FREE BOOK

Issue 23 August 1998 £2.99

PLAYS

unfazed and on your side

100 NEW GAMES

We playtest all the essential software for the year ahead

EXCLUSIVE

TOMB RAIDER 3 FIRST SHOTS INSIDE!

TEKKEN 3

Hot new screens plus character cheats

BULLSHIT FREE AREA!

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

PLUS

PARASITE EVE * F1 '98
TOMORROW NEVER DIES
SPYRO * METAL GEAR SOLID
CRASH BANDICOOT 3
FINAL FANTASY VIII

PLAYSTATION PRO ISSUE 23 • COLIN MCRAE RALLY • EARTHWORM JIM 3D • E3 SHOW REPORT • DRIVER AUGUST 1998

IDG MEDIA

ISSUE 23 AUGUST 1998
£2.99

08

9 771364 895014

LEARN TO FIGHT THE 'DEAD OR ALIVE' WAY!





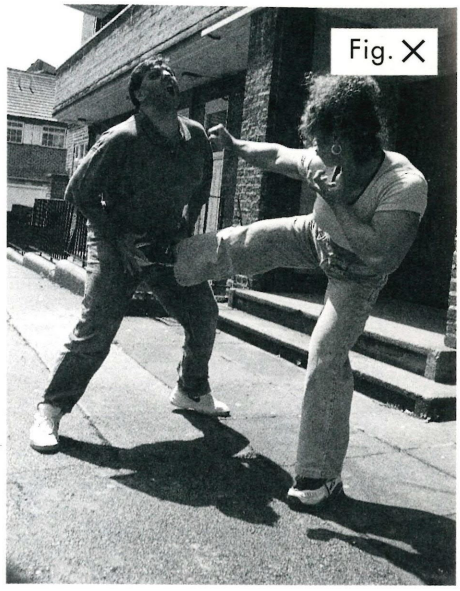






Fig. △ I find the best way to deal with trouble is to *start* it.

Fig. ○ This is one of my favourites, I call it the *Short Range Lariat.*

Fig. × A swift pivot kick into the danger area and—*voilà!*

Fig. □ *Observe.* One brained baddie spilled out on a tarmac grave.



www.playstation-europe.com

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PlayStation

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. ©TECMO, LTD. 1996, 1998 Published by Sony Computer Entertainment.

inside...

What a month it's been. Not only have I had to contend with jetlag, mystery illnesses, a birthday and of course, Romania's stuffy win, but I've also had a mag to produce too. Such are the joys of life. Needless to say, me and the rest of the team have been working night and day to ensure that you, our readers, get yourself the biggest fix of PlayStation information known to man, and believe me, it hasn't been easy – you try getting the entire team out of the pub when the England game's on. But after all the heartache and sleepless nights, I think you'll find it was all time well spent when you flick through this month's mag.

So what's new? Well Colin McRae Rally finally turned up for review so we've gone a bit mad on that, plus Sony's attempt to corner the girlie market with Spice World is placed under our Pro microscope too. "Top of the pops or big bag of shite?" we asked all those months ago, well now you can find out for yourself on page 50.

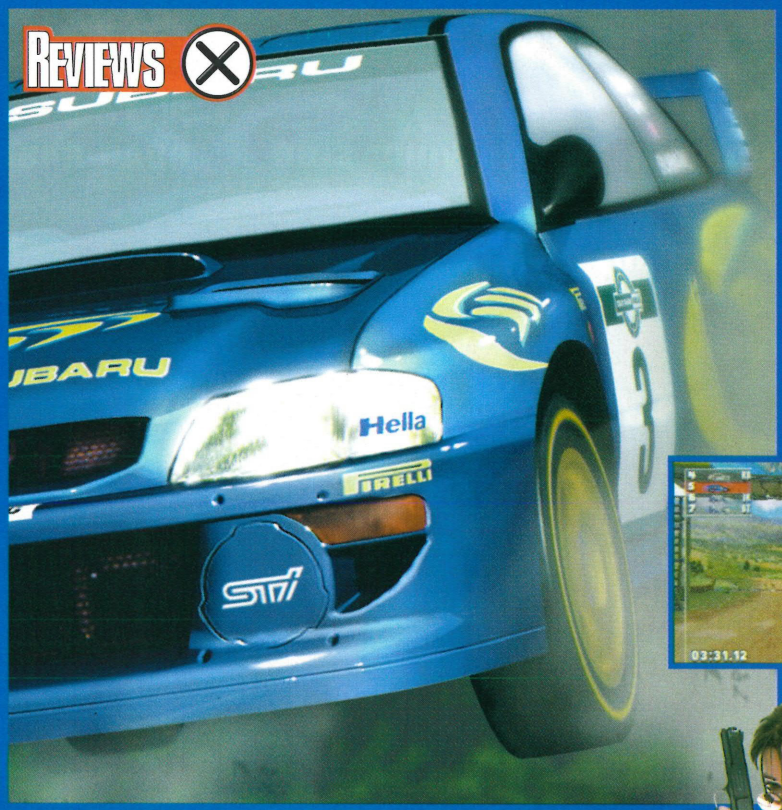
Hot news for us though was securing the WORLD EXCLUSIVE on this winter's number one, Tomb Raider 3. Inside you'll be treated to a brief backstage tour of Lara's third epic adventure as the team at Core Design open their doors exclusively to us and tell us why we shouldn't write TR3 off as just another Lara game. Plus we've even got some red hot news on the Lara movie too. Did I mention our exclusive TR3 screenshots? No? Well we've got more pics, more info and more access than any other mag on the planet, plus you should see what we've lined-up for you for next issue. Blimey.

If however, Lara doesn't float your boat, then you're probably wondering where these "New Games" are. Well flick to page 52 and you'll be greeted by one of the most expansive E3 show reports ever seen as we sort out the shite from what's right and have laid out our personal highlights of last month's Expo for you to cream over.

Tekken 3, Parasite Eve, Abe's Exodus, Metal Gear Solid, Final Fantasy VIII, Alien Ressurection and many many more are therefore featured within, giving you an at-a-glance overview on what to expect in the run up to Christmas – a line-up so darn hot we should have given away oven gloves with every issue. Instead you've got a free World Cup guide book to play with, so watch your fingers. Until the next time though, enjoy the mag and take it easy.



Jay Sharples
Editor



Colin McRae Rally

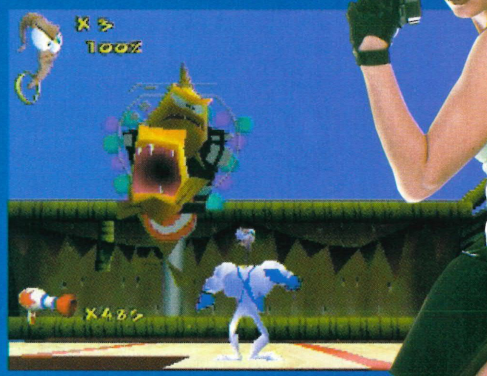
It's here! Forget about all the others as this much awaited offroad beast is going to blow your mind to kingdom come. An exclusive review awaits you inside



Earthworm Jim 3D

We trek up to Scotland to witness the dirt-chomping hero's 3D adventure first hand. And boy is it weird!

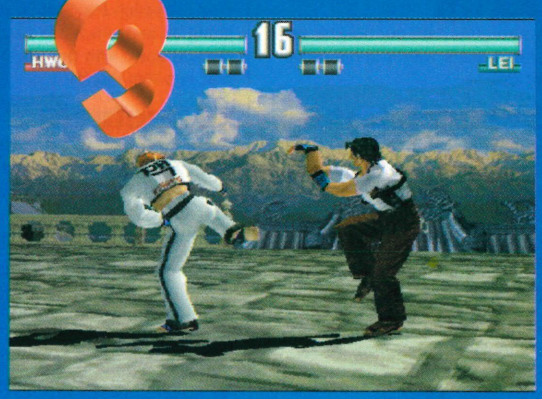
EXPOSURE





Tomb Raider 3

Everything you wanted to know about Lara's latest adventure, but were afraid to ask. Part one of our unique report starts inside



Atlanta's E3 Show

All the new games that will be clammering to get into your PlayStation this Christmas are unveiled inside – direct from Atlanta's Electronic Entertainment Expo. Yowsa!

PLAYSTATION PRO

ISSUE 23 AUGUST 1998

ABC 45,121 July – December 1997

Standard Subscription Rates: UK 13 Issues £38.35 (special Platinum game offer), 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 anywhere

22 Colin McRae Rally
If you like your car games you're being well spoilt at the moment

28 Crime Killer
Interplay finally launch their futuristic cop car chaser

30 N2O
Gremlin take us on a trip with their psychedelic shoot'em-up

32 Circuit Breakers
One of the best multi-player games in recent years gets a going over

36 Men In Black
Protect the earth from the scum of the universe in this adventure

38 Viper
Infogrames' new helicopter shoot 'em-up finally arrives

40 Road Rash 3D
It's cross country biking action galore as you ride with the Hell's Angels





44 Xenocracy
Oops. What's gone wrong here then. How did this ever get out?

45 Wreckin' Crew
Delayed more times than the Channel Tunnel. Now watch it disappear forever

46 NHL Powerplay '98
It's getting close to the ice hockey season again. We can hardly wait

47 Breath of Fire 3
Is it an RPG or is it the day after a bad curry? You be the judge

48 Mr Domino
He's wacky. He's crazy. He's a bloody domino. How cool can you get?

49 Blast Radius
A game that borrows heavily from Colony Wars with the emphasis firmly on blasting

50 Spice World
Pro gets Girl Power and tells you what we think, what we really, really think

REVIEWS 40

ROAD RASH 3D

The MegaDrive classic gets yet another reworking. See how it fairs inside





REVIEWS 48

MR DOMINO

Line 'em up and knock 'em down in JVC's frantic new pub-game puzzler

IDG MEDIA

Editor: Jay Sharples (jay@idg.co.uk)
Deputy Editor: Paul 'Chicken' McNally
Reviews Eds: James Cannon, Andy Sharp
Contributors: Steve McNally & (the not so new boy) Phil Booth
Art Editor: Gaz Adams
Art Contributor: Stuart Cripps
Art Director: Dean Wilson
Production Editor: Lewis Pek
Publishing Director: Robin Wilkinson
Assistant Publisher: Carol Ann Barrett
Circulation Director: David Wren
Advertising Sales: Lisa Jo Oliver
Classified Sales: Carrie Nash
Marketing Manager: Steve Tagger
Production Controller: Barbara Newall
Production Manager: Alan Capper
Scan Master: Mark Forbes
Systems Manager: Nic Moran
Managing Director: Ian Bloomfield

PlayStation Pro lives at:
IDG Media Freepost (SK3038)
Macclesfield SK10 4YE
Tel: 01625 878888
Fax: 01625 879966

REGULARS

06 News
In our E3 special you'll find out about all the games you'll be playing in the run-up to Christmas, and in a Pro exclusive take a trip with us behind the scenes of Tomb Raider 3

18 Letters
Jay gets to grips with our bulging sack of mail and deals with it in his usual flippant manner

100 Subscriptions
Get the best PlayStation mag in the world delivered direct to your door earlier and cheaper than anyone else, and get a free Platinum game thrown into the bargain too. Well, what are you waiting for?

102 Q&A Relief
The sultry Miss Bea Havin solves all of your problems in her own unique way. The place to head if your joypad requires instant relief!

114 Rant
Our regular Rantster takes a month off and moves aside for our very own Jay Sharples to shoot his mouth off about the quality at E3

115 Back Issues
Exactly what it says. Buy our limited back catalogue for next to nothing. Stocks are running very low though, so best be quick

128 Charts
Find out which PlayStation titles are going up and which are being slam dunked down with the latest chart placings this month

129 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

116 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. Plus, check out our most wanted list and the latest in PlayStation peripherals

EXPOSURE

78 Earthworm Jim 3D
We went to Edinburgh in bonny Scotland to visit the VIS Interactive lads and drink them under the table. Oh and EWJ 3D was there too!

82 The Fifth Element
The strange game of the ever so strange film is nearly ready. We chatted to Kalisto, the developers

84 Driver
A trip to Newcastle was the order of the day to see just how one of this year's big PlayStation titles is coming along. Pro predicts this is a winner

88 Assault
Manchester based Candlelight Studios are working on this title for Telstar. We reveal all inside

30 EA Sports
A rare insight into the world of the best sports game producers in the world. We caught them at E3 and found out a lot more about their forthcoming line-up

CONTENTS

REVIEWS 30

N2O

Techno music and retina bursting graphics are no stranger to this new Gremlin release



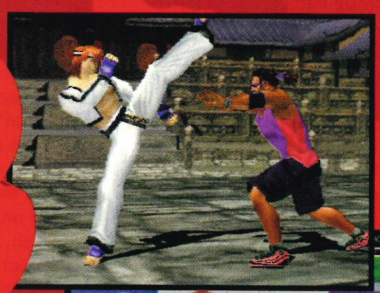
REVIEWS 22

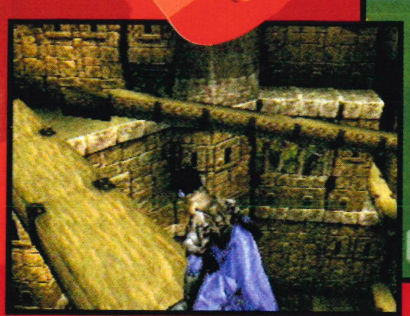
COLIN McRAE RALLY

Codemasters' fantastic mud-slingin' follow-up to their brilliant TOCA Touring Car game

Entertainment USA 52

E3 in Atlanta is the biggest videogame show on earth. It's also the busiest, the noisiest and the one with the prettiest girls. Jay and Chicken took the flight and braved hurricane season in the deep south of the States to bring you all the news on all the games at the show. Over our 20 page feature you'll learn about every new PlayStation game worth its salt. Many of them you'll never have heard of before. Let's start your PSX education...







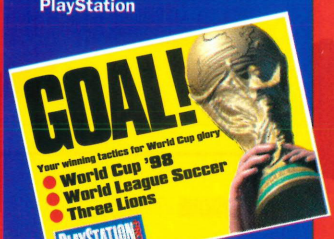




FREE!

THIS MONTH'S GIFT...

- Your copy of Goal! The ultimate guide to the greatest footy games on your PlayStation







Tomb Raider: The Movie

Those of you anxious to find out further details on the much-talked-about *Tomb Raider* movie will be no doubt ecstatic to hear that it's not just rumours and idle gossip anymore. At the recent Licensing '98 International Show held in New York, Viacom – who merchandise various properties on behalf of Paramount Pictures, the movie's producers – quashed any doubts the world may have had about the film by confirming that the movie is most definitely scheduled for a late release next year.

Andrea Hein, President of Viacom, commented, "*Lara Croft* and *Tomb Raider* have it all. *Lara's* strong-standing in pop culture and her talented production team have signed to the live-action feature which shows all the indications of *Tomb Raider: The Movie* as a huge licensing hit." Meanwhile, real-life stand-in *Nell McAndrew* stunned the masses by taking over the Paramount Pictures stand, as our exclusive pictures show. More news on the movie, and *Tomb Raider 3* in a month's time right here in PlayStation Pro.



Now it's 100% confirmed, the burning question now is who will play Lara in the movie?

BLASTS FROM THE PAST

Hot news coming out of *Capcom* is that they are about to launch a new series of compilation packs featuring classics from their large library of past masters. *'Capcom Generations'* will bring back the titles that we all cut our gaming teeth on with their first releases in this new line.



***Capcom Generations: Ghosts & Goblins, CG: 1942* and *CG: Street Fighter II Collection* will each feature three games from those particular series and are scheduled to hit the shops in September, October and November respectively priced around £34.99.**

Fans of all this retro stuff will also be pleased with the inclusion of original promotion materials and development materials too, and with at least a further three titles also pencilled in. We'll be bringing you more news on these three titles in the next issue of PlayStation Pro.





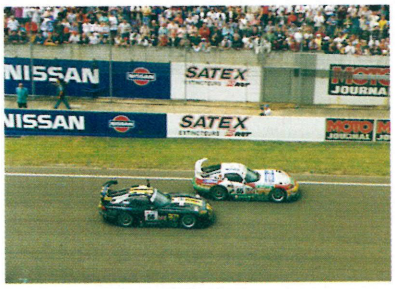
24HR PARTY PEOPLE

Top secret gossip coming out of Newcastle developers, *Eutechnyx*, reveals that the team responsible for the extremely cool *Total Drivin'* are currently in negotiations to produce a PlayStation version of the legendary Le Mans 24hr race.

With most of the major names such as the Chrysler Viper Team already signed up, *Eutechnyx* have begun writing the code and are adamant that their scheduled release in early '99 will go ahead as planned. The details are a little sketchy, but you can expect to get involved in all aspects of this team event, such as hiring and firing your team of drivers and hopefully even taking part in a real time 24hr event!



This year the real thing took place over the weekend of Sat 6th and Sun 7th June so we thought we'd get a taste of what to expect from *Eutechnyx*. Suffice to say you should be ready to race in monster cars that'd look more at home in a NASA spacelab than a racetrack, reaching incredible speeds in a non stop contest which begins in the afternoon and continues throughout the night. This year's event was won by the Porsche Team and British driver Allan McNish, leaving *Eutechnyx* expecting a British double when the game gets the expected green light.



Two Chrysler Vipers battle it out almost a full day after the race began. It's going to be a tight finish to claim a spot on the podium

www.playstation-europe.com

45 SECONDS. CHILD'S PLAY. Now then. Which way? If I go this way it leads to here. If I go this way it leads to here. Oh! Turn. Urgh! Upside down. The blood's rushing to my head. I feel sick. All for this lousy diamond. Jump down heeere... bounce...boooiinnng! That was a close SHAVE. Must be ha / If way there. I seem to be going round in circles. Going round in circles. Going round in circles. Going round in circles. Hold on a minute! If I go this way...over those scorching coals and past those spikes. Done it. Can't mess up now...CONCENTRATE. Oh no what's that? A bloody great gap! I nearly fell offfn... gap. A bloody great gap! I nearly fell offfn...



KULA WORLD™

the mind game

Kula World ©1997 Sony Computer Entertainment Europe. (A division of Sony Electronic Publishing Ltd) 1997. Developed by Game Design Sweden. All rights reserved. Published by Sony Computer Entertainment Europe. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. RRP £34.99



Yaroze future

Ever wondered what it's like to actually make a PlayStation game? Sure you have, but I'll bet you've never given it a try have you? So if PSX dabbling takes your fancy you should get your ass over to Middlesex University this summer as 30 lucky punters will get to taste what PlayStation game developing is all about.

MU are to offer a short introduction to their 'computer games programming course' using *Sony's* Net Yaroze programmable PSX consoles, and all you need to apply is a basic understanding of the 'C' programming language. The course will run from 27th to 31st July inclusive in the university's own Sony programming lab, and anyone interested in making the most of this unique opportunity should contact Dr Peter Passmore at the university, or you can check out the web page for further information at www.cs.mdx.ac.uk

TURISMO TUNES

Gran Turismo stood out from the crowd not simply because of its fancy graphics and realism, but also for its music. In fact, the tunes were so unbelievable that *Sony* have decided to release a soundtrack CD this month in honour of their greatness.



On the CD you'll find tracks from the likes of Ash, Garbage, Manson, The Dandy Warhols, Supergrass, Feeder, Cubanate, Placebo, Bentley Rhythm Ace, David Bowie and many more besides. As you know, we don't review music in PlayStation Pro, but this is definitely worth a purchase and we highly recommend that you rush out and buy one today. One day all game soundtracks will sound like this.

PORKY PRIVATE DICK



Now there's much to be said for having a fat donger, but the portly piece of pork referred to here isn't a male appendage, oh no. He is in fact *Team 17's* new creation, *Private Investigator George*, or *PiG* for short, though this rack of ribs won't be caught with his ham shank on show.

The greedy, clumsy, overweight 1920's throwback will be making his PSX platform debut later in the year vi Gremlin when he gets to grips with the mysteries of Fun Dazzle Magic Land, where the Evil Dr Gotem is holding George's' friends the piglets against their will. *PiG's* platform antics will keep him in the heat of the frying pan throughout the full roaming 3D game, and a complete range of game features including non linear gameplay, complex compression techniques and over 50 in-game characters, could well see the platform market smelling of bacon around Christmas time.

DEEPER AND DOWN

Water related PSX games haven't exactly got a reputation for being exciting affairs, but things may be starting to look up as *Namco* don their wetsuits and throw themselves in at the deep end with the release of *Treasures Of The Deep*, their first underwater adventure on the PlayStation.

As Jack Runyan, an ex-navy seal, you must swim through shark infested waters using hi-tech equipment and weaponry to safely search through sunken vessels, battle sea monsters and confront like minded treasure hunters in order to safely recover your bounty.

12 Missions will encompass all corners of the globe as you embark on an underwater sight-seeing trip through the Bermuda Triangle, the Great Barrier Reef and the unknown waters of the deep blue in one of eight different attack and recovery subs. With *Namco's* reputation for quality, *Treasures Of The Deep* may have a few surprises up its damp wetsuit sleeve.



INSECT THRONG
ESSENTIAL SELECTION

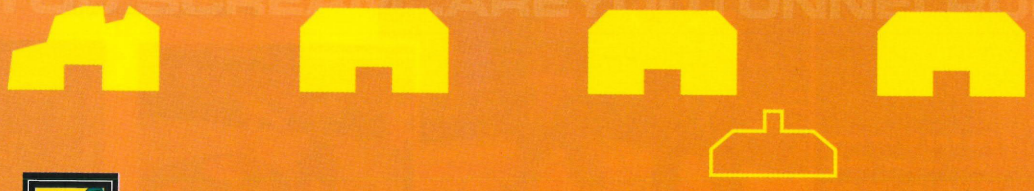




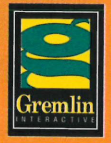
GET YOURSELF LOCKED DOWN TO A GAME OF N2O.

HESAYAREYOUTUNNELRUNNER?

SOUNDTRACK BY THE CRYSTAL METHOD





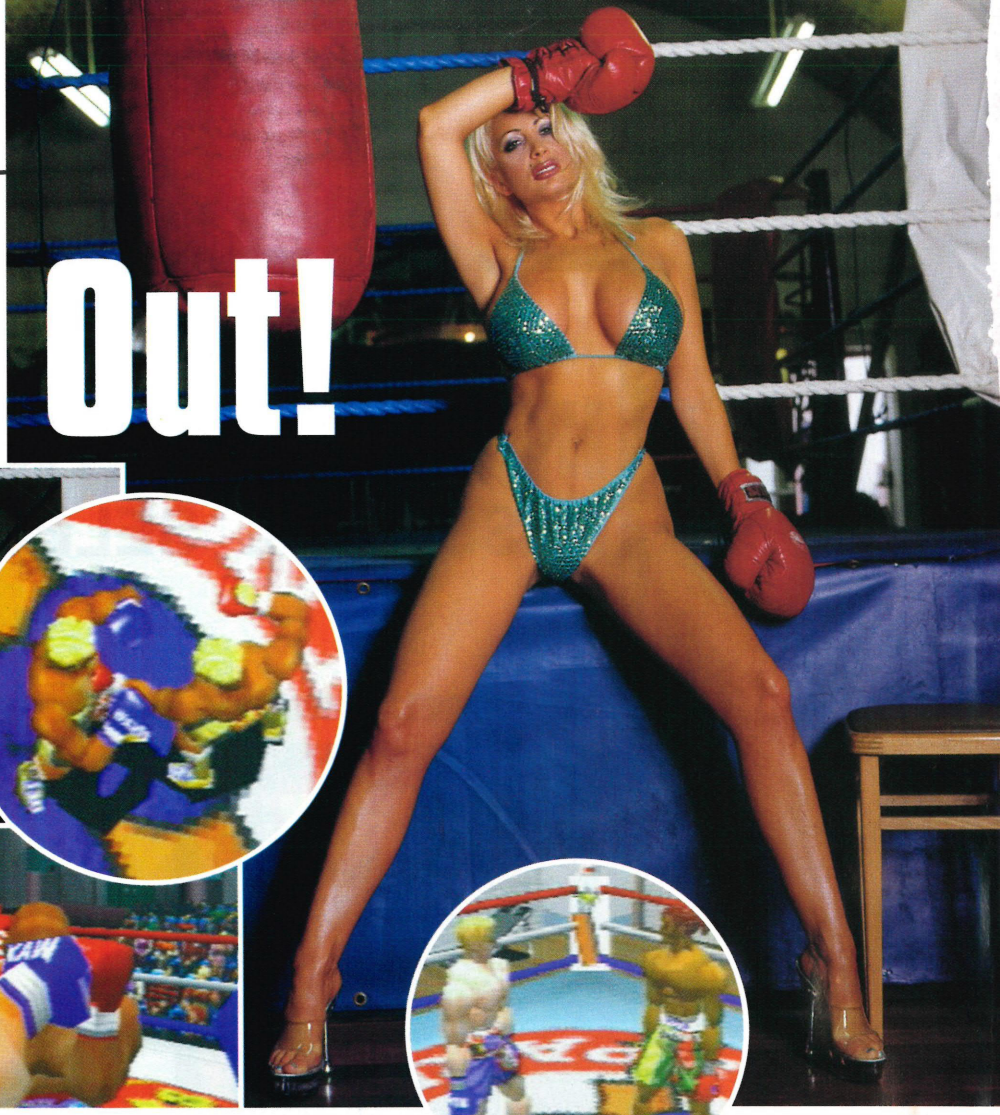


Gremlin Interactive Limited. The Green House. 33 Bowdon Street. S1 4HA. Tel: 0114 279 9020 Fax: 0114 273 8601

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



Knock Out!





It's hard to decide which looks hotter; the game or Vicki





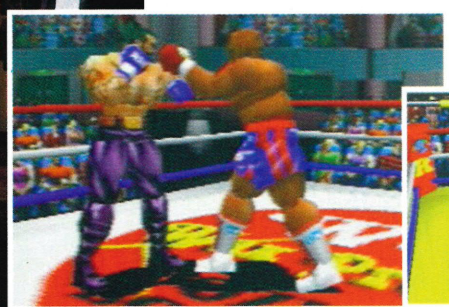
At last, we have the long awaited first look screen shots of the PAL version of the sequel to *Victory Boxing*. This heavyweight challenger's title has been snapped up by *JVC* who're positively creaming with delight now they've got this in their corner, and as these exclusive shots show, *Victory Boxing '98*, which is still in development, it's already starting to look like a massive improvement.

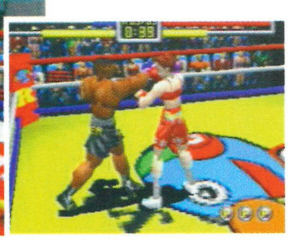
This time out a training strategy won't be so vital to the game's play engine, as *Victory Boxing '98* does away with having to build your man up into a contender and instead just gives you a huge selection of fighters from which to choose your potential pugilistic prince, offering a range of attacking and defensive moves which when performed at high speed can have a devastating effect. The version we've seen is still a little way off completion, but our little taster left us with an appetite for much more. The hard hitting *Victory Boxing '98* promises to pack more punches than Prince Naseem on speed and will certainly find a queue of big shots lining up to step in the ring when it's released in mid August.

JVC will be backing its release with as much razzmatazz as you'd get with a real championship bout, acquiring the services of top model Vicki Lee to help spice up the promotions and really deliver the killer blow for *Victory Boxing '98's* advertising campaign. And as we at Pro are never ones to be missing out on an exclusive first look at some top totty, we're first to bring you these exclusive shots of Vicky in some of her most triumphant 'Victory' poses. I'm sure you'll agree, the girl has a fine pair of nine ouncers out in front of her that're an absolute knockout!



If you want to see more of these scorchin' shots of Vicki Lee, then join us in a month's time where we'll have a load more to show you

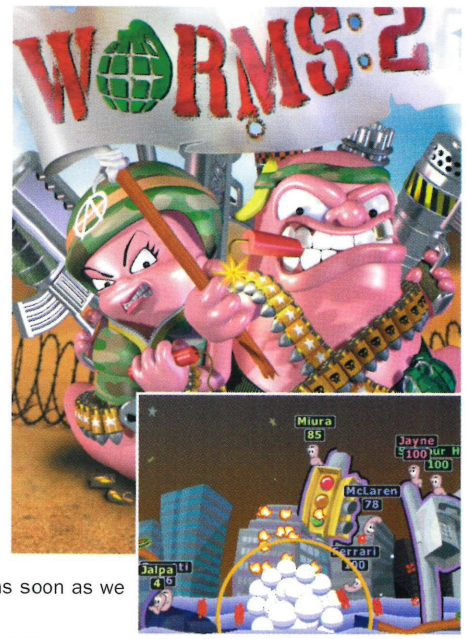






Back To Cause Mayhem

MicroProse are to return to the world of the PlayStation after a considerable break. Their first release since the likes of *Transport Tycoon* and *Top Gun: Fire At Will* is set to be the sequel to the chart topping office favourite *Worms*. Yes, *Worms 2* is finally coming to the PlayStation and judging by the number of copies the original has sold over the years, you'll be as happy as we are at the news. No firm release date has been set by MicroProse at the time of going to press, but rest assured that we'll give you all the information you need on this much-awaited game as soon as we get it. Stay tuned.



PRO BAROMETER

A monthly look at what's been smart and what's been arse in the crazy world of the PlayStation Pros...

HOT



Getting a private photo session with top new Lara model, Nell. And of course, getting access to TR 3 before anyone else.

Blagging our way into the VIP area at the Eidos E3 party where we proceeded to steal champagne, lounge on huge leather sofas, smoke cigars and generally cause dancefloor mayhem with a cast of well tanked-up industry chums.

Spotting PlayStation Pro amongst the jazz mags on the top shelf of more than one newsagents. Surely we're not that saucy, are we?

COLD

Having too much stuff from E3 and not enough pages to show it all off in its entire glory. Bugger.

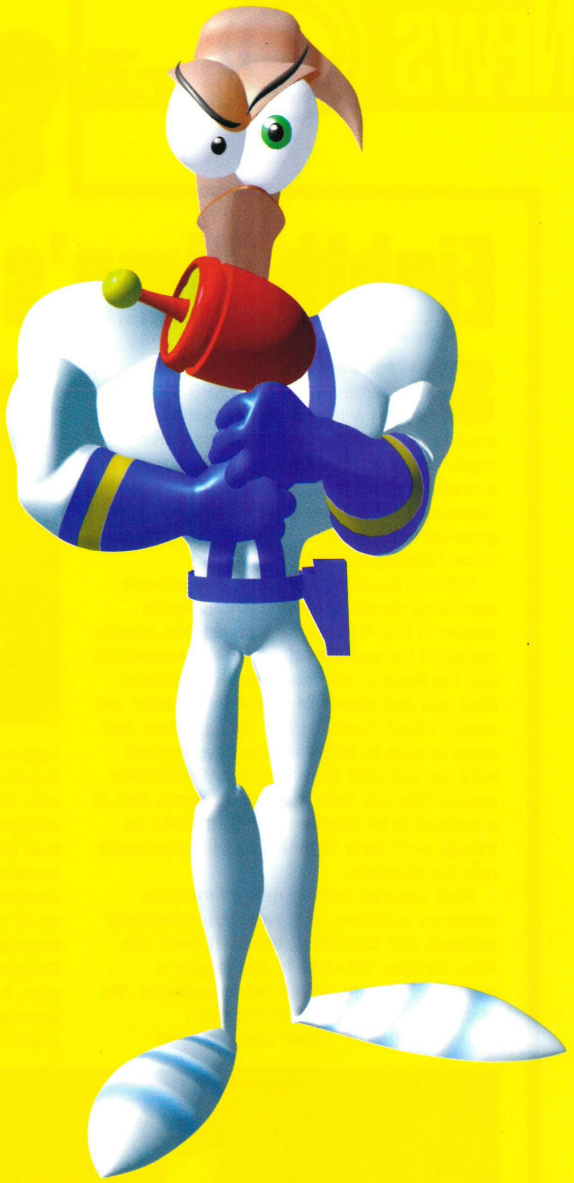
Crap games being reviewed in other mags a month too early under some ridiculous exclusive, and surprisingly receiving 9 out of 10.

Illnesses brought on by dodgy American air conditioning and good old jetlag.

The sudden surge of shit throwaway software. What's that all about then?

Meeting Gillian Anderson at E3. Not half as impressive in the flesh as you'd think, believe us.





EARTHWORM JIM 3D™

Muscles the size of Jupiter, brain the size of a worm.

www.interplay.com/ej3d

NINTENDO64 PC CD ROM PlayStation Interplay

Earthworm Jim 3D developed by VIS Interactive plc. Software Engine copyright © VIS Interactive plc 1998. Product copyright © Interplay Productions Ltd. Earthworm Jim and related characters © 1998 Shiny Entertainment, Inc. All Rights Reserved. Earthworm Jim 3D additional characterisation by VIS Interactive plc © Interplay Productions Ltd. Interplay and Interplay logo are trademarks of Interplay Productions. All Rights Reserved. All other trademarks are properties of their owners.



Eighth Time's a Charm

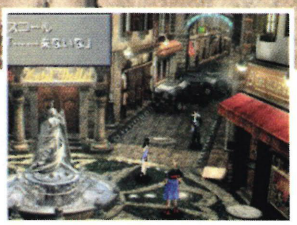
Squaresoft are promising to craft an even better, more epic, RPG with *Final Fantasy VIII*, and as impossible as that sounds we certainly wouldn't bet against them. Creating *Final Fantasy VIII* is sure to be a massive undertaking in itself, but *Squaresoft*, which has consistently delivered great games time after time, doesn't appear to be faltering one bit.

With screen-shots, renders, and artwork appearing across the world, the seventh sequel in the *Final Fantasy* series has already captured the world's attention with something like the force of a Prince Naseem uppercut. Only bits and pieces of actual information are known about *Final Fantasy VIII* right now, and more is sure to follow as the development rolls on, but until *Brave Fighter Musashiden* arrives this July here in Japan (a demo disk is promised to be bundled with it) it looks as though we'll have to make do with even more new screenshots.

Rest assured that as new information becomes available we'll keep you constantly updated with the latest, but until then, the *Final Fantasy VIII* world is still largely a wonderful mystery with a few exceptions. We already know the name of the main characters (that's *Squall Leonhart* and *Laguna Loire* in case you weren't around last issue) but we now also know that *Squall* is very much the strong, silent type and designed to appeal to 'the ladies', and also that the game will form part of the mutually lucrative *EA-Square* pact that will see the American giant – and not *Sony* – publishing all of their games outside Japan for the foreseeable future! Oh, and it's out before Christmas in Japan, take a look at these pics, but be sure not to drool on the mag or you'll ruin it...

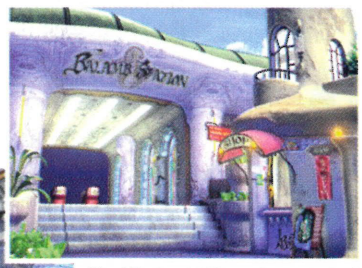


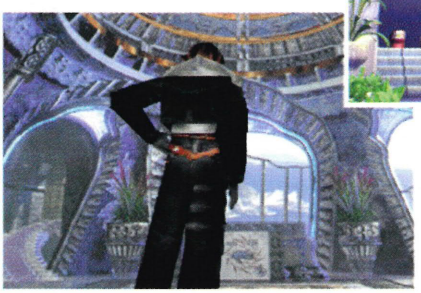












Final Fantasy VIII continues to look ever more impressive, as Squaresoft serves up more graphical hors d'oeuvres, now all we need is the main course and we'll be very happy indeed

MULTI-PLAYER MADNESS?

A four-player RPG sounded a bit mad to us. When are four people likely to spend enough time together to sit down and play through a massive game? But then we remembered the original roleplayers. The dungeons & dragons type who devote their lives to the pursuit of slaughtering fictitious trolls and finding hidden treasure and it all started to make sense. Slightly.

As it must have done to *T&E Soft*, developers of *Blaze & Blade Busters* who have come up with the nifty gimmick of making their RPG multi-tap compatible! They've neatly sidestepped the problem of having to find four people prepared to devote dozens of hours to playing with you (oh grow up) by letting players 'jump in' and control characters that are already in the main party for as long as they like, and then 'jump out' again when they have something more interesting to do.

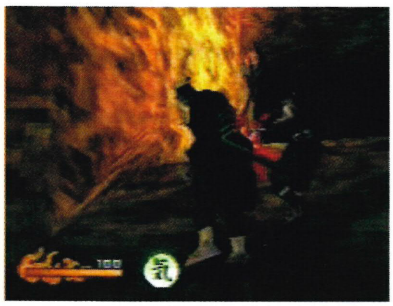






There's a whole complex story behind the game as you'd expect, but I won't go into it here, instead I'll wait until we do an in-depth preview in a coming issue of PlayStation Pro. All I really need to tell you is that it's out in September in Japan, but there's no dates for other territories just yet...

TENCHU SHUFFLE



Apparently there's a bit of a clamour for *Tenchu* over in the UK, which is no surprise given its critical acclaim in Japan. Smoke bombs, throwing stars, climbing claws, and a mastery of disguise all feature in this excellent fighting game where guile and stealth are more important than brute force.



To truly succeed in *Tenchu,* you must think like a real Ninja whose tools are stealth, misdirection, and sneaky combat. For example, you'll have much more success against patrolling guards if pounce and slit a few throats when they're not looking, rather than if you take them face on and alert everyone to your presence. Sounds good doesn't it?

Tenchu's worlds are also exceedingly realistic. The sentries sleep, eat food and will even start to stretch their body after a particularly long shift. Dogs will attack you, the invulnerable cats taunt you and alert soldiers by meowing, whilst you can use helpless civilians as human shields.

It now looks as though *Activision* will be bringing this to the UK, hopefully in time for Christmas, and they're also promising two exclusive new levels and a general polishing of the *Tenchu* engine before its Western release.



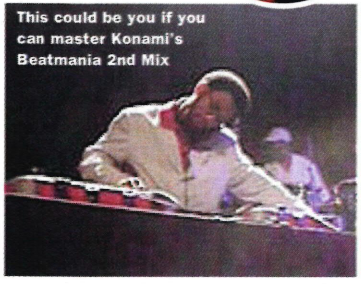
Activision have picked up the rights for the Western release of Tenchu and are promising big changes

KEEP ON GROOVIN'

It's taken the Japanese arcade scene by storm, and now *Konami's* popular 'be a DJ' coin-op *Beatmania 2nd Mix* is coming to a PlayStation near you, which is of course fantastic news for all you budding Carl Cox types reading this. The title follows the latest in a fast growing trend of match-the-beat 'skill games' (think *PaRappa* and you're not far wrong) but this one is a little bit different in that players scratching virtual turntables in time to different styles of dance music. Two players can face-off in a battle of the DJs – which is easily the game's most attractive feature.



This isn't just a straight arcade port though as *Konami* have taken the liberty of adding an as yet unknown new gameplay mode and designing a specific PlayStation controller to make the experience as arcade-esque as possible. *Konami* have yet to set a release date, although it will certainly be out in Japan first where it's expected to fit neatly into the novelty mid-price range.



This could be you if you can master Konami's Beatmania 2nd Mix



HATE

e.t.a. 26:06:98

PlayStation

ocean

© INFOGRAMES UNITED KINGDOM LIMITED 1998
OCEAN IS A REGISTERED TRADEMRK OF INFOGRAMES UNITED KINGDOM LIMITED
The "PS" logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

ELECTRONIC ENTERTAINMENT OVERLOAD!

Good news for *Psygnosis* at the show as the company has signed an agreement to license and publish three of *Microsoft's* top PC games for the PlayStation. "We're excited to deliver some of our great games to PlayStation gamers," commented Ed Fries, General Manager of *Microsoft's* Games Group. "With 15 years of experience as a multi-platform game developer and publisher, *Psygnosis* is uniquely suited to extend our top brands into the PlayStation console market."

The three games in question are **Age of Empires**, an epic, real-time strategy game that's been a best-seller since its PC release in September 1997. **Urban Assault**, an innovative action title that combines strategic elements as gameplayers struggle to bring Earth back from the brink of destruction, which is currently in development by *Terra Tools*. The PC version of the game is slated for release in summer 1998.

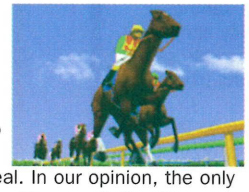
And finally **Motocross Madness**, which is pencilled in for a PC release later this year, is a stunt riding and racing title being developed by *Rainbow Studios*. Obviously at this early stage no firm dates have been set for their PSX conversions, but at least they're on their way.

Naughty Dog have poached two new members of staff from *Gex* creators *Crystal Dynamics*. Head honcho, *Jason Rubin* told us that once **Crash Bandicoot: Warped!** is out of the way, his team have a new and thrilling project to immediately start work on. He was keeping his cards pretty close to his chest on the finer details of the game, but hopefully, we'll be jetting over to *Naughty Dog's* HQ soon to get the exclusive lowdown.

Despite being talked about last year, the **Superman** title from *Titus* still isn't ready. The game is based on the new-look Warner Brothers cartoon series and looks a bit like *Fighting Force* to us. Who knows though, maybe it'll all be time well spent.

THQ are pondering over whether or not to bring **Brunswick Circuit Pro Bowling** over to the UK. The game is a vast improvement on the dreadful *Ten Pin Bowling*, but the sport simply doesn't have the same sort of mass following over here as it does in the States. More news when we get it.

Titus have signed the rights to produce a game based on the abysmal **Blues Brothers 2000** movie. Why, god only knows?



California-based *Tecmo*, who brought you the wonderful *Dead Or Alive*, were again touting their wares to the likes of *Sony* hoping for another deal. In our opinion, the only ones worth bothering with were **Gallop Racer** – a 3D steeplechase racer, and **Monster Rancher** – a pseudo-Tamagotchi 3D *Tekken*-esque fighting game where you create your fighters from scratch and then kick your pal's creation to kingdom come. Bizarre, but entertaining.

Whilst perusing the *Namco* stand we stumbled across *Soul Blade's* sequel, **Soul Caliber**. The new game boasts not only new moves and characters, but a *Bushido Blade* style freedom of movement allowing players to run around the fighting locations and attack from various angles. Unfortunately it was arcade only, but fingers crossed they'll be converting the bugger in time for Christmas.



Developers *Craveyard* unveiled their debut PlayStation outing, **Shadow Madness**. This cinematic action adventure game should be with us in November, but that all depends on who picks up the distribution rights for Europe. We'll keep you posted.

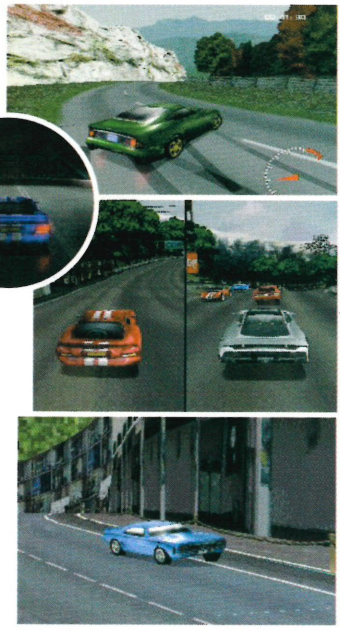


Take 2 Interactive have coupled with development powerhouse, *The Gathering*, in a deal giving them exclusive rights to convert any of *The Gathering's* first 10 PC titles to the PlayStation. In case you didn't know, *The Gathering* is a software publisher that boasts six of the industry's finest development studios within its ranks. *Apogee* and *3D Realms* (*Duke Nukem 3D*) being just two. We await thier first delights with bated breath.

FIVES TIMES THE FUN?

The muscle machines are heading our way again with the forthcoming release of the fifth title in *Accolade's Test Drive* series. *Test Drive 5* won't be with us until October, but news has been filtering through about the new features this quality series will be sporting for its latest model.

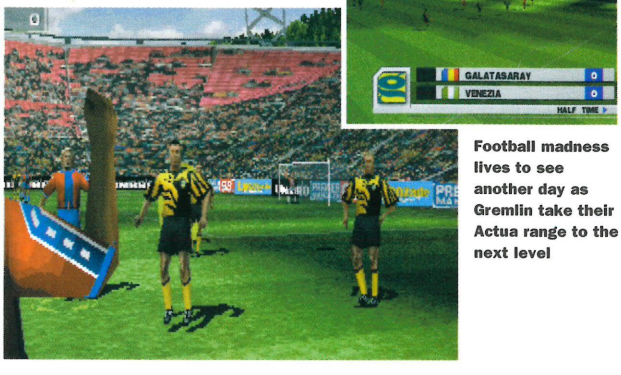
Once again the main wheels on offer will be attached to some of the world's fiercest production cars which'll take you into some high intensity police chases across 17 of the planet's most exotic race locations. New split screen modes, 28 licensed cars including the Aston Martin Vantage and the Jaguar XKR and hi-resolution tracks running at over 30 fps sees *Test Drive* shifting up a gear in a bid to take on *Gran Turismo*. Sounds like it's going to be exciting stuff and we'll be taking a more in-depth look at this beastly sounding drive in the very next issue.



GREMLIN GO ACTUA – AGAIN

Now that the World Cup is out of the way, the nation's fanatical fans can sit back and wait for the proper footy season to kick off. When it does, you soccer-hungry dudes will be ecstatic to find out that *Gremlin Interactive* are already polishing *Actua Soccer 3* for a September release. *Gremlin's Actua* range is also set to include their new tennis title, plus we've just received news that the Sheffield pixel pushers are to update *Actua Golf* while they're at it.

Expect it in your stores mid October. *Premier Manager '98*, in case you're still wondering where the hell it has been, it's been set for release this July. So fingers crossed, it should be in the shops by the time you've finished reading this.

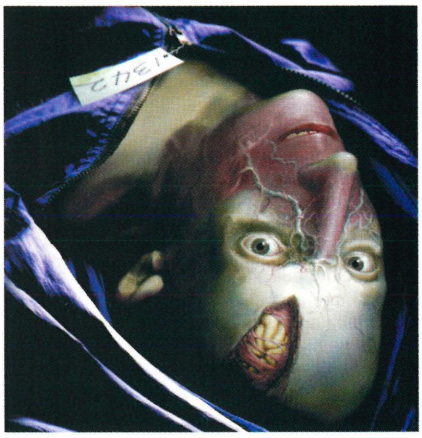


Football madness lives to see another day as Gremlin take their Actua range to the next level

YOU SUNK MY BATTLESHIP!

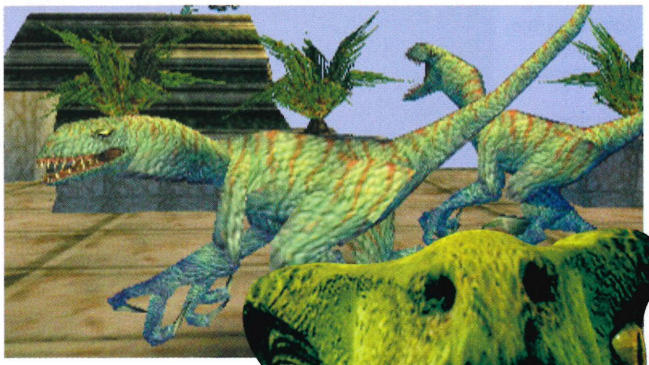
Hasbro are to continue their retro revitalisation theme and have announced that they along with last year's *Frogger* and the forthcoming *Centipede*, they plan to convert the old warmongering favourite *Battleship* for the PlayStation. Good old boardgames.

RESIDENT EVIL RETURNS - WITH A RUMBLE!



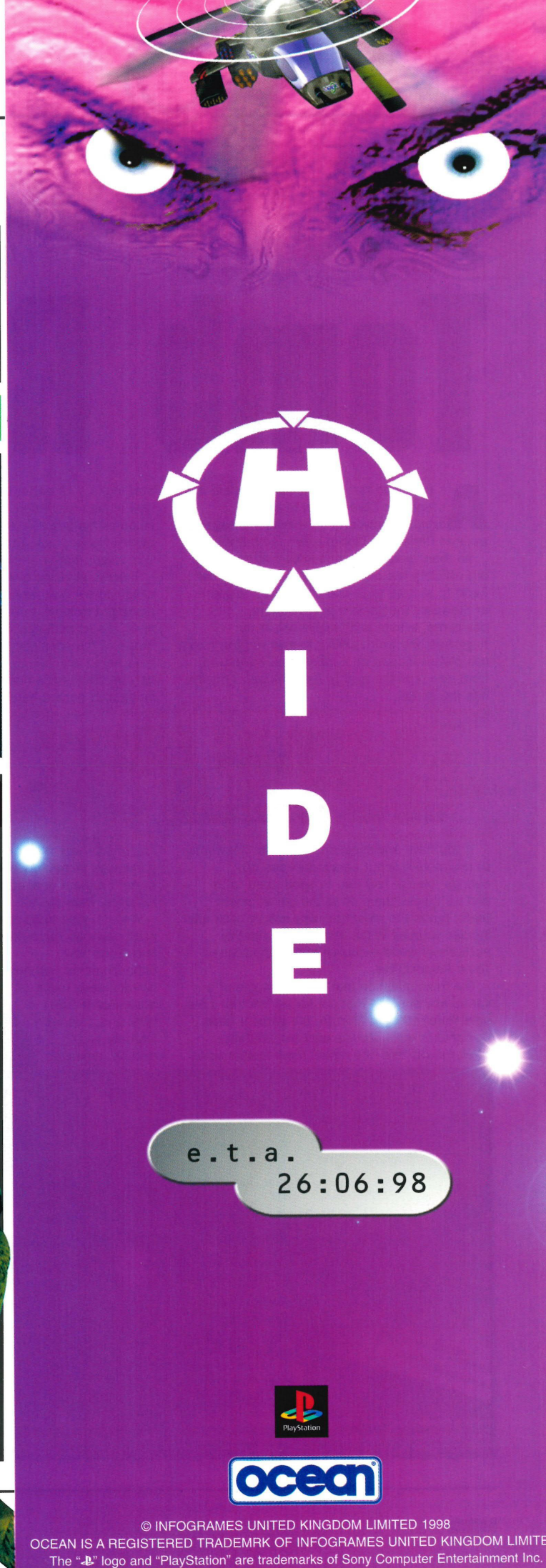
Not only were *Capcom* still flogging all three of the *Resident Evil* series to high heaven, but there were rumours of both a third and fourth instalment due before the millennium. On top of that, *Capcom* also announced that new versions of both *Resident Evil: Director's Cut and Resident Evil 2* are to be released and will now incorporate *Sony's* Dual Shock technology. We presume this is to make sure that it's not only your pants that'll be rumbling whilst playing the game.

ACCLAIM PLANS TUROK THE PSX



Acclaim were hyping their recently-signed *South Park* license to the max, although there was no sign of the game itself. Pity, but after months of indecision, it looks like *Acclaim's* monstrous N64 blaster, *Turok* will finally see a PlayStation release. No firm dates were given, but our spies tell us that the game should be with us before the New Year.





© INFOGRAMES UNITED KINGDOM LIMITED 1998
OCEAN IS A REGISTERED TRADEMRK OF INFOGRAMES UNITED KINGDOM LIMITE
The "PS" logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

WORLD EXCLUSIVE:

Tomb Raider 3

As promised last month, we go behind-the-scenes at *Core Design* to get the exclusive lowdown on this year's eagerly awaited Christmas blockbuster: *Tomb Raider 3*.

So then, whatcha wanna know? After all, we are officially the one and only magazine in the world to receive exclusive access to the game of the year. The game's programmers, designers, artists and testers are at our fingertips and we're aiming to give you the most complete rundown on *Lara's* latest adventure from now until the mighty *Tomb Raider 3* finally hits the shops.

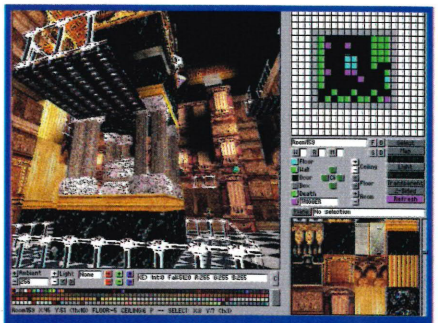
"The game will definitely be Dual Shock Analogue compatible and the rumble works especially well"

If you have any questions you want answering or any moans about *Lara's* previous two outings, please feel free to send them to us and we'll pass them on to the development team, but in the meantime why not sit back and indulge yourself in the first of your monthly portions of world exclusive behind-the-scenes *Tomb Raider 3* pie.

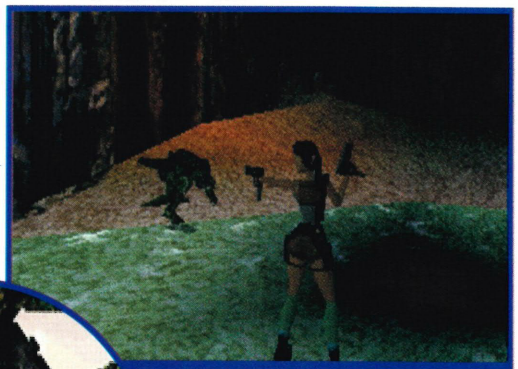
The main question that's on most gamer's lips is why should I fork out for yet another *Lara* adventure? Richard Morton, the game's Lead Designer is quick to take up *Lara's* defence: "Well for starters, the entire *Tomb Raider* world now looks a lot better due to the fact that it's now in high resolution, plus we've added coloured lighting effects which give the game an overall fresher look. But generally, *Tomb Raider 3* is bigger, better and a whole lot badder."

Indeed, glancing over the game's still-in-development production overview and being privileged to have a brief play on an early test level, it's immediately clear that *Core* are fully aware of the possibility of *Lara* burnt-out and have acted accordingly. After all, the public will only be taken for a ride for so long and if we're being truly honest here, *Tomb Raider 2* was a weak sequel. Yes it was fun, yes it did the business and yes it pleased the *Lara*-obsessed punters, but it didn't really stun us as much as the original. Or was it just me? Admittedly the game was technically better, but there weren't a great deal of new and improved features, were there?

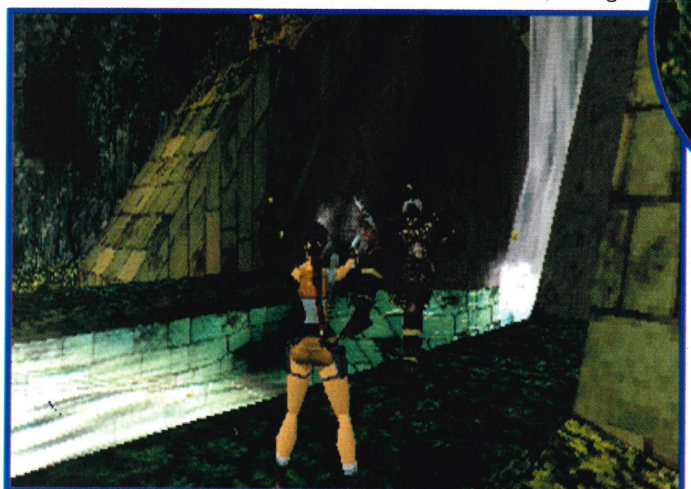
Well I'm glad to be the messenger of good news as *Tomb Raider 3* boasts numerous new enhancements, although certain ideas (such as a bikini-clad *Lara* level and a bonus 'chrome *Lara*' section, amongst



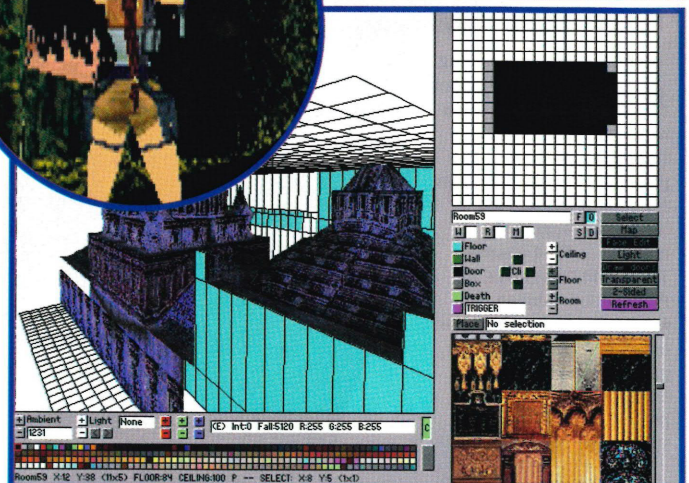
Level two sees Lara in London. This meant that the team had to recreate some of the famous landmarks from the capital in painstakingly intricate detail.



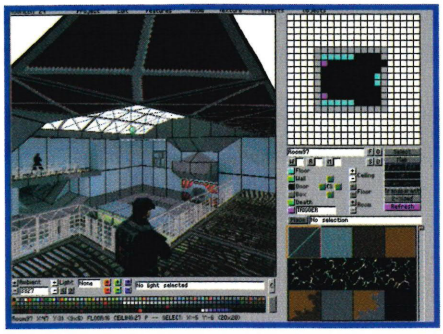
Thanks to Lara's new grenade launcher, enemies can now be killed underwater with it's mighty powerful depth charges



Inbetween dodging the various dinosaurs in the South Pacific levels, Lara will also have to battle with the local tribesmen in order to proceed onto the Antarctic world. But we'll have more info on those levels – and her mission to Area 51 – next issue



The game's level editor is technically the same as TR2 – ie; each level is comprised of several blocks stacked on top of one another – although the team have improved it slightly, with hi-res graphics and coloured lighting being among the changes



others) have unfortunately been dropped. Depth charges, Quake-esque grenade launchers, a quad bike level, various costume changes and many more have received approval though, and have been implemented, partly due to you, the gamers.

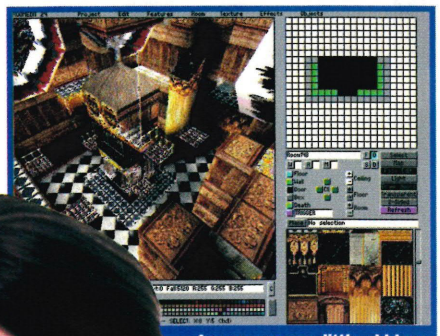
Richard informed us that the team, as part of their research into the game, trawled the many gaming chat groups on the Internet in order to find out what the fans wanted for the third instalment, plus took on board any complaints about the previous two games. Obviously, with a game of this nature, any new ideas are potentially good ideas, and the team have ploughed through your comments and have hopefully granted a few our your wishes in *Tomb Raider 3*.

One such suggestion was why not have *Lara* fist-fighting from time to time, "Well we were going to put hand-to-hand combat sections in the game, but trying to find animated space was a nightmare, plus we'd have to alter how *Lara* would work with all the different enemies and frankly, we haven't got the time if we want to hit our deadline. We were going to give *Lara* a bowie knife to fight with and cut through under growth, but again time restrictions have put that on hold."

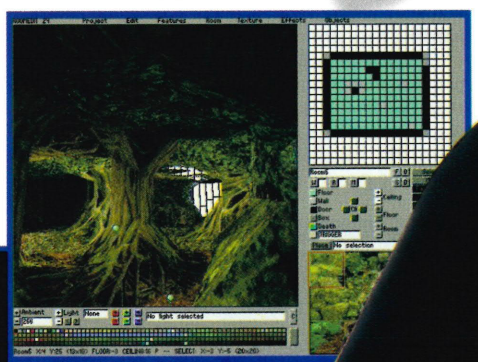
Richard, along with the rest of the team would love to implement numerous new touches to *Tomb Raider 3*. "One of the main things that I'd like to put in would be more items within the inventory, and proper interaction with the other characters, rather than just meeting them in a cut sequence. It would be great if players could actually change the storyline rather than just listening to what the other character has to say.

