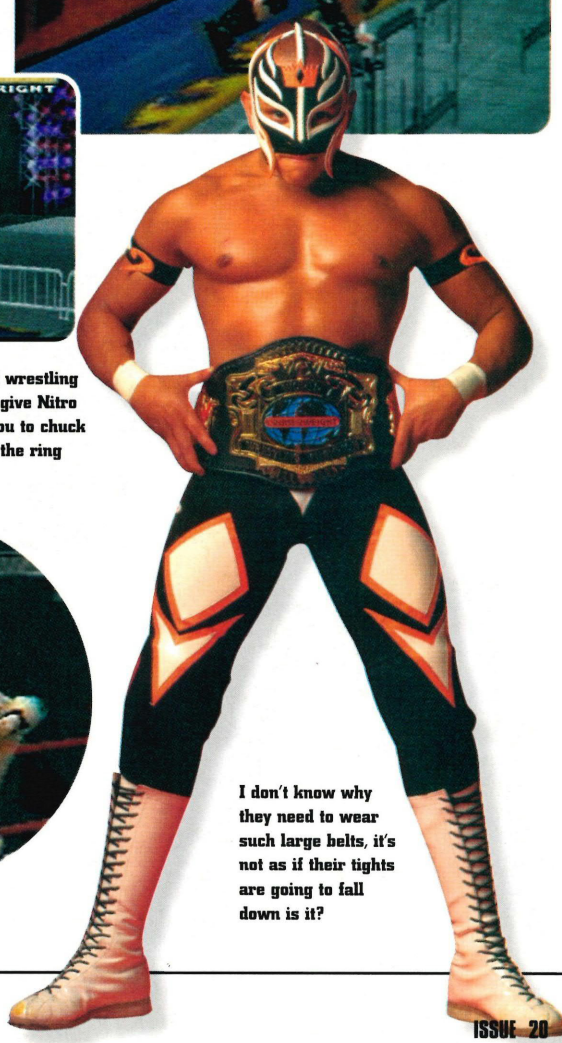




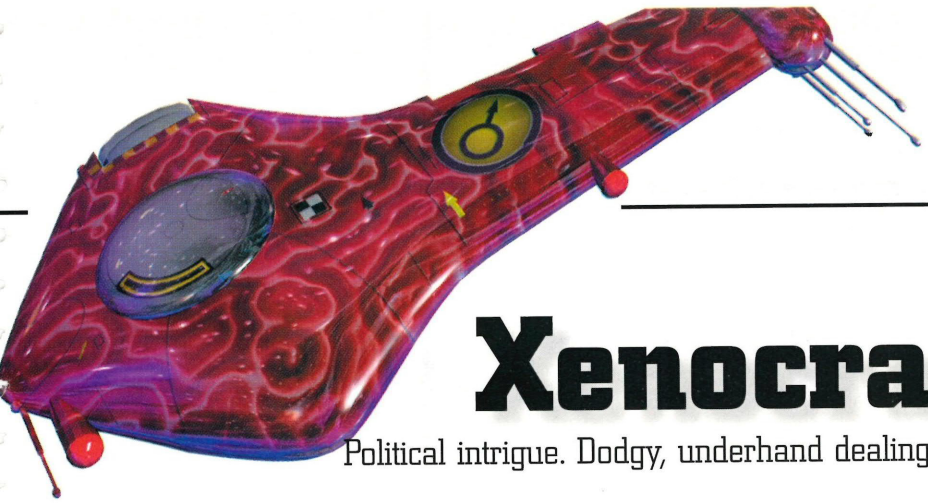


Despite my hatred of wrestling games, you've got to give Nitro credit for allowing you to chuck these pansies out of the ring



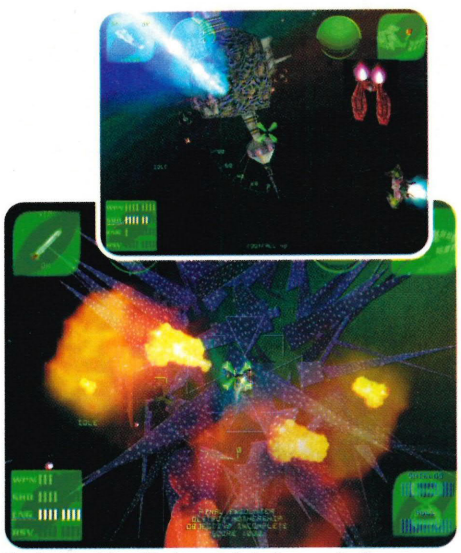


I don't know why they need to wear such large belts, it's not as if their tights are going to fall down is it?



Xenocracy

Political intrigue. Dodgy, underhand dealings. And it's all your fault!



Ready, Aim, Fire. Glorious technicolour explosions are a prominent feature in this particular 3D space strategy monster. Providing light relief from all the strategy

What's it all about? The future of the solar system hangs in the balance as four planetary superpowers battle out to take over space! You are the amusingly named Wing Toucher and happen to be commander of the UPN peacekeeping force and you have to keep the poitical and economic stability of the solar system alive. No small task.

Deep Space... fine!

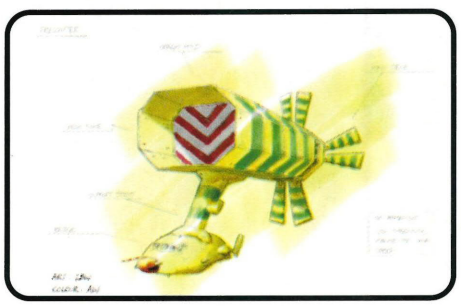
In the final version you'll be able to play in either simulation or arcade mode. Arcade will take away all the fiddly bits, but to appreciate *Xenocracy* properly you'll have to engulf yourself in simulation mode. Having said that, as you might guess, simulation mode isn't for the faint of heart as it will be a long-term task where you'll need to employ a memory card. Taking control of the solar system's affairs is a tricky process and keeping a constant eye on all the different warring factions to make sure they remain happy is a task easier said than done.

Grolier Interactive has spent a lot of time working on the interface to get it just right so that the player will have to undergo the minimum of fuss to get the game to do what they want. Many of the screens are accessed through the game's many menus, including the control of your craft in the 3D sections, but hopefully things should be fairly simplistic.

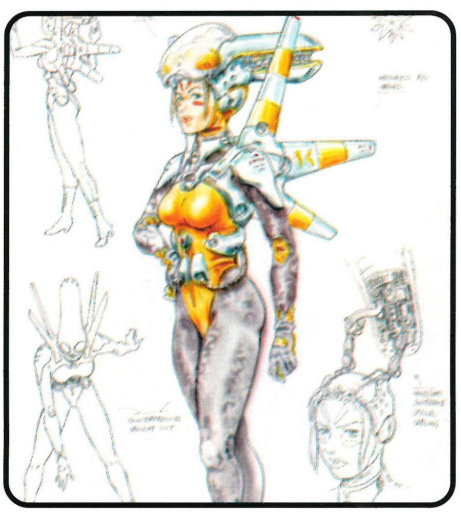
Xenocracy is a strategy game with a 3D combat and flying section, so that probably means it won't be everybody's cup of tea. It's a rather complex resource management game, so if you can get your head around a few stats and figures then this could be for you. It's looking quite nice at this stage, so await further news eagerly.

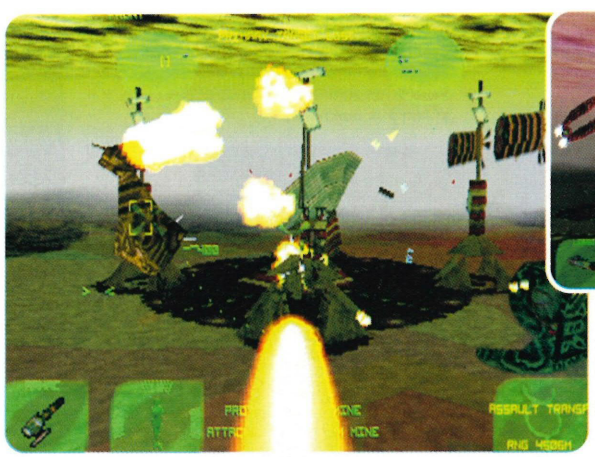
Grolier are the developer that almost brought us the rather unfortunate ***Pefect Assassin*** which still may arrive (unless of course we're extremely lucky), but we reckon this is the one you should expect to spend your evenings with in the near future.

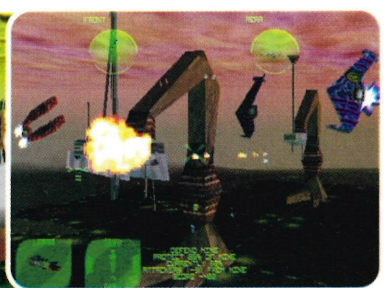
Who's responsible? Grolier Interactive
When's it due? May



Extensive designwork has gone into the characters and races in Xenocracy. Many alien lifeforms will interact with you as you progress through the game

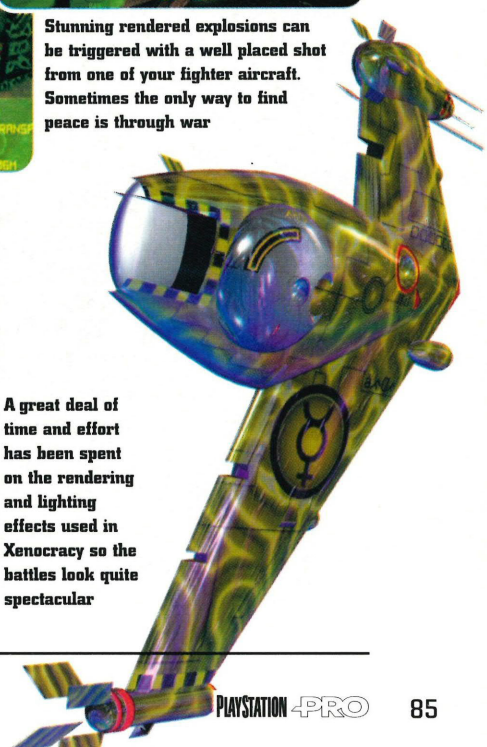






Stunning rendered explosions can be triggered with a well placed shot from one of your fighter aircraft. Sometimes the only way to find peace is through war

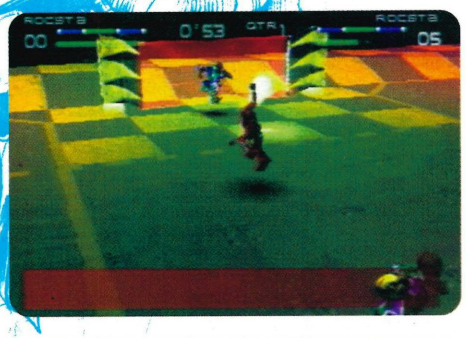


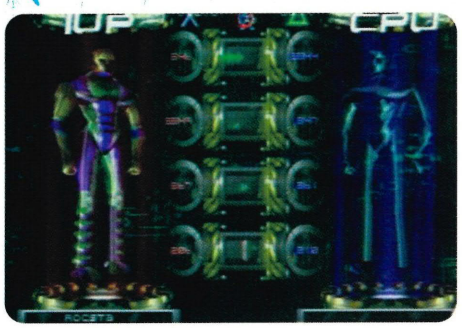


A great deal of time and effort has been spent on the rendering and lighting effects used in Xenocracy so the battles look quite spectacular

Dead Ball Zone

Retro gameplay with console playability. Prepare to enter the arena





Dead Ball Zone's graphics look fantastic and with the gameplay of the old classic Speedball, surely this should become a welcome winner for GT

What's it all about ? Futuristic sports games have a tendency to be shite. The *Bitmap Brothers' Speedball 2* all those years ago was an exception to the rule. The game had a *Rollerball* feel to it and produced some very addictive action. If you've never played it, then you've missed out. But fear not because Rage have teamed up with *GT Interactive* to produce *Dead Ball Zone*, and after five seconds play it's obvious where they've plucked their influences from.

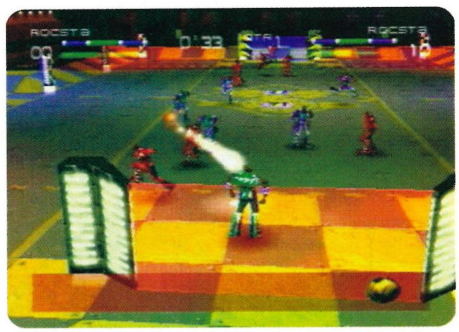
To say *Dead Ball Zone* isn't based on *Speedball 2* is like saying *Oasis* have never heard of *The Beatles*. There are no frills here, you pick a team, choose an arena and go and beat the hell out of your opponents. Oh and while you're at it try to get the ball into their goal to score five points, but that's incidental.

While the tackle from behind is about to be outlawed in football, anything less than a whack in the face with a steel gauntlet is considered namby-pamby in *Dead Ball Zone*. Blood spurts with every contact and sooner or later players are going to be unable to continue because they're dead!

From what we've seen so far, work needs to be carried out on that perennial goalkeeper problem, but if this gets tweaked so that can actually save the ball more often than not, publishers *GT* are onto a real winner here.

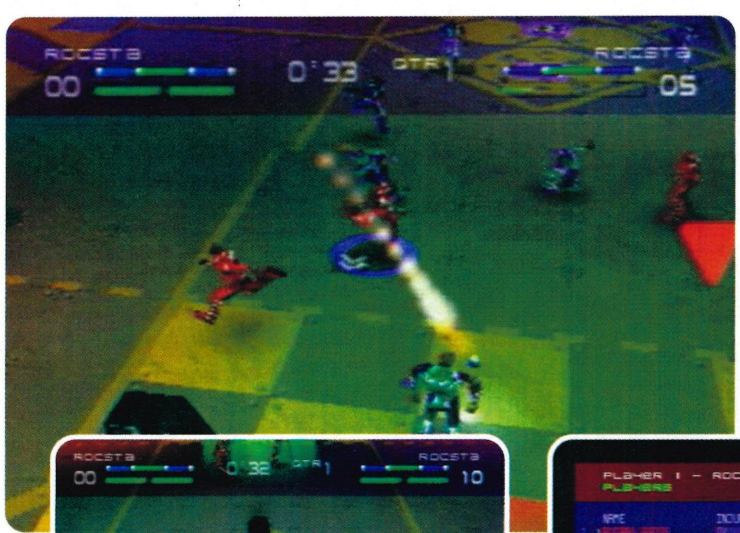
This looks like it will join the breed of games that you'll be playing with your mates after a heavy night out. And hopefully we'll be getting our hands on review code in time for next issue, so watch out for the full breakdown in next month's issue of PlayStation Pro.

Who's responsible? GT Interactive
When's it due? May



The ball fires towards your goalie and at the moment he'll probably just let it float on past him for five points









Hi-resolution 3D graphics get across the speed of the action as you fight your way to the top of the league

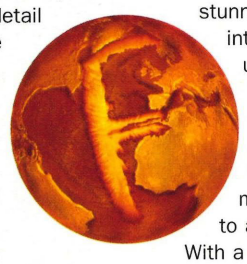
Forsaken

Get your engines revving for a rip blasting beauty with a futuristic twist



There are 15 hostile levels awaiting your bounty raiding skills, each one lovingly crafted to make it all a beast of a task to get out with your boots still on

What's it all about? This is a first person blaster that's set to redefine the standards of this genre on the PlayStation. Bursting out of its straining seams are lovely features that should go down quite well with fans of *Descent* and *Doom*, such as full 360° freedom of movement and amazing graphics that require no load time. All this attention to detail should result in this title being one of the fastest and slickest shoot'em-ups yet seen.