"Another question from gamers we received was whether or not the game would be compatible with *Sony's* Dual Shock Analogue pad. Well the answer's yes. The game will be Dual Shock Analogue compatible, definitely. We've designed it so that players can control *Lara* with the analogue and make use of the safety buttons we've implemented. Therefore, if you hold down the walk button whilst using the analogue, *Lara* won't run straight off the edge of a cliff. Various combinations will be available, also you'll be able to get a better view around the level whilst running too. The rumble effect works well too, especially during combat."

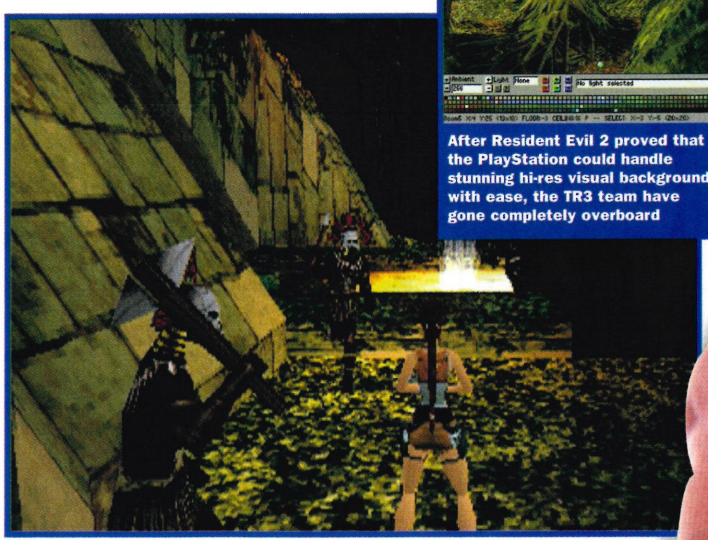
Well, you've got to admit that it all sounds a bit special so far, plus there's still a few months development time before *Tomb Raider 3's* release, so although we could go on for hours about the game's new enhancements, we'll call it a day for this month and hopefully (and if you've got sense) you'll join us in a month's time to catch the latest news on *Tomb Raider 3* – direct from the creators PRO



As you can see, little old Lara is going to have to watch her step in TR3 as a fall from these high ledges could be lethal to the leggy lovely



After Resident Evil 2 proved that the PlayStation could handle stunning hi-res visual backgrounds with ease, the TR3 team have gone completely overboard



PRO LETTERS



Queries, problems, complaints. Yes indeed, this is the section of the mag where we solve your problems, make your life a great deal easier and still manage to make the world a better place. Aren't we good?

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

Fire It Up

In issue 21 you showed a picture of a Resident Evil 2 lighter and I was wondering if I could have it because I'm a mad Resident Evil fan.

Scott Tanswell, Manchester

PRO:
If you bothered to read the text under the picture Scotty you would have been informed that the lighter in question was a promotional tool made by Virgin, and they're not for sale. Highly limited edition run you see and only special important people get one. And no, you can't have mine.

Readers Lives

I think that there should be a section of your mag where us kids can give our views on all the wonderful software. And I'd be quite prepared to do it. This idea will probably make you piss yourself laughing but it's my dream to be given a chance to write a review with you lot. I could admire your editing skills, take the piss out of Chicken and watch the writing skills of Andy and James. I don't think this a pathetic request, but I'll leave that decision to you.

M. Martine

PRO:
We used to run a reader review section of the mag a while back, to a mixed reception. Some readers, like yourself, thought it was an excellent forum for them to air their views and display their writing prowess. Others however, saw it as a big fat waste of space which could be filled with even more exciting info about the latest games. In the end the majority decision was to get rid of it. But I'm open to persuasion, so if you and anyone else reading this thinks we should reinstate the reader review section, then let us know.

I'll Buy That For A Dollar

I'm writing to inform you and your readers of a problem that anyone who visits the USA might incur. Like myself. I visited Florida last Xmas and bought Porsche Challenge for my PlayStation. I asked the guy who sold it to me if it would be okay for my British system and he insisted it would be fine. When I got home though, it didn't work. I was later told that you need to buy CDs with PAL written under the PlayStation logo, not NTSC. I have wrote to Sony but have yet to receive a reply. Please print this letter to let your readers know about USA games. And can you tell me what to do with my NTSC version of Porsche Challenge, if so I'll buy your mag forever!

Shaun Perrin, West Mids

PRO:
If you went abroad and bought a game without looking at the information on the packaging properly then I'm afraid that's your tough luck. You were in a foreign country for god's sake, you should have looked at the packaging before handing over any cash. Games sold abroad are often cheaper, but unless you're in Europe when you buy them, they won't work when you get them home. Unless of course you've soiled your warranty and had one of those dodgy chip jobs done. PAL means it'll work, NTSC means no go. Got that? Good.

To The Manor Porn

I have just bought issue 22 of your sexist mag. I am a girl and I buy your mag to look at games not porn. When I went to the counter to pay for your mag the lady gave me a look as if to say "what the hell is a girl doing buying a blokes mag?" I was really embarrassed. If you don't stop printing porn in your mag I will be too embarrassed to buy it in the future. I'm sure there must be lots of other girls who feel this way so why not aim the mag at both sexes and make more money while you're at it?

Eleanor Savage, Cornwall

PRO:
The majority of our audience is male Eleanor. That's a fact. Therefore we put things in the mag which will appeal to lads, and unfortunately for you that means half naked girls. If you have any requests of blokes we should get in the mag for you ladies to drool over, feel free to send your suggestions in to the usual address, but unless we get a strong response from the female contingent of our audience you'll have to put up with girly pics.

Girl Power!

As a female 28 year old PlayStation enthusiast I can understand all the moaning about half dressed female characters, but putting half dressed men in games isn't gonna do anything to improve gameplay. PlayStation games may be mostly aimed at the male population, but at least if we girls buy a game it's not because we want to look at big bulges. When we play we want the thrills and the adrenaline buzz like Resident Evil 2 gives. So come on girls, stop griping and get playing and leave the sad men to gloat over their computer fantasy girls.

Corrina Le Warne, Soton

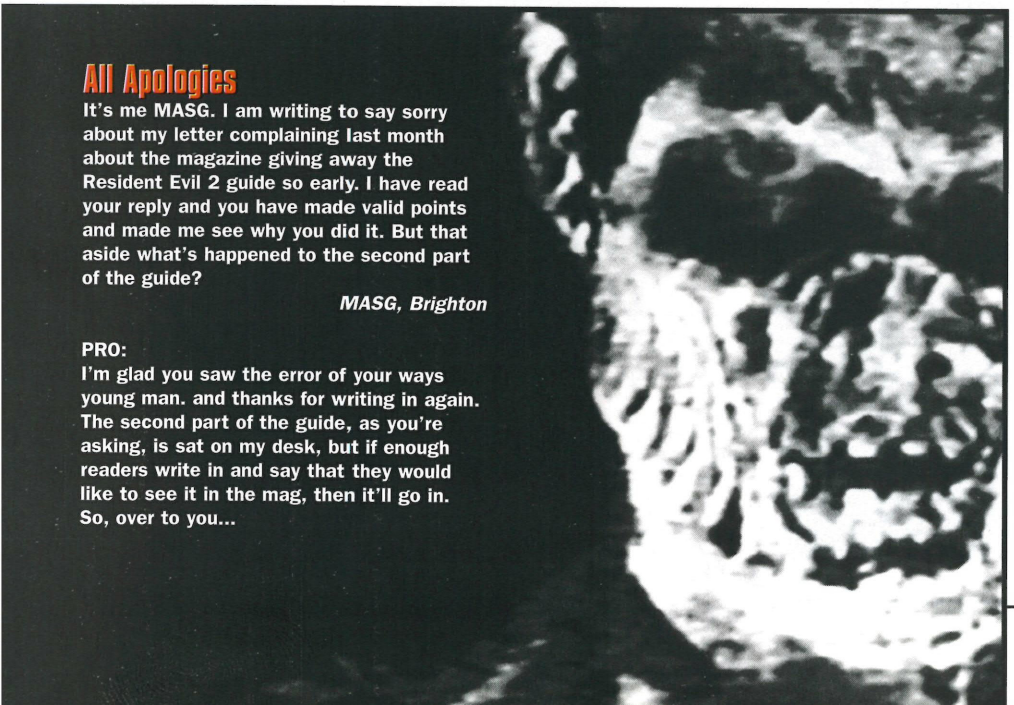
PRO:
Yeah, stop griping girls, get playing. And leave us alone to... hang on, we're not sad. Just because we print pictures for our readers doesn't mean me and the team jerk off over pictures of Lara. I happen to agree with you Corrina, some of today's female characters are just ridiculous and people should buy games because of the gameplay, not because you can watch some pixelated girl's arse wiggling about. Everyone has their own tastes and personal preferences, whether it be computer created cleavages or fleshy foot-long lumps of loveliness, and who are we to say what's right from wrong? That's your own decision, you've got a brain in your head, so use it.

All Apologies

It's me MASG. I am writing to say sorry about my letter complaining last month about the magazine giving away the Resident Evil 2 guide so early. I have read your reply and you have made valid points and made me see why you did it. But that aside what's happened to the second part of the guide?

MASG, Brighton

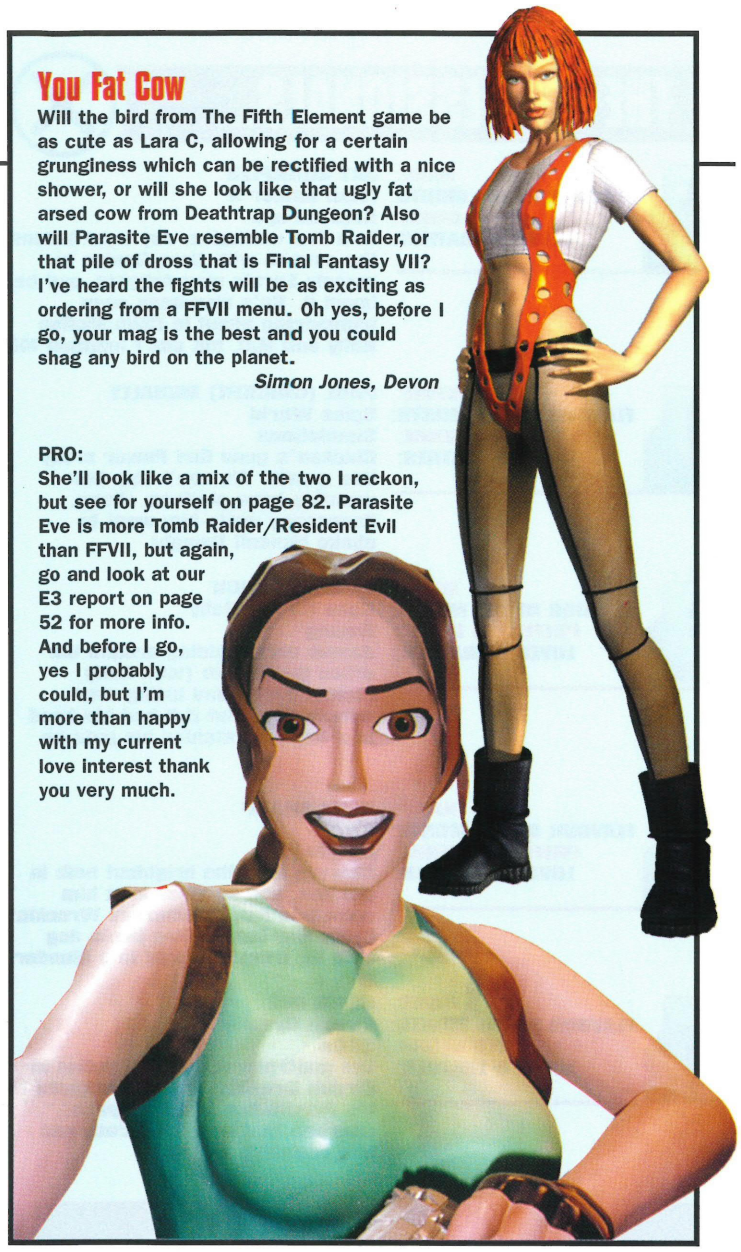
PRO:
I'm glad you saw the error of your ways young man. and thanks for writing in again. The second part of the guide, as you're asking, is sat on my desk, but if enough readers write in and say that they would like to see it in the mag, then it'll go in. So, over to you...



You Fat Cow

Will the bird from The Fifth Element game be as cute as Lara C, allowing for a certain grunginess which can be rectified with a nice shower, or will she look like that ugly fat arsed cow from Deathtrap Dungeon? Also will Parasite Eve resemble Tomb Raider, or that pile of dross that is Final Fantasy VII? I've heard the fights will be as exciting as ordering from a FFVII menu. Oh yes, before I go, your mag is the best and you could shag any bird on the planet.

Simon Jones, Devon



PRO:
She'll look like a mix of the two I reckon, but see for yourself on page 82. Parasite Eve is more Tomb Raider/Resident Evil than FFVII, but again, go and look at our E3 report on page 52 for more info. And before I go, yes I probably could, but I'm more than happy with my current love interest thank you very much.

Tillyswat

After buying various other 'mags' I must admit that yours was fecking tops. It's a good read and value for money and I'll be getting this divine piece of work again. One moan though; on page 53 of issue 22 there is an advert for a Resident Evil tips book. When reading the ad I noticed a name – Elza. Who is bloody Elza? I know adverts are nothing to do with you, but you would have thought they'd get the bloody names right! I thought the girl's name was Claire, but then again I am a twat so I could be wrong. If you print this my wife will think I am a PlayStation nut. She can't stand my little grey box, but it fills my life with happiness. Unlike marriage.

Simon Murphy, Dewsbury

PRO:
You're right Simon, the adverts have nothing to do with our writers, and according to our friends at Virgin (who distribute the game over here) Elza does not exist. So it seems that you're not that big a twat after all.

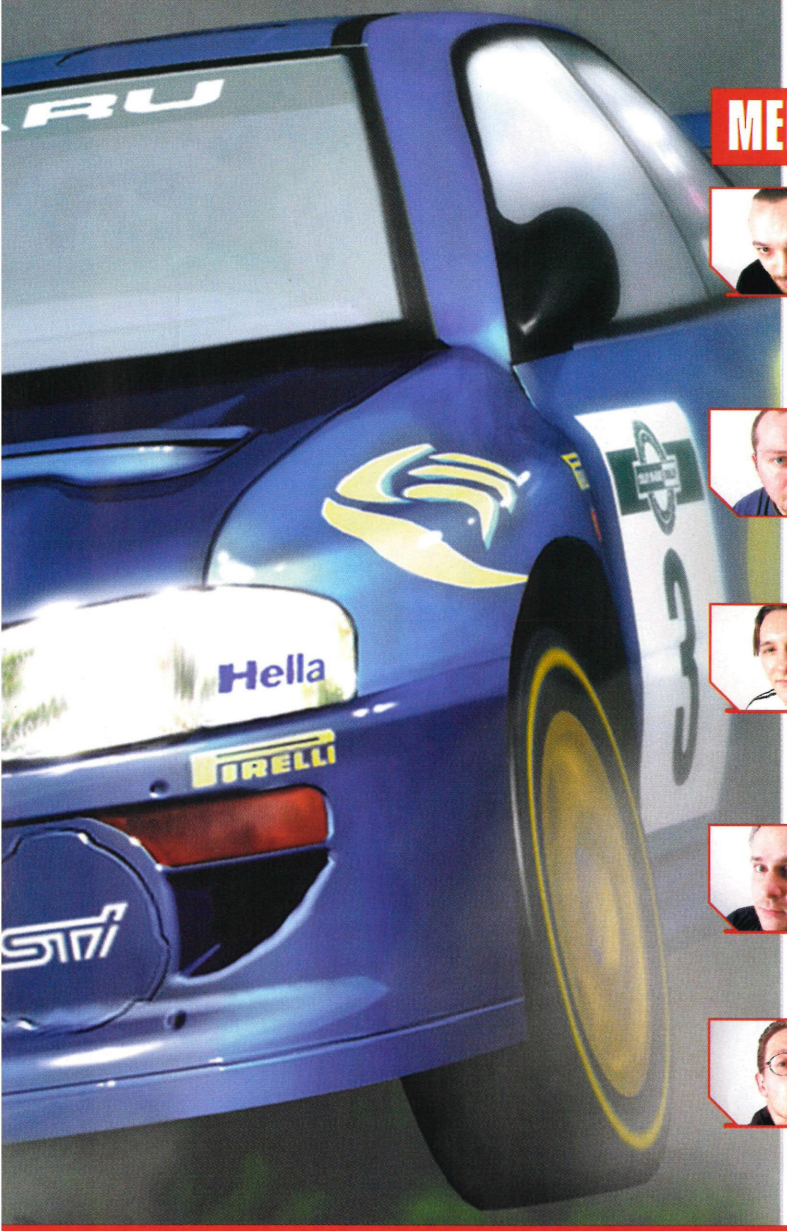


The name is Claire, not Elza. Unless of course, Prima Publishing know something we don't.

As of next issue, our letter of the month will receive a free game of their choice from our friends at Gameplay, Britain's biggest mail-order supplier of computer games. Which is nice. So don't forget to tell us what game you want when you write in!



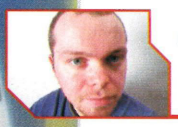
© INFOGRAMES UNITED KINGDOM LIMITED 1998
OCEAN IS A REGISTERED TRADEMRK OF INFOGRAMES UNITED KINGDOM LIMITE
The "PS" logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc.



MEET THE PROFESSIONALS...



NAME: JAY SHARPLES
FLAVOUR OF THE MONTH: Tomb Raider 3
PREFERRED GENRE: Beat'em-ups
LOVES & LOATHES: In a Pro exclusive, Jay went behind the scenes with Core Design to sample Lara's new delights, and he loved it. He's also been seen hammering about in Colin McRae Rally and N_2O, but don't mention MIB



NAME: PAUL (CHICKEN) MCNALLY
FLAVOUR OF THE MONTH: Spice World
PREFERRED GENRE: Simulations
LOVES & LOATHES: Chicken's gone Girl Power crazy this month. We can't stop him wearing huge platform shoes. Xenocracy made him want to choke himself though!



NAME: JAMES CANNON
FLAVOUR OF THE MONTH: Colin McRae Rally
PREFERRED GENRE: Racing
LOVES & LOATHES: James was skidding around the office this month (with Colin McRae Rally) and loving ever minute of it. But N_2O had his head in a bucket, retching his guts up



NAME: ANDY SHARP
FLAVOUR OF THE MONTH: Viper
PREFERRED GENRE: Sports
LOVES & LOATHES: Sharpie isn't the brightest bulb in the box, and so Viper kept him quiet this month, whereas Wreckin' Crew had him wailing like a dog with its trackle caught in a blender



NAME: LEWIS PEK
FLAVOUR OF THE MONTH: Circuit Breakers
PREFERRED GENRE: RPGs
LOVES & LOATHES: The multi-player frenzied action in Circuit Breakers had Lewis glued to his PlayStation, but the space abortion that was Xenocracy had him coughing up bile

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

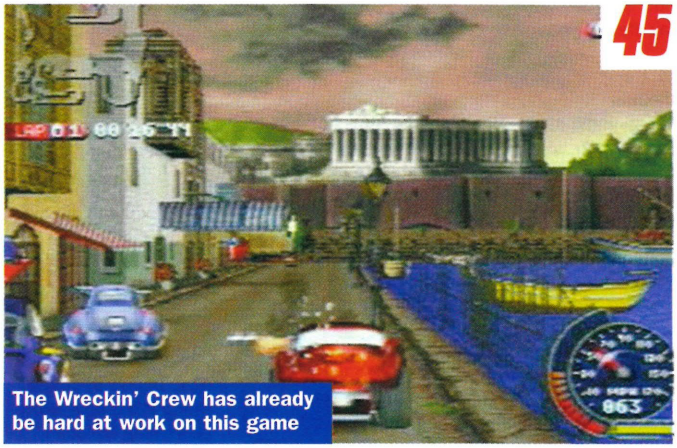
Our icons explained...

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

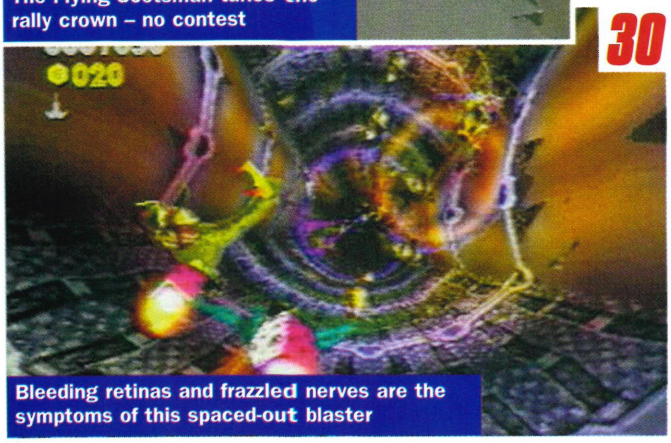


The Wreckin' Crew has already be hard at work on this game



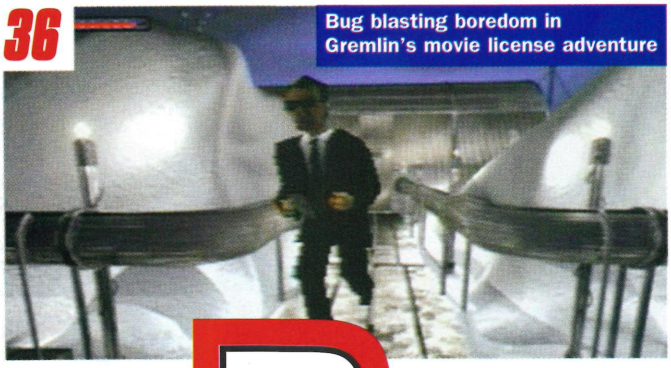
22

The Flying Scotsman takes the rally crown – no contest



30

Bleeding retinas and frazzled nerves are the symptoms of this spaced-out blaster



36

Bug blasting boredom in Gremlin's movie license adventure

22 Colin McRae Rally
28 Crime Killer
30 N_2O
32 Circuit Breakers
36 Men In Black
38 Viper
40 Road Rash 3D
44 Xenocracy
45 Wreckin' Crew
46 NHL Powerplay '98
47 Breath of Fire 3
48 Mr. Domino

PRO REVIEWS



Another pub game makes it to the PlayStation, what next – skittles?

48

49 Blast Radius
50 Spice World



32

Colin McRae Rally

The rally game of the year shifts into first and screams into the final bend, surely to be crowned the PlayStation king for 1998



The team that brought us TOCA have once again knocked up another stunning driving game

Like the nauseous ripples of warmth that rise from between your buttocks after a long overdue parp, this is something we've been waiting for with great anticipation. As regular readers will know, we've followed the development of *Codemasters'* new beastly racing title from its early days, always impressed with the way it looked and played and always excited about the potential excellence of the finished product. It's come on leaps and bounds over the last couple of months, with more technical accuracy being added to each of the cars and levels, and finally the awesome *Colin McRae Rally* is ready to approach the starting grid, in pole position.

In 1995 Colin became the World Rally Champion and has had great success since. The man McRae has already stamped his authority on the World Rally stage this year, and there need be no fears about *Codemasters'* McRae license falling behind either as *Colin McRae Rally* gears up for its release. We've really enjoyed taking the Subaru for a spin over the many different types of terrain waiting to shove and slide you across various countries, and the latest version at our disposal further confirms our suspicions that this is a game which is going to bring a great deal of pleasure into the lives of many people.

Rally driving isn't the most popular form of motor racing in terms of TV audiences and coverage, but you can't deny that it's one of the most exciting to watch, and taking part is an adrenaline pumping experience I can tell you, something which *Ocean's V-Rally* encapsulated perfectly in the summer of '97. A year on, it's the turn of the true professionals as the team that brought us *TOCA* has once again knocked up another stunning drive.

COLIN THE SHOTS

The difference between *McRae Rally* and other games is that with this title you will race rally spec cars within a true rally environment and regulations. You see, unlike *Touring Car* racing or *F1*, where a whole starting grid take off at the same time and race 60 laps together, jostling for position and overtaking at tight corners, in rally it's just you and your machine against the clock.



▶ Drivers are awarded points for their times over each stage which are then totalled up to give a table position.

Colin McRae Rally re-creates this with supreme realism. You may be thinking that a racing game that's purely an over-elaborate time trial doesn't sound like a lot of fun, and I can understand why, the thought had crossed my mind once or twice before we had it in for preview. But I can happily dispel those doubts and tell you that *Colin McRae Rally* kicks ass big time. Rubber will be burnt.

The racing options on offer vary from the Time Trial, where you race a single stage, to Rally, where you compete over all six stages in a particular country's rally, and finally Championship which takes you right into the midst of the dust and throttle as you take your motor up against the best across all the stages in a true test of a rallying superstar.

Each of the stages lasts around three minutes if you've got the balls to drive the course by the seat of your pants with the pedal to the metal. And if that's the case you're going to have to spend more time setting up your car to compensate for the huge groinal weight indifference, a crucial part of rallying success.

The handling physics of the cars provides Colin McRae Rally with that deciding 'play again' factor

The cars all handle differently and will give you varying grip, acceleration and speed, and though the two wheel drive cars (which are the only ones selectable within the novice setting) are the easiest to get to grips with, it's the four wheel drive beasts that will see the most road use, but you should take the opportunity to take a look at the set-up before each race.

You'll be given a look at a map of the course as well as details on weather and surface conditions which will ultimately decide how you spend the precious time between races changing your car specs, and how you delegate time for repairs too.

For two players there are similar options and you can also select to play in arcade mode where the cars will actually race side by side with full collisions to add another element to an undisputed quality game. The championship season will take you across the globe form New Zealand onto Greece and Monte Carlo. Through Australia, Sweden, Corsica and Indonesia to the climax in England, and as you'd expect each country has its own weather aspects, always designed to push your power sliding skills to the absolute limit.

Whether you're struggling to gain traction in deep mud or on the icy plains of Sweden, the balance between the handling physics of the cars and the way they react to changing road surfaces always provides *McRae Rally* with that deciding 'play again' factor, you'll just want to experience the realism once more.

SKIDS-IN

Graphically, *Codemasters* have excelled themselves. There's an obvious lack of detail in the backdrops for each location and quite a bit







OFF-ROAD RUNNERS



The Subaru is Colin's personal choice and combines good power with excellent road handling



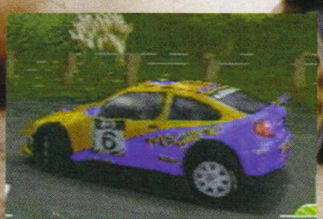
The Escort WRC is every boy racers dream, quick off the mark but often struggles to retain grip



The 4WD Mitsubishi Lancer Evo4 has speed in abundance but it's steering can be a little heavy



The Corolla handles very well but lacks the top-end speed to really compete with the other cars



Renault's Maxi Megane is the premier 2WD vehicle, giving a very solid all round performance



This Seat Ibiza is a great little car, it's nothing special but is perfect for ambitious beginners



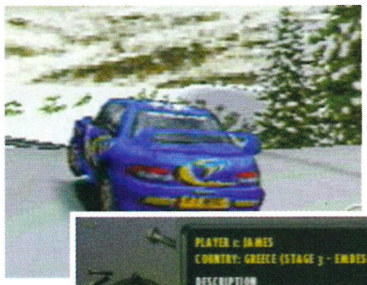
Skoda's Felicia is the slowest vehicle here but is really easy to drive, ideal for complete novices



The Golf GTI's raw power makes it extremely competitive if a little shaky. One for adrenaline addicts



The whole screen tilts with the action, a simple touch which is amazingly effective at adding to the realism

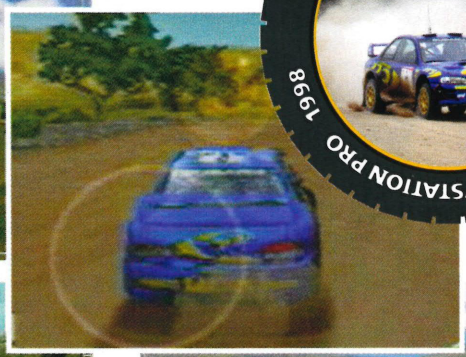


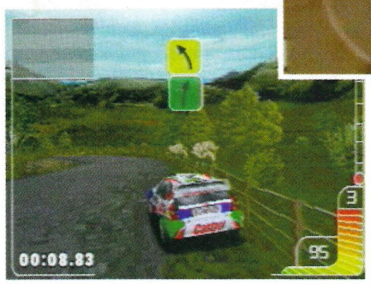


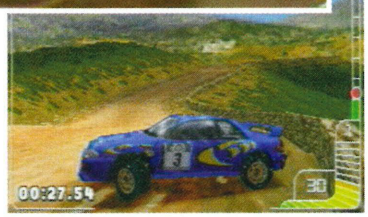














As in-car views go this has got to be the finest, further enhanced with a constantly destorted view due to the vibrations of the car

Wonderful sound effects reverberate from the speakers as you tear arse around each course

of pixelation, and games players who're intolerant of imperfections such as these will be playing down the appearance of the Scotsman's officially endorsed product, but I'm willing to forgive *Codemasters* of this discrepancy, it's obvious that they've sacrificed a little background detail for foreground beauty, which is unavoidable sometimes.

This and some all too apparent background pop-up at certain parts of the game are the only down sides of a really enjoyable racing feast, and I for one couldn't give a monkey's. It certainly won't stop me from hammering the disc until I've mastered every corner and hairpin bend that *Codemasters* put in front of me, and that's the sign of a winning formula.

Colin McRae Rally doesn't quite have the technical accuracy of a *Gran Turismo*, though all of the cars have been laser modelled on their real life big brothers as have all the handling physics and although it doesn't have as many cars on offer, 12 compared to *Turismo's* 100+, the thing about *Colin McRae Rally* that will reliably have you coming back time and again is that it's simply a helluva lot of fun to play.

The stages have been well thought out and superbly implemented, and the weather changes add a nice pinch of spice to the proceedings. Better still are the wonderful sound effects that reverberate from the speakers as you tear arse around each course. If you've got a stereo TV or a surround system, hook this up and the pop and spit from the exhaust and the searing screech from the turbos will ring around the room with such conviction that you'll be further immersed in what's ever more looking like this year's pinnacle for rally games.

MOTORWAY MAINTENANCE

The cars are spot on and look incredible, but it's the in-game detail that really impresses, such as the mud that flies up from a farmer's field when you spin the wheels, slopping across the tailgate, dimming your brake lights – if you've not already put them out of action with a rear collision. The crash damage is really effective too as your car will get bent out of shape according to the speed and impact area of any crashes, but it's when racing with the in-car view that the realism factor really rockets.

Watch as the driver takes his hand off the wheel and shifts the stick at every gear change, try and keep sight of what's up ahead as the car and your vision bounce and judder along at break neck pace, the rain pummelling the bonnet and windscreen, your wipers at full speed.

The recent inclusion of the super special stages is another added bonus, they're accessible on certain stages throughout a championship season. Super special stages are layed out in a double loop of two lanes where each lane is allocated to a competitor, and they race against each other at the same time unlike on the rest of the stages. There is a crash barrier seperating the two however, so it's not as if you can push your rival off the track and into the bushes or something, but you do race against each other, swapping lanes at the crossover point.

THE CLAN MCRAE

Sibling rivalry has been about since Kane and Abel, and whilst the McRae brothers haven't resorted to popping each other off, on the world rally circuit there's certainly no sign of brotherly love between Colin and Alister McRae. So we thought it would be a good idea to take Colin's game and get the Alister McRae team to put it through its paces, since they are the experts least likely to pull their punches.

Now whilst both Colin and Alister do take part in the same rallies, they never actually compete against one another because they're racing very different cars. Colin drives a World Rally Car (the Subaru Impreza WRC), which is a four-wheel drive turbo-charged monster, whilst Alister drives a Formula Two car (the VW Golf GTI), a two wheel drive, two-litre speedster. The difference in classes means that the brothers aren't actually fighting head-to-head, even when they're racing the same rally stage, and this is reflected in the game as you can only select the Formula Two cars in Novice mode, and the World Rally Cars in Intermediate difficulty settings.



David Senior poses next to his flying Golf GTI

THE MASTER CLASS

David Senior, Alister's Co-Driver is the PlayStation buff amongst the McRae team, owning and playing to death both TOCA and V-Rally. So with his full kit of steering wheel and pedals, David drove the Golf through the first stage of the New Zealand track and explained just how realistic the game is.

"The proper names of the drivers and the fact that Nicky Grist is giving you Colin's course notes is superbly realised. Although I'm sure the system Nicky actually uses is the reverse of that used here – where in the game 1 means flat out, Nicky's actual system refers



Opt for two player arcade mode for some shunts and bumps in the race

In two player mode you can race against the clock at the same time with one car as a ghost

to 1 meaning first gear due to a slow corner – but this system works equally well I suppose.

"The thing I was most interested in seeing was whether they had recreated the courses for the game. And whilst it's a bit disappointing that they haven't, I can imagine that recreating 200 miles of track (which updates and changes every year anyway) would be incredibly difficult.

"Plus, I know that Morbidelli and Muller (Touring Car drivers) both used the TOCA game to learn the circuits before they actually raced them in this country for Volvo and Audi, and that would be cheating in terms of rallying because we're not supposed to know the track in advance."

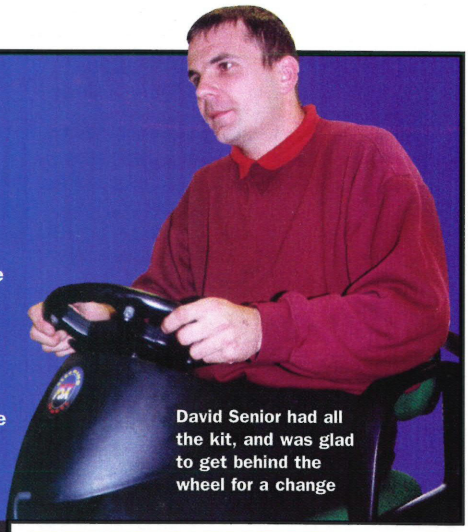
CRASH COURSE

"But what I would say about the tracks is that they've got the terrain pretty much exact and the courses are demanding and tough. The engine sounds are very realistic, since the people from Codemasters went to all the garages, including ours, and recorded the engine notes to get them right for the game.

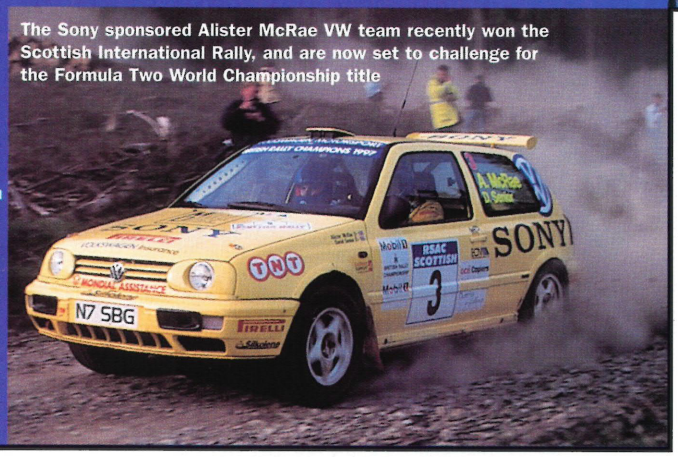
"The car's handling is also accurate, right down to oversteer, understeer and the driver's ability to left-foot brake (were you angle the steering wheel less and use the rear brakes to help turn the car, keeping the wheels straighter, and thus the car's speed up).

"In V-Rally there was little difference between the cars, but here each car handles, sounds and performs differently, and they've even included the anti-lag popping and banging sound of the WRC turbos. The cars look exact and the signage and detailing is spot on.

"The inclusion of the repair facilities and tyre options are good strategic options and are all there in the real rally. In total I'd give Colin McRae Rally 9/10 and definitely recommend this as a great rally game."



David Senior had all the kit, and was glad to get behind the wheel for a change



The Sony sponsored Alister McRae VW team recently won the Scottish International Rally, and are now set to challenge for the Formula Two World Championship title

There's so much to shout about within this game I can't reccomend it enough. It's undoubtedly been the centre of attention in the office for weeks and the interest is showing no signs of dying down. It is quite simply a very enjoyable game that looks amazing and plays like a dream, and you already know how many options are open for you to play around with.

Finally there's a tuition course where the Flying Scotsman will put you through your paces, as well as full race navigation from Colin's own co-driver Nicky Grist, calling all the corners, jumps and gear changes as well as complementing your driving ability or giving you a damn good slating whatever the case may be.

This all adds up to a title with all the necessary elements to storm the charts and topple *Gran Turismo* from its top spot, which would be an awesome feat. Perhaps too awesome to consider, but only by those who haven't yet had the pleasure of joining Colin and Nicky for a spin around the world.

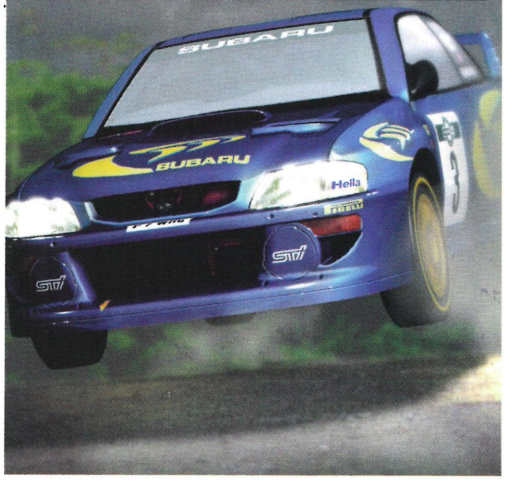
V-Rally 2 is sure to have a few cards up its sleeve when it comes sliding our way a little later in the year, but whatever hand *Ocean* choose to play, it's going to need a full complement of aces to dispute the claim being made by *Colin McRae Rally* for this term's rally top spot. I reckon *Codemasters* have already got the title in the bag with what has got to be one of the best driving games to appear on any format. Sheer realism matched with breakneck pace and awesome graphics. Place yer bets! PRO

GENRE COMPARISON

GAME: V-RALLY

SOFTWARE HOUSE: Ocean

V-Rally was a stunning game, but the 'normal' racing scenario of having numerous cars on the track betrayed the true rally rules. Colin McRae Rally redresses the balance and ups the graphical and gameplay standards, just edging its way in front of Ocean's original off-road racing spectacle



PRO SCORE

PRICE: £44.99

PUBLISHER: Codemasters

GENRE: Racing

MUST BUY

ANALOGUE · MEMORY CARD · STEERING WHEEL · SPLIT SCREEN · TWO PLAYER

We knew from the outset that this was going to be a polished beast of a drive that'd burn its way in front of virtually everything that's gone before it. The realistic handling, encouraging sideways cornering and last minute breaking really grabs you by the scruff of the neck, and when it's combined with such gorgeous graphics and sound effects you're left with one of the most impressive and enjoyable race games to date. It's the only title to rival Gran Turismo for racing enjoyment.

JAMES

WHAT'S THE SCORE

GRAPHICS	9
SOUND	9
GAMEPLAY	9
LASTABILITY	9

9

PRO PANEL

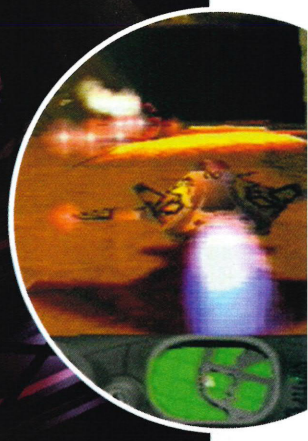
CHICKEN An incredible piece of software that deserves a place in everybody's collection. This is rallying at it's best and it can't come any more highly recommended than that!

ANDY If you bought your PlayStation to play driving games, then you're being spoilt rotten here. Perhaps the most fun and playable driving game you can buy. This is brilliant

LEWIS Where Gran Turismo reproduced cars exactly, Colin McRae Rally is an exact copy of the sport, and you couldn't wish for a more dynamic and fast paced game. Get it now!

JAY TOCA owners will love this off-road beast and so do we. I'm sure that Codemasters are happy with the final result, and no doubt the fanatical fans of the sports will be too. Buy it!

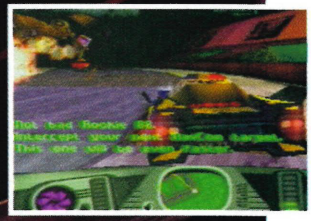
Crime Killer



Take to the streets of a futuristic society ravaged by organised crime and dispense some swift justice Judge Dredd style. In 2115 the guilty must pay with their lives







The wing is quite an agile craft, though it does suffer in tight spots so keep a little distance between yourself and your target in case of any sudden changes of direction



Crime Killer delivers swift justice on the streets and in the sky. But the choice of vehicles is really the game's only variety





Your target has disappeared through the tunnel ahead and something of a gap is beginning to form between the two of you, time to initiate pursuit mode and get back up his ass

Morally upstanding citizens despise criminals, but they seem to be split on two different sides when asked about how law breakers should be dealt with. In recent years society's uppercrust carers have pushed for the softly softly approach; re-educating offenders, sending them on expensive foreign 'self-finding' trips or searching for the deep seeded psychological reasons why they did it in the first place. Whereas the remaining law abiders would rather see them locked up with the key conveniently losing itself for a couple of years. Of course there are those a little more right wing who think that prison is just too good for these creeps and that what's needed is some swift on-the-street justice. And that's where you come in.

KILLING SPREE

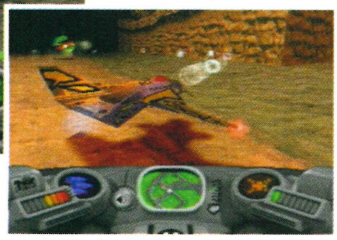
Crime Killer gives you a badge to flash and the equipment you need to back it up with a strict mandate of 'zero tolerance', the days where criminals get it all their own way are over, there's a new kid in town looking for some extreme justice, and there are plenty of opportunities for him to make his mark. Set in the year 2115 you take on the role of a member of the Elite Protectorate, the police of the future.

Your job is to patrol the streets keeping an eye out for anyone straying onto the wrong side of the tracks, and should you witness any criminal acts, justice must be dispensed immediately, through termination. No court costs, no lengthy sentences and no second chance. Break the rules and it's game over.

You have a badge to flash and the equipment needed to back it up with a mandate of zero tolerence



The bike handles with a similar sensitivity and speed as the car, but can access areas which were out of reach of the much bulkier car



Crime Killer is played by way of a series of missions that'll involve many different objectives for you to meet. You receive instructions from headquarters by way of your in-car monitor and radio, and each target is highlighted on a map display making the task of finding and keeping track of any soon-to-be corpses a lot easier.

Three vehicles are provided for your service, the car, the motorbike and the wing, and each is kitted out with a similar set of weapons and tools. Once you've hit upon a culprit you have two choices of action. Firstly, you can go for the take down and utilise your current vehicle's primary weapon and blast holes out of the crim's tailpipe until his car has a new air conditioning system, or you can use the pacifier weapon which shorts out any vehicle's electrical system and renders the driver and any passengers completely unconscious.

The choice you make is dependent on your orders and you must always be aware of exactly what they are otherwise you'll find yourself staring at a mission failed screen. You see, some of the villains have to be kept alive for interrogation. Blast the wrong bloke and your progress will come to a premature end.

I AM THE LAW!

I quite enjoyed *Crime Killer* for a while, its graphics do the job without doing anything amazing, and the actual gameplay is really fast paced and rarely lets up, but I'd question how many times you'll be prepared to seek and destroy yet another out of control car. Despite *Crime Killer's* strategy-based charade, it's basically just another cross genre driving/shoot'em-up game when we get down to it, and the sometimes over-sensitive handling doesn't do the game any favours. Having said that, there are worse games in the same vein and this could well find more than a few fans out there with a similar taste for such harsh crime fighting techniques PRO

PRO SCORE

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

RENT IT

ANALOGUE · TWO PLAYER · SPLIT SCREEN · PRO · PRO

Justice comes in many forms, but Crime Killer opts for a nineties' 'zero tolerance' regime to keep the streets clean, and it may just find its own niche in the market amongst similar minded gamesplayers. However, I'll stress once more that Crime Killer isn't without its flaws and can't really hide behind the simplistic strategy elements contained within. The graphics and gameplay didn't really do enough to hold my interest, but you should take a look if this sounds like your kind of thing.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	6
LASTABILITY	6

7

PRO PANEL

ANDY Blasting the hell out of innocent bystanders in a frenzied volley of bullets and missiles is my cup of char. No brain, lots of pain and absolutely no moralising

LEWIS Crime Killer has the dark atmosphere and mood of G-Police, but unfortunately they forgot to add any variation in the gameplay. It's a shame, as it's all a bit too shallow

JAY Oooh, it's like Airwolf, Knight Rider and StreetHawk all rolled into one, innit? It's cool enough, but the gameplay gets a tad tiresome at times, so although it's fun, it's short-lived

CHICKEN Well it's alright. Nothing brilliant by any means, but it does the job of keeping you entertained, even if it isn't for that long. Looks nice, sounds nice but check it out first





There are two two-player modes to select. The first features both you and a friend on the same screen without any form of separation, whereas the other utilises the split screen style as shown below





Fast thinking and quick reflexes are very much required if your ship is to stay intact. Shoot early and save yourself nerve jangling close calls like this one



N_2O

Get your best boogie suit on for an intergalactic blast with some interstellar insects on a 'trip' to Earth

Nobody likes creepy crawlies at the best of times. You can sit through every volume of *Hellraiser* and A *Nightmare On Elm Street* without so much as blinking at the gruesome atrocities being played out on screen, but take a trip to the loo and catch a glimpse of the world's smallest spider giving it legs around the bath tub and you've got a twitchy spine on your hands.

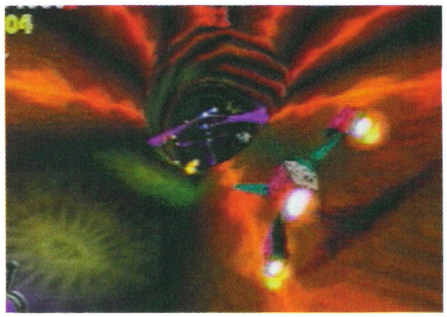
It seems the most gruesome and menacing beasts in this world aren't the fantastic creations of Hollywood, they're the minuscule creatures who co-exist with us in our own homes. So imagine what'd happen if those little mites were the size of a house? Well I'd be getting my kebabs delivered on a Saturday night I can tell you.

That's the scenario afforded by *N_2O*, the latest release from software supremos *Gremlin*. But the bugs on the rampage in this freaky psychedelic trip come from a home of their own, another planet in fact, and because Neptune gets a little cold around this time of year, the bugs have all decided to get their asses a little closer to the sun and are on their way to Earth to soak up a few rays.





Earth and Neptune have been connected by a series of tubes which are collectively known as Torus, and they provide the means for those alien insectoids to travel from their icy home, but there's more to it than that. Each of the tunnels is also capable of producing life by way of its central birthing canal which poses even bigger problems. Imagine having the spawn of the most hideous bug-eyed freaks coming hurtling down well over 40 tunnels, and you know how fast these things can reproduce.



IT'S A GAS GAS GAS!

As you may have guessed by now they aren't going to get it all their own way, and we aren't going to wait for insects to arrive before starting a ruck on our own soil. *N_2O* takes you into the heart of the Torus in your choice specially designed craft. These bugs and your ship both need the gas Nitrus Oxide to perform, hence the name of the game. They breath it, and your ship uses it as fuel, which means every insect killed will provide your ride with more fuel, more power and even greater speed.

As the game gets constantly faster and faster, with more of the carnivorous invertebrates trying to take you out, it all gets weirder. The Torus is a living structure that turns, twists, spins and pulsates as you cling to its walls in a psychedelic frenzy of colour and texture that will

TIE-DIE

N20 incorporates a feature that alllows you to re-design the colour scheme and texture of your craft. Mix and match the pallette to get the right blend and then alter the design choosing anything from from tiger stripes to bullseyes to polka dots















It's a colourful but claustrophobic affair as you blast the crap out of insectoid invaders. It's good for a quick shooting stint, but any long term use will place great strain on your eyes and brain



have your eyes straining to keep up with the pace as your retinas begin to fry.

SHOOTING UP

It's a shoot'em-up reminiscent of *Tempest-X*, but even if you're familiar with that game, it won't prepare you for this pseudo LSD induced product from *Gremlin*. It plays at a hell of a pace whilst the vibrant patterns throb without mercy, and this combined with the small explosions of light that are omitted every time you score a hit with either of your lasers, special weapons such as the bouncing 'Zebedee' bomb, or your sweeping 'firewall' shot, just gave me a headache.

Sure, it looks nice and colourful and the 360° of movement you get makes for a fast blasting romp into space, but with gameplay elements running along the lines of more points scored for hitting similar targets on the same shooting sortie, there's not really much of interest to keep you going in *N2O*. For the most part it just made me really dizzy and in need of a mega dose of Anadin.

I've not touched the thing for about half an hour and I still feel like a sixties throwback from Woodstock. I was impressed with the way the tunnels have had life breathed into them by the programmers, but that does little to resuscitate a game that looks and sounds alright but in truth is quite forgettable after only a couple of plays. Most of the levels are more or less the same anyway, but with different bugs trying to bite you.

I've not touched the thing for about half an hour and I still feel like a sixties throwback from Woodstock

N2O does put up quite a challenge if you can be bothered playing past the first few levels, which I seriously doubt, even if you are able to withstand the funky colour schemes that mix and blend their way into your brain. Nice idea, but there are better shoot'em-ups out there PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: Gremlin
GENRE: Shoot-em'up

RENT IT

ANALOGUE | MEMORY CARD | TWO PLAYER | SPLIT SCREEN | PRO

N2O's vibrant colours and fast gameplay appeal initially, but it wears off after only a short while. Shoot'em-ups appear to be having a bit of a resurgence at the moment, but the simple shoot and dodge gameplay doesn't quite give the rewards it used to. It's good to see this style of game making a comeback, but radical new ideas need to be implemented into the gameplay as well as the looks if this sort of thing is going to compete with the top games once again

JAMES

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	5
LASTABILITY	4

6

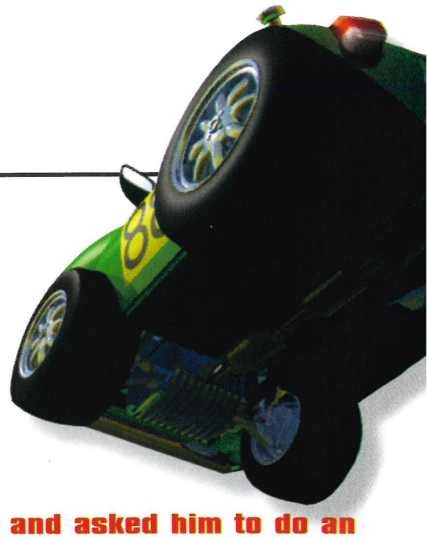
PRO PANEL

CHICKEN I can see what they've tried to do in mixing wild visuals with techno music, but it's difficult to play, makes you feel ill and isn't very rewarding. A shame

LEWIS N2O mixes hi-octane visuals with thumping tunes and mesmeric blasting action, unfortunately it ODs on all these ingredients, producing a game that's badly in need of rehab

JAY Nice graphics, pumping choons and overall, an ideal after the pub way to waste time until daylight arrives. Unfortunately, N2O only entertains short term, hence the score

ANDY I was always told as a kid that the things I loved would make me go blind. Now I find that's true as N2O makes my eyes bleed and my stomach turn inside out. Stay away



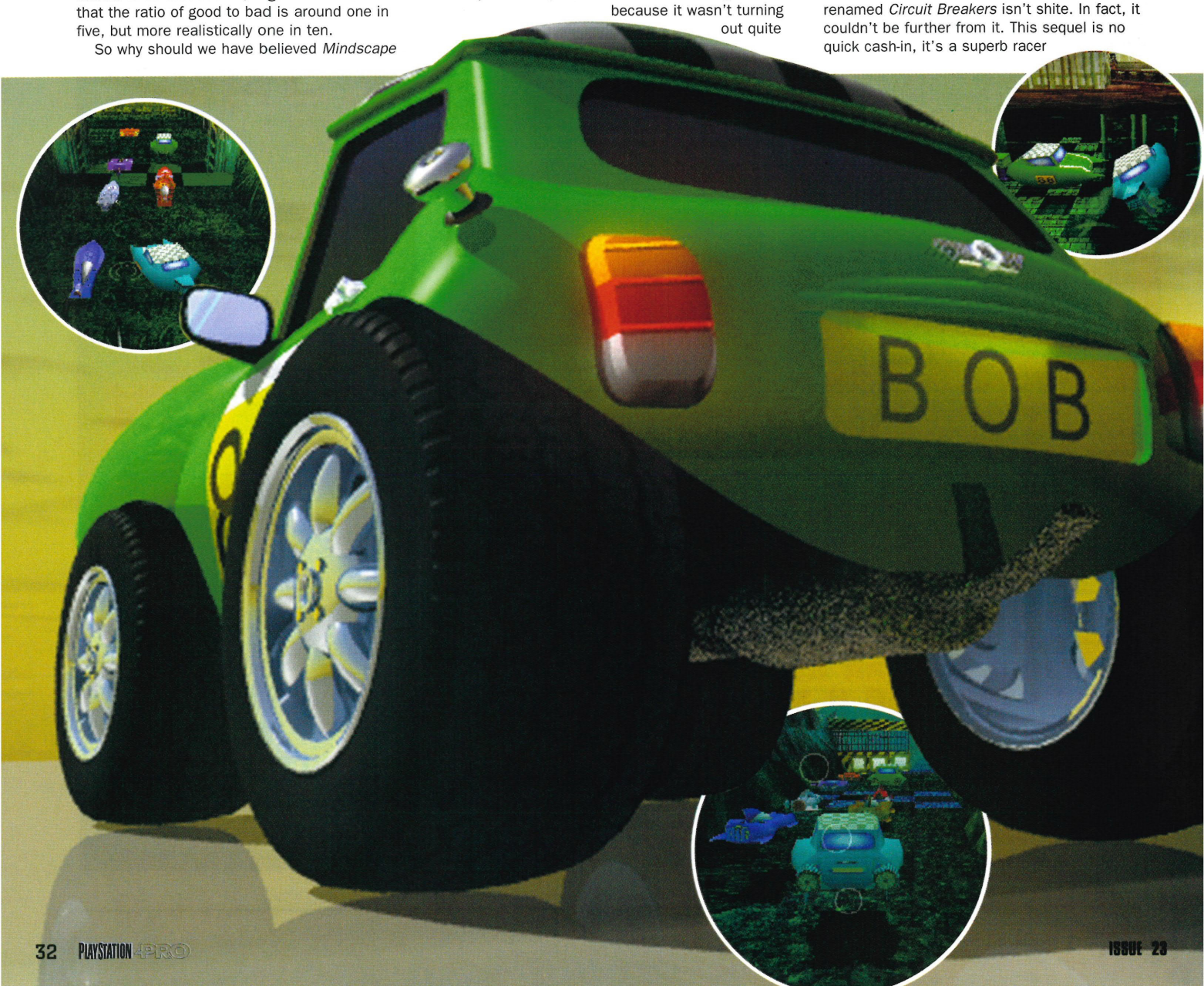
Circuit Breakers

If you took Micro Machines V3 along to a half decent plastic surgeon and asked him to do an all over nip and tuck, you'd probably end up with something looking a little like this...

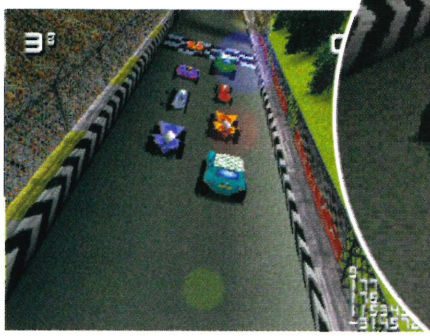
When someone tells me that a software house is holding back a game for the simple reason that they want to make it as good as they possibly can, then I'm immediately suspicious. It usually means that the game has been tested and found to be about as strong as the Man City back four. And unfortunatley, this kind of self realisation hardly ever leads to a better game being released. At the moment, the ability to boast about releasing what seems like a game a minute is all that counts, regardless of the fact that the ratio of good to bad is around one in five, but more realistically one in ten.

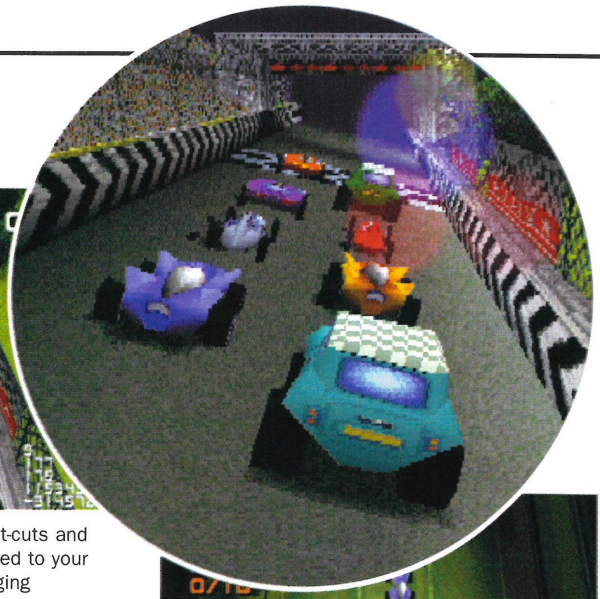
So why should we have believed *Mindscape* when they told us that their sequel to the office favourite *Supersonic Racers* – then entitled *Supersonic Racers 2XS* – was to be called into the pits for a quick service and oil change, not because it wasn't turning out quite how they'd hoped, but because they knew they could make it even better? Well, the answer is we probably shouldn't, and indeed didn't. And we may well have been right. *Supersonic Racers 2XS* could well have been shite for all we know. It could have been the worst racing game in history, but it doesn't matter because the simple fact of the matter is that the revamped and renamed *Circuit Breakers* isn't shite. In fact, it couldn't be further from it. This sequel is no quick cash-in, it's a superb racer

Battle death-defying drops, cut corners, take short-cuts and nudge your opponents out of the game









very much in the *Micro Machines* mould.

Whilst this temporary hold-up will undoubtedly have frustrated the rev-hungry PlayStation owners that had been teased by the earlier previews, the additional software development time has obviously been put to very good use indeed, and has made the finished article more than worth the wait.

THE ANT HILL MOB

There are now vastly more tracks than were originally planned (giving a total of 16 single-player and 16 different multi-player courses designed to test the reflexes as never before), and each is packed with secret short-cuts and death-defying drops which can be used to your advantage by cutting corners or nudging opponents out of the game.