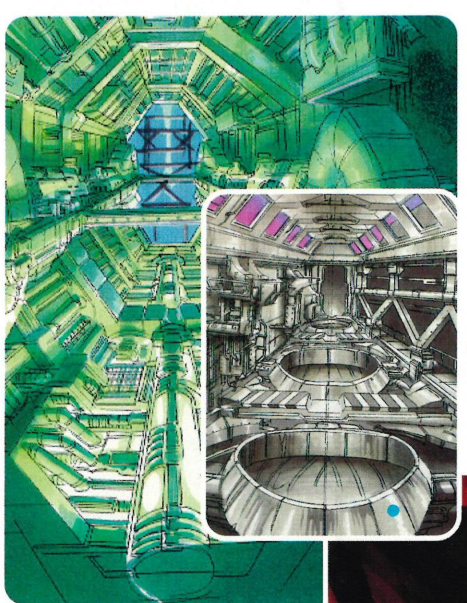
Kickstart Killers

Set in the future after an uncontrollable fusion reaction has ripped the Earth apart and left it a lifeless rock, *Forsaken* sees you taking on the role of one of the free-loading scavengers that raid the dead planet in a bid to make money from anything that has been left behind. Each of the 16 characters sits astride an anti gravity pion cycle, fitted with an awesome array of over 20 futuristic weapons just waiting for your fingertips to caress their triggers. One of the best, just for the fun factor really, is the missile-cam which will allow you to guide projectiles through the air to close-in on their targets, I can't wait to see the fear filling their eyes. What is already sounding like something of a special experience has been hyped-up even further to deliver some of the most stunning real-time lighting effects and interactive backgrounds and an unhealthy amount of blood and guts according to developers Probe.

It's not just about blowing the crap out of anything that moves though. *Forsaken* incorporates a myriad of environment-based puzzles to add a little flavour to the whole thing. With a two-player split-screen 'death match' mode where you and a friend can hunt each other down and shoot it out across the barren wastelands, and support for Sony's analogue pad, this could well be one that's gonna be high on everyone's wanted list.

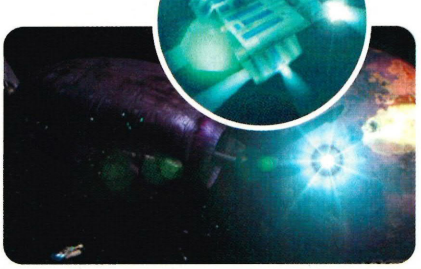
Who's responsible? Acclaim Entertainment

When's it due? May



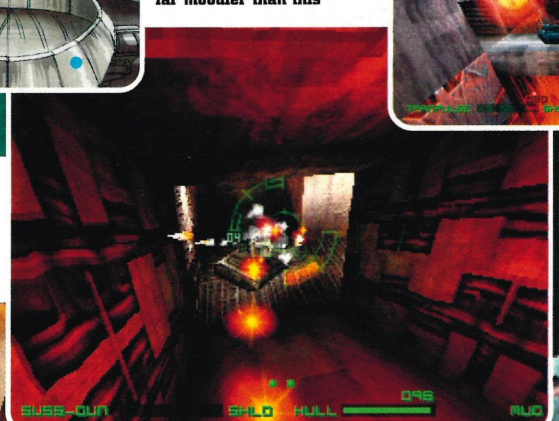
Artists impressions always look nice, but they never look like the finished thing do they? As you can see, the finished environments are far moodier than this

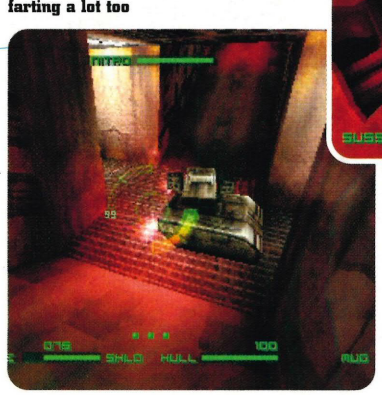






There's never been a better excuse to avoid personal hygiene. Get yourself covered in oil, grease your hair back and enjoy the ride. You should try farting a lot too





The characters each have their own custom bike. This guy's a bit of a fat bast' isn't he? His co-pilot could do with a couple of meat pies though



Sentinel Returns

The old BBC Micro classic gets a '98 remix and gets ready to invade a whole new generation

What's it all about? We reckon that about half of you lot weren't even born when the original *Sentinel* came out for the BBC Micro back in the early eighties. It was the kind of game that, if you are old enough, you would have played during Wet Break in the school computer room (that would've consisted of two Beebs and a tape deck to load the games, unless you went to a posh school that had those disk drives where the disks were about five foot wide).

If you also know your videogame trivia you may have heard of Geoff Crammond, who's a rather famous programmer in PC circles. Anyway, enough of all this chit-chat, *Sentinel Returns* is the classic Beeb title brought bang up-to-date for the nineties.

Giving an old classic a major overhaul obviously isn't going to be enough to bring it up to scratch with today's brood of current games, so publishers Psygnosis have gone out hell-for-leather to correct any gameplay flaws the original may have had and make it appealing to a far wider audience.

And now for the score

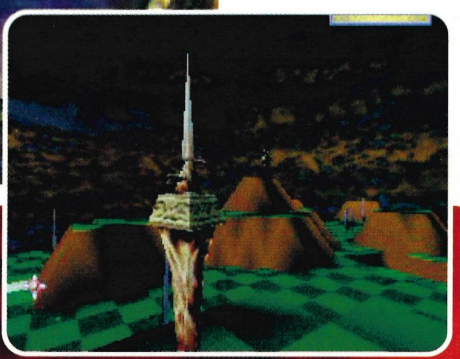
Part of this is to give the game a soundtrack that should really stand out from the crowd. To accomplish this the musical score to *Sentinel Returns* has been written by John Carpenter of *Assault on Precinct 13* and *Halloween* fame. Impressive indeed.

The theory behind *Sentinel Returns* is that you have to gain control of the play area by attaining energy by absorbing trees before finally having enough to defeat the Sentinel of the level. There are 666 levels and if you're thinking it all sounds a bit naff, don't because the original was highly addictive and it's safe to assume this will be to when it's released.

Who's responsible? Psygnosis
When's it due? May



With 666 different levels that all have to be completed, you can rest assured that this is going to provide a very stiff challenge, although Psygnosis promise us they've worked hard on the difficulty curve to get it just right





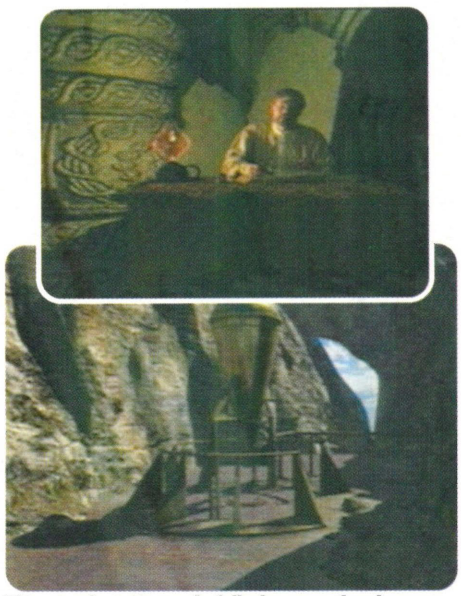
The idea behind SR is to absorb energy from trees and boulders so you have enough to rise above and overpower the Sentinel of the level

The gameplay in Sentinel Returns is literally absorbing and should take all those Beeb and Commodore 64 gamesplayers back to their youth



Riven

Will this static point 'n' click be a hit or a Myst?

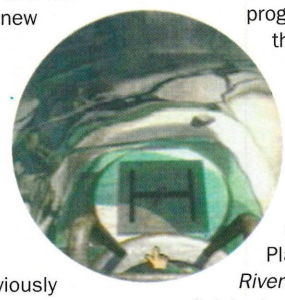


The game features wonderfully drawn rendered shots of the many locations that you will encounter on your adventures

What's it all about? A few years ago a couple of blokes made an awful amount of money out of an adventure game called *Myst*. It wasn't even like it was the best game engine in the world using flick screen scrolling to show your location (i.e. every time you moved in a new direction the game would flick to a new picture, but it sold millions and millions and millions (well maybe a million) copies worldwide.

Now *Riven* is the name of the somewhat inevitable sequel and is reputed to be around five times larger than its older brother. This we can well believe because the whole caboodle comes on five (yes FIVE!) PlayStation disks. This is obviously down to the large quantity of high resolution graphics and certainly not down to any level of sophisticated programming techniques.

Maybe it's a bit harsh to suggest that this may not be that successful on the PlayStation when it eventually arrives, but the audience is certainly very different to that of the *PC* where *Myst* shifted most of its units.



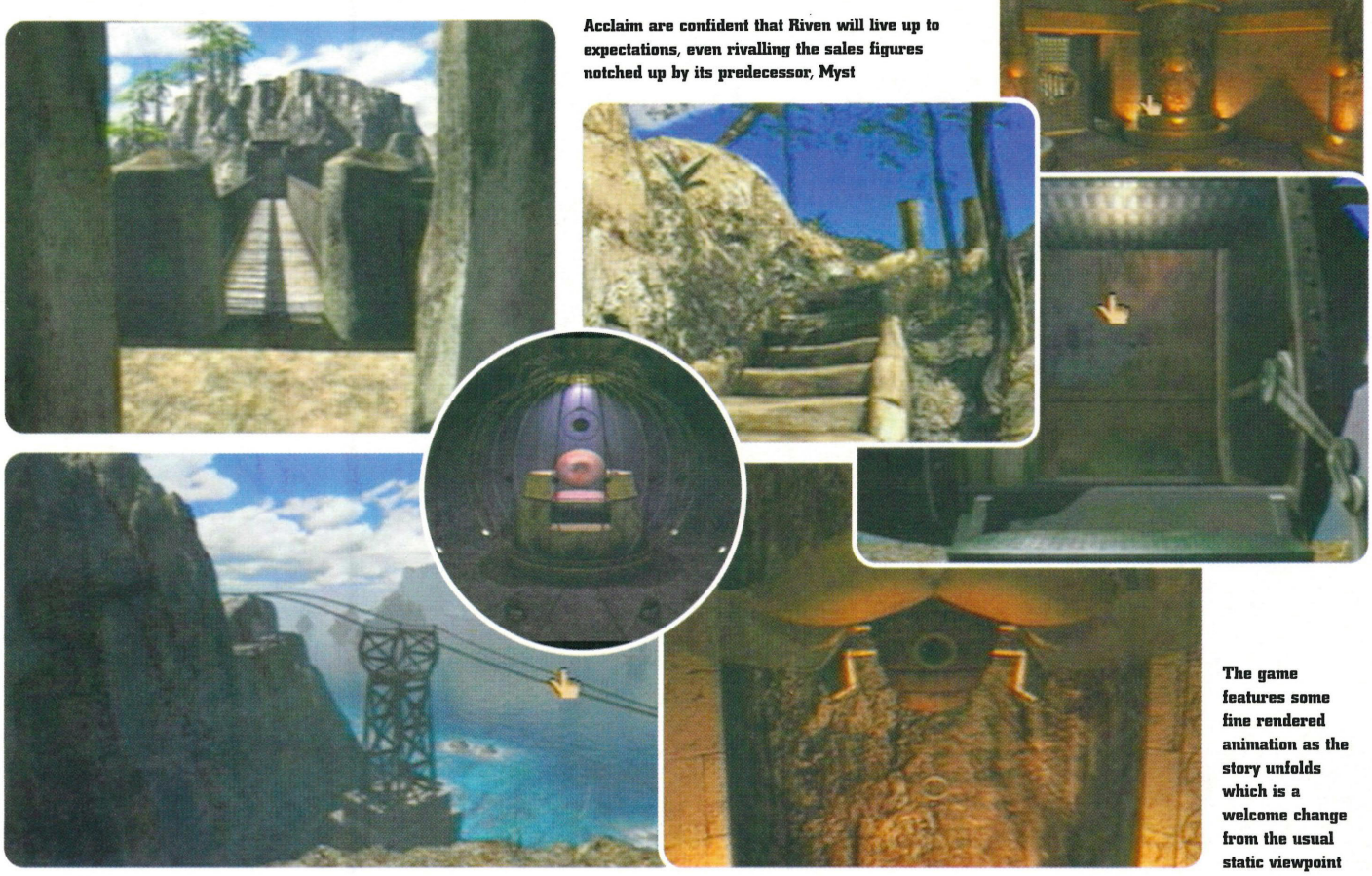
There's no denying that *Riven* is gorgeous to look at, but it is only a collection of stills. A recent TV program highlighted how many of the locations are even taken from the programmers home town. Ultimately though, games like this will stand up or fall down on the strength of the puzzles and *Riven* will certainly have plenty of those by the time it is completed.

Other adventures like the *Broken Sword* series have done quite well on the PlayStation, so time will tell how *Riven* fares, but we should be having a finished review copy in time for next month's issue of PlayStation Pro.

Who's responsible? Acclaim

When's it due? May

Acclaim are confident that Riven will live up to expectations, even rivalling the sales figures notched up by its predecessor, Myst



The game features some fine rendered animation as the story unfolds which is a welcome change from the usual static viewpoint

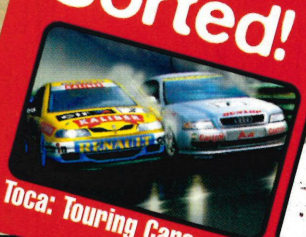
Enter the crap free zone



Every
blood-curdl
you'll ever
for both gam

WHAT NO FREE TIPS CARD ASK YOUR NEWSAGENT

Sorted!



Toca: Touring Cars



Bushido Blade

Fed up with tips that don't do the bizz, cheats that are a load of bollocks, and solutions that aren't, then enter PlayStation Zone – the first mag to deliver ALL the PlayStation's secrets every time...No Shite!

New

PlayStation Zone

CHEATS + TIPS + SOLUTIONS + REVIEWS

e Full Bloody Monty

ESIDENT
IL 1&2
MBOWELLED

ng tip
eed
es

132 PAGES
ONLY £2.99

2000 cheats inside

ON SALE April 23

Platinum secrets:
Die Hard Trilogy
Micro Machines
Destruction Derby 2

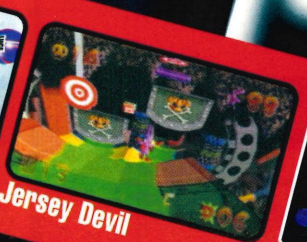
Reviewed
Gex 3D
Motorhead
Need for Speed 3
Everybody's Golf

Exclusive
Zone reader privilege card
Free Cheat Hotline
24 hours – Daily updates
Competitions





Nagano Winter Olympics



Jersey Devil

Number 1

IDG

Free phone cheats hotline card with launch issue

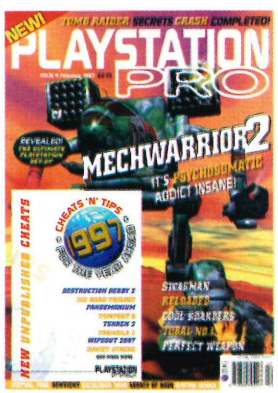
Back Issues

Hurry, secure your missing magazines for only £3.00 per issue, while limited stock's remain!

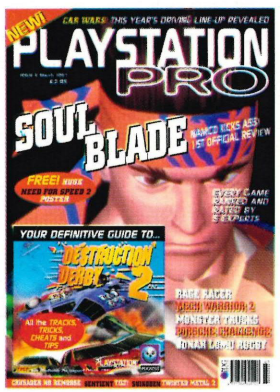
Misplaced one of your old issues of the mag? Stupid! Lent a copy to your mate and he won't give it back? Batter him! Mmm, it's a familiar tale, but thankfully help is at hand. For just £3.00 per issue you can obtain a brand spanking new one almost immediately.

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!

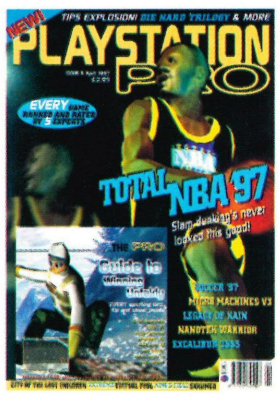
The mags are limited in numbers, and as you can see, we only have a few left due to popular demand. So it's a first-come first-served basis and, unfortunately, issues 1, 2, 3, 7, 9, 11, 12, 13, 14, 15, 16 and 18 are sold out already (although we do sometimes get new stock in). So, to avoid missing out, fill in, cut out and send off the form below straight away and watch for your postman to arrive with your goodies.