But that's not all – the game also features numerous additional hidden tracks and multi-player modes, such as 'stunt fight' and 'night' races which add huge variety to an already exceptional two player game, as well as mirror mode and turbo courses. All in all, there are over 72 course variations in the game, and when you lump the cheat codes on top of that (giving over a staggering 3,000 courses!) and you have probably the biggest multi-player race game ▶

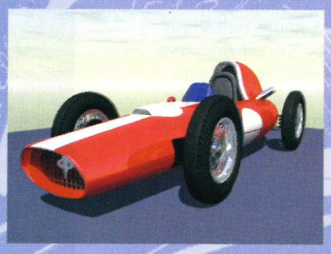


Circuit Breakers manages to be exceptionally quick while maintaining stunning looks

LET'S GET DASTARDLY



This little treat hugs the road like Jay after a heavy night out



A blast from the past, but still no slouch in the speed stakes



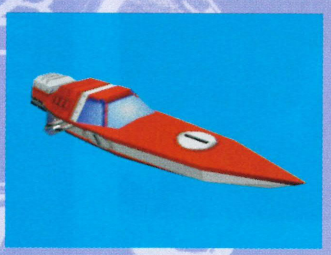
Aerodynamically superb and easily one of the most impressive drives



This fun little number is great for those who like to be different



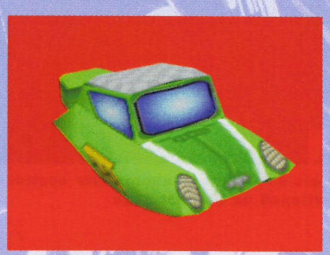
For water based challenges you'll be needing a boat



And there are plenty to choose from, including variations on the above



Thankfully all of the vehicles are very evenly matched indeed



Meaning that no driver has an advantage in multi-player



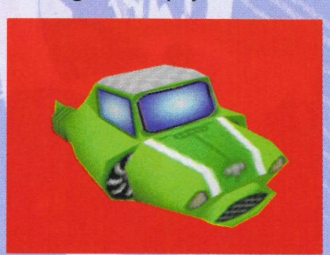
Some of the races take place in underwater conditions



Which of course renders the land based vehicles useless



So why not take one of these little beauties out for a test drive



They're guaranteed 100% waterproof and will keep you dry as a bone

▶ on any format, easily surpassing its obvious main rival *Micro Machines V3*.

But while it surpasses *Codemasters* classic in terms of both graphics and size, it's also *Micro Machines* that provides the biggest negative towards *Circuit Breakers*. Anyone who's played the older game could well feel slightly cheated by this because the similarities of track design and game style are uncannily similar at times. If you can put that aside though you'll find little to disappoint you in *Circuit Breakers*.

THE CRIMSON HAYBAILER

All of the action is displayed at a super-slick 25 frames per second, and you'll almost feel every jump, dip, curve and bank with nausea inducing realism (especially if you play this at pub closing time when you've had a few, which I suspect is the time most enjoyment will be had from it). And thankfully, keeping the frame rate up hasn't resulted in any loss of detail, as the hi-resolution graphics, varying weather conditions and background effects prove.

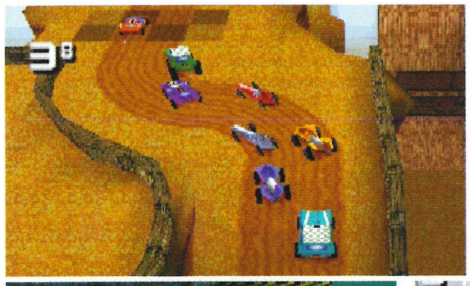
The developers have obviously spent plenty of time on every single course to ensure that the visuals match the playability. Compared to the original, the cars are much larger and more detailed and the circuits have been better designed with both added realism and excitement thrown in to ensure that fans of the previous effort will find plenty of new stuff in here to justify another investment in the series.

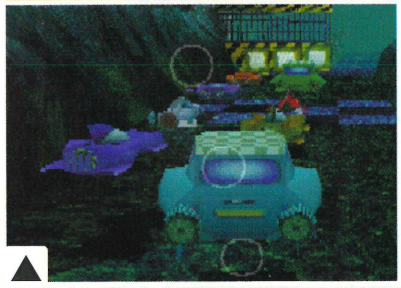
You select your vehicle from a massive range of sports cars, F1 cars, minis, submarines and even speedboats. Each has very different handling characteristics and each must be mastered if championship mode is to be beaten. For an added challenge (as if you needed one), time trial will include the appearance of a ghost car to pace you towards faster lap times and keep you constantly honing your skills towards that ever elusive level of perfection.

You'll feel every jump, dip, curve and bank with nausea inducing realism, especially after a few pints

Seems like the only thing missing is support for the dual shock joypad (*Sony's* cool new peripheral) for that extra bit bit of control doesn't it? Well, if I told you that that was in there too would you then be convinced that this is worth a look? In that case, I'm glad to be able to tell you that it does, and those lucky enough to have invested in the latest peripheral are in for an even better time with pixel precision control making an already excellent game better still.

You must be convinced by *Circuit Breakers* now, and if you're not the news that add-on course and car disks are planned for the very near future should just about tip you over the edge. Job's a good'un I reckon. PRO





Here's one of those underwater sections I mentioned on the last page









For some reason you're always harshly dumped at the back of the grid no matter how well you do

PRO SCORE

PRICE: £44.99
PUBLISHER: Mindscape
GENRE: Racing

TRY B4 U BUY

ANALOGUE | MEMORY CARD | STEERING WHEEL | SPLIT SCREEN | FOUR PLAYER

Circuit Breakers is difficult to fault, but if you were to force me then I'd have to say it's perhaps too close to Micro Machines for comfort. However, that doesn't stop it from being one of the most enjoyable multi-player experiences around. Get a few mates round and you're guaranteed to be grinning like an idiot for the next few hours at least. It's not a bad one player game either, but in this mode the lastability is a little more questionable, so I'd say it's a 'try it first' type of game

STEVE

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

CHICKEN Great fun with your mates but you'll need a Multi-tap to get the most from it and then the addictiveness really kicks in. Well worth a look

JAMES The only multi-player race game to compare with the mighty Micro Machines V3. The tracks can be a little simplistic but overall this can be a great laugh with a gang of mates

LEWIS This takes me back to the days of the Arkansas Chuggabug, Rufus Ruffcut and Peter Perfect from the Wacky Races. It's multi-player racing at it's very best. Buy it now

JAY Much-awaited it may be, but the sequel to Micro Machines has yet to show its head. No fear though as this diddy racer is a joy to behold – especially in four player mode

ANYTHING LESS IS NO GREAT SHAKES.



THE MOST ADVANCED CONTROLLER AVAILABLE.



Official Mouse



Official Colour Hand Controllers



Official Link Cable



Official Colour Memory Cards



G-CON 45™



Official Multi Tap

WARNING
Use of unofficial products may invalidate your console warranty

DO NOT COMPROMISE THE POWER OF PLAYSTATION. ALWAYS BUY OFFICIAL PRODUCTS.
www.playstation-europe.com

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

PlayStation

Men In Black

Smith and Jones take on the scum of the universe as Earth's last line of defence gets jiggy wit' it



Men In Black was the box office hit of 1997, breaking all kinds of records worldwide, and a console conversion concerning the exploits of Smith and Jones was inevitable. It's taken something of an age for the code to be written when you consider that film tie-ins are usually on the shelves pronto whenever there's money to be made, but *Men In Black* developers *Gigawatt Studios* took their time, and the world suddenly began to hope that this would be the exception to the shite movie license rule. But we were duped man.

GALAXY DEFENDERS

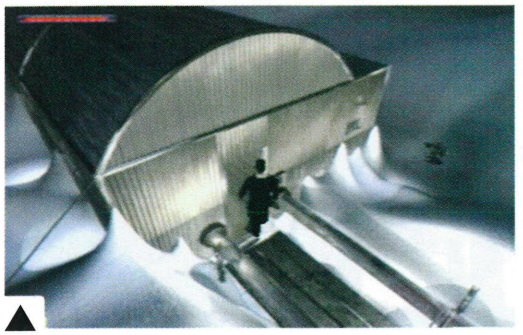
The word disappointed keeps ringing around my head, because it's obvious that a fair amount of work has gone into *Men In Black* which just hasn't paid off. The end result is a game that sometimes looks great, at other times looks completely pants, but at no time does *Men In Black* have any real substance to its plot development or gameplay.

Let me explain a little, because if you've been as eager to play this title as I have, then you're gonna be gutted. About the only feature of the game that's comparative with the movie is the way Smith's character, Edwards, becomes a member of the *MIBs* after chasing a rogue alien across the rooftops. But as for the *MIB* myth? Nothing. No governing of alien refugee activity, no flying saucer cover-ups and no mind wiping.

Any life you encounter will attack without warning, leaving you no choice but to waste the sons o' bitches

You start your secretive career at *MIB* headquarters, where each mission will begin, and may, if you choose to do so, alter which of the three agents L, J and K will undertake the mission. Now that's all well and good, but the missions themselves are extremely short; and it's usually some sort of rescue attempt within fairly desolate surroundings, but any life you do encounter, be it human or otherwise, will attack without warning leaving you no choice but to waste the stupid sons o' bitches.

Now correct me if I'm wrong, but I didn't really get the impression from the film that the *MIBs* were a group of gun toting blood thirsty psychopaths who'll off just about anyone that gets in their way. Stupid as it may seem, I didn't really feel comfortable instructing the wise cracking Tommy Lee Jones to pop innocent bystanders.



Something strange is going on in this arctic station, and our Man In Black is going to get to the bottom of it. That alien to the right probably has something to do with it

ALL BUGGED OUT

Controlling the special agents is a little restrictive too, and doesn't do anything for the game at all. The basic functions of selecting weaponry and useful items is fine, it's the attacking options that I found immensely annoying. By holding down your attack button the character will take a fighting stance. If armed, left and right allows you to aim, highlighted by a cross-hair that appears on





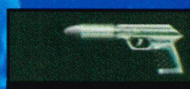
The female agent 'L' gets ready to put this grey alien firmly in its place. Contrary to popular beliefs about friendly Extra Terrestrials, these guys are all bad news

INSECTICIDE

These are the futuristic weapons at your disposal, choose your gun for each specific mission carefully



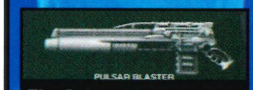
The Pulsar Arm Cannon is capable of bringing down high flying aircraft



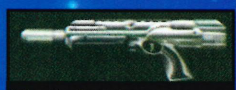
The standard sidearm is perfect for dealing with humans and small aliens



The Noisy Cricket looks pretty weedy but has a hell of a kickback



The Pulsar Blaster, often used in the past against large 'Bug' class aliens



The Series Four De-Atomizer, a large and powerful handgun



The Reverberating Carbonizer emits bursts of harsh mental energy





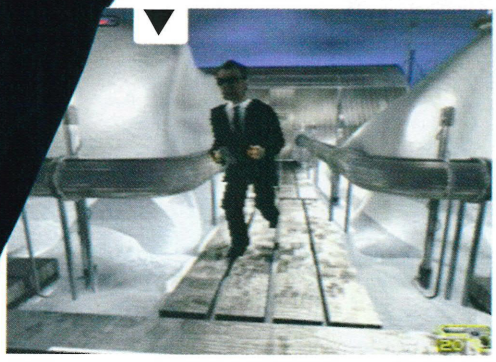
Tommy Lee Jones' character 'K' delivers the same dead pan attitude as Jones did in the movie

your enemy's body when you are pointing in the right direction. Now this is fine at mid range, but when the target is at a distance it's nigh on impossible to get an accurate aim which is a major design flaw.

Worse still is the close range fighting which you can only do in unarmed combat. Here, left and right correspond to which arm will throw a punch, which means that if your opponent is busy hopping around you picking you off with well aimed shots, you have to release the attack button to turn to face them, by which time they've buggered off around the back of you and have started dishing out punches again!

Now if the rest of the game was fine, you could probably forgive the blood-thirsty attitude of the heroes and the crap offensive technique, but it gets worse. The animation of the characters is appaling. They run as if those sharply ironed black trousers have been soaking in the ocean for a few hours, but to see them jump is another story. It's most definitely the poorest piece of animation I've seen in such a high profile title for a long time.

I suppose we were all expecting a little too much from this, after all, it is a movie tie-in and we should've known better. But even so, the length of time that this has been in development suggested it was going to be worthy of all the hype. The reality though is that *Men In Black* is just another average grade game PRO



PRO SCORE

PRICE: £39.99
PUBLISHER: Gremlin
GENRE: Adventure

RENT IT

ONE PLAYER | MEMORY CARD

You can't help but feel disappointed with this. It's got some of Hollywood's biggest stars fighting out of the same corner and one of the most original background storylines to have emerged for years, but this is yet another wasted opportunity. A great game could've been made, and as I said in the review, you can see where the time has been spent, but that amount of effort needed doubling at least. It's an average title that ends before it gets going, which in this case isn't such a bad thing.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	5
LASTABILITY	4

6

PRO PANEL

LEWIS MIB is yet another appaling movie license disgrace. I just wish somebody would use one of those memory erasing light sticks on me, so I can forget this game exists

CHICKEN I was expecting a little bit more to be honest. Control is tricky and MIB doesn't really look that great either. Could have been excellent but of course it isn't

ANDY I was looking forward to another Res Evil style adventure, but this is a very poor relation and only adds to the growing list of pathetic blockbuster movie games on the PSX

JAY The start of a new season of poor Resident Evil clones methinks. This hasn't got half the excitement or the graphical splendour of the aforementioned, and should be avoided

Viper



Power up your rotor and take Infogrames latest beast for a spin, it's guaranteed to have your eyes in a whirl

When I was about twelve I remember trying to decide which was the meanest, coolest and most exciting of the crime busting attack vehicles on TV at the time. It was a difficult choice to make, I mean, how can you pick a winner from *Knightrider's KITT, Streethawk, Blue Thunder* and *Airwolf?* They all did the business and had a wicked theme tune, but for me the winner was that awesome flying beast, piloted by a bloke with quite possibly the cheesiest name ever invented. *Stringfellow Hawk* was the guy, and *Airwolf* was his ride.

I suppose part of the reason that *Airwolf* carried the cool can past the rest is because Hawk didn't ever actually own the prototype attack chopper, and he hadn't even been given permission to pilot it; he just nicked it and decided that the drug barons and gun runners were going down. Heroic? Well, maybe, but I prefer to think of *Stringfellow's* exploits as the ultimate joyride, and if you've ever fancied taking over control of such a powerful machine and blasting enemies into oblivion, then the latest release from *Infogrames UK* should be right up your flight path.

A BLAST FROM THE PAST

Viper started life as a simple demo from developers *X-Ample Architecture*, but *Infogrames* saw the potential and decided it was too impressive to remain in such a state, and so work on the game began. It's taken a while to reach completion, but now *Viper's* firmly landed on the PlayStation heli-pad we're all guaranteed a return to the days of good old fashioned shoot'em-ups.

Pilot your very own Airwolf, and become the bloke with the cheesiest name on 80's TV, Stringfellow Hawk

The plot line centres around Eddie Crane, a special forces dropout who's helped himself to a brand spanking *Viper* attack helicopter to prepare for what he believes will be the end of the world, an invasion of other worldly proportions, and after 10 years of waiting, the day has arrived.

You begin at the edge of civilisation in the first city to be invaded. Once the area is made safe you must progress through the rest of the nine levels which include a canyon, a desert and a cave until you reach the heart of the alien operation, and as with shooting romps from the past, each level is accompanied by an end of level and some mid-level bosses who have to be taken down a piece at a time.

Now while *Viper* plays like your standard shoot'em-up in that your craft is forever advancing through the level, unable to turn around or stop, it thankfully doesn't share the bland top-down viewpoint of its ancestors. Instead, you take up a seat at the rear of the chopper and can manoeuvre this wild whirly bird up, down, left and right. So, what we have with *Viper* is basically a very nice looking game that appears to play with a 3D free roaming engine, when in actual fact it's a simple 2D blasting romp. This means *Viper* looks bloody good, but at the same time it retains the classic gameplay that was so popular back in the eighties.

CRASH LANDING

However, looks don't count for much if the actual game engine is not up to scratch, and while I really enjoyed the somewhat mindless fun to be had gunning down the enemy, I was always aware that I'd only really used a single button



You'll engage enemies in the air and at ground level, such as this At-At style walking armoured assault vehicle



Attain 50 diamond shaped pick-ups and you'll be able to access the bonus level. Stay within the rings and an extra life will be yours

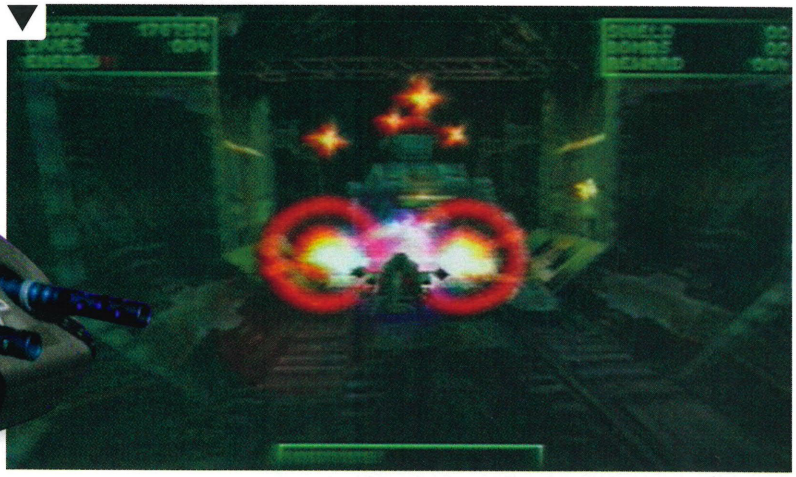
SPIN DOCTOR

Eddie Crane waits patiently for the first stages of the invasion to begin, finishing his coffee before powering up his Viper attack helicopter and giving those extra terrestrial trouble makers a taste of Earth justice

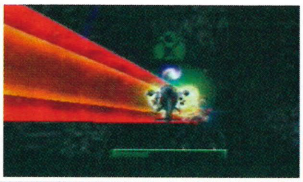


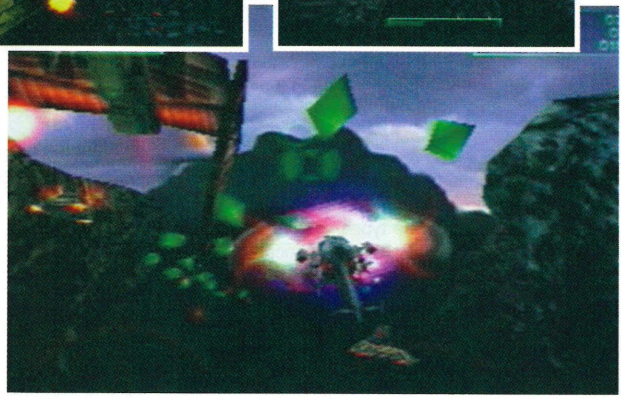


There are three difficulty settings which each present you with a different version of the Viper to pilot. Easy sees you in the lightest fastest helicopter whereas medium gives you a less manoeuvreable and less armoured chopper. And if you feel suicidal, try out hard mode with a its vulnerable flying tank







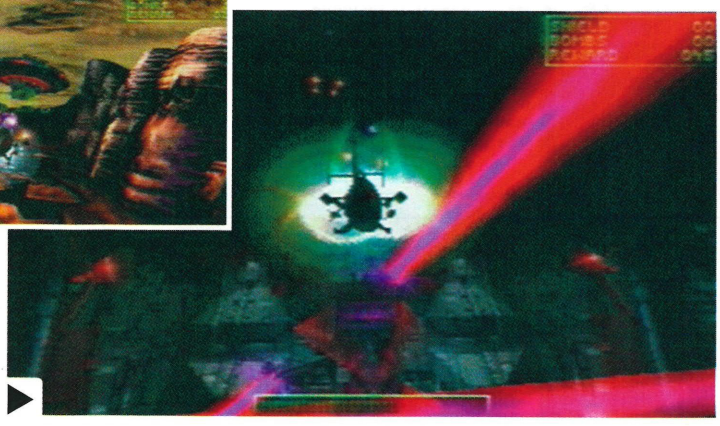


right the way through to the finish. Aside from the shoot button which activates your primary weapon and secondary weapon (a homing round fired in-between the primary bursts) the only other function to perform is protection by way of a shield and more devastating destruction with smartbombs. And although *Viper* has multi-path routes through each stage, and a couple of hidden areas, it doesn't really add much to the experience as you rarely get a chance to take everything in.

The difficulty is about right, but although there's plenty of action going on, always keeping the pace at a high level, the lack of variety in gameplay is *Viper's* achilles heel. The result is a game that looks stunning but will keep you occupied rather than enthralled. Still, I enjoyed it, and Viper did make a welcome change from the brain draining stuff that's been flying out of developing houses of late. So if gunfire and explosions make your wings flap you should definitely take a look PRO







The bosses are all targeted using the Viper's Achilles Target Acquisition System which pin-points weak spots. Pummel the correct areas and take each one down a piece at a time

PRO SCORE

PRICE: £39.99
PUBLISHER: Infogrames UK
GENRE: Shoot'em-up

RENT IT

ANALOGUE ONE PLAYER

Viper is certainly a little different from anything else you'll have seen on the PlayStation for a while. To say it's graphically impressive would be an understatement, but for all of its good looks, Viper is basically just a plain old shoot'em-up, which isn't a bad thing really. It's basically a 90's version of Space Invaders, and for what it is, Viper plays really well. It won't be to everybody's taste though, but if big explosions and ID4 style heroics are your thing, give Viper a whirl.

JAMES

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	7
LASTABILITY	6

7½

PRO PANEL

JAY Concidering this was due out shortly after Tunnel B1, I can't really see what they've been spending their time doing. Especially when the final product is this half-baked blaster

ANDY Who needs in-depth strategies and taxing puzzlers when there are pure blasting feasts with orgasmic graphics and non-stop action? Give me this over FFVII any day

LEWIS Another blast'em-up no brainer that plays well, but has little in the way of depth or lasting appeal. Not bad for an evening, but not worthy of your PlayStation collection

CHICKEN There's a lot of blasting action knocking about this month and Viper is one of the better offerings. It's colourful and frantic. What more do you want from a shoot'em-up?



Road Rash 3D

Take off your duffel coats and put those Vespas back inside the garage. The Rash has returned for more two-wheeled warmongering

I've always wanted a motorbike, ever since I had my first taste of two-wheeled speed when I kid on those tiny little things toddlers can outrun. From Peter Fonda in *Easy Rider* to Evel Kinevel and even big Arnie's Harley riding T-800, bikes have always been used to provide a mystique, an air of power and ruggedness, a symbol for life on the edge. Which I suppose is why motorcycle racing is synonymous with a violent disregard for human life. It's not so much the case over here, but in the States, biker gangs run drugs and guns and basically live life by their own code. Not the type of people you'd like to cross.

Back at the start of the nineties when the *MegaDrive* was taking off, *EA* took the essential lifestyle elements of your typical biker gang and made a game called *Road Rash*. Now, there wasn't any drug running involved, and there weren't any Hell's Angels types either come to think of it, but there were plenty of races, plenty of bikes and a lot of clashes with rival racers. This combination made for a fine game, which is why we all expected so much of the updated version when it came onto *Sony's* machine. However, *EA's MegaDrive* hit just didn't have the polish needed to entice buyers in the *PSX* market, but perhaps things will be different with *Road Rash 3D*.

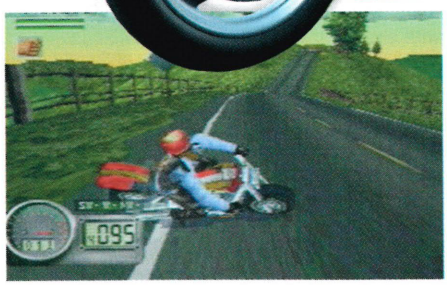
Listen out for a Homer Simpson style "Doh!" as you career headlong toward the nearby trees

There wasn't much wrong with the basic principle behind the original; you race and win different amounts of money depending on your finishing position which counts toward the cost of an upgraded bike. You've also got to avoid being busted, and can throw punches and kicks at any fellow rider who gets a little too close, or too cheeky. But as I've already said, the *PSX* debut lacked the polish that has come to be expected. However, *Road Rash 3D* is a completely different story.



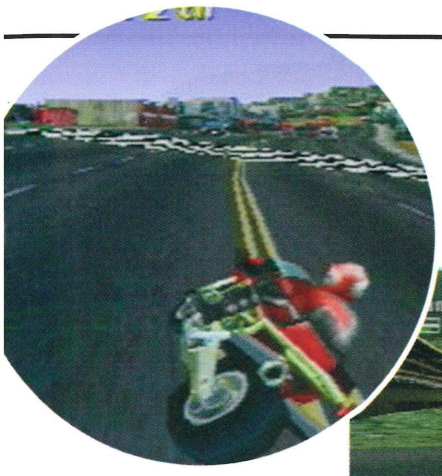
More scenery is included for this rash and the speed of the bikes combined with twisting roads will often see you driving up the side of a mountain moto-x style like this





EASY RIDERS

It's no longer just a case of going for the thrash and burn on the back of a speed machine, as *Road Rash 3D* includes different gangs that race against each other. Your choice of vehicle determines which gang you'll begin riding against, and which colours you'll be wearing. Now this doesn't necessarily add anything to the gameplay, as loyalty and trust of my fellow gang bikers was the last thing on my mind whenever another machine came within reaching distance, it's more just an excuse to make the bikes and their owners look a little different than in previous games. Instead of just changing the colour of



There are plenty of laughs to be had watching your driver hurtling through the air, rolling along tarmac or sliding along the grass verge. Watch out for racers looking to mow you down as you rise



Take a two-by-four and start slappin' your way to the front of the pack. As this guy slips along on the inside, knock his head for a boundary





your biking leathers and helmet, you can now opt for a completely different appearance. Go for the racing bikes, such as a Tsunami XZR1000 which are used by the Kaffe Boys, and you'll get the traditional *Road Rash* leather speed freak look, but try out the meatier rat class bikes, like the Predator 750, and you'll be decked out in a leather waistcoat, camouflaged trousers and Nazi style helmet uniform of the Dasades.

The sport bikes which include the DuMoto 500 are the chosen motors of the Techgeist gang who're also kitted out in leathers, but these dark devils of the road go for the gothic all black look. Finally, there's the Dewley gang, who are a bunch of ageing Hell's Angels who ride the *Harley Davidson* chopper-style bikes that come in the Cruiser class. Pick out a Razorback and hit the road in your torn and soiled blue jeans, T-shirt and motif waistcoat to tear up the road with the rest of the hogs.

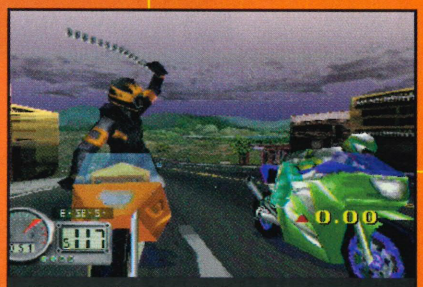
TWIST AND RIP

Motorhead Patty will keep an eye on your choice of vehicle and advise you to take your wheels to different places where the various gangs hang out. After that it's up to you to show those grease monkeys how it's done.

Each race begins and ends at a specific location that leads onto the next race within the matrix of courses that are combined to make up the race map. The earlier levels take you along the basic routes mostly made up of long gently winding straights and a few tight corners, but as you progress through the game, the tracks will get increasingly more difficult and longer to boot as you take a different route encompassing zig-zagging country lanes and suicide slopes along the coast.

Apart from the expected graphical enhancements (which we'll get to in a minute) and the use of FMV at the end of each race to illustrate your performance, the rest of the game is basically the same as always. Well, there isn't really a lot more to be added is there? You race and rack up money to buy a bigger bike from the 12 on offer (and a couple of hidden ones too), so as to prepare you for the next level. You must evade the cops to avoid paying costly fines ▶

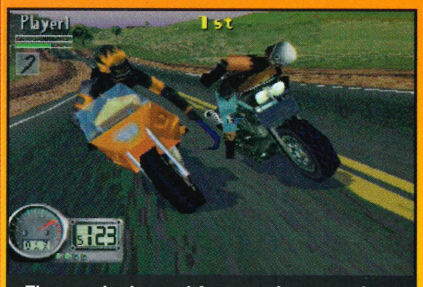
WHIPS AND CHAINS



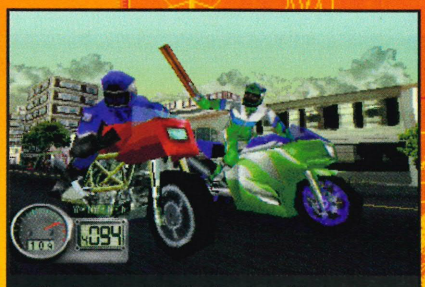
Motorcyclists should always carry a spare chain with them just in case of breakdowns and pushy overtaking rivals like this guy



Aside from helping to turn seal cubs into fluffy fur coats, clubs also come in useful for five-a-side motorcycle polo. Batter up!



The crowbar's good for wrapping around crash helmets and busting chops. Take a hefty swing with this and it's lights out



The 2x4 may be the least exciting weapon, but it's size means that one swift dig can help dismount any violent troublemaker



Sparks fly for real if you get on the wrong side of anyone with a Taser stun gun, with humourous frazzling leg raising results



The pipe is an essential weapon for numbing the brain in a short length of time, though it's best to swing it rather than smoke it



▶ and get involved in major fights with other bikers, with a weapon if you're clever enough to swipe one from another cycle crim with similar intentions.

And that's about it, apart from the time trial mode where you can compete against up to six friends. It plays just like the *Road Rash* of old and the various bikes all have differing stats which affect acceleration, top end speed and handling just to add that little bit of depth. The real engine overhaul comes by way of some neat graphics and scenery that has been designed to minimise visual build and there's also a good amount of motion capture, which for me is the best part of the game.

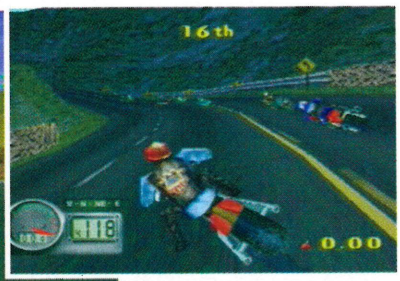
I always like to see slight unobtrusive touches that add to the feel of a game without being too over bearing, and *EA* have got the motion capture complement just about right. Your rider will realistically twist the throttle and rev the engine every time you apply the gas, as well as turning around to peek over their shoulders to see who's coming up behind.

There's a little punching of the air that goes on too every time you score some big air, punctuated with a *Homer Simpson* style 'whooo-hooo.' Homer's trademark sounds also get a look in when you get thrown from the reigns of one of these steel beasts. Listen out for a 'Doh!' as you career headlong toward the nearby clump of trees, your ride swirling menacingly in the air behind.

MOTORCYCLE EMPTINESS

Overall, I'd have to say that it looks nice and plays quite well, and is undoubtedly the best bike racing game yet produced for the *PSX*, but at the end of the day it's only a racing game, and the lack of a split screen mode is a huge negative as clubbing a friend around the head is so much more fun than wasting a beer-bellied virtual racer. It's worth a look in, but don't expect to see much in the way of originality, as speed, road handling and weapons are about the only crucial gameplay elements you'll find, and after all, there's nothing too original about that PRO





Traffic can be avoided with a well timed wheelie, but most of the time a head on collision will leave you and your bike as hi-octane road kill



Remember to concentrate on the road as well as the fool trying to plant a bar in your helmet, as a well placed tree or rock will do the job for him in half the time

PRO SCORE

PRICE: £39.99
PUBLISHER: EA
GENRE: Racing

TRY B4 U BUY

ONE PLAYER | MEMORY CARD

Road Rash 3D isn't really a game for the dedicated racing fan, but then there isn't too much in there to sell this title as anything other than a racing game. It's fast, infuriating and actually quite challenging, but the novelty of wielding a chain at high speed before wrapping it around the head of a passing biker soon wears off, and what you're left with is a struggle that you could well do without. It's enjoyable for a while though and if you liked the original then you should take a look.

JAMES

WHAT'S THE SCORE

GRAPHICS	8
SOUND	6
GAMEPLAY	7
LASTABILITY	7

7

PRO PANEL

CHICKEN More or less the same thing churned out yet again. There's no doubt Road Rash is a good game and this is its best incarnation to date, but if you've got it you've got it!

ANDY Bikes, chains and heavy rock are all you need to get the most out of an evening in. This is a fine game that's every bit as good as the original, so make sure you buy it

LEWIS I played the original to death on my MegaDrive, and whilst the graphics are miles better, the gameplay has remained the same. Which is a bit of a disappointment really

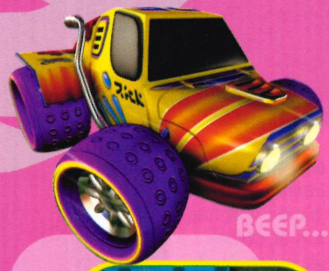
JAY This new incarnation of the 16bit beast is yet another case of 'could've been better' and I'd advise you to rent it first before you get all nostalgic and rush out and buy it

DARE TO BE DIFFERENT?



DON'T FOLLOW THE PACK





BEEP...BEEP



- Two-player split screen option
- 16 different buggies and fun race circuits to choose from
- Exciting power-ups provide you with the racing edge
- Short-cuts for truly skilled racers to exploit
- Buggies which react to the terrain just like the real thing
- Buy it

because/we/are/dot/different/and/becau
se/dot/we/care/url/dot/dot/com

Boring legal crap

Gremlin Interactive Limited, The Green House, 33 Bowdon Street,
Sheffield S1 4HA. Tel: 0114 279 9020 Fax: 0114 273 8601

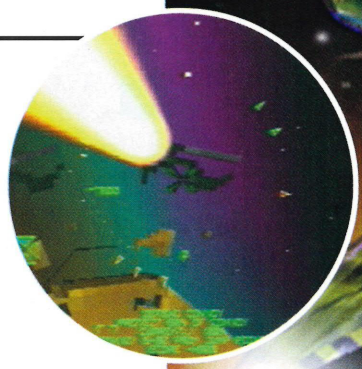
"PlayStation" are trademarks of Sony Computer Entertainment Inc.

Gremlin INTERACTIVE

PanicStations®

Xenocracy

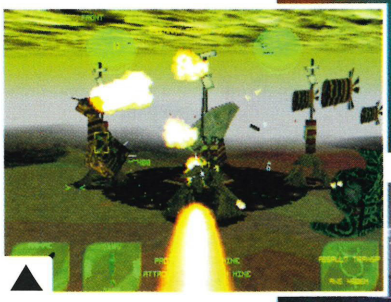
It's billed as the ultimate solar war, but unfortunately there's been an eclipse



Space – Patrick Moore stood staring at it for too long and went completely bonkers. And if you were foolish enough to pick up a copy of *Xenocracy,* your eye would swell, you'd gain 400 pounds and you'd probably start hosting a BBC One programme for an audience of three. Because to say *Xenocracy* is a bit shite is like saying Bill Clinton has a slight eye for the ladies, or that English nannies can allegedly be a tad heavy-handed.



It may look like a comet streaking towards your enemy, but in fact it's just your poorly drawn laser fire

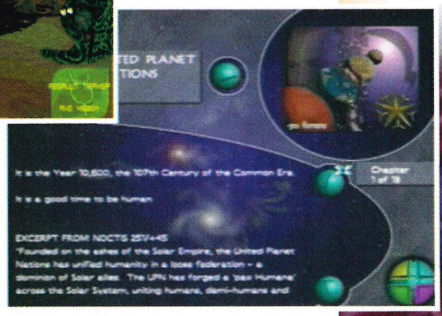


Don't be fooled by this action-packed looking screenshot. Your ship moves like an epileptic sloth running across wet tarmac

TURKEY SHOOT

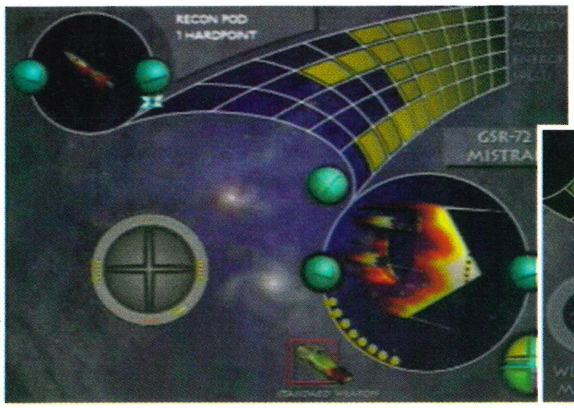
The game splits itself into two separate halves, simulation and arcade, which is a bit like choosing between a slow and lingering death or a quick bullet in the temple. Arcade slaps you straight into the beaded seat of your intergalactic milk float, drunkenly spinning out of control as you try to follow the mission objective and battle the wayward controls. I'm sure Christopher Reeves could give a better impression of flying, as your spacecraft fitfully spasms its way across a cardboard cut-out cosmos.

In simulation mode you're asked to spend hours navigating through endless static screens before you're allowed to have another crack at (yes you've guessed it) the arcade flying bit. What joy. You see, you don't really play *Xenocracy,* since there's little there in the way of enjoyment, rather you experience it as you would a slideshow. *Xenocracy's* more of an interactive multimedia game with a two-bit space'em-up bolted on in an attempt to please everyone – arcade enthusiasts and strategists alike. But instead, *Grolier* have produced a half-way house that has neither the blasting fun of *Colony Wars*, nor the strategic mastery of the *Wing Commander* series.



POP-UP SPACE CADETS

Xenocracy is little more than a flick screen experience filled with masses of text and a few movies to break-up the static screen boredom. Even the means of navigating through the screens is by a floating cursor, since the game is obviously *PC* orientated, where no doubt it'll find a home amongst the trainspotting, *Sky At Night* watching anoraks. However, PlayStation owners will find the graphics appalling, the sound a disgrace and the gameplay akin to watching Open University. Bin this PRO





PRO SCORE

PRICE: £44.99
PUBLISHER: Grolier Interactive
GENRE: Strategy

AVOID!

ANALOGUE | MEMORY CARD | ONE PLAYER

If you have a dictionary handy, look up the word 'space.' Now sit and stare at it for 20 minutes and then congratulate yourself on having saved 45 quid. Xenocracy is nothing more than a point and click interactive space encyclopaedia with a tedious blasting game added by people who must hate videogames. If you want a space shoot'em-up buy Blast Radius, if you want strategy get C&C, but if you want a game with both, then buy yourself a copy of Colony Wars (or wait for the sequel).

LEWIS

WHAT'S THE SCORE

GRAPHICS	4
SOUND	4
GAMEPLAY	5
LASTABILITY	5

4½

PRO PANEL

ANDY Oh boy, this is giving off quite a stench. Space games don't come much worse than this, and the PC style plodding gameplay will win no new friends on the PlayStation

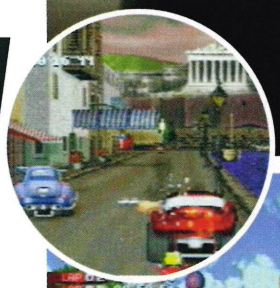
JAMES I didn't think Xenocracy was all that bad and I'd have graded it higher. It's obviously not up to the standard of Colony Wars, but can still keep any budding space raider occupied

JAY Dull, unexciting and unbelievably boring. This has got as much chance of bursting into the PlayStation top 10 as Scotland had of winning the World Cup. Avoid this filth!

CHICKEN Definitely not one of the best titles the PlayStation has ever seen. In fact it nestles in nicely with the worst. I'd only recommend this to people I hate I'm afraid



Wreckin' Crew





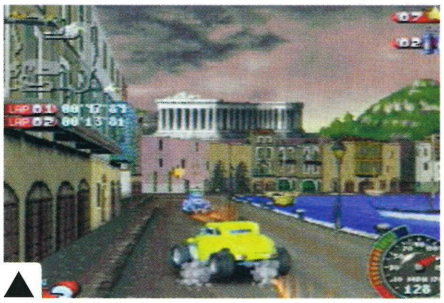
Road rage plumbs the depths of destructive racing in this cartoon caper from Telstar. Reckon you can beat the crew?

Ever since the success of *Mario Kart* on the *SNES*, developers have been striving to attain that level of playability in a battle race game. You can't really blame them as *Mario Kart* remains a great game today, and many of the various clones that pop up have a lot going for them too. Look at *Micro Machines V3*, that's every bit as good, if not better than the Italian plumber's circuit free for all. But what happens when it goes wrong? Well, we have an example right here...

CREW'SIN FOR A BRUISIN'

Wreckin' Crew comes *Telstar* and is a kind of cross between *Mario Kart* and *Wacky Races*. Obviously it's a racing game which employs the use of weapons whilst you tear around one of the circuits which make up a competition season. Initially, eight drivers are available with hidden drivers waiting to be unlocked, and as is traditional in games such as this one, each driver has their own batch of personalised weapons. For instance, you can shoot, machine gun or blow torch any opponent, using either L1 or R1 depending on which side of your car the unsuspecting victim happens to be on.

If you happen to drive through one of the red hoops that appear around the tracks every now and then, you'll activate your special attacks and let rip with some really stupid weapons. Call up a hurricane to engulf the race leader in a twister or take Ma's ride for a spin and dump all the chickens out of the back of her pick-up to create a bit of havoc behind you.



Wreckin' Crew's cartoony graphics don't do anything for me, and the gameplay is just as bad.

LESS WASTE MORE RACE

The cartoon graphics don't really do anything to impress in this day and age, even if they are done to complement the 'humorous' approach that *Wreckin' Crew* takes. But then *Mario Kart* had pretty crap graphics too; the basis for success had nothing to do with the way it looked. Sadly, *Wreckin' Crew* comes a cropper in terms of gameplay too. The cars handle terribly, many of the weapons are ineffective and the tracks on offer don't really allow for fluid racing by having a rather clumsy design.

Overall, *Wreckin' Crew* is a cheaper and nastier version of *Mario's* original race game, and with amazing racing feats such as *Gran Turismo* already adorning the PlayStation, this is a real missed opportunity PRO



PRO SCORE

PRICE: £34.99
PUBLISHER: Telstar
GENRE: Racing

AVOID!

SPLIT SCREEN | TWO PLAYER | ANALOGUE

There are so many racing games around these days you can pretty much cater for your own individual taste no matter what that may be, but chances are that Wreckin' Crew is going to find it hard to appeal to anyone. Cartoony graphics just aren't the style of the moment, and even if they were, this would still struggle. It's only saving grace are the comedic weapons, but sadly they're just not enough to lift Wreckin' Crew above being an instantly forgetable racer

JAMES

WHAT'S THE SCORE

GRAPHICS	5
SOUND	4
GAMEPLAY	5
LASTABILITY	4

4½

PRO PANEL

CHICKEN We've had to wait a long time for this and it's difficult to see why. Wreckin' Crew is disappointing by today's standard and I can't really recommend it

ANDY The only laugh you'll get from this 'humorous' game is when you smash the CD into a million pieces. But then you'll also cry for having spent your hard earned on drivel

LEWIS What a pile of toss. If you're looking for fast paced mini-car action, then steer clear of this worthless piece of crap and buy Circuit Breakers instead. You've been warned!

JAY Erm... hello? Why have I been waiting for this to arrive for absolutely ages? We've been teased for months now, and unfortunately, the end result is below par – even for Telstar



NHL Powerplay '98

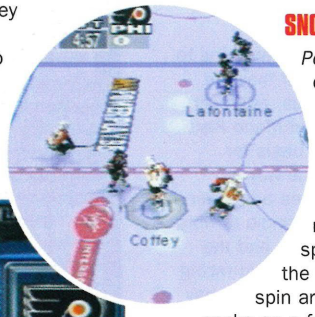
We're not even out of summer and the first of the inevitable batch of ice hockey games has reached our shores. Oh joy

Ah good, it's getting to be that time where all the ice hockey games come out for this year and yours truly gets to review them all because I have a passing interest in the sport. Readers who have followed my progress in the PlayStation ice hockey world over the past 12 months will know that as yet I have been able to see no further than *NHL '98* from *EA Sports*, the reason being it's simply wonderful.

Every time a new hockey game comes in I sit there as it loads wondering whether this will be the one that beats it. Deep down I know it won't be until *NHL '99* (which was proudly on display at *E3*) arrives and this latest in *Virgin's* catalogue turns out to be nothing more than a disappointment.



The team run-down gives you accurate information on all the attributes of the side



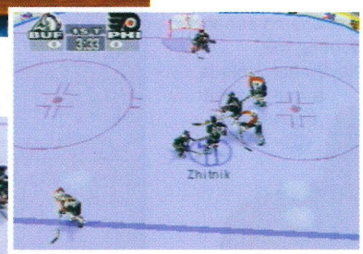
SNOW DOWN

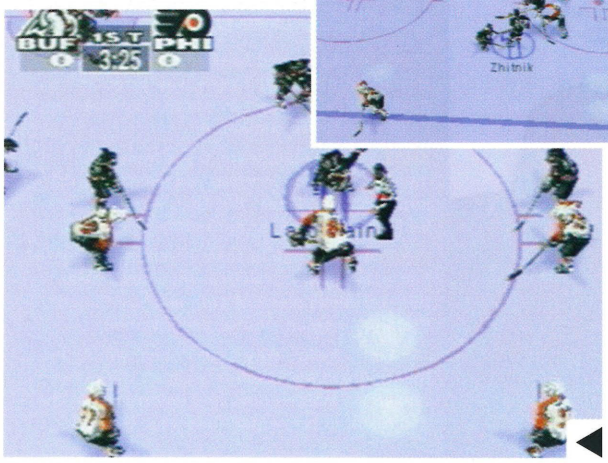
Powerplay 98's front end looks quite smart and is second only to *EA's* offering, but once the action gets underway you'll find it's slow, there's no commentary and it's like the players are walking on ice rather than skating on it. In a sport where players can turn on the proverbial dime, these guys spin around as elegantly as me in my socks on a frozen pond – whilst pissed.

SLIPPERY SLOPE

To be fair it plays quite a good game of hockey with it being quite tough to beat, but it fails, on all counts, to recreate the speed and excitement of the world's fastest contact sport. If you're looking for a new ice hockey challenge before *NHL '99*, I reckon your best bet is to start one final season on *NHL '98* and not be tempted to try this unless you really loved the original, but then as far as I'm concerned you mustn't have played *EA Sport's* offering yet.

There's a lot missing from *NHL Powerplay '98* despite a few good points here and there. It's a real shame, because *EA* have had the rink all to themselves and are desperate for some healthy competition PRO





Graphically, Powerplay is very impressive and is second only to NHL '98 from EA Sports

PRO SCORE

PRICE: £34.99
PUBLISHER: Virgin
GENRE: Sports

RENT IT

TWO PLAYER | MEMORY CARD

I really wanted this to be good, but was let down again. It's too slow, cumbersome and blocky for my liking. Powerplay '98, despite trying to make a good impression, never quite makes the big time. It's difficult to recommend a game when there's an obviously superior product already out there on the shelves. So my advice is save your hard-earned money and your time and hang fire until November for NHL '99. Then send me a tenner to thank me. I'll donate it to charity, honest!

CHICKEN

WHAT'S THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	6
LASTABILITY	6

6½

PRO PANEL

JAMES Hockey games are some of the most playable, but it's a different story with this title. It's too slow to accurately represent the sport and so loses most of its appeal

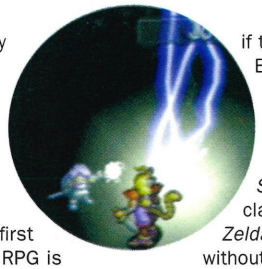
ANDY Ice hockey is one of the few Yank sports that I enjoy on the PlayStation, but this is a very lame attempt at recreating what should be a fast paced and brutal game. Shame

JAY Not fecking ice hockey again! Listen, I don't like the sport and I have no intentions of becoming a fan in the near future, so frankly, this game isn't for me, or my liked-minded pals

LEWIS Visually this is very impressive stuff, but the speed of the gameplay is a real disappointment. If you're looking for the complete package, get NHL '98 instead

Breath Of Fire III

Sugar-coated candy characters with huge heads and even bigger fighting tackle. Yes, we're back in RPG land again...



Why is it that the quality of the RPG genre is valued by hours and not quality of gameplay? Football games are rated according to their realism, racing games by their turn of speed, which all seems to make sense. But the first thing anyone tells you about an RPG is how long it lasts. *Breath Of Fire III* will devour over 50 hours of your life, *Alundra* 60 and *Final Fantasy VII* is measured in the number of relationship break-ups and break-downs you'll cause by playing it. But what does all that matter if the gameplay is thinner than an Emma Noble negligee?

Breath Of Fire III follows in the same vein as last month's *Alundra*, borrowing heavily from the linear, traditional *SNES* and *MegaDrive* classic titles such as *Zelda* and *LandStalker*, without actually improving upon them. It's another turn-based fighting epic in which you politely trade hits in a gentlemen's 'excuse me' fashion, with hydrocephalus characters slapping each other about in a magical setting that looks as if it's been dragged out of a *Playmobile* advert. The dialogue sounds as if it's been culled from an infant school nativity play and the music playing constantly in the background wouldn't be out of place in a karioke bar.



The dragon awakens! Rising from its slumber, the little firestarter goes on the rampage, scaring the crap out of a bunch of harmless mining folk

KNIGHT LORE

Now you may have the impression that I'm not keen on *Breath Of Fire III*, and in many ways you'd be right. You see, I bought my *PlayStation* because I wanted next generation videogames, if I'd have wanted to play 16Bit RPG adventures then I'd have bought a second-hand *SNES* and a copy of *Zelda*. Whilst *Final Fantasy VII* showed the potential of the *PlayStation* for producing truly ground-breaking gameplay, it is also responsible for unearthing all the worms of the RPG universe that are cashing in on its success.

If you want to spend your time locked in a time capsule playing a game that could have appeared half a decade ago on a 16Bit machine, then *Breath Of Fire III* is the game for you. It's got loads of characters, tons of spells and countless hours of collect and combine fighting action. But personally I've been here and done this so many times before that the prospect of killing another set of sickeningly cute cartoon cast-offs with my half-dragon hero had me head over the toilet bowl retching my guts up PRO





Having slain the beast you find she was just a mother protecting her cubs. Oh, it's all so damn poignant



PRO SCORE

PRICE: £44.99
PUBLISHER: Infogrames
GENRE: Adventure

TRY B4 U BUY

ONE PLAYER | MEMORY CARD

The original BOF and its sequel appeared an age ago on the SNES, and that's where this tired RPG should have stayed. With Xenogears, Parasite Eve and Brave Fencer Musashiden on the horizon, not to mention Final Fantasy Tactics, the choice for RPG lovers has broadened massively. However, BOFIII has remained in the dark ages of 16Bit and whilst it plays well according to those standards, FFVII has since moved the goalposts so that BOFIII misses the mark by miles.

LEWIS

WHAT'S THE SCORE

GRAPHICS	6
SOUND	6
GAMEPLAY	7
LASTABILITY	8

6½

PRO PANEL

ANDY I love my adventure games, but I'm a fan of the Res Evil horror slash'em-up, rather than this watered down Dungeons and Dragons rubbish. My advice is to buy Res Evil 2 instead

JAMES Beware! Ere be dragons. And unless you want to get your play pad fingers burnt, keep your money in your pocket or buy the far superior Alundra or Diablo instead

JAY Nope, not for me. If Final Fantasy couldn't get me turned on to RPGs then this tedious Zelda/Alundra/Suikoden hybrid certainly won't. I'd save my money if I were you

CHICKEN We're now suffering the FFVII hangover where the cash-in crew arrive and try to take away all our hard earned money. Stand up for yourself and just say no!



The flashing red square is the place to start a chain, whereas the blue arrowed square is a speed-up. Remember where the health squares are, because you'll need them

Always make sure your dominoes are close enough to topple over, especially on those tricky corners









Mr Domino

Line them out, then set them up for the fall, in the ultimate Domino Rally with the dot dropping Mr Man from Japan

English people are notorious for building themselves up just so they can be gloriously knocked down again, so this new title from *JVC* should go down quite well. The Japanese have this uncanny ability for producing bizarre games that at first glance seem to be pretty stupid and pointless, but as we often discover, those Japanese developer blokes know a thing or two about gameplay. So although *Mr Domino* is indeed a weird game that'll most likely have your eyebrows at ceiling height, it seems that our snap happy friends from the land of the rising sun have once again come up trumps.

KNOCKING SHOP

Mr Domino's strength lies within the fact that the basic principles of the game are really simple. You must guide the little polka dotted freak around a small themed circuit strategically placing dominoes so that they will activate switches when toppled. A hit will cause scenery elements to spring to life, which will then start your next chain of dominoes falling providing your placement has been accurate enough.

Points are racked up for each activated switch, with the amount awarded depending on the length of the chain used. The idea is to lay your domino runs so that as many switches as possible can be activated from one initial push, which is of course easier said than done, making *Mr Domino* frustratingly addictive.

Each circuit is littered with obstacles that'll hinder your progress, especially the speed-up squares which whisk you over a huge distance, so you'll have to retrace your steps once more. However, *Mr Domino's* journey only takes him in one direction so it's impossible to turn the domino dumping character around. This means another lap of the circuit is most certainly on the cards. See, sounds easy doesn't it? Ah, but to make things much harder there's the time limit that sees our little spotted buddy and his friends (you can play as one of several different characters) quickly turning from a lively brick shitting fellow back into an inanimate pub game piece.



Now you can't deny that the Japanese are absolutely potty when it comes to inventing games and their characters, but fools they ain't. *Mr Domino* will most likely put most people off because of the way it looks and due nature of the game, but given a chance it'll have you cursing in defeat and wondering how something so stupidly simple could prove so hard to achieve. You won't play it forever, but the time you do spend on it you'll find worthwhile PRO



Hmm, those dice look like they could topple over and set off a 'domino rally' at any second don't you think?

PRO SCORE

PRICE: £34.99
PUBLISHER: JVC
GENRE: Miscellaneous

TRY B4 U BUY

ONE PLAYER | MEMORY CARD | PRO | PRO | PRO

Mr Domino is a quirky race against the clock which brings the fun of eighties kid's favourite Domino Rally back to life. It looks like a title for the younger player, but the difficulty level takes it out of that bracket and up onto the same plain as Kurushi, though you couldn't really call it a puzzle game. It's more a test of quick thinking and fast reflexes, and it's this challenge that'll keep you interested. However, it's longevity is a little questionable as simple ideas can soon become tiresome.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	7
LASTABILITY	6

7

PRO PANEL

CHICKEN Novel Japanese puzzle game that will drive you mental with frustration. I prefer Kula World as annoying games go, but even so, they're all an aquired taste

ANDY Oh god what's going on? Am I back in the pub? I knew I shouldn't have had that fifteenth pint. If I'm not dreaming then take this scary Japanese shite away from me now

LEWIS A bit of brain flexing never goes amiss, and this has enough quirks and surreal gameplay to appeal to just about everyone. A bit samey, but then so are most puzzle games

JAY Looks a bit like Pushover to me (minus Curly Colin, of course) and it can be a laugh if played in short bursts. But in all honesty, you ain't gonna find long-term enjoyment with this



The lighting effects and visuals in Blast Radius are nothing short of spectacular

Blast Radius

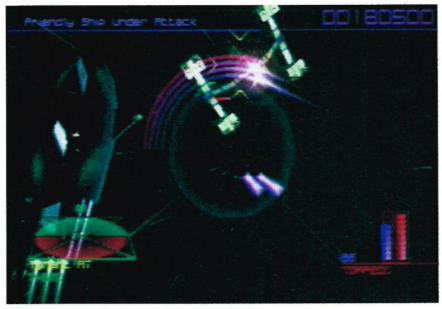
If Colony Wars was the PlayStation equivalent of Star Wars, then say hello to BattleStar Galactica...

When *Psygnosis* released *Colony Wars* late last year, everyone creamed over the amazing graphics and sound effects, but there were those (me included) who found the plot and strategy elements of the game a bit on the thin side. So *Psygnosis* went back to drawing board and before the imminent arrival of *Colony Wars: Vengeance*, they've decided to plug the gap with *Blast Radius*.

Now whilst most people would have taken on board the criticism and produced a game with a dynamic storyline and dozens of in-depth missions, *Blast Radius* completely ignores all that. Instead, *Psygnosis* have released a stripped down version of *Colony Wars* that plays like *Star Wars* on acid and is about as deep and complex as *Pamela Anderson's* biography.

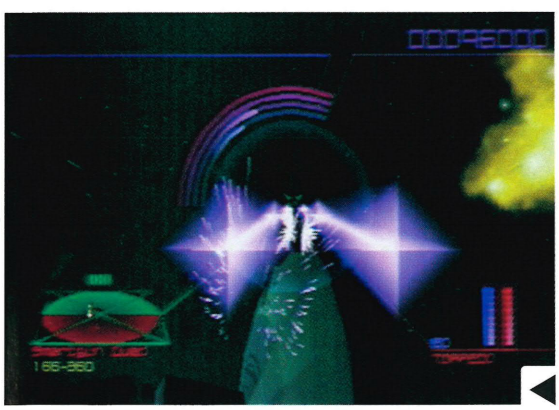
SPACED OUT

The game features the same graphical kick-in-the-nuts splendour of *Colony Wars* with the added aural pleasure of a thumping techno soundtrack. It's a combination that is sure to please gamers who desire a quick fix of shoot'em-up fun, since the experience is akin to being sat in the spinning laser turret aboard the *Millennium Falcon* with enemies spiralling in from every direction.



But despite the initial adrenaline kick, *Blast Radius's* lack of depth means that you'll soon tire of its relentless mind-altering action. And whilst there's a little strategy in choosing your weapons from the options available, this is simply a choice between upgrading your cannon first or your shield (it's not exactly taxing stuff). There's also a turbo option that allows to thrust away from and towards your enemies, so you'll have to keep an eye on your fuel gauge or your trip will be very brief.

In short, *Blast Radius* does lack a decent plot, any element of strategy and lasting appeal, but at face value it's really just a fast blast after a night at the pub which will make a fine partner to a Rogan Josh and a set of surround sound speakers. But like the curry, you won't hold onto this one for very long PRO



If Patrick Moore saw this in The Sky At Night he'd have a thrombosis. Now there's a thought

PRO SCORE

PRICE: £44.99
PUBLISHER: Psygnosis
GENRE: Shoot'em-up

BEAT IT

ANALOGUE | MEMORY CARD | ONE PLAYER | PRO | PRO

It's derivative and as shallow as a gnat's jacuzzi, but I can't help but love the game for sticking to its shoot'em-up roots and providing a blasting experience that is truly pyrotechnic. This combination makes it ideal rental material, however, you'd have to be a real space junky to part with your cash over this one. The lack of depth reduces any lasting appeal, whilst the action suits short attention spans. Blast Radius is great in small doses, but you'd have to be lobotomised to buy it.

LEWIS

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	7
LASTABILITY	6

7

PRO PANEL

CHICKEN If you love blowing things up then you'll love this. Not much to it if I'm honest, but it does what it sets out to do very well. Worth a closer look than you might think

ANDY I like to put the grey matter in neutral from time to time, and this tasty piece of eye-candy is an ideal no-brainer. It's great if you've not much up top, so if you're like me, get it

JAMES I thought Colony Wars was an excellent game and this is basically more of the same without the drawn out plot, but with many nice touches that should be experienced first hand

JAY Mindless trigger-pumping action that's as visually pleasing as all the rest of them out there, and has the added advantage of bearing a resemblance to the awesome Colony Wars



Spice World

Get ready to Spice up your life with Sony's next venture into the music/game territory. Parappa The Rappa has got a lot to answer for...



Spare me a minute of your time. You see I've got a problem. What we normally do here at PlayStation Pro is when a review copy of a game comes in we dish it out to the person who likes that type of game the most. You know, mindless blasting goes to James and so on. So what the hell do we do with *Spice World*?

Well, being the fair minded, new blokes that we are we rounded up some of the girls in the office to redress the balance a little. So there'll be a main score on the right as usual that will be mine and all the "ladies" will give *Spice World* a mark too. Do we all understand? Good. Then let's begin the review from the top.