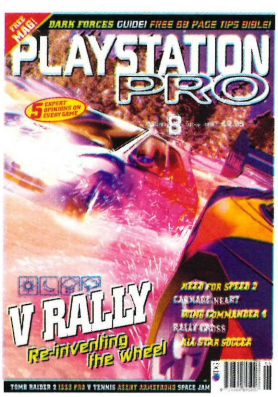
ISSUE FOUR
COVER: Mechwarrior2
INSIDE: Free tips to '97 booklet, complete Crash Bandicoot guide, Reloaded, Tobal No.1, Namco Smash Court Tennis and those Tomb Raider secrets explored



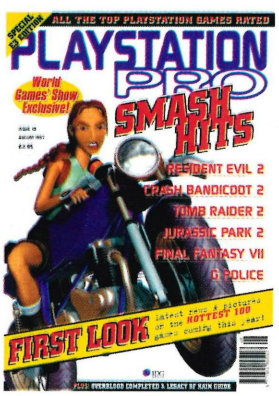
ISSUE FIVE
COVER: Soul Blade
INSIDE: Free Destruction Derby 2 tips book, free Need For Speed 2 poster, Mechwarrior 2, Twisted Metal 2, Jonah Lomu Rugby, Rage Racer and Porsche Challenge



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



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



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 SEVENTEEN
COVER: Deathtrap Dungeon
INSIDE: Free Sports game cheats book, Tekken 3, Bushido Blade, Theme Hospital, Chill, Cool Boarders 2, Indy 500, Maximum Force, Nagano Winter Olympics '98 and Newman-Haas Racing



ISSUE NINETEEN
COVER: Resident Evil 2
INSIDE: Free first issue of Playstation Zone solutions magazine, Masters of Teras Kasi, Newman-Haas Racing, Motorhead, Jet Rider 2, Theme Hospital, Gran Turismo and Poy Poy

Issue No.4	**Mechwarrior 2** ..... ○	Issue No.10	**E3 Special** ..... ○
Issue No.5	**Soul Blade** ..... ○	Issue No.17	**Deathtrap Dungeon** ..... ○
Issue No.6	**Total NBA '97** ..... ○	Issue No.19	**Resident Evil 2** ..... ○
Issue No.8	**V Rally** ..... ○		

PLAYSTATION PRO

Name _____

Address _____

_____

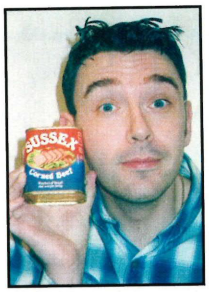
_____

Postcode **Telephone**

☐ Please tick this box if you do not wish to receive promotional material from other companies

To secure your order make your cheque payable to IDG Media and send it off, along with your order form (photocopies are acceptable), to the following address:
Back Issues Dept, IDG Media, **FREEPOST,** *SK3038, Macclesfield. SK10 4YE*

RANT



Hi, I'm Paul. I'm angry too, very angry in fact, and you wouldn't like me when I'm angry. But the lads at PlayStation Pro do, and that's why they've given me my very own soapbox in their damn fine publication so I can have a good old moan about a touchy subject that's getting my goat at present. You, their unsuspecting audience, will therefore have me filling your mind with magic, mirth, moans and mayhem on a monthly basis, and if you don't like it – tough. I'm the one getting paid. This month: Do tits aid your purchasing decisions?

Having been out of what I once cringingly acknowledged as 'the industry' for a couple of years, it seems that I've been missing out. Free lunches, a staggeringly light workload and the opportunity to take days off and claim you've been to Cambridge notwithstanding, there's been a lot of great software released and the PlayStation has taken off in a way that no-one could reasonably have expected. It's a games console of course, but it's now more than that, increasingly being seen as a cultural symbol, or – poetry fans – an emphatic punctuation mark in the stanza of the techno-generation (or something).

Anyway, the 'industry' - still aeons from leaving its infancy in real terms - is showing signs of maturity. The proportion of good games to bad has swung in the right direction and the young executives/jeans clad cybergeeks, once thrilled to the core that they were allowed to pay for lunch, have now realised that this is just how business works. But there's definitely something weird going on.

There's always been an element of female titillation in videogames, and rightly so; nothing wrong with a fine ripe pair of chesterfields staring at you from an advert in a magazine as you have yourself a browse. Nothing much wrong with a digitised scantster wandering around a haunted house with her clothes falling off at every turn. Of course it's sad, but it's harmless enough and as long as you keep in touch with reality there's really not a problem. But it's all going a little mad.

Lara bloody Croft, for instance. Now it's probably a sinful admission for a PlayStation owner, but I've never played *Tomb Raider.* Not at 45 quid, I haven't, but that's another whinge for another day. I've never played it, don't work in an industry that deals with it, but boy have I had it rammed down my throat!

I'm sure it's a good game. I'm sure it's the finest thing ever and I'm sure it pushes back the boundaries like there's really no tomorrow. But would it have sold by the shitload if *Lara* had fried eggs in her bra? Would it have sold so many copies if Lara's mum and dad had tried for a boy and dear little Lawrence became that fabled raider of tombs?

Would it bollocks. The reason a game like *Tomb Raider* has done so well is very, very obvious. Of course it got great scores from magazines and that does count for something, but more important, it's got great knockers and it's sold almost exclusively to blokes. Pixel *Lara*, *Liz Hurley*, French birds in bikinis – we're mad for a strumpet and the industry has finally grasped it. It's not just *Lara Croft*. Look at your back issues. Look in this very magazine. I'd be surprised if a month goes by without some Debbie D-Cup doing the business for some software company or other. It's not relevant, it's not clever and it's certainly not educational. But it works, doesn't it? Say what you want about old hat ideas, but let's not kid ourselves – tit's sell, and we're the buyers. Baby.

Paul Roundell is the former Editor of Amiga Action and now edits InterPark magazine, a trade publication for the international theme park industry. So there.



Would you buy a used console from this woman?



Hello boys, I'm you're new agony aunt, Miss Bea Havin. Each month I'll be here to solve your PlayStation nightmares, tempt you with tips and generally sort your life out. Want to know how to complete Final Fantasy? Can't kill the dragon at the end of Tomb Raider 2? Don't worry, I could do those sort of things with my eyes shut and my hands tied behind my back. Mmm, yes. That sounds like a good idea... but enough of that, grab your joypad and get ready to give it a bloody good seeing to as I delve deep into your letters and take a firm hold of the biggest tip I find...



PRO Q&A

DESTRUCTION DERBY 2

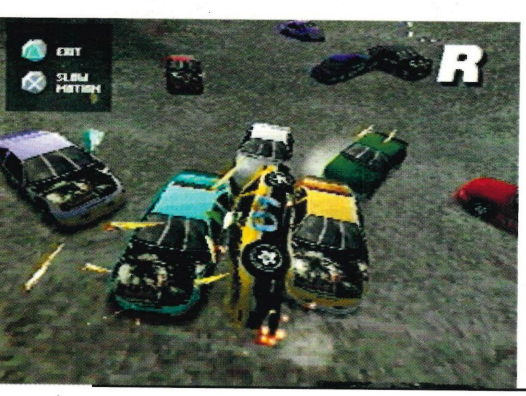
Q&A My uncle just bought be Destruction Derby 2 for my birthday, but I haven't been able to race on all of the tracks. Have you any hints or clues that will let me play with absolutely everything?
David Crenshaw, Lincoln

Q&A **Ooh, play with everything? How old are you mate? Better watch out or I'll be on the next train to Lincoln to give you some personal tuition. Anyway here's all the information you need to help**

ALL TRACKS PASSWORD – Entering **MACSrPOO** will give you all the tracks. After you type it in though you will have to go back and start a new practice race to play the tracks right away.

ANIMATED CREDITS PASSWORD – Entering **CREDITZ!** will display you some fine animated credits of the programmers, artists, and so on.

FMV CREDITS PASSWORD – Entering **ToNyPaRk** will show you a video of all the credits with some FMV in the background.



INVULNERABILITY – **To** drive with titanium wheels enter **"!DAMAGE!"** at the name screen.

COOL BOARDERS 2

Q&A Dear Madam, I've been on a desperate search for powder and rocks since this game came out, but I believe there's a cheat that lets you get some hidden characters. Can you point me in the right direction please?
Christian Cullen, Kendal

Q&A **We nearly had to ban your letter David because of its flagrant mentioning of rocks and powder. You can indeed play with a little alien and even a snowman. Here's how. And by the way, I'll give you Madam!**

TO GET THE ALIEN – Get above or equal to 40 on the half pipe, or beat the master big air contest to turn all bug-eyed

TO GET THE SNOWMAN – Get the best time, trick, and total on every track including dive into the cave. Easy eh?

To get an easier path on pipeline canyon and dive into the caves, grind **L1** or **R1** on the pipe to make you do a U-turn. Do the same thing in dive into to cave.

If you beat mirror mode and get first place you will get Boss, allowing you to be able to play in hard mode

ALTERNATE OUTFITS FOR THE GIRLS – Go to the Main Menu and highlight competition. Press **⬇R1⬆⬇R2⬆R2⬆⬆R1⬇⬇R2**. The announcer should say, 'Here we go!'
Note: the new uniforms work in every mode except Competition.

ACTUA SOCCER 2

Q&A My boyfriend is always taking the piss and saying that because I'm a girl I can't understand football properly. Are there any cheats for excellent Actua Soccer 2 that will let me beat the miserable git and score one for the girls?
Katie Oldland, Guildford

Q&A **Katie dear, my ball juggling skills are legendary. Just ask the boys down the park. However, there aren't any cheats as such to help you win, but you might find these quite amusing.**

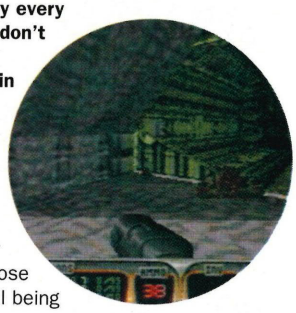
To activate these cheat codes enter them all at the title screen. An acknowledgement will appear on screen for several seconds to tell you when the cheat has worked.

GREMLIN 11 – ⬅ ➡■●⬆⬇■●
INVISIBLE PLAYERS – ■●⬇●⬆➡■⬅
GIANTS – ⬆⬇⬇➡■■●●
DWARVES – ●⬇⬇■⬆⬆⬅➡
BEACHBALL – ⬅➡⬅⬆⬅➡■■
SUPER FURRY ANIMALS – ⬅⬅■➡➡●⬆⬇
GHOSTBALL – ■■⬅⬅●➡➡●●
FLOODLIGHT FAILURE – ⬅⬅⬅●➡➡➡■
BLACK AND WHITE – ⬆⬇⬆■●⬆⬇⬆

DUKE NUKEM

Q&A I've been playing Duke Nukem for the last couple of months now, but have been struggling to keep my health up and keep dying. Please help me Miss Bea and I'll service your every need.
Keith Monty, Poole

Q&A **Keith, the man hasn't been invented that can service my every need and you don't sound like the best model if you complain about keeping it up as you do. Because I'm sweet though here's some help with your game**



To shoot the toilet or fire hydrant, go as close as you can whilst still being able to see the water, and press and hold the action button. If you accomplish this you'll receive free health. This only works when you're at less than 100 health. The action button changes with each controller setup.

And now for some general tips...



BUSHIDO BLADE

This novel beat'em-up contains a hidden character that you might be keen to play with. Here's how to get him



PLAY AS KATZE – To play as Katze, the gunman, beat all 100 opponents in Slash Mode on the Hard difficulty setting without continuing. It should say that you have made a contract with Katze if you did it right.

JET RIDER 2

Sony's racing game could never be accused of being easy, so we thought we should help you gain access to all tracks and the secret bike

ALL TRACKS – Use the following steps to enable all tracks, including the alternate tracks. Set master difficulty and five laps per race at the options screen. Press ✖ on Li'l Dave at the one player select screen, then go back to title screen. Press ⬆ ⬇ ⬅ ➡ **R2 R1 L2 L1** within four seconds at the title screen. Set three laps per race at the options screen.



Press ✖ on Wild Ride at the one player select screen, then go back to title screen. Press ⬆ ⬅ ⬇ ➡ ■ **R2** ● **R2** within four seconds at the title screen.

Set amateur difficulty and turbos off at the options screen. Press ✖ on Bomber at the one player select screen, then go back to title screen. Press ⬆ ⬇ ⬅ ➡ ⬆ ⬇ ⬅ ➡ within four seconds at the title screen.

Set professional difficulty and turbos on at the options screen. Press **R2 R1 L1 L2 R2 R1 L1 L2** within four seconds at the title screen.

RACE AS ENIGMA – Set master difficulty and six laps per race at the options screen. Press ⬅ ■ ⬇ ▲ ➡ ● **L1 R1** within four seconds

AUTO DESTRUCT

We liked this racing game as it reminded us of the old TV classic - Knight Rider. If you're struggling though these cheats will aid you

CHEAT MODE – ⬆ ⬇ ⬅ ➡ ⬇ ➡ **L1 R1 R1**
DOUBLE LASER – **R1 L1 R1 L1** ⬆ ⬇ ⬆ ⬅ ➡
CAR SELECT – ⬅ **R1** ➡ **R1** ⬅ **R1** ➡ **R1**
BLOOD MODE – **L1** ⬇ **R1** ⬅ **L1** ➡ **R1**
CHOOSE MISSION – ⬆ ⬇ **L1 R1 L1** ● ⬇ ⬆
CAR TUNE UP – **L1 R1 L1** ⬆ ⬇ ● ⬇ ➡ ⬅ ■ **R1**
EXTRA MONEY – **L1 R1** ⬆ ● ⬇ ■ ➡ **R1 L1**
ALL TIME TRIALS – **R1 L1** ● ⬅ ● ● ⬅ **L1** ●

STREET FIGHTER EX PLUS ALPHA

The best old school fighting game has one or two features you may not be aware of. Here they all are for your fighting pleasure

SECRET BONUS LEVEL – In the main menu highlight practice and keep **SELECT** held and enter ⬆ ⬆ ➡ ⬆ ➡ ⬆ Then release **SELECT** and press **SELECT** again. A message should then appear at the bottom of the screen stating *"Here comes a new game mode"*. Go into Practice Mode and a menu should read; Training, Expert, Bonus Game

MICRO MACHINES V3

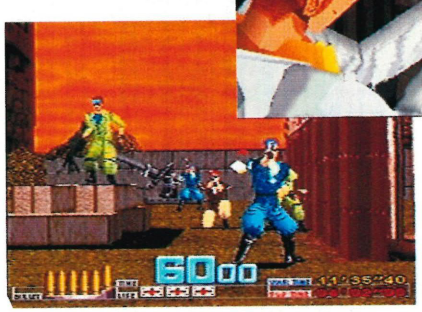
Codemasters fine Platinum mini-racing game is made even more playable thanks to these juicy cheats. Now you can win every single time you play this budget masterpiece

BIGGER BOUNCES – During a race press ■ ➡ ➡ ⬇ ⬆ ⬇ ⬅ ⬇ ⬇

DEBUG MODE – During a race press: ■ ⬆ ⬇ ⬇ ■ ● ● ▲ ✖









TIME CRISIS

Is this gun game getting you down? Worry no more as we tell you how to get all the games best cheats with the minimum of fuss

CHEAT MENU – When you get to the main menu, where the three option boxes are, shoot the centre of the 'R' twice, then shoot the centre of the target, right above the 'S' twice. If done correctly, you'll be able to increase your lives to nine, adjust your continues, and get unlimited ammo.

ALL THE CHEATS – Shoot once in the centre of the 'R' in "crisis." Then shoot twice in the centre of the cross hairs. This will take you to the all cheats screen!