The Spice Girls are something of a phenomenon. They'd be the first to admit that they're not gorgeous or overly talented, but they've certainly shoved their Girl Power message down the throats of the world's kids and they've lapped it up. I'm not knocking 'em, my girlfriend likes 'em and I can see why, but *Sony's* decision to produce a PlayStation game is a little more confusing.

THE SPICE IS RIGHT

With a predominantly male market already in place, what are they trying to achieve? We all know they're sneaky basts at *Sony,* but they're clever too. *Spice World* will set you back a mere 20 quid and is aimed at PlayStation owners who have sisters who are into the Spice Girls, and the theory is that the game will introduce them to the console. Clever eh? The marketing too

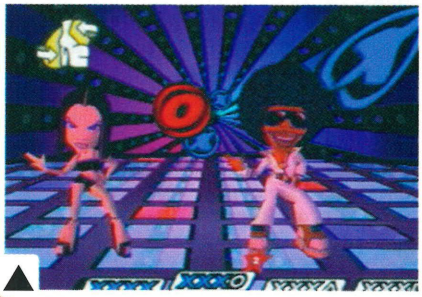
They'd be the first to admit they're not gorgeous, but they've shoved their Girl Power message down all our throats



You get to select what section of the game you want to go into. Many are closed to you initially until you complete tasks



The mixing room allows you to link samples of certain records together using your chosen Spice Girl to jump onto your selection



Better be careful here mate, you don't want David Beckham knocking on your door asking tricky questions



The Baby Spice in the game has one of the most sinister faces possible. Kids will be having nightmares if we're not careful







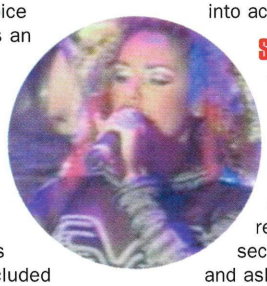


has been spot on as usual with the slogan "Do not underestimate the Girl Power of PlayStation" emblazoned everywhere too. Again, very clever.

But what about the game.? Well, bearing in mind that most of you reading this will be male and probably not interested in the Spice Girls, it's difficult to recommend it as an out and out "game".

Spice World is split into several sections. To start you have to choose a Spice from either Baby, Scary, Ginger (yes she's still in there!), Posh or Sporty and put her through her paces. The first section sees you "remixing" a Spice Girls record. This is basically nine snippets from each of the five hits that are included in the game and you have to assemble them in some sort of order. It's just the choruses which is a shame as it could have been the full song, but in the name of keeping it simple for theur target audience this tactic has been adopted.

Once you've put your track together it's off to dance practice where you learn all your moves in a *Parappa The Rappa* style button pressing fest. It's dead simple and not very imaginative, but it still looks quite cool. Once you've passed your instructor's test you go to group dance practice where you can put the moves you've just learnt into action for each of the five girls.



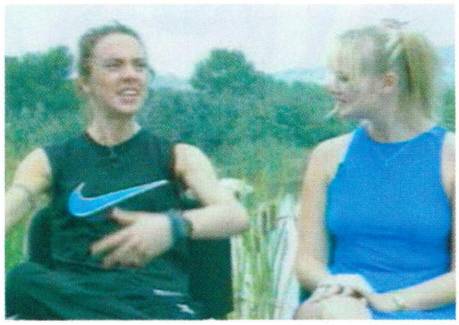
SOFT FOCUS

When you're satisfied with the girl's routine you can go off into the TV studio and watch your Virtual Spices perform their moves while you operate the camera to zoom in and out etc. And that's about it really, oh apart from the interview section which was recorded in France and asks the girls a load of questions that fans sent in to *Sony*.

Spice World is very polished but it remains something of a novelty. You can go through it in 15 minutes and after that it's a case of repeating the same processes for different songs with different girls. It really is for fans only and if you class it as merchandise you'll be fine.

So if you've already bought a Spice Girls CD, bag, T-shirt or whatever, then go and get this. However, if you don't like the Spice Girls then don't bother, but then that's just my opinion. Check out the views of our very own Spice Girls below if you need convincing any further PRO





PRO SCORE

PRICE: £19.99
PUBLISHER: Sony
GENRE: Misc

TRY B4 U BUY

MEMORY CARD | ONE PLAYER

This is the ideal game for your sister but it offers nothing for the usual PlayStation owner, but to be fair, it isn't supposed to. Sony have attacked a different market with this and deserve success for sticking their necks out. There could have been a lot more included, but it wouldn't have changed anything really. It's been kept nice and simple for the target audience. This is the one time I'd tell you to ignore my final score because if you're a fan you'll love it and if not, then you'll hate it.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	7.5
SOUND	7.5
GAMEPLAY	4
LASTABILITY	4

5½

PRO PANEL

ANDY My ideal world would be a thrash metal version of this starring Anthrax, or someone like that. I'd buy it for 20 quid for a laugh if I was an older fan, but otherwise this sucks

JAMES Quite good for the Spice Girls, but sadly a pile of absolute shite for anyone else. Aimed at under 10 year olds who'll love it, but keep those crap Mama re-mixes away from me

LEWIS Quite possibly the shrewdest piece of marketing software that Sony have released. At £19.99 it's a must buy for Spice Girl fans, and something to laugh at for everyone else

JAY I'm not a fan of the girls, but even if I ignore what is surely a major purchasing factor this is still a pretty feeble product that will last even the most infantile gamer about an hour

SPICE RACK

We rounded up the office Spicettes in the shape of Helen, Justine, Tamla and Carrie to give us the definitive girl's eye view on a game that obviously appeals more to the fairer sex



BABY SPICE
"I like the Spice Girls and don't play many games, but I played this for ages. You lads stick to your racing games!" 9



GINGER SPICE
"Fans will like it and it is cheap compared with other games. It's a bit simplistic, but that's obviously to cater for the kids." 7



SCARY SPICE
"You can't moan as it's only 20 quid and little girls will love it. The dancing is a bit difficult but it is good and looks nice." 7

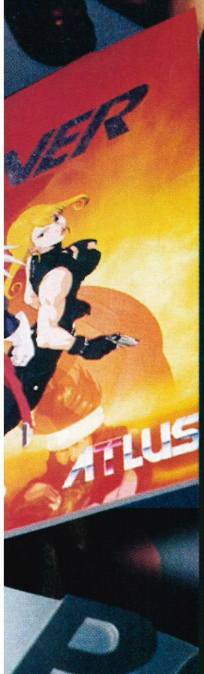


POSH SPICE
"I hate the Spice Girls but enjoyed this for a while. It's well put together and kids will want to buy this as it's different." 7


Entertain
SCHOOL BUS



ment USA



For the fourth year running, the world's leading software bigwigs got together, from the 28th to the 30th of May, for the ultimate gaming showcase behemoth known as E3. Everyone who's anyone in the crazy world of interactive entertainment was crammed into Atlanta's Georgia Dome Congress Centre, for three long sweated-soaked days of fiddling, twiddling, drooling and grooving with the latest gaming treats – including your very own PlayStation Pros. Therefore, in order for us to deliver the goods (and to prove to the boss that it wasn't all showbiz parties, free bars and chilling by the pool), within the next few pages you'll find out what you'll be playing over the next 12 months as we take a side-step past the hype juggernaut and look beyond the fancy exhibition stands, leggy models and celebrity endorsements to select what we consider to be the highlights of the show. So sit back and prepare yourselves... it's showtime!

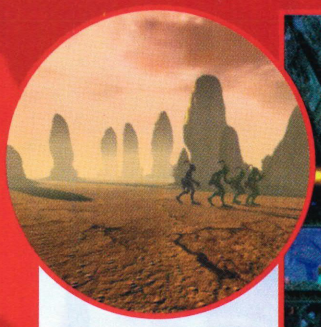




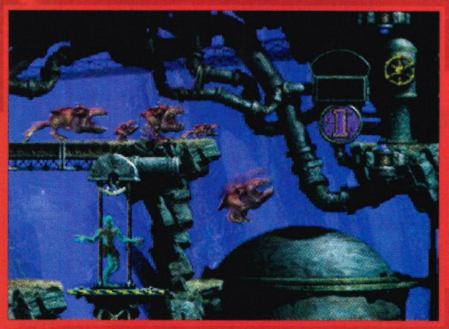
Abe's Exodus

Following on from one of the surprise PlayStation hits of last year comes this stunning sequel. Attracting huge amounts of attention at E3 with their own Abe's Cinema, GT are rightly shouting from the rooftops about this next game in the series. Fans of the wacky original are going to be bursting to get hold of this as it's basically more of the same with lots of tweaks and improvements to the already well-developed gameplay. Huge new levels and trickier puzzles will ensure that even hardened Oddworld players will have to be on top form if they're to succeed with this. Watch out for lots more news on Abe's Exodus in the near future.

EXPECTED: November









ASTEROIDS

Restoring classics seemed to be a popular trend at this year's show, with Activision doing a bloody good job of converting this chip shop favourite for the PSX. It plays exactly as it did back then, only it looks much much better.

EXPECTED: September



B MOVIE

The martians are back attacking the planet in this tribute game to the cult brand of films that were so bad they had to be seen. Great graphics, loads of aliens and plenty of weaponry to kill them with. This sounds very cool indeed.

EXPECTED: September



BUGGY

Here's a game that has been in the pipeline for quite a few months now. It's obviously a racing game, but at least it has the novel twist of being remote control cars that you have to race, so all the scenery is HUGE!

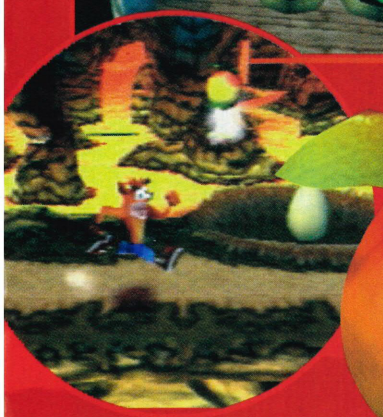
EXPECTED: August











Crash Bandicoot: WARPED!

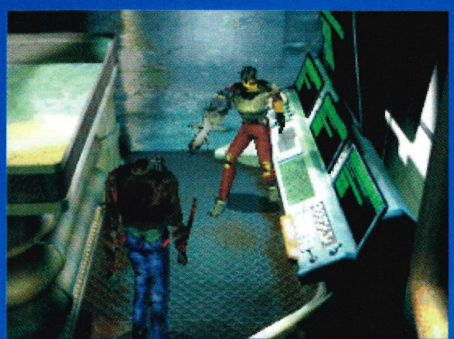
Your favourite furry-arsed freak is back, and this time he's brought his kid sister along for the ride. Yes, that's right, Crash is to star in his third PlayStation adventure, again hot on the trail of the evil Dr Neo Cortex. The game keeps in line with the previous two outings, with Crash's exploits still boasting that quality gameplay that we've come to expect. Huge new levels, new moves, vehicles and all-new animation were among the game's plus points, and Sony were keen to show-off Crash's impressive new underwater aqualung levels to an ever awaiting crowd. Let's face it, this is simply another addition to the excellent Crash family tree, so don't be expecting anything more from it.

EXPECTED: November

DEAD UNTITY

Set in the future, this 3D adventure title has you playing the role of a dude who must battle his way through 500+ settings to shut down the mainframe belonging to the city's evil doers. Yes, another Resident Evil wannabe for the pile.

EXPECTED: December



KNOCKOUT KINGS

EA have entered the ring and signed up a shed load of professional fighters to endorse their product. Knockout Kings was launched amidst a blaze of publicity at E3 and it looks like being the ultimate boxing game out so far.

EXPECTED: September



G DARIUS

Fans of the original and numerous Darius games will be in seventh heaven when this one finally blows its way into the shops and onto the PlayStation. Old school blasting with a next generation edge – we love it and so will you!

EXPECTED: September



Tekken 3

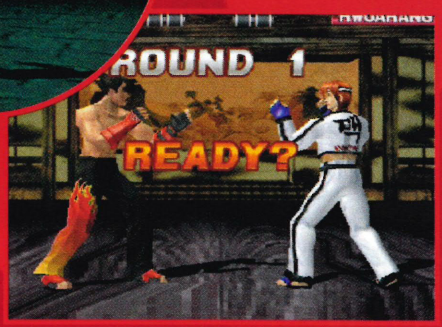
Of course, the big fighting daddy was, as always, the latest in the Tekken series. Namco were hyping it to the max at E3 (and rightly so) and in a room full of wannabes, the mighty Tekken 3 stood head and shoulders above the competition. Will anyone ever make a better fighting game than Namco? It seems unlikely, but all we can do is wait for another couple of months for Tekken 3's UK release and drool over these new screenshots.

EXPECTED: September







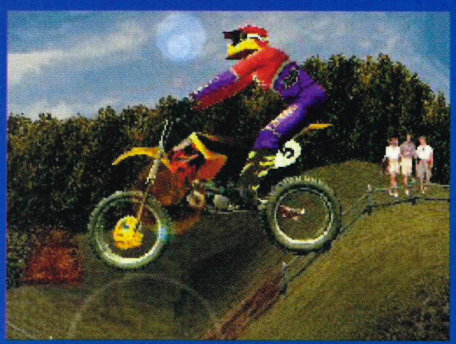




SUPERCROSS '98

US dirt biker Jeremy McGrath has lent his name to Acclaim's new racer, and he even turned up at the show to give his approval. Nothing startlingly original in the gameplay as far as we could see, although it's a long way from release.

EXPECTED: November



ROGUE TRIP

From the developers who brought us the excellent Twisted Metal comes Rogue Trip, more driving and blasting mayhem published by GT Interactive. We'll be taking a much closer look in the near future so watch this space.

EXPECTED: November

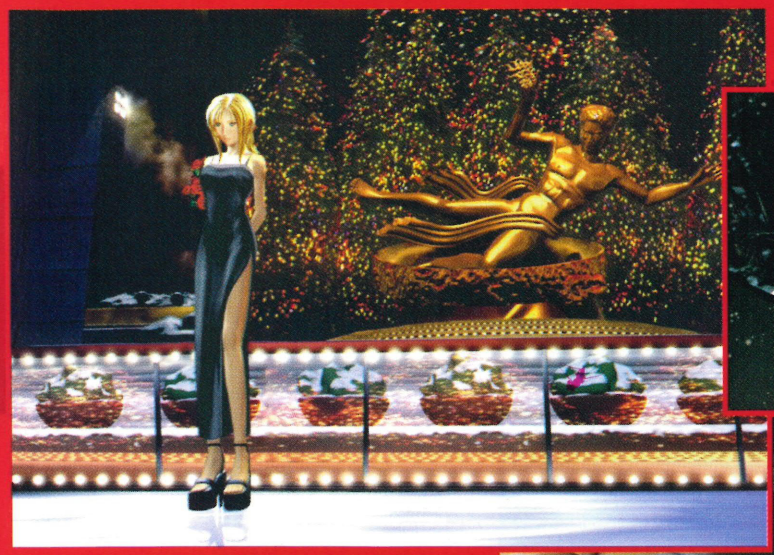


WCW NWO REVENGE

Wrestling fans and all those with a spandex fixation will be delighted to hear that THQ are continuing their run of top notch grapple-fests with this four-way leotard extravaganza. Tune in next month for an exclusive report.

EXPECTED: October









Parasite Eve

This is the one that had people gasping in the Squaresoft arena. Absolutely stunning visuals and a soundtrack to die for. Plus some of the most gruesome and gory gameplay we've seen will ensure that Squaresoft's reign as one of the most admired PlayStation developers looks set to continue for a good while yet. We were treated to a 10 minute movie of Parasite Eve and even the harshest critic would have to say it was jaw-droppingly good. You play the obligatory attractive girl as she tries to save the planet from a strange alien invader that takes over the population by mutating them before turning into a huge B Movie style hero-eating monster. Squaresoft know how to make a game look great and this is exactly what they've done here. Expect it to fly off the shelves when it eventually arrive sometime before Christmas.

EXPECTED: December

GLOVER

Hasbro's Glover is trying to stand out from the crowd of 3D platformers by a) being cute and b) being original. You control Glover, a white walking glove in his battle against the evil black Glove. Sounds strange? You betcha!

EXPECTED: Christmas



NFL XTREME

As you may have already guessed, this is American Football, but the big selling point with NFL Xtreme is that you need have no knowledge whatsoever of the game before you pick up and play, so everybody can have a go.

EXPECTED: December



PET IN TV

We previewed this a couple of months back, and although it's still not out, it was on show at E3. It's kind of a cool kid's Tamagotchi where you have to train your pet to perform tasks and tricks. More strange stuff.

EXPECTED: September





Metal Gear Solid









This is one of the most eagerly awaited videogames of 1998. Konami are getting ready to unleash their espionage thriller to massive acclaim as the world prepares to go Metal Gear Solid crazy. We played this for quite a while and can report that it really is the business. If you loved Resident Evil 2 then it looks like you're going to be in for a rare treat with this as, in many ways, it has a similar style of gameplay to get into.

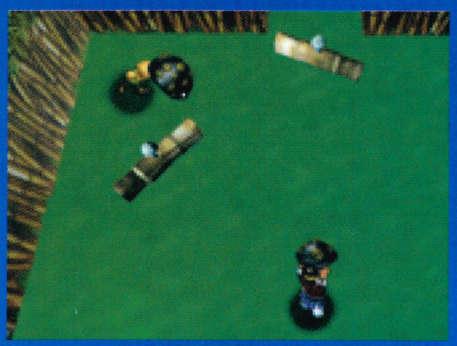
Konami have spent the months of production wisely, ironing out all the little bugs and problems and what they've come up with looks as spectacular as we'd hoped. We've still got a little while to wait before we get our hands on a review copy of Metal Gear Solid, but here at PlayStation Pro we're counting the days off before we bring you the (hopefully) good news.

EXPECTED: November

MONKEY HERO

Remember that bizarre Japanese TV show, Monkey, years ago. No? Well trust us it was mental. Anyway, Take 2 obviously remember it because here's a game where you play a similar chimp boy character in this 3D RPG adventure.

EXPECTED: December



NINJA

Prepare yourself for some pseudo-retro gaming as the guys and gals behind Tomb Raider get busy with this 3D oriental action adventure. We'll have everything you need to know about Ninja, and more, in next month's mag.

EXPECTED: September



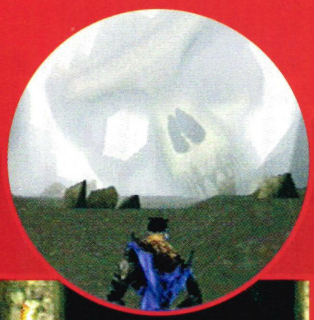
SHAOLIN

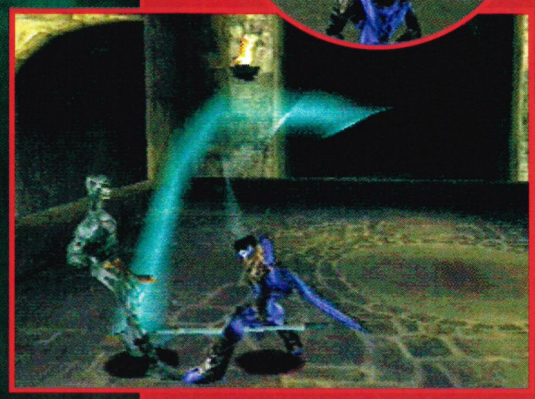
We like this one. It's a four player 3D kung fu beat'em-up where anything goes. With multiple combos and general all round craziness... well let's just say that it's as fast as lightening and it's a little bit frightening.

EXPECTED: October











Legacy of Kain 2

Soul Reaver

This was certainly one of the best games we saw at the show. The version on the stand wasn't that impressive, but what we saw behind closed doors literally blew our socks off. The highly successful Legacy of Kain has been redone and looks like being capable of blowing Lara right out of the water. With many unique features such as levels that morph as you play, tremendous graphics and a great camera system, Soul Reaver looks like being one of those games you will have to own when it gets released in the run-up to Christmas.

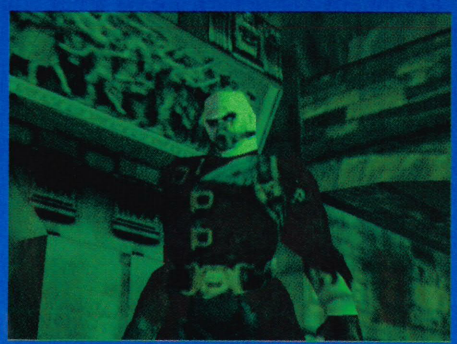
EXPECTED: November



STEAM

Barely past the early demo stage, Steam is set in a bizarre age where technology has gone a little bit crazy. Steam will feature stunning cinematic sequences as well as huge levels that you must traverse. Sounds dreamy.

EXPECTED: TBA



G-SHOCK

Despite its rather ambiguous title, G-Shock is Konami's new underwater exploration game. You get the opportunity to have a bit of a swim about discovering and exploring underwater caves and shipwrecks and so on.

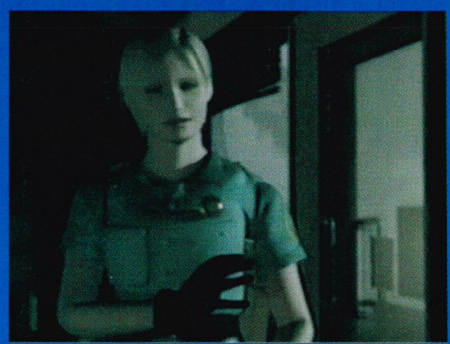
EXPECTED: TBA



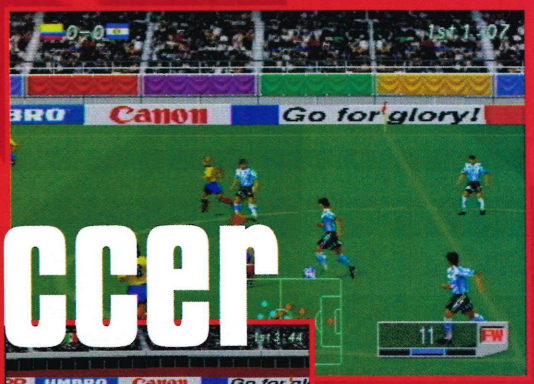
SILENT HILL

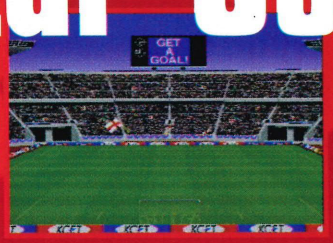
Our Japanese mates at Konami were banging on about this containing the best CGI movies that they've ever done. Basically you wake up after a car crash and find your daughter missing. Go and find her. Simple as that.

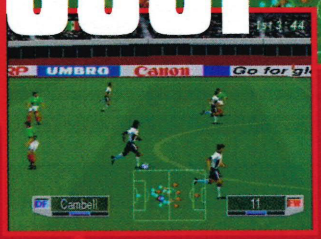
EXPECTED: TBA



International Superstar Soccer Pro '98

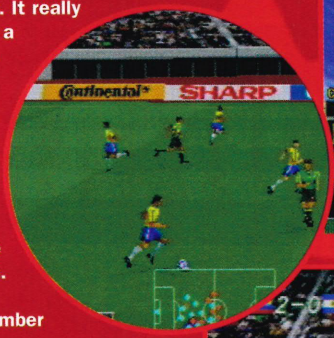






Well this is the game footy fans have been waiting for after seeing how good the N64 version was. Many still think the last PlayStation version hit the target too, although it has definitely been surpassed in recent months. Konami have drafted in the vocal commentating talents of the BBC Match of the Day's Tony Gubba to provide the match oration and add that little extra bit of authenticity. While the N64 version again looks like leading the way, several features have been added to both major console versions. In come multiple camera angles, intuitive artificial intelligence and motion capture featuring 17,000 individual player movements. It really does look like it's a considerable step forward from the last incarnation and we can't wait to get a longer go on it, so we call tell you if it really is better than all the other footy games.

EXPECTED: September











AZURE DREAMS

It's an RPG including all the standard spells and the like, but a novel twist is the ability to collect virtual pets and nurture them, before before they hatch and turn into demons. Tamogotchi's will never seem the same again.

EXPECTED: September



BOTTOM OF THE 9TH

Konami have thrown their cap down with this baseball offering that will feature 16 rendered stadiums as well as play-by-play commentary. It certainly looked the match of any other baseball game we saw there.

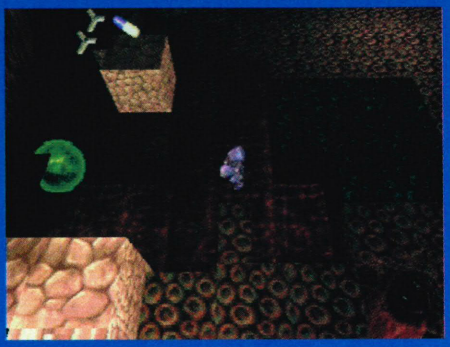
EXPECTED: TBA



VERMIN

This internal organ-chomping 3D version of the classic Dig Dug is strange to say the least, yet amazingly addictive. Burrow inside the innards of a hapless soul and then avoid the bacteria whilst chewing through membranes and the like. Nice.

EXPECTED: December





Medievil



3D adventure/platform games are hardly a new concept to the PlayStation, but Sony were hyping up their latest offering. 20 levels of action as you try to defeat some evil zombie lord will keep you busy with over 40 hours of gameplay to get your teeth well and truly into. You can read more on Medievil hopefully in next month's issue.

EXPECTED:TBA



Spyro The Dragon

Crash Bandicoot's producer, Mark Cerney, is about to bring a new character to the PlayStation in the shape of the wonderful Spyro the Dragon. Spyro is cute, has attitude and more importantly looks like a great Mario 64 style game at last. At the end of the day it's a platform game, but it looks so gorgeous it doesn't matter. Sony have gone on record as saying that they think that this will be one of the big titles this Christmas and nothing we saw in Atlanta would suggest that they're wrong. We'll be bringing you a lot more of Spyro the Dragon over the next few months.

EXPECTED: Christmas





POPCORN

The unusually titled Popcorn was attracting queues with it's novel blend of frantic arcade and puzzle action. It's a crazy chase game set across different time zones where you collect globes. You don't care really so just look at the picture!

EXPECTED: September



SYPHON FILTER

A deadly game of espionage where success will avert a major biological disaster. There are 16 levels in this mission-based action adventure. It's not one of Sony's higher profile titles, but plays well enough from what we saw.

EXPECTED: TBA



TOMBI

This game has been designed by the guy responsible for the classic Ghosts and Goblins and Megaman games and is straight-forward platform action with a bizarre RPG element thrown in. Very strange indeed. More next month.

EXPECTED: October



Tomorrow Never Dies







Bond finally gets his own game on the PlayStation, and despite the early rumours, the game is looking more like Lone Soldier than GoldenEye 64. But don't take that the wrong way though as from what we saw this baby thankfully plays nothing like Telstar's dreadful blaster. As you'd expect, the game follows the plot of Bond's last celluloid adventure and therefore you sneak about the place planting bombs, shooting plenty of bad guys and getting off with supermodels. One to watch out for methinks.

EXPECTED: TBA

Thrill Kill







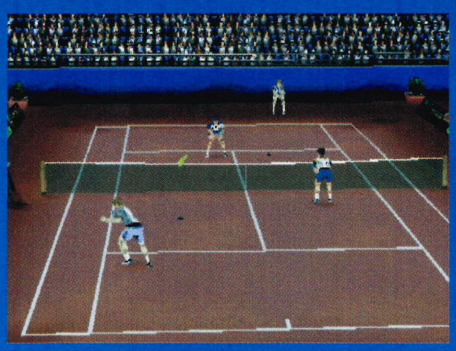
Gory would be a feeble attempt at describing this game, but I'll use it anyway. This, put simply, is a four way horror beat'em-up where players can hack and slash each other into bite-sized morsels with the aid of such delights as meat cleavers and the ever popular flick knife. Choose from a line-up of zombies, freaks, over the top young ladies and a whole host of other misfits and then hammer the shit out of anyone who comes near you. It's surely going to get banned, but what the hell?

EXPECTED: October

ACTUA TENNIS

Tennis is the latest to get the treatment and features the brand new Actua Sports 3D engine. Commentary during the game comes from Barry Davies and Sue Barker and you'll get the chance to compete in tours and exhibitions.

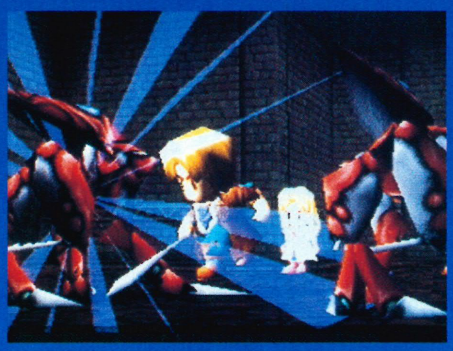
EXPECTED: November



WILD ARMS

Yet another role playing game that might pick up extra sales because of the Final Fantasy saga is Wild Arms from Sony. You have to rid your planet of the Metal Demons so watch out for this in the run up to FFVIII.

EXPECTED: October



ZERO DIVIDE 2

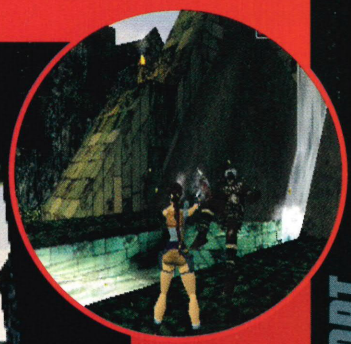
Beat'em-ups are back in vogue at the moment and here's the sequel to the semi successful Zero Divide to prove it. Standard fighting fayre really with big metal robots bashing each other over the head. Tekken 3 please!

EXPECTED: November









Tomb Raider 3

The Adventures Of Lara Croft

For the fourth year running, you couldn't go near the Eidos booth without being belted with Lara mania in various shapes and sizes. Whether her third adventure is actually any good didn't seem to matter as Lara's so darn big now we're sure Eidos could get away with releasing a CD full of photos and it'd still top the charts for weeks. Regardless of this though, TR3 was on display in a a somewhat primitive form and it was obvious to everyone that the game is far from completion. Only two new screenshots were handed out at E3, with only a brief press release and a few photos of the new real-life Lara, Nell McAndrew (which we gave you exclusively last month). Basically there wasn't a lot to see or talk about at the show regarding TR3, but as you'll know if you read the mag frequently, we've secured the exclusive first play (coming soon) plus we've got an exclusive Tomb Raider 3 diary (on page 16) starting this month that includes loads of exclusive screenshots of the game, giving you all the behind the scenes information you could ever want. So there.

EXPECTED: December

COOL BOARDERS 3

The snow has hardly melted on Cool Boarders 2 and Sony are beginning to hype up the third in the series. It's certainly the best looking so far with even more tricks and courses, but can the public stomach another flood of boarding games?

EXPECTED: December



CENTIPEDE

Following the success of Frogger comes Centipede, all juiced-up for the PlayStation. Containing all the elements that made the original so great, but with ramped up 3D graphics and 90s gameplay mixed in, this should go down a storm

EXPECTED: December



DRIVER

For the full run down on one of the best games in Atlanta this year, turn to page 84 of the Exposure section, where you'll learn how the former Destruction Derby developers have come up with a getaway driver sim with graphics to die for.

EXPECTED: Christmas

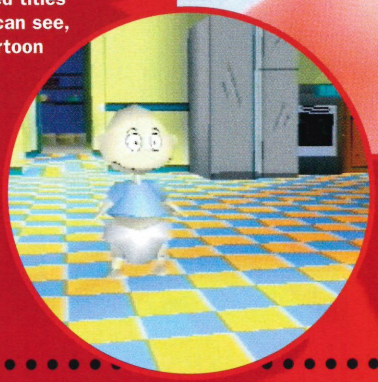


Rugrats



The early morning cartoon for adults and nippers alike is getting a 3D makeover in the first of many Nickelodeon inspired titles from THQ's recently signed deal. The game is, as you can see, aimed to emulate the cartoon show as much as technically possible with the likes of Chuckie and Co no doubt getting involved in all kinds of hilarious japes. Tune in next issue for some exclusive Rugrats news direct from the Nickelodeon studios.

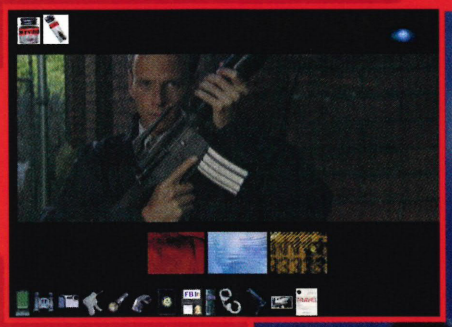






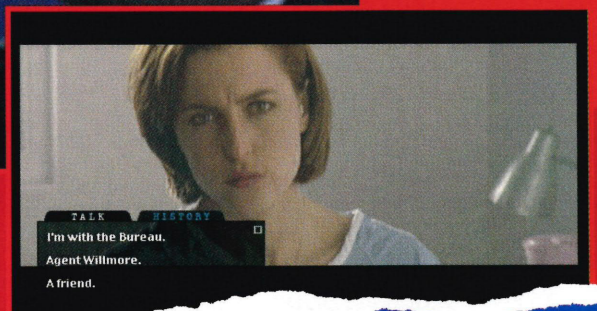
EXPECTED: December

X Files









As reported exclusively right here last month, this interactive movie feast is a point-and-click affair featuring all-new, specially shot footage of Mulder and Scully scripted by series creator Chris Carter. The ginger minx herself, Miss Gillian Anderson even turned up in person at the show to give the game her official thumbs up and nearly cause a riot with sad losers Rumours are that Sony will distribute the game in the UK, as opposed to Fox in the States.

EXPECTED: September

APOCALYPSE

It got put on hold, forgotten about, and now Bruce Willis's big night out is back on the release schedule. Run about with Bruce as your back-up, shoot things and save the earth from the four horsemen. Simple.

EXPECTED: December



RUSHDOWN

Oh dear. Another snowboarding game, only this one has missed the boat by about six months. Actually, to be fair this does involve moutain biking and white water rafting, but we'll wait for a playable version before passing judgement, eh?

EXPECTED: December

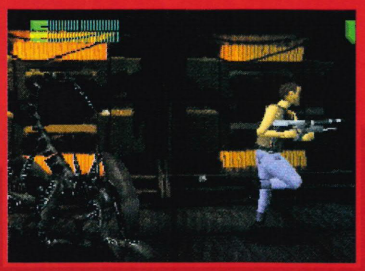


X MEN 3D

Exactly what it says in the title, this is your favourite comic book heroes duking it out in a graphical three dimensional fashion. Ooh. Another beat'em-up. That's just what the PlayStation needs right now.

EXPECTED: TBA







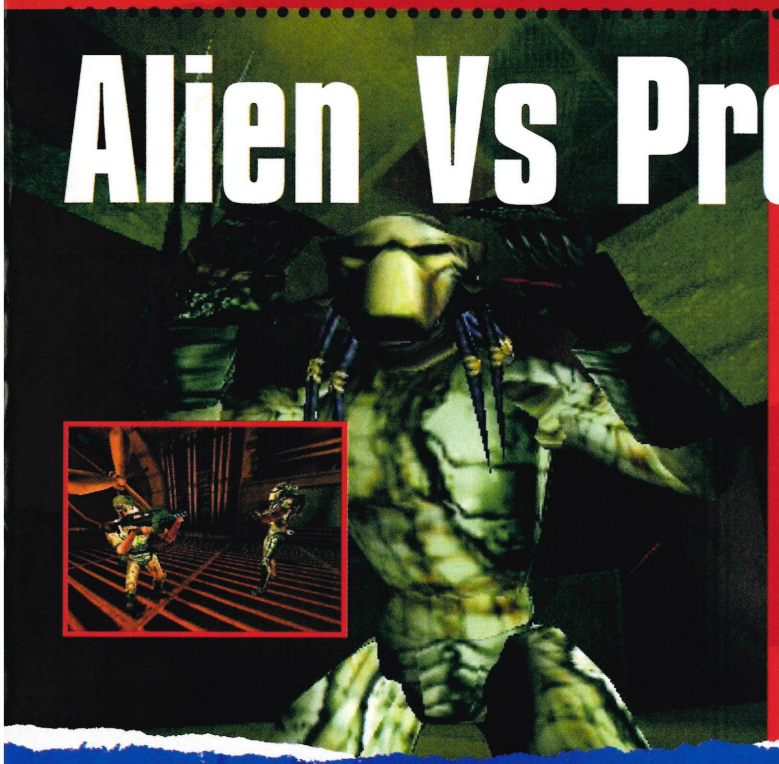


Alien Resurrection

Oh, my word! What a beauty. Imagine the SNES version of Alien 3 crossed with Resident Evil and you wouldn't be far off the mark. This looked absolutely gorgeous and we truly can't wait for our playable version to arrive. The film may have sucked, but from what we've seen this interactive conversion should rock the house when it finally arrives.

EXPECTED: TBA

Alien Vs Predator







It's been a long time coming from its Atari Jaguar (now there's a blast from the past folks) roots, but as you can see from the screenshots, it's been time well spent for this sci-fi Doom clone. You get to choose between the acid dripping Alien, a hard-ass marine or the dread-locked masked creature himself, the mighty Predator. Corridor prowling never looked so darn good.

EXPECTED: TBA

TAI-FU

Activision attempt to put the 'Ooo' in Tai-Fu and invite you to roam around a 3D world kung fu-ing anything and anyone who dares to come near you. It's down point? You play the part of a six foot ninjitsu tiger.

EXPECTED: December



BATMAN & ROBIN

Is this game ever going to be released? Maybe Acclaim are going to coincide it with the film's tenth anniversary? It still looks nice enough, but playing it's another matter altogether. Where's our review copy?

EXPECTED: Eleven months ago



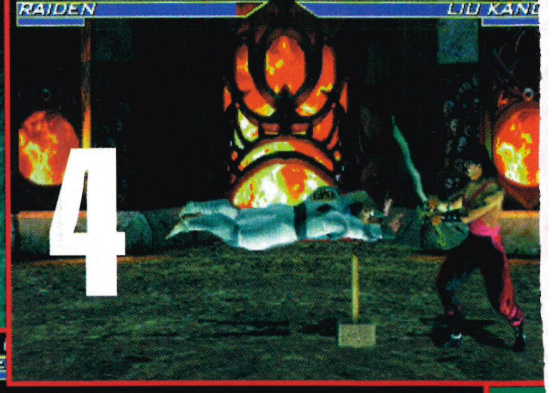
POY POY 2

Sequels are sometimes welcome updates of the original, but mostly they're cash-in crap churned out in an instance because the first game did surprisingly well. Unfortunately, Poy Poy 2 seems like it's the latter.

EXPECTED: November



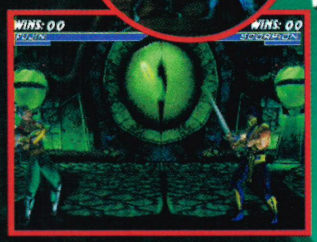
Mortal Kombat 4



As we exclusively showed you in last month's issue, the fourth installment of this seemingly never-ending series has gone all 3D, just like Street fighter EX Plus Alpha. No bad thing, surely we hear you ask? Well, wait for our definitive review before you rush out and buy it, as fancy graphics do not maketh a great game as you've no doubt found out in the past.

EXPECTED: September

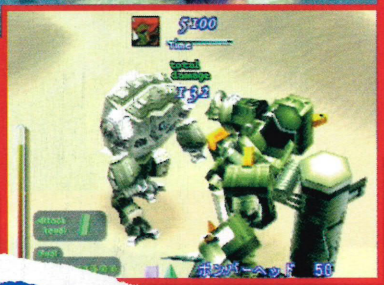






Xenogears





The Square boys are back in town with their latest RPG. Final Fantasy VIII is on the way, but Xenogears will bridge the gap nicely for now. Gist of the plot? Well you'll have to fight through battles and adventures to uncover the truth about the civilisation that created human-driven mechanical robots called "Gears". Easy as that and as you might expect from the Squaresoft lot, it looks truly stunning. No UK release date has been announced yet though, but we'll bring you more on it as soon as we can.

EXPECTED: TBA



POCKET FIGHTER

Capcom have never been shy of reusing their successful Street Fighter engine on other games. Pocket Fighters pits a collection of pint-size battlers against each other in a near perfect conversion of the arcade original.

EXPECTED: TBA



DARKSTALKERS 3

Yet more fighting action this time featuring 18 characters to scrap with. It's obviously the third game in the series and apart from looking slightly better Darkstalkers 3 doesn't look like offering anything out of the ordinary.

EXPECTED: TBA



X-MEN vs STREET FIGHTER

They don't mess about these Capcom boys and girls. Yet more fighting was on display (just about everything on their stand was fighting!), and now we have a combination of two of their best loved 2D games. Can you guess which ones?

EXPECTED: TBA

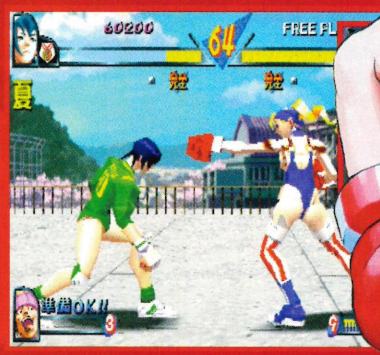


Rival Schools: United by Fate



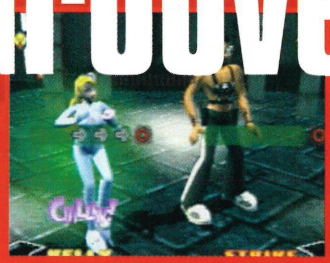
Far and away the best title for anything ever. RSUBF sees 14 new characters fighting for justice in their schools on scrolling backgrounds with a loud soundtrack! (A bit like Byker Grove really without the Geordies). It looks ace, especially if you like Manga schoolies showing off their knickers. And of course, we do.

EXPECTED: TBA





Bust-A-Groove





Anybody who follows the PlayStation import scene will probably be aware of the Parappa style dancing game Bust-A-Move. Well Sony have signed it up for a UK release and changed the moniker to Bust-A-Groove to avoid any confusion with the Bust-A-Move puzzle series. Players will chose from 10 characters and be able to unlock secret characters as they dance to music ranging from hip-hop, disco, techno and house in a bid to become the ultimate dancing champion. Bust-A-Groove is great fun especially in two-player mode and you can change all the camera angles and so on so see your funky grooving from any perspective. This is set to take the PlayStation by storm in the same way that Parappa the Rappa did. So get your best dancing pants ironed.

EXPECTED: TBA





PAC-MAN 3D

Possibly the most famous videogame icon of all time, Pac-Man is about to make a sensational return courtesy of Namco in his own 3D game. Plenty of levels with the graphics and gameplay remaining faithful to the original titles.

EXPECTED: Early 1999



TALES OF DESTINY

Another RPG scheduled for release is Tales of Destiny which has sold over 800,000 copies in Japan already. It's the usual save the planet from the evil baddies plot and looks nicely put together, so we'll be keeping an eye out for this.

EXPECTED: Early 1999



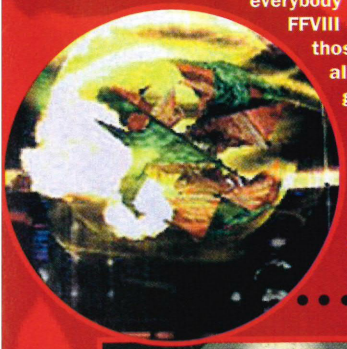
VIVA FOOTBALL

Going by the sickening name of Viva Soccer in America, this is the footy game that wasn't rush released for the World Cup. The version we saw was a quite a bit from completion, but never the less plays really well.

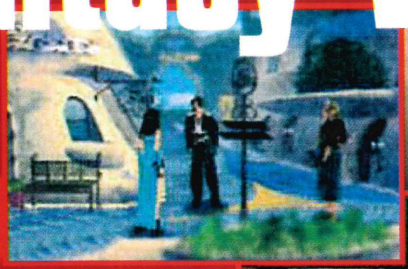
EXPECTED: October



Final Fantasy VIII



Destined to be one of the most eagerly awaited games of 1999, the follow-up to the most successful RPG ever is going to set PlayStation owners' hearts a flutter with an entirely new engine, more realistic animation, character design and a brand new storyline. Not everybody could get to see FFVIII at the show, but those of us that were allowed a privileged glimpse were certainly not disappointed with what was on offer. We're going to have to wait until well after Christmas to see a final version, but after the success of the last game we'll make sure that you'll be first with the news about this colossal videogame.





EXPECTED: 1999

Duke Nukem

A TIME TO KILL







Duke is back, but this time something's different. You think of Duke and you think of Doom, Quake etc. but now GT have pulled our muscular hero away from his first-person roots and dumped him straight into Lara Croft territory. Yup, that's right, Duke is now a third person perspective 3D arcade adventure. Is nothing sacred? Having said that it plays very nicely, has loads of massive levels to get lost in as well as nice touches. The feel of the game remains faithful to the original with the Duke character being just as humourous and coming out with lots of little quips. A release date is yet to be confirmed, but as soon as we have one we'll let you know. Either way you can expect this to be one of the big games in the shops this Christmas time.

EXPECTED: TBA

S.C.A.R.S

A wacky idea this. It's a racing game where the vehicles are all based around some of nature's most violent predators like Lions, Sharks and England football 'fans'. Looks fast, looks furious and looks like we'll have a preview next month

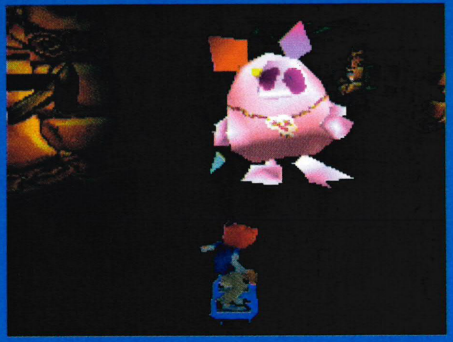
EXPECTED: September



PSYBADEK

Liverpool-based Psygnosis had a huge stand that was stacked with games and attractive girls dressed as the chick from Psybadek, their futuristic Back To The Future style airboarding game. It's fast, furious and very entertaining.

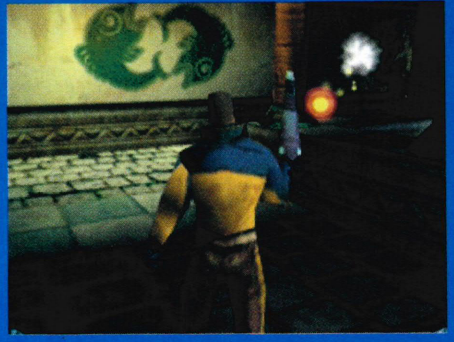
EXPECTED: October



OR DIE TRYING

This is yet another great looking videogame that borrows from both Psygnosis' own Rascal and, more impressively, Tomb Raider. It looks like it'll go down a storm come release time, such is the quality of the in-game visuals.

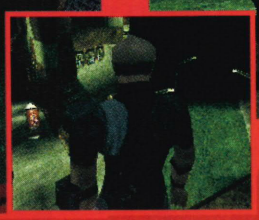
EXPECTED: October



Omnikron: The Nomad Soul





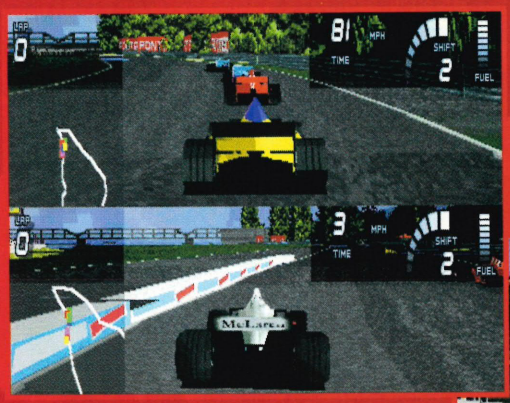




Eidos had a couple of other games they were shouting about that had nothing to do with Lara. Omnikron was one of them and they were insisting that it has one of the best 3D real-time engines available today, and it's the first videogame to ever feature facial motion capture in real-time. There's loads of other cool stuff in there like reincarnation which allows you to move directly into the body of the last person you touched before dying. It looks nice, plays even better, but can you be bothered with another 3D arcade adventure?

EXPECTED: October

F1 '98







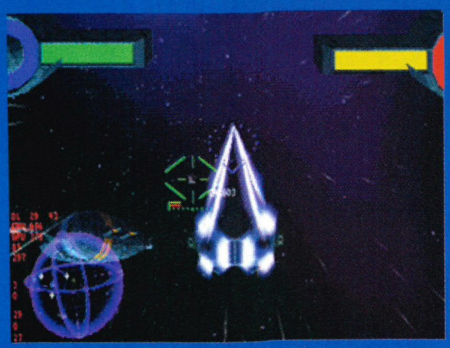
Psygnosis are turning their Formula One license into an EA Sports' style yearly update. You could perhaps criticise F1'97 for not really advancing the original game far enough and doubtless certain corners will again be readying this accusation when they see the screenshots and read about this latest title. To be fair to Psygnosis though this will be more than just updating teams and drivers. Faster game speed, more polished graphics and brand new commentary should help to ensure that this goes down equally well with the racing fraternity.

EXPECTED: December

COLONY WARS 2: VENGEANCE

The sequel to the popular Colony Wars see more mission structure, better graphics and generally improved gameplay. All criticisms from the first game have been addressed. Psygnosis are going to sell a bunch of these make no mistake.

EXPECTED: October



RAYMAN 2

Ubi-Soft have been beavering away at the sequel of the first really successful PlayStation platform game. Rayman 2 will be bigger, better and more colourful than before and it's going to be cool. Well, we hope it is!

EXPECTED: Winter



Now that we've got all the factual information out of the way, our show report wouldn't be a Pro report if we didn't indulge ourselves in a spot of glamour, glitz and of course, girls. So here we go...



Lara's real-life rendition sporadically showed her face to hordes of sweaty young fans, but us Pros got a private photo session with her especially for you. Tune in next issue where our red hot photo casebook will be wide open for you lot to drool over. Ouch, I've just burnt my finger!

ABOVE LEFT: Duke Nukem and his glamourous showgirls. BELOW: Those crazy South Park kids were in full effect at the show

LEFT: This little lady didn't give us her name, but she was the one controlling the crowds at Lara's daily free-for-all. And very nice she was too. ABOVE: Ryu and friends took over the Capcom stand yet again and prepared themselves for SF EX Plus Alpha 2. Oh yeah.

Is it just us, or does Crash Bandicoot look a little too like his creator, Jason Rubin, pictured below?

Namco's stand proudly boasted Tekken 3, with both arcade and PlayStation versions on display. Our feeble attempts at queue jumping with an aim for a free blast on the arcade machines were unfortunately swiftly brushed aside by burly free-play hungry yanks.



ABOVE LEFT: Acclaim rolled out the Forsaken girlie from their American ad campaign, although us Brits were confused at her bizarre facial blemish.

One of these ladies is wearing a hairpiece. Can you guess which one?

ABOVE: Believe us, they didn't need it in the first place, but full respect to Eidos for wheeling out a fine selection of Playboy beauties to woo the crowds into coming to see Lara strut her stuff each day.

The more intrepid reporters at E3 managed to secure a few moments with X Files lovely Gillian Anderson during the show. But she looked a bit ropey to be honest.

LEFT: This guy was promoting some Manga comic called Minx, but we weren't interested in that as it was his sureshot turntable prowess that caught our eye.

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.

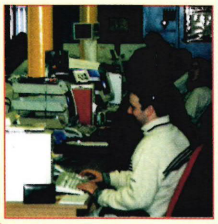
QUALITY !!

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)

- ***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 HOTTEST GAMES AT THE COOLEST PRICES!!



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

£108.99

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	£135.99
PLAYSTATION & ANY GAME AT £37.99 OR LESS	£140.99
PLAYSTATION & ANY OTHER GAME	£144.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £29.99 OR LESS	£147.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £37.99 OR LESS	£154.99
PLAYSTATION & MEMORY CARD, PAD & ANY OTHER GAME	£157.99

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 £11.99
FIRE 1MB MEMORY CARD (ANY COLOUR)	JUST £ 8.99
8MB 120 SLOT MEMORY CARD	JUST £15.99
SONY OFFICIAL JOYPAD	JUST £ 6.99
SONY DUAL SHOCK ANALOGUE JOYPAD	JUST £21.99
SAITEK MEGAPAD	JUST £ 8.99
DUST COVER	JUST £ 5.99
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



John Clelland, Vauxhall's star touring car driver playing with a Top Gear wheel at our recent store opening in Leeds
"This wheel is fantastic -I want one!' – John Clelland.

STEERING WHEELS

So you've got a Playstation. You've got a driving game. But are you getting that wheel-spinning, powersliding, rubber-burning driving sensation??? NO? A joypad may be a masterpiece of ergonomic design, but when it comes to fishtailing 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**



£86.99



£84.99



£95.99

SPECIAL OFFERS...

TOP GEAR WHEEL & COLIN McCRAE RALLY
RRP £114.98 OUR PRICE
ONLY £86.99

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 £95.99



VRF1 STEERING WHEEL
True analogue wheel with programmable buttons and pedals. Can be used between your legs for comfort. Works on PSX, Saturn & N64
£41.99



INTERACT V3 WHEEL
300° rotation, adjustable wheel position, fully programmable.
£54.99

GAMESTER RUMBLE FORCE PSX STEERING WHEEL

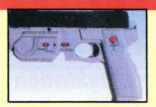
New built-in Rumble feature adds even more realism to your driving games! Adjustable sensitivity and Rumble strength allow you to really get the most from all your driving games. No Batteries required! Complete with formula 1 style gear change and foot pedals and suckers to mount onto a table or floor.

£59.99



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

GUNS





NAMCO GUNCON
The most accurate light gun available
£LOWEST - CALL

REAL ARCADE GUN
Time Crisis compatible, pump-action recoil, auto-fire, auto-reload, foot pedal **£32.99**



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



PREDATOR LIGHT GUN
Auto-Fire, Auto-Reload, Auto-speed selection. Also works with Sega Saturn
£14.99 or **£13.99** if bought with a game.



PROTECTOR GUN
Start, Pause and special weapons buttons, light-weight design for long usage.
£11.99

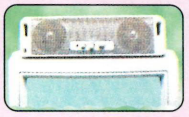
NEW FIRE SCORPION "WALTHER PPK" HANDGUN. Battery operated recoil feature. Very lightweight....**£19.99**

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
£8.99



SONY DUAL SHOCK ANALOGUE JOYPAD
Featuring dual analogue sticks with improved grip pads, enhanced ergonomics for greater comfort and a **NEW 2 LEVEL RUMBLE FEATURE** to bring every bump and crash to life!
£22.99 or **£21.99** with any game



ASCII GRIP
Single-handed ergonomic joypad with programmable buttons. Most effective with cursor-controlled games
£12.99 or **£10.99** with a game

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



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

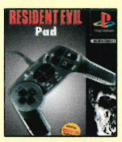


ASCII ARCADE JOYSTICK
Arcade style fighter stick with independent adjustable button speed control and auto-turbo which fires up to 36 punches per second!
£42.99

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



ASCII RESIDENT EVIL JOYPAD
Perfectly configured for use with Resident Evil and Resident Evil 2
£19.99



INNOVATION PAD
Replica pad with Auto-Fire and Slow Motion features.
£6.99

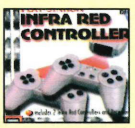




HYPER-DRIVE PAD
Joypad with Turbo-fire, Auto-fire & slow motion and innovative built-in steering wheel mechanism.
£11.99



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
£19.99



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



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.
£12.99

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 MULTI-TAP
Allows up to 8 people to play at once (pads not included) **£28.99**

Get £1 off every pad & multi-player game bought at the same time as a MULTI-TAP



120 SLOT MEMORY CARD (8MB)
Eight times bigger than the official Sony memory card for only an extra £5!! Excellent Value!
£16.99



SONY MOUSE
Ideal for games which use cursor control. Comes with mouse mat
£21.99
Replica Mouse
£14.99

LOGIC 3 4MB MEMORY CARD
Does not use data compression so it will work with games that other high capacity cards do not, e.g. Sim City 2000
£21.99





DATEL ACTION REPLAY PRO
Contains 100s of built-in cheats for all PSX 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

Fire Xplorer Cheat Cart £25.99

POWER PACK
Contains Official Sony Memory card, Official Sony Joypad and a cool Playstation record bag
£27.99

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

"England" 1MB Memory Card.....**£9.99**
Datel 120 Slot (8MB) Memory Card..**£16.99**
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.....**£21.99**
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 SUPP

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!



Gameplay PlayStation News Line

08900 395 395

Up to the minute PlayStation developments from release dates to cheats to industry gossip!

Updated every Wednesday. 50p per minute. Please ask permission from the bill payer before calling.