EASY MODE – At the type of game select screen (Time Attack or Story Game) shoot off of the screen and you will get 5 lives instead of 3, in Story Game.



MICRO MACHINES V3 cont...

SPEED UP – During a race press:
■ ✖ ● ■ ▲ ✖ ✖ ✖ ✖

TANKS – Enter **TANKS4ME** as a character name and you will be able to use tanks on any terrain!

IN DEBUG MODE YOU CAN ACCESS:

CPU Car – SELECT ■ transforms your car into a CPU car

BLOW UP ALL CARS – ✖▲●■

CAMERA ANGLE – SELECT ⬆ ⬇ ⬅ ➡

CAMERA ZOOM – SELECT L2

ZOOM IN – SELECT ✖

VIEW DIFFERENT CAR – SELECT L1 R1

WIN RACE – SELECT ✖

TEKKEN 2

The third installment may be almost with us, but that still doesn't stop people asking us for help with the fantastic Platinum release

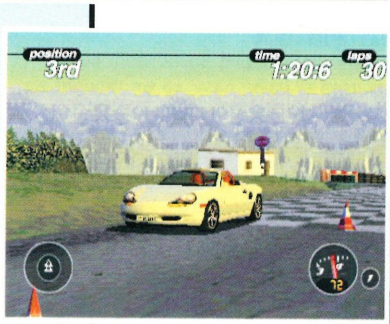
TO GET DEVIL/ANGEL – simply complete the game with Kazuya

SUB-BOSSES – Beat the Devil with each of the Tekken 2 characters









PORSCHE CHALLENGE

There's never been a shortage of racing games for the PlayStation nor has there been a shortage of tips for them. Here's some to keep you going

ENTER THE FOLLOWING AT THE MAIN MENU:
UNLIMITED RETRIES –
L1+L2, R1 +R2+■

ALL CARS JUMP –
⬆ + ■ ⬆ + ● + ⬆ + ■ ⬆ + ● ⬆ + ■ ⬆ + ●

FISH EYE LENS –
▲ + ■ + ● L1 L2 R2 R1

HIGH VOICES –
⬆ ▲ ⬆ ▲

HYPER CAR –
SELECT + ■ SELECT + ● SELECT + ■ + ●

INVISIBLE CAR –
■ + ● L2 + R2 ■ + ● L1 + R1 ■ + ●

MAD RACER –
⬆ ⬅ ➡ + SELECT

MIRROR MODE –
⬅ + ● ⬇ + ▲ ➡ + ■

RACE THE INTERACTIVE TRACKS –
⬇ + START ⬆ + START SELECT START

RACE THE LONG TRACKS –
⬆ + SELECT ⬇ + SELECT START SELECT

BLACK PORSCHE –
➡ + ■ ⬅ + ● + SELECT

TUNE TEST DRIVER –
⬅ + ● ➡ + SELECT + ■

VIEW ENDING –
■ ● ⬅ + SELECT ➡ + SELECT

YOUR CAR JUMPS –
■ ● ■

KAZUYA – Beat the Devil with any sub-boss

DEVIL/ANGEL – Beat the Devil with Kazuya. You will see Rodger here, but you can't keep him. Hit punch or kick to get either Angel or Devil.

RODGER/ALEX – Beat the final round of the third match getting a "great." In other words let your power dwindle quite low before finishing off your opponent. Don't go nuts too early or you will have to restart. Better to let the opponent beat you and continue.

BIG HEADS/BODIES – hold **SELECT** when choosing fighter. Hold **SELECT** again during a round change to get really big and ugly.

PUNCH-OUT MODE – When all characters are captured, hold **L1** and **L2** when selecting a character to get the punch-out mode.

RESIDENT EVIL 2

Two teasers to whet your appetites for this superb horror actioner that's out ob April 29th

SHOOT YOUR TV – Take the east exit out of the basement and go to the area with the two demon dogs and a manhole. When the two dogs are dead, have your back facing the manhole and walk forward until the camera view changes. Arm your shotgun and shoot until bullet holes are on your TV screen.

NEW CLOTHES – Start a new game and do not pick up any items. There is a STARS member in the last alley, dispose of him and you'll receive a key. This key can open the locker in the 2nd save room, which will give your character a change of clothes.



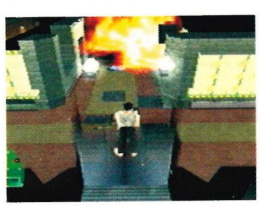
DIE HARD TRILOGY

One of the best PlayStation games of all time has caused loads of problems. Worry not. Just enter these at the password screen.

DH1: DIE HARD



SKELETON MODE –
AAAAAAAAAARRRR
SILLY MODE –
DOODAD
GOD MODE/MAP EDITOR –
RUDE
50 GRENADES AND 5 BULLETS –
REDO
UNKNOWN –
DOLEUEL
FAT MODE –
REED
DEAD VILLAINS FLOAT UP –
DETD
UNKNOWN –
OOEER
COORDINATES –
LODE
INFINITE SHOTGUN –
RUDDER



DH2: DIE HARDER

GOD MODE/MAP EDITOR –
RUDE
FERGUS MODE –
ODDEXE
SKELETON MODE –
DEAD
FAT MODE –
LARD
LOTS OF AMMO –
RELOAD



DH3: DIE HARD WITH A VENGEANCE

FLAT SHADE MODE –
DULLDULLDULL
Fat Mode -
LARD
FERGUS! -
ODDAXE
God Mode/Map Editor -
RUDE
Car floats in air -
RELAXED
Slow motion -
LULLED
Sky cam mode -
ORDEAL
Very slow motion -
ODDER
999 turbos -
OOEEDDXX
Infinite lives -
LOUDER

ULTIMATE CODE –
Begin one of the three games and press Start to pause Press and hold **R2** and then press
⬅ ➡ ⬆ ⬇ ●
Each game will exhibit different results:

GET BERETTA IN DIE HARDER –
When the game begins a helicopter will come in from the left. Blast it with your gun as many times as possible It'll explode and a Beretta will drop down The Beretta will have twice the firepower

INFINITE AMMO –
(default gun only)

At the end of any level when the clock is ticking down, waste all your ammo in the default gun down to ONE bullet. Position yourself in the doorway to the bomb so that you can roll into the bomb (sideways in the doorway).

Shoot the last bullet then roll into the bomb. If you touch the bomb before your gun reloads then you will have a gun that never needs reloading, so you can keep shooting.



PRO RELIEF



If you want instant relief from all your PlayStation game nightmares, write to Miss Bea Havin and she'll turn them all into wet dreams. Send your begging letters and smutty entreaties to "Miss Bea Havin" IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE.

SUBSCRI
FOR ONLY



PLA

FREE AMAZING GIFT WITH EVERY ISSUE

BE £9!

SAVE 50%



Here's your chance to get 6 months worth of PlayStation PRO for only **£9**. Interested? Well read on.
Subscribing is easy! Why? Because we do all the hard work so you don't have to.

SUBSCRIBE and get the magazine delivered to your home free of charge! If you live in the UK you won't be charged any extra for postage – not even a penny!

SUBSCRIBE and never miss an issue! Subscribing is the best way of guaranteeing you'll never miss an issue of PlayStation PRO.

SUBSCRIBE and you'll pay the lowest price possible for your copy of PlayStation PRO!

When you subscribe to PlayStation PRO you are saving a massive 50% off the cover price – which means you're getting your copy cheaper than anyone else!

YSTATION PRO

EXCLUSIVE OFFER

6 ISSUES FOR £9.00*

What's that you say? £9.00 for 6 month's supply of the best PlayStation mag around, I'm having some of that! Please start my subscription immediately.

❒ NEW PS9805/N ❒ RENEWAL PS9805/R

Name

Address

Postcode

Telephone **Age**

PRO HOTLINE

for credit card holders

Tel: 0870 606 0423

Fax: 01369 701187

e-mail: dbscot@globalnet.co.uk

❒ *Please tick if you don't wish to receive any further promotional literature.*

I wish to pay by: ❒ Cheque ❒ PO ❒ Credit Card

Credit Card Number:

❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒

Expiry Date:

❒❒❒❒

Send your payment and this form to:

IDG MEDIA, FREEPOST, Dunoon, Argyll, PA23 7UZ

(no stamp needed if posted in UK)

If you don't want to cut up your mag, rest easy as photocopies are permitted

WILD IMPORTS

TEL:01908 640040 TEL: 0468 403341 FAX: 01908 640162 EMAIL: IMPORTS1@AOL.COM

PLAYSTATION CONVERSION

Playstation conversion kits DO NOT allow the use of counterfeit software
Have your Playstation converted to run UK, US and JAP Games.
US & JAP Games run full screen (no borders) and full speed.
Only £17.99 prewired with full fitting instructions
("FREE" Fitting Service, call for details.)
PSX RGB Scart Lead only £5 when bought with conversion kit
(Please note: Scart TV required to run NTSC games)

U.S. DVD PLAYERS
Pioneer DV 505 £549.99
Panasonic A300 £599.99
Pioneer DVL 9 £899.99
Latest DVD Movies £Call

UNIVERSAL PLAYSTATION (Plays UK, US and JAP Games) £149.99

(Includes 2 Joypads, Memory Card, Scart Lead & 1 Year Warranty)

Resident Evil 2 (US)	£49.99	Breath of Fire III (US)	£Call
WCW Nitro (US)	£39.99	X Men Vs Streetfighter (US)	£Call
Tekken 3 (US))	£Call	Alundra (US)	£44.99
Spawn (US)	£39.99	Saga Frontier (US)	£44.99
Final Fantasy Tatics (US)	£39.99	Gran Turismo (US)	£Call

Real Arcade Gun, Recoil action, Namco compatible, Foot Pedal £44.99 inc p&p

Next day delivery available on all products. Transax: Cheques cleared instantly.
All mail to: WILD IMPORTS, PO BOX 3503 MILTON KEYNES, MK3 7ZS
We will try to beat any advertised price!!! OPEN MONDAY-SATURDAY 10am-7pm
Wild Imports, 47 Brunel Business Centre, The Concourse, Bletchley, Bucks, MK2 2ES.

WHAT'S COOL, HAIRY, AND HAS GOT BIG FEET

FINISHED IT? DON'T LIKE IT? BORED WITH IT?

£5 USING MART'S UNIQUE SYSTEM, HE SAYS ITS POSSIBLE TO PLAY TEN GAMES FOR THE PRICE OF ONE BOUGHT OFF THE HIGH STREET* £5

SWAPS

Our man Mart reckons you'd be nuts to go anywhere else!!!

MEGAMART

If you're smart, you'll swap with Mart.



CALL NOW 01584 878070

146 Corve Street, Ludlow, Shropshire, SY8 2PG

*We operate a simple price banding system. Offer applies to used games within the same price band.

Copyright © 1998 Megamart

SWITCH DELTA CONTINUOUS flow MasterCard VISA

48 HOURS DELIVERY TO MOST AREAS IN THE UK

SONY PLAYSTATION £105.99

2 Extreme	£28.99	Final Fantasy VII	£35.99	Powerplay Hockey	£34.99
Ace Combat 2	£29.99	Formula 1 97	£39.99	Power Soccer 2	£34.99
Actua Soccer 2	£32.99	G-Police	£35.99	Rage Racer	£31.99
Battle Arena Toshinden 3	£32.99	Hercules	£32.99	Rally Cross	£28.99
Broken Sword 2	£30.99	**Lost World**	£24.99	Red Alert C&C	£33.99
Cool Borders	£34.99	MDK	£34.99	Resident Evil Director's Cut	£27.99
Chronical of the Sword	£32.99	Moto Racer	£31.99	Riot	£34.99
Command & Conquer Red Alert	£33.99	Myst	£35.99	Shadow Master	£29.99
Crash Bandicoot 2	£36.99	Namco Museum Vol 5	£27.99	Soul Blade	£35.99
Disc World 2	£32.99	Nightmare Creatures	£34.99	Steel Reign	£29.99
Die Hard	£32.99	**Nuclear Strike**	£24.99	Street Fighter Ex Plus	£32.99
Duke Nukem 3D	£31.99	Over Board	£33.99	Time Crisis + G-Con	£49.99
Fatal Fury	£28.99	Parappa the Rapper	£24.99	Tomb Raider 2	£34.99
FIFA 98	£Lowest...CALL	Porche Challenge	£28.99	Wipe Out 2097	£Lowest...CALL

Tel & fax: 0181 671 0634 Email: nick@cflow.demon.co.uk

Bargains Galore — All titles shown in stock

Mail Order specialists for the SONY PLAYSTATION

This console has taken over!

PURCHASE ANY 3 PRE-OWNED TITLES AND GET A £10 DISCOUNT

pre-owned software					
Actua Golf II	31.99	FIFA 98	31.99	Sim City 2000	26.99
Actua Soccer II	31.99	Final Fantasy VII	34.99	Soulblade	29.99
Alien Trilogy	16.99	G-Police	33.99	Syndicate Wars	32.99
Battle Arena Toshinden II	24.99	ISS Pro	34.99	Tekken II	31.99
Blazing Dragons	17.99	Jonah Lomu Rugby	27.99	Tobal No 1	24.99
Broken Sword	28.99	Krazy Ivan	19.99	Theme Park	28.99
Bust a Move 2	15.99	Legacy of Kain	24.99	Vandal Hearts	29.99
Command & Conquer	35.99	Life Force Tenka	29.99	Victory Boxing	21.99
Cool Borders	27.99	Micro Machines V3	25.99	V-Rally	34.99
Croc	32.99	Monster Trucks	29.99	Warcraft II	31.99
Dark Forces : Star Wars	28.99	Need for Speed II	29.99	Wipeout 2097	31.99
Destruction Derby II	31.99	Odd World Odysee	33.99	X-com	21.99
Die Hard Trilogy	30.99	Porsche Challenge	25.99	*...more in stock!!*	
Doom	22.99	Project Overkill	23.99		
Excalibur 2552 AD	27.99	Rage Racer	29.99		
		Rayman	16.99		

★ £5 off any 2 pre-owned titles – when accompanied by this ad. ★

PRE-OWNED PLAYSTATIONS

£89.99

(all boxed inc. p&p and Free Joypad)

AMK HOTLINE: 01275 856723

Note: Payment by cheque or postal order only payable to AMK Consoles. For free price list send an S.A.E.

AMK CONSOLES

Part Exchange a speciality. Call for best deal. Trade in your old games.
Correspondence to: PO Box 1054, Nailsea, Bristol BS48 1BT
All prices subject to availability and include P&P (Recorded).
Lines open 11.30 - 8.30 Monday to Saturday.