ADVENTURE / ROLE PLAYING

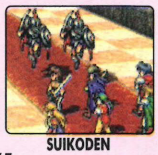


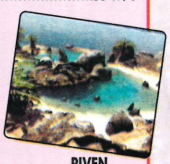
ALUNDRA

"It's Legend of Zelda for the Playstation - compulsively addictive, deceptively simple and incredibly playable! 9/10" - Official Playstation Magazine no.31 .....£33.99

ALUNDRA	**91% PY**	**£33.99**
ARK OF TIME	65% PP	£29.99
BREATH OF FIRE 3	84% PP	£33.99
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	91% PP	£32.99
DISCWORLD 2	80% PY	£34.99


FINAL FANTASY 7


SUIKODEN


RIVEN

FINAL FANTASY 7	93% PY, 97% PP	**£36.99**
HEART OF DARKNESS	**DUE 10TH JULY**	**£34.99**
KINGSFIELD	61% PY	£29.99
LEGACY OF KAIN	81% PY, 92% PP	£27.99
LITTLE BIG ADVENTURE	83% PY, 91% PP	£19.99
MAGIC THE GATHERING	N/A	£28.99
RIVEN	84% PP	£39.99
SENTIENT	84% PY, 71% PP	£26.99
SUIKODEN	80% PY, 81% PP	£18.99
VANDAL HEARTS	81% PY, 86% PP	£19.99
VERSAILLES	DUE END JUNE	£33.99

BEAT 'EM UP

BLOODY ROAR	92% PP	£29.99
BUSHIDO BLADE	**94% PY, 83% PP**	**£29.99**
DARK STALKERS REVENGE: NIGHT WARRIORS	88% PY, 78% PP	£14.99
DEAD OR ALIVE	DUE 26TH JUNE	£29.99
DYNASTY WARRIORS	71% PY, 68% PP	£19.99
FANTASTIC 4	69% PY, 59% PP	£18.99
FATAL FURY	N/A	£29.99


SOUL BLADE


MARVEL SUPER HEROES


TEKKEN 3

FIGHTING FORCE	89% PY, 66% PP	£20.99
KING OF THE FIGHTERS	62% PY	£29.99
MACE: THE DARK AGE	DUE END JUNE	£32.99
MARVEL SUPER HEROES	**87% PY, 90% PP**	**£29.99**
MORTAL KOMBAT 4	DUE JULY	£34.99
MORTAL KOMBAT TRILOGY	92% PY, 91% PP	£18.99
MORTAL KOMBAT MYTHOLOGY	71% PY, 50% PP	£27.99
PITBALL	66% PY, 73% PP	£16.99
PERFECT WEAPON	65% PY, 51% PP	£33.99
PSYCHIC FORCE	73% PY, 76% PP	£22.99
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	£34.99
STAR WARS: MASTERS OF TERAS KASI	74% PY	£32.99
STREETFIGHTER COLLECTION	DUE 26TH JUNE	£33.99
STREETFIGHTER EX PLUS	91% PY, 93% PP	£29.99
TEKKEN	95% PY, 90% PP	£18.99
TEKKEN 2	95% PY	£18.99
TEKKEN 3	DUE 11TH SEPTEMBER	£39.99
TOBAL NO.1	94% PY, 91% PP	£19.99
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	78% PY	£30.99

DRIVING / RACING




GRAN TURISMO & TOP DRIVE WHEEL RRP £109.98

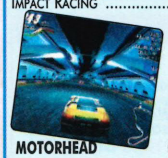
£89.99


FELONY 11-79

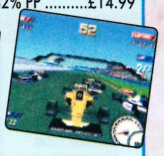

VIGILANTE 8


MICRO MACHINES 3

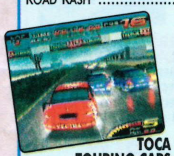
AUTO DESTRUCT	84% PY, 77% PP	£25.99
AYRTON SENNA KART DUEL 2	N/A	£24.99
BUGRIDERS	N/A	£19.99
CIRCUIT BREAKERS	DUE 10TH JULY	£29.99
BURNING ROAD	90% PY	£16.99
COLIN MCRAE RALLY	**DUE JULY**	**£33.99**
DESTRUCTION DERBY	86% PY, 72% PP	£18.99
DESTRUCTION DERBY 2	82% PY, 89% PP	£18.99
EXPLOSIVE RACING	82% PP	£19.99
FELONY 11-79	81% PP	£19.99
FORMULA 1	84% PY, 88% PP	£18.99
FORMULA 1 '97	90% PY, 93% PP	£38.99
FORMULA KARTS SPECIAL EDITION	75% PY, 81% PP	£16.99
GRAN TURISMO	**97% PY!!!**	**£37.99**
GRAND THEFT AUTO (18+)	**88% PY, 90% PP**	**£29.99**
IMPACT RACING	87% PY, 82% PP	£14.99

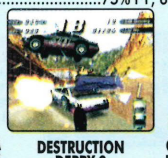

MOTORHEAD


COLIN McCRAE RALLY


FORMULA 1 '97

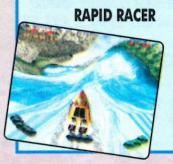
JEREMY MCGRATH'S SUPERCROSS 98	DUE 3RD JULY	£32.99
JETRIDER 2	78% PY	£29.99
MEGAMAN BATTLE & CHASE	36% PP	£28.99
MICRO MACHINES 3	**92% PY, 95% PP**	**£17.99**
MONSTER TRUCKS	74% PY, 82% PP	£36.99
MOTORHEAD	79% PY, 92% PP	£31.99
MOTOR MASH	68% PP	£19.99
MOTO RACER	86% PY, 85% PP	£24.99
MOTOCROSS INTERNATIONAL	77% PY	**£24.99**
NASCAR RACING '98	82% PY, 64% PP	£32.99
NEED FOR SPEED 3	87% PY, 89% PP	£32.99
NEWMAN HAAS RACING	74% PY, 75% PP	£32.99
PORSCHE CHALLENGE	82% PY, 80% PP	£18.99
RAGE RACER	94% PY, 93% PP	£29.99
RAPID RACER	87% PY, 82% PP	£19.99
RAY TRACERS	74% PY, 73% PP	£24.99
RED ASPHALT: ROCK N ROLL RACING 2	55% PY, 68% PP	£22.99
RIDGE RACER	93% PY, 76% PP	£18.99
RIDGE RACER REVOLUTION	90% PY, 84% PP	£18.99
ROAD RASH	75% PY, 64% PP	£18.99


TOCA TOURING CARS


DESTRUCTION DERBY 2


GRAND THEFT AUTO

ROAD RASH 3D	76% PY	£32.99
STREET RACER	84% PY, 79% PP	£19.99
SUPERSONIC RACER	91% PY, 74% PP	£17.99
TEST DRIVE 4	86% PY, 70% PP	£19.99
TOCA TOURING CARS	92% PY, 91% PP	**£32.99**
TOKYO HIGHWAY BATTLE	73% PY, 77% PP	£18.99
TOMMI MAKINEN RALLY	N/A	£31.99
TOTAL DRIVIN'	84% PY, 86% PP	**£17.99**
VIGILANTE 8	**94% PY, 91% PP**	**£33.99**
VMX RACING	45% PY	£31.99
VR POWERBOAT RACING	N/A	£17.99
V RALLY	87% PY, 94% PP	**£22.99**
V RALLY & TOTAL DRIVIN' BUNDLE	N/A	**£41.99**
WIPEOUT	94% PY, 78% PP	£18.99
WIPEOUT 2097	93% PY, 94% PP	**£18.99**


RAPID RACER


NEED FOR SPEED 3


GRAN TURISMO

ARCADE ADVENTURE


£39.99

RESIDENT EVIL 2

96% Play Magazine! Terrifying graphics and sound make this every bit as atmospheric as its predecessor. Worth the wait!

CLOCK TOWER	83% PY	£29.99
DEATHTRAP DUNGEON	86% PY	£33.99
FADE TO BLACK	90% PY, 87% PP	£17.99
FRENZY	DUE 26TH JUNE	£29.99
MDK	90% PY, 80% PP	£23.99
MEN IN BLACK	N/A	£31.99
NIGHTMARE CREATURES	90% PY, 86% PP	£29.99
OVERBLOOD	86% PY, 76% PP	£14.99
PERFECT ASSASSIN	N/A	£33.99
RESIDENT EVIL 2	**96% PY**	**£39.99**
ROSCO MCQUEEN	88% PY, 78% PP	£29.99
SPAWN	49% PY	£27.99
TOMB RAIDER	94% PY, 92% PP	**£17.99**
TOMB RAIDER 2	95% PY, 95% PP	**£32.99**


DEATHTRAP DUNGEON


NIGHTMARE CREATURES


TOMB RAIDER 2

ARCADE SHOOTERS

BLAST CHAMBER	82% PY	£24.99
CONTRA	62% PY, 83% PP	£19.99
CRIME KILLER	DUE 26TH JUNE	£31.99
CRUSADER NO REMORSE	80% PY, 85% PP	£22.99
GRID RUN	53% PY, 64% PP	£16.99
HARD BOILED	29% PY, 40% PP	£29.99
LOADED	85% PY, 75% PP	£18.99
MASS DESTRUCTION	80% PY	£22.99
ONE	**86% PY, 83% PP**	**£29.99**
OVERBOARD	75% PY	£24.99
PO'ED	87% PY, 76% PP	£18.99
RAY STORM	75% PY, 83% PP	£34.99
RELOADED	61% PY, 73% PP	£18.99
ROBOTRON X	85% PY, 66% PP	£16.99
SYNDICATE WARS	85% PY, 92% PP	**£21.99**
TEMPEST X3	86% PY, 80% PP	£16.99
TIGER SHARK	62% PY, 72% PP	£22.99
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	£22.99
COMMAND & CONQUER	79% PY, 91% PP	£18.99
COMMAND & CONQUER RED ALERT	90% PY, 93% PP	£34.99
CONSTRUCTOR	DUE SEPTEMBER	£31.99
MONOPOLY	75% PY, 78% PP	£33.99
RISK	81% PP	£34.99
SIM CITY 2000	75% PY, 91% PP	£24.99
THEME HOSPITAL	88% PY	£32.99
THEME PARK	**86% PY, 85% PP**	**£18.99**
TRANSPORT TYCOON	78% PY, 86% PP	**£19.99**
WARCRAFT 2	86% PY, 88% PP	**£28.99**
WAR GAMES	DUE 24TH JULY	£31.99
WARHAMMER: SHADOW OF HORNED RAT	82% PY, 86% PP)	£34.99
WARHAMMER 2: DARK OMEN	**85% PY**	**£32.99**
WORMS	92% PY, 82% PP	£17.99
Z	85% PY, 80% PP	£29.99

PUZZLE

BUBBLE BOBBLE & RAINBOW ISLAND	85% PY, 84% PP	£25.99
BUST A MOVE 2	88% PY, 89% PP	£17.99
BUST A MOVE 3	88% PY, 85% PP	£23.99
CAESARS WORLD OF GAMBLING	N/A	£24.99
CHESSMASTER 3D	68% PY, 87% PP	£19.99
KULA WORLD	DUE 26TH JUNE	£34.99
KURUSHI	88% PY, 68% PP	£25.99
POY POY	84% PY	£27.99
SUPER PANG COLLECTION	53% PP	£26.99
SUPER PUZZLE FIGHTER 2	90% PY, 92% PP	£24.99
TETRIS PLUS	81% PY, 82% PP	£29.99

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 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

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

SPORT



PREMIER MANAGER '98
Take your team from the bottom of the league to premiership glory! Easily the most realistic management sim for the Playstation. Highlights are created using the Actua Soccer 2 game engine and commentary. Premier Manager allows you to take control of any team in the league or to embark on a simulated career, taking control of a lowly 3rd Division side and trying to move them up the divisions.

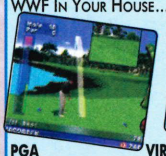
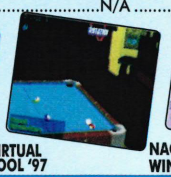
Actua Golf 2	**80% PY, 83% PP**	**£23.99**
Actua Ice Hockey	91% PY	£22.99
Actua Soccer	94% PY, 68% PP	£18.99
Actua Soccer 2	**92% PY, 93% PP**	**£24.99**
Breakpoint Tennis	73% PP	£19.99
Chill	56% PY	£19.99
Cool Boarders 2	81% PY	£29.99
Courier Crisis	79% PP	£19.99
Dead Ball Zone	88% PP	£25.99
Everybody's Golf	85% PY	£29.99
FIFA Soccer '96	81% PY	£17.99
Int'l Superstar Soccer Pro	84% PY, 92% PP	£17.99
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	£22.99





EVERYBODY'S GOLF | COOL BOARDERS 2 | WORLD CUP '98

Nagano Winter Olympics '98	83% PY	£25.99
Namco Smash Court Tennis	86% PY	£29.99
NBA Hangtime	60% PY	£29.99
NBA Live '98	87% PP	£32.99
NFL Madden '98	92% PY, 89% PP	£27.99
NHL Breakaway '98	89% PP	£28.99
NHL Face Off '98	80% PY	£29.99
NHL Hockey '98	**71% PY, 91% PP**	**£26.99**
On-Side Soccer	76% PY, 65% PP	£17.99
PGA Golf '98	63% PY, 68% PP	£32.99
Phat Air Extreme Snowboarding	22% PY, 75% PP	£29.99
Player Manager	74% PY	£29.99
Powermove Pro Wrestling	51% PY	£24.99
Premier Manager '98	**Due 11th July**	**£31.99**
Pro Pinball Timeshock	89% PP	£28.99
Snow Racer	85% PP	£31.99
True Pinball	85% PY	£17.99
Total NBA '98	92% PY, 85% PP	£29.99
Victory Boxing	90%	£32.99
Virtual Pool '97	68% PY, 85% PP	£24.99
VR Baseball '97	80% PY, 72% PP	£22.99
WCW Nitro	80% PY	£29.99
WCW vs The World	79% PY, 88% PP	£29.99
World Cup '98	**86% PY, 90% PP**	**£32.99**
World League Soccer '98	**90% PY, 93% PP**	**£31.99**
WWF In Your House	N/A	£22.99


PGA GOLF '98 | VIRTUAL POOL '97 | NAGANO WINTER OLYPICS

GUN GAMES



DIE HARD TRILOGY & PREDATOR GUN
£29.99



Die Hard Trilogy	92% PY, 92% PP	£18.99
Die Hard Trilogy & Predator Gun	N/A	£29.99
Judge Dredd	62% PY, 73% PP	£21.99
Lethal Enforcers 1 & 2	30% PP	£27.99
Point Blank	**Due 31st July**	**£29.99**
Point Blank & Guncon	**Due 31st July**	**£49.99**
Time Crisis & Guncon	90% PY, 93% PP	£50.99

3D SHOOTERS

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Colony Wars	92% PY, 93% PP	£24.99
Critical Depth	65% PP	£19.99
Dark Forces	75% PY, 84% PP	£29.99
Darklight Conflict	79% PY, 87% PP	£17.99
Descent	85% PY, 91% PP	£14.99
Descent 2	63% PY, 82% PP	£14.99
Doom	93% PY, 92% PP	£20.99
Duke Nukem 3D	**90% PY, 91% PP**	**£23.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19.99
Forsaken	**92% PY**	**£33.99**
G Police	84% PY, 93% PP	£27.99
Hexen	84% PP	£19.99
Life Force Tenka	86% PY, 82% PP	£24.99
Mech Warrior 2	91% PY, 83% PP	£19.99
Wing Commander 4	67% PY, 50% PP	£19.99

PLATFORM

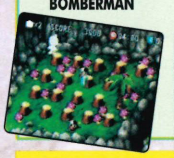
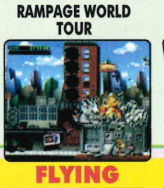
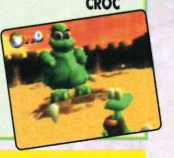
Agent Armstrong	75% PP	£24.99
Bomberman World	Due 28th August	£29.99
Casper	65% PY, 62% PP	£25.99
Castlevania Symphony of the Night	89% PP	£18.99
Crash Bandicoot	84% PY, 86% PP	£18.99
Crash Bandicoot 2	86% PY, 87% PP	£34.99





FROGGER | CRASH BANDICOOT 2 | HERCULES

Croc	78% PY, 84% PP	£23.99
Frogger	69% PY, 88% PP	£34.99
Gex 3D	**92% PY**	**£30.99**
Hercules	63% PY, 81% PP	£34.99
Jersey Devil	90% PP	£24.99
Klonoa	83% PY	£29.99
Lost World: Jurassic Park 2	79% PY, 81% PP	£23.99
Lucky Luke	79% PP	£29.99
Megaman 8	82% PY	£28.99
Megaman X3	82% PY, 81% PP	£24.99
Oddworld: Abe's Oddysey	90% PY, 91% PP	£22.99
Pandemonium	90%	£18.99
Pandemonium 2	72% PY, 91% PP	£24.99
Pitfall 3D	70% PY	£29.99
Rayman	87% PY	£17.99
Rampage World Tour	N/A	£24.99
Rascal	77% PY	£34.99
Skull Monkeys	83% PY	£32.99
Trash It	55% PY, 57% PP	£29.99
Whizz	N/A	£19.99

BOMBERMAN | 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	£24.99
Nuclear Strike	88% PY, 91% PP	£22.99
Soviet Strike	83% PY, 92% PP	£18.99
Thunderhawk 2	85% PY, 82% PP	£18.99
Wing Over	50% PY, 40% PP	£35.99

RETRO / COMPILATION / MISCELLANEOUS

Atari Greatest Hits	81% PY, 75% PP	
Includes Asteroids, Super Breakout, Centipede, Tempest, Missile Command & Battlezone		£26.99
Atari Greatest Hits 2	**Due 2nd July**	**£27.99**
Midway Greatest Hits 2	N/A	
Includes Moon Patrol, Root Beer Tapper, Burgertime, Splat, Spy Hunter, Blaster, and Joust 2		£27.99
Namco Museum Volume 2	70% PY, 63% PP	£24.99
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**	**£18.99**

HINT BOOKS

A-Z of PSX Secrets & Solutions	£10.99
Alundra Unauthorised Game Secrets	£12.99
Deathtrap Dungéon Official Guide	£10.99
Diablo Official Strategy Guide	£10.99
Final Fantasy 7 Official Guide	**£14.99**
Gran Turismo Strategy Guide	£11.99
Oddworld Official Strategy Guide	£10.99
One Official Strategy Guide	£10.99
Resident Evil 2 Unauthorised Guide	£11.99
Riven Unofficial Game Secrets	£6.99
Suikoden Unofficial Game Secrets	£15.99
Tekken 3 Official Strategy Guide	£10.99
Tomb Raider Secrets	£9.99
Tomb Raider 2 Official Guide Book	**£10.99**
Vandal Hearts Unauthorised Secrets	£12.99
Vigilante 8 Official Strategy Guide	£8.99
Warcraft 2 Console Srtategy Guide	£10.99

2nd Games

In addition to our huge range of new games, Gameplay also stocks pre-owned 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:.....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

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

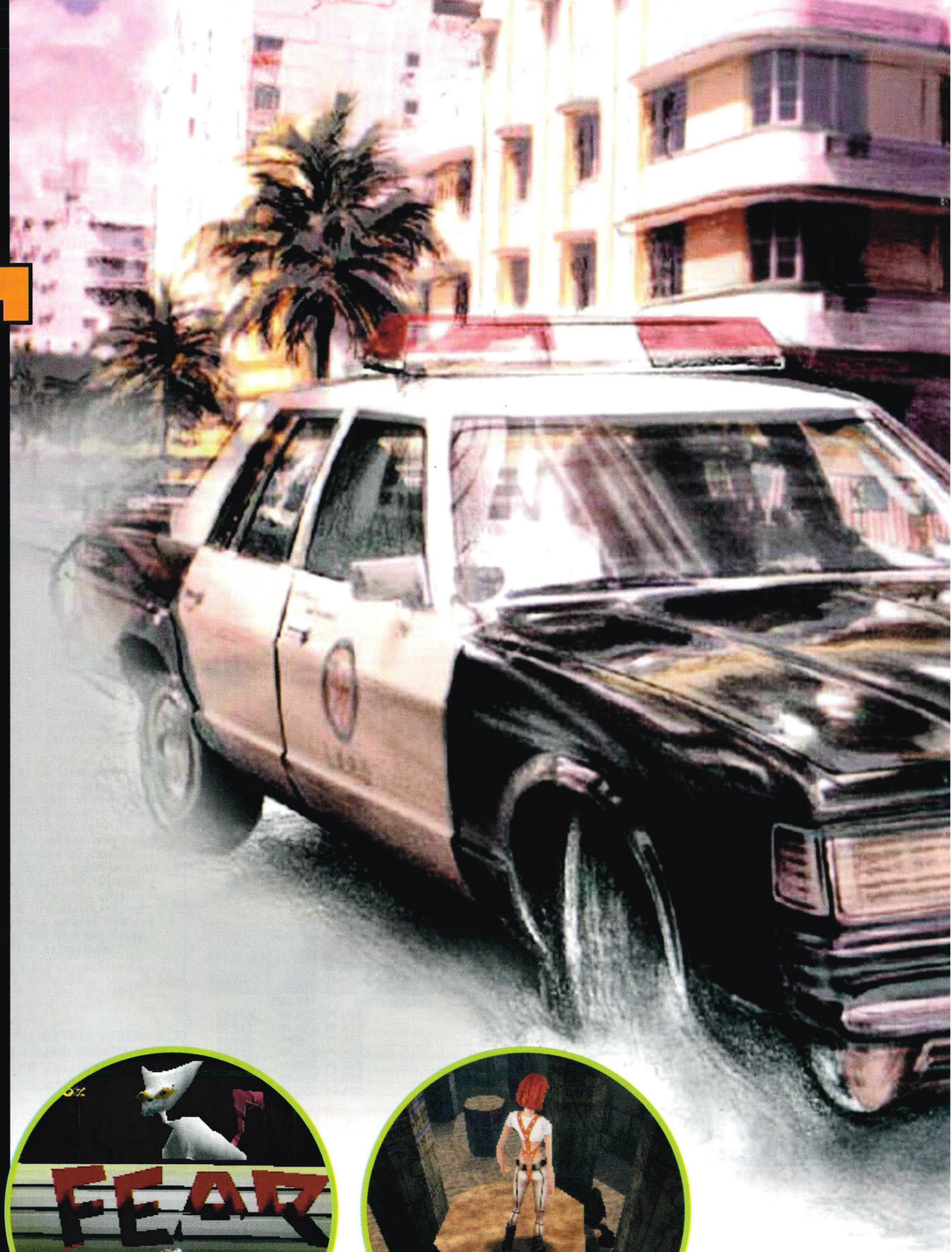
Item description	Price
	£
	£
	£
	£
	£
Optional express cheque clearance. If you are paying by cheque but do not want to wait for it to clear please add **£2.00** here for express clearance	£
Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st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

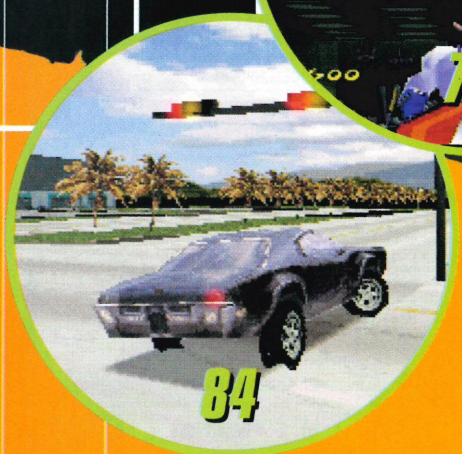
Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

PS7(8)

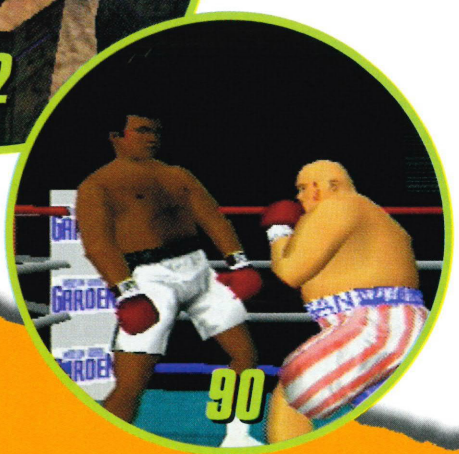
Sent to press 22/6/98

EXPOSURE









Earthworm Jim 3D	78
The Fifth Element	82
Driver	84
Assault	88
EA Sports Line-up	90



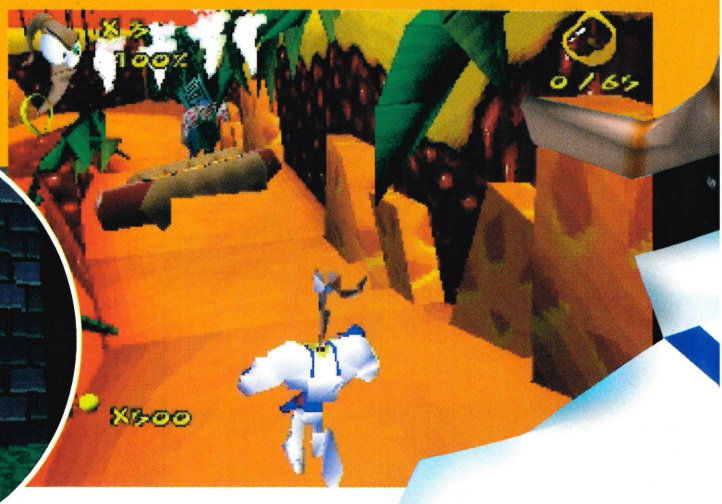
Despite systematically destroying my liver at whatever wild piss-ups were going on in Atlanta, I managed to make it back (plane landing scares aside, but that's another story) with a whole host of goodies. This month's Exposure section skims the cream off the top, sucks it up through a straw and lets a bit dribble down its chin for sexy effect.

You'll have read our E3 feature by now and will know Jay and myself discovered some cracking games out there while dodging the bullets and the baseballs. Since we got home we've been flying around the country to get even more detailed information and talk to the important people in the know, but while we were in the States we got a great chance to talk to the producers at EA Sports who gave us the full run-down on their line-up for 1999.

One thing is for sure, there's no sign of any slow down in the rush of software. Nintendo think that this will be their Christmas, but on the evidence of E3 they could be in for another tough time. Looks like all you PlayStation owners will have to keep saving your pennies because the games aren't going to stop.

Paul 'Chicken McNally
Deputy Editor





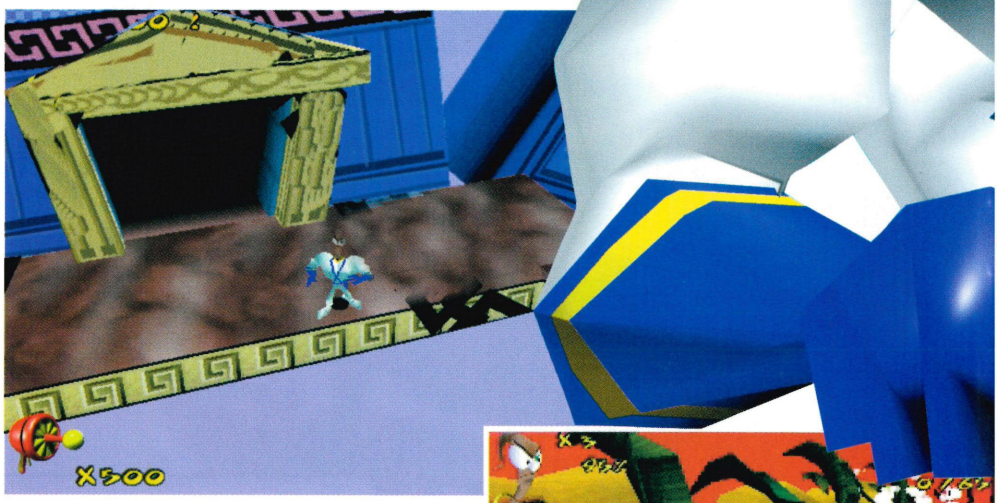
We venture into the land of own-goal football and "Donald where's your troosers?" to see the latest and greatest of the Britsoft developers...

Earthworm Jim 3D

Take one of the most successful platform games in history and add to the mix one of the most talked about British developers at the moment. Now ask them to do a 3D style follow-up and you're talking about a potentially explosive videogame.

The whole Britsoft buzz that has been sweeping around the industry has certainly not missed bonny Scotland. *Vis Interactive* of Dunfermline near Edinburgh have gained a reputation for being a bit of a wild child, a sort of developers' *Amanda DeCadenet* if you will, but at the same time they're getting ready to unleash a game many believe will be one of the best PlayStation titles of the year.

We are, of course, talking about *Earthworm Jim 3D*. The *Jim* character was created by the game God from *Shiny Entertainment*, (see last month's Exposure on *Messiah*), *Dave Perry*, and became a worldwide success story, even spawning his own series of toys and cartoon series on TV. After a follow up though, *Perry* was all Jimmed out and the task of taking *EWJ* to the next level was handed over to the Scots.



SKINNY WORM

We flew up to Edinburgh and sat down with *Vis* guys *Kirk Ewing, Chris Van Der Kuyl, Russell Murray*, and *Dave Sharpe* of the publishers *Interplay,* and told them to talk us through the procedure of taking a 2D character into the third dimension. Not, as it turns out, as straightforward as it sounds. Kirk told us, "We had a problem with the Jim character himself. In 2D he looked fine, but when we put him in the 3D world he looked too skinny, so we had to get the artists to redesign him and bulk him up a lot. This took quite a lot of time, but we're all happy with what we've ended up with."

Now as you might expect from one of the most bizarre characters we've ever seen, the game is more than a bit mad. Basically Jim has an accident (a cow falls on his head) and you play the part of his Ego, travelling around inside his brain trying to piece it all back together again.

A lot of the levels are quite simply outrageous and that in itself caused another headache as Russell explained, "It's quite difficult to keep to a set of rules in a bizarre game. It's too easy to have something too crazy in there and say "that's alright" because it's an *Earthworm Jim* game, but Kirk is very good at not doing that and stepping back and realising that things have got a bit too mad."



The Boogie Nights Of The Living Dead level sees Jim trapped in a zombie infested discotheque



POCKET ROCKET

Having said that, there's an awful lot of freaky stuff that's been left in. There are five different sub-levels using different game engines that have been designed for *EWJ3D.* There's *Jim's* Pocket Rocket, which is a race on the back of a rocket obviously, then there is the Pig Surfing through Brain Gunk .

The Twister puts you against the clock in a bonus level where you ride up the inside of a swirling tornado picking up extras and avoiding



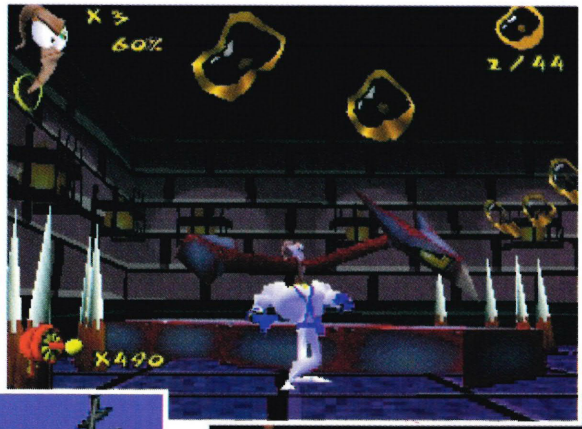
things that could tear you into little annelid pieces. Then there is the Falling Engine which sees you blasting squids as you fall to the bottom of the level, before we finally get to the Pump Pack which sees Jim able to fly by eating beans and using the resulting "Fart Power" to lift himself from ledge to ledge. Kirk told us, "We believe fart jokes are part of the international community and are quite good fun."

The whole design of the levels and bad guys you'll stumble across also fit in with the whole *Earthworm Jim* ethos too. One of ▶

Jim's Ego must traverse an unhealthy amount of brain goo before he can travel through this door in his body ▶

The artwork in Earthworm Jim 3D is more than a little crazy and features its fair share of pig surfing









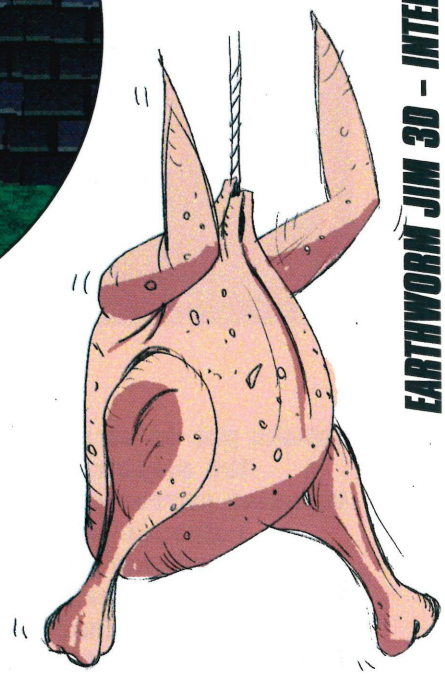
The end of level bosses are all very different and speed up the longer it takes you to kill them, making things very tricky indeed











The main bad guy is Evil the Cat and he will try and make life as difficult as possible by sending out all his minions to finish you off. Evil has plenty of tricks up his sleeve as well as having the best bad guy name of all time!

▶ the levels sees you having to free an *Elvis* impersonator (for legal reasons!) from the cage he is trapped in by feeding him pizzas until he grows so fat the cage bursts.

Another stand-out level is called Boogie Nights Of The Living Dead, and this sees Jim avoiding zombies in a 70s discotheque with huge dancefloors and record turntables. Jumping on a turntable causes the needle to scratch and jump and stop the soundtrack temporarily until the needle resets and the disco beats continue again. Wonderfully impressive stuff.

One of the bad guys is the Poultrygeist, which throws furniture around the room, makes a clucking noise and leaves little chicken feet footprints everywhere, and is one of 67 enemies in the game, including the end of level bosses.

SUITS YOU SIR

So did they manage to get everything in that they wanted too? "God no." said Dave, "We've got another two games worth of stuff with the bits we've thrown out. We also contemplated doing a Titanic level to make the game topical, but the game engine wasn't dynamic enough to let us do what we wanted. Next time we'll design a more dynamic level editor to enable topicality.

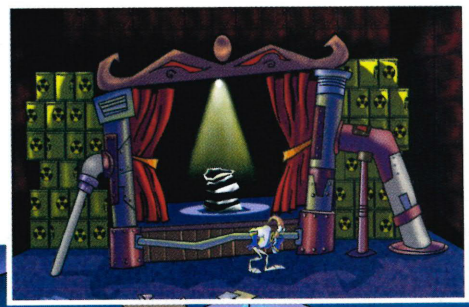
We also looked at the possibility of taking *Jim* out of his suit as in earlier games, but it turned out to be rather labour intensive and didn't really add anything, so we dropped it."

But that's enough of the stuff that didn't get in there, because the stuff that *Vis* have crammed in looks incredible. Great music, which is deliberately amongst the cheesiest you'll ever hear anywhere, speech from The *Simpson's Dan Castenella*, oh and it's full of puns too. In the immortal words of Dave Sharpe, "We've got some f**king horrendous puns in there!"

Of course, all of this counts for nothing if the game turns out to be a bit shit and to that end *Vis* have spent a lot of time making sure it isn't.

A great deal of thought and effort has been put into the way Jim moves about the platform and you have to be especially bad at games to force *Jim* off the platforms by accident. It's not just a case of move the character in slightly the wrong direction and plummet to your death, you have to really work hard at being rubbish which is obviously a good thing.

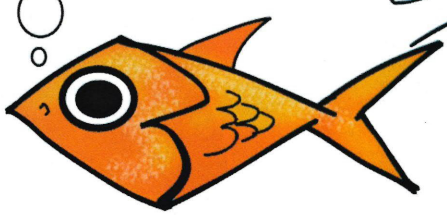
Interplay and *Vis* are expecting great things from *Earthworm Jim 3D* as well they might. It certainly looks like it will up the stakes in the 3D platform game market for a while. We should have a full review over the next couple of months too, so watch this space closely PRO

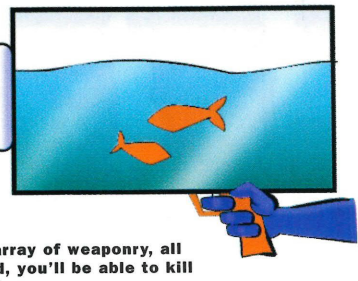




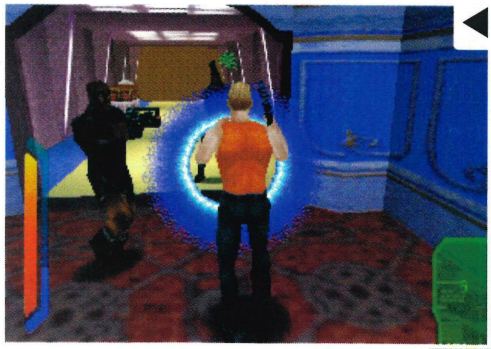


HOMING GOLDFISH GUN





With a massive array of weaponry, all lovingly designed, you'll be able to kill just about anything

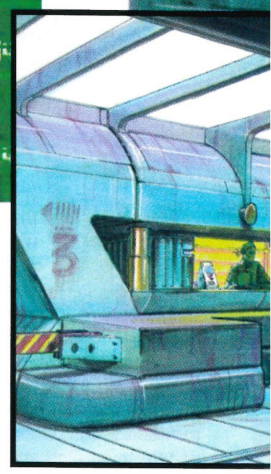


When you're Bruce Willis people always want to point guns at you, or maybe it's just that ridiculous orange tank top





Kalisto put us straight into the classic world of Hammer horror when they released Nightmare Creatures last year, this time they've gone all sci-fi with yet another Bruce Willis virtual blast'em-up...



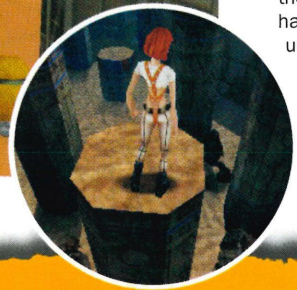
The Fifth Element



Where would be without the wise cracking characters of Hollywood's finest action thespian Bruce Willis? Well, for a start we'd be a few Die Hard movies worse off, which some may consider a good thing, but not us. Respect to the white cotton vest wearing McClane, he's just about everybody's favourite loveable waster, a characterisation that Willis seems to be happy with after his successful performances in the Die Hard trilogy. And it's the role of the action hero that big Brucie suits best, which meant he was tailor made to play the part of Korben Dallas in Luc Besson's futuristic fantasy, *The Fifth Element*. The film in turn was tailor-made for a game conversion, something which has been left in the hands of developers *Kalisto,* the horror meisters of *Nightmare Creatures* fame.



Leeloo's skills differ greatly from Korben's, as she relies on agility and guile to get the better of the bad guys

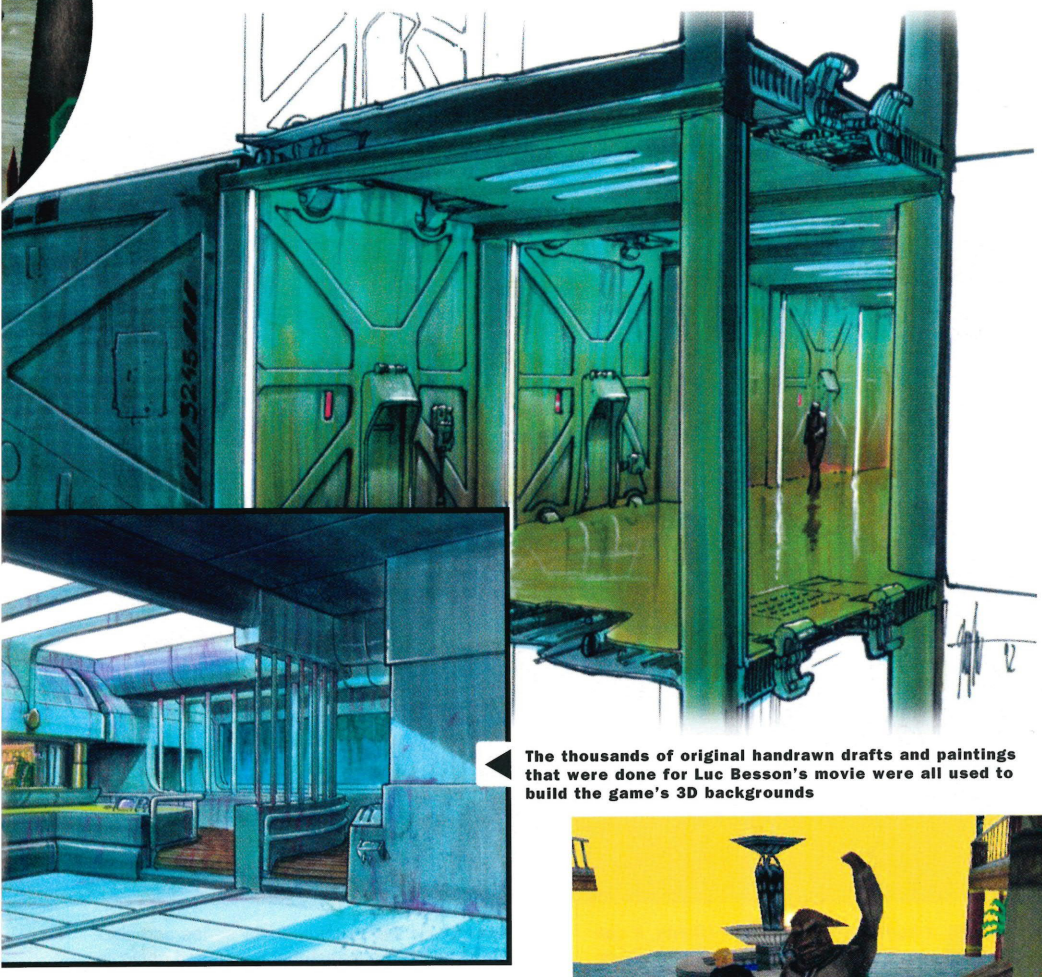


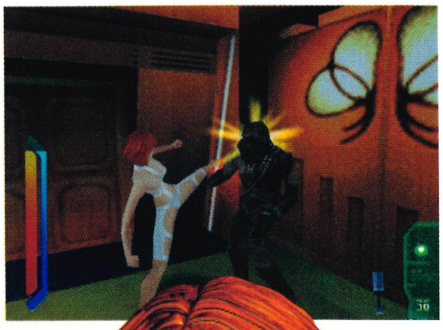
FIVE ALIVE

Right from the outset of the movie's production, its appearance on gaming formats was always intended to happen. *Gaumont,* the film's producers felt *The Fifth Element* would be perfectly suited for a conversion, because of its stunning appearance. It's so much brighter than the typical sci-fi movie, and the good action and adventure storyline combines with strong characters to make a refreshingly upbeat view of the future.

Gaumont Multimedia was set-up to oversee the co-production of the movie and the game, and *Kalisto* believe that the relationship shared between the two companies is such that the original spirit of the movie is captured perfectly within the game. The storyline is in keeping with the movie and follows the plot and locations from the film, but there are some additional 'elements' that have been introduced in the development process that can only serve to enhance the end product.

For *Kalisto,* the working relationship between the two has reaped huge rewards in terms of product quality and authenticity. They had complete access to the artistic materials from the film, such as the original set sketches, hand-drawn drafts and paintings which were used to build the game's 3D backgrounds, and countless movie clips and footage have also been included in *Kalisto's* product. Artists from the film have actually been working on the game to ensure that its unique visual style isn't corrupted in any way, and the







The thousands of original handrawn drafts and paintings that were done for Luc Besson's movie were all used to build the game's 3D backgrounds



game script has been approved by the movie's director Luc Besson himself. The decision made by *Gaumont* to co-produce the game with an established developer has meant that maximum investment could be made to the production of the conversion rather than all being pumped into the cost of buying the license; which will hopefully mean that *The Fifth Element* will finally be a movie license that is actually quite good.

As you can imagine, Besson is quite a busy guy, but he took the time to pass his expert opinion on the PSX title, and his contributions to the game's development have further enabled it to retain the true feeling of the film after his insistence that one of the principle characters, Leeloo, shouldn't use weapons but rather fight with bare fists.

FIGURING OUT THE FUTURE

The game itself is an action adventure title in 3D real-time. The various impressive levels are designed to follow the plot of the movie and also to allow for flexible gameplay with as much variation as possible within the confines of the movie's key elements. Suffice to say that both Willis' character, Korben Dallas, and the smouldering Milla Jovavitch's Leeloo, will be doing an unhealthy amount of shooting, hand-to-hand combat, puzzle solving and negotiating time restrictions.

As the plot unfolds you'll have to switch between both Korben and Leeloo depending on the task at hand, as their individual advantages and fighting styles will bring you more success at different stages during play.

The game begins in the Nucleolab where Korben must help along the re-materialisation of Leeloo, but your heroic antics don't go unnoticed by the police and so level two sees you in control of Leeloo, attempting a daring rescue attempt. Each of these two early stages introduces the ways in which the characters have different tasks and abilities which will be of paramount importance to your character selection later on.

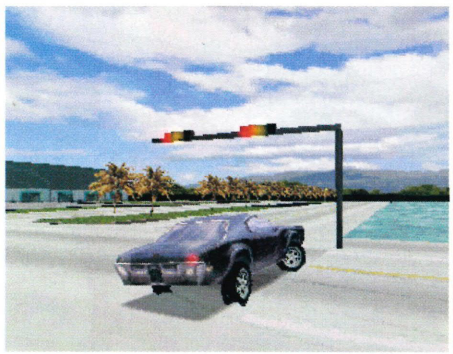
As well as featuring the movie's stock characters and locations, the game will also feature scenes and areas that were cut from the film before it hit the big screen, so players will in effect get a virtual 'director's cut' of the movie. It sounds as though this is shaping up to be another movie license that may break the mould tarnished by those which have preceded it, and it's obvious that *Kalisto* and *Gaumont* believe that to be true. Only time will tell, but at least we can feel comfortable knowing that movie license products are finally moving in the right direction PRO

After a tantalising first nibble at E3, we sent Paul McNally off to Newcastle for a couple of days to chat to the team behind one of the most talked about forthcoming releases for the PlayStation

Driver









At huge shows like *E3* in Atlanta, it can sometimes seem like a bit of a chore when all the games you're seeing turn out to be *Tomb Raider* or *Doom* clones. What makes it all worthwhile is when you uncover a gem. We got our first proper glimpse of *Driver* by *Reflections* (the guys responsible for the classic *Destruction Derby* series and also *Shadow Of The Beast*) behind closed doors in Georgia. We had to squeeze a quick look in between the plethora of publishers queuing up to sign them. On our return to England we set off immediately to Newcastle to dig a little deeper into the game.

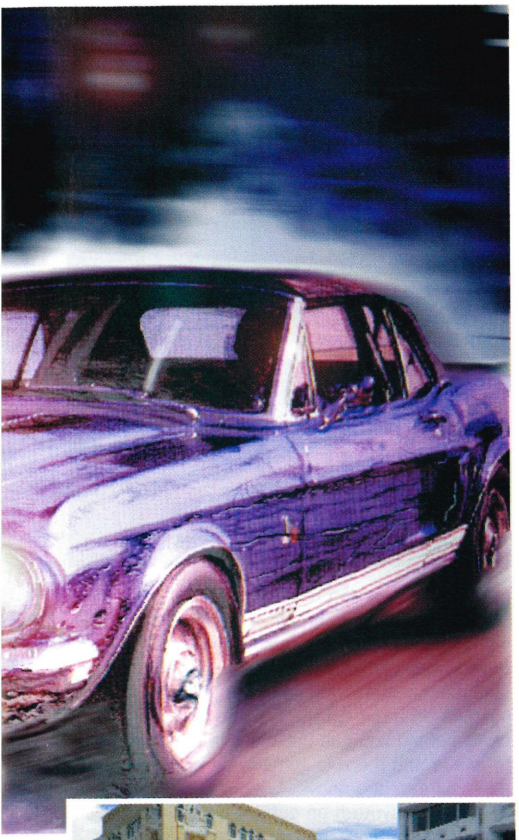
Reflections' MD *Martin Edmondson* has seen the company grow and grow over its 14 years, and now with *Driver* being the talk of *E3*, nothing is so sure that their standing as a major force in PlayStation development is going to grow even further.

LONG TIME COMING

As you may have already read in our *E3* feature, *Driver* puts you in the role of a getaway driver for the local criminal fraternity. Now before you go off thinking that this is just a *Grand Theft Auto* rip-off, you couldn't be further from the truth and Martin was at pains to highlight this. "*Driver* was conceived because I always loved the car chases that we saw in 70s and 80s films and TV cop shows. It occurred to me to do the game though when I was playing *Destruction Derby* and I was racing through the crossroads. I thought it would be a good idea to make a game that implemented proper traffic conditions, traffic lights etc"

So why wait so long after *Destruction Derby*, which was one of the first releases on the PlayStation, for the idea to come to fruition? "Because of the success of *Destruction Derby* and the lack of time on the original, we had to

There's a definite feel of Destruction Derby in Driver as you hair around the corners, but it looks and feels nothing short of fantastic



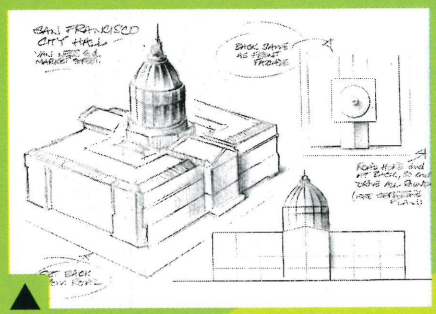


do a sequel. *Driver* could really have been our second game, but the team had to go straight onto *Destruction Derby 2*. Now though, we know even more about the PlayStation, so *Driver* is much more technologically advanced. We've had 11 people working on the project for the last 16 months, and we're expecting it to be completed in September to allow for a Christmas release if the eventual publisher decides that's what they want to do."

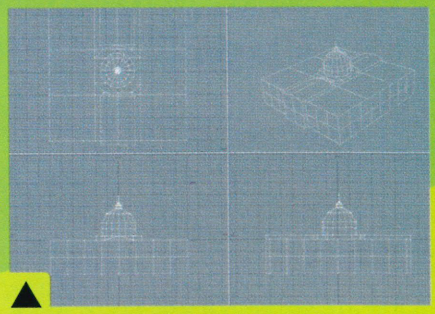
A-Z OF AMERICA

"*Driver* will see you seeking work in any of four American cities, Miami, LA, San Francisco and New York. The city maps have been accurately re-created as much as possible. There are real roads, real streets and so on, with a fair amount of artistic licence, but all the major landmarks will be in there." The employment you will be actively looking for consists of missions for individuals and the mob. Some missions require you to pull up outside the bank on time, pick up the robbers then deliver them safely away from the clutches of the police. Another mission involves you working for the local Mob. They

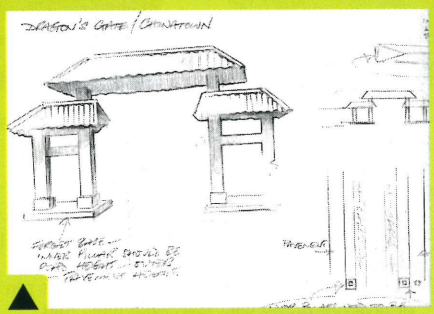
TAKING THE ROUGH WITH THE SMOOTH



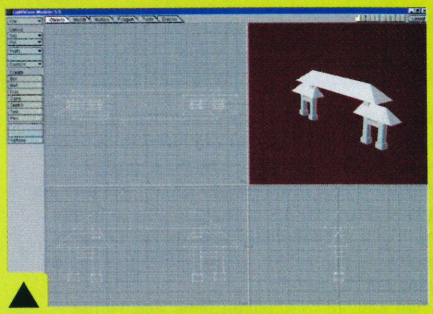
The City Hall in San Francisco was first photographed, then sketched before being drawn into a 3D package on the PC



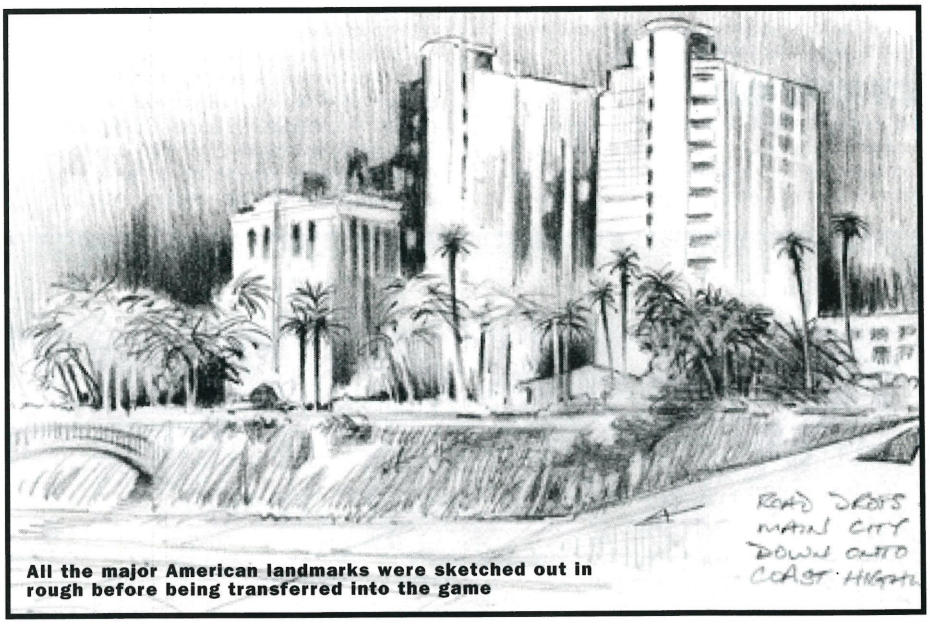
Once in the 3D package walls and textures were added before the graphics were finally added into the Driver engine



A similar system was employed for all the various buildings in the cities. Here traditional chinese architecture has been sketched

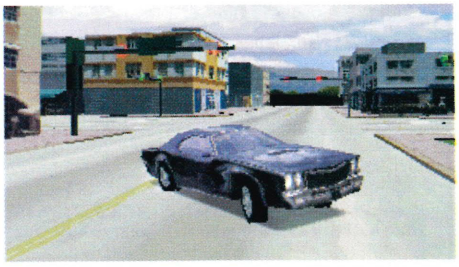


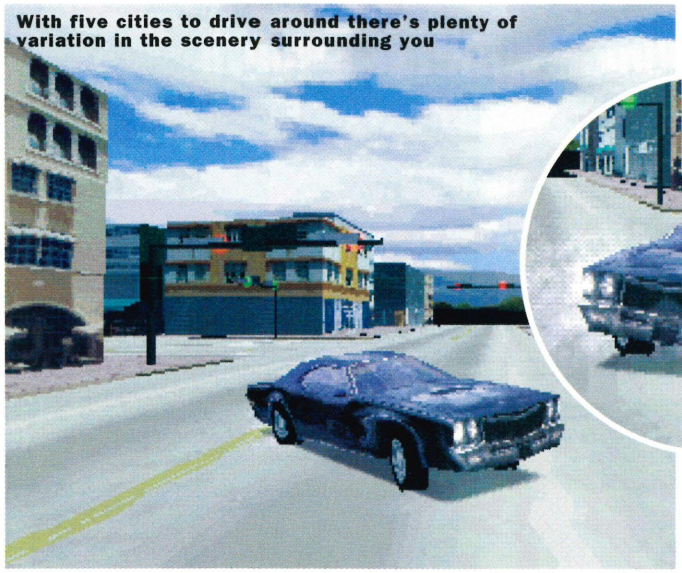
After completing the sketch stage an artist would take the drawing and turn it into a 3D render that can be used in the game



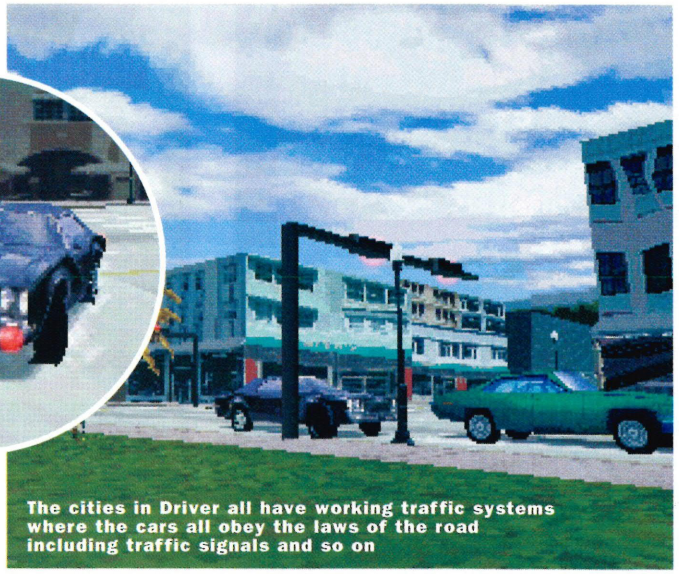
All the major American landmarks were sketched out in rough before being transferred into the game







With five cities to drive around there's plenty of variation in the scenery surrounding you



The cities in Driver all have working traffic systems where the cars all obey the laws of the road including traffic signals and so on

suspect that one of their members is working for the other side, so you are hired to tail him. You drive to the suspect's home and park outside. After a few seconds he will get into his car and drive off, and it is up to you to follow him. If you get too close then he will become suspicious and return, so you need to keep a 'loose tail' on him."

"We set out to simulate films and TV car chases in Smokey And The Bandit, Cannonball Run, Bullit and Starsky And Hutch. We've gone for a kind of 70s look and feel with the big American muscle cars and the soundtrack, but we've set it in modern cities in the same way that Tarantino did with Pulp Fiction."

RESPONSIBLE ADULT

We asked Martin if he thought the subject matter of *Driver* was going to end up getting him in trouble with the moralising tabloids and any MPs looking for a quest to back? "As game graphics get more realistic you have to be very careful how you depict death. With photo-realistic graphics, it isn't going to be long before people outside our industry will not tolerate it anymore and then everybody will be clamped down on, whether they are responsible or not. In *Driver*, nobody gets killed. If you are going to hit people with the car they'll just run or dive out of the way. We could have had people's head's splattering on the windshield, but that isn't what *Driver* is about."

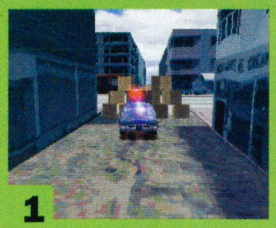
As you scream away from the scene of the crime you will begin an ultra realistic car chase with police cars in pursuit around every bend and only the best driving imaginable will enable you to make your escape, but that's not where the fun ends. As is the recent trend with driving games, the replays of the chase are promising to be pretty spectacular. You'll be able to set camera points to capture the action, and with a little time and effort the results can be stunning as Martin proved to us.

Driver operates a proper working traffic model with traffic lights and more importantly, other drivers who obey them and the road markings. This means that if you go haring through a junction on a red light with a line of police cars close behind you can bet that mayhem is going to ensue and there is going to be bumpers and glass all over the show.

"We have written an entirely new dynamics engine which gives the player the feeling of a big heavy American car with soft soaky suspension and huge tail out slides. It allows the cars to bounce realistically over kerbs, whilst all of the other civilian cars run under this same routine, so you can watch them bounce realistically after a collision" Martin told us.

Everything you'd expect to see on a real road is included, drivers indicate before making a turn, they approach junctions with care and so on and so forth. "You can park up your car next

HOW TO MAKE A REALISTIC 70's CAR CHASE IN 10 EASY STAGES



1 First you need to take a big American muscle car



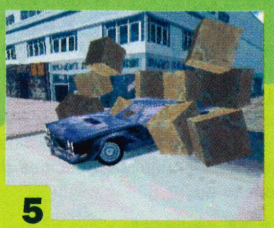
2 Then you need to create some scruffy back alleys



3 Make sure you show the chase from different angles



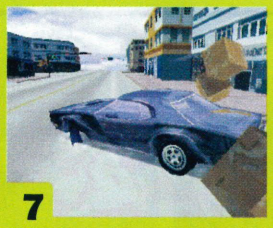
4 Carefully place a tidy stack of cardboard boxes there



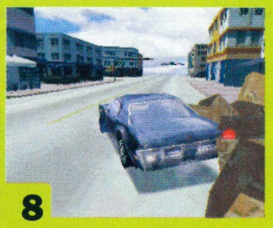
5 Before making your car smash through at speed



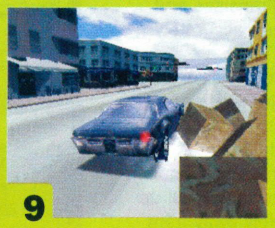
6 Then it's out onto the open road before the cops arrive



7 With boxes bouncing everywhere you escape



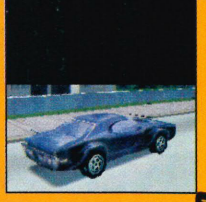
8 With the open road ahead of you nothing can stop you



9 Finish the job by swinging the back end out



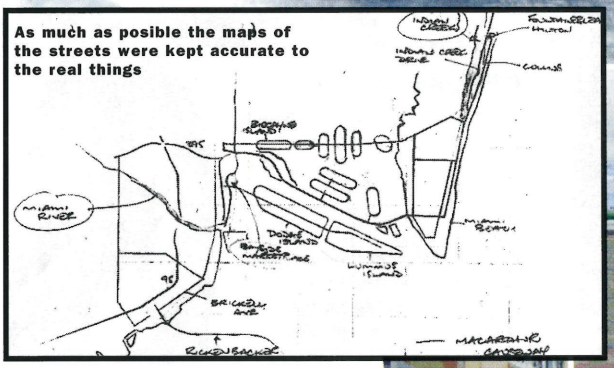
10 Before heading off into the sunset in time for breakfast





to a junction and just watch the world go by. Occasionally there is even an unprovoked accident at the crossroads as some idiot jumped the lights! Unfortunately we didn't have time to motion capture the drivers exchanging their insurance details!"

Attention to detail is they key, but Martin admitted that even they had to leave some things out because of the technology available. "The most frustrating thing in the world is having to leave things out because of the lack of technology. A number of ideas we wanted to include have had to be left out. It's very frustrating, but we just had to do it." Maybe it'll all turn up in the sequel! Not that there's been any mention of a sequel, but we know where the safe money will be.