PROJECT K

TEL: 0181 508 1328
0973 139 144
FAX: 0181 508 3845

THE SEEDBED CENTRE, LANGSTON ROAD, LOUGHTON, ESSEX, IG10 3TQ EMAIL: project@dircon.co.uk

PLAYSTATION imports

Analogue Feedback Pad	£40
Arcade Recoil Light Gun	CALL
JAP Metal Gear Solid	CALL
JAP Xenogears	£55
JAP Einhander	CALL
USA Resident Evil 2	£50
USA Final Fantasy Tactics	£49
USA Final Fantasy VII	CALL
USA Dead or Alive	CALL
USA Parasite Eve	CALL
USA Breath of Fire 3	CALL
USA Deathtrap Dungeon	CALL
USA Tactics Oge	£45
JAP/USA Dead Or Alive	CALL
JAP/USA Tekken 3 (includes FREE Tekken Model)	

FINAL FANTASY MERCHANDISE imports

Final Fantasy VI Music CD's	£16
Final Fantasy VII Music CD's	£16
Anime Music CD Soundtracks	£16
Final Fantasy VII SD Models from	£10
Final Fantasy VII 3" Models (listed below)	
Aerith Gainsborough	£9
Barrett Wallace	£9
Cait Sith	£9
Chocobo	£9
Cid Highwind	£9
Cloud Strife	£9
Cloud Strife Riding Chocobo	£12
Cloud Strife on Motorbike	£14
Red XIII	£9
Sephiroth	£9
Tifa Lockheart	£9
Vincent Valentine	£9
Yuffie Kisaragi	£9

Final Fantasy 5" Models (listed below)

Aerith Gainsborough	£24
Cloud Strife	£19
Red XIII	£19
Sephiroth	£19
Vincent Valentine	£19

NINTENDO 64 imports

Import N64, RGB Scart + Pad	£155
Yoshi Story	£55
F Zero	CALL
1080degrees	£55
Quake	CALL
CALL FOR LATEST	

ADD £2 per item for P+P and £10 for machines (Courier insured Delivery)

For a free price list of imported games, accessories and merchandise send a SAE to PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

JOHNSON'S GAMES LIBRARY

PLAYSTATION GAMES

£5 for 8 weeks hire

If interested contact

Mick 01977 646 859

HELPLINE FOR CHEATS & TIPS AVAILABLE

SATURN, MEGADRIVE & SNES ALSO AVAILABLE

To Advertise in this space contact Carrie Nash on 01625 878888

PLAY ONLINE "QUAKE"

with

zetnet

internet service

CALL 0800-938638

IT'S NOT FOR WIMPS

ASCENDANCE GAMES

Stockists of New & 2nd Hand Games & Official Playstation Hardware

The Latest Releases at The Lowest Prices. eg:-

Deathtrap Dungeon	£33.99
Theme Hospital	£30.99
Tomb Raider (platinum)	£17.99

All prices include p&p

Please phone **01525 841392** (9am-9pm) 7 days) for our free cheats index and price lists

Our website is back: www.ascendance.co.uk/games

Ascendance Games, PO Box 582, Bedford, MK45 2ZJ

PlayStation

PLAYSTATION UPGRADE CHIP!

Just £14.95! Fitted Today FREE WHILE U Wait. Or We Can Post It To U With Free Instructions & Diagrams. (Requires A PSX Scart Lead & Scart TV)
Play The Latest Jap & USA Import Titles On Your UK PlayStation NOW!!
Full Screen Graphics On JAP & USA Titles Running At NTSC Speed
(Great Discounts For Bulk Buyers Ring For The Very Best Prices & Details!)

PlayStation

New Universal PlayStations - Latest Brand New Value Pack PlayStation – Ready Chipped – Comes With 2 Free Sony Joypads – Free Sony Memory Card - Demo Disk - RF Lead & A Full 12 Months Guarantee!

£149.99! Inc Free Delivery & Scart Lead !!

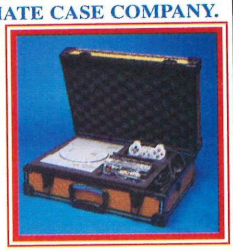
MicroByte Electronics UK. 37 Taunton Way, Stanmore, Middlesex. HA7 1DJ

(Callers Welcome By Appointment Only) (Hours Mon – Sat 9.00am – 8.00pm
Credit Cards Accepted At Our Premises Only – Not Yet By Mail Order.
Tel: 0181-204-6800 Fax: 0181-537-2375 Email: colinweb@dircon.co.uk

---

THE ULTIMATE GIFT FOR THE SERIOUS PLAYSTATION USER
ONLY AVAILABLE DIRECT FROM THE ULTIMATE CASE COMPANY.

Constructed from Wood, resin, E.V.A, polycarbonate.
High impact resistant custom foam interior.
Lockable.
Carry handle & shoulder strap.
Available in dark blue.
Protects games & console from dust, moisture & knocks.
The only way to keep your games and console in mint condition.
Quick and easy to tidy away.
Storage and Transportation no problem.
Takes 7x double games, all leads, 2x Pads, Console, 3x Mem cards.
Further details in Play/Pro September 97.



Protect your expensive games and console for the price of just one game!!

SALE ***£39.90 + £4.95 P&P.***

Send cheque or postal order, payable to the
"Ultimate Case Company"
Unit 1, Churchfields, St. Stephens Green, Audenshaw, Manchester M34 5HZ or phone for info pack and order form on **24 hour hotline number** 0161 339 8846
Open till 8pm Monday to Sunday

SELECT GAMES

OFFICIAL PLAYSTATION CENTRE
81 CASTLE ST, HINCKLEY, LEICS.
TEL: 01455 250233

WE BUY, SELL AND PART EXCHANGE VIDEO GAMES FOR SONY PLAYSTATION, N64, SATURN AND PC CD-ROM

LEICESTERSHIRE'S LEADING INDEPENDENT

OPEN 7 DAYS A WEEK TILL 10PM

AMTECH

PLAYSTATION
We carry the following range of stock
Import Games, UK Games, Accessories
And offer the following services
Chipping, Game Swapping, Part Exchange on Hardware

PlayStation

N64
We carry the following range of stock
UK Games, Import Games, Accessories, Consoles, Disk Doctors and Part Ex-Deals

PC CD ROM
We carry a large range of PC Software and Hardware. An extensive range of CD Burners and CD Recording Software, Blank CD/CD Re-writables.
Please note Amtech or its staff do not agree or condone the use of CD recorders for pirating Plantation/N64/PC CDROM and cannot be held responsible for your actions.

PC CD

CALL US ON: 01633 666566

THE PLAYSTATION SWAP SHOP

THE UK'S FAVOURITE SWAP SERVICE

FROM JUST **£4** PER SWAP*

JOIN OUR 1000'S OF SATISFIED CUSTOMERS

- *FRIENDLY AND HONEST SERVICE*
- *6 HOUR DISPATCH ON STOCK ITEMS*
- *£1 VOUCHER WITH EVERY ORDER*

**GAMES ARE SWAPPED ON AN AGE AND QUALITY BASIS*

PHONE FOR WRITTEN DETAILS

OPEN MON - SAT 10AM - 6PM

0121-423-1969

NINTENDO64

EUROPEAN TECHNOLOGIES

PLAYSTATION AND N64 PRODUCTS AT TRADE PRICES

PlayStation

PS VCD Adaptor, allows you to watch VCD's on your PS	£82.50
Sony Dual Shock Pad	£35.00
New! Vibrate Steering Wheel & Pedals	£85.00
VRFX-I Steering Wheel & Pedals for PS/N64/Saturn	£45.00
256 Save Memory Card for PS *incredible price*	£15.00
2.5 Meter Scart RGB Cable with gold plated connectors better quality than Sony's own lead	£3.50
NTSC PAL Adaptor for PS, allows Import Games to work in colour with any ariel PAL TV – also has stereo and video output	£12.50
Playstation Decode Chip & Instructions – bulk orders welcome. Call for discounts	£5.00
Saturn Decode Chip & Instructions	£15.00
Saturn 5 in 1 action replay cartridge inc 4Mb Ram	£19.50
Wild Card V64	£240.00
Game Doctor Replacements PSU's (UK Manufactured)	£32.50
Professional NTSC-PAL convertors	£42.50
Playstation Time Crisis Gun adaptor for standard Scart lead	£2.50

LOTS OF OTHER PRODUCTS AVAILABLE PLEASE CALL

TRADE DISCOUNTS AVAILABLE

We can beat any UK or European Distributors Prices.
Please Call or Fax for a Quote

European enquiries welcome

Call: 0958 901581
Fax: 01753 512041

EUROPEAN TECHNOLOGIES
St Georges House, 31A St Georges Road, Leyton, London E10 5RH.
All prices exclude postage and packing

PRO DIRECTORY

Updated each month, this section of the mag gives you all the info you need on every PSX title currently available. All the Platinum titles are highlighted for you, plus our Pro scores adorn each game too

If you're wondering how us professionals come up with the Pro scores for each game listed, this little box here should explain things in more detail

1	ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT
2	SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED
3	VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF
4	WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS
5	AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE
6	NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
7	CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
8	A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES
9	AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
10	THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY

RACING

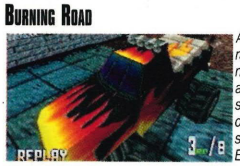
Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

Andretti Racing — 7.5



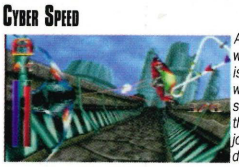
Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

Burning Road — 8



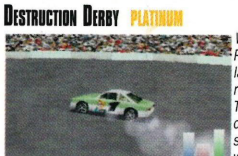
A fast paced racer which never performed as well as it should. Check out its improved sequel below, Explosive Racing

Cyber Speed — 5



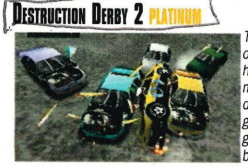
A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

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



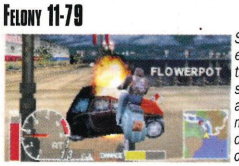
This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!

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



Slightly 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



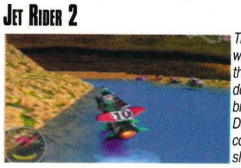
A distinctly average racer which features a few nice touches but it's got a lot of top competition to live up to

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

Jet Rider 2 — 5



The originalk was shite and this sequel doesn't exactly break the mould. Due to dodgy controls and slack graphics

Kart Duel — 6



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

Micro Machines v3 PLATINUM — 9



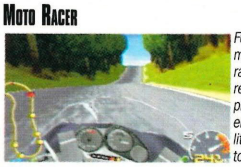
Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

Monster Trucks — 8.5



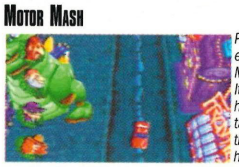
Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

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



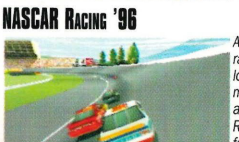
Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

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



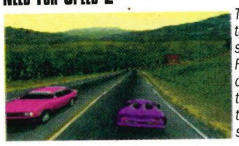
It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

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

Newman-Haas Racing — 8



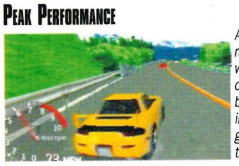
Having more speed than F1 '97 yet less depth makes this a game for those who love the technical side of the sport

Off World Interceptor — 5.5



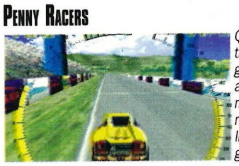
Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

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



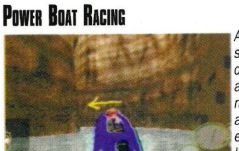
Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

Porsche Challenge PLATINUM — 8.5



The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

Power Boat Racing — 7



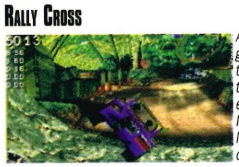
A bit of something different although the racing elements are as you'd expect.. Worth a look

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



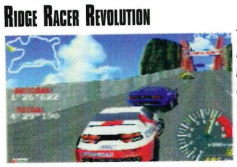
Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

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



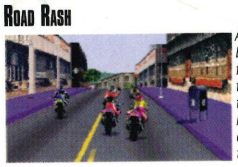
The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

Road Rage — 4.5



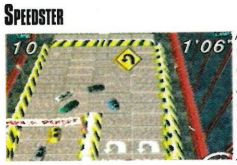
A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

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



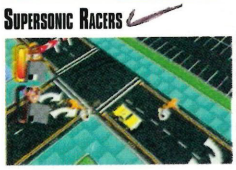
A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipEout, but lacks it's edge

Street Racer — 8



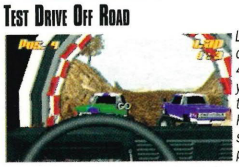
Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

Supersonic Racers — 6



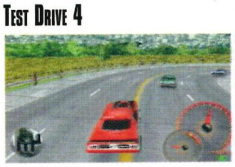
Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

Test Drive Off Road — 6.5



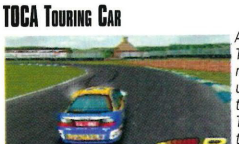
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed – just like posh people!

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



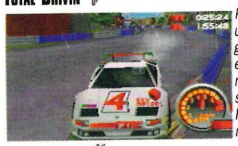
A fantastic Touring Car racer which is up there with the V-Rallys and Total Drivin's of this world. An absolute corker

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



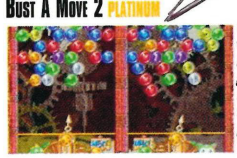
An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

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



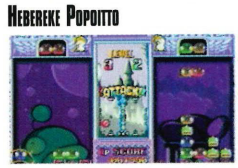
Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

Grid Run — 7.5



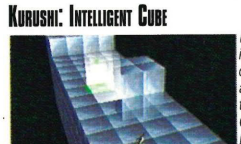
Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

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



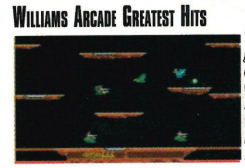
The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

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



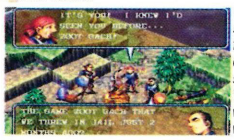
Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

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

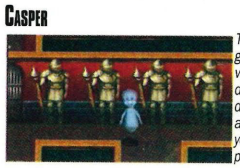


Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

PLATFORMS

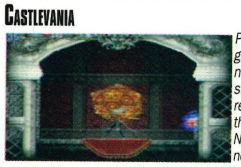
The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

Casper — 7



The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

Castlevania — 6



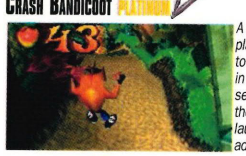
Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

Cheesy — 6



Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

Crash Bandicoot Platinum — 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



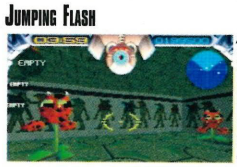
A slightly twisted take on the Croc theme. Tricky to get to grips with initially, but rewarding if you perservere for a little while

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



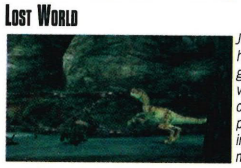
An improvement on its predecessor with more depth and originality. But again, this is easy to complete

Lomax In Lemmingland — 7



A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

Lost World — 7



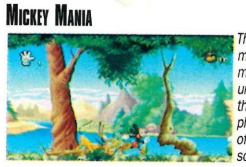
Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

Mega Man X3 — 5



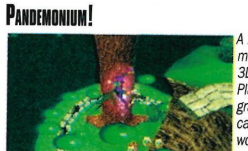
Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

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



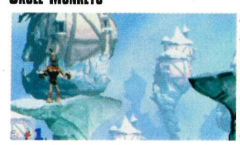
Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

Rayman Platinum — 9



The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

Skull Monkeys — 7.5



Awesome graphics but lacking in lasting appeal. It's good to see someone thinking about what they're doing

Spider — 6



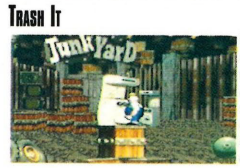
Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

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

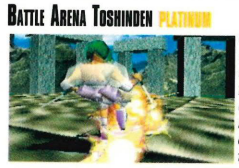
If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

Batman Forever — 4



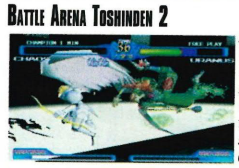
Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

Battle Arena Toshinden Platinum — 8



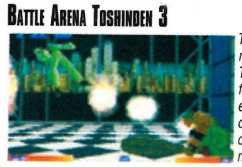
One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

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



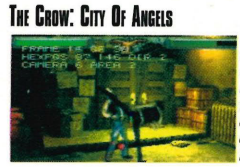
A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

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



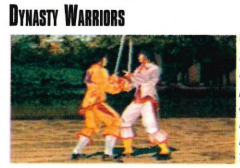
Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

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



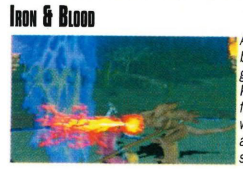
Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

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



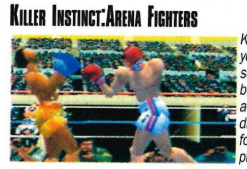
A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

Iron Man — 3



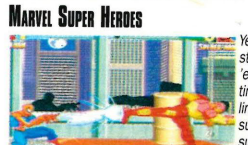
Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

Killer Instinct:Arena Fighters — 6.5



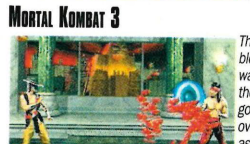
Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Marvel Super Heroes — 8



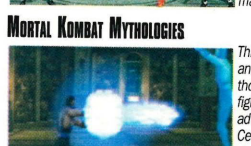
Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman

Mortal Kombat 3 — 8.5



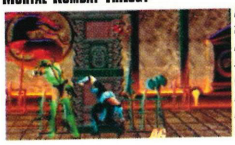
The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

Mortal Kombat Mythologies — 3



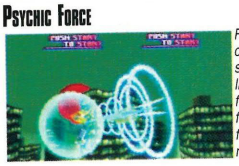
This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

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 PLATINUM 9



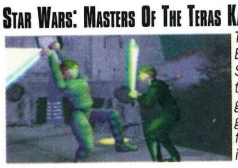
This remains one of the finest moments for beat 'em- up fans worldwide. Buy this or Tekken 2 and you're laughing

Star Gladiator 9



Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

Star Wars: Masters Of The Teras Kasi 8.5



Technically Soul Blade with Stormtroopers, this offers some good solid gameplay with the favourite blokes in the universe

Street Fighter Alpha 2 8



The all time classic beat 'em- up makes a welcome second appearance on the PlayStation. A classic

Street Fighter Collection 6



An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

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 PLATINUM 9.5



The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

Tobal No.1 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

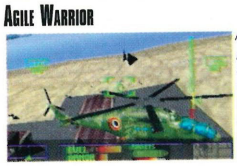
Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

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



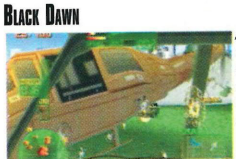
An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

Air Combat PLATINUM 7.5



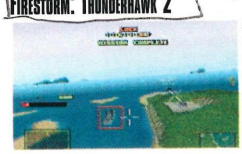
So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

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



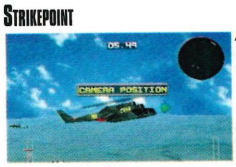
A more technical helicopter flight sim which although being less trigger happy, still does the business

Raging Skies 6



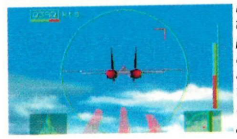
The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

Strikepoint 7



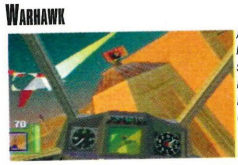
A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

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

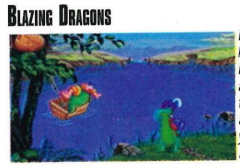
Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

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



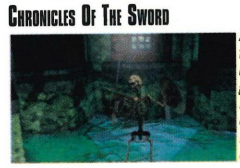
The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

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



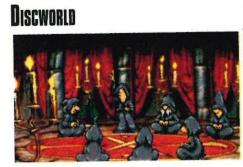
An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, AVOID!

Deathtrap Dungeon 8.5



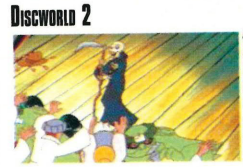
Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

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



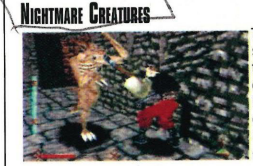
This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

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 2 9.5



With two CDs full of action, this blood soaked stormer is an essentail purchase for everyone

Resident Evil: Directors Cut 9



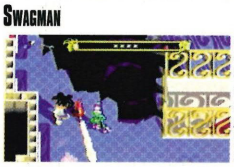
A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

Sentient 8



An adventure game which struggles for identity among the other more stronger titles currently available

Swagman 8



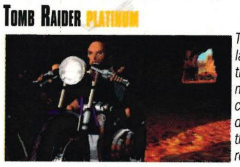
A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Time Commando 7



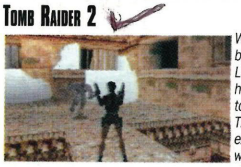
You travel through time in this 3D adventure although the effort really isn't worth bother

Tomb Raider PLATINUM 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



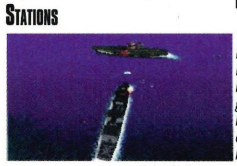
Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

Auto Destruct 7.5



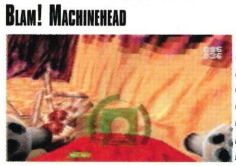
A mixed bag this one. The fine line between a tough challenge and impossibility has been breached

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



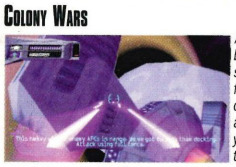
3D shoot 'em-up with some nice graphical effects, but let down by over complex missions and bad handling

Brahma Force 8



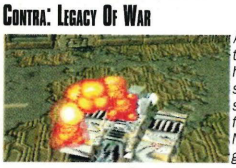
The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

Colony Wars 8.5



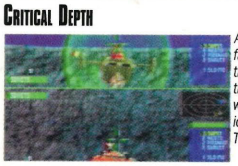
A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

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



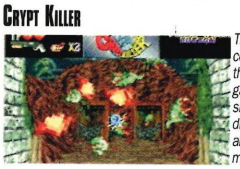
After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

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



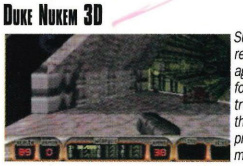
A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

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



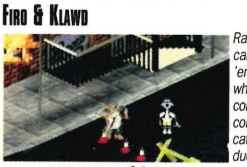
A 3D shoot 'em-up which impresses many with the lavish graphics and exotic locations and cut sequences

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



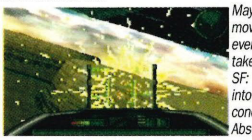
Based on the cult comicbooks of Frank Miller, this has you driving a big tooled-up Chevy in futuristic settings

Hexen 4



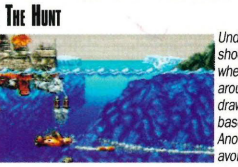
Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

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



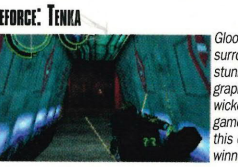
Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

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



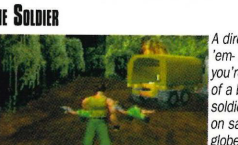
Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. Buy it!

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

PlayStation

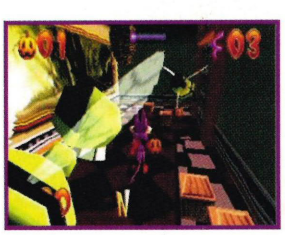
JERSEY DEVIL™

THE NEW AVENGER

"...THE FIRST PROPER 3D PLATFORMER FOR THE MACHINE. IT'S WHAT THE WORLD'S BEEN WAITING FOR."
OFFICIAL PLAYSTATION MAGAZINE

"BELIEVE ME, THIS GAME IS COOL. WAY COOL."
PLAYSTATION PRO






ocean malofilm interactive

TEMPTED?

Jersey Devil™ is a trademark of Megatoon Studios. © 1997 Malofilm Interactive.
The " " logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

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



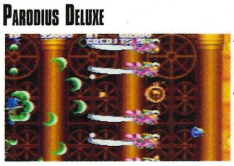
An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

Nuclear Strike — 8



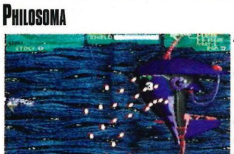
The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

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



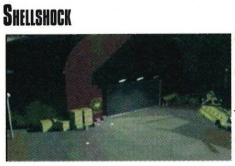
Oh my God! How bad is this? A crap arcade affair starring – wait for it – bloody Aerosmith! Avoid! Avoid!

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



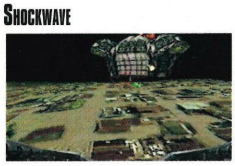
3D tank shoot 'em-up where combat strategy is required for you to progress with your team of tooled-up home boys

Shadow Master — 8



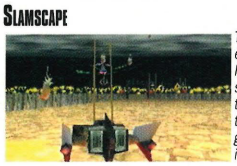
Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

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 Platinum — 8



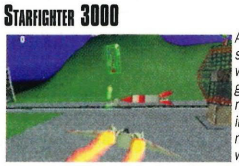
This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha — 5



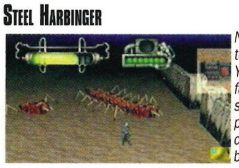
A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

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



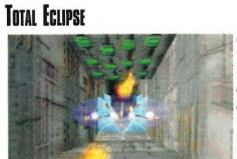
Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

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



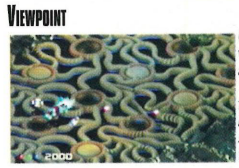
The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 — 8



The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

Viewpoint — 8.5



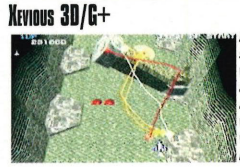
Colourful and visually attractive shoot 'em-up. Tricky to play however, but has that old school arcade feel to it

X2 — 8

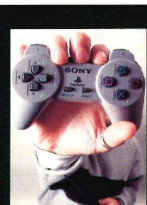


Ultra difficult shoot 'em-up with more mayhem and weapons than most and a storming techno soundtrack too

Xevious 3D/G+ — 4



A pointless shoot 'em-up which is absolute dross and carries the worst name in video gaming history



GET A GRIP!

Each month, we select a fab and groovy peripheral that we think is rather special, giving you the information you need and the coverage it deserves



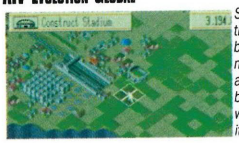
We could be about to witness the birth of a new craze. Soon to be released on these shores by ASCII Entertainment, is a joypad especially designed for the cracking Resident Evil 2. Featuring a unique "Gun Grip" with a trigger built into the handle, the pad is said to give you ultimate blasting control, while the two-part directional pad should provide the most accurate character movement possible.

Launched as a joint venture with Resident Evil 2 publishers Virgin, ASCII are hoping to start a trend for custom designed peripherals for the biggest game brands. As it costs a further £25 quid on top of the game, you may have to be a real die-hard fan to consider it an essential purchase, but it's an interesting release that we're sure will sell by the bucketload. Resident Evil 2, by the way, is due out April 29th.

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



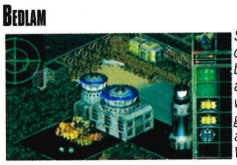
Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

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



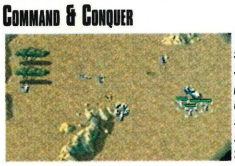
Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

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



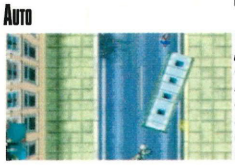
Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Defcon 5 — 6



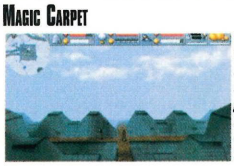
3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto — 9



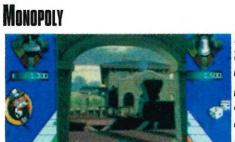
Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

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



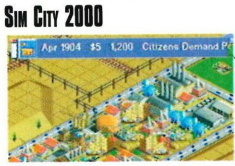
Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk — 7



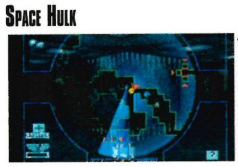
Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

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



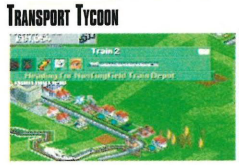
Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Them Hospital — 8.5



Those of you who loved Theme Park are gonna go crazy over this. So if you fancy it, go out and buy this today

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

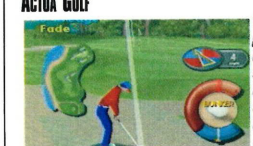
Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

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



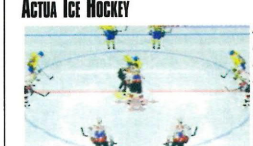
The original golf game had a few minor faults but still did the business for the sport on the PlayStation initiall

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 Ice Hockey — 8



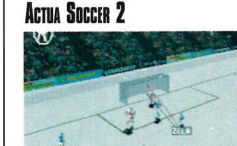
Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

Actua Soccer Platinum — 8



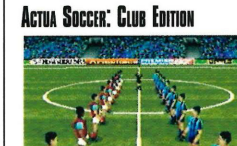
The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

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



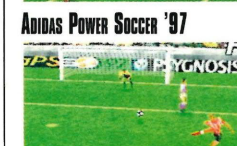
Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

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



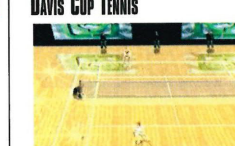
Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Coolborders 2 — 8.5



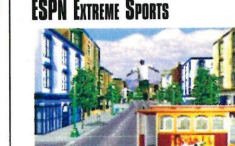
Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

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 — 8.5



Definitely the best of the FIFA bunch to date. Good everything included! Footy fans check it out today. Please

FIFA '98 — 9



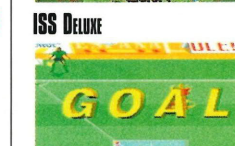
Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

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



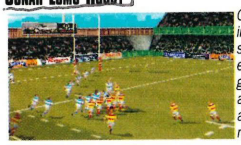
Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

Int. Track & Field Platinum — 9



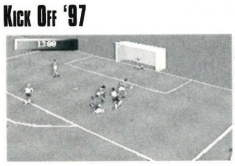
This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby — 9



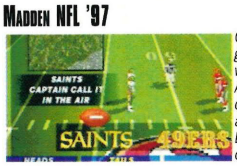
One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

Kick Off '97 — 6



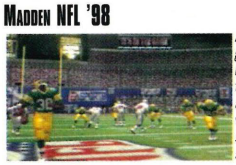
Tries a little too hard to be something special but ends up being as dull as they come. Should be better

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

Nagano Winter Olympics — 7.5



As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

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



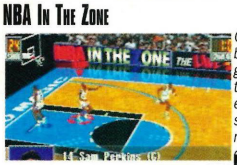
The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

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



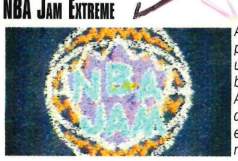
Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

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



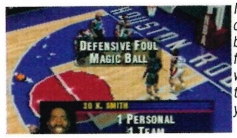
A rather playable if uninspiring basketball sim. At least tries to different and exciting. Almost makes it

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



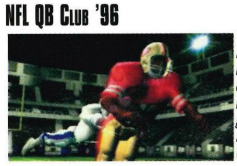
Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NFL Gameday — 9



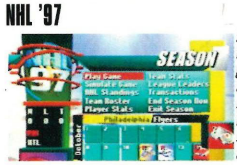
American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB Club '96 — 8



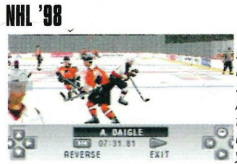
The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 — 8



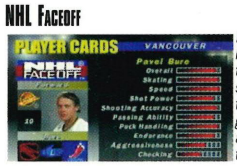
Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

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



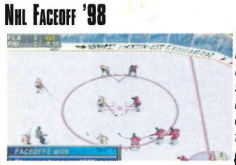
Fantastic ice hockey game that really stands out from the crowd. A great achievment in the end

NHL Faceoff '97 — 7



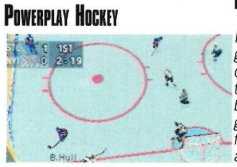
The not so good sequel to the best ice hockey game available. Should have been much, much better than this

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



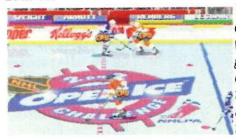
In short this has got just about the lot except for real player names. Top footy fest though. Don't knock it

Onside Soccer — 8



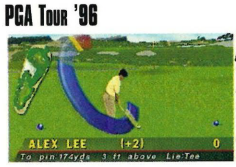
Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

Open Ice — 7.5



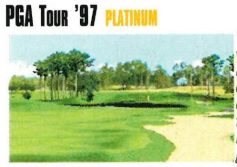
Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

PGA Tour '96 — 8



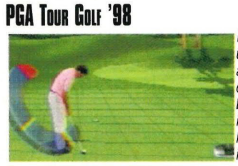
Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

PGA Tour '97 Platinum — 7



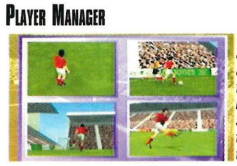
The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

PGA Tour Golf '98 — 8



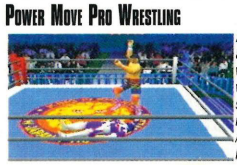
Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

Player Manager — 7



Unimpressive and flawed attempt at footie management. Still a rarity on the Playstation though

Power Move Pro Wrestling — 8



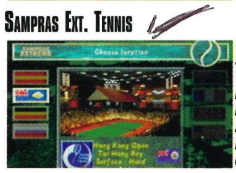
A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

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



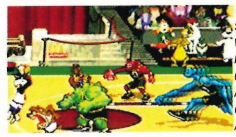
Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

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



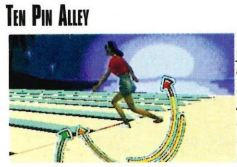
The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

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



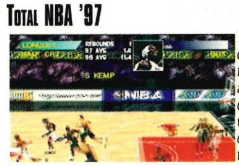
Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

Total NBA '96 — 8



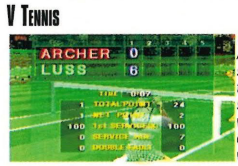
Perhaps basketball's finest moment until its inevitable sequel which is underneath here!