As much as posible the maps of the streets were kept accurate to the real things





Highly impressive replays show the action from a number of camera angles that you can set yourself before starting out



WE WISH YOU A MERRY CHRISTMAS

As we mentioned, *Driver* is planned for a Christmas release, but with the current posse of publishers all hammering at *Reflections'* door, cheque books in hand for the rights to put the game in the shops, anything could happen to that date. One thing is for sure, *Reflections* can sit down and choose carefully what is sure to be a very good deal for this possible PlayStation 'game of the year.' PRO

As our disgraceful English fans run amok in France, the peaceful city of Arcadia faces a similar threat, only their foes come from the stars; where the invading vermin are only a little more human

Assault





This is just one of the many seriously ugly bosses just asking to have his face torn to shreds. As you can see, two players can tackle the alien menace simultaneously



Shoot'em-ups are having a bit of a revival at the moment and while many fans of the genre will be filling their pants at the prospect of blowing the crap out of all and sundry for the next couple of months, you'd be well advised to be a bit wary of the titles coming our way. It's usually shortly after the first influx of games that bandwagon jumping begins to set in, a sure sign that the reputation of any particular genre is going to start suffering. However, that's one accusation that *Assault* creators, *Candlelight Studios*, will easily avoid as they've been busy beavering away for the best part of 15 months creating this alien stomping romp.

INVASION EARTH

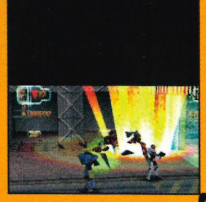
In the game you embark on your destructive, violence fuelled quest after your home town, the once utopian Arcadia, has been left in ruins following the impact of a giant object from the depths of space. Many of the population lay slain, those that have survived are fleeing for their lives as news filters through about invading swarms of hideously mutated creatures pouring from the crashed object now believed to be an alien spaceship. No points for originality, but with a premise like that behind this trigger poppin' trip you can bet that there's going to a helluva lot of aliens queuing up to get their faces blown apart. Which is just the way we like it.

In fact, there are around 12 different species of alien onboard the grounded vessel eager to come steaming after your head with the rest of their buddies, you'll also have to whack 15 huge boss characters if you're to take down this other worldly menace and restore Arcadia to its normal way of life. But these creatures don't all pile forward at once as with the England fans over in France, they'll be trying to pick you off at different points as you wander through the six zones (each with ten subzones) as well as the numerous secret areas and levels.

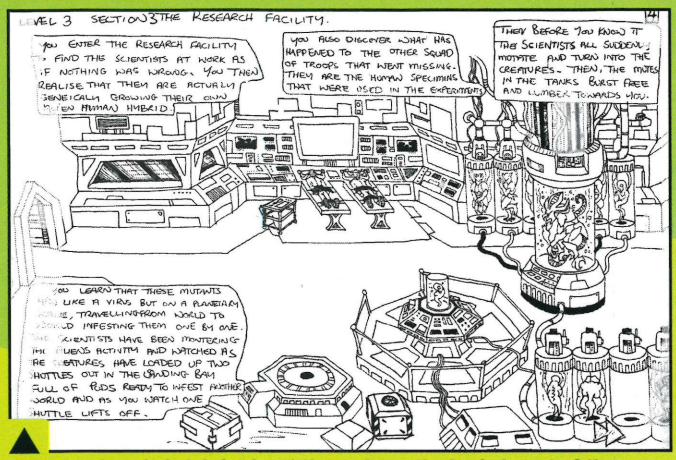
The action is viewed from a third person perspective *Tomb Raider*-style and your character, be it Sgt Reno J Washington or Major Kelly Doyle, has full 360° movement in a complete 3D polygon environment. But unlike other titles which require an amount of loading time in between different areas and levels of the game, Assault will be a smooth affair that does away with all of that.

BRIGHT SPARKS

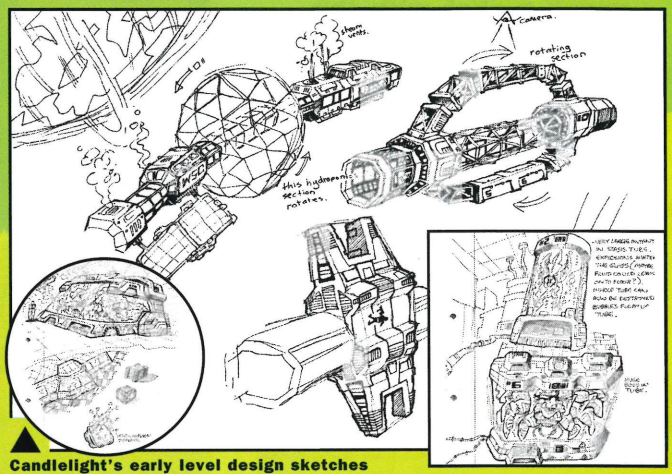
Dean Betton from the *Candlelight* team explained, "*Assault* is constantly streaming data from the disc onto the PlayStation using 'buffers'. These are zones of memory that



THE ASSAULT COURSE



This storyboard sketch for level three shows the basic layout of the Research Facility where you'll discover more about the alien invasion



Candlelight's early level design sketches illustrate the level of detail that they have incorporated into the game

load the next section whilst you are playing the current one so that when you're ready to proceed you can do so without having to wait for anymore data loading." In fact the only pauses in the game come when the FMV sequences are run, but the utilisation of the 'buffer' technique should provide for constant and fluid gameplay that will relentlessly push your reflexes and targeting skills to the limit.

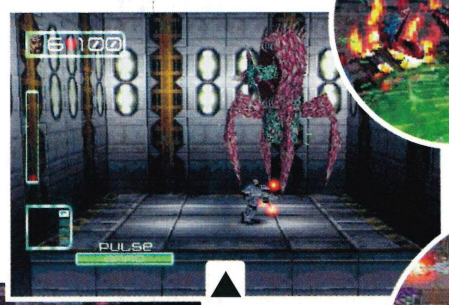
LOCK AND LOAD

It's all rounded off with what is always the most enticing part of any game where excessive force is required – big guns. Alien destruction is the predominant feature in *Assault* and the game equips players with some heavy duty firepower with which to defend the cause. Squeeze off a few rounds from the multi-phase pulse rifle or the magnetic bolt accelerator, or get hold of an ionic flame-thrower or a scythe laser and check out the damage you can do with them. Later on in the game you can even get your hands on some of the alien firepower and really shoot the shit out of those unwanted ETs.

PlayStation shoot'em-ups have rarely been heralded as classics, but amid the new influx of games there may be a contender for such an esteemed title. Telstar are hoping that *Assault* is going to be the game to do just that. PRO



Polygons form everything in Assault from the main characters and aliens to the 3D worlds where the action takes place







Washington and Doyle are part of a rapid deployment team, heavily armed and encased in robotic armour. just as well really

Assault features some impressive lighting effects displayed with the detonation of this smart bomb







We took a rare chance whilst in the States to sneak a chat with the developers of the finest sports games the planet has ever seen. Bring on California's finest...



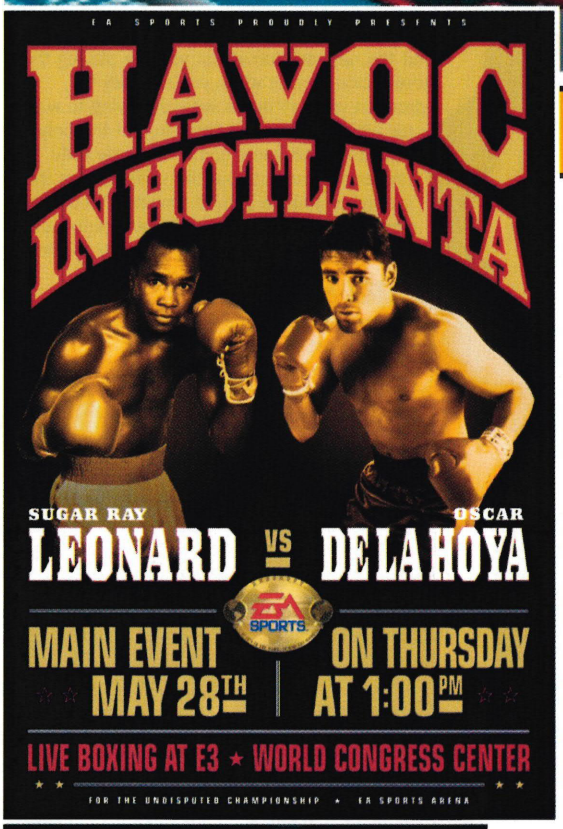
EA Sports

EA Sports are a company that have sometimes found themselves being harangued from all corners because of their tendency to release only yearly updates of their games onto a public that sometimes expect a little bit more. Having said that, you'd be extremely hard pushed to find either a more successful or indeed better series of products on any games format today.

Be it games based on ice hockey, basketball, American football or even good old English footy, *EA Sports* have constantly pushed back the boundaries of what we've seen before. True, maybe the games don't vary lots and lots from year to year, but trace back *FIFA '96* from *World Cup '98* and you can see just how far things have come in a relatively short period of time.

We were lucky enough to be able to spend a little time with the people behind all the great games featured over the next six pages during *E3* in Atlanta this May, and got a rare insight into how and why the *EA Sports* '99 range is going to be the strongest and the best yet.

Besides all the game we've become familiar with over the years, *EA Sports* were also proudly showcasing a newcomer in the line-up in the form of *Knockout Kings*, a boxing game we exclusively revealed they were doing a couple of months back. Never say we don't tell you things months before any other PlayStation magazine. Well let's get on with it then because we've got seven games to get through.



KNOCKOUT KINGS

At last somebody is having a go at knocking *JVC* on their backside in the PlayStation boxing arena. *Victory Boxing* has been just about the only heavyweight contender in this much overlooked genre. As you might expect, *EA Sports* are throwing their full weight behind it and *Knockout Kings* is set to feature an impressive array of 38 famous boxers, including the exclusive rights for Muhammad Ali, Evander Holyfield, Sugar Ray Leonard and Oscar DeLaHoya. The latter of these stars were in Atlanta to stage the launch of the game with a big fight PlayStation showdown in the ring.

Leonard, DeLaHoya and Shane Moseley all worked closely with *EA Sports* as consultants to ensure the fighting action was correct. All three were motion captured as they executed hundreds of boxing moves and counter-moves for the game.

EA Sports also brought in the most famous referee in the business, Mills Lane, for motion capturing and referee speech, so what we have will be just about the most realistic boxing game ever.



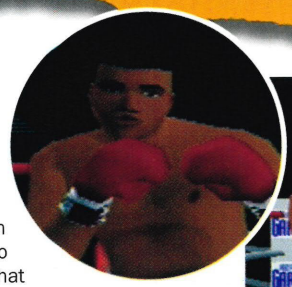
DANCE LIKE A BUTTERFLY

Each boxer in Knockout Kings will have their own musical soundtrack to reflect their personality and this will include hip-hop and rock music. Old time boxers from the 40s and 50s will have big band and swing music to reflect the time period in which they competed.

"This revolutionary game is the first of its kind," *Michael Pole*, vice president and executive in charge of production at *EA* told us. "Until now, boxing fans and champions alike have argued about who were the greatest

champs of all time, *Knockout Kings* will allow these questions to be put to rest once and for all." Not sure about that Mike, but he went on anyway, "We have gone to great lengths to ensure that each of our boxer ratings is accurate. Their style, strength, weight, height speed, reach, stamina etc. are factored into the AI. Boxing fanatics are going to have a lot of fun pitting legends against one another in *Knockout Kings*."

From the version we played we'd have to say Pole is fully justified with his boasts and we think this is one game that's going to be on our Xmas list. Hopefully scheduled for a release around October/November, watch this space for further developments and signings.













With big name drawcards like World Heavyweight Champ Lennox Lewis in the game, it's obvious EA Sports are favourites for the title

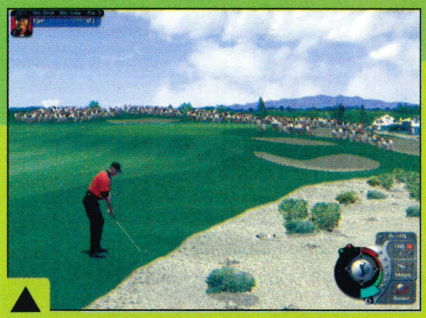
A wide selection of famous fighters from past and present will all be in Knockout Kings. Each will have their own styles and even music

TIGER WOODS '99

Remember that bloody annoying Nike ad where all the kids were saying "I'm Tiger Woods". Well now you can thanks to *EA Sports*' latest golfing extravaganza. Now it would be easy to be cynical and suggest that this is merely PGA Tour with a big name endorsement (like PGA wasn't big enough), but Woods is obviously the biggest drawcard in the sport at the moment with his unorthodox style and trademark fist punching after a good shot. All of his traits have been motion captured to perfection and you'll be able to play across any of the five included courses.

***Richard Hilleman*, executive producer on *Tiger Woods '99* said, "During two recent sessions with Tiger, he reminded us that golf is a game that is supposed to be about fun. We have taken that to heart. Just as Tiger has changed the way golf is played, he has been instrumental in changing the way interactive golf games are being designed. The end product will be truly revolutionary."**

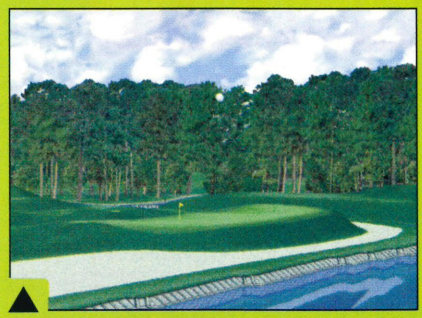
The PlayStation version will allow up to four players to have a round of golf with Tiger and is set for release again around October time.



The most marketable, if not greatest golfer of all time is now signed to EA Sports

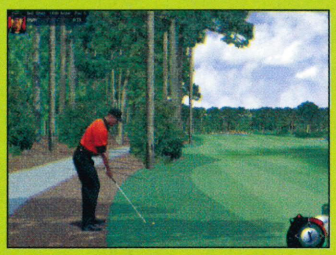


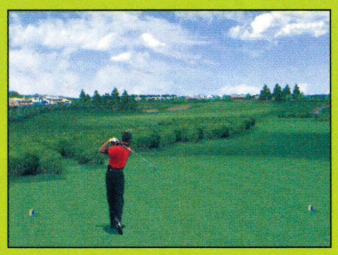
Tiger has helped with production of the game in order to make it easier to play



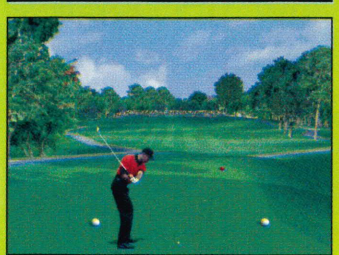
Several courses will be included in the final version of Tiger Woods '99



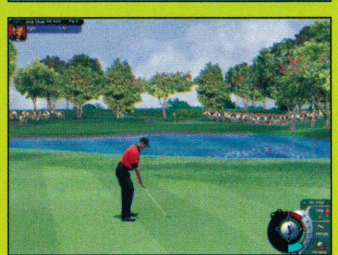


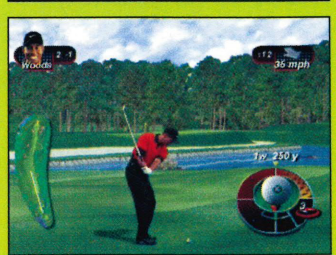












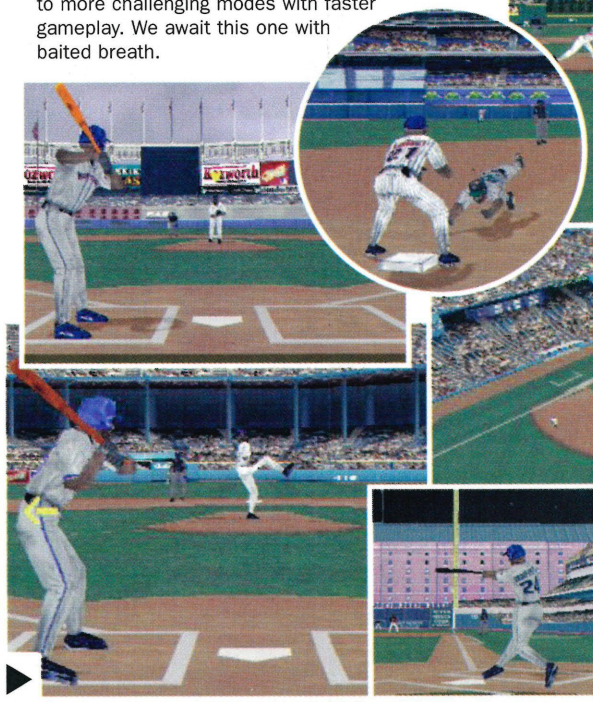
TRIPLE PLAY '99

This is the first time *EA Sports* have released a baseball game in the UK, and while they aren't expecting huge sales, *Triple Play '99* is obviously going to start yet another brand here that will be continuously updated as the years go by. Now there are two schools of thought about baseball. The first is that it's America's national sport and therefore it must be amazing. The second is that it's glorified rounders and even girls stop playing that at the age of 16. Whichever school you subscribe to there can be no doubt that *Triple Play '99* is looking fantastic.

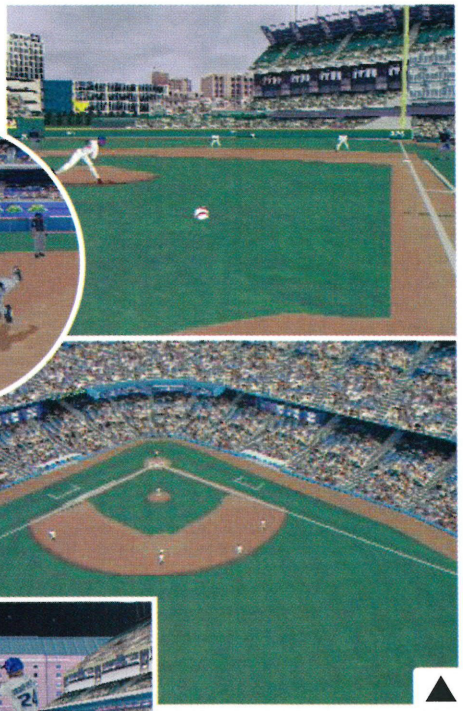
ACE OF BASES

The main problem with the game is that it's so massively statistic orientated with loads of abbreviations that us Brits can't get our heads round it. For example, RBI means Runs Batted In, which basically means how many runs you actually hit the ball and got to a base leading to one of your mates scoring. Blah blah blah.

Triple Play's producer *Chuck Osieja* put our fears to rest, "We wanted to create a game that could be enjoyed by all levels from the rookie to the seasoned vet. The beginner mode is truly unique in that it allows newcomers to pick up the game and immediately enjoy awesome baseball action. As players become more comfortable with the controls, they can move up to more challenging modes with faster gameplay. We await this one with baited breath.



It's America's best selling baseball game and it's destined to make a big impact across the world



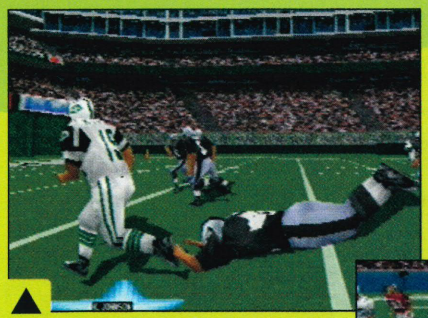
All the Major League Baseball fields have been faithfully recreated. Not that it's of any interest to us, but it's a nice point to brag about

MADDEN NFL '99

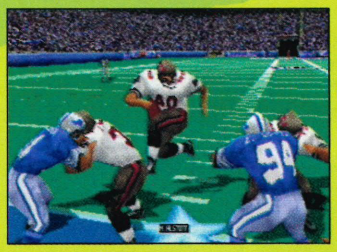
Well this is it. The last game in the line up for 1999 and what better way to end the millennium than with the superb *Madden NFL '99*. Ever since the hallowed days of the *MegaDrive* versions of the game the *John Madden* series has been the most popular American Football games ever.

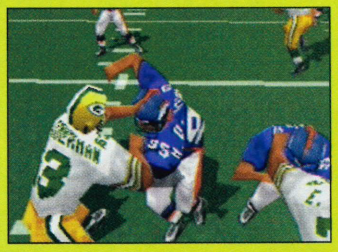
Executive Producer of the *Madden Football* series *Scott Orr* told us, "The increased computing power of the console systems and PCs allow publishers like *Electronic Arts* to advance games to amazing levels in the areas of AI and graphics. It gives users a wide variety of choices and options to better their gamin experience year after year. Long-time *John Madden* football fans have come to expect these advancements in the game and *Madden NFL '99* will deliver on all fronts for the hard-core gamer. We've also recognised the demand for our sports games to have an easier point of entry for novice players to take away any frustration."

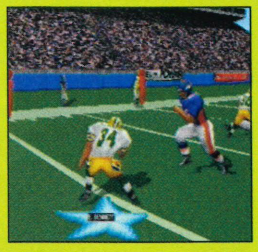
***EA Sports* promised us that this latest version of *Madden* will feature vastly improved player AI and again ever better graphics. The argument is doubtless going to rage that if you have *Madden '98* you don't need *Madden '99,* but somehow we don't think that will affect sales! We're hoping to have a review copy in our hands at some point over the next three months. Watch this little white space.**

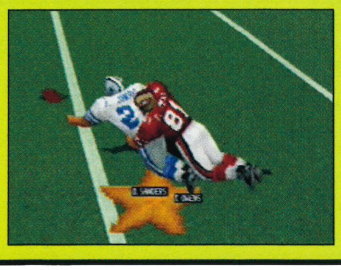


Madden '99 promises to be the best NFL game on the PSX to date

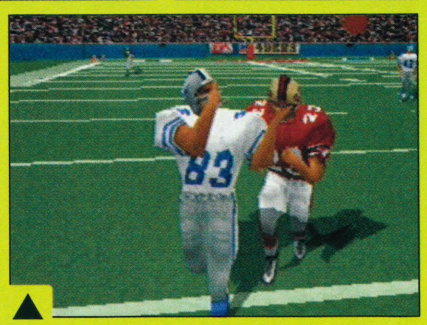






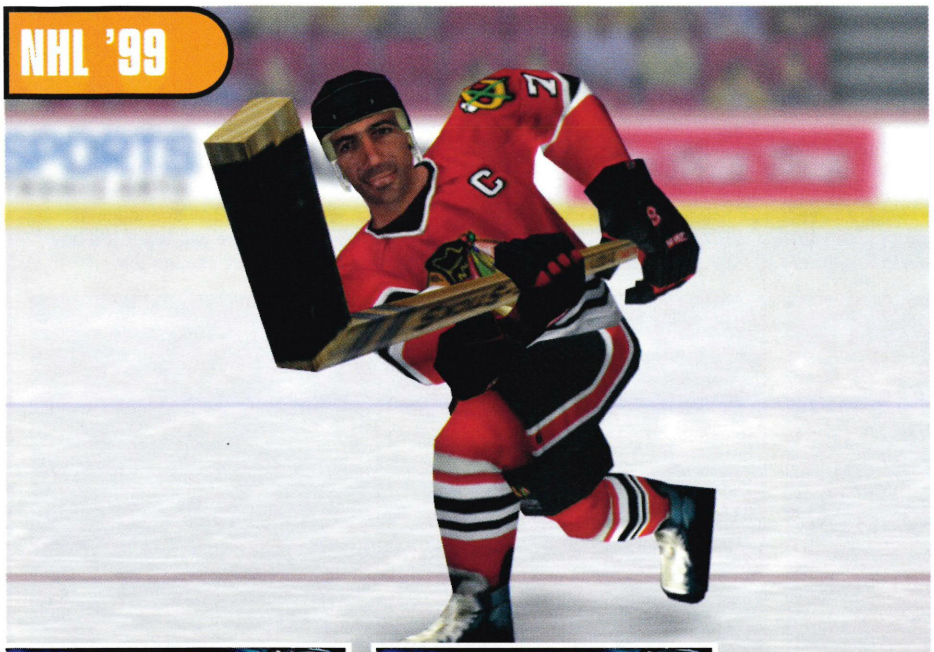






American Football may not appeal to the masses, but Madden can be played by all

NHL '99



This is the baby. *NHL '98* was one of the best sports sims to grace the PlayStation (or the *PC* for that matter) in recent times. Yes it was ice hockey, and yes it was full of those statistical abbreviations we don't understand, but we could still pick it up, play it and enjoy it. And there was something wonderful about ramming some Yank through the glass at the side the rink, even if it was only on your telly.

ICING THE CAKE

NHL '99 is basically bigger and better than all the rest. All the glitches have been taken out. All the correct stadiums have been rendered in there with the correct ice ads and so on, but most importantly a beginner mode has been put in that explains all the rules and intricacies as you play. So if the one reason you haven't been playing this great sports game is that you didn't know what was going on, then that excuse will shortly disappear out of the window.

SLAP-SHOT HAPPY

Better games physics, goalie and player AI, analogue control and just about everything else you could hope for have been included. The graphics and cut scenes now smoothly fade away rather than just flicking into one another. In short, *NHL '98* had a few tiny problems. *NHL '99* won't have. Expect a huge score when this gets released around November time.







NASCAR '99

Hillbilly alert! *NASCAR* is back with it's southern rock soundtrack and it's ready to give us Brits another chance to partake in the Indycar sport we know nothing about.

If you fancy driving some of the fastest road cars in the business around a concrete oval then *NASCAR '99* is the racing game you've been waiting for. It's another of EA Sports' less important releases in that they are fully aware that they are aiming the game at a rather limited audience in the UK.

NASCAR '99 will feature 31 current drivers in their respective cars (we won't bother listing them because you'll never have heard of them, it would like naming Manchester City players) but in celebration of *NASCAR's* 50th anniversary, you'll also be able to race against some of the great names of the past (that you'll also have never heard of, ah well). We shan't go on, but suffice to say there's loads and loads in there and it looks like a good racing game, but time will tell if it's any better than the last offering which did a competent enough job.





Featureing yet more hillbilly racing from the States, NASCAR '99 should prove popular in rural cousin-friendly regions



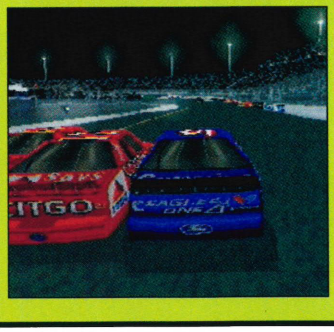


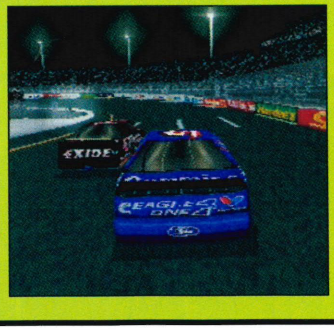


With plenty of angles, great replays and racing action, Nascar '99 could well turn out to be a surprise hit









NBA LIVE 99

You might have been wondering where the inevitable basketball update was? Well never fear because here it is. The NBA Live series contains arguably the best basketball games on the PlayStation, and that reputation looks like being enhanced and set in concrete with the 1999 version of the game.

COCK-A-HOOP

This is the fifth incarnation of a game that has sold over six million units worldwide to date and once again the AI has been overhauled along with adding better graphics than ever before. All the stats are accurate from last season, not that it means anything to us, but NBA Live 99 looks like being one hell of a game.

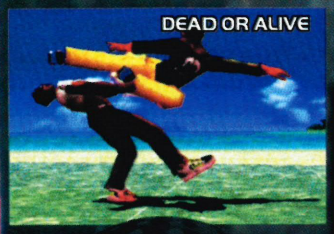
SLAM DUNK

What else can you say? Watch this space and we'll tell you how things progress when we get a copy of the game for ourselves.



The premiere basketball title is back. NBA '99 is bigger, better and badder than ever before

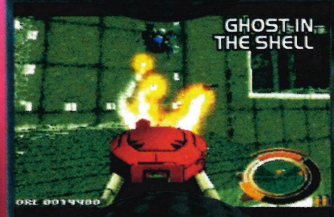
EA Sports are now using new technology to make their arenas even more realistic than before



WE ARE THE MOST DYNAMIC NEW AND SECOND HAND MAIL ORDER COMPANY IN EUROPE AND WILL BEAT ANY ADVERTISED PRICE!!



ESTABLISHED OVER 5 YEARS. OVER 10,000 TITLES IN STOCK!! OPEN BANK HOLIDAYS!!



WE GET ALL THE MAJOR RELEASES ON THEIR RELEASE DATES. GET YOUR COPY THE NEXT DAY GUARANTEED!! HASSLE FREE!



IF YOU CAN'T FIND WHAT YOU WANT- CALL US

RELEASE DATE SLIPPAGE MAY OCCUR. ALL PRICES CORRECT AT PRESS TIME. E&OE. ALL COPYRIGHTS RESPECTED.

BUY-SELL

PlayStation

HARDWARE & ACCESSORIES

NEW		2nd HAND	BUY	EXCHANGE	SELL
PSX VALUE PACK	109.99	SONY PLAYSTATION CHIPPED	77.00	77.00	115.00
PLAYSTATION HYPER CONTROLLER -ALL COLOURS	8.99	SONY PLAYSTATION (JAP/UK/US)	53.00	53.00	80.00
SONY DUAL SHOCK PAD	19.99	NAMCO GUNCON	14.00	19.00	28.00
SONY PLAYSTATION OFFICIAL CONTROLLER	9.99	NEGCON CONTROLLER	11.00	15.00	22.00
MADCATZ STEERING WHEEL	51.99	SONY LINK CABLE	2.00	3.00	5.00
SONY PLAYSTATION SCART LEAD	7.99	SONY DUAL SHOCK PAD	7.00	10.00	15.00
SONY OFFICIAL MEMORY CARD	12.99	SONY DUAL SHOCK PAD WHITE	9.00	12.00	18.00
BLAZE JOYPAD (4 COLOURS)	7.99				
BLAZE MEMORY CARDS (8 COLOURS)	7.99				



PLAYSTATION VALUE PACK 1
INCLUDES TWO JOYPADS AND A MEMORY CARD.
£109.99
INCLUDING GUARANTEED NEXT DAY DELIVERY.

PLAYSTATION VALUE PACK 2
INCLUDES TWO JOYPADS AND A MEMORY CARD.
£99.99
WHEN YOU BUY ANY 3 PSX GAMES IN STOCK. INCLUDING GUARANTEED NEXT DAY DELIVERY.



PLAYSTATION VALUE PACK 3
INCLUDES TWO JOYPADS AND A MEMORY CARD.
£89.99
WHEN YOU BUY ANY 6 PSX GAMES IN STOCK. INCLUDING GUARANTEED NEXT DAY DELIVERY.

PLAYSTATION VALUE PACK 4
INCLUDES TWO JOYPADS AND A MEMORY CARD.
£69.99
WHEN YOU BUY ANY 10 PSX GAMES IN STOCK. INCLUDING GUARANTEED NEXT DAY DELIVERY.



ALL PERIPHERALS SHOWN ARE OFFICIAL SONY PRODUCTS.

SOFTWARE - NEW

	JAP	UK	US
AIRONAUTS		CALL	
ARMOURED CORE		CALL	
AZURE DREAMS		£34.99	
BLAST RADIUS		CALL	
BLASTO		CALL	
BRAVE FENCER MUSASHIDEN/ FFVIII DEMO	£64.99		
BREATH OF FIRE III		£33.99	£44.99
BRIAN LARA CRICKET		£33.99	
CAPCOM GEN: GHOULS & GHOSTS			CALL
CARMAGEDDON		£33.99	
COLIN MCRAE RALLY		£33.99	
DARK STALKERS			CALL
DEAD OR ALIVE	£42.99	£28.99	£42.99
DECEPTION 2			£54.99
EINHANDER	£38.99		
ELEMENTAL GEARBOLT			£54.99
EVERYBODY'S GOLF		CALL	
EXTREME SNOW BREAK		£24.99	
FIFTH ELEMENT			£54.99
G DARIUS	£49.99		
GHOST IN THE SHELL		£32.99	
GRAN TURISMO		£33.99	£42.99
I.S.S.2		CALL	
IZNOGOUD		£27.99	
METAL GEAR SOLID	CALL	CALL	
MORTAL KOMBAT 4			£49.99
N20			£49.99
NEWMAN HAAS RACING		£29.99	
NINJA			CALL
PARASITE EVE	£49.99		
POCKET FIGHTER	£49.99		CALL
POY POY		£27.99	
RESIDENT EVIL 2		£34.99	£34.99
RIVAL SCHOOLS	£49.99		CALL
SNOW RACER '98		£26.99	
SUPER PANG COLLECTION		CALL	
TACTICS OGRE			£42.99
TEKKEN 3	£39.99	CALL	£39.99
TENCHU	£49.99		
THREE LIONS		£29.99	
TOMMI MAKINEN RALLY		CALL	
VIGILANTE 2		CALL	£42.99
WCW: NITRO		£30.99	
WILD 9'S			CALL
WILD ARMS			£28.99
WWF WARZONE			£54.99
X-MEN VS STREETFIGHTER	£42.99		
X-MEN: COTA		£31.99	

CALL NOW FOR THE LATEST RELEASES!!

DVD

NTSC REGION 1 DIGITAL VERSATILE DISCS

HALLOWEEN CASINO
TRON LEON
DEAD PRESIDENTS TERMINATOR 2
SPAWN (ANIMATED) AUSTIN POWERS
PULP FICTION TOMORROW NEVER DIES
DONNIE BRASCO SCARFACE

AND LOADS MORE!!

NTSC REGION 1 DIGITAL VERSATILE DISCS



NEW 128 BIT CONSOLE
200 MHZ PROCESSOR
ADVANCED 3D GRAPHICS PERFORMANCE:
3 MILLION POLYGONS PER SECOND
64 CHANNEL SOUND

WE PROMISE TO HAVE THEM IN STOCK FIRST!



DREAMCAST VMS (VISUAL MEMORY SYSTEM) MEMORY CARD, GAMES MACHINE, PROGRAMMABLE GAMES ASSISTANT AND MORE.
ONLY £34.99!

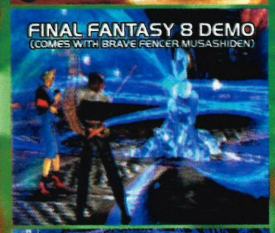
Dreamcast™

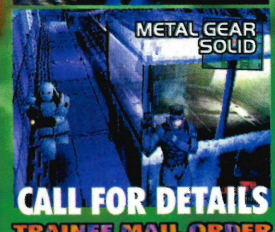
GAMES YOU'RE GOING TO WANT!!

LOOK OUT FOR THESE TITLES









CALL FOR DETAILS

TRAINEE MAIL ORDER ASSISTANT

FULL TIME VACANCIES AVAILABLE NOW. OPPORTUNITIES FOR THE RIGHT PERSON TO PROGRESS AND JOIN THE SALES TEAM IN A VERY FAST EXPANDING DEPARTMENT. WITH A STARTING SALARY OF £8.5K.
VIDEO GAMES/PC KNOWLEDGE ADVANTAGEOUS.
MINIMUM QUALIFICATIONS: 5 GCSE'S
IF YOU HAVE A GOOD TELEPHONE MANNER, ARE ABLE TO COMMUNICATE WITH THE PUBLIC, WORK UNDER PRESSURE AND HAVE THE DESIRE TO SUCCEED, CALL MARINA OR DAVE ON: 0171 - 692 1203

BROKEN CONSOLE? WE'LL REPAIR ANY FAULT FOR £48 AND BACK

Department

EXCHANGE

SOFTWARE - 2ND HAND

Dept.1

	JAP	UK	US
3 LIONS	£15.00	£20.00	£20.00
3 NINJAS		£15.00	£12.00
3-D ROCKET		£15.00	
688 ATTACK SUB		£5.00	
A-10 CUBA		£5.00	
A-10 TANK KILLER		£5.00	
ACE COMBAT AIR COMBAT (EN & US)	£5.00	£5.00	
ACE COMBAT 2	£12.00	£15.00	
ACTUA GOLF		£5.00	
ACTUA ICE HOCKEY		£5.00	
ACTUA SOCCER CLUB EDITION		£5.00	
ACTUA SOCCER 2		£5.00	
ADIDAS POWER SOCCER		£5.00	
ADIDAS POWER SOCCER '97		£5.00	
ADIDAS POWER SOCCER INTERNATIONAL 97		£5.00	
AGILE WARRIOR		£5.00	
AIR COMBAT		£5.00	
AIR GLOBAL	£30.00	£10.00	
AIR HOCKEY	£30.00	£10.00	
ALIEN TRILOGY	£38.00	£10.00	
ALIEN VS PREDATOR		£10.00	
ALIEN 3		£10.00	
ALIEN IN THE DARK 2	£15.00	£10.00	
ALIENS		£10.00	
ALIENS ONLINE	£38.00	£10.00	
ALIENS TRILOGY		£10.00	
ALL STAR LA		£10.00	
ALONE IN THE DARK	£32.00	£5.00	
ALONE IN THE DARK 2		£22.00	
ANDRETTI RACING		£5.00	
ANIMANIACS	£22.00	£5.00	
ANOTHER WORLD		£5.00	
ARC THE LAD		£5.00	
ARC THE LAD 2		£5.00	
ARC THE LAD 3	£32.00	£5.00	
ARCADE CLASSICS		£5.00	
ARCADE'S REVENGE		£5.00	
ARCADE'S REVENGE	£22.00	£5.00	
ARMOURED CORE		£5.00	
ARMY MEN		£5.00	
ARMY MEN 2		£5.00	
ASSAULT RIGS		£5.00	
ASTERIX		£5.00	
ASTERIX & OBELIX		£5.00	
ASTERIX & OBELIX 2		£5.00	
ASTERIX & OBELIX 3		£5.00	
ASTERIX & OBELIX 64		£5.00	
ASTERIX & OBELIX GIANT BASH		£5.00	
ASTERIX & OBELIX TAKE ON CAESAR

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
JAP Suikaigi	CALL
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
JAP Guilty Gear	CALL
USA Tactics Oge	£45
JAP Metal Gear Solid	CALL
JAP/USA Tekken 3 (includes Tekken Model)	FREE

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
Quest 64	£55
F Zero	CALL
1080degrees	£55
Banjo-Kazooie	£55
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

WILD IMPORTS

NINTENDO 64 PlayStation

TEL:01908 640040 TEL: 0468 403341 FAX: 01908 640162 EMAIL: IMPORTS1@AOL.COM

U.S.A. DVD MOVIES

STARSHIP TROOPERS	U.S. MARSHALLS	THE MAN WHO KNEW TO LITTLE
TOMORROW NEVER DIES	DESPERATE MEASURES	BOOGIE NIGHTS
AS GOOD AS IT GETS	THE JACKET	COP LAND
ARMAGEDDON	MONEY TALKS	MIMIC
CI JANE	RED CORNER	DECONSTRUCTING HARRY
REPLACEMENT KILLERS	SCREAM 2	SPHERE

MANY MORE TITLES AVAILABLE PLEASE CALL

U.S. DVD PLAYERS

Panasonic A310	£549.99
Pioneer DVL 909	£CALL
Panasonic A110	£429.99
Toshiba SD3107	£479.99

All Region Chipping Best Price

ALL THE LATEST U.S. & JAP PLAYSTATION & NINTENDO 64 GAMES AVAILABLE AT UNBEATABLE PRICE

Tactics Orge (US)	£44.99	Vigilante 8 (US)	£44.99	1080 Snowboarding (US)	£49.99
Mortal Kombat 4 (US)	£44.99	Breath of Fire 3 (US)	£44.99	Quake 64 (US)	£49.99
Tekken 3 (US)	£44.99	Scorpion Gun (JAP)	£CALL	Banjo & Kazooie	£CALL
Atari Hits 2 (US)	£39.99	Sanfran Rush (US)	£39.99	Iss 2 (US)	£CALL
Final Fantasy Tactics (US)	£39.99	Pitfall 3D (US)	£34.99	V64	£CALL

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-6pm
Wild Imports, 47 Brunel Business Centre, The Concourse, Bletchley, Bucks, MK2 2ES.

EUROPEAN TECHNOLOGIES

NINTENDO 64 PlayStation

PLAYSTATION AND N64 PRODUCTS AT TRADE PRICES

PANASONIC ALL CODE PORTABLE DVD PLAYER WITH BUILT IN WIDE SCREEN TFT COLOUR MONITOR.	£850.00
LOTS OF OTHER DVD PLAYERS AVAILABLE INCLUDING PIONEER DVL 909 & SONY 7000 AND ALSO LOTS OF FILMS AVAILABLE	CALL FOR BEST PRICES
Blank recordable CDR Best Media Silver Blue ideal for CDXA Mode 2	90p (CALL FOR VOLUME DISCOUNTS)
NTSC PAL Adaptor for PS, allows Import Games to work in colour with any ariel PAL TV – also has stereo and video output includes RF lead	£15.00
Sony replacement lazer unit for replacing skipping or jumping & loading problems	£37.50
PS VCD Adaptor, allows you to watch VCD's on your PS	£82.50
Sony Dual Shock Pad **Special Price**	£22.00
New! Vibrate Steering Wheel & Pedals	£85.00
240 Save Memory Card for PS *incredible price*	£13.50
2.5 Meter Scart RGB Cable with gold plated connectors better quality than Sony's own lead	£3.50
Official Sony 1Mb Memory Card	£9.50
Real Arcade Light Gun with Pedal	£32.50
Playstation Decode Chip & Instructions – bulk orders welcome. Call for discounts	£5.00
Playstation Action Replay Cartridge	£16.50
Saturn Decode Chip & Instructions	£15.00
Saturn 4 in 1 action replay cartridge inc 4Mb Ram also includes country code switching & 50-60Hz switching	£19.50
Wild Card V64	£240.00
Game Doctor Replacements Power Supplies (UK Manufactured)	£20.00
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: 01628 667053

EUROPEAN TECHNOLOGIES
PO Box 1103, Slough PDO SL2 2YS All prices exclude postage and packing

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*

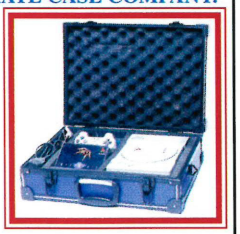
PHONE FOR WRITTEN DETAILS

OPEN MON - SAT 10AM - 6PM

0121-423-1969

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.



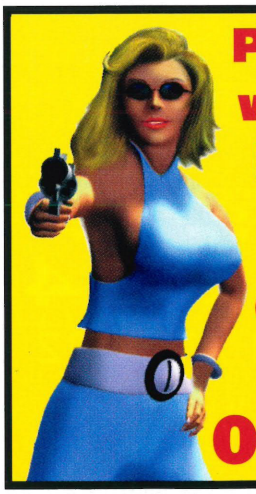
Protect your expensive games and console for the price of just one game!!

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



Place your advert with me or you'll be spitting lead for weeks.

Call Carrie Nash on 01625 878888

GAMESTER'S
CONSOLE GAMES SPECIALISTS

PLAYSTATION/ SATURN/N64

DISCOUNTED NEW GAMES

USED GAMES from £9.00 rising to £29.00 for the very best games available.

EXCHANGES no groups, exchange your game(s) for any other. From £1.50

PSX. SPECIALS pay only £14.00 for any new game when trading-in a star-marked title.

FOR A FREE COMPLETE PRICE LISTING
TEL/FAX 01707 268285
Mon - Sat 9am - 7.30pm

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

Competition Hotlines

Who is the star of Tomb Raider?

1.Lardy Croft 2. Lara Croft 3. Betty Boo

If you know the answer to the question above, call the hotlines below for your chance to win a prize!

Colin McRae Rally – 08901-202700

Tekken 3 – 08901-202701

Dead or Alive – 08901-202702

Vigilante 8 – 08901-202703

Premier Manager '98 – 08901-202704

Gran Turismo – 08901-202705

Resident Evil 2 – 08901-202706

The New Rumble Steering Wheel – 08901-202707

Playstation Console – 08901-202708

Nintendo 64 Console + Goldeneye – 08901-202709

The more callers the more winners. GUARANTEED.

Calls cost 60p at all times, each call should last no longer than one minute. Please ask permission of bill payer.

HotLine
P.O. Box 50
ST. AUSTELL
PL25 5YQ

PSX UPGRADE CHIP!

Just £12.95! 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!)

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 Next Day Delivery & Scart Lead !!

MicroByte Electronics UK. 45a South Parade, Mollison Way, Edgeware, Middlesex. HA8 5QL (Hours Mon – Sat 9.00am – 8.00pm)
Credit Cards 2.5% Surcharge – Debit Cards Free.
Tel: 0181-381-3000 Fax: 0181-381-3111 Email: micro@dircon.co.uk
Prices & Specifications Subject To Change Without Prior Notification – E&OE

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

UK PLAYSTATION GAMES

Ace Combat 2	£29.99
Actua Golf 2	£27.99
Actua Soccer 2	£27.99
Alundra	£33.99
Ayrton Senna 2	£29.99
Bloody Roar	£32.99
Bubsy 3D	£24.99
Bushido Blade	£29.99
Bust a Move 2	£17.99
Bust a Move 3	£24.99
Castlevania	£24.99
Cool Boarders 2	£29.99
Courier Crisis	£24.99
Crash Bandicoot	£17.99
Crash Bandicoot 2	£33.99
Croc	£26.99
Dark Forces	£26.99
Deathtrap Dungeon	£33.99
Destruction Derby 2	£17.99
Diablo	£33.99
Die Hard Trilogy	£17.99
Disc World 2	£32.99
Duke Nukem 3D	£26.99
Felony	£24.99
FIFA 98	£29.99
Fighting Force	£24.99
Final Doom	£19.99
Formula 1 97	£37.99
G Police	£29.99
Gex 3D	£32.99
Gran Turismo	£34.99
Grand Theft Auto	£28.99
Hercules	£32.99
Indy Car 500	£33.99
ISS Pro	£17.99
Jersy Devil	£29.99
Jet Rider 2	£29.99
Jonah Lomu Rugby	£24.99
Jurassic Park	£24.99
Marvel Super Heroes	£31.99
Master of Teri Kasi	£31.99
Men in Black	£32.99
Micro Machines V3	£17.99
Mortal Kombat Trilogy	£17.99
Motor Head	£32.99
Need for Speed 3	£32.99
Nightmare Creatures	£28.99
Nuclear Strike	£24.99
Odd world Abes Oddysey	£24.99
Pandamonium 2	£26.99
PGA Golf 98	£29.99
Premier Manager 98	CALL
Rage Racer	£25.99
Rascal	£32.99
Rayman	£17.99
Red Alert	£32.99
Resident Evil 2	£37.99
Riven	£38.99
Shadow Master	£29.99
Street Fighter Collection	CALL
Street Fighter Ex	£29.99
Super Puzzle Fighter 2	£19.99
Tekken 2	£17.99
Tekken 3	CALL
Tetris Plus	£24.99
Theme Hospital	£33.99
Three Lions	CALL
Time Crisis + Glincon	£48.99
Toca Touring Cars	£31.99
Tomb Raider	£17.99
Tomb Raider 2	£32.99
VR Power Boat Racing	£29.99
War Craft 2	£24.99
War Hammer 2	£32.99
World Cup '98	£32.99
World League Soccer	CALL
WCW Nitro	£32.99
WCW Vs The World	£29.99

Special Offers

Sony Dual Shock Pads	£21.99
Playstation Value Packs	£119.95

US NINTENDO 64 GAMES

New Releases

1080 Snow Boarding	£49.99
Banjo & Kazooi	£LOW
Forsaken	£54.99
Goldeneye	£54.99
GT 64	CALL
Mission Impossible	£LOW
MK4	£49.99
Mystical Ninja	£49.99
Netrix	£49.99
Quake	£54.99
Quest 64	£54.99
Virtua Chess	£49.99
World Cup 98	£54.99

Special Offers

Diddy Kong Racing	£39.99
Duke Nukem	£29.99
Snowboard Kids	£44.99
Star Wars	£29.99
Yoshi's Story	£44.99

UK NINTENDO 64 GAMES

Banjo & Kazooi	CALL
Forsaken	£44.99
Goldeneye	£39.99
GT 64	CALL
Mission Impossible	CALL
Mystical Ninja	£44.99
Quake	£39.99
Snow Board Kids	£34.99
WCW v NWO	£39.99
Wetrix	£34.99
World Cup 98	£44.99

JAP NINTENDO 64 GAMES

Special Offers

Bomberman	£19.99
Brave Spirits	£49.99
F. Zero	CALL
Famista 64	£49.99
G.A.S.P.	£29.99
Iss 98	CALL
Yoshis Story	£24.99

JAP PLAYSTATION GAMES

New Releases

Bio Hazard 2	£34.99
Bomberman World	£39.99
Bushido Blade 2	£39.99
Cowboy Bebop	£49.99
G. Darius	£54.99
Gran Turismo	£39.99
Gunbike	£54.99
King of Fighters 97	£54.99
Parasite Eve	£59.99
Pocket Fighter	£54.99
R Types	CALL
Tekken 3	£39.99
Tencha	£54.99
Thunderforce 5	£49.99

US PLAYSTATION GAMES

Ginhander	£49.99
Gran Turismo	£44.99
R. Evil 2	£49.99
Road Rash 3D	£44.99
Tekken 3	CALL
Vigilante	£44.99

US PLAYSTATION RPG GAMES

Alundra	£49.99
Breath of Fire 3	£49.99
F. Fantasy Tactics	£49.99
Gran Stream Saga	£49.99
Kingsfield 2	£49.99
Saga Frontier	£49.99
Tactics Ogre	£49.99

SATURN IMPORTS

Burning Rangers	£29.99
Castlevania	£49.99
House of the Dead	£29.99
King of Fighters 97	£49.99
Pocket Fighters	£49.99
Vampire Saviour	£49.99
X Men Vs Street Fighter	£49.99

Enquiries now taken for Dreamcast

Please note all games listed are brand new & original

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 £19.99 • For any game not listed call for price

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

FREE PLAT

when you subscribe to

Here's your chance to get a fantastic Platinum game of your choice FREE! Interested? Well read on and find out how you can not only get your hands on the best PlayStation Magazine around, but also get one of the following games...



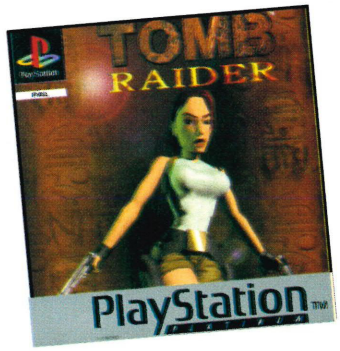
Crash Bandicoot



Porsche Challenge



Ridge Racer Revolution



Tomb Raider

24 Hour SUBS HOTLINE

for credit card holders

Tel: **0870 606 0423**

Fax: **01369 703 113**

Please quote reference code PS9808M

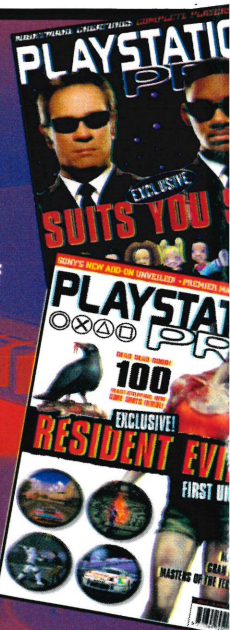
SUBSCRIBE and get the magazine delivered to your home free of charge

Subscribing is easy. Why? Because we do all the hard work, so you don't have to. 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



INUM GAME!

APPLIES UK ONLY

PLAYSTATION PRO



Tekken 2



ISS Pro

SUBSCRIPTION *order form:*

I know a good offer when I see one. So much so, I can't help but fill this in. Send me the first of my 13 issues right away! PlayStation Pro is the mag for me, that's for sure

❒ NEW ❒ RENEWAL

Choose one of these Platinum Games

Gifts only apply to UK subscribers. Please allow 28 days for delivery

Platinum Game: Please tick your choice of game ...


Tekken 2 ❒


ISS Pro ❒


Tomb Raider ❒


Ridge Racer Revolution ❒


Porsche Challenge ❒


Crash Bandicoot ❒

13 issue subscription rates

❒ 13 issues UK (direct debit)	£ 8.34 per qtr
❒ 13 issues UK (cheque/PO/Credit card)	£38.35
❒ 13 issues Europe (including Eire)	£55.40
❒ 13 issues Rest Of The World	£75.40

Please make cheques & postal orders payable to IDG Media

Subscribing couldn't be easier

Complete the form and post it to us at:
IDG Media, FREEPOST, DUNOON, Argyll, PA23 7UZ

or call the Subscription Hotline:
0870 606 0423

Fax the order form on:
01369 701187

E-mail: **dbscot@globalnet.co.uk**

Please quote reference number PS9808M when telephoning or e-mailing your order.

I wish to pay by: ❒ *Cheque* ❒ *PO* ❒ *Credit Card*

C/Card: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Exp:* ☐☐☐☐

Name .....

Address .....

.....

Postcode .....

Date of birth ..... *Please tick if you don't wish to receive any from other companies promotional literature* ❒

Quarterly Direct Debit Instruction
AUTHORITY TO YOUR BANK/BUILDING SOCIETY TO PAY DIRECT DEBITS

DIRECT Debit

FOR OFFICE USE ONLY
Originator's Identification No. 8 5 1 4 1 2
Ref No.

Name of bank/building society .....

Address .....

.....Postcode.....

Name of account .....

Your account no ☐☐☐☐☐☐☐☐ Sort ☐☐☐☐☐☐

Signature(s) .....Date.....

Your instructions to the bank or building society:
I instruct you to pay Direct Debits from my account at the request of IDG Media. The amounts are variable and may be debited on various dates. No acknowledgement required. • I understand that IDG Media may change the amounts and dates only after giving me prior notice. • I will inform the bank/building society in writing if I wish to cancel this instruction. • I understand that if any Direct Debit is paid which breaks the terms of the instruction, the bank/ building society will make a refund. • Bank/building society may decline to accept instructions to pay Direct Debit from some types of accounts.

PS9808M

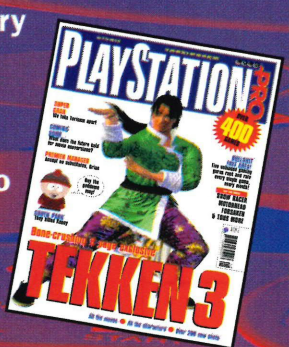
Please note! Direct Debits cannot be set up by telephone

SUBSCRIBE and receive an amazing FREE Platinum game

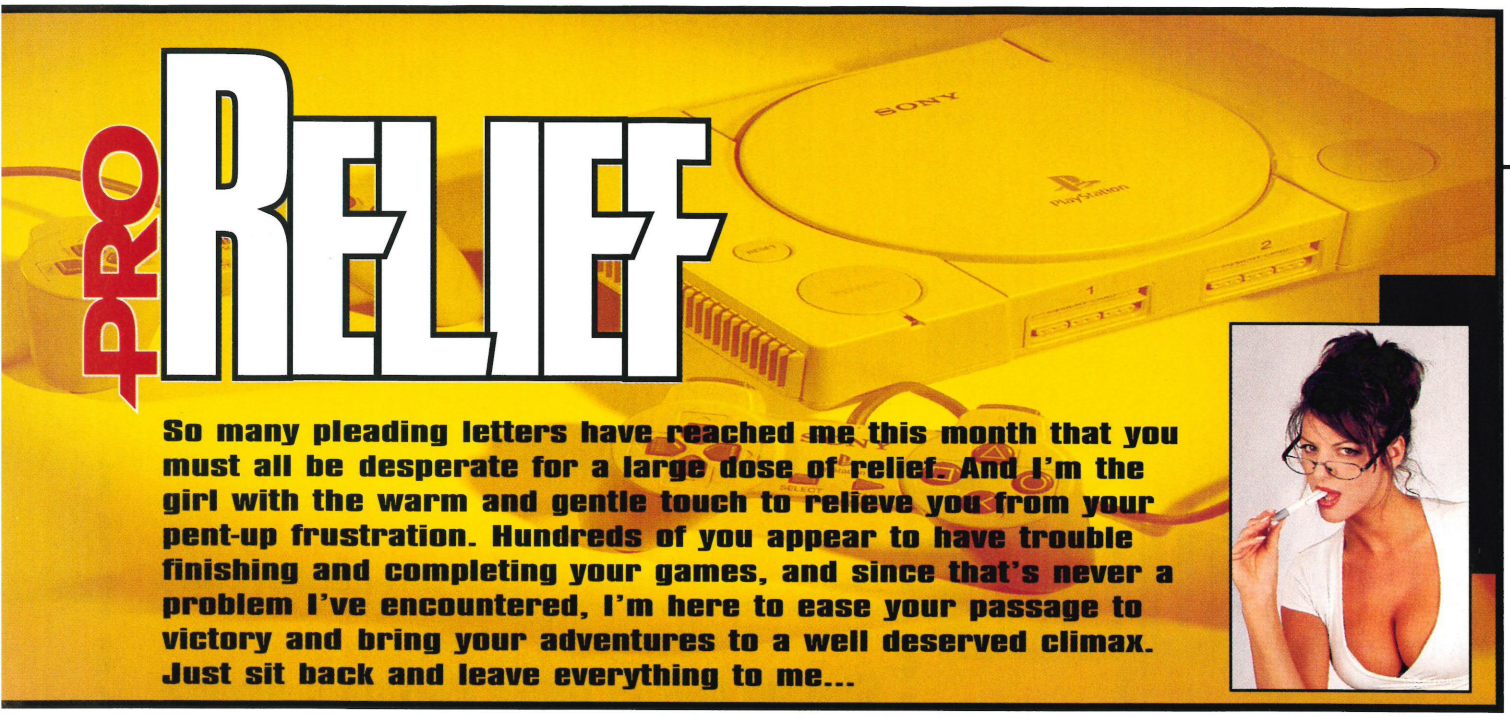
When you subscribe you'll also get a Platinum game of your choice. But hurry the stock of each game is limited so complete and return the subscription coupon right away to make sure you get the one you want.

Save £5!

Why pay more than you have to for Playstation Pro? Pay by Direct Debit for your subscription today and you'll SAVE a full £5. So you've got the mag, you've got the gift and now we're giving you money back!



PRO RELIEF



So many pleading letters have reached me this month that you must all be desperate for a large dose of relief. And I'm the girl with the warm and gentle touch to relieve you from your pent-up frustration. Hundreds of you appear to have trouble finishing and completing your games, and since that's never a problem I've encountered, I'm here to ease your passage to victory and bring your adventures to a well deserved climax. Just sit back and leave everything to me...





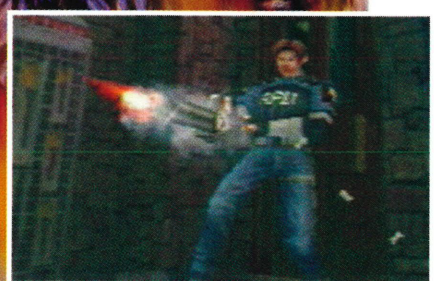
RESIDENT EVIL 2

Most gamers have battled their way through to the end of Capcom's stunning masterpiece by now, but few have mastered it. Here are a few hidden extras to further increase the game's considerable lasting appeal.