Total NBA '97 — 9



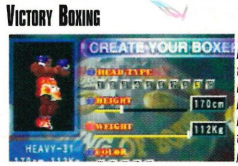
Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

V Tennis — 6



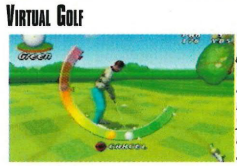
Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing — 8.5



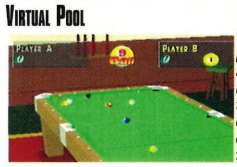
More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Virtual Golf — 7.5



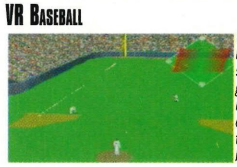
Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

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 recommendation points to this bat and ball game

WCW vs the World — 8



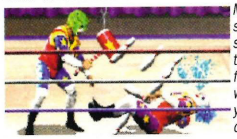
You know what to expect when you play these things. This is better than most but does that tell the full story?

WWF In Your House — 5.5



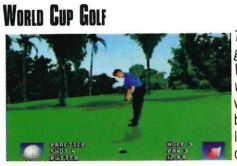
Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH?

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

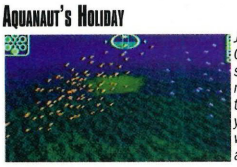


Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

MISC

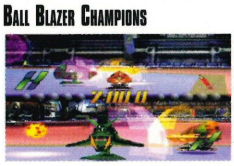
Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

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



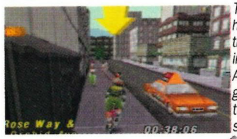
3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

Chessmaster 3D — 4.5



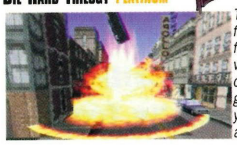
A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

Courier Crisis — 5



The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

Die Hard Trilogy PLATINUM — 9



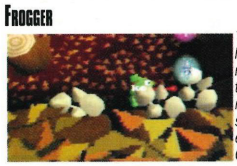
Thrills and spills from start to finish in this varied movie caper. A great game well worth your atttention and cash

Extreme Pinball — 3.5



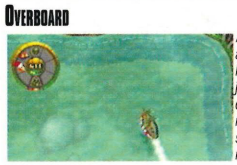
Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

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 – beeatch!

Poy Poy — 8



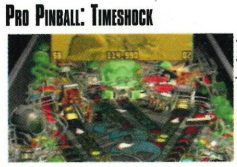
Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other for a daft laugh

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

Pro Pinball: Timeshock — 7.5



As a pinball game, it does the job, as a addition to your collection perhaps you should check it out before paying cash

Rampage World Tour — 4



Another hot contender for worst conversion ever. Smash buildings and then smash some more. Pretty poor

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



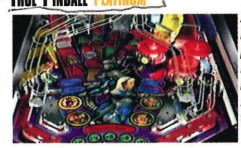
Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony

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

New Generation Consoles

Tel: 0113 234 1116

OPEN: Mon-Sat 10am-7pm, Sun 12pm-5pm. No 1 for mail order and service.

First with all new releases – we lead, others follow

US NINTENDO64

- Banjo & Kazooie
- Blast Corps
- Clayfighter £29.99
- Diddy Kong Racing £49.99
- Doom £29.99
- Duke Nukem £39.99
- Extreme G £29.99
- Fighter of Destiny
- GoldenEye
- Hexen £29.99
- I.S.S.
- Lamborghini 64 £29.99
- Mace £29.99
- Mario 64
- Mario Kart £39.99
- Mischief Makers
- Multi-RacingChampionship £29.99
- Mystical Ninja
- NFL Quarterback '98
- Quake
- Rampage
- Robotron
- San Francisco Rush
- Starfox
- Top Gear Rally
- Turok (while stocks last) £29.99
- Wave Race
- WCW vs World Tour
- Yoshis Story

SATURN IMPORTS

- Burning Rangers
- Dead or Alive
- House of the Dead
- King of Fighters 97
- Marvel Superheroes
- Power Drift
- Sonic R
- Street Fighters vs Xmen
- StreetFighter Collection
- Vampire Faviour

UK NINTENDO64 GAMES

RING FOR LOWEST PRICES

JAP NINTENDO64

- Mario Kart (while stocks last) £29.99
- Bomberman £29.99
- Brave Spirit
- Gasp
- Go Go Trouble Makers £20.99
- Goeman 5
- Hiryo No Ken Twin
- Multi Racing Championship £24.99
- Puyo Puyo 3
- Starfox £29.99
- Yoshi's Story £29.99 while stocks last
- 1080° Snowboarding

PLAYSTATION IMPORTS

- Bio Hazard 2
- Bloody Roar US
- Bomberman World
- Bushido Blade 2
- Bustermove Dance
- Dead or Alive
- Diablo
- Directors Cut Resident Evil
- Einhander
- Final Fantasy VII
- Gran Turismo
- Klorana US
- Marvel Super Heroes
- N. Museum Encore
- Parasite Eve
- Rage Racer
- Resident Evil 2 US/JAP
- Soul Edge
- Street Fighter Collection
- Street Fighter X

Over 200 import titles on the Playstation always in stock

- Tekken 3
- Time Crisis
- Tobal 2
- Tomb Raider 2
- X Men vs Streetfighter

UK PLAYSTATION GAMES

RING FOR LOWEST PRICES

PLAYSTATION RPGs

- Allundra
- Beyond the Beyond
- Final Fantasy VII (US)
- Final Fantasy Tactics
- Kingsfield 1 & 2
- Ogre Battle
- Persona
- Saga Frontiers
- Wild Arms
- Tactics Ogre
- Breath of Fire 3

UNIVERSAL CONVERTERS for Nintendo 64 NOW IN STOCK

New releases coming on all systems daily • Ring for details • Best deals on part exchange • Lots of back catalogue games in stock on all systems

Trade enquiries welcome • Wide range of N64 second-hand games from £29.99

Next day delivery • Over 200 Import PlayStation Games in Stock

10 Mill Hill • Leeds • LS1 500 (near Railway Station/City Centre) Tel: 0113 234 1116 Fax: 0113 2341117

Also at: 3 The Parade • Stonegate Rd • Leeds • LS6 4HZ • Tel: 0113 230 6007 • Fax: 0113 230 5031

Our Web Address: http://www.newgeneration.demon.co.uk

PRO CHARTS

All the current movers and shakers in the PSX Top 40 are unveiled below, giving you a full rundown on the big games of the moment...

1	▲	Tomb Raider
2	◆	Die Hard Trilogy
3	▼	Crash Bandicoot
4	▼	Micro Machines V3
5	▼	FIFA '98: Road To World Cup
6	▼	Grand Theft Auto
7	-	Star Wars: Teras Kasi
8	▼	Destruction Derby 2
9	▼	Tomb Raider 2
10	▼	wipEout2097
11	▲	Theme Park
12	◆	TOCA: Touring Car Championship
13	▼	Porsche Challenge
14	▼	Formula One '97
15	▼	Cool Boarders 2
16	▼	Soviet Strike
17	▼	V-Rally
18	▼	Resident Evil - Director's Cut
19	▲	Nuclear Strike
20	▼	Rayman
21	▼	Bushido Blade
22	▼	Final Fantasy VII
23	▼	Croc
24	▼	International Track & Field
25	▼	Worms
26	▲	Test Drive 4
27	▼	Time Crisis
28	▼	Jurassic Park: The Lost World
29	▼	Crash Bandicoot 2
30	▼	G Police
31	▼	Fighting Force
32	▼	Alien Trilogy
33	▼	Tekken
34	▼	Bust A Move 2
35	▼	Colony Wars
36	▲	Space Jam
37	▼	Ridge Race Revolution
38	▼	Command & Conquer: Red Alert
39	-	Rascal
40	▼	WWF In Your House

The official PlayStation Top 40 was brought to you by the informative fellas at...

ChartTrack

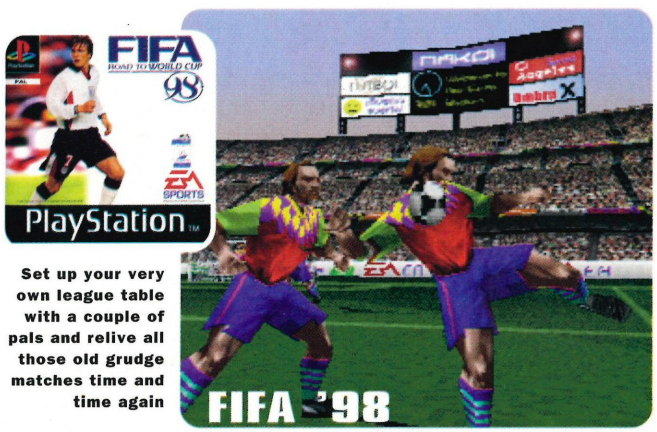
PRO Playmates

Find out what we're still playing after all this time with a brief listing of our three fave games from the past few months

The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. Below we've rounded up our three most-played office titles of the month just gone, giving you an insight into which newish releases offer something extraordinary, exciting and enjoyable, coupled with a sizeable longevity factor. Check 'em out



As you bite your nails and wait for Tekken 3, why not practice your pummelling with this beast from Virgin Interactive



Set up your very own league table with a couple of pals and relive all those old grudge matches time and time again



If you've got a few hours to kill, rig up the skirmish mode and immerse yourself. Eight hours will seem like five minutes

Directory Enquiries

All your essential phone numbers, addresses and website details for everyone who's anyone in the wonderful world of the PlayStation can be found right here. Wondering about a release date or availability? Don't ring us, call these guys...

ACCLAIM ENTERTAINMENT
Moreau House, 112 - 120 Bromston Road, Knightsbridge, London, SW3 1JJ
Tel: 0171 344 5000
Website: www.acclaim.com

ACTIVISION
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex, UB7 7QL
Tel: 01895 456700
Website: www.activision.com

BMG INTERACTIVE
Bedford House, 69 - 79 Fulham High Street, London, SW6 3JW
Tel: 0171 384 7774
Website: www.bmginteractive.com

CODEMASTERS
Lower Farmhouse, Stoneythorpe, Southam, Warickshire, CV33 0DL
Tel: 01926 814132
Website: www.codemasters.com

CORE DESIGN
55 Ashbourne Road, Derby, DE22 3FS
Tel: 01332 297797
Website: www.core-design.com

DATEL
Govan Road, Fenton Industrial Estate, Stoke on Trent, ST4 2RS
Tel: 01782 744707
Website: www.datel.co.uk

ELECTRONIC ARTS
90 Heron Drive, Langley, Berkshire, SI3 8XP
Tel: 01753 549442
Website: www.ea.com

EIDOS INTERACTIVE
Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London, SW19 3RU
Tel: 0181 636 3000
Website: www.eidos.com

EMPIRE ENTERTAINMENT
The Spires, 677 High Road, North Finchley, London, W12 0DA
Tel: 0181 343 7337
Website: www.empire.co.uk

FOX INTERACTIVE
90 Heron Drive, Langley, Berkshire, SI3 8XP
Tel: 01753 672187
Website: www.foxint.com

GREMLIN INTERACTIVE
The Green House, 33 Bowden Street, Sheffield, S1 4HA
Tel: 011427 53423
Website: www.gremlin.co.uk

GROLIER INTERACTIVE
60 St. Aldates, Oxford, OX1 1ST
Tel: 01865 264800
Website: www.grolier.co.uk

GT INTERACTIVE
The Old Grammar School, 248 Marylebone Road, London, NW1 6JT
Tel: 0171 258 3791
Website: www.gtinteractive.com

INTERPLAY PRODUCTIONS
Harleyford Manor, Harleyford, Henley Road, Marlow, Buckinghamshire, SL7 2DX
Tel: 01628 423666
Website: www.interplay.com

JVC MUSICAL INDUSTRIES
44 Wellington Street, Covent Garden, London, WC2E 7BD
Tel: 0171 240 3121
Website: Not applicable

KONAMI
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex, UB8 2QE
Tel: 01895 853000
Website: www.konami.com

MINDSCAPE
Priority House, Charles Avenue, Burgess Hill, West Sussex, RH15 9TQ
Tel: 01444 246333
Website: www.mindscapeuk.com

NAMCO
2nd Floor 43 - 44 Great Windmill Street, London, W1V 7PA
Tel: 0171 734 7737
Website: www.namco.com



Listen up! Tekken 3 is not coming out in the UK until later this year. September is the date currently being banded about, so don't be ringing Namco or Sony bugging them for information. You'll get everything you need right here in PlayStation Pro. Got that? Good.

OCEAN SOFTWARE
Merchants Warehouse, 21 Castle Street, Castlefield, Manchester, M3 4SW
Tel: 0161 827 8000
Website: www.ocean.co.uk

PSYGNOSIS
Napier Court, Stevenson Way, Wavertree Technology Park, Liverpool, L13 1HD
Tel: 0151 282 3000
Website: www.psygnosis.com

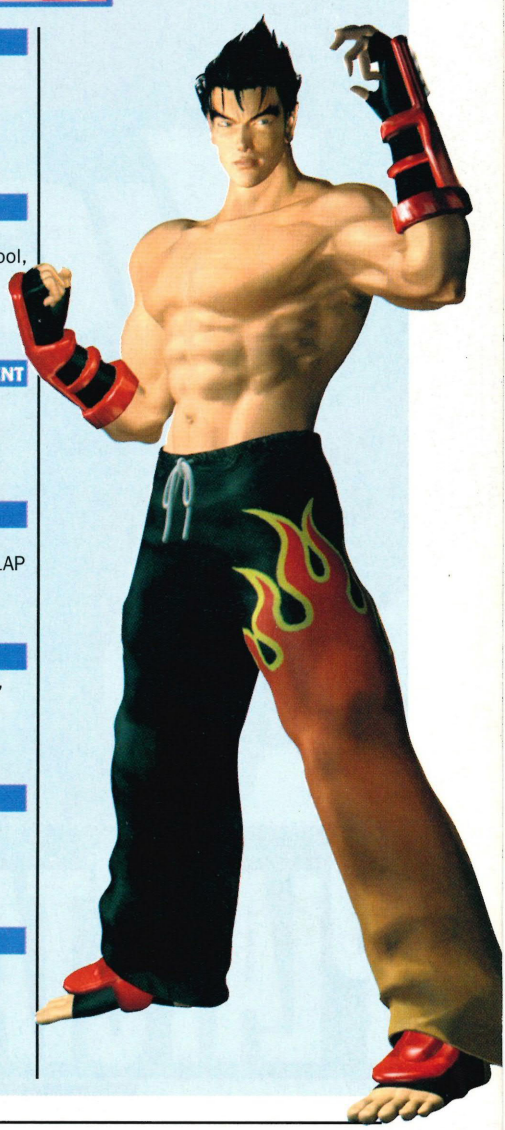
SONY COMPUTER ENTERTAINMENT
13 Great Marlborough Street, London, W1V 2LP
Tel: 0171 447
Website: www.sony.com

TELSTAR STUDIOS
The Studio, 62 - 64 Bridge Street, Walton on Thames, Surrey, KT12 1AP
Tel: 01932 222232
Website: www.telstar.co.uk

THQ
Dukes Court, Duke Street, Woking, Surrey, GU21 5BH
Tel: 01483 767656
Website:www.thq.com

UBISOFT
Vantage House, 1 Weir Road, Wimbledon, London, SW19 8UX
Tel: 0181 944 9000
Website: www.ubisoft.com

VIRGIN INTERACTIVE
2 Kensington Square, London, W8 5RB
Tel: 0171 368 2255
Website: www.vie.co.uk



Next Month...