HOW TO GET AKUMA IN RESIDENT EVIL 2

First play through The whole game six times, during all of these you must only use the handgun and the knife and achieve an A ranking. Once achieved you will receive a clue. Then start the game for the 7th time and enter the word Akuma on the lab computer in both scenarios. This should give you access to the save screen and after that Akuma will bust through the unused Cyro tank and you can use him







GET THE GATLING AND SUBMACHINE GUNS

To get the Gatling Gun and the Submachine gun, go through a B game with a grade of B or higher.

GET THE ROCKET LAUNCHER

To get the Rocket Launcher, go through an A game with a grade of B or higher. And I might add that the Rocket Launcher (and gatling gun for that matter) has unlimited ammo.

PLAY AS HUNK

To play as Hunk, go through an A and a B game and get As on both missions. When you've completed both missions, a screen should come up that says 'Save This Game.' Hunk is one of the swat soldiers from Umbrella. His mission is to get to the roof top from the sewers. Be warned, there are a ton of enemies so watch out!.

PLAY AS TOFU

If you go through the game six times (A, B, A, B, A, B) and get all the weapons and costumes, basically all the secrets, a bonus screen will come up which will let you play as Tofu. Tofu's scenario is the same as Hunk's mission, but instead of all the cool weapons, Tofu gets a knife and he can't use guns. Damn.

WARHAMMER: DARK OMEN

Q&A Miss, Miss! (A kid at the back of the class half sits, half stands, flailing an arm in the air wildly). Please can you help me? It's just that I've finished Dark Omen: Warhammer 2 and I need to have some cheats to make it last longer.
Jake Hart, Leeds

Q&A **Sit down or you'll feel the back of my hand. Your impertinence is unbelievable, but I admire your spunk, so here are the codes you're looking for.**



CHAPTER SKIP

Press **R2**, **R1**, **L2**, **R2**, **R1**, **R2** at the main menu, then select the "Resume" option.

BATTLE SKIP

Press Select, **R1**(2), **L2**(2), **R1**, **R2** at the deployment screen. Then, select the "Resume" option.

MONEY

Press Select, **R1**, **L1**, **R1**, **L2**, **R1**, **R2** at the deployment screen. Then, select the "Resume" option.

INSTANT DEATH

Press Select, **R1**, **L1**, **R2**(2), **R1**(2) at the deployment screen. Then, select the "Resume" option.

FAST RELOAD

Press Select, **R2**, **R1**, **R2**, **R1**, **L2**, **R1** at the deployment screen. Then, select the "Resume" option.

SELECT OPPONENT

Press Select, **L2**(2), **R2**, **L2**, **R1**(2) at the deployment screen. Then, select the "Resume" option.

GRAN TURISMO

Whilst we've been unable to find any real cheats for Gran Turismo (it is a real driving simulator!), here are some of your most frequently asked gaming queries answered.

WHAT HAPPENS WHEN I WIN IN ALL THREE CLASSES FOR EACH TRACK?
Each time you win in all three classes, an extra track shows up, namely, Autumn Ring, Deep Forest, Special Stage R5, and Grand Valley Speedway. (This is possible in Easy level.)

WHAT HAPPENS WHEN I WIN IN ALL THREE CLASSES FOR THOSE EXTRA TRACKS?
Each time you win in all three classes for the extra track, extra car manufacturers show up in maker selection menu. Namely, Toyota, Subaru and Dodge

WHAT HAPPENS WHEN I WIN IN ALL THE ARCADE TRACKS FOR ALL THREE CLASSES WITH "NORMAL" LEVEL?
When you win in all tracks with Normal level, the staff credit movie starts. Also this movie becomes available from Goodies menu.

WHAT HAPPENS WHEN I WIN IN ALL THE ARCADE TRACKS FOR ALL THREE CLASSES WITH "HARD" LEVEL?
"GT Hi-Fi" becomes available from the Goodies menu. This is basically the same as the time trial, except with improved graphics. Track selection is limited to three tracks (Clubman Stage R5, Special Stage R5, Special Stage R11.) The course layouts are the same (with a few less background details), but they are now hi-res.

TEKKEN 3

This amazing fighting game may not be out in the UK until September, but for those gamers lucky enough to own a copy of the Japanese version, then you may find these hints and tips very handy.

FIGHT AS PANDA
Highlight Kuma at the character selection screen and press ●.

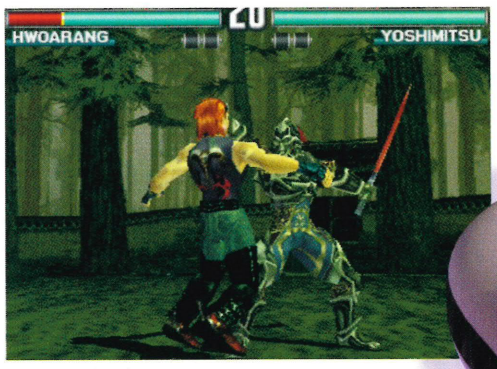
FIGHT AS TIGER
Highlight Eddy at the character selection screen and press ▲.

FIGHT AS DOCTOR BOSKONOVITCH
Complete Tekken Force Mode four times (collect the bronze, silver, gold keys, then complete that mode one final time). Defeat Doctor Boskonovitch when he appears to have him available on the character selection screen under arcade mode.

FIGHT AS GON
Complete arcade mode using Doctor Boskonovitch. Then, select arcade mode and press the D-pad off either side of the character selection screen. Alternatively, defeat Gon under "Ball mode".

FIGHT AS ANNA
Complete the game with five characters.

BEACH BALL MINI-GAME
View all endings of the ten base characters to enable the "Ball Mode" option.



THEATRE MODE
Unlock each character, including Panda, Tiger, Doctor Boskonovitch, and Gon, and view their endings. The "Disc" and "Sound" options under "Theatre Mode" will now be available.

ALTERNATE INTRODUCTION SEQUENCE
Complete the game with the ten base characters to view an alternate introduction featuring the characters in their two-player mode costumes. For another alternate introduction, complete the game with all characters including the secret characters.

ALTERNATE COSTUMES
Play as the desired character the indicated number of times. Then, highlight that fighter on the character selection screen and press Start: Xiaoyu's (fifty times), Jin (fifty times), Anna (twenty-five), Gunjack (ten).



FINAL FANTASY VII

I'm still receiving hundreds of pleas for cheats for Squaresoft's incredible RPG masterpiece. *Ryan Wellstead,* and *R Draper* both asked for cheats for the game, but since there are no real cheats (apart from the ones printed last issue) here are a few secret bits and hints you might like to try.

CACTUS JACK (DOES HE EXIST?)
Go to the desert outside of the golden saucer and walk around for a while. Sooner or later a little cactus man will appear. You can't beat him with magic or weapons, but he can be defeated by summoning Chocobos or Mogs. If you manage to kill him he's worth 10,000 gil!





BATTLE TIP
This really isn't a cheat, but instead a helpful tip during battles... When your party gets ambushed by the enemy from behind, the damage which you take is doubled. Instead of sitting back and taking it, hit both L1 and R1 for a short period of time whenever that happens. You party will do the running animation for one or two seconds, then automatically turn around by themselves to face the enemy.

Dear Miss,
I'm having great difficulty in completing Final Fantasy VII. Could you give any tips on how to get my health points up quicker because I need at least another 3,000 before I stand a chance of beating Sephiroth.
Gary S, Germany

Well Gary, the problem is that unless you have fought in many battles prior to tackling Sephiroth then you won't have built up enough hp or mp to take him on. So what you'll need to do is to venture about the world map picking fights with lots of different monsters (those in the pit are some of the hardest and most valuable in terms of increasing you Materia and health). It'll take some time to achieve this, but then no one said it was a quick game.

In your arsenal I also suggest you equip yourself with Knights Of The Round (found on the Round Island once you have a golden chocobo) W-Summon (located at the southernmost end of the rail track in the subways below Midgar City) and equip your party with Mime (located in the cave beyond the mountains in the Wutai area.



NUCLEAR STRIKE

Dear Miss,
Could you please help me. My father likes to play war games, he has got Soviet Strike, Air Combat, Black Dawn and many more, but he has found Nuclear Strike very hard to complete. So I was wondering if you had a cheat code for invincibility and maximum weapons?
L.D.Taylor, Leeds

Well LD, I'm always keen to hear from our mature gamers. I find that they're a bit like retro games, where they don't have much in the visual department, but they do have loads of lastability. See here are all the codes you could dream of for Nuclear Strike:

LEVEL PASSWORDS
JUNGLEWAR . . . . . Indocine
CUTTHROATS . . . . . Islandchain)
MACARTHUR . . . . . 38th parallel
COUNTDOWN . . . . . Pyongyang
PLUTONIUM . . . . . Peace Strike (Pyongyang II)
ARMAGEDDON . . . . . An undisclosed archaeological dig
LIGHTNING . . . . . Secret Level

MORE PASSWORDS
PACKISBACK..Unlimited ammo, fuel, and armour
WARRIOR.....5 Extra Continues
PHOENIX.....4 Extra Continues
MPG.....Reduced Fuel Consumption
EAGLEEYE.....Reconnaissance Mode (Peace)
WARPDRIVE.....Faster Vehicles
LAZARUS.....Infinite Lives
GOPOSTAL.....Refills weapons infinite number of times
AVENGER.....No enemies
GUNSRUS.....Unlimited ammo
CHAINMAIL.....Unlimited armour
UNLEADED.....Unlimited fuel

THEME HOSPITAL

If you fancy playing doctors and nurses with me then you'd better get a little practice in, because from what I've seen so far, you're all looking a little on the puny side. For all those suffering from a severe case of management sim-itis, I've decided to play Matron. Just bend over and you won't feel a thing.

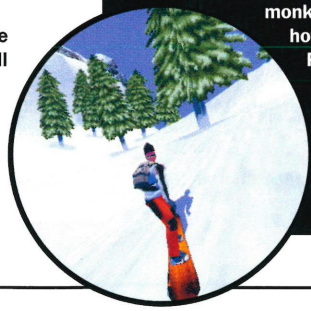
EMPTY HOSPITAL
Save the game and reload when the hospital becomes full. All of the rubbish and patients will disappear, allowing a fresh start.

LEVEL PASSWORDS
2 ✖, ●, ■, ▲, ▲, ●, ■, ✖
3 ●, ●, ▲, ■, ✖, ▲, ●, ▲
4 ■, ▲, ●, ■, ✖, ✖, ▲, ●
5 ●, ▲, ■, ●, ✖, ▲, ●, ■
6 ■, ▲, ■, ●, ✖, ■, ✖, ●
7 ■, ▲, ▲, ●, ✖, ■, ▲, ●
8 ▲, ■, ●, ▲, ●, ■, ✖

SNOW RACER '98

Ocean's frosty treat has shrivelled the valuables of many meagre gamers. So to relieve you of your brass monkeys, I've got just the hot spot to defrost you.

Passwords
FREEZE – All the Freeride slopes
MONDO – All the Trampolines
XTREM – All the Alpine Slopes



CRASH BANDICOOT 2

Dear Miss,
I'd like to know how on earth can I get the red gem in the Snow Go level on Crash 2? I've tried everything, but there's a ditch beneath it surrounded by two walls. Without it I can't get to the secret level!
Gary Johnstone, St. Helens

Dear Madam,
I'm stuck on Crash Bandicoot 2 having sought the answer elsewhere without luck. We buy the mag all the time and we thought maybe you'd played the game. On the Turtle Woods there is a blue gem which I cannot find anywhere and there is a red gem on Snow Go dangling in the air which I also cannot get. Please help.
Mrs L Harris, Sheffield

These are just a sample of the begging letters I've received about Crash 2. So to stop your suffering I've compiled a list of cheats and hints that should sort out most of your marsupial misery. Enjoy...

BOSS STAGES
To activate this cheat, enter the platform in the middle of each level stage select and hold **L1**, **R1**, **L2**, **R2**, ▲.
Press ⬆ or ⬇ to activate the next or final Boss Stage.

EXTRA LIVES
To get an extra 10 lives jump on the polar bear when in the 2nd Warp Room (in front of the level Bear It).

REPLAY BOSS
To access this cheat, stand on the centre platform and wait for Crash to point ⬆ or down. When Crash has done this, hold **L1**, **L2**, **R1**, **R2**, ▲ and press ⬆.

VOODOO MASK
To get the Voodoo Mask, hold ⬆, ● immediately after you lose a life and until you begin a new life.

HIDDEN GEMS

RED GEM – LEVEL 2-2
Instead of jumping on the first surfboard, jump on the boxes to the right to reach the platform on the right hand side. Enter the Snow Go area and walk round to get the Gem.

GREEN GEM – LEVEL 2-5
Turn right at the first intersection into a room filled with Nitro crates. Carefully go to the left side of the far door, and jump through it into a secret tunnel. Follow the tunnel round to the Gem.

PURPLE GEM - LEVEL 3-5
You need to find a tier of Nitro boxes that allow you to jump to the top, whereby you'll warp into a secret area. This is where you'll find the Gem.

BLUE GEM – LEVEL 1-1
Complete the level without damaging any crates.

YELLOW GEM – LEVEL 3-1
First claim the clear gem and complete the level again within the time limit.

HIDDEN WARPS
There are some hidden warps scattered throughout the game, use the following as a guide to find them:

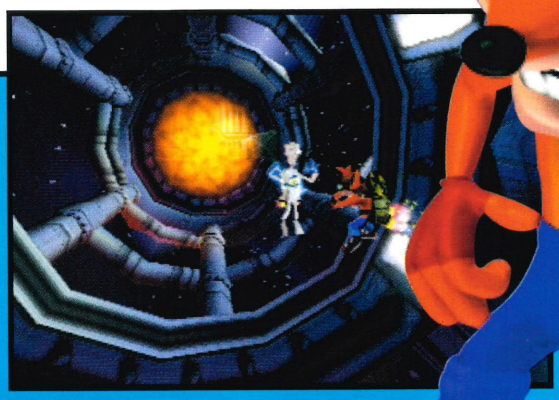
AIR CRASH – LEVEL 2-2
This warp allows you to access the Red Gem, follow instructions as above.

BEAR DOWN – LEVEL 3-3
This warp allows you to claim yet another of Crash Bandicoot's clear gems. When the cub throws you off, go to the middle island. You'll be warped back to the warp room again, which will allow you to complete the Air Crash level.

DIGGIN' IT – LEVEL 4-2
Belly flop the plant on the island at the end of the level. Re-enter the portal that Crash comes out of, which allows you to claim some more crates.

UN-BEARABLE – LEVEL 3-5
Find the bear after he throws you off and you'll be warped to another level so you can claim some extra crates.

HANGING OUT – LEVEL 4-1
After falling down a hole, fall down the next hole you find. Walk across the mesh and drop down to claim some extra apples and access the warp.









CRASH BANDICOOT

Dear Madam,
I am having trouble with Crash Bandicoot 1 – Toxic level. Please have you any tips or cheats to help me get past this level?
Ashley Foord, London

I simply can't resist the request of a young chap, Ashley, so here's the ultimate cheat for Crash Bandicoot that should see all your problems disappear.

ACCESS ALL LEVELS & ITEMS
For access to all the levels and all the items enter the following:
▲, ▲, ▲, ▲, ✖, ■, ▲, ▲, ▲, ▲, ■, ✖, ▲, ●, ▲, ▲, ▲, ●, ■, ▲, ✖, ✖, ✖, ✖.



FORMULA 1 '97

Dear PSPro,
I've just moved back to England after living in Australia for eight years (of hell). Anyway, the first mag I bought when I got back was yours, and I must say that yours is the best. I written to magazines before and every time they've given me dud cheats, so I was wondering if you could help me out with Formula One '97.
Steven O'Malley, Lancs

Oh alright, if you're going to start grovelling then I'd better shut you up. Oh, and if you have any influence over in Oz, you might ask them they'd recall Rolf Harris, before he starts abusing those poor animals.

Enter the following drivers names to activate the appropriate cheats:

BILLY BONUS ..... extra tracks
.....(including black & white 1960's track)
BOX CHATTER .....gibberish commentating
CATS DOGS .....frogs drop out of the sky
..... instead of raindrops!
LITTLE WEELZ.....huge wheels
OEAN ALESI .....jump to Round 16 in
.....the Championship
PI MAN.....wipEout 2097 mode
SWAP SHOP .....drum 'n' bass sound effects
TOO EASY .....all tracks have the easy setting
VIRTUALLY VIRTUAL.....VR mode
ZOOM LENSE.....helicopter view mode

WORLD LEAGUE SOCCER

Anyone wanting to play the definitive footy game this summer will have already bought World League Soccer. However, the bummer is that the game doesn't feature real player names... until now.

REAL PLAYER NAMES (ENGLISH TEAMS)
Go to the options and select Player Editor. Chose English League, then any team. Now edit any player's name and change it to "**TEAMTWO**". Click on it to make a new "**Default 2**" option appear. Click on the latter to bring up the real names for that team. To change the names in all the other English Teams, click on '**Back To Teams**,' then on '**Default 2**' in that menu. As well as appearing correctly on screen, the commentator will now pronounce the proper names during play.

TREASURES OF THE DEEP

I thought this was some kind of porn movie when I heard the title, but James assured me that it was a videogame were you get all wet and slippery. But I'm still not convinced. So if you have the game then try out these cheats, if you have the movie then send me a copy.

Pause the game and enter the following codes:
TURN OFF CURRENTS
⬇, ✖, ⬅, ■, ⬆, ⬆, ▲, ▲, ➡, ➡, ●, ●, R1, L1, L2, R2, ✖

BANANA SHOOTER (MAKES YOU SHOOT DIFFERENT THINGS FOR EVERY STAGE)
⬇, ✖, ⬅, ■, ⬆, ⬆, ▲, ▲, ➡, ➡, ●, ●, ✖, ⬆, ▲, ⬇

ALL WEAPONS
⬇, ✖, ⬅, ■, ⬆, ⬆, ▲, ▲, ➡, ➡, ●, ●, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

MOTORHEAD

I'd like to thank *Andrew Owen* of *Warrington* for sending in these delicious cheats for Gremlin's ultra fast racer. Keep up the flow Andrew and you can expect a little personal attention from yours truly.

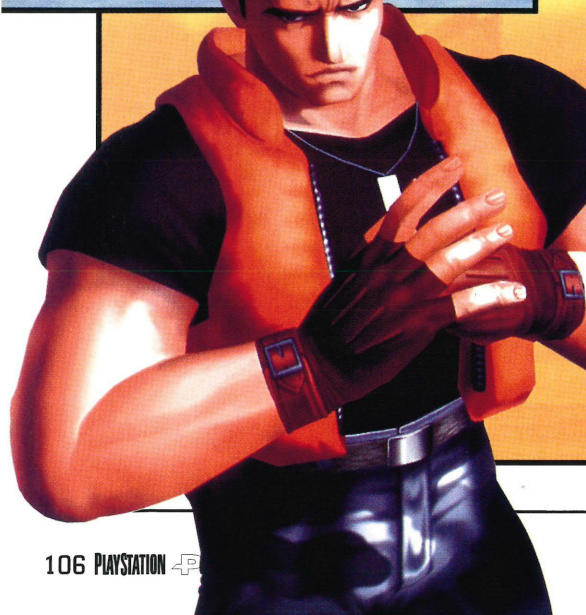
FASTER VIEW
Enter **SOFTHEAD** as a code under the options menu. The frame rate will remain at 25 frames per second, with motion blur.

OVERHEAD VIEW
Enter **SUPERCAR** as a code under the options menu.

DIVISION 2 CARS AND TRACKS
Enter **COWRULES** as a code under the options menu.

DIVISION 1 CARS AND TRACKS
Enter **FRAGTIME** as a code under the options menu. **Note:** This will also enable the





DEAD OR ALIVE

I don't see what all the fuss was about with this game. Jay and Chicken couldn't be dragged away from it, well, that was until I showed them a few moves of my own. I'll bet my assets against a virtual pair any day of the week.

CONTROL VICTORY VIEW
Press ⬆, ⬇, ⬅, or ➡ during the winning post to change the camera angle. Press **R1** or **L1** to zoom in and out.

ADDITIONAL COSTUMES
Set all options to the default settings and complete tournament mode. One additional costume will be unlocked each time the game is completed.

FIGHT AS RAIDOU
Unlock all costumes for all characters. Select costume 14 (for female characters) or five (for male characters) and complete the game under the normal difficulty level and default settings to fight as Raidou.

FIGHT AS AYANE
Complete the game using the Raidou under the normal difficulty level and default settings.

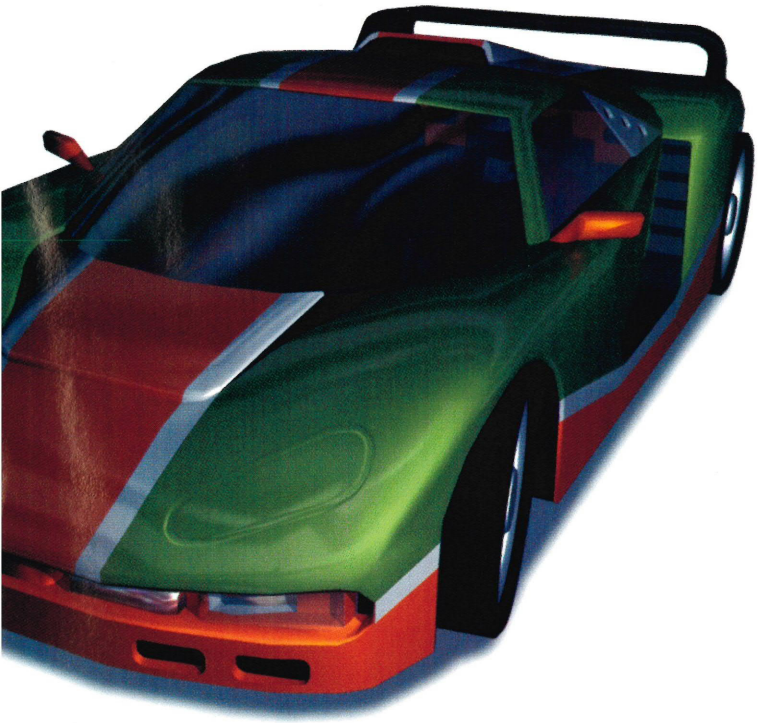


REPLAY END OF ROUND
Hold ■ + ● and press ▲ after a round ends, but before the victory pose begins. Continue to hold ■ + ● and press ▲ to replay the end of round in full.

EXTRA CONFIG OPTIONS
The first five options under the "Extra Config" menu will appear after passing the three hour, six hour, nine hour, 12 hour, and 15 hour point in game play.

CHARACTER VOICE OPTION
Complete the "Training Mode" by executing all moves after enabling the "Command List" option first.

HIDDEN AUDIO
Play track two in a standard audio CD player to hear music and samples from the game.



DIVISION 2 CARS AND TRACKS.
NOLBY HILLS TRACK
Enter **TURBOMOS** as a code under the options menu. **Note:** This will also enable the Division 1 and 2 cars and tracks.

ALL CARS AND TRACKS
Enter **LASTCODE** under the options menu.

ALTERNATE DEMO
Enter **INSANITY** as a code under the options menu. The demo mode will last three minutes and feature eight cars including lots of special camera effects.

DISABLE ALL CHEATS
Enter **NOCHEATS** as a code under the options menu to disable all cheats.

ALTERNATE CREDITS
Hold **L1** + **L2** + **R1** + **R2**+ ■ + ● at the credits screen to change the names to those from demo mode.

BONUS CREDITS MESSAGE
Enter **SH4** as a name on the high score screen. A bonus message will scroll on the final credits screen.

TINTED SMOKE
Locate the gas station in Gold Bridge. Drive backwards around the pumps three times in 20 seconds. Your speed must exceed 40 kph when passing the door.

TURBO CAR:
Find the dead end located at the start of the long straightaway within 30 seconds of starting at Red Rock. Drive backwards and make sure you exceed 20 kph.

VIEW DEVELOPMENT TEAM:
Locate the long hill prior to the movie theatre and disco in Neocity. Drive through the wall of the first house to the left.

BOUNCING CARS:
Locate the alley to the left of the road outside the Atlantika Central Station building. Drive from this point to the left corner on the right side of the building in less than 20 seconds.

JEEP-LIKE CARS:
Stop next to the doors of The Black Lotus club for approximately 15 seconds.

LUNAR GRAVITY
Drive into the left garage door with Digital Illusions signs in Nolby Hills over 75 kph.

PLAYSTATION CHEATS

Shoot'em Ups
Including: Red Alert, G-Police, MDK, Z, Resident Evil 2, Doom, Critical Depth, Auto Destruct, Mech Warrior 2, Shadowmaster, Diablo, Reboot, Steel Reign, Warhammer: Dark Omen, Time Crisis, Nuclear Strike, Colony Wars.
Plus the best of the rest

Racing Games
Including: Gran Turismo, Rapid Racer, Cool Boarders 2, Grand Theft Auto, Ray Tracers, Need for Speed 2 & 3, Micro Machines V3, Jet Rider, Touring Car Champ, Formula Karts, Rally Cross, Porche Challenge, F1 97, V-Rally, Motor Head, UR Powerboat Racing.
Plus the best of the rest

Beat'em Ups
Including: Fighting Force, Nightmare Creatures, Mortal Combat Trilogy, Soul Blade, Tekken 2 & 3, Bushido Blade, Bloody Roar, Cardinal Syn.
Plus the best of the rest

Platform Games
Including: Tomb Raider II, Kolona, Deathtrap Dungeon, Abe's Oddysee, Rosco Mcqueen, Skull Monkeys, Pitfall 3D, Crash Bandicoot 1 & 2, Exhumed, Pandemonium 1 & 2, Final Fantasy VII, Gex 3D, Ray, Croc, Theme Hospital.
Plus the best of the rest

Sports Games
Including: Actua Soccer 2, Adidas Power Soccer, Madden, NFL 98, NBA Hangtime, Three Lions, World Cup 98, World League Soccer 98, NBA Jam Extreme, NBA Live 98.
Plus the best of the rest

A SIMPLE TELEPHONE CALL AND YOU'VE GOT THE CHEAT.

0891 202 184

Playstation Cheats PO Box 16085 • Calls cost 50p per min at all times

WCW NITRO

Q&A **Dear Miss Bea,**
I have been able to get a copy of the superb WCW Nitro after reading your review of it in issue 21. I have heard that there are secret characters and you knew the cheat codes. Please, please, please print these as I am desperate and in need of help.
Chris Walker, Newcastle

Q&A **Men in tights! It's just so unnatural and the appeal is totally beyond me. But there have been lots of requests for this perverse sporting activity, so for Chris and all you spandex lovers out there, here are the codes for WCW Nitro...**

To get 48 hidden characters press **R1** four times, then **L1** four times, then **R2** four times, then **L2** four times and then press select and you get 48 hidden characters.

HIDDEN RINGS
At the options menu go to rings (make sure it says random) and press **L1 L2 R1 R2 L1 L2 R1 R2** and **Select**. If you did it correctly you should scroll and find different rings.

SWELLING HEADS
L1,L1,L1,L1,L1,L1,L1,L2 and then press the select button.

BIG HEADS
R1,R1,R1,R1,R1,R1,R1,R2 and then press the select button.

BIG HEAD,HANDS,AND FEET
R2,R2,R2,R2,R2,R2,R2,R1 and then press the select button.

INDY 500

EXTRA MENU ITEM
Press ●, ✖, ▲, ■ three times at the Indy 500 title screen.

DRAG RACE
For one player mode, highlight the "Qualify" option on the Indy 500 mode screen and hold **L1** + **L2** + **R1** + **R2** + **Start**. For two player mode, hold **L1** + **L2** + **R1** + **R2** + **Start** at the handicap screen.

ALTERNATE REPLAY VIEWS
Hold Select and press **L1**, **L2**, **R1**, **R2**, ▲, ■, or ✖ during the replay.

GHOST IN THE SHELL

At the Main Menu Screen, enter the following code to get access to all levels:
R2, **R1**, ■, ↑,↓, ■, ■, **R2**, **R2**.
You will hear a chime if the code worked.

RAYMAN

Finish the Music Level: **J5VLFP58VB,**
Finish the Mountain Level: **J5K!ZZC8MD,**
Finish the Cave Level: **SM!KV7WSXD,**
Access to Space Mama: **T64H5M!?BB,**
Access to Skops: **?2MC9J!GTB,**
Image Level completed: **SX2!ZP58MD,**
Access to Space Mama: **T64H5M!!?BB**



Send all your cheats, tips and pleading letters to: Miss Bea Havin, IDG Media, FREEPOST (SK3038), Macclesfield SK10 4YE

Deathtrap Dungeon

So you've managed to venture into the dangerous depths of Deathtrap Dungeon thanks to last month's comprehensive guide, but you still want more? Don't panic, here's part two to save you



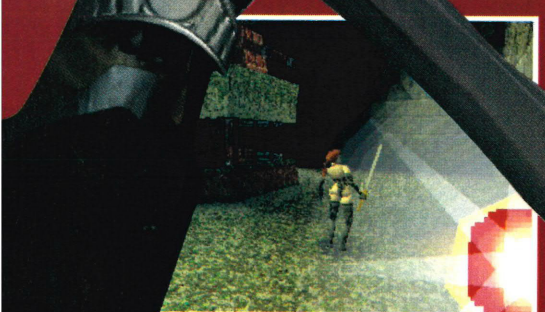


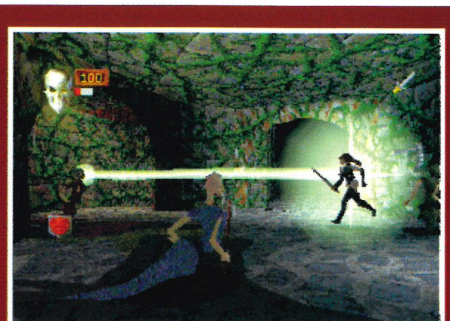
Inversion 1 (1 secret)

Walk around the top, kill the ratmen and pickup the gun and ammo. Take life down. Go through the portcullis and kill the ratmen and ogre. There is a chest behind the barrels with some pickups in. There are two exits from this room both of which lead to the red key.

There's a secret door to left of the door which reveals an easier way to get to the key. This is where you will find the secret. Then get to the red portcullis. Open the red portcullis go over the bridge making sure to kill ratmen.

Get to the room with the portcullis ahead and the lever on the right. Behind the portcullis is a falling slab. Pull the lever which opens a hidden door. Kill the ratmen which emerge. Follow the passage around ignoring the portcullis which leads to falling slab. Go ahead to a T-Junction. Go left to the end of level.





Walkthrough PART 2



Right is a lever which secures the falling slab, enabling you to get some pickups.

Inversion 2 (2 secrets)

You will start on the bridge. Ahead of you are three flame traps. These are set off when you get close and then go off again. Rat gunners will appear on the ledges beside you. Go over the bridge and through door.

You will be ambushed by three ratmen, with more ratmen appearing if you kill these. Your best policy is to run through dropping bombs as you go through the door. Kill the gunner. At the end of this room on the right is a hidden door with a secret key behind it. Collect this and then go right and up on the lift.

Enter the corridor with three secret doors. Open the middle one to get some more secret pickups. This lets out four ratmen from the other hidden doors. As you come out of this corridor a door opens in front of you leading to blue room.

In this room the coffin on the right gives you some pickups. The others release ghosts. A door will open. In this room there is a silver sword to kill the ghosts. If you run straight in you'll be skewered. Creep in and set off a trap. Avoid it and get the sword. Now you can kill the ghosts.

The death of the last ghost will open the door. Continue over the bridge. The door opens. You must kill the rat gunners, get on lift, and descend. The door on right leads to ledge.

The door on left needs the secret silver key to unlock it to enable you to get the Flamelance. Watch out for the falling slab. Go back and go through the door on the left. Kill the ogres, leave the room, turn right and you can now exit this stage.

Inversion 3 (1 secret)

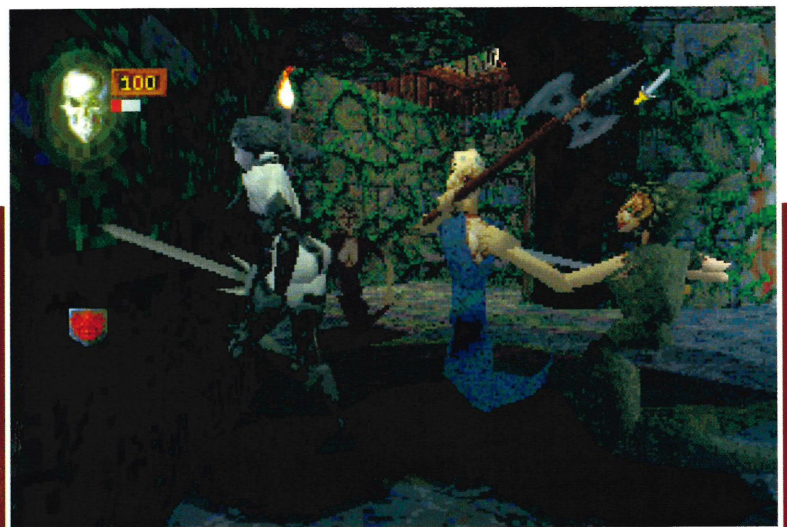
Go over the bridge and rat gunners will appear on either side. Go through the door and you'll be ambushed by more ratmen and an ogre. Enter the next room.

Ahead of you is a portcullis which you can't open just yet. There are four secret doors. The left ones only have ratmen behind them. The second on the right has a hidden door with a rat ogre behind it. The first hidden room has a lever which opens the portcullis. Get on the lift and go up. You'll come across a T-Junction.

You have to go left here. Follow the route around and go through the portcullis. A boot appears behind you. You have to get the gold key. After this the boot may kick you off, or you could leap off onto the bridge below, which takes you back to the first room.

Alternatively you can take the hidden door on the left. Kill the rat gunners and follow the route round making sure you ignore the lift you came up on.

Leap over the falling slab and get on the lift. This takes you to a room with pickups in. Collecting the pickups will release ratmen. You can get past the yellow portcullis and get the secret pickups. Be ready to tackle some ghosts. Go out of the double doors, over the bridge, kill the rat gunners and exit this level.



Potions, Charms Keys & Treasure

Health Potion



It's the age old health bonuses which can save the day. Collect as many as possible. Use them sparingly

Antidote



If you're hit with poison from any of the enemies then you're going to need this to make a full recovery

Strength



It's a bit like a get out of jail free card. Use it and the vermin you're fighting will fall thick and fast

Speed



If you're in need of making some progress very quickly indeed, this is the baby you're going to need

Charm Of Icy Cool



This will protect you from the fire breathing antics of dragons or the attacks of fire traps for a little time.

Warding



Crucial to any player who comes under heavy attack. This lowers the damage their blows will inflict

Anti-magic Charm



This is exactly what it says. If enemies use magic against you then this is the protection you'll require

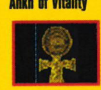
Invisibility



Use these when you are up against beasts you know you won't defeat or feel are best avoided

Instant Effect Charm

Ankh of Vitality



Arguably the most important pick-up. It adds a hundred hit points to your total, giving you some serious energy

Keys



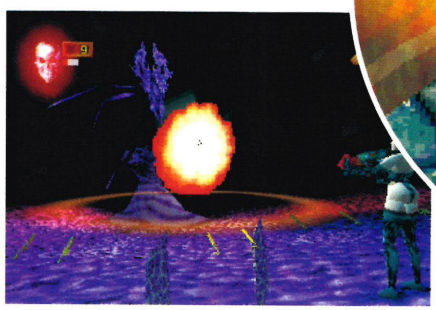
These are located throughout and are stored in the icon so you know which you are holding at any time

Treasure



Coins and crowns will increase points at the end of a level. They also allow you to buy saves at the save points









Inversion 4 (2 secret)

At the T-Junction go left. Slay the rats and collect the pickups. Come back and carry on around killing more rats. Get onto the lift and go down. Go through the room and onto the bridge.

Next head through the door and kill more ratmen. Take the first passage on the left to get the first secret. Watch out for the ghosts. Take the second passage on the right. Go around. Open the hidden door and get on the lift. Go up.

Head through the portcullis and pull the lever on the right. Examine the doors and pull them in order (use the candles as guide - i.e. one candle first, two candles second and three last). Pull the levers behind the first two doors and exit third. Teleport to get the gold key. You can now get some pickups.

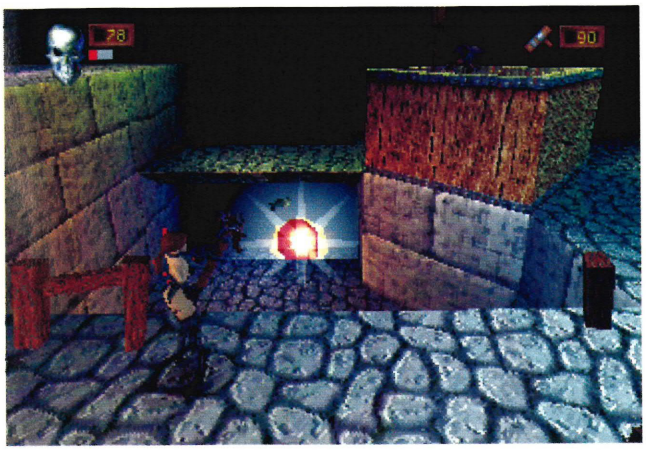
Take the lift down and get the pickups behind the gold portcullis. Go back over lift and through the door. Turn left and there are three rockmen guarding the exit. Kill all of them to get the third secret. You can try the trap door by pulling lever which opens trapdoor. It's in the passageway on the left or you can try and dodge the rockmen. Exit via the door behind the rockman.

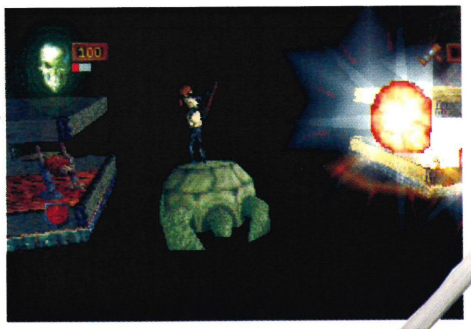


Inversion 5 (1 secret)

You begin on the bridge with a right turn ahead. You can't enter the door on the right as you require a key. Just before this turning is an arrow. Stand on the arrow and walk off towards the gold key tower and you should land on a platform. Grab the secret pickups and go towards the other tower.

Use your invisibility and enter the room to slay the four ogres. Pull the lever on the right pillar to prevent a slab from falling down. Get the key. Find the hidden door and go through following







the passage. Take the right portcullis. Activate the portcullis. A hidden door behind you will open. Kill the ratmen and go through the portcullis. You must now waste more ratmen. Collect the pickups and pull the lever.

Head back to the gold portcullis. Get on the lift and go up. Kill the rat grenadiers. Jump into the room with a lever and two candles outside it.

Pull the lever and quickly jump back to the lift. Jump to the second lever and pull it. A portcullis will open. Jump opposite the portcullis, go through and pull the lever The levers are time based, if you take too long they will reset and you'll have to start again. Go down on the lift and exit the level.

Inversion 6 (2 secrets)

Get on the turtle, enter the room and kill the rat gunners. Go to the portcullis on the left. Activate it, jump back, kill enemies and collect some pickups. Stand in front of the tapestry and press activate to reveal a secret. Exit the room and follow the passage up. Kill yet more ratmen and go through the portcullis on the right.

It's dark inhere so you need to use Firefly, starspell. Kill the ratmen, get the pickups and activate the tapestry to get to the secret. Follow the passage on the left around.

Kill the ogres you will encounter. You will now end up at room at top of the first passage. Activate the banner, enter the door and finally exit this level.

Inversion 7 (1 secret)

Head straight over the bridge and go through the portcullis. Pull the levers either side of the second portcullis. This is time based so you must be quick. Go to the left and enter the teleport. Go round, through the portcullis, get on the turtle. Next you need to go through portcullis and bear right. Get the pickups and pull the lever. Enter the teleporter.

Pull the lever and using your grenade launcher drop some grenades through the doorways onto the robots to kill them. Now you can drop down.

Go through the doorway, open the coffin on the right, kill the ghost and get the pickups. Enter the teleporter. Enter the portcullis. On the right there's a hidden door with some secret pickups inside.

Follow the passageway around until you reach a junction. Turn left and leave this stage behind.

Inversion 8 (No secrets)

Progress along the walkway and drop down to the save position, the teleport backup and carry on. A small robot will teleport in front of you. Demolish it and go through the portcullis. Do not get on the lift but stay where you are and kill the rat grenadiers with ranged weapons. Descend on the lift and kill the rat ogres.

Open the chests on the left and right and collect the pickups. Kill the small robots which appear but make sure you keep away from the centre of the room because it will collapse. And this will put a bit of a downer on the proceedings. Destroy the giant robot which comes up on the lift making sure you are as near as possible to the lift when it dies.

The lift will descend automatically so you must be quick to get on it. At the bottom of the shaft climb onto the turtle and ride off to the end of the level

Inversion 9 (2 secrets)

Ride the turtle and kill all of the ratmen. When you get the text message warning you to 'Watch out', be ready to jump to the other turtle.

When you get to the big room run to the lift shaft on the right, drop down and grab some secret pickups. Teleport out again and run to the second shaft. Drop down to get the second secret. Kill everything and exit through the door on the right at the back of the room.

Dragon 1 (1 secret)

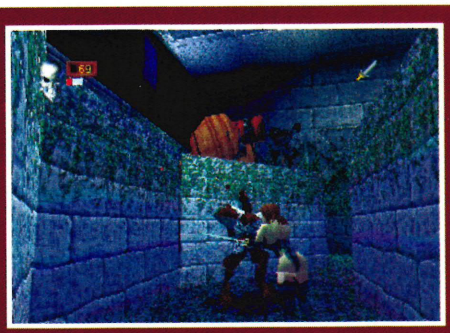
Firstly you must kill all of the knights in the main hall. Find and go through the hidden door which is in the far wall opposite where you start to the right on the passage. Kill the second wave of knights and open the hidden door.

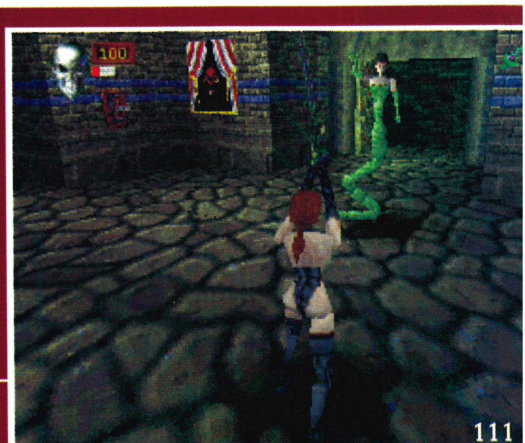
Make sure you avoid the fire trap and pull the lever. Return to the main hall, dodging the fire trap and defeat the remaining knights. There is now a lift which you can use in the floor of the main hall, it goes down.

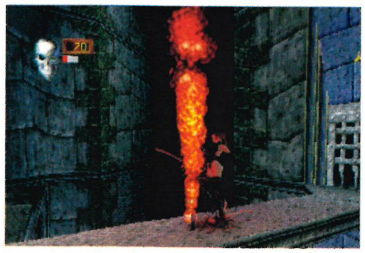
Ignore the two levers beside you and run through the flames. Don't worry because it's an illusion. After you have collected the secret pickups, use the lift to return to the main hall. Activate the lever on the right. Head to the exit of the hall. It's in the wall opposite to where you entered this level.

There is an additional hidden door in the wall on your left as you face the exit. Enter it and waste the knights. Pull the lever and you can













Weapons

Close Combat Weapons

Sword
Your basic fighting weapon while you look for something better

Warhammer
It's a slow weapon due to its weight but packs a mean punch

Red Sword
Effective on dragons and demons this is a powerful weapon indeed

Black Spiritsword
Can inflict great damage to opponents but also drains your energy levels

Silver Sword
Highly effective on the undead. Send them back to where they belong

Venom Sword
This sword is highly effective against spiders and snake girls

Magic Warhammer
The only weapon which can harm Rockmen you will encounter

Unarmed
Self explanatory really. If you're a masochist the this is the one for you

Ranged Weapons

Blunderbuss
Fires a volley of nails and lead shot at the enemy. A great weapon to have

Bomb
Tricky to use successfully. Don't get caught in the blast or you're in trouble

Grenadier's Companion
This launches sulfurous grenades at an unsuspecting enemy

Infernal Device
Very rare so use sparingly. This hurls powerful firework missiles

Firethrower
Another self explanatory weapon which bathes the enemy in flames

Flamelance
Firing pulses of magical energy, this is a very powerful weapon

Chalk
This will mark the ground for your future reference. Now you can't get lost

exit the main hall. Defeat the knights that face you and pick up the gold key. Open the portcullis and ascend on the lift. You will now face the Bloodbeast. Slay the scum. When it dies two portcullises behind you will open.

Grab the pickups available and leave the room, slaying the knights blocking your path. If you are poisoned after your battle with the Bloodbeast antidotes can be found in the right hand wall behind a hidden door. You can now exit the level on the lift

Dragon 2 (1 secret)

You should descend on the lift. Head over to the rear pillar on the left. Find and pull the lever. Enter the hidden area to the right of the room. Once there, collect the pickups and pull the lever. Now you should return to the main area and use the lift.

At the top pull the lever and go back into the main room. Go through the portcullis, follow the corridor and pass through the door ahead. Go around the walkway either way, killing the high priestesses. Pull all four levers and then head for the central plinth. Here you must pull the lever.

Next you need to drop down and pull the six gold levers, avoiding the Hydra. Pass through the wooden door and collect the red sword. There is a hidden door with a secret behind it in this room also.

Return to the Hydra and you can now kill it. Go back to where you found the sword and enter the teleporter. Pass through the door and exit the level

Dragon 3

You will need the Black Sword if you're to kill the Purple Dragon. It can only be retrieved from the cage by pulling all three of the Gold levers found on the level.

Run to the portcullis to the west of the central arena taking the direction of entry to be North. Go to the top level via the lift and exit to the upper level walkway. To the right is a lever which opens a hidden door back in the lift shaft.

This reveals another lever. Pull this and jump left to avoid a bolt trap. You can now activate the first Gold lever which is behind you. Return to the walkway and turn to the south. Pull the lever to allow access to the second Gold lever. A falling slab will drop you to the floor level.

Head north to the top level via the lift. Pull the second Gold lever. Return to the floor level. As you stand in the North the East corner is a hidden door. Open it using the lever and go up on the lift.

There is a wall lever which will allow access to the third gold lever. Return to the floor, run south and take the east lift to the next level. Now you can pull the third gold lever. You can now retrieve the Black Sword. Kill the Dragon and the end of level portcullis will open. Return to the floor and exit the level.

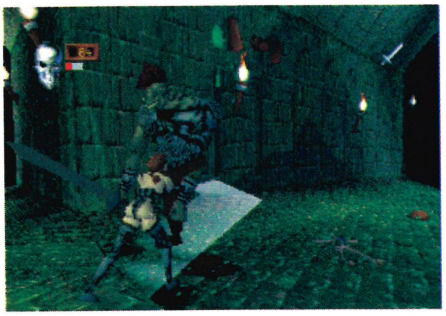
Dragon 4

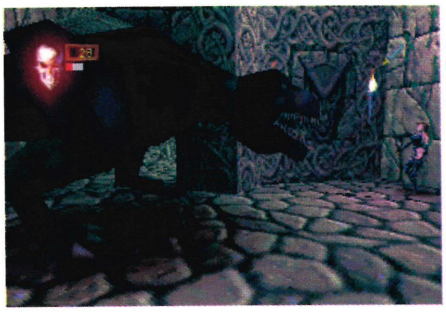
You begin in a safe area at the highest point in the arena. When you are in the main arena it's a good idea to keep moving. The dragon fires missiles that will try to target you. These explode if they hit you but if they miss they bounce, come to rest and then explode.

The dragon will also try to hover near you if you stay stationery. If it does it will bathe you in flames, fireballs and red lightning bolts. This just









wouldn't be on. Run forward out of the start lift and there's a save point to your right. Use it as it will disappear once you enter the arena.

There is a lever to your left, pull it to enter the arena. The lever opens the hidden door beside you. Follow the walkway around avoiding the stone blocks that fall from above. These will kill you if they fall on you. You will come across two levers, one which requires a silver key and one which doesn't. Pull the latter and it opens a hidden door next to where you entered the level.

Run back to the start and follow the walkway around. You will reach a silver key. Return to the silver key lever and pull it. The wall to the right will open allowing you access to the lower walkways. Pass through the opened wall and open the portcullis.

Take the lift down. You are now in a corridor. Use caution as there's a collapsing floor near to the end of the corridor. Run and jump to avoid it. As you enter the chamber you should see a wall close. You need to get a gold key to open it. Under a block, there is a lever, pull it and do not move. After the camera has shown you a block slam down run across the chamber and climb up onto the block.

On top of it there is a lever. Pull it. This opens the two portcullises in this level. Go through either one. You are now in a red chamber with two levers in it. Pull the smaller lever to disable the trap, then pull the larger lever and a hidden door will open. Inside is another lever, pull this. This lowers several blocks in the main room.

Watch out, they are booby trapped. Two blocks slam across the chamber when the trap is set off. To avoid it climb up onto the new blocks and jump down the other side. You should be safe. Once the trap is safe, climb up and pull the final lever. Collect the Flame Lance.

This final lever will open a hidden door in the red room. Inside is a gold key. Collect it and use it to exit the chamber. In the exit corridor there are two collapsing floors. These are set off when you come close to the torches. Set them off and do standing jumps to avoid the falls. Head through the portcullis.

You will be back in the main chamber again. This has four main areas; three circular walkways. You've already used the top one and you are on the middle now and the lower walkway; the fourth area is a platform in the centre of the chamber. This is where the dragon lands. The walkways and the platform are linked by a series of teleporters.

Use these to move between the lower two walkways and the platform. You can go under the platform and collect all of the pickups. On the lower level collect the red key and go through the door which requires the red key. You should run down a corridor and into a chamber with two raised sides.

As you enter the chamber you will see a hidden door closing. There is a red sword over a pit. If you jump over to the far side of the pit you will be bathed in lightning spells so you're best avoiding it for now.

Climb up and open the hidden door as you jump out of the way of the fireball trap that you have set off. Inside there is a lever. This will open the next hidden door. You have a limited amount of time to run to the next door. Be sure to dodge the fireball as you go. Once inside the next room you should collect the pickup and pull the lever. This opens the next hidden door.

This door will stay open. Once you enter the room the door closes behind you. The gauges show that the flame traps are about to start. They fire in the following sequence: the right of the room, the left of the room, the front of the room the back of the room.

If you survive the sequence then the floor lowers and you have a limited amount of time to pull the next switch before the floor returns to it's start position.

You now have very little time to run to the last door, making sure you dodge the fireballs. Once inside you should pull the final lever. This lowers a wall, making the lightning trap safe. You can collect the final pickups and the red sword. Now you're ready to fight that dragon.

Go to the lowest walkway. Use a charm of icy cool and a anti magic charm after luring the dragon into hovering. Now discharge as many flamelance shots as possible into the beast. It should go and land on the platform.

Leap onto the platform and use a Strength Potion, followed by a Warding Charm. If necessary use another charm of icy cool and another anti-magic charm. Switch to the red sword and hit the dragon for all your worth.

This is your best chance of defeating it once and for all. Now wasn't that a walk in the park. Deathtrap Dungeon is no more. Long live Red Lotus and Chaindog!

Congratulations, you've now bludgeoned your way right through Deathtrap Dungeon. But remember, if you're stuck on any other game, write in with your requests and we'll tip the best begging letters we receive.







RANT



We've sent our resident rantster Paul Roundell off on his summer holidays this month, so in his place, Jay has got all hot and bothered under the Atlanta sun and has volunteered to rant about his main gripe from E3. The problem? Shit software





E3 was full to the rafters with new and exciting software, but of course there were a of pile of games, as there is every year, where financial gain took priority over quality. Poorly-thought out sequels and an endless line of clones from every known genre flooded the hall as the corporate money grabbers unveiled their new range of stuff they'd copied from last year.

Resident Evil, Tomb Raider and Tekken were the obvious blueprints for many a title at the show, and these top games of old were therefore duplicated and rejigged in anyway possible. Take Tomb Raider for example. We all love Lara in our own special way, but it was plainly obvious to anyone with a brain that if Tomb Raider hadn't done so well and if the Lara hype machine hadn't been stuck in overdrive for the past two years, then the likes of Kalisto's Fifth Element, Fox Interactive's Alien Resurrection, MGM's Tomorrow Never Dies and Crystal Dynamics' Soul Reaver wouldn't be looking the way they do today. Now creating a new genre is cool. Milking it to death however, is taking the piss.

Each one of the titles above looked awesome, yet none of them had managed to redefine the genre by any significant amount. So what if you can clone Tomb Raider pixel perfect? I want you to improve on it, not stick with the same old thing just because it brings in the dollars. And that, sadly, seemed to be the spirit of the show.

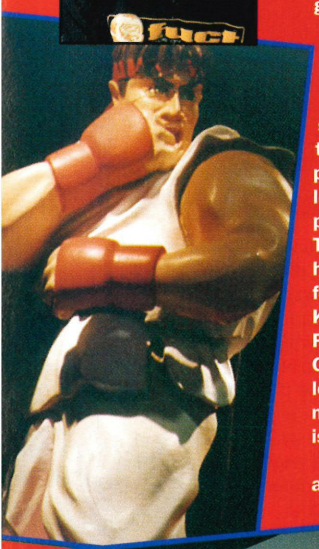
Copy an idea, brand it, and then churn out countless sequels until you eventually get around to advancing to the next level.

Now don't get me wrong, there were a shit load of excellent games at E3 – including clones – but there were very few original ideas floating about, which I personally think is a bit of a shame. I'm not fantasising of some Nintendo-esque dream team where the money grabbing developers who turn out fifty crap games a year are banished, because, let's face it, virtually all of the new N64 titles are remakes of last year's hits, so that plan don't work.

Now creating a new genre is cool, milking it to death however, is taking the piss

What I'm asking for are some good solid games. Not poor prequels, shit sequels or crappy threequels, just some original software where the key element of its production wasn't "how much can we make?", but rather "how good does it play?" Now is that asking too much?

Jay Sharples edits the mag you are reading. And as you can probably guess, jetlag is taking its toll.









Pac Man, Crash, Tomb Raider and Duke Nukem brands were all out in force

Back Issues

Hurry, secure your missing mags for only £3.00 per issue, while limited stocks 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, 4, 5, 7, 9, 11, 12, 14, 15, 16 and 18 are sold out already. Sorry!

PLAYSTATION PRO

Issue No.6	Total NBA '97 (no covermount)	£1 ◯
Issue No.8	V-Rally	£3 ◯
Issue No.10	Tomb Raider	£3 ◯
Issue No.13	Total Drivin'	£3 ◯
Issue No.17	Deathtrap Dungeon	£3 ◯
Issue No.19	Resident Evil 2 (no covermount)	£1 ◯
Issue No.20	Tekken 3	£3 ◯
Issue No.21	Vigilante 8	£3 ◯
Issue No.22	C&C: Retaliation	£3 ◯

I wish to pay by: ☐ *Cheque* ☐ *PO* ☐ *Credit Card* *Access/Visa only*

C/Card:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ *Exp:* ☐☐☐☐

UK ORDERS ONLY. BLOCK CAPITALS PLEASE

Name: .....

Address: .....

.....

.....

.....

Postcode: .....

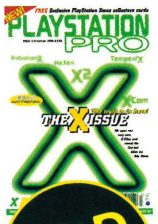
Telephone: .....

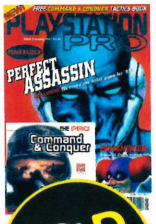
Signed: .....**Date:** .....

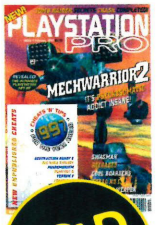
☐ Please tick this box if you do not wish to receive promotional material from other companies

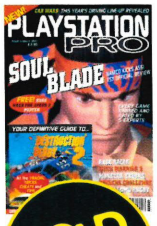
To secure your order make your cheque payable to IDG Media and send it off, along with your order form (photocopies are acceptable), to the following address: Back Issues Dept, IDG Media, FREEPOST, SK3038, Macclesfield. SK10 4YE



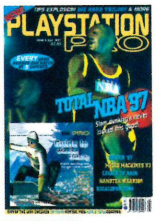


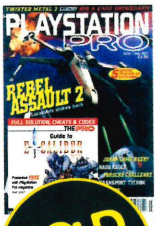


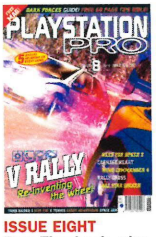




SOLD OUT SOLD OUT SOLD OUT SOLD OUT SOLD OUT











SOLD OUT SOLD OUT

ISSUE SIX
Free Tips book, plus reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555

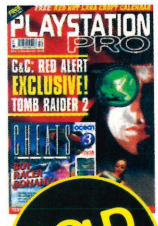
ISSUE EIGHT
Free Tips book, plus Need for Speed 2, Carnage Heart, Wing Commander 4, Rally Cross and ISS Pro Soccer.

ISSUE TEN
Massive E3 Expo issue plus: Resident Evil 2, V Rally, Machine Hunter, Warcraft II, Ray Tracers











SOLD OUT SOLD OUT SOLD OUT SOLD OUT

ISSUE THIRTEEN
Formula 1 '97, Nuclear Strike, Final Fantasy VII, FIFA 97, Overboard and free beat'em-up Cheats Bible







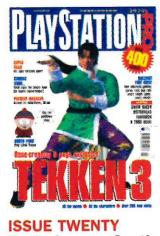
SOLD OUT SOLD OUT

ISSUE SEVENTEEN
Free Sports game cheats book, Tekken 3, Bushido Blade, Theme Hospital, Cool Boarders 2, Newman-Haas



ISSUE TWENTY TWO
World Exclusive C&C: Retaliation, Messiah, X Files, Dead or Alive, Klonoa, Viper and Heart Of Darkness plus FREE huge Lara Croft poster







ISSUE NINETEEN
Free first issue of Playstation Zone, Masters of Teras Kasi, Motorhead, Theme Hospital, Gran Turismo

ISSUE TWENTY
Exclusives on South Park and Tekken 3 as well as Vigilante 8. Free Resident Evil 2 Guide and a World Cup Supplement

ISSUE TWENTY ONE
The funkiest PRO yet featuring Vigilante 8, Gran Turismo, Three Lions, Forsaken and a free driving game supplement

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, the box below 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

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

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



RENT IT — 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

Ayrton Senna Kart Duel 2 4



AVOID! — Amazingly poor racer that should never have been ressurected. Ayrton would be turning in his grave!

Burning Road 8



RENT IT — A fast paced racer which never performed as well as it should. Check out its improved sequel Explosive Racing

Cyber Speed 3



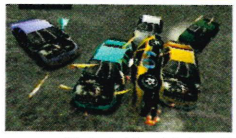
AVOID! — A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

Destruction Derby PLATINUM 7



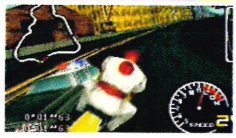
MUST BUY — When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

Destruction Derby 2 PLATINUM 8



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

Explosive Racing 7



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

Felony 11-79 7



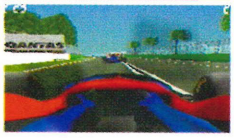
RENT IT — Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks

Formula One 8



TRY B4 U BUY — 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 8



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

Formula Karts 8



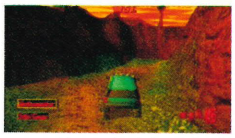
TRY B4 U BUY — Silghtly above average racer which differs to any other racing game. The speed and handling are as they should be

Gran Turismo 8.5



MUST BUY — Sony's powerhouse racing game is possibly as fine as games will get. Incredible realism and kick ass gameplay

Hardcore 4X4 8



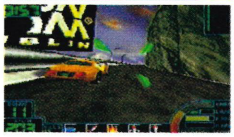
RENT IT — Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

Hi-Octane 5



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

Impact Racing 8



TRY B4 U BUY — More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

Indy 500 7



RENT IT — 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 4



AVOID! — 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



AVOID! — The original was shite and this sequel doesn't exactly break the mould. Due to dodgy controls and slack graphics

Kart Duel 4



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

Micro Machines V3 PLATINUM 8



MUST BUY — Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

Monster Trucks 7



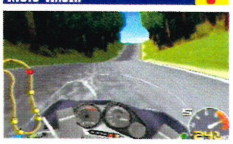
TRY B4 U BUY — Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

Motorhead 8



TRY B4 U BUY — The fastest PlayStation racer of all time. Gremlin will be well pleased with their first game coming out of Sweden

Moto Racer 5



AVOID! — Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

Motor Mash 7



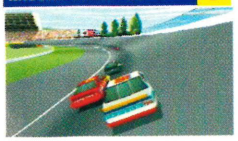
RENT IT — Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

Motor Toon GP 2 — 7



TRY B4 U BUY — 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 — 8



RENT IT — An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

NASCAR '98 — 7



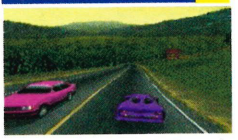
TRY B4 U BUY — It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

Need For Speed Platinum — 8



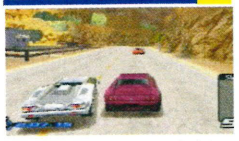
MUST BUY — One of the essential racing games for any descerning player, although somewhat dated against todays offering

Need For Speed 2 — 7



RENT IT — The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

Need For Speed 3 — 8



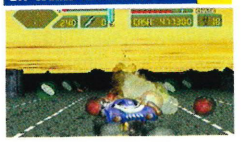
TRY B4 U BUY — The series keeps getting better, but this, and the others for that matter, are far from perfect. Check it out though

Newman-Haas Racing — 8



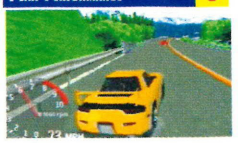
TRY B4 U BUY — Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

Off World Interceptor — 3



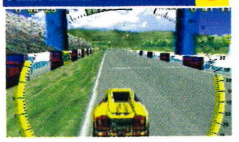
AVOID! — Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Peak Performance — 8



RENT IT — Another average racing game which looks decent enough but fails to impress in the grand scheme of things

Penny Racers — 2



AVOID! — Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

Porsche Challenge Platinum — 8



MUST BUY — 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



TRY B4 U BUY — A bit of something different although the racing elements are as you'd expect.. Worth a look, but a bit soggy

Rage Racer — 8



MUST BUY — The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

Rally Cross — 8



RENT IT — 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 — 7.5



RENT IT — 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



RENT IT — 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 — 7



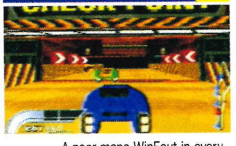
MUST BUY — The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

Ridge Racer Rev. Platinum — 7



MUST BUY — The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

Road Rage — 3



AVOID! — A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

Road Rash — 5



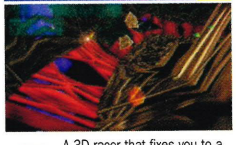
RENT IT — Average motor biking game from yesteryear that gives you the chance to knock your opponents off the road

Speedster — 4



AVOID! — A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

Starwinder — 8



RENT IT — 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



RENT IT — Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

Supersonic Racers — 8



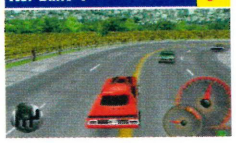
RENT IT — Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

Test Drive Off Road — 4



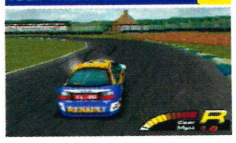
AVOID! — Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed – just like posh people!

Test Drive 4 — 7



TRY B4 U BUY — 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 — 8



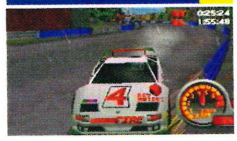
MUST BUY — A fantastic Touring Car racer which is up there with the V-Rallys and Total Drivin's of this world. An absolute corker

Tokyo Highway Battle — 8



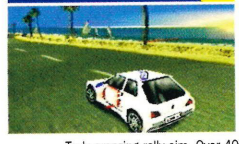
RENT IT — A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

Total Drivin — 8



MUST BUY — Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V Rally — 8



MUST BUY — 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



MUST BUY — Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

WipEout 2097 Platinum — 8



MUST BUY — 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



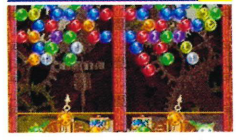
TRY B4 U BUY — An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

Blast Chamber — 7



RENT IT — Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?

Bust A Move 2 Platinum — 7



MUST BUY — Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

Bust A Move 3 — 8.5



TRY B4 U BUY — Quality puzzle game that will keep the girlfriend occupied for many a night while you're down the pub getting hammered

Grid Run — 8



TRY B4 U BUY — Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto — 8



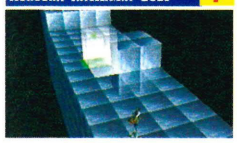
AVOID! — Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

Kula World — 8



TRY B4 U BUY — Perplexing, frustrating, but enjoyable puzzle game which features a pill popping beach ball. Nuff said

Kurushi: Intelligent Cube 7



TRY B4 U BUY — 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



TRY B4 U BUY — 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 8



MUST BUY — The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game

Super Puzzle Fighter Turbo 8

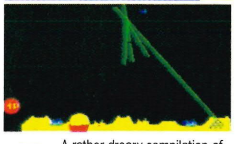


MUST BUY — A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

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 5



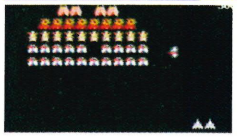
RENT IT — A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

Namco Museum Vol 1 7



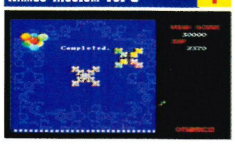
MUST BUY — Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

Namco Museum Vol 2 8



RENT IT — Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

Namco Museum Vol 3 4



AVOID! — 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 5



RENT IT — 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 Hits 5



RENT IT — 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

Diablo 8



TRY B4 U BUY — EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Check it out

Final Fantasy VII 8



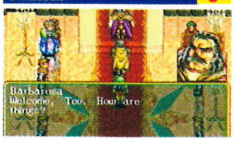
MUST BUY — The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded. Buy it now!

King's Field 7



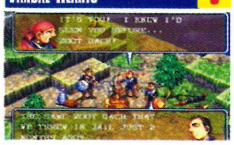
TRY B4 U BUY — Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

Suikoden 8



TRY B4 U BUY — The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

Vandal Hearts 8



TRY B4 U BUY — 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 8



TRY B4 U BUY — The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

Castlevania 8



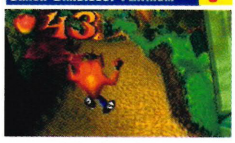
RENT IT — Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

Cheesy 4



AVOID! — Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

Crash Bandicoot Platinum 8



MUST BUY — A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

Crash Bandicoot 2 8



MUST BUY — A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

Croc 8



TRY B4 U BUY — A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. A must buy for the youngsters out there

Earthworm Jim 2 5



RENT IT — An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

Gex 7



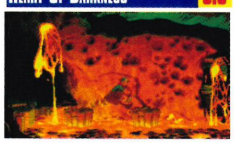
RENT IT — One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

Gex 3D Enter The Gecko 8.5



TRY B4 U BUY — Another Mario attempt for the PlayuStation this time featuring the comic vocals of Brit playboy Leslie Philips. Good stuff

Heart Of Darkness 8.5



MUST BUY — A platform game sent from heaven with wonderful animation, fantastic graphics and a seamless plot line

Hercules 8



TRY B4 U BUY — Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

Jersey Devil 8



TRY B4 U BUY — 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 3



AVOID! — Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

Jumping Flash 8



RENT IT — An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

Jumping Flash 2 7



RENT IT — An improvement on its predecessor with more depth and originality. But again, this is easy to complete

Klona 7.5



RENT IT — A real surreal Japanese deal with an airborn floppy eared feline. Well, it's Japanese, what did you expect?

Lomax In Lemmingland 7



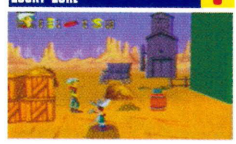
RENT IT — A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

Lost World 8



TRY B4 U BUY — Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

Lucky Luke 8



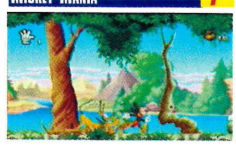
TRY B4 U BUY — It may be aimed at kids but that's no excuse for releasing a sub-standard platform game really is it?

Mega Man X3 4



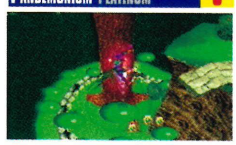
AVOID! — Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

Mickey Mania 7



TRY B4 U BUY — The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

Pandemonium Platinum 8



TRY B4 U BUY — A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase



Here it is in all its rumbling glory, and we're not talking about the girl either (for a change)

Wheely good

We've had unofficial joypads by the bucket load over the past few months. However if you're in the market for a steering wheel then your choice is a little more limited. With Dual Shock technology taking over it's no real surprise that Leda Media Products have released a rumbling wheel in their Gamester series. The catchily titled PSX Steering Wheel with Rumble Force will set you back a penny under £70 but its vibrating rumble effect that shakes te wheel as the games are played is a world first on the PlayStation. Coming with a set of pedals and a wheel mounted gear changer, just like in real racing cars, the wheel is compatible with all existing PlayStation games. It even features a D-pad just like your normal joypad to let you negotiate those tricky menu screens. If you need further information you can check out Leda's web page on the internet at www.leda.co.uk or given them a call on 0171 323 3340.



Pandemonium 2 — 8



RENT IT — Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

Rayman Platinum — 7



MUST BUY — The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

Rascal — 5



AVOID! — Don't be fooled by the cute looks, this rascal needs a slap in a big way. Dull adventure game for little terrors

Skull Monkeys — 7.5



TRY B4 U BUY — Awesome graphics but lacking in lasting appeal. It's good to see someone thinking about what they're doing

Spider — 5



RENT IT — Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

Spot Goes To Hollywood — 8



RENT IT — Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

Trash It — 4



AVOID! — 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 — 2



AVOID! — Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

Battle Arena Toshinden Platinum — 8



MUST BUY — 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



RENT IT — 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



RENT IT — The third member of the Tohshinden family gives you everything the other two games did and lots more

Bloody Roar — 8



MUST BUY — A surprise hit around the office due to the morphing chrarcters who change from human to animal form throughout

Bushido Blade — 8.5



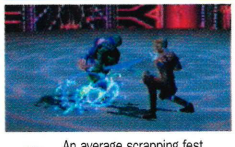
TRY B4 U BUY — A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

Cardinal Syn — 8



TRY B4 U BUY — Unusual beat'em-up from Sony with some weird characters that deserves your attention for a short while at least

Criticom — 8



RENT IT — An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

Dead Or Alive — 8



MUST BUY — Beat 'em ups rarely look or play as good as this. It's viciously fast and inventive, and the girls' boobs bounce. Excellent

The Crow: City Of Angels — 1



AVOID! — Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

Darkstalkers — 7



RENT IT — Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

Dynasty Warriors — 7.5



RENT IT — 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 — 2



AVOID! — Streets Of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

Fighting Force — 8



TRY B4 U BUY — Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

Iron & Blood — 7



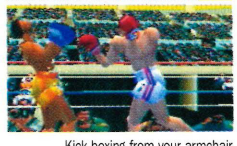
RENT IT — A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

Iron Man — 2



AVOID! — 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 — 8



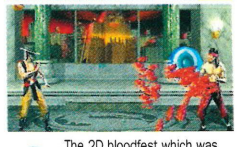
RENT IT — Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Marvel Super Heroes — 8



RENT IT — Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

Mortal Kombat 3 — 7



TRY B4 U BUY — 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 — 1



AVOID! — This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

Mortal Kombat Trilogy — 8



RENT IT — Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

Psychic Force — 5



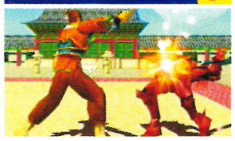
AVOID! — Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

Rise 2: Resurrection 5



AVOID! An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

Soul Blade PLATINUM 8



MUST BUY This remains one of the finest moments for beat 'em- up fans worldwide. Buy this or Tekken 2 and you're laughing

Star Gladiator 8



TRY B4 U BUY Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

Star Wars: Teras Kasi 8.5



MUST BUY Technically Soul Blade with Stormtroopers, this offers some good solid gameplay with the favourite blokes in the universe

Street Fighter Alpha 2 7



RENT IT the all time classic beat 'em-up makes a welcome second appearance on the PlayStation. It's still a classic

Street Fighter Collection 8



TRY B4 U BUY 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 8



TRY B4 U BUY At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

Street Fighter: The Movie 1



AVOID! 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 8



MUST BUY 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 8.5



MUST BUY The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

Tobal No.1 7



TRY B4 U BUY 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 5



AVOID! An American arcade fighter that looks much better than it plays. Drab, uninteresting and untimately forgettable

Yusha 4



AVOID! A weird and frantic 3D beat 'em- up from Japan which was truely disappointing in almost every department

Vs 7



TRY B4 U BUY Gang warfare on the streets of LA. This plays at a fair pace and has some nice touches but doesn't really do anything new

X Men: Children Of The Atom 7



TRY B4 U BUY Standard beat 'em-up fayre from the people who brought ius Streetfighter and Mavel Super Heroes

Zero Divide 7



RENT IT 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



TRY B4 U BUY Addictive and uncomplicated Top Gun shoot 'em-up from arcade masters Namco. And don't worry, it's not a flight sim.

Agile Warrior 7



RENT IT An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

Air Combat PLATINUM 7



TRY B4 U BUY So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

Black Dawn 8



TRY B4 U BUY A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

Firestorm: Thunderhawk 2 8



MUST BUY Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

Gunship 7



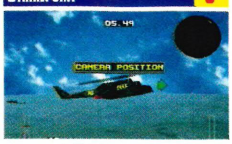
TRY B4 U BUY A more technical helicopter flight sim which although being less trigger happy, still does the business though

Raging Skies 5



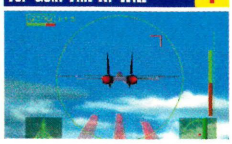
AVOID! The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

Strikepoint 8



RENT IT 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 4



AVOID! 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 8



TRY B4 U BUY An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' airborne missions

Wing Commander 3 8



RENT IT Mark Hammill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

Wing Commander 4 8



RENT IT More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

Wing Over 7

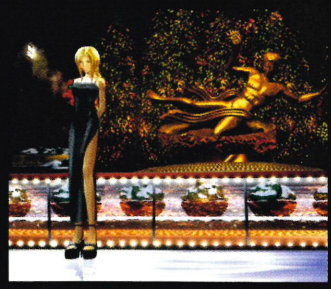


TRY B4 U BUY Strange flight sim. Crammed with aerobatic action and more than a little variation in aircraft. Offers more than most

MOST WANTED

You've read our Exposure section and skimmed through the Prospects zone and are no doubt quite clued up as to what will be coming your way over the next few months, but which ones should you really be looking out for?

Ah yes, the future. We all look forward to it with childish anticipation. We already know which titles will be making an appearance in the world of PlayStation gaming through the Summer and in the run up to Christmas, but unless you're a social outcast with a bank balance larger than the national debt you aren't going to buy them all. So which select titles should you really look out for? Well, these are the ones we can't wait to get our grubby mitts on...



PARASITE EVE

Square are going to blow the world apart with some of the most stunning graphics ever seen and a game to match. We can't wait

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



TRY B4 U BUY — Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

Alundra 7.5



TRY B4 U BUY — Falling into the same leather booties as Zelda on the SNES, Alundra is a painting by numbers RPG that will win no new fans

Ark Of Time 4.5



TRY B4 U BUY — Ark of Shite would have been more appropriate. Not even worth using the CD for one of those classy clocks

Blazing Dragons 4



AVOID! — Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

Broken Sword 8



MUST BUY — The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

Broken Sword 2 8



TRY B4 U BUY — Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

Chronicles Of The Sword 2



AVOID! — A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

City Of The Lost Children 7



TRY B4 U BUY — An epic adventure based on the average French arthouse movie of the same name. Well worth a look, if only for the graphics

Cyberia 7



TRY B4 U BUY — A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

D 3



AVOID! — An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, Avoid!

Deathtrap Dungeon 8.5



MUST BUY — Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

Discworld 8



RENT IT — Terry Pratchetts finest moment transformed itself very well onto the PSX and this is simpy amazing. A must buy!

Discworld 2 7



TRY B4 U BUY — Ultra barmy sequel to the ultra barmy Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

Excalibur 2255AD 7



TRY B4 U BUY — A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

Herc's Adventures 5



AVOID! — 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 8



TRY B4 U BUY — Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

Little Big Adventure 7



TRY B4 U BUY — This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

Myst 4



AVOID! — Average static screen jobbie from years ago. It won't amaze by any means, but it still has strong puzzling elements

Nightmare Creatures 8



TRY B4 U BUY — This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

Overblood 7



RENT IT — A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

Perfect Weapon 7



RENT IT — A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

Pitfall 3D: Beyond The Jungle 7.5



TRY B4 U BUY — A surprisingly good 3D rendition of one of the original console games. Activision are hitting a bit of form

Psychic Detective 3



AVOID! — An FMV adventure game which may be too strange for some and simply too bonkers for the majority

Reboot: Countdown To Chaos 7



TRY B4 U BUY — Average shooter that promised a bit more. Worth a look if you are a mad, bad blasting maniac with nothing better to do

Resident Evil 8.5



MUST BUY — The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks ahoy!

Resident Evil 2 8.5



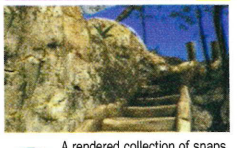
MUST BUY — With two CDs full of action, this blood soaked stormer is an essentail purchase for everyone. This is simply superb

Resident Evil: Directors Cut 8



TRY B4 U BUY — A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

Riven 5



TRY B4 U BUY — A rendered collection of snaps fail to liven up this bland but complex affair. Comes quite close to being a form of torture

Sentient 7



TRY B4 U BUY — An adventure game which struggles for identity among the other more stronger titles currently available



TEKKEN 3
A rock solid piece of pagga software that should be on everyone's essentials list. They don't come any bigger than this



FINAL FANTASY VIII
Squaresoft's definitive adventure series is set to return and send every PlayStation owner into a gibbering wreck



ISS PRO '98
We're waiting to see if the latest version of ISS can live up to the hype created by the N64 one. Fingers crossed eh?



CRASH BANDICOOT 3
The first details have emerged concerning everyone's favourite marsupial, and from what we've seen, Crash 3 looks stunning

Spawn: The Eternal 0.5



TRY B4 U BUY — Interesting idea but let down by ropy gameplay. Fans of the movie and comic may be keen to take a look though

Swagman 0



RENT IT — A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Time Commando 5



AVOID! — You travel through time in this 3D adventure although the effort really isn't worth bother. Leave this well alone

Tomb Raider Platinum 0



MUST BUY — The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

Tomb Raider 2 0.5



MUST BUY — 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

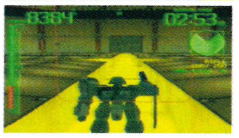
3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

Alien Trilogy Platinum 0



MUST BUY — You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

Armoured Core 0.5



RENT IT — Mech warriors battle it out er... and do little else in this blasting romp. Simple stuff, but good fun for a short while

Area 51 1



AVOID! — 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 5



RENT IT — 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



RENT IT — A mixed bag this one. The fine line between a tough challenge and impossibility has been breached. Average at best

Battle Stations 1



AVOID! — This is bascially Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

Beast Wars 4



AVOID! — Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

Blam! Machinehead 5



AVOID! — 3D shoot 'em- up with some nice graphical effects, but let down by over complex missions and bad handling

Brahma Force 0



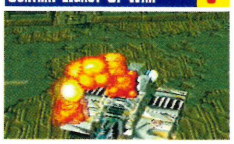
TRY B4 U BUY — The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

Colony Wars 0



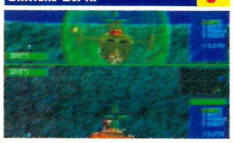
TRY B4 U BUY — A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

Contra: Legacy Of War 5



RENT IT — A 96 remix for the bland horizontal scrolling shoot'em-up from yesteryear. Nothing special going on here

Critical Depth 3



AVOID! — After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

Crusader: No Remorse 7



TRY B4 U BUY — Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

Crypt Killer 2



AVOID! — Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

Dark Forces 7



TRY B4 U BUY — Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

Descent 7



TRY B4 U BUY — Shoot 'em- up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

Descent 2 0



RENT IT — Less than impressive sequel that offers more of the same. The thing is, we've seen it all before. Boring!

Disruptor 7



RENT IT — A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

Doom 0



MUST BUY — The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

Duke Nukem 3D 0



MUST BUY — Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

Epidemic 0



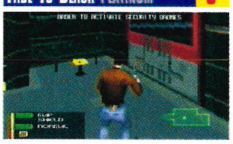
RENT IT — The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

Exhumed 7



RENT IT — 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 0



MUST BUY — A 3D shoot 'em- up which impresses many with the lavish graphics and exotic locations and cut sequences

Final Doom 0



TRY B4 U BUY — The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

Firo & Klawd 5



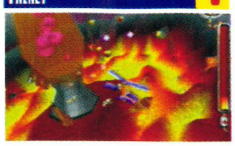
AVOID! — Rather bland cartoony shoot 'em- up affair where you control a comedy cartoon cat and ape duo. Honest!

Forsaken 0



TRY B4 U BUY — Cool graphics and action aplenty in this blast from Acclaim. It's an acquired taste, but quite juicy and enjoyable

Frenzy 5



AVOID! — Haywire cartoon shoot 'em up that scores more misses than hits. Could've been much better with a little more variety

G-Police 0



TRY B4 U BUY — Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

Galaxian 3 4



AVOID! — Dull shoot 'em- up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

Ghost In The Shell 7



TRY B4 U BUY — Another comic inspired Sony game that never quite manages to make it to the big time. A nice try though

Hard Boiled 4



AVOID! — Based on the cult comicbooks of Frank Miller, this has you driving a big tooled-up Chevy in futuristic settings

Hexen 2



AVOID! — Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

Independence Day 2



AVOID! — Maybe the worst movie license ever, even if we take the awful SF: The Movie into concideration. Absolute cack

In The Hunt 3



AVOID! — Underwater shoot 'em- up where you piss around in badly drawn sprite-based subs. Another one to avoid

Judge Dredd 7



RENT IT

Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

Kileak The Blood 7



TRY B4 U BUY

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 7



RENT IT

Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

Lethal Enforcers 2



AVOID!

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



TRY B4 U BUY

Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. But maybe long in the tooth now

Loaded Platinum 8



MUST BUY

An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

Lone Soldier 1



AVOID!

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



RENT IT

The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

Maximum Force 4



AVOID!

Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

MDK 8



MUST BUY

Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

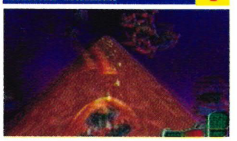
Mechwarrior 2 8



TRY B4 U BUY

Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC for us PSX nuts

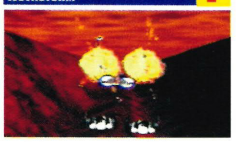
Nanotek Warrior 8



RENT IT

A psychedelic shoot 'em- up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

Novastorm 2



AVOID!

An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

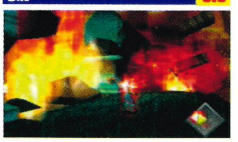
Nuclear Strike 8



TRY B4 U BUY

The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

One 0.5



RENT IT

Brainless violence that looks great but becomes monotonous after a while. It'll keep you occupied for the night though

Parodius Deluxe 8



RENT IT

A conversion of the original classic Parodius game which will surprise no one but amuse many. Check it out

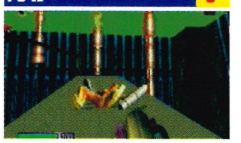
Philosoma 5



AVOID!

A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ed 5



AVOID!

Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

Raiden Project 8



MUST BUY

One of the great shoot 'em- ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

Rapid Reload 3



AVOID!

Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 8



RENT IT

A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

Reloaded 7



RENT IT

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

Revolution X 1



AVOID!

Oh my God! How bad is this? A crap arcade affair starring – wait for it – bloody Aerosmith! Avoid! Avoid!

Robotron X 8



RENT IT

A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

Shellshock 7



TRY B4 U BUY

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



TRY B4 U BUY

Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

Shockwave 3



AVOID!

Kill the alien invaders before they take over the world in this shoot 'em- up that first appeared on the 3DO

Slamscape 3



AVOID!

Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

Soviet Strike Platinum 8



MUST BUY

This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 4



AVOID!

A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

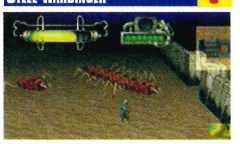
Starfighter 3000 4



AVOID!

Another dull 3D shoot 'em- up which gives the genre nothing new, nothing interesting and nothing in the way of originality

Steel Harbinger 3



AVOID!

Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

Steel Reign 5



RENT IT

Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

Tempest X3 5



RENT IT

Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

Tigershark 3



AVOID!

Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

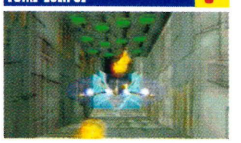
Time Crisis 8



MUST BUY

Undoubtedly the finest light-gun game around at the moment. There's more than a little frantic shooting to be done

Total Eclipse 3



AVOID!

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 8



AVOID!

Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

Twisted Metal 7



RENT IT

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



TRY B4 U BUY

The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

Viewpoint 7



RENT IT — Colourful and visually attractive shoot 'em- up. Tricky to play however, but has that old school arcade feel to it

Vigilante 8 8



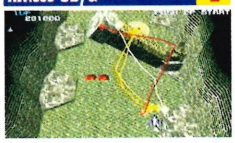
MUST BUY — An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about, and we love it

X2 7



RENT IT — Ultra difficult shoot 'em- up with more mayhem and weapons than most and a storming techno soundtrack too

Xevious 3D/G+ 2



AVOID! — A pointless shoot 'em- up which is absolute dross and carries the worst name in video gaming history. It's shite

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



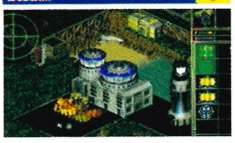
RENT IT — Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

Allied General 4



AVOID! — 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 4



AVOID! — Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

Carnage Heart 7.5



TRY B4 U BUY — Bizarre robot fighting goings on for a change. Robot fans should love every second of a good title

Command & Conquer 8



RENT IT — The classic war strategy game. Still causing players major headaches and still worth every second of your time

C&C: Red Alert 8



MUST BUY — The second installment of C&C is a huge improvement with more action and strategy than ever before

Darklight Conflict 5



AVOID! — Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Dark Omen 7.5



TRY B4 U BUY — A high standard of wargaming is achived by EA with their goblin basher. An aqcuired taste mind, be warned

Defcon 5 4



AVOID! — 3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto 8



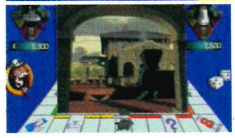
MUST BUY — Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

Magic Carpet 7.5



TRY B4 U BUY — Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

Monopoly 7



RENT IT — It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

Panzer General 5



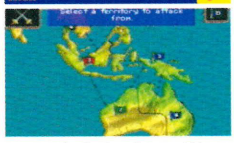
AVOID! — More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

Return Fire 8



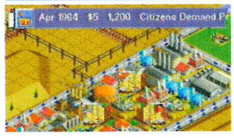
RENT IT — Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk 7



RENT IT — 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



TRY B4 U BUY — The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk 7



RENT IT — 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



TRY B4 U BUY — The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

Theme Park 7.5



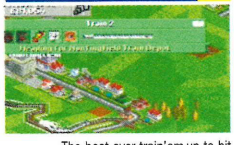
TRY B4 U BUY — Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Theme Hospital 8.5



MUST BUY — 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 7



RENT IT — The best ever train'em-up to hit the Playstation. Build a successful infrastructure and win a fortune

Warcraft 2 8



TRY B4 U BUY — A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

Warhammer 7



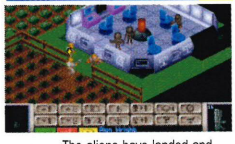
TRY B4 U BUY — Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

Worms Platinum 8



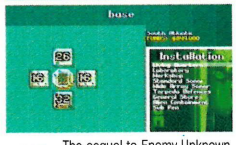
MUST BUY — The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

X-Com: Enemy Unknown 7.5



TRY B4 U BUY — 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 8



TRY B4 U BUY — The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

SPORTS

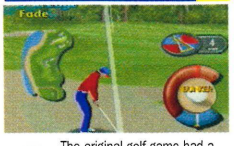
Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2Xtreme 3



AVOID! — 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



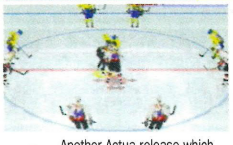
RENT IT — The original golf game had a few minor faults but still did the business for the sport on the PlayStation initiall

Actua Golf 2 8.5



TRY B4 U BUY — 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



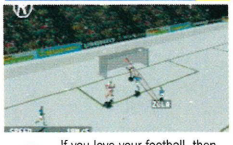
RENT IT — Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

Actua Soccer Platinum 8



MUST BUY — The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

Actua Soccer 2 8



MUST BUY — 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 8



RENT IT — Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

Adidas Power Soccer 6



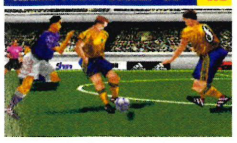
AVOID! — Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 — 7



RENT IT — More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

Adidas Power Soccer '98 — 4.5



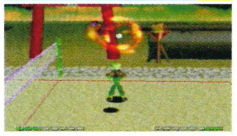
AVOID! — The Power soccer brand goes from strength to strength with yet another crap soccer sim. Keep well away from this one!

All Star Soccer — 5



AVOID! — An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

Beach Volley Hero's — 7



TRY B4 U BUY — As yet the only volley ball title for the PSX, and well worth checking out. Originality and playability in one neat package

Break Point — 5



AVOID! — Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

Chill — 4



TRY B4 U BUY — Awful snowboarding cash-in from Eidos. Nice graphics but where did the gameplay get to Certainly not here

Cool Boarders — 7



RENT IT — Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Coolborders 2 — 8.5



MUST BUY — Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

Davis Cup Tennis — 7



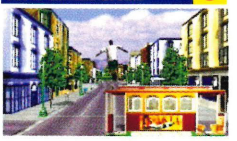
RENT IT — Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

Dead Ball Zone — 8.5



TRY B4 U BUY — Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the usual brand of sporting titles

ESPN Extreme Sports — 5



AVOID! — BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

Everybody's Golf — 8



TRY B4 U BUY — Wonderfully playable golf game that ditches photoOralism for playability in the Smash Court Tennis style

FIFA '96 Platinum — 8



AVOID! — A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

FIFA '97 — 8



RENT IT — Looking dated in camparison with RTWC. Average at just about everything. Footy fans should check the bargain bins

FIFA RTWC '98 — 8



MUST BUY — Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

Goal Storm — 5



AVOID! — Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

ISS Deluxe — 8



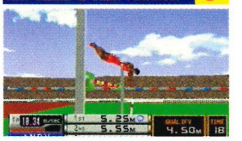
RENT IT — A pretty bland footy affair which could have been better. But wasn't. So avoid this footy game at all costs

ISS Pro Platinum — 7



RENT IT — Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

Int. Track & Field Platinum — 8



MUST BUY — This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby — 8



TRY B4 U BUY — One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

Kick Off '97 — 4



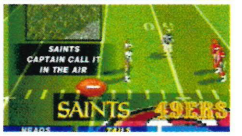
AVOID! — Tries a little too hard to be something special but ends up being as dull as they come. Should be better

Kick Off World — 4.5



AVOID! — Lower league footy affair that illustrates just how far gaming has come in such a short time. Kick this into touch

Madden NFL '97 — 7



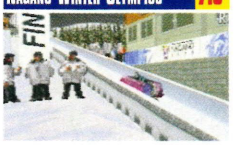
TRY B4 U BUY — Looking very dated, this has been bettered in just about every department by Madden '98. Get the sequel instead

Madden NFL '98 — 8



TRY B4 U BUY — 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



RENT IT — As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

Namco European Soccer — 4



AVOID! — 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 — 8



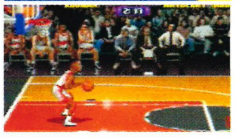
MUST BUY — The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

NBA Fastbreak '98 — 7



TRY B4 U BUY — Gt Interactive look for some hang time with this offering. Looks the part but complicated gameplay lets it down a little

NBA Hangtime — 7



RENT IT — Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof

NBA In The Zone — 7.5



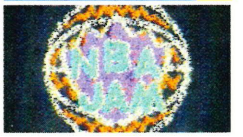
RENT IT — Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

NBA In The Zone 2 — 8



RENT IT — Yet another basketball sequel which is practically identical to the original and every other game of Basketball

NBA Jam Extreme — 8



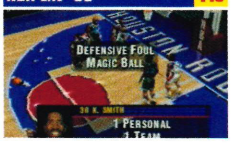
RENT IT — A rather playable if uninspiring basketball sim. At least tries to different and exciting. Almost makes it too

NBA Jam TE — 7



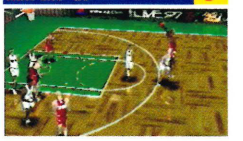
RENT IT — More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

NBA Live '96 — 7.5



RENT IT — 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



TRY B4 U BUY — Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NBA Pro '98 — 5



RENT IT — Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

NFL Gameday — 7.5



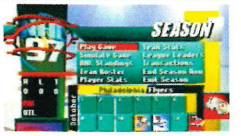
RENT IT — American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB Club '96 — 7



RENT IT — The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 — 7.5



RENT IT — Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98 — 8



MUST BUY — Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

PERIPHERAL VISION



THE GLOVE

BY REALITY QUEST

Joypads and steering wheels are obviously yesterday's news as far as Sony are concerned because they've just put their considerable corporate weight behind this new peripheral from Reality Quest. The Glove was launched at E3 and could well be set to take the PlayStation world by storm, if only for novelty value.

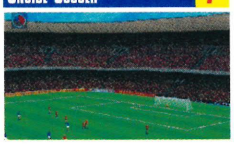
The Glove contains unique hand/wrist sensing technology that allows the gamer to move onscreen characters with subtle wrist movements with the fire buttons all placed right under your fingertips for ease of use as well.

There's an official launch date for The Glove of July 10th (the day after this mag hits the shelves) and Sony MD Ray Maguire told us, "We are very excited about signing The Glove as a new official peripheral, it's a step forward in game control. The innovative technology helps gamers to further immerse themselves into the experience of PlayStation and The Glove's cutting edge design demonstrates PlayStation's commitment to challenge the boundaries of modern gaming." Fine words. The Glove is 100% compatible with every PlayStation game and features several extras to enable smoother playing with anything from beat'em-ups to driving games. Retailing at £49.99 you may well decide that this new, if unusual controller, is for you.



The Reality Quest Glove in all its glory. The movement is detected by sensors in the glove and the fingertip buttons provide accurate control

ONSIDE SOCCER 7



RENT IT

Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

OPEN ICE 8



RENT IT

Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

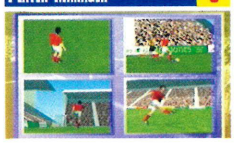
PHAT AIR 8



RENT IT

Cool Boarders 2 clone that has some nice touches but ultimately fails to impress the judges. Big Air with little else

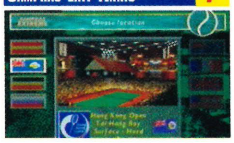
PLAYER MANAGER 5



AVOID!

Unimpressive and flawed attempt at footie management. Buy Premier Manager '98 instead of this

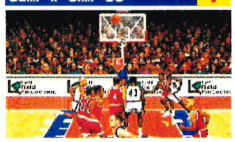
SAMPRAS EXT. TENNIS 7



RENT IT

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 7



RENT IT

Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

NHL FACEOFF 8.5



TRY B4 U BUY

Fantastic ice hockey game that made a valliant effort to stand out from the crowd. Almost made it too

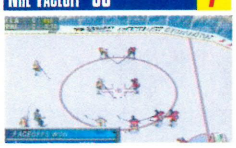
NHL FACEOFF '97 8



AVOID!

This sequel was a real disappointment when you consider the quality of the original. Steer clear

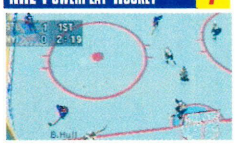
NHL FACEOFF '98 7



RENT IT

The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

NHL POWERPLAY HOCKEY 7



RENT IT

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 4



AVOID!

Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

OLYMPIC SOCCER 7



RENT IT

In short this has got just about the lot except for real player names. Top footy fest, but it's a little dated now

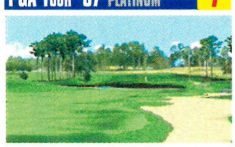
PGA TOUR '96 7



RENT IT

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



MUST BUY

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



TRY B4 U BUY

Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

POWER MOVE PRO WRESTLING 7.5



TRY B4 U BUY

A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

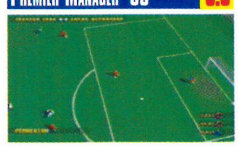
POWER SOCCER 2 7



RENT IT

An improvement on Adidas from Psygnosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

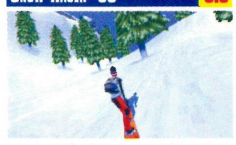
PREMIER MANAGER '98 8.5



TRY B4 U BUY

The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy

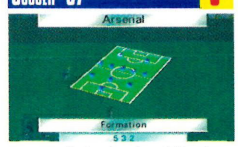
SNOW RACER '98 8.5



TRY B4 U BUY

The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this

SOCCER '97 8



MUST BUY

Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

SPACE JAM 3



AVOID!

Movie license shenanegins which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

Striker '96 5



AVOID! The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

Tennis Arena 7.5



RENT IT 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 2



AVOID! Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

Three Lions 7



TRY B4 U BUY This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about

Total NBA '96 7.5



RENT IT Perhaps basketball's finest moment until its sequel. This is now a little redundant thanks to the '97 update

Total NBA '97 8



TRY B4 U BUY Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

Total NBA '98 8



RENT IT This can't quite match the cool of the earlier games in the series but is still a fine hoop shooting fest none-the-less

V Tennis 3



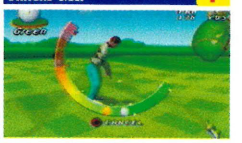
AVOID! Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing 7.5



RENT IT More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Virtual Golf 4



AVOID! 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



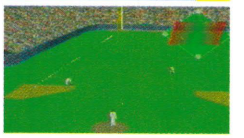
RENT IT The only true pool simulator available. It's not much cop though but you can't have everything all the time

VMX Racing 2.5



AVOID! Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

VR Baseball 7.5



RENT IT Home Run Derby and stunning graphics are the recomm-endation points to this bat and ball game

WCW vs the World 7.5



RENT IT 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 4



AVOID! 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 7



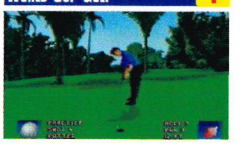
RENT IT More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

World Cup '98 8



TRY B4 U BUY EA's RTWC upgrade offers a couple of new moves but, sadly, they can't compensate for RTWC's overall superiority

World Cup Golf 4



AVOID! Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

World League Soccer 8



MUST BUY The house that brought us Lara Croft has applied its sultry touch to the soccer pitch to produce a fine footy game

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 1



AVOID! Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

Ball Blazer Champions 5



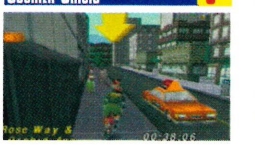
AVOID! 3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

Chessmaster 3D 3



AVOID! A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

Courier Crisis 3



AVOID! The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

Bomberman World 8



TRY B4 U BUY The little Japanese bomb chucking hero is back for more explosive multi player action in yet another bomberman sequel

Die Hard Trilogy Platinum 8



MUST BUY Thrills and spills from start to finish in this varied movie caper. A great game well worth your attention and cash

Extreme Pinball 2



AVOID! Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Frogger 7.5



TRY B4 U BUY The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

Overboard 4



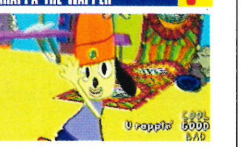
AVOID! A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

Pitball 8



RENT IT Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

Parappa the Rapper 8



MUST BUY The most original game on the PlayStation to date. You've never seen anything like this before – beeatch!

Poy Poy 8



RENT IT Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other

Pro Pinball: The Web 8



RENT IT 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



TRY B4 U BUY 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 3



AVOID! Another hot contender for worst conversion ever. Smash buildings and then smash some more. Pretty poor

Rebel Assault 2 8



AVOID! 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 4



AVOID! Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

Rosco McQueen 7



RENT IT Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony

Tilt! 8



TRY B4 U BUY Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

True Pinball Platinum 8



TRY B4 U BUY Another in the long line of pinball games. Better than most, but that's not saying that much though really

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	–	Gran Turismo
2	NEW	World Cup '98
3	NEW	Spice World
4	▼	Resident Evil 2
5	▼	Tomb Raider
6	▼	Tekken 2
7	–	Die Hard Trilogy
8	–	Crash Bandicoot
9	NEW	World League Soccer '98
10	NEW	Men In Black
11	▼	Micro Machine V3
12	▼	Int. Superstar Soccer Pro
13	NEW	WCW Nitro
14	NEW	Alundra
15	NEW	Everybody's Golf
16	▲	Rayman
17	▼	V-Rally
18	▼	Three Lions
19	▼	Croc: Legend Of The Gobbos
20	▼	Grand Theft Auto
21	▼	Soviet Strike
22	▼	G-Police
23	▼	Worms
24	▲	Tomb Raider 2
25	▼	Pandemonium
26	▼	Porsche Challenge
27	▲	Formula One '97
28	▼	Mortal Kombat Trilogy
29	▲	Formula One
30	▲	Adidas Power Soccer Int.
31	▲	Theme Park
32	▲	Alien Trilogy
33	▲	Destruction Derby 2
34	▲	Bust-A-Move 2
35	▼	TOCA
36	▼	Nuclear Strike
37	▼	Theme Hospital
38	▲	Oddworld: Abe's Oddysee
39	▲	Casper
40	▼	wipEout2097

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



This silky smooth platformer has the most impressive movie sequences we've ever seen, and it's still getting plenty of play in the Pro office





World Cup fever gripped the office this month and whilst WLS '98 does beat this for gameplay, World Cup '98 was still played to death





Yes we know it's sad, but we can't get the girls in the office off Sony's tribute to the Spice Girls. Check out the review on page 50 to find out why

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 ODL
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



C&C: Retaliation is due to be released around September/October time, so don't go hassling Virgin about release dates just yet. But since you're all gagging for more, we've included another pic of the gorgeous Kathy Lloyd to keep your spirits up until then

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 1600
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

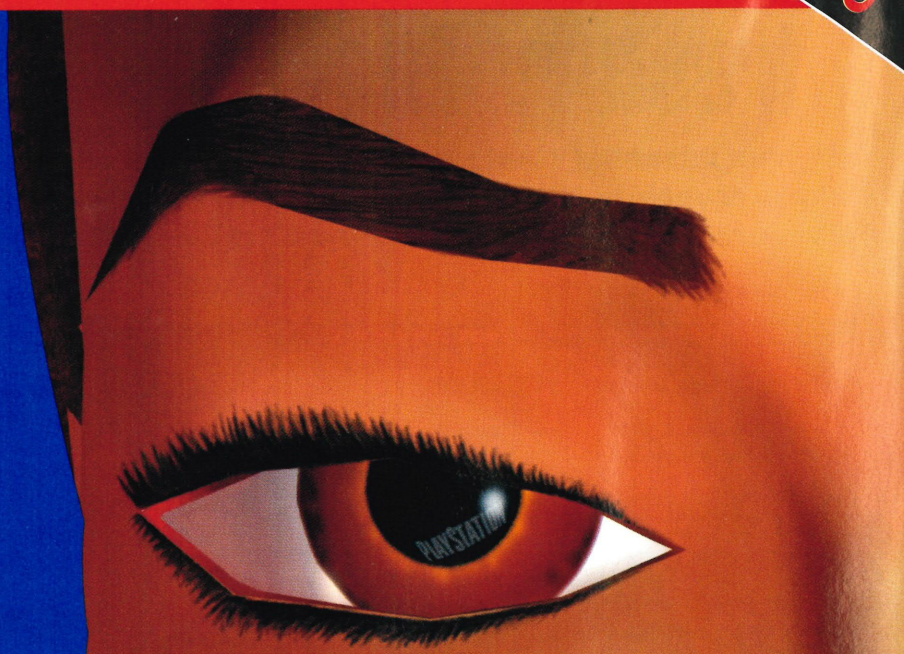


Next Month...

PLAYSTATION PRO

CORE BLIMEY!

Last month, we promised you exclusive shots and behind-the-scenes footage of Tomb Raider 3 direct from Core Design, and we delivered the goods. Well hold onto your hats as next month we promise to go fully overboard with the hottest gaming icon of all time giving you world exclusive access to Tomb Raider 3, the designers, the programmers, the artists, and of course Lara Croft herself. And that's a Pro promise, baby.



TOMB RAIDER 3

And if that wasn't enough...

TEST DRIVE 5 - APOCALYPSE - TREASURES OF THE DEEP
NINJA - ABE'S EXODUS - TOMBI - SPYRO THE DRAGON
V2000 - ACTUA SOCCER 3 - VICTORY BOXING '98 - ASSAULT
EARTHWORM JIM 3D - OMNIKROM - PSYBADEK - FLUID - S.C.A.R.S

PLUS FREE GIFTS GALORE AND A WAD OF HOT TIPS 'N' CHEATS

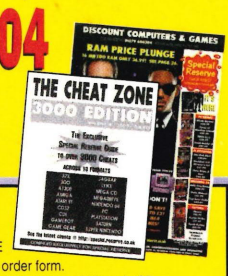
ISSUE 24 ON SALE AUGUST 6TH

Special Reserve Discount Mail Order - 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST

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.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 50p. 0% PAY LATER (subject to status).



PlayStation Value Pack ... 129.99 less £10†

Official UK PlayStation complete with TWO Sony controllers, a memory card & RF 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 & £750, subject to status. Other special discounts do not apply

STICKER KITS FOR PLAYSTATION ...9.99
Change the colour of your console with these great sticker kits. Available in Carbon look, Gold, Silver, Saint George & British Bulldog

STAR BUY

DUST COVER FOR PLAYSTATION ...9.99

LINK CABLE - PlayStation to PlayStation (two PlayStations & two TV's required) ...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) ...13.99
16 MB MEMORY CARD (240 slots) ...19.99
JOYTECH MOUSE FOR PLAYSTATION
Complete with designer mouse mat ...14.99

PlayStation Controllers

TOP DRIVE STEERING WHEEL AND PEDALS ...54.99
True analogue progressional steering, accelerator and brake

PREDATOR LIGHT GUN FOR PLAYSTATION OR SATURN ...17.99
Dual format gun with auto re-load feature

OFFICIAL ANALOGUE CONTROLLER ...19.99
Dual analogue control sticks, digital direction pad. Look for games marked (ANL)

JOYTECH DUAL SHOCK CONTROLLER 19.99
Dual analogue control sticks with built-in force feedback shock facility. Look for games marked (ANL) & (SHOCK)

PlayStation Games

From our range of over 200 PlayStation Games

ACTUA GOLF 2	25.99	-10%*
ACTUA ICE HOCKEY (ANL)	26.99	-10%*
ACTUA SOCCER 2 (ANL)	24.99	-10%*
ACTUA SOCCER	14.99	-10%*
ACTUA TENNIS	32.99	-10%*
ALIEN TRILOGY	19.99	-10%*
ALUNDRA	36.99	-10%*
ARCADE GREATEST HITS 2	29.99	-10%*
ARMORED CORE	31.99	-10%*
AYRTON SENNA KART RACING	24.66	-10%*
BATTLE ARENA TOSHINDEN	19.99	-10%*
BLASTO	31.99	-10%*
BLOODY ROAR (BEAST)	36.99	-10%*
BOMBERMAN	31.99	-10%*
BREATH OF FIRE 3	37.99	-10%*
BRIAN LARA CRICKET	37.99	-10%*
BROKEN SWORD 2	31.99	-10%*
BUBSY 3D	19.99	-10%*
BUSHIDO BLADE (RATED 18)	31.99	-10%*
BUST A MOVE 2	19.99	-10%*
BUST A MOVE 3	26.99	-10%*
COLIN McRAE RALLY	37.49	-10%*
COLONY WARS	39.99	-10%*
C & C - RED ALERT	36.99	-10%*
COOL BOARDERS 2	31.99	-10%*
CRASH BANDICOOT	26.99	-10%*
CRASH BANDICOOT 2 (ANL)	37.99	-10%*
CROC (ANL)	34.99	-10%*
DARK OMEN	29.99	-10%*
DEAD BALL ZONE (SHOCK)	31.99	-10%*
DEAD OR ALIVE	30.99	-10%*
DEATHTRAP DUNGEON	19.99	-10%*
DESTRUCTION DERBY 2	19.99	-10%*
DIABLO	34.99	-10%*
DIE HARD TRILOGY	19.99	-10%*
DIE HARD + PREDATOR GUN	32.99	-10%*
DISNEY'S HERCULES	37.99	-10%*
DUKE NUKEM - A TIME TO KILL	34.99	-10%*
DUKE NUKEM (ANL)	26.99	-10%*
EVERYBODY'S GOLF	31.99	-10%*
EXCALIBUR	19.99	-10%*
FIGHTING FORCE	23.99	-10%*
FINAL FANTASY 7	37.99	-10%*
FORMULA 1 97 (ANL)	41.99	-10%*
FORSAKEN	33.99	-10%*
FRENZY	30.99	-10%*
GEX 3D - ENTER THE GECKO	29.99	-10%*
GRAN TURISMO (ANL, SHOCK)	39.99	-10%*
GRAN TURISMO + SONY DUAL SHOCK CONTROLLER (GREY)	**59.99**	**-10%***
GRAND THEFT AUTO (18)	29.99	-10%*
INT'L SUPERSTAR SOCCER PRO	19.99	-10%*
INT'L TRACK AND FIELD	19.99	-10%*
JEREMY McGRATH '98	33.99	-10%*
JERSEY DEVIL (ANL)	25.99	-10%*
JOHN MADDEN NFL 98	35.99	-10%*
JONAH LOMU RUGBY	22.99	-10%*
JURASSIC PARK - LOST WORLD	26.99	-10%*
KULA WORLD	36.99	-10%*
MARVEL SUPER HEROES	33.99	-10%*
MECHWARRIOR 2	18.99	-10%*
MEN IN BLACK	32.99	-10%*
MICRO MACHINES 3	19.99	-10%*
MORTAL KOMBAT MYTHOLOGY	29.99	-10%*
MORTAL KOMBAT TRILOGY	19.99	-10%*
MOTO RACER (ANL)	26.99	-10%*
MOTORHEAD	31.99	-10%*
NAGANO WINTER OLYMPICS 98	37.99	-10%*
NBA LIVE 98	35.99	-10%*
NEED FOR SPEED 3	34.99	-10%*
NEWMAN HAAS RACING	36.99	-10%*
NHL 98	34.99	-10%*
NIGHTMARE CREATURES	31.99	-10%*
NUCLEAR STRIKE	25.99	-10%*
ODDWORLD: ABE'S ODDYSEE	24.99	-10%*
ODDWORLD 2: ABE'S EXODUS	34.99	-10%*
PANDEMONIUM	19.99	-10%*
PANDEMONIUM 2	24.99	-10%*
PAPAPPA THE RAPPER	26.99	-10%*
PGA TOUR GOLF 98	35.99	-10%*
PITFALL 3D	29.99	-10%*
POINT BLANK + LIGHT GUN	45.99	-10%*
POWER MOVE PRO WRESTLING	18.99	-10%*
POY POY	30.99	-10%*
PREMIER MANAGER 98	32.99	-10%*
PRO PINBALL - TIMESHOCK	28.99	-10%*
RAGE RACER	15.99	-10%*
RASCAL	36.99	-10%*
RAYMAN	19.99	-10%*
RESIDENT EVIL - DIRECT CUT	29.99	-10%*
RESIDENT EVIL 2 (18)	40.99	-10%*
RIDGE -10%* RACER	16.99	-10%*
RIDGE RACER REVOLUTION	19.99	-10%*
ROAD RASH 3D	35.99	-10%*
ROAD RASH	19.99	-10%*
SIM CITY 2000	29.99	-10%*
SNOW RACER	29.99	-10%*
SOVIET STRIKE	19.99	-10%*
SPAWN	31.99	-10%*
SPICE WORLD (SPICE GIRLS)	19.99	-10%*
STAR WARS - TERAS KASI	33.99	-10%*
STEEL REIGN	31.99	-10%*
STREETFIGHTER EX PLUS ALPHA	33.99	-10%*
SUPER PANG	32.99	-10%*
SUPER PUZZLE FIGHTER 2	25.99	-10%*
SYNDICATE WARS	19.99	-10%*
TEKKEN 2	19.99	-10%*
TEKKEN 3 (SHOCK)	38.99	-10%*
THEME HOSPITAL	34.99	-10%*
THEME PARK	19.99	-10%*
THREE LIONS	35.99	-10%*
TIME CRISIS + LIGHT GUN	45.99	-10%*
TOCA TOURING CARS	36.99	-10%*
TOMB RAIDER	19.99	-10%*
TOMB RAIDER 2	30.99	-10%*
TOTAL DRIVIN	19.99	-10%*
V - RALLY	26.99	-10%*
VIGILANTE 8 (SHOCK)	32.99	-10%*
WCW NITRO	33.99	-10%*
WCW VS THE WORLD	36.99	-10%*
WILD ARMS	31.99	-10%*
WIPEOUT 2097	19.99	-10%*
WORLD CUP 98	34.99	-10%*
WORLD LEAGUE SOCCER '98	33.99	-10%*
WORMS	19.99	-10%*
WWF WARZONE	33.99	-10%*
X - MEN	33.99	-10%*

N64 Top Games

FORSAKEN	43.99	-10%*
GOLDENEYE	42.99	-10%*
INT'L SUPERSTAR SOCCER 64	29.99	-10%*
MYSTICAL NINJA	46.99	-10%*
WORLD CUP 98	46.99	-10%*

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 Magazine** per year with over 2,000 products, many at below trade price or under half price. There are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.
2. The incredible ***FREE* Special Reserve Book of 3000+ Cheats** (all formats) will be sent to you with your **Family Membership Card** and **F1 Fantasy Game *FREE*** entry form (members only - £4000 worth of prizes).
3. Choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. These gifts are worth up to **£40**. You can extend your membership (£5.50) at any time to receive more of them.

That's why over 400,000 people have joined Special Reserve
The Biggest Games Club in the World

10%* OFF — MAIL ORDER MADNESS

Deduct an extra 10% off the price of games only if you place your order by post to the address below or by FAX on 01279 726842 or via internet at http://special.reserve.co.uk . e.g. Deduct £2.80 off a £27.99 game. (not to be used in conjunction with other special discounts) EXPIRES 20/09/98

Special Reserve 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST
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 below 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 BELOW

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD) OR TRIAL MEMBERSHIP 50p (ONE MAGAZINE, ONE ORDER, NO GIFT)

item
item
item
item

Deduct any 10% Mail Order Madness Discount as described above*

Please add 50p per game for UK First Class Post (£2.00 overseas)

ALL PRICES INCLUDE UK 2ND 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.

- FREE 1 MB MEMORY CARD FOR PLAYSTATION
- OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION With turbofire function.
- OR FREE MOUSE FOR PC 2 buttoned mouse
- OR FREE COMPETITION PRO JOYPAD FOR PC 4 fire buttons & turbofire
- OR FREE YEAR 2000 TEST CD FOR PC
- OR FREE 1 MB MEMORY CARD FOR NINTENDO 64
- OR FREE RUMBLE PACK FOR N64. Sends vibrations through the controller
- OR FREE PREMIERE FOOTBALL. Full size, PVC coated football. Includes adaptor. Design may vary
- OR FREE 24 CAPACITY CD WALLET. Stores CD's in individual compartments
- 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. Overseas members add £2 postage



SONY DUAL SHOCK

This controller is a MUST for your PlayStation. DUAL SHOCK rumble technology and DUAL ANALOGUE CONTROL for progressive feel. Look for games marked (ANL) or (SHOCK)



£23.99

GRAN TURISMO + SONY DUAL SHOCK CONTROLLER ...59.99 -10%*

8 MB MEMORY CARD ...13.99
120 slot. Colour and design may vary
SAVE £16



Key Dates

July 15	Colin McRae Rally ...	PSX
Aug 21	Breath Of Fire 3 ...	PSX
Aug 21	WWF Warzone ...	PSX
July 31	Banjo-Kazooie ...	N64
Aug 21	WWF Warzone ...	N64
Aug 28	Mission Impossible	N64

Release dates may be subject to slippage



£4000 OF PRIZES

PlayStation Fantasy Formula 1 98 PlayStation
WIN 15 PlayStations with F1 and a £2000 PC

0% PAY IN 9 MONTHS

10% Deposit, no more to pay for 9 months and no interest, subject to status. You can buy anything from our catalogue or shops this way providing your total purchase is over £200. 0% APR if the balance is paid in full after 9 months or 29.8% APR extended loan. Full details available. Our prices are not increased in order to offer this option.

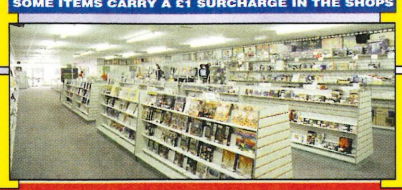
SPECIAL RESERVE BIG CLUB SHOPS

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

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 £749.
IT'S EASY TO PARK
SOME ITEMS CARRY A £1 SURCHARGE IN THE SHOPS



UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544

EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines. Just 1 mile off junction 13 on the M25
Tel: 01784 473444

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 **10% off* 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. SAVE = Saving off full recommended price. Sent to press 18/06/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG



BEST SCRIPT

You play Andy. Your teacher hates you.
You're petrified of the dark.
Worse still, your best mate and faithful dog
Whisky is snatched away by the
Forces of Darkness. Nightmare.



BEST CASTING

Tooled up with a plasma gun, you embark on a brave rescue mission climbing, twisting, swinging and blasting your way through 8 huge 3-D Studio rendered worlds infested with monsters, phantoms and the Master of Darkness. You're not alone though. You've the Amigos to guide you.



BEST ANIMATION

PLAY YOUR PART IN THE EPIC ADVENTURE GAME THAT ECLIPSES ALL OTHERS.

HEART OF DARKNESS
PLAY YOUR PART IN IT



BEST GAMEPLAY

An epic adventure six years in the making, Heart of Darkness seamlessly blends over 30 minutes of breathtaking movie animation with some of the most challenging gameplay ever seen on the PlayStation. Immerse yourself into your role. Enter the Heart of Darkness.



BEST SPECIAL EFFECTS

ocean

PlayStation

PC CD ROM

©1998 Amazing Studio - Infogrames. All rights reserved. and "PlayStation" are trademarks of Sony Computer Entertainment Inc.