WORLD EXCLUSIVE REVIEW

VIGILANTE 8

Starsky & Hutch meets Mad Max next month as we get down and boogie with Activision's superfly bonanza

TEKKEN 3

After a month's worth of playtime, we're ready to give you all the moves, all the hidden characters and everything else you need to know about this classic title from Namco

GRAN TURISMO

The biggest driving event of the year burns into our review zone next issue and we'll be giving you the most comprehensive rundown on it known to man

PLUS:

THE FIFTH ELEMENT
COLIIN MCRAE RALLY
VIVA FOOTBALL
+ ANOTHER SET OF STUNNING FREE GIFTS

PLAYSTATION PRO

ISSUE 21 ON SALE MAY 19th

Special Reserve Discount Mail Order - 01279 600204

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops
See us on the web at http://special.reserve.co.uk for masses of information and loads of prizes to win

Special Reserve
Live @ http://special.reserve.co.uk

Officially Authorised for Nintendo and for PlayStation. If you don't fancy our full Membership offers you can take a Trial Membership for just 50p. 0% PAY LATER when you spend between £250 and £750 subject to status.

PLAYSTATION VALUE PACK only £129.99 less £10

PlayStation Value Pack ... ...£129.99 less £10*

Official UK PlayStation complete with TWO Sony controllers, a memory card and RF or Scart lead.

*Deduct £10 off the price of any one item bought at the same time as a PlayStation.
0% PAY LATER available if your total purchase is between £250 and £750, subject to status.



STICKER KITS FOR PLAYSTATION 9.99
Change the colour of your console with these great sticker kits. Available in Carbon look, Gold, Silver and Saint George

DUST COVER FOR PLAYSTATION 9.99

EXTENDER CABLE Extends controller lead by 1.5 metres 9.99
LINK CABLE - PlayStation to PlayStation 8.99
RF LEAD Complete with an RF switch box 12.99
SCART LEAD PlayStation RGB to scart TV 7.99

8 MB MEMORY CARD (120 slots) 15.99
48 MB MEMORY CARD (720 slots) 29.99
OFFICIAL MOUSE FOR PLAYSTATION
Complete with designer mouse mat 24.99

PlayStation Controllers



TOP DRIVE STEERING WHEEL AND PEDALS 54.99
True analogue progressional steering, accelerator and brake

PREDATOR LIGHT GUN FOR PLAYSTATION OR SATURN 14.99
Dual format gun with auto re-load feature

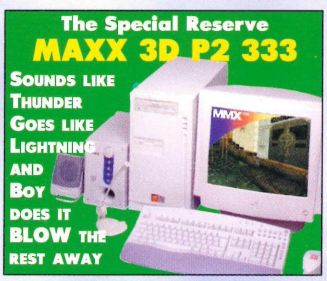


OFFICIAL CONTROLLER FOR PLAYSTATION 17.99
Available in grey, black and white

NUGEN CONTROLLER ...9.99
Excellent low price range of controllers. Available in black, blue, clear, green, grey, orange or yellow.



We Stock 35 controllers for PlayStation, Call 01279 600204



PlayStation Games

From our range of over 200 PlayStation Games

ACE COMBAT 2 86%	30.99
ACTUA GOLF 2 92%	25.99
ACTUA ICE HOCKEY 94%	25.99
ACTUA SOCCER 94%	19.99
ACTUA SOCCER 2 95%	29.99
ADIDAS POWER SOCCER 2 92%	33.99
AIR COMBAT 88%	19.99
AIR RACE 87%	29.99
ALIEN TRILOGY 94%	19.99
ALUNDRA •	34.99
ATARI GREATEST HITS	28.99
BATTLE ARENA TOSHINDEN 89%	19.99
BLOODY ROAR (BEAST)	33.99
BROKEN SWORD 2	30.99
BUSHIDO BLADE 94% •	30.99
BUST A MOVE 2 90%	18.99
BUST A MOVE 3	26.99
CITY OF THE LOST CHILDREN 90%	35.99
COLIN McRAE RALLY •	36.99
COLONY WARS 96% (ANL)	38.99
COMMAND & CONQ - RED ALERT 96%	33.99
COOL BOARDERS 91%	34.99
COOL BOARDERS 2 93%	31.99
CRASH BANDICOOT 94%	19.99
CRASH BANDICOOT 2 94%	36.99
CRITICAL DEPTH 90%	26.99
CROC 90%	25.99
DARK FORCES 91%	32.99
DESTRUCTION DERBY 2 91%	19.99
DIABLO	34.99
DIE HARD TRILOGY 93%	19.99
DIE HARD WITH PREDATOR GUN 93%	29.99
DISCWORLD 74%	36.99
DISCWORLD 2 93%	36.99
DISNEY'S HERCULES 81%	36.99
DOOM 93%	32.99
DUKE NUKEM 94%	31.99
EXTREME SNOW BREAK •	28.99
FADE TO BLACK 90%	19.99
FIFA 98 - ROAD TO WORLD CUP 93%	29.99
FIGHTING FORCE 92%	29.99
FINAL FANTASY 7 98%	36.99
FORMULA 1 97 93%	39.99
FORMULA KARTS	24.99
G - POLICE 95%	34.99
GEX 3D - ENTER THE GECKO •	34.99
GRAND THEFT AUTO (RATED 18) 95%	30.99
GT (GRAN TURISMO) •	38.99
HERC'S ADVENTURE 70%	27.99
INT'L SUPERSTAR SOCCER PRO 98%	19.99
INT'L TRACK AND FIELD 85%	19.99
IZNOGOUD 92% •	31.99
JERSEY DEVIL 83%	36.99
JOHN MADDEN NFL 98 88%	34.99
JONAH LOMU RUGBY 84%	22.99
JUDGE DREDD	25.99
JURASSIC PARK - LOST WORLD 94%	25.99
K-1 THE ARENA FIGHTERS 88%	26.99
KURUSHI 89%	24.99
LEGACY OF KAIN 93%	19.99
LETHAL ENFORCERS	29.99
MARVEL SUPER HEROES 96%	32.99
MAXIMUM FORCE 86%	26.99
MDK 91%	35.99
MECHWARRIOR 2 90%	18.99
MEN IN BLACK	31.99
MICRO MACHINES 3 94%	19.99
MORTAL KOMABT TRILOGY •	18.99
MORTAL KOMBAT MYTHOLOGY 96%	28.99
MOTO RACER 93%	25.99
MOTORHEAD •	32.99
NAGANO WINTER OLYMPICS 98 92%	33.99
NBA LIVE 98 91%	34.99
NEED FOR SPEED 2 92%	22.99
NEED FOR SPEED 3 - HOT PURSUIT	34.99
NEWMAN HAAS RACING •	34.99
NHL 98 92%	32.99
NIGHTMARE CREATURES 94%	31.49
NUCLEAR STRIKE 95%	24.99
ODDWORLDS: ABE'S ODDYSEE 94%	34.99
OVERBLOOD 95%	18.99
OVERBOARD 90%	33.99
PANDEMONIUM 2 95%	26.99
PARAPPA THE RAPPER 90%	24.99
PERFECT WEAPON	29.99
PGA TOUR GOLF 98	34.99
PORSCHE CHALLENGE 93%	19.99
POWER MOVE PRO WRESTLING	18.99
PREMIER MANAGER 98	32.99
PRO PINBALL - TIMESHOCK	28.99
RAGE RACER 94%	36.99
RAMPAGE WORLD TOUR 94%	27.99
RAPID RACER 94%	30.99
RASCAL •	34.99
RAYMAN 87%	19.99
RESIDENT EVIL - DIRECTORS CUT 97%	29.99
RESIDENT EVIL 2 •	39.99
RIDGE RACER 93%	19.99
RIDGE RACER REVOLUTION 90%	19.99
RIVEN	39.99
ROAD RASH 75%	19.99
ROSCO McQUEEN 89%	30.99
SHADOW MASTER 79%	31.99
SIM CITY 2000 91%	28.99
SKULL MONKEYS	33.99
SOUL BLADE (SOUL EDGE) 94%	36.99
SOVIET STRIKE 82%	19.99
STAR WARS - MASTERS OF TERAS KASI •	32.99
STEEL REIGN •	30.99
STREETFIGHTER EX PLUS ALPHA 91%	32.99
SUPER PUZZLE FIGHTER 2 91%	25.99
SYNDICATE WARS 88%	34.99
TEKKEN 95%	19.99
TEKKEN 2 95%	39.99
TENNIS ARENA 85%	21.99
TEST DRIVE 4 95%	25.99
THEME HOSPITAL	34.99
THEME PARK •	19.99
THREE LIONS - ENGLAND'S GLORY •	34.99
TIME CRISIS - LIGHT GUN 93%	48.99
TOCA TOURING CARS 92%	34.99
TOKYO HIGHWAY BATTLE 89%	19.99
TOMB RAIDER 95%	19.99
TOMB RAIDER 2 98%	34.99
TOTAL DRIVIN 90%	33.99
TRANSPORT TYCOON + SONY MOUSE	39.99
TRIPLE PLAY 99 •	34.99
TWIN PACK - DOOM & FINAL DOOM •	27.99
TWISTED METAL WORLD TOUR 90%	32.99
V - RALLY 95%	35.99
WCW NITRO 78%	33.99
WCW VS THE WORLD 80%	35.99
WING COMMANDER 4 83%	19.99
WING OVER	33.99
WIPEOUT 2097 93%	19.99
WORMS 92%	19.99
X - MEN	32.99
XEVIOUS 3D/G	21.99

Nintendo 64 ...£99.99 less £10*

with Nintendo 64 3D Controller & RF Lead

*Deduct £10 off the price of any one item bought at the same time as a Nintendo 64

We are also market leaders in mail order Nintendo games.
Save up to £21 eg. GoldenEye at £39.99. Phone 01279 600204 for prices

N64 Top 10 Games

DIDDY KONG RACING 97%	40.99
FIFA 98 - ROAD TO WORLD CUP 92%	44.99
GOLDENEYE 98%	40.99
INT'L SUPERSTAR SOCCER 64 97%	39.99
LYLAT WARS + RUMBLE PACK 95%	49.99
NAGANO WINTER OLYMPICS 98 84%	41.99
SNOWBOARD KIDS	34.99
SUPER MARIO 64 100%	41.99
TUROK - DINO HUNTER 97%	35.99
WCW VS NWO: WORLD TOUR 92%	40.99

ALL FOR £6.00

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it's only £6.

1. Members receive 10 issues of our colour **Club Magazines** per year. The magazine includes our full catalogue of over 2,000 products, many at below trade price or under half price. And there are Reviews, Features, Charts, Release Dates, Extra Savings & great prizes to be won.
2. The incredible ***FREE* Special Reserve Book of 2500 Cheats** (all formats) will be sent to you with your **Family Membership Card** and **Fantasy Game *FREE*** entry forms (£5000 of prizes).
3. AND choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. All of our gifts are worth the membership fee or more and you can extend your membership for £5.50 to get more gifts if you want them.




10%* OFF MAIL ORDER MADNESS

Deduct an extra 10% off the price of games software only for PC, Nintendo 64, Saturn or PlayStation if you place your order by post using this complete form or a photocopy of it. e.g. Deduct £2.80 off a £27.99 game. (not to be used in conjunction with other special discounts) EXPIRES 30/6/98

Special Reserve 01279 600204

OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode

Phone No Machine

ENTER MEMBERSHIP NUMBER IF ANY

We only supply members but you can order as you join (from 50p). There is no obligation to buy anything and you can be any age.

PLAYSTATION PRO

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from above if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT ABOVE

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD) OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER)	
item	
item	
item	
Deduct any 10% Mail Order Madness Discount as described above*	Less
ALL PRICES INCLUDE UK POSTAGE & VAT Cheque/P.O./Mastercard/Creditcharge/Switch/Visa	£

CREDIT CARD EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance

Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.



- **CHOOSE FREE GOODY BAG INCLUDES MINIBOY, GAMEBOY CALCULATOR AND VIRTUAL PET** Incredibly, all three of these electro gizmos have been bundled as one great gift. Miniboy is a keyring console with 55 variations of 4 classic games. Gameboy calculator is a real calculator which looks like a Gameboy when closed
- **OR FREE 256K MEMORY CARD FOR NINTENDO 64**
- **OR FREE RUMBLE PACK FOR N64.** Sends vibrations through the controller
- **OR FREE FRANCE 98 FOOTBALL.** Full size, PVC coated football. Includes adaptor. Design may vary
- **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**
- **OR FREE 24 CAPACITY CD WALLET.** Stores CD's in individual compartments
- **OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION.** With turbofire function.
- **OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES**
- **OR FREE ACE VENTURA 2 VHS VIDEO (PG)**
- **OR EIGHT GAMES FREE ON PC CD ROM.** Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE



Offers subject to stock availability. Alternative gifts available. Overseas members add £2 postage

FREE TO MEMBERS - WIN £5000 OF PRIZES

Fantasy Formula 1 98 — WIN a grand in your hand to spend with us

Fantasy World Cup 98 — WIN 15 PlayStations with F1 and a £2000 PC

SPECIAL RESERVE BIG CLUB SHOPS

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544

MASSIVE SELECTION - LOWEST PRICES
We'll beat any locally advertised price by £2.
All our shops have PC Upgrade and Repair facilities and we sell a range of award-winning PC's from £899.
IT'S EASY TO PARK

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines. Just 1 mile off junction 13 on the M25
Tel: 01784 473444



NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

BRISTOL
351 Gloucester Road (A38), Bristol.
1½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000

GREAT WEB SITE AT **http://special.reserve.co.uk** MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops. SAVE = Saving off full recommended price. Sent to press 25/03/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG

PlayStation

OFFICIALLY SPONSORED BY

NIDECKER SNOWBOARDS

DYNASTAR SKIS

LAST YEAR 2786 SNOWBOARDERS DIED TRYING TO REACH HEAVEN

That's the highpoint. That's the aim and Snow Racer 98 delivers it all from start to finish with 15 of the fastest, most ambitious courses setting the challenge. Pull over 20 special big air moves to increase the rush any way you want.

This is arcade perfection, the gamer's experience. All the way down, Snow Racer 98 gives you snowboarding, alpine and skiing in one, stunning game.

Your freedom. Your style.







Babs Charlet, ISF Junior World Champion 1995, French Champion 1997. Official consultant & Lead Tester on SR 98.

SR2 SNOW RACER 98

SKI - FREESTYLE - ALPINE

http://www.snowracer.com

ocean

© 1998 PAM Development, © 1998 Infogrames Multimedia. Rider - MATTHIEU GERBER photographed by NILS.
The " " logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc