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Issue 26 November 1998 £2.99

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PLAYSTATION PRO

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EXCLUSIVE

SPYRO

FIRST REVIEW

TOMB RAIDER 3

Lotsa hot new shots inside

CRASH RETURNS!

Sony unleash the furry freak once again

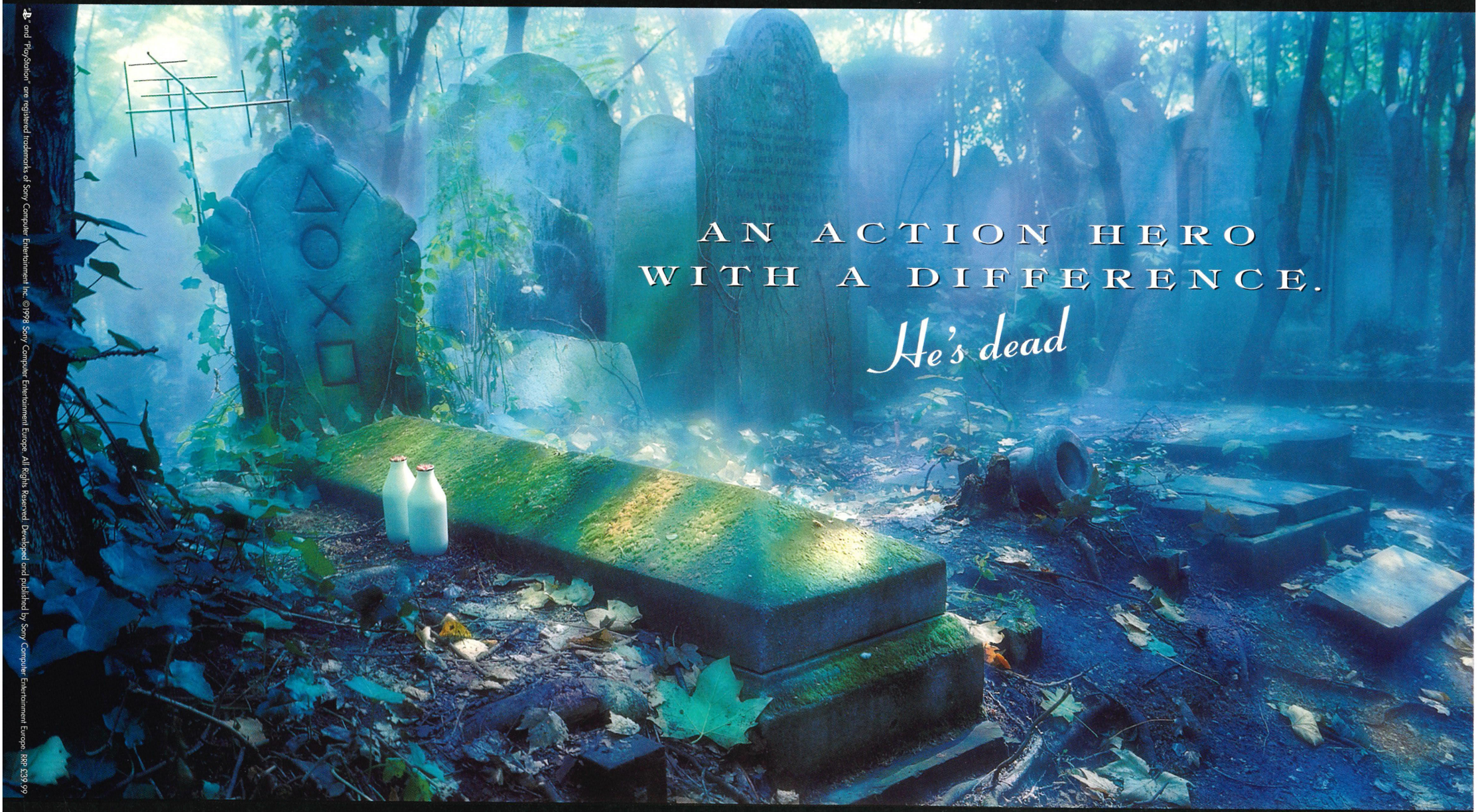
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ISSUE 26 NOVEMBER 1998 £2.99

HOT STUFF!

SOCCER FRENZY: ACTUA 3 & WLS '99 EXPOSED!

PLAYSTATION PRO ISSUE 26
TOMB RAIDER 3
SPYRO THE DRAGON
VICTORY BOXING 2
MEDIEVIL
NOVEMBER 1998



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inside

Woo-hoo! This month we've bagged some of the year's greatest titles that will be winging their way to a PlayStation near you soon, and we've gone to town on them – especially for you. So take a deep breath as we exclusively lead you through the likes of *Shiny's* long awaited *Wild 9, Sony's* funkathon *Bust A Groove, Gremlin's* latest additions to the *Actua* range (*Tennis, Golf 3* and the mighty *Actua Soccer 3*), plus our furry friend is back in *Crash Bandicoot: Warped!* and we've sorted an exclusive interview with his creators at *Naughty Dog*.

Of course Playstation Pro wouldn't be PlayStation Pro without a monthly slice of the lovely Lara Croft, therefore we've duly sorted you all out with four pages of brand new screenshots direct from our pals at *Core Design*.

As you've probably noticed by now, this issue also sees the arrival of *Sony's* latest and most impressive adventure to date as *Spyro The Dragon* crashes into the office and we haven't been able to stop playing it since. Read all about our findings on page 24 in our exclusive PAL review.

Apart from *Spyro* though, the cover also sports two corking free gifts. The first ties-in nicely with our *Victory Boxing 2* review on page 36 as it's a funky scratch-card giveaway allowing you the opportunity to get your grubby little hands on some unbelievable JVC prizes, but you can find out more about that on page 10.

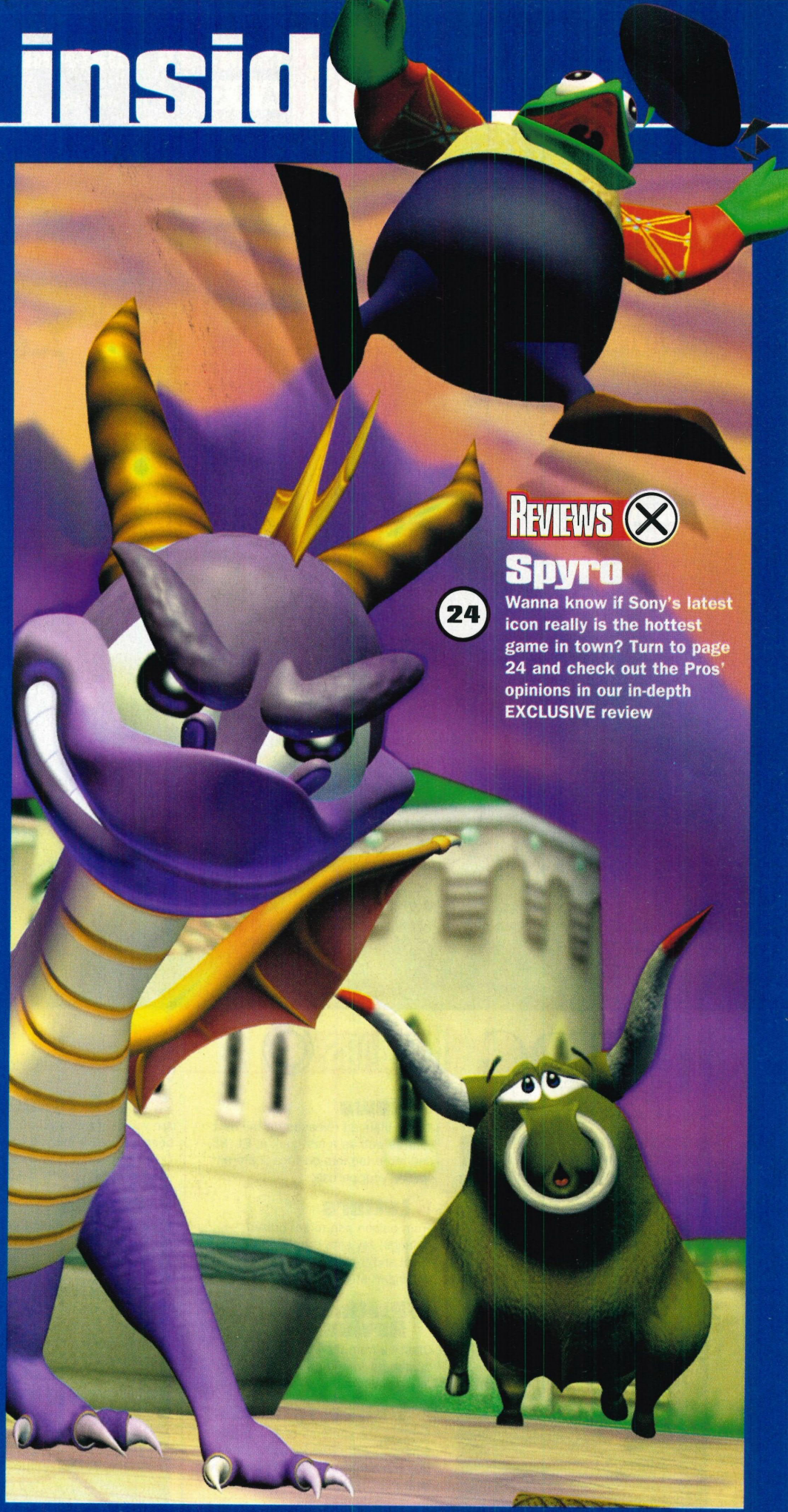
The other freebie this issue is of course the biggest tips book known to man as we burst open our cheats vault and hand you over 200 pages of Platinum PlayStation guides, hints, tips and cheats that you simply can't do without. If it's missing then I'm afraid someone's nicked it, and I don't blame them as it's a beauty.

Is that everything? Erm... no actually, as page 15 gives you the chance to enter the PlayStation Championship and win a Tekken 3 arcade machine for your bedroom! Howsa 'bout that then, eh?

Anyway, enjoy the mag, keep on supporting us and PlayStation Pro will keep on giving you what you want, when you want it. Right I'm off.



Jay Sharples
Editor



REVIEWS

Spyro

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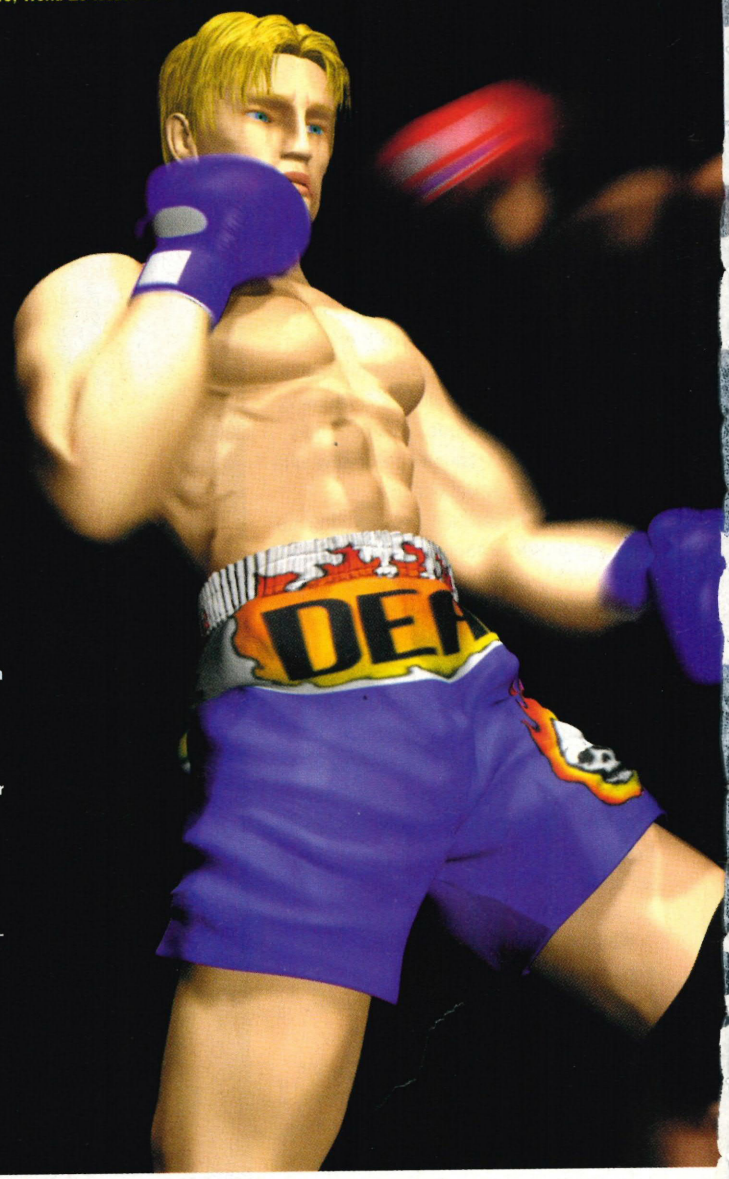
Wanna know if Sony's latest icon really is the hottest game in town? Turn to page 24 and check out the Pros' opinions in our in-depth EXCLUSIVE review

PLAYSTATION PRO

ISSUE 26 NOVEMBER 1998

ABC 70, 050 Jan - June 1998

Standard Subscription Rates: UK 13 Issues £38.35 (special Platinum game offer), Europe 13 Issues £55.40, World 13 Issues £75.40



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Retro blasters continue their comeback with the re-release of this classic shooter

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Capcom's finest take on the Marvel greats in another retirement dodging move, but have they recaptured the beat-'em-up X factor? We tell all within

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IDG MEDIA
Global Vision Total Knowledge

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113 Contacts
Your own personal address book for all of the industry's major players. You no longer need a Ouija board to make contact with the other side

84 Pro Directory
Every single PlayStation title ever released is ranked and rated in this 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 for an insight into the games that we're looking forward to at PSPro.

EXPOSURE

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The new and improved Actua engine is put under the spot-light in this exclusive first look at Gremlin's next premier footballing title



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ENTER!

THE OFFICIAL PLAYSTATION GAMES CHALLENGE

- Think you can kick ass on Tekken 3? Enter our challenge and you could win this tasty Tekken 3 arcade machine for your bedroom

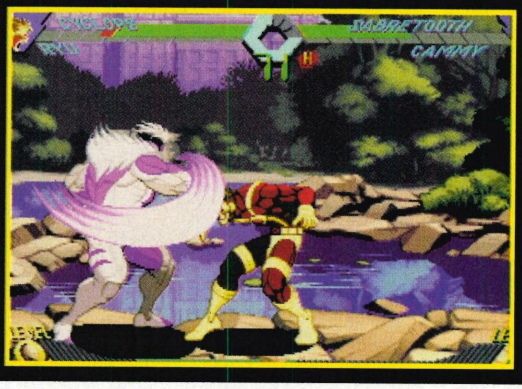
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We take Gremlin's toy racer for a spin, but will it be a bad reception for the radio controlled racers?



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X MEN VS STREET FIGHTER

Marvel's super mutants get it on with the famous cast from Streetfighter. Check out page 48 to see if it's a match made in heaven

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VICTORY BOXING 2

Check out our review to find out if you should be ready to rumble



64 Crash Bandicoot Warped!

The blunder from down-under finds himself travelling through the pages of history for his third adventure and you can read all about it right here

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Lara Croft visits Pro once again and is as revealing as ever, offering us a further peek at all her best bits before anyone else. Can't be bad, eh?

72 Actua Golf 3

Have Gremlin gone update mad? Yes they have! And what good news that is for all of us as you can discover for yourself on page 72 of this very issue

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The funkiest game since Parappa The Rapper struts its stuff on the PSX dance floor. You dig?

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You know the beat's not going to be easy when you've got a rocket launcher built into the squad car

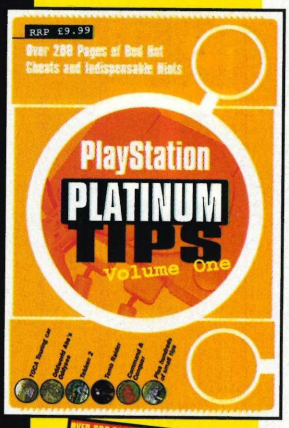
85 Brian Lara Cricket

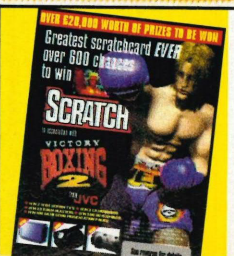
Get ready for the test. The world's biggest hitting batsman is gonna knock you for six

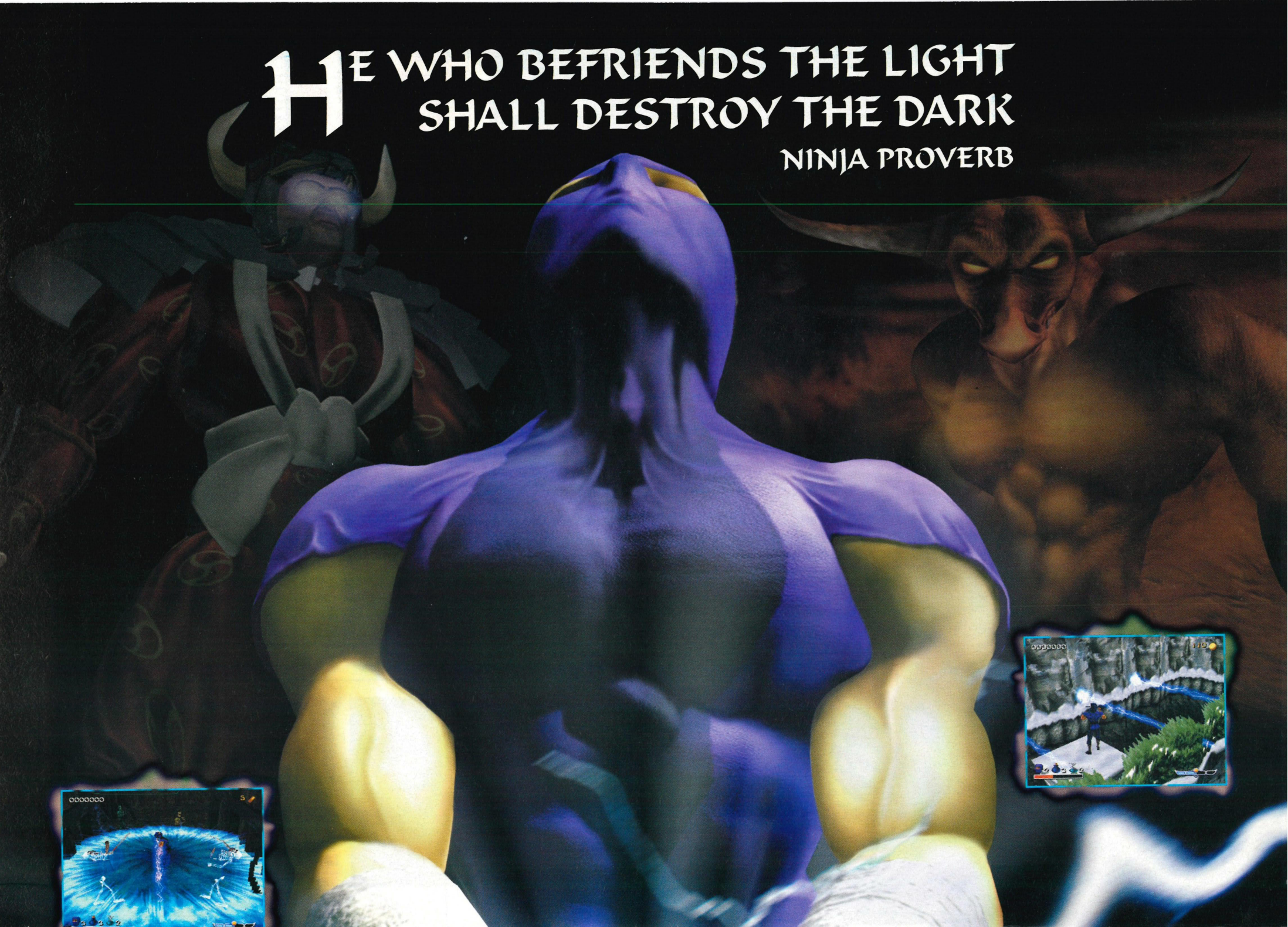
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HE WHO BEFRIENDS THE LIGHT
SHALL DESTROY THE DARK
NINJA PROVERB



Enter the mystical world of Kurosawa, the young Ninja, as he is drawn into a dark history of demon lords and magical spells... new weapons, special effects and combat moves will be revealed as you battle through each action-packed level. To become a true Ninja master you will need to learn every trick to defeat the increasingly tough bosses that work together to destroy you.

NINJA

SHADOW OF DARKNESS

TM

FROM THE CREATORS OF TOMB RAIDER, TOMB RAIDER II AND FIGHTING FORCE

"Ninja may not cast a spell over Core's femme fatale Lara Croft, but should be capable of shadowing her success in a different genre."
PLAYSTATION PRO 8½/10.

"With some astounding graphics and atmospheric oriental music, ancient Japan will be flooding into your home. Electric!"
TOTAL PLAYSTATION 90%.

"Eidos is on to another winner here... you won't be disappointed by the results... the graphics are gorgeous and the animation's smoother than a baby's bum."
PLAY MAGAZINE.



PlayStation

CORE

EIDOS INTERACTIVE

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House of Games

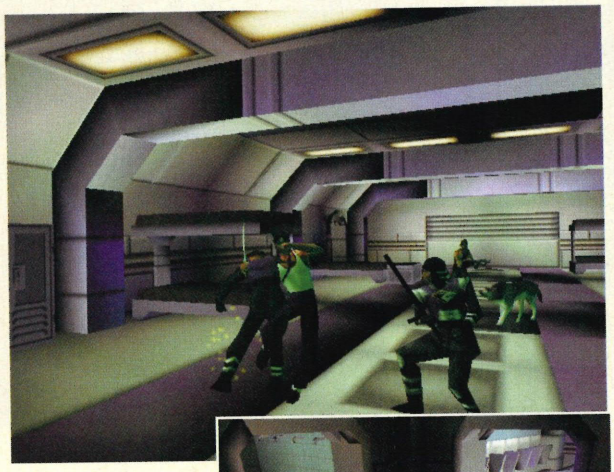
Gaming behemoths *Eidos* have announced their selection for this year's ECTS trade show at London's Olympia. Together with *Tomb Raider III*, *World League Soccer '99*, *Warzone 2100*, *Vermin* and *Unholy War*, *Eidos* are planning to show off a number of brand new titles.

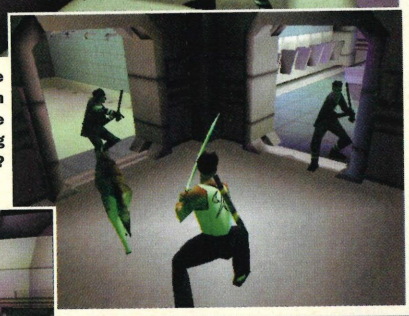
Saboteur will be a third-person perspective action game, involving a variety of combat, puzzle solving and exploration. Containing similar themes to *Tomb Raider* and *Soul Blade*, it will also provide a unique edge in third person perspective games.

Omikron – The Nomad Soul will be a futuristic Arcade/Adventure game in real-time 3D, involving a parallel universe where a Prince of Demons, Astaroth, is collecting souls. The player's mission is to make sure the Prince fails in his plan to conquer the universe.

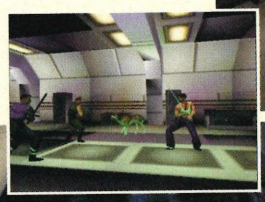
Urban Chaos will feature a blend of styles and genres. It should be a bit of a beat'em-up extravaganza, with elements of stealth thrown in. *Eidos* suggest that it offers players the freedom to do whatever they want in the most realistic and atmospheric environment ever seen on the PlayStation.

Expect to read more on ECTS, as all the staff at Pro will be off down to the capital this month to witness this year's event.





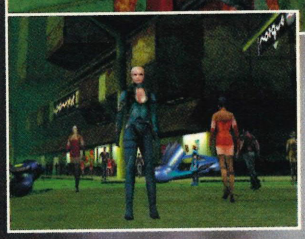
Saboteur features more Eidos third-person perspective adventuring. No big shocks there then eh?







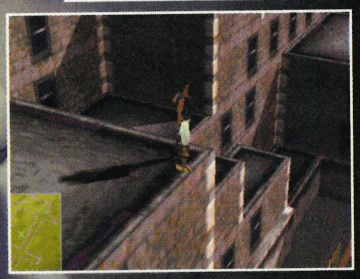
Omnikron is one of Eidos' big hopes for next year. Stunning graphics and novel gameplay could win the day





Urban Chaos will be a mish-mash of different genres, so the theory is that plenty of people should find something to enjoy







Psygnosis are gonna sort you out

Psygnosis are to unleash two potential beasts on the PlayStation over the coming months. The long awaited hoverdek skate-punk extravaganza *Psybadek* is to finally hit the shops at Christmas. *Psygnosis* have struck a deal with Vans clothing, so there will be plenty of promotions going on around the country and all the characters in the game will be kitted out in their clothes and trainers.

If you haven't heard already, *Psybadek* can best be described as a racing/platform/shoot'em-up game, as it features hoverboard racing levels together with a number of tricky puzzles and a healthy selection of bad dudes. It will also contain some ream music by the unhinged *Bentley Rhythm Ace* and *DJ David Holmes*.

Colony Wars: Vengeance is to be the sequel to their popular galactic blaster. Improvements over the original will include the addition of more fighters, improved enemy intelligence and a richer, more detailed environment. A number of significant plot twists and multiple endings are also promised. We should have full previews on these games in the fact-packed next issue of Pro.

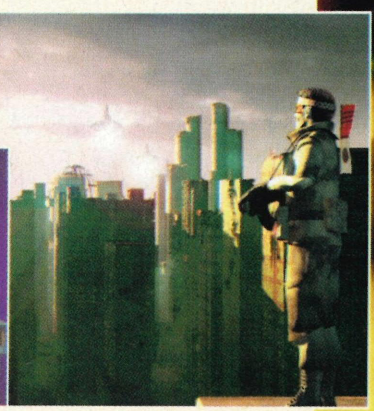




Only the cool kids will be playing Psybadek. It's hoverboarding action all the way courtesy of Psygnosis

For the full spec on the new Colony Wars games, pick us up off the shelves next month where we'll have the full lowdown





Barmy Bargain Bucket Bonanza

In their continued assault on the console market, *Sony Computer Entertainment* are on the price attack yet again. A number of PlayStation peripherals and even system packages are to be reduced over the next few months in the run up to Christmas.

Four player Multi-taps are down from £32.99 to £19.99, Dual Shock Controllers are down from £24.99 to £19.99, standard Digital Controllers (both grey and coloured) are down from £17.99 to £9.99, whilst official Memory Cards are down from £14.99 to £9.99. A PlayStation package with a Dual Shock Controller included will now cost £99.99, giving no one in the country (including poor people and homeless) an excuse for not having a PlayStation.

A spokesman for *Sony* justified this move, which has been seen by unoffical product manufacturers as a counter attack against them, by saying: "It just puts us in a more competitive position with third party peripheral companies. Ultimately, most players prefer the Sony-branded product. People tend to trust the name." And at these prices, who can resist?

Hands up if you want cheaper official peripherals? Well, you're in luck. The nice guys at Sony have slashed their prices to make multi-player gaming even more accessible to the masses



PRO COMPO

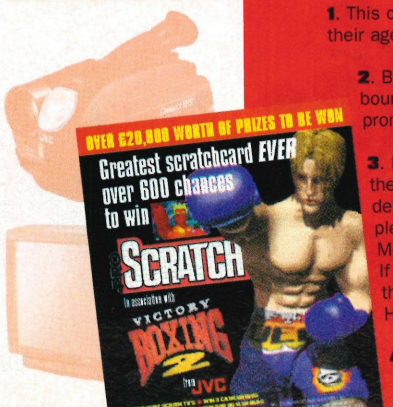
Over £20,000 worth of prizes to be won



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- WIN 3 camcorders
- WIN 20 boom blasters
- WIN 500 gum shields
- WIN 100 game demo presentation packs

JVC

Terms & Conditions



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5. All entries must be received by 30/11/98. No responsibility will be accepted for entries lost, delayed or damaged in the post or insufficiently pre-stamped.

6. The decision of the judges will be final and binding and no correspondence can be entered into.

7. After 31/12/98 the names and countries of the winners, can be obtained from IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP. UK on receipt of a stamped addressed envelope.

8. Winners may be required to take part in any publicity accompanying or resulting from this competition

9. The promoters are PLAYSTATION 2 and JVC

Pinball Wizard

If you're a table-tilting flipper-maniac, keep a eye out for the latest in *Empire Interactive's Pro Pinball* series. *Pro Pinball Big Race USA* features 16 American cities immortalised in the gaming tables, as well as the challenge of having up to six balls in play simultaneously. You'll even be able to parade your flipping prowess by competing against a mate using the trusty link cable.

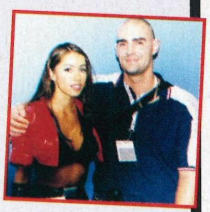
With improved ball dynamics (making the balls spin and slide realistically), as well as highly-detailed, high-resolution graphics, look out for *Pro Pinball Big Race USA* when it hits the shops in the near future.



PRO BAROMETER

A monthly look at what's been top and what's been plop in the wacky world of the PlayStation Pros...

HOT



The ECTS Eidos party where the VIP IDG reamsters overlooked the peasants below. And spat

Patricia Ford for letting the Beastmaster within thirty yards of her without calling security. Again

Special PlayStation candy floss that only exists in certain people's minds

The hidden dancefloor talents of publishers

Pulp turning up at the ECTS Sony party. Wallop

TOLD



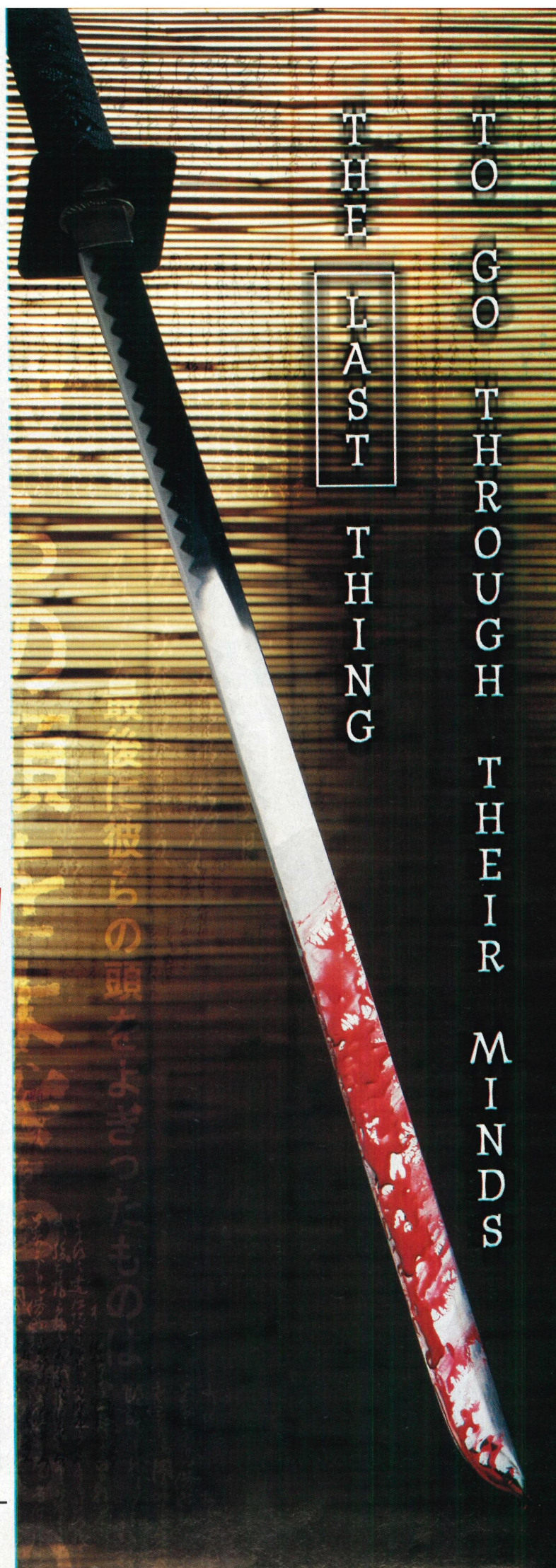
Trawling around ECTS looking at stuff we've already seen at E3 the other month

Good old three week deadlines. They're the best. Oooh they are

Not having enough bath mats

Futuristic baked beans

Absent friends

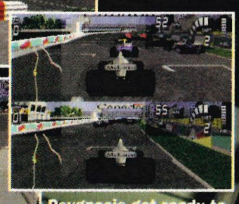


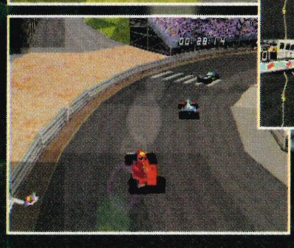
F1 '98









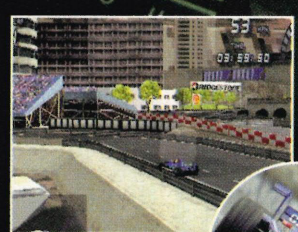


Psygnosis get ready to wheel out their annual F1 game which has been designed by a brand new team

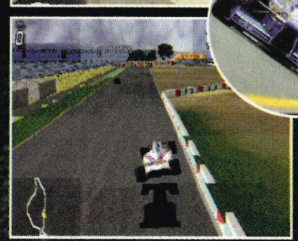
As the battle for the *Formula One* title hots up with Schumacher, Coulthard and Hakkinen all vying for maximum points in the mounting climax of the Grand Prix season, *Psygnosis* are busy fine tuning the engine of *F1 '98* in readiness for the Christmas sales onslaught. This season's product is looking much the same as *F1's* previous PlayStation outings, however *Psygnosis* explained that a brand new design team has built the latest incarnation, and after initial difficulties they're well on track to deliver a final version that will out perform all of its previous incarnations.

There's still quite a degree of work to be done as the playable version we've received is a little jerky graphically and doesn't handle as well as it might, but a new user friendly car set-up screen, up-to-date course and driver data plus compatibility with *Sony's* Dual Shock analogue controller are all welcome additions.

Murray Walker's back with his comical high pitch blow-by-blow report on the racing action, and he's joined once again by Martin Brundell for that little bit of insider info from the ex-F1 competitor. So with a little more tweaking and an iron clad promise from *Psygnosis* of a running speed increase from 25 fps to 30 fps, the *F1* license should continue to thrill race fans into the New Year and beyond.









Looking more realistic than ever before and featuring all the up-to-date tracks and cars, F1 '98 will be essential for racing fans

Talking Toca

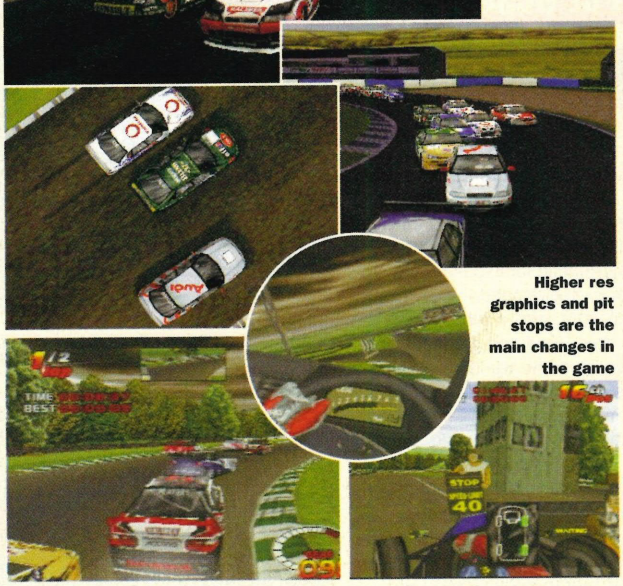
More juice has been flowing from the *TOCA 2* grapevine concerning the additional features being included for the sequel to *Codemasters'* all conquering no. 1 smash, the most exciting of which being the inclusion of the Support Car Championships, featuring many different cars.

These are mainly promotional races and are run on the BTCC tracks on the same day as the normal Touring Car races, to provide a little variety for the spectator. *Codemasters* have added these races to the game to open up a new collection of cars for you to drive including the Jaguar XJ 220, TVRs, Formula Fords, Ford Fiestas and the three wheeled rocket that is the Grinnall Scorpion.

There'll also be a collection of new tracks including multiple route and public highway circuits allowing you to catch the sights of the French Alps as well as famous German and American cities. *Gran Turismo* has certainly upped the stakes in the driving genre, but with titles like *TOCA 2* on the way, *Sony's* mighty drive should already have one eye trained on the competition. There are many titles that are making ground far more rapidly than anyone could have imagined, and *TOCA 2* is beginning to emerge as the rival most capable of taking *GT's* racing crown.



Codemasters are rapidly becoming the kings of the PlayStation driving circuit. TOCA 2 should confirm this



Higher res graphics and pit stops are the main changes in the game

ACTIVISION

PlayStation

TENCHU 天誅 STEALTH ASSASSINS

Shed blood with discretion and move without detection in the shadowy world of Japan where only the unseen survive. Take on the role of a ninja who must master stealth, strategy and cunning to stay alive.

Enhanced from the highly successful Japanese release, Tenchu sets a new benchmark in action/adventure games.

LIVE BY HONOUR

KILL BY STEALTH



Unique scoring rewards your stealth and cunning



Twenty two weapons range from ninja swords to magic spells



Unparalleled enemy AI

www.activision.com

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Peripheral Party



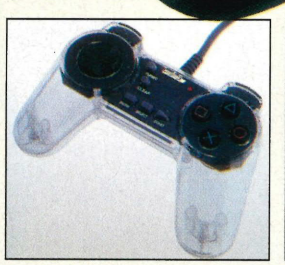
As driving games get bigger and better, it's no surprise that peripheral companies have been turning out improved steering wheels to improve your driving experience, and *LMP* are no exception. The latest addition to their *Gamester* range is the Dual Force wheel, (a new-improved version of their Rumble Force wheel), and for under £65 you'll be able to feel the force feedback action in full effect. Also worth looking out for is the RS wheel (pictured left) from American company *ACT LABS*, which boasts sturdy pedals, a Formula One-style gearstick and a leather-covered wheel for better grip (price is yet to be confirmed).

Joypads are also big business, and with a wide variety of colours, styles and features available, you're sure to find something you fancy. If you have trouble with sweaty palms when you're playing games, check out the Soft Touch digital pads from *Wild Things*. These feature a special finish that not only feels nice, but also prevents the pad from slipping out of your sweaty hands.

Available in purple, red and black, the Soft Touch pads cost a mere £14.99. Bright colours are also on the menu with the new Logic 3 joypads from *Spectra Video*, which come in three transparent colours (blue, yellow and clear), and are an absolute snip at £9.99.

Analogue and Dual Shock fans need not be disappointed either, as the peripheral people have got this end of the market covered. *Wild Things* have produced two pad styles to suit – the KickBack pad features dual analogue controls, and the Primal Pad boasts analogue controls and rumble potential as well as an extra long lead. *LMP* have also extended their *Gamester* range with the PSX Dual Force joypad, which combines analogue control with the hot vibro action we all know and love.

Multi-coloured or luminous, the choice is entirely yours. There's also a wealth of options in the steering wheels market too. You lucky kids





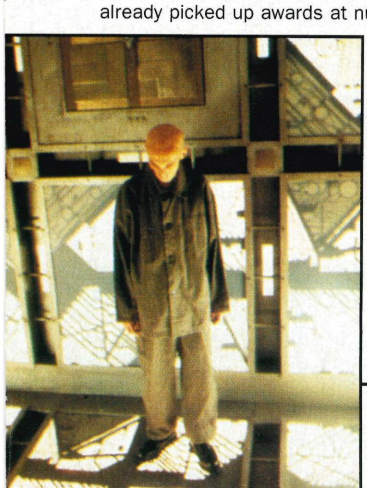




Living in a Box – COMPETITION!

Canadians are well known for being completely bonkers (it's something to do with the wide open spaces), and on September 25th a little of this madness is heading our way. CUBE is a claustrophobic horror film involving six randomly chosen strangers, plucked from their daily lives and placed in a surreal labyrinth of cubical chambers, each filled with puzzles and lethal booby traps.

None of them know how or why they were imprisoned, just that they have to get out by joining together and using their individual skills (imagine Crystal Maze with Freddy Kreuger as the host). The film has already picked up awards at numerous big festivals and is expected to make an impression on the British public this month.



The people behind CUBE have given us 10 Rubiks-style CUBE puzzles to give away. If you fancy your chances of winning one of these geometrical wonders, just send your details to the following address:

CUBE Competition
PlayStation Pro, Media House,
Adlington Park, Macclesfied,
SK10 4YE.

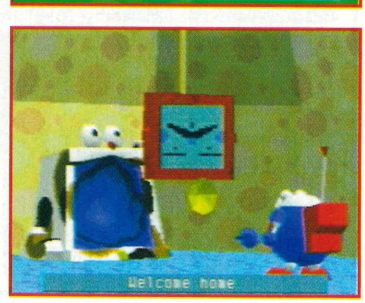
Pet Rescue

If you've ever fancied owning an animal but don't relish the thought of cleaning up its 'little messages,' then you'll welcome the arrival of *Pet In TV*, coming soon from *Sony*.

Combining the joys of those beeping blighters (commonly known as virtual pets) with psychedelic landscapes and wacky background music, you're entrusted with a robot-esque pet to train, feed and generally lavish love on as he wanders around his environment.

You'll also get the chance to explore your pet's world and find AI chips, which eventually allow you to build your own super-pet. *Pet In TV* is a must-buy for zoophobics everywhere. We'll be giving you more news on this in next month's PlayStation Pro.





Yet Another EXCLUSIVE For Pro Readers Introducing the...

UK PLAYSTATION GAMES CHAMPIONSHIP '98

WIN THIS FANTASTIC TEKKEN 3 ARCADE MACHINE (Worth £6,000) plus 1,000 other prizes



So you think you are Joe Cool when it comes to getting in on the PlayStation action! Well now you can prove just how good you really are at kicking butt and win a bucket load of prizes along the way – all thanks to PlayStation Pro.

We've got together with our sister title – PlayStation Zone – The Mirror, Sony and the GAME store group to sponsor what will be the most humungous PlayStation event ever seen on these shores – the PlayStation Games Championship '98.

And the name of the game to be played in the national competition is Tekken 3 – the mother of all beat'em-ups already poised to be the biggest blockbuster of all time!

It couldn't be easier to enter. The crack is this. Just fill in the form on this page and mosey on down to your nearest GAME store on either OCTOBER 3 or OCTOBER 10 and hand it in. Next thing you know you'll be fighting it out with the best of 'em.

But remember, the championship heats will run during normal store opening hours – 9pm to 5.30pm – and places in the line-up will be assigned on a first come, first served basis only. So make sure you get there early! And you have more than one chance to win! Every GAME store will have its own local champion and two runners-up. These competitors will then go into the regional finals later that month before the nine finalists are selected for the 'all expenses paid' showdown in London early in November. So good luck and stay cool!

Championship Timetable

NATIONAL HEATS

OCTOBER 3 & OCTOBER 10

At ALL GAME STORES throughout the UK

Free Tekken 3 handbook when you buy your copy of PlayStation Pro from GAME

(See posters in individual stores for details)

- October 24 – Regional Finals
- November 7 – Grand Final

Competition Format

All competitors will be assigned the same hairy-arsed character from Tekken 3 (to be revealed on the day) and will then be called upon to battle to the death with a specially selected hard case fighter (still under wraps) over three one minute rounds. If you wipe out your opponent in the shortest time, you win. It's as simple as that! And the same rules will apply for each stage of the competition.

UK PlayStation Games Championship '98 - OFFICIAL ENTRY FORM

Name: . . . . . .

Age: . . . . . Occupation: . . . . . .

Address: . . . . . .

. . . . . .

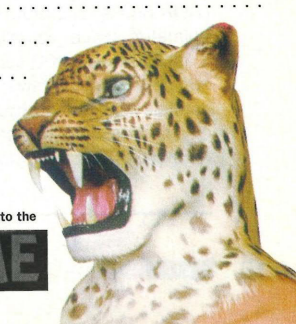
Post Code: . . . . . .

Daytime Tel: . . . . . .

Evening Tel: . . . . . .

The Rules

Competition entry will be on a first come, first served basis and restricted to people with completed official entry forms. The entry form must be handed into the heat organiser for checking before a place in the competition line-up is assigned. This competition will not be open to employees and families of employees of IDG Media, Sony Entertainment, GAME and Mirror Group Newspapers.



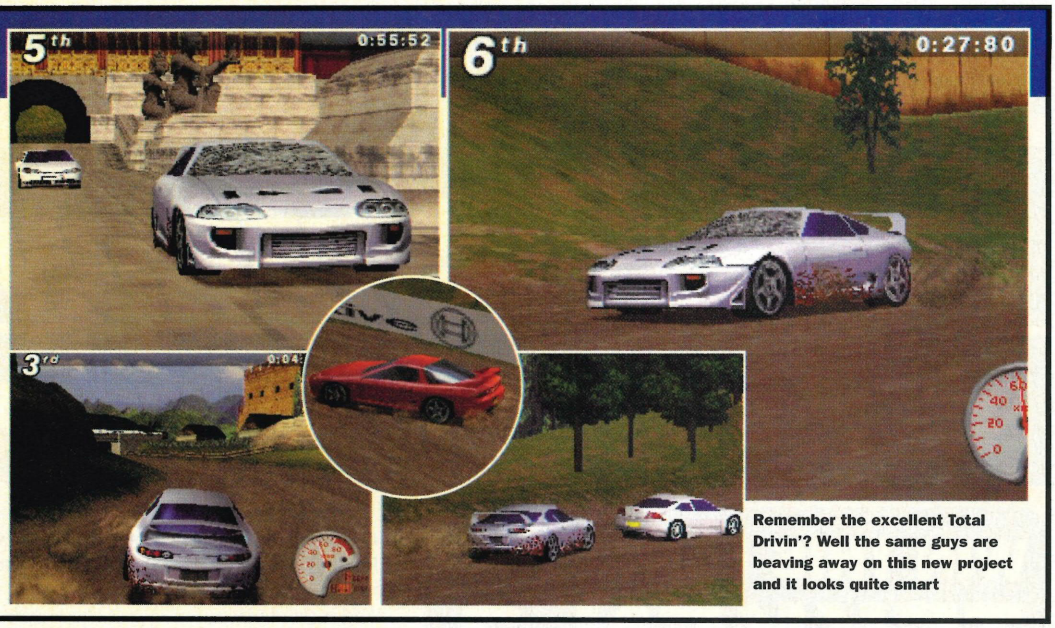
DATEL GAME PRODUCTS

GAME

Car Blimey

Eutechnyx are currently finishing work on their latest fuel-injected offering, lovingly entitled *Car Constructors Championship*. This motor-racing marvel features 30 tracks from five different continents to race on, as well as actual production cars by big names such as Mitsubishi and Peugeot.

C3 has also been given an added racing flavour by the inclusion of sponsors such as Ferodo and Dunlop. If all this sounds highly appealing to you, look forward to *C3* arriving in the shops in time for Christmas, and more info on this next month.



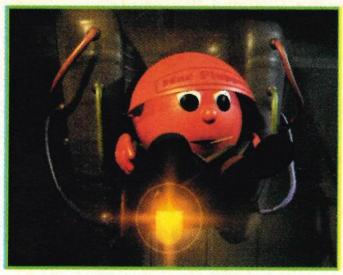
Remember the excellent Total Drivin'? Well the same guys are beaving away on this new project and it looks quite smart

Balls to it

The latest in a long line of puzzle games for the PlayStation comes in the highly-frustrating form of *Swing*. It's the product of German company *Software 2000*, and can only be described as being a cross between Connect 4 and *Tetris*.

The aim of the game is to collect points by dropping different-coloured balls to form rows of the same colour, whilst avoiding in-game hazards such as balls-disguised bombs. This is easier said than done, as the balls are dropped onto balanced 'plates,' which can throw all your plans (and balls) out of sync if not balanced correctly.

If this sounds like your idea of fun, we'll have more news on this coming your way in the near future.





Cool School

Combining a passion for consoles with getting a good qualification is something that many people only dream of. However, Salford University are making this dream come true with the start of the first degree course dealing with the wonderful world of videogaming.

Salford's BSc in Computer and Video Games is due to start in September 1999, and will combine the fundamentals of programming, designing and developing with the business and marketing side of the things. Participants will even get the chance to take time out from swotting in their third year to work within the industry, and many of the top games publishers are willing to let these students run riot around their offices.

Although the number of places on the course is limited to just 20 initially, it's likely that this will rise to 35, so if you're interested, give Salford University's Admissions office a ring on 0161- 295 5000.

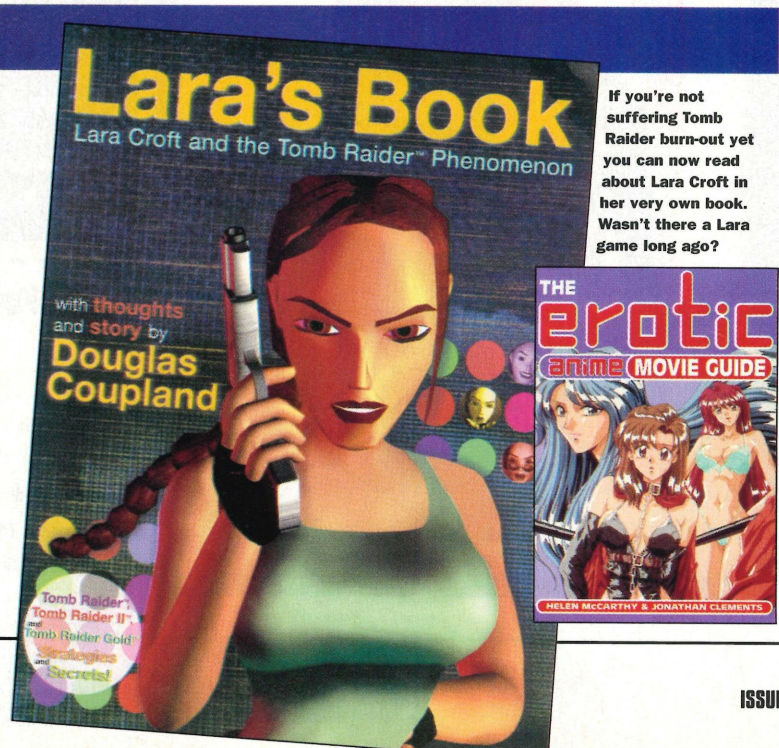


Fact and Friction

The literary world isn't likely to be rocked by this month's *Tomb Raider* tie-in, Lara's Book (Prima, £15.99). It's a bit of a coffee table number (which really means that it's ridiculously expensive, contains lot's of pretty pictures, wasted space and meaningless text) with a collection of Lara related articles held within.

Amongst the stories and interviews with the game's designers is a diary by Lara Croft herself; "Every day, it's kick, kick, kick, kick, kick. Shoot, shoot, shoot, shoot, shoot." The most promising section is an original story by 'Generation X' author Douglas Coupland, which is actually a frilly Scooby Dooey comic strip. Basically, even if you're a big-time Laraphile, check this one out in the bookshop before you shell out.

Next up is the finely titled, The Erotic Anime Movie Guide (Titan Books, £12.99). This is a guide to the world of Japanese animated sauce, complete with essays on censorship and an A-Z listing of over 200 cartoon jazz-o-ramas. Amongst the essays and reviews are a few crazy facts such as, "To pass the censor, genitals were often blurred and substitutes such as aubergines or eels were used." Well, if that doesn't put you off your veg then get down to your local comic shop and get yourself a copy.



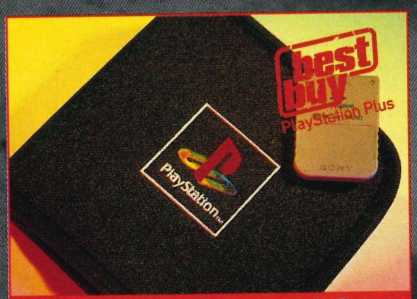
If you're not suffering Tomb Raider burn-out yet you can now read about Lara Croft in her very own book. Wasn't there a Lara game long ago?



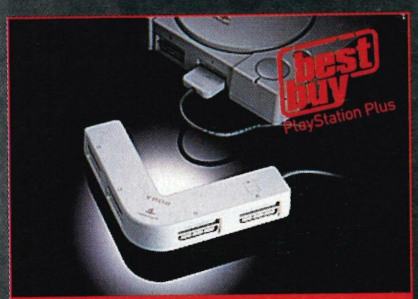
COLOUR MEMORY CARD RANGE
Now available at **£9.99** (RRP)



COLOUR CONTROLLER RANGE
Now available at **£9.99** (RRP)



NEW CD CARRY CASE
Now available at **£9.99** (RRP)



MULTI TAP
Now available at **£19.99** (RRP)



DUAL SHOCK CONTROLLER
Now available at **£19.99** (RRP)

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WARNING
Use of unofficial product may invalidate your console warranty

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PlayStation

PRO LETTERS



For the last time ever, our resident rankster moans and spouts abuse at the lovely readers. This month: People wanting more flesh, people wanting less flesh and annoying gits talking shite. Mmm...

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



Good old Swampy

Your Crime Killer review is bizarre to say the least; "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 games players".

Oh, so someone buys a game based on its political message do they? People bought Grand Theft Auto because they agree with the notion of everyone being a criminal going about killing each other?

So, as a left-winger I'm personally desperate for a social-work simulator, or a Super Socialist Fighter game. Some people may think games are fantasy, or a chance to be someone else in a different world, but I believe a game where you get to stop roads being built would be well received.

M.Cordell, Cleveland

PRO What are you on about? No, people don't buy games based on its political message, but they do buy games that appeal to their own particular tastes - offering the kind of gameplay which they would personally appreciate.

It's our job to create interest and, to a certain extent, create controversy. We could just make every review really bland as you'd find in other mags, but we like to keep the Pro pages nice n' spicy, and your letter just proves that we are doing our job in the best way we can. As for your tree protester game, go for it. I'm sure it'd be a big hit in Newbury, especially if you can get Swampy to provide the spliff-rolling motion capture.

Spice ain't right

I am writing this letter to tell you how pants the Spice Girls game is. Sony have wasted a lot of their spare time on this shit. I suggest they make an All Saints game because A) They sing better, B) They actually dance, and C) They're a lot sexier. I'm not an All Saints fan, but I have played the Spice Girls game, so please tell me the point of this 'game'.

Matthew Kilpatrick, Suffolk



PRO The Spice Girls game is pants, and your All Saints idea is a cool one, but what sort of 'game' were you expecting? Spice World is an interactive experience for liccle girls and you shouldn't approach it thinking it's a brain-taxing quizathon or a gun-toting action adventure. So there.

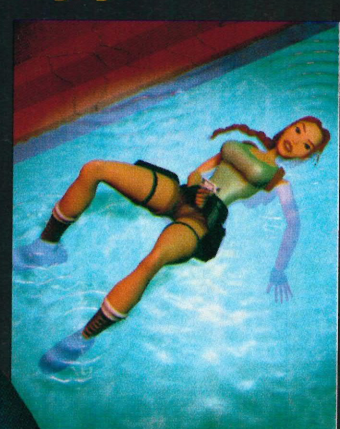
Jay is a reamster

I subscribed to your mag around Christmas time and I find it great value for money, but have two ideas for you to think about. 1) In reply to M. Martine, the reader review section is a waste of time and hopefully PlayStation Pro won't put it back in the mag. 2) Jay is better at writing the Rant section than Paul Roundell. Will Jay be doing the Rant bit ever again?

J. Gilroy, Scotland

PRO A subscriber, good lad. Your ideas; 1) Okay. 2) Why thank you, but I'm leaving next week so it's looking unlikely. Sorry mate you'll have to put up with loserboy Roundell.

Language!



Please could you send me the list of cheats for Tomb Raider 2 because my big cousin Alex won't tell me them and I would like to totally piss him off the next time I see him.

Joshua Seddon , Stockport

PRO No, write to Miss Bea Havin and wash your mouth out young man.

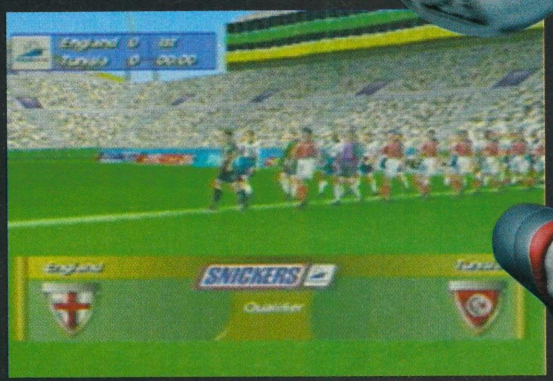
Tits oot

It's not fair. You never show the tits on these sexy girls. I beg of you to get some good shots, you know what I mean, but please, please get some or I will never buy PlayStation Pro again. Remember, show them properly next time.

Alex, Rolling

PRO I'll try my best Alex.





EA's World Cup '98 proves to be the perfect replica of the real World Cup if you can master having your player fall on his arse at every opportunity

Mini Beast

I am only 11 years old but I love your mag, especially the wimmin. But is there any chance that we could actually see their tits or the other parts because I get pissed off



when I see a fit woman with mammoth breasts but you've hidden the best parts.

I know I am a bit perverted for my age, but so what?

Christian Townsend, Manchester

PRO

Erm...

Utter Shite

I'm writing in to complain about the pure and utter shite in your mag. No offence, your mag is brilliant with real honest reviews and overall a great read, but on page 18 of the August issue you show Vicky Lee half-naked! For God's sake, why isn't she fully naked?

Patrick Harrington, Ireland

PRO

What have we started? A nation of flesh-hungry gamers hellbent on receiving porn on a monthly basis and it ain't letting up! I know you'll be gutted Pat, but we can't show nipples, knackers, full-on knockers, glands, gonads, bits, pieces, flaps, chaps in slacks or anything that may be officially deemed 'porn'.

Flesh frenzy

I have to agree with Ivor Biggen from issue 22. If readers want to see more flesh, why not give it to 'em. The idea of all the Lara models in as little clothing as possible is an ace one, so why not give it a go? I have some ideas of my own too; how about getting some of



the world's most sexiest women – such as Louise Nurding, Louise Nurding or even Louise Nurding – modelling Lara's many different sexy outfits?

Come on, you've got to admit it's a world class idea, so why not do it and put a smile on many a happy reader's face.

Pee Lee, Sheffield

PRO

Good idea Pee, but Louise?

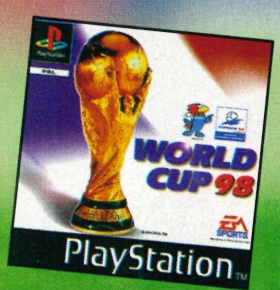
Swear Box

I have recently bought your magazine and I enjoy it very much, but I was disappointed because it had swearing in it. It made me feel cross and I thought that there was no need for it. I hope the next issue hasn't got swearing in it.

Laura Cooke , Ryde

PRO

I'm so sorry to hear that you're a bit pissed off about all the twatting swearing Laura, but if you want a bloody nampy-pampy mag then buggering go and arsingwell bloody buy a fecking one.



LETTER OF THE MONTH

Football fetish

After recent antics in France I thought EA's World Cup '98 was sadly lacking in realism. How could any decent footie game not allow loads of dives and play-acting? Thanks to your free guide my faith is restored and I was soon perfoming oscar-winning rollovers resulting in free-kicks, penaltys and even the odd red card injustice.

For example, I pressed the cynical L1/L2 combination (accidentally I hasten to add) as my wife prepared to take a goal kick. She was so busy complaining about her defender being sent off for nothing that I took a free kick and scored.

When I stopped laughing, I confessed to how I'd hoodwinked the A.I. referee and finally told her where the guide was. We are now agreed – in the interest of fairplay – to refrain from dives and over acting... except when the ball's in play.

Mike Griffiths, Crudyrawel

PRO

I'm glad you liked the guide Mike. Keep it tuned to PlayStation Pro in the future where we'll be letting you know what killer soccer titles will be hitting your PlayStation this Christmas. I know we promised it last issue, but you know how things are...

GAMEplay

Each Letter Of The Month receives a free game courtesy of our friends at Gameplay, Britain's biggest mail-order supplier of computer games

Shall we think about this...





THE UNH W

Two great player modes – Combat Mayhem or Combat Tactics

Combat Mayhem
Select a team of characters to battle with and a battlefield and the one-on-one battle mayhem begins.

Combat Tactics
If you fancy some mindgames first, take turns commanding your forces on the detailed 3D strategy maps, then initiate attacks against the enemy in one-on-one, real-time combat.

CRYSTAL DYNAMICS™

Mind games or may

...or just fight?



"An addictive arcade-style two-player 3D combat game."
Official PlayStation Magazine

"A remarkably compelling experience."
Edge

"An exciting mix of action and tactical play."
PlayStation Power

"Imagine chess. Except much more violent. Much more fun."
PlayStation Plus

OLY
AR

em... you choose!

PlayStation

EIDOS INTERACTIVE

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MEET THE PROFESSIONALS...



NAME: JAY SHARPLES
FLAVOUR OF THE MONTH: Tekken 3
PREFERRED GENRE: Beat'em-ups
LOVES & LOATHES: Completely unamused by this month's banquet of low-rating racing games, Jay is still wuppin' big-time ass on Namco's freestyle rumble-a-rama



NAME: PAUL (CHICKEN) MCNALLY
FLAVOUR OF THE MONTH: Spyro The Dragon
PREFERRED GENRE: Simulations
LOVES & LOATHES: Chicken has been charmed by the unmistakable genius of Sony's fire-breathing Spyro, as he recovered from the eye-splitting psychedelia of Baby Universe



NAME: JAMES CANNON
FLAVOUR OF THE MONTH: World League Soccer '99
PREFERRED GENRE: Racing
LOVES & LOATHES: Jim has been trying to score lately, with a gaggle of footy titles landing on the Pro doormat. He finally fell for WLS '99, but Rock 'N' Roll Racing was left out in the rain



NAME: KAY WELLBY
FLAVOUR OF THE MONTH: Medievil
PREFERRED GENRE: Puzzles
LOVES & LOATHES: Kay continues to look forward to that elusive Ford Capri racing simulation. This month however, Medievil will suffice, with Megaman heading straight for the toilet



NAME: SAM THOMAS
FLAVOUR OF THE MONTH: Wild 9
PREFERRED GENRE: Shoot'em-ups
LOVES & LOATHES: The pyrotechnic delights of Wild 9 proved to be Sam's well-furnished loft apartment this month, Megaman proving to be more of a low-rent airing cupboard

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 HARD-CORE 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

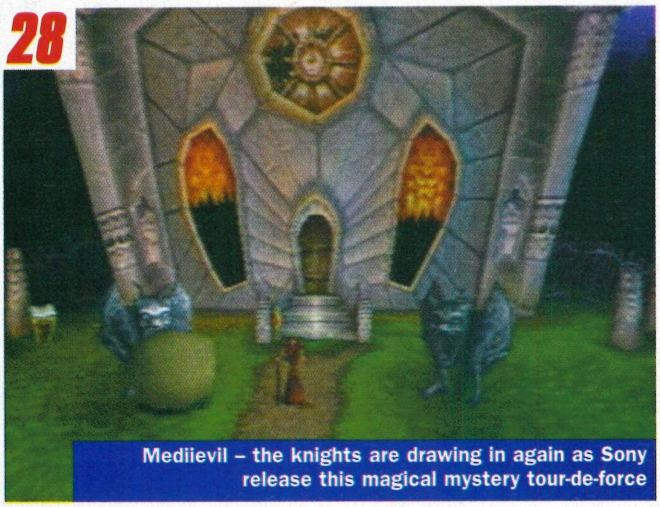
TRY B4 U BUY
A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out

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



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Victory Boxing 2 – You can pummel your mates (and even kick the shit out of PSX magazine pricks) in this mega punch-fest

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PRO REVIEWS


Spyro The Dragon – Sony drop their latest hero in a bottle of Quink before barbecuing everything in sight

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Treasure can be found all over the place, in a variety of boxes and caskets







Spyro The Dragon

Sony's latest hero cooks up chaos as his flame-throwing antics surpass anything Burger King has sizzling on its griddle





Running headlong into a raging bull isn't advisable, particularly as he's liable to headbutt you. Give him a quick blast of your napalm breath to see him off

With the success of *Mario 64* on the *Nintendo,* the PlayStation has been crying out for a similar 3D adventure game, but one with its own original quirky character. OK, so we've had *Croc,* but he was far too cute for his own good, and the game itself was far from expansive.

We've even had *Gex* parading around in all his 3D splendour, but even the allure of his cheesy charms can start to wear off after a while. However, these two will be graciously bowing down from the 'successful character' platform with the arrival of *Spyro,* the intrepid little dragon whose heroic exploits are finally making their PlayStation debut.

Spyro's mission in the game is to free his fire-breathing family from the evil spell of Gnorc the Nasty, who has turned them all into crystal statues. By wandering through a vast array of worlds and freeing all his draconic relations, *Spyro* can make his way to meet Gnorc for a showdown.

BREATH OF FIRE

So what's *Spyro* got that *Croc, Gex* and the like haven't? For a start, *Spyro* himself has the ability to scamper around the 3D environment like a bat out of hell at times, as well as performing such stunts as flying, charging, and of course, breathing fire. These qualities were important to *Spyro's* designers, so the guys at *Insomniac* (those responsible for the little tyke) consulted with Charles Zembillas of *Universal Interactive* (the man who gave birth to manic marsupial *Crash Bandicoot*) to get a good idea of what to incorporate into *Spyro.*

This collaboration seems to have been a great success, as not only is *Spyro* a talented little tyke, but is also set to capture the hearts of gamers young and old with his rebellious attitude and the mischievous look in his eye.

However, it's not just *Spyro* himself that's appealing – the game is the first release on the PlayStation to feature totally free-roaming environments. This means that you can pretty much wander about at your leisure, coming and going from the 36 levels as you wish. The only exception with this comes when passing between each of the seven worlds, where you need to free a certain amount of dragons (or gather enough jewels) before you can be transported to a new world.

WANDERING STAR

The first thing that strikes you when you begin to play *Spyro* is how overwhelmingly large the game is, and even when you've played the ▶

game for hours, it comes as a shock to realise you've only completed around 13% of the game.

As you wander about the home level of each world, you'll find that you have several choices as to which level to tackle first. However, if you are daunted by this prospect, and are worried about getting lost, then don't be, as a variety of landmarks will guide you and mark out the boundaries of the map.

If you do find yourself straying too far off the beaten track, you'll be stopped by an invisible wall. In the levels that are situated upon cliffs, the sea acts as both a barrier and a deterrent – one false move over the edge will often land you in the water, causing you to drown.

Although you're free to wander in and out of levels, there are some that require certain things before you can enter them. If you're not ready to enter a level, a friendly dragon will appear out of the scenery to tell you what you need before you can embark on your next quest.

Help also comes in the form of the dragons that you release from Gnorc's freeze spell, as they'll tell you what you need to do or look out for in a level in order to complete it properly. This also applies to entering other worlds, and as soon as you have performed the basic requirements for entry, a hot air balloon will appear to move you on. From then on, you're at liberty to return to each level as you please.

FLAMING GOOD

When playing any 3D adventure game, one of the most annoying things that can happen is being attacked from behind by some hard-hitting enemy. However, the developers of *Spyro* have thought of this, and so any nasties which are hungry for a pop at you will never attack when your back is turned, and will only make a move when you're facing them or coming their way. When you do find yourself in the path of an oncoming aggressor, several blasts with your demon breath or a well- timed headbutt will put paid to them.

When working your way through the game, it's likely that you'll need to replenish your health at regular intervals. In order to keep *Spyro* sustained throughout his adventures. he's got his own 'guardian angel' in the form of Sparks the dragonfly, which follows him about everywhere and protects him from hits.

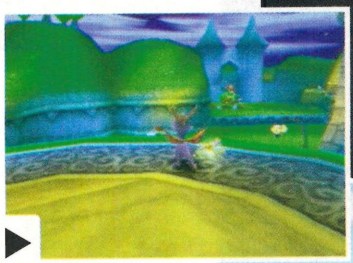
The dragonfly's health also needs to be maintained, and this is done by collecting the butterflies which the levels' small (and completely harmless) animals leave behind when you destroy them. When your dragonfly's aura glows green, that's when you know you're protected, and this decreases in colour the more damaged the dragonfly takes.

But in the end, no matter whether you're a demon at destroying devilish dudes or adept at uncovering secrets, there's all sorts of things to discover and marvel at in *Spyro*, that will keep you busy for ages. The relaxed, 'come and go as you please' attitude of the game is a welcome relief from the heart-stopping nightmares of platform games which have you jumping from place to place faster than a speeding bullet.

This also allows you to take in the beauty of the scenery, which not only flows smoothly as you pass between scenes, but is also highly detailed, and spectacularly colourful. The game's innovative environment engine allows you to see infinite distances, preventing objects from suddenly popping up out of nowhere and stopping the game from slowing down when there's a lot going on in a scene.

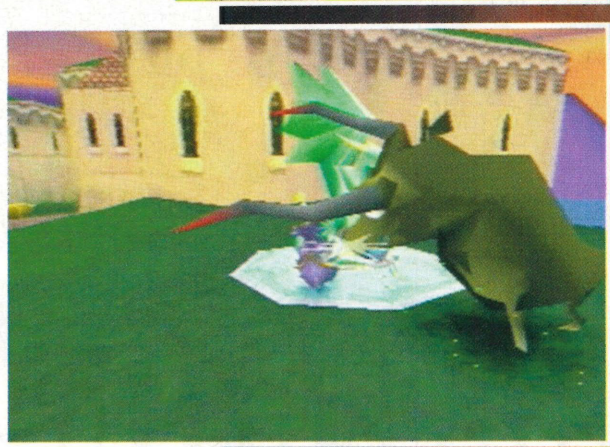
Spyro is a Mario killer, without the moustache, dungarees and the horrible Italian accent

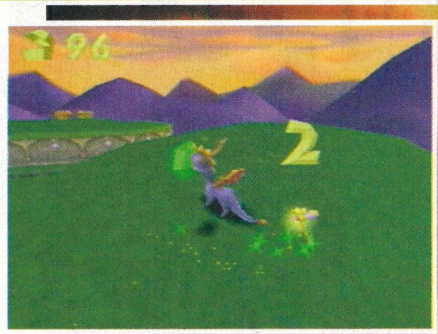
However, there will be some knockers of the game who will suggest that it's all been done before, but so what if *Spyro's* 3D adventures on the PlayStation are a backlash to the success of *Mario's* meanderings? At least *Spyro's* not got a moustache, dungarees and a horrible Italian accent, which is surely a massive relief to any respectable gamer PRO

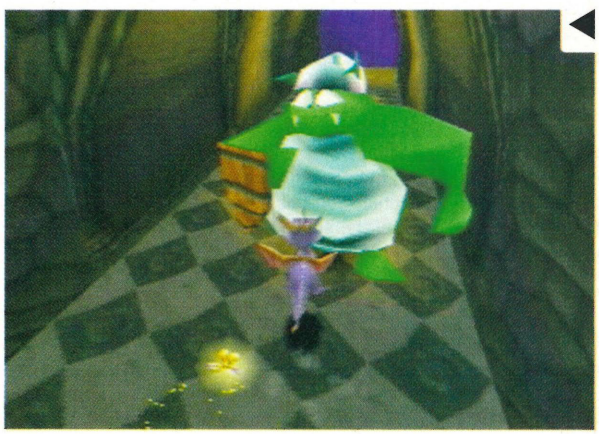


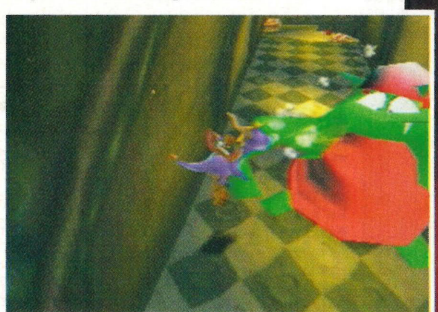
Flying is an essential skill to master, especially for getting to dragon statues and secret stashes of treasure







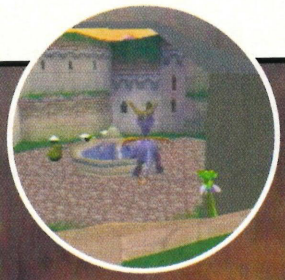




To add variety to your attacking methods, some monsters need special treatment in order for you to destroy them. Headbutting this fat frog won't work, but breathing on and burning his belly will sizzle his green butt








ENTER THE DRAGON



Walking up to a dragon statue will cause it to shake, starting up the rescue process



A massive flash of light warns Spyro to stand back and let nature take its course



The crystal coating will crumble into pieces, finally freeing the dragon from his prison



Many of the dragons will stick around long enough to give you a few handy game tips



After offering advice, the escapee will disappear and leave you with a green platform



These platforms allow you to save the game or hear the dragon's wise words once more



You'll find many weird and wonderful creatures lurking around the levels, from wicked wizards to big green monsters. However, not all of these are out to get you – you'll find that some are more scared of you than you are of them, and so they'll run away at the mere sight of you



PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Adventure

MUST BUY

ANALOGUE | MEMORY CARD | ONE PLAYER

Spyro is a visually gorgeous and thoroughly absorbing game, which manages to avoid the horrible cuteness which features so heavily in other games of this kind. With its gigantic levels, well-hidden passages and cunning pick-up puzzles, Spyro will keep even the most impatient of players amused for hours. However, if you prefer your 3D action to be a little more bloodthirsty, this will be as exciting as a backstage pass to an Aqua concert. But in my opinion, Spyro should go straight to No.1.

KAY

WHAT'S THE SCORE

GRAPHICS	9
SOUND	9
GAMEPLAY	9
LASTABILITY	9

9

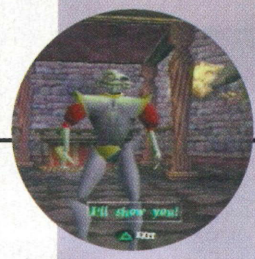
PRO PANEL

LEWIS Mario finally gets his butt fried by a free-roaming PlayStation game that's addictive, gorgeous looking and has masses of playability. Italian spare ribs, anyone?

JAY Absolutely awesome. Smarter than your average cutesy platform-esque romp as Spyro delivers wads of addictive gameplay and oozes quality from every pore. A scorcher!

JAMES Spyro combines an amazing graphical engine with fantastically addictive gameplay and I simply can't recommend it enough. You won't get your fingers burnt with Spyro

SAM He may be sickeningly Disney-like, but this dragon still kicks ass. You haven't seen what the PlayStation is really capable of until you've met the fire-breathing brilliance of Spyro



A TALE OF TERROR



High up in a castle above the local cemetery, evil warlock Zarok pours over his magic books and unleashes a spell upon the residents of Gallomere. This magic

Medievil

If you fancy a little zombie-slashing action in the Carry-On vein, Sony may have the answer

Set in and around the dark confines of Gallowmere, *Medievil* follows the quest of long-dead knight Sir Daniel Fortesque, who has been woken from his eternal sleep by the bizarre magic of the evil wizard Zarok (even though it was Zarok's wand-wielding that killed Sir Dan in the first place). Zarok's Paul Daniels-style powers have also turned the unwitting inhabitants of Gallomere (alive and dead) into weird and wonderful creatures, from cemetery-loitering zombies to kleptomaniac imps.

It's your job in *Medievil* to guide Sir Dan past these monstrosities as you work your way around the mysterious landscape of Gallomere in a quest to destroy the grotesque baddie Zarok once and for all, and finally gain the hero status that Sir Dan deserves.

SMASHING PUMPKINS

Medievil takes you through 11 game areas and 22 levels in total, so you're destined to find a variety of interesting nooks and crannies full of weird and wonderful things. From flailing scarecrows to giant mutant pumpkins hellbent on spitting their poisonous pips at you, there are plenty of nasties out to puncture your armour. You'll also come across several end-of-level boss characters which can give you special powers and items, that will come in useful at various points throughout the game.

The bosses can be dealt with quickly and (usually) painlessly with a number of different weapons, including crossbows, clubs, spears, and even Sir Dan's own severed-arm when he gets desperate. Some of the weapons can be used for things other than rogue-bashing (for

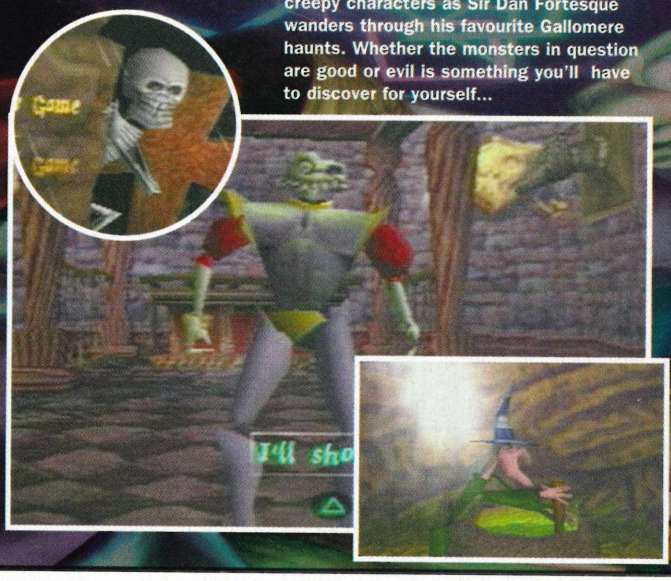


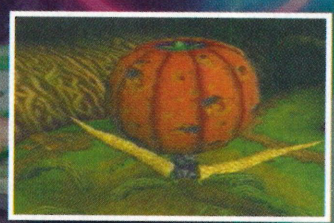
Solving puzzles will often lead you to hordes of hidden goodies, but you'll only be able to collect them when you've taken care of the monsters that crawl out of the woodwork



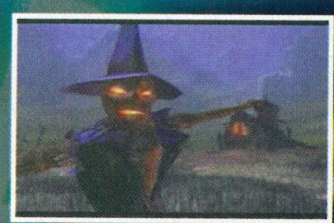
FREAK SHOW

From wily forest witches to scary skeletons, you'll encounter all sorts of creepy characters as Sir Dan Fortesque wanders through his favourite Gallomere haunts. Whether the monsters in question are good or evil is something you'll have to discover for yourself...





Look out for the Pumpkin Serpent and his evil orange offspring

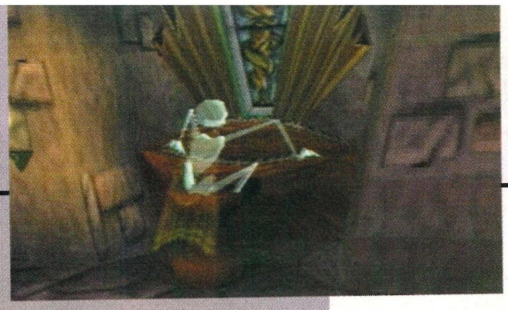


A fieldful of spinning scarecrows will endeavour to put you in a whirl





Zarok's noxious green farts let you know of his presence in the area





also brings to life the nobale Sir Daniel Fortesque, a knight who died in battle against Zarok centuries earlier. It's now Sir Dan's job to destroy Zarok forever



instance, the club doubles up as a torch for fire-lighting), but be warned – most of the weapons have a life count, so continual misuse can render it useless after a time.

In the case of vital items such as crossbow ammo, these can be replenished by visiting one of the gargoyles hanging (literally) around the levels, and paying out some of your collected coins to restock your cache.

Coins are not the only thing you'll find to pick up though – from the essential to the novelty (such as the sheet music for the Phantom organ player), there are loads of interesting things you'll trip over on your travels. And although you may think you've discovered everything, when you return to a level, you're guaranteed to uncover yet more equipment and items that you missed the first time round.

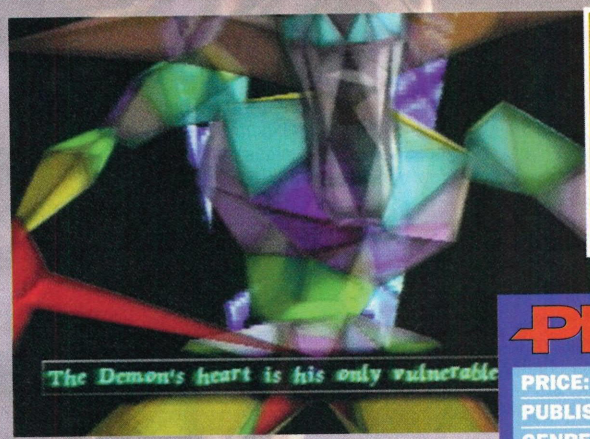
FUNNY BONES

If you're a bit of a sci-fi fan, you may recognise the voice behind Zarok and the other male characters as being that of Blake's 7 veteran Paul Darrow. He's no stranger to providing game voiceovers, as he recently let forth his dulcet tones upon *Eidos' Deathtrap Dungeon*. Darrow is not the only celebrity to contribute to *Medievil* either. All the female characters have been vocally brought to life by comedy queen Helen Lederer.

Aside from this, however, the humour injection in *Medievil* is typically English, with plenty of Carry-On style jokes and just a hint of sarcasm. If you are a) a humourless lobotomy victim or b) a humourless American, you're going to find this about as funny as a case of the shits. Personally, my highly immature sense of humour caused me to get the titters at regular intervals.

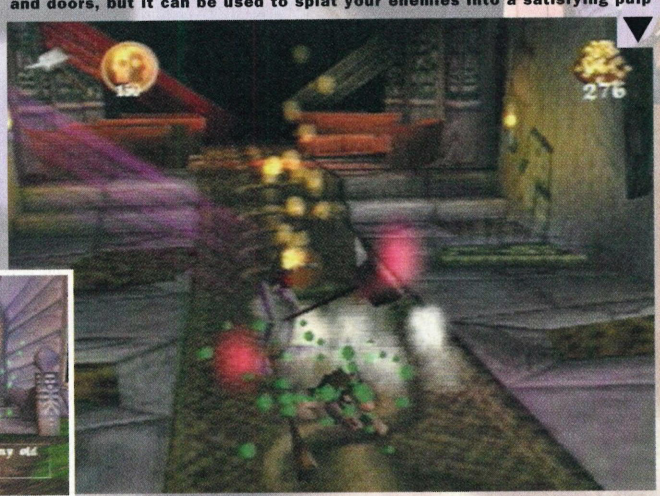
The light-hearted, but spooky atmosphere is echoed not only in the accompanying eerie organ music, but also in the graphical style of *Medievil*, with the characters (and especially Sir Dan) looking like rejects from Tim Burton's film A Nightmare Before Christmas. This means that instead of Resident Evil-style blood and guts, you get just a smattering of slime pouring out of your sliced-up victims.

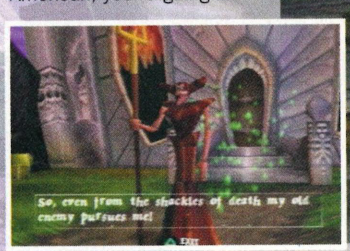
Some people will probably bemoan the fact that there isn't enough gore, but it just wouldn't be right to cram it with blood just for the sake of it. The point is that *Medievil* is a fantasy spectacular that isn't meant to be taken seriously, and if you can't see the funny side of it, then you should be taken out and shot. However, if you love adventure and mystery with a few laughs thrown in for good measure, then you're going to go ga-ga over *Medievil* PRO





The giant hammer is a useful weapon, as not only does it destroy walls and doors, but it can be used to splat your enemies into a satisfying pulp





PRO SCORE

PRICE: £44.99
PUBLISHER: SONY
GENRE: Adventure

MUST BUY

ANALOGUE · MEMORY CARD · ONE PLAYER · PRO · PRO

Medievil sucks you in right from the start with its combination of good-looking graphics, effective background music and quirky characters, and although it's not the most challenging title in its genre, Sir Dan's exploits provide light relief from the hardcore adventuring likes of Lara and the S.T.A.R.S. team. If you fancy experiencing some hectic zombie-slashing action minus the bloodbath, but with a laugh or two on the way, get yourself a copy of Medievil.

KAY

WHAT'S THE SCORE

GRAPHICS	9
SOUND	9
GAMEPLAY	8
LASTABILITY	8

8½

PRO PANEL

JAMES This takes the best elements from the classic Ghosts and Goblins and brings them up to 90's speed without slipping a single gear. Great entertainment for just about everyone

LEWIS This is a fine blend of sword and sorcery, with enough 'Ye Olde' entertainment here to satisfy even the seasoned PlayStation gamer. Sony have produced yet another winner

SAM This is the sort of game cheesy words like madcap and wacky were invented for. A good, enjoyable adventure game with plenty to keep you hooked for days

JAY Looks like a 'Carry On Screaming' game neatly blended with some Tim Burton-esque 'Nightmare Before Christmas' magic. The result is highly playable and very entertaining





Wild 9

When a group of unhinged teenagers are thrown together for a mission, you can expect the results to be a little wild

Angst, anxiety, anger and confusion. These are some of the emotions you'll probably be feeling right about now if you're between the ages of 12 and 20; under-sexed and mightily horny too. But with Wex Major it's a different story. Hormonal instincts take a back seat to revenge, as the leader of the *Wild 9* sets out to rescue the captured members of his teenage freedom fighters.

This juvenile jock is side-tracked by the loss of his parents and the impending destruction of the galaxy, and he's hell bent on ousting the creator of all this havoc, an embodiment of pure evil known as Karn. But before he gets into a little face-to-face with that slimy menace, Wex must reunite the *Wild 9*, after a sidewinder takes down the 9's trawler and Karn's shocktroopers capture his band of merry delinquents.

You take control of Wex as he embarks on his rescue mission in this sadist's dream, whereby enemies are disposed of by means of torture through 12 stages spanning the same number of planets. Wex is understandably pissed off after his parents, two bio-engineers, were kidnapped by Karn and put to work in one of his many labs.

It was their mandate to produce the ultimate soldier in an effort to give Karn a physical body which is in cohesion with the immense evil of his mind. The *Wild 9* are just some of the results from many failed experiments; alien teenagers possessed with unique abilities and more than a few bones to pick with ol' Karny.

ROLE CALL

The team is made up of misfits and oddballs with Wex as the leader and the owner of the ▶



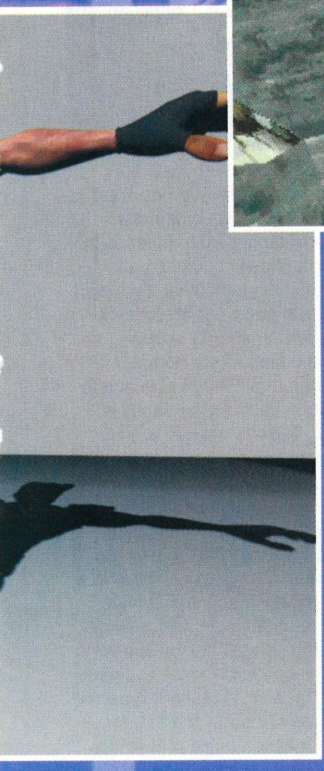






It's not necessary to commit every act of murder with the Rig as Wex will find more than enough missiles and grenades during this lavish rescue mission to help deal with the more stubborn cocks that get in your way. Missiles are especially good for hard to reach enemies as they have homing capabilities











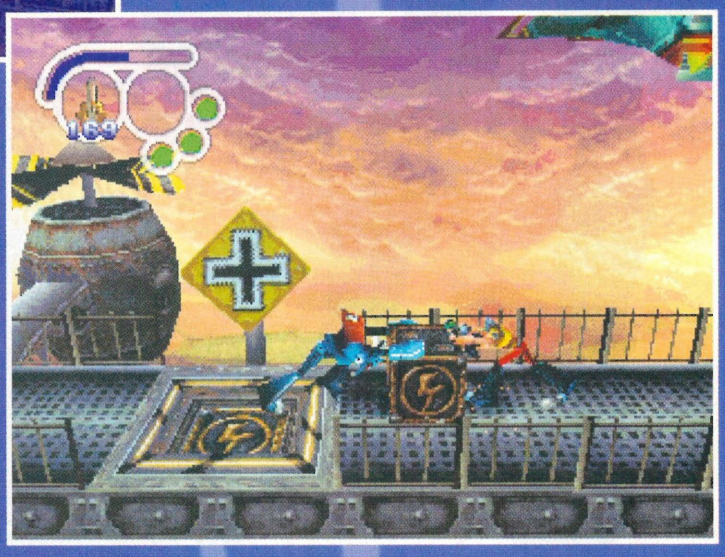


These spiked rollers provide a really quick and easy way of making pureed grunt and exploded machinery pie. The recipe is as follows: simply stick one such grunt between the rollers and watch him struggle to survive, gradually growing smaller until his final messy death gargle. Repeat twice more, then continue on your way



Now here's a perfect opportunity for some carnage, for no particular reason. You see that fan on the floor, that's perfect for chopping enemies into a thousand pieces





These overhead generators are where vrtually all of the game's bad guys originate, so hang around for a while to receive a steady stream of victims and energy orbs if you want to increase the power of the Rig. Admitedly, it's a bit of a cowardly way to do things, but who said Wex Major was all muscle and no brains?







▶ Rig weapon system, the prime tool in your torturous adventure. He's believed to be 'The Great Champion' of legend who'll lead the oppressed people of the Andromeda cluster to salvation. He's always accompanied by a strange bat-like creature known as B'Angus (with a silent 'B') who, due the threat of his sworn enemy The Black Sheep, actually lives inside the rig, using it as a safe haven because of its indestructible qualities.

Mac Sheen is a kind of teenage Swiss army knife, sort of like a transformer overloading on hormones and adrenaline. Then there's Volstagg, a hi-bred of different animals with the strength of three Silverback Gorillas and the agility and speed of a Gazelle. Boomer McTwist provides the love interest, a redhead from the Scottish highlands with the inherited strengths of her late superhero father, The Tartan Spartan.

Pokkit is the smallest member of the troop standing at only 3'4" tall. His 'usefulness' to the 9's is provided by the jacket he wears. It's covered in pockets from which he can produce any item he desires, the problem is Pokkit hardly ever pulls out the right thing. Slightly taller, but just about as useless is Pilfer, the pilot of the 9's trawler and a raving loony. With over 160 different personalities and a terrified pet lizard whom he believes is the greatest psychiatric mind in the world – Dr Rasponovitch, Pilfer is by far the most unhinged member of the group.

Crystal and Henry are the intelligent back up for the team. Crystal is a solar powered being who provides tactical and analytical support while Henry, the aquatic biped, is a body of morphing water encased in a special suit and is the chief science officer. Last but not least is Nitro - the living bomb. Nitro is allergic to just about anything and everything, and when his allergies are set off, he EXPLODES! Hence the protective suit.

So you can already see the potential for laughs here, and that's very much the way the game plays. As I touched upon earlier, there is a heavy amount of torture that goes on within Wild 9, but it's all performed very much in a tongue-in-cheek fashion. Although there're ample opportunities for Wex to simply relieve his pent up anger with pointless violence, for the most part you'll need to utilise the power of the rig and torture your victims in a particular way to enable you to proceed through a level.

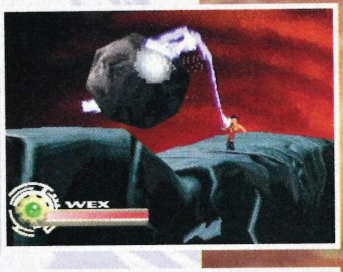
There's pointless violence aplenty, allowing you to torture all your victims in the best possible taste

So what's with this rig weapon then? Well, its similar to the particle accelerators used by the Ghostbusters, in that the rig emits a powerful beam of energy that can ensnare just about anything in its path, giving Wex complete control over the object, regardless of its size or weight. Imagine the possibilities of that kind of control, then think about how you could abuse it and you'll understand the power of the rig.



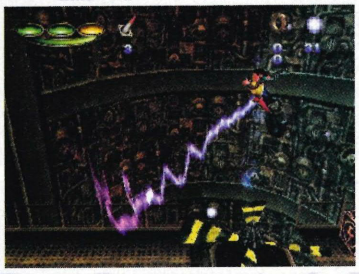
RIG-OROUS TRAINING

Wild 9 plays like a standard platformer with Wex having to negotiate his way from point A to point B, figuring out how to pass any hazards that he encounters along the route. Technically it's a 3D game, but it has that *Pandemonium* 'on rails' effect whereby the camera is constantly changing angles creating the effect of a full roaming game, which it most definitely isn't. However, that's not really such a bad thing as the fun in this game











At save points a copy of Wex's soul is made to enable 'The Great Champion's' resurrection should he come a cropper

is all about how you use the rig.

Once you've ensnared a victim you must decide what measures are appropriate for the situation. If you simply need them out of the way, try rolling the D-pad from left to right and smashing the critters into the ground a few times until they explode in a chorus of wails and high pitch screams. Then again, you could always try murdering the buggers in specific ways and locations in order to help you past special hazards.

Use an enemy to beat out the flames of a fire to enable safe passage, or if the thought of roasting another being alive doesn't really do it for you, why not hold them in the thick cloud of smoke above the flames and choke them to death first? Then there are the bodies of water, spiked pits, man-eating plants and machine gun sentry units that all have to be passed at one time or another, and that means getting inventive with your slaughter.

WILD CHILD

There really is a seemingly endless list of ways to commit murder in *Wild 9*, which begs the question of how this got around censorship and a high age rating. Well, as I said earlier, it's all very much tongue-in-cheek. And though I use the word torture to describe Wex's enemy despatching, it isn't as if you're effectively 'pulling the legs off a spider.' Most of the time Wex is simply using his enemies as bait or as a means to destroy obstacles.

It's only really the drowning torture that I'd suggest is, perhaps a little over the mark (what am I condoning here?), and regardless of the nature of the game, it still has a feel that's more in tune with the needs and abilities of younger gamers. It's by no means easy, but as with *Pandemonium*, this classic style of platform gameplay, no matter how you dress it up, will always have less appeal to those over the age of 16.

Still, that's not to say it isn't any good. It is, it's very good. Graphically, *Wild 9* is very impressive with some of the best animation you'll see in any game of this type, and there's a lot of variation between levels with Wex taking to his jetbike now and then and finding himself falling through ventilation shafts. *Wild 9* is a game that skillfully balances the laughs with varied and challenging gameplay, and is sure to be another winner for the *Shiny* team PRO

PRO SCORE

PRICE: £44.99
PUBLISHER: Interplay
GENRE: Platform

MUST BUY

ANALOGUE | ONE PLAYER | MEMORY CARD | PRO | PRO

Shiny have typically produced a game that's a lot of fun to play, combining humour, gameplay and quality graphics. For the most part it plays like a platformer of old and while the 'on rails' effect will instantly put off many buyers, I'd advise you to persevere as the qualities of the game will shine through. Nothing makes us laugh more than seeing others suffer, and no other game provides more opportunities to laugh at someone else's misfortune. Wild 9 is sure to be a hit.

JAMES

WHAT'S THE SCORE

GRAPHICS	8.5
SOUND	8
GAMEPLAY	9
LASTABILITY	9

8½

PRO PANEL

CHICKEN A long time coming, but justifying the wait in the end. Shiny have come up with a great looking action game that should keep you hooked for a good long while

KAY Novel ideas and good looks collide to create a game which is both highly playable and a hell of a lot of fun, whether you're a regular platform fan or not

SAM One of a recent wave of games featuring ground-breaking new ideas. Fabulous graphics, clever puzzles and edge-of-the-seat action should make this a winner

JAY At a first glance it looks like a polished corking platform adventure, but it's quirky charms will enthrall you. Pseudo-Earthworm Jimmy in places, but overall it's a blast

Rock 'N' Roll Racing 2

Red Asphalt





Blowing up the opposition's vehicles while you race is the name of the game, but I get the feeling that this has been done to death already



This motoring melee has failed to impress us for several reasons. Firstly, it's a sequel (yawn). Secondly, the world and his dog are currently releasing racing/combat games, and I'm sick to death of them. Thirdly, the title of this game is a complete misnomer – it's about as rock 'n' roll as Robson and Jerome in a bingo hall. The nearest you get to head-banging heaven is the dire guitar music which screams at you throughout each race, and the Billy Idol-esque sneers which a couple of the characters seem to have adopted.

The game's vehicles have all been deceptively named too – despite having thrilling monickers like Hellfalcon and Tormentor, each car drags itself around the track like it's driving through treacle, making the game extremely painful to play. Even the weapons are lacking in excitement, and the in-game power-ups are few and feeble.

If you're hankering for high-speed chases and fast firing action, you're definitely looking in the wrong place with *Rock 'N' Roll Racing 2* PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: Interplay
GENRE: Racing

AVOID!

ONE PLAYER | ANALOGUE | MEMORY CARD

WHAT'S THE SCORE?

GRAPHICS	5
SOUND	5
GAMEPLAY	4
LASTABILITY	3

4

THE PRO PANEL

KAY Slower than a donkey with no legs and about 10 times more pathetic. Don't bother

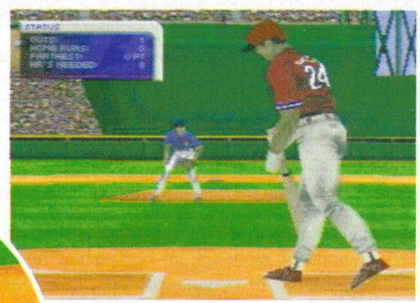
JAMES This looks amazing until the race begins when it becomes totally stale butt nuggets

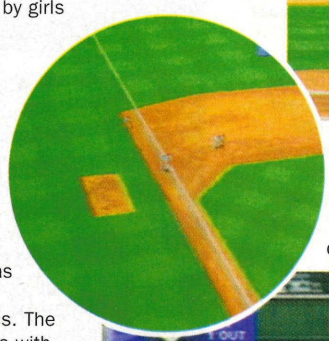
JAY This is bad. Years in the making and it still sucks. Why bother spending money on this tat?

LEWIS If you throw them hard enough, you can make CDs smash into a thousand pieces

SAM Buy this game and I will send the Mafia round to kill your whole family. Avoid

VR Baseball '99

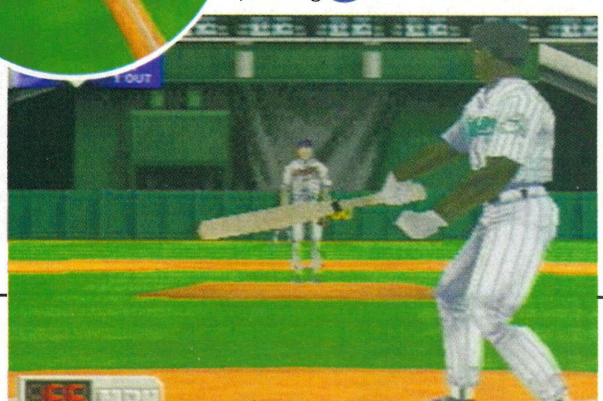




With baseball being America's national game, it's surprising that it hasn't filtered over to these shores with as much success as some of their other sports like basketball, American football and ice hockey. Maybe that's something to do with it being a glorified version of rounders, which is, after all, played by girls over here.

VR Baseball '99 is obviously the latest incarnation of the game, with an *EA Sports* style moniker for this new version. The original was rated as above average by this very magazine, but to be truthful, not that much has changed. It's still quite playable with nice graphics. The batting is excellent, but as with every baseball title on every platform, the pitching section can be a right pain in the arse.

Your enjoyment will depend upon whether you like baseball. It's a sport that translates quite well to videogame format, but there's a lot of confusing stats for us Brits like RBIs and so on. If you feel you can handle all of that, then you may fancy this for a quick slog PRO



PRO SCORE

PRICE: £39.99
PUBLISHER: Interplay
GENRE: Sports

RENT IT

TWO PLAYER | MEMORY CARD

WHAT'S THE SCORE?

GRAPHICS	7.5
SOUND	7
GAMEPLAY	7.5
LASTABILITY	7

7½

THE PRO PANEL

JAMES It's no classic, but it did surprisingly keep me quiet for half an hour at the very least

LEWIS I enjoyed playing this, simply because I like the sport. If you don't, then stay away

KAY Baseball games don't appeal to me at all, but this is okay if you like that sort of thing

JAY The 'sport' is pants in real life, so don't expect anything different with this pile of poop

SAM Not a big fan of the sport, but if you don't like it either you can laugh at the sound FX

Your brain is 10 times faster than a tennis ball.

A computer is 1,000 times faster than your brain.



how fast are you actua ?

Available on PC or PlayStation. www.gremlin.co.uk

Victory Boxing 2

Step between the ropes of the four-cornered ring and go toe-to-toe with some of the most nefarious fighters this side of Mike Tyson; victory is within reach

Ever since I heard Sylvester Stallone blurt out the almost indecipherable phrase "Yo Adriaaaan, I did it," I've been caught by the boxing bug. Despite my mother's insistence that I'd duly get my head pummelled into something resembling an over-ripe plum, it's something that I thought I'd be able to handle.

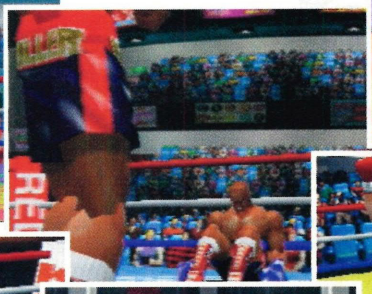
That illusion was shattered when I discovered the nearest place to learn the Marquis of Queensbury's rules was the stale-aired, oxygen bereft Champ's Camp in Moss Side. So I settled for a new pair of football boots and a copy of the Beano instead.

Looking back now, my mum was probably right, but every now and then, I can't help but wonder if I'd have had any talent. So at least I can now indulge my ego in a spot of pugilism from the comfort of my own home, away from the glare of the cameras and firmly out of reach of any cocksure Asian prince. *Victory Boxing 2* is about to finish its flashy





The animation of the fighters is fluid and realistic, with many different angles from which to view the action (including a first person view that's just too real)











You'll need more than a quick prayer to get out of this ring in one piece. Try keeping your face from being super-glued to his fist for a start



It's neither flashy nor intellectually challenging, but it does the business in the ring, just like Lennox Lewis

display of showmanship and step into the fray for real, and as always PlayStation Pro has ringside seats for the main event.

BOXING CLEVER

Right then, let's get down to bare knuckles shall we. The focus of *Victory Boxing 2*, as with the original is to take a fighter from the lower leagues through the various divisions and hopefully on to become world champion. The eight newcomers that you are allowed to choose from aren't exactly over-skilled when they set out on the road to boxing stardom. So you'll notice your man counting stars very often in the early bouts, even though your opponents are more or less of the same standard.

For the duration of these early fights I was well and truly pissed off with it all. I mean, it wasn't as if I hadn't been throwing my fair share of punches. But then I realised that all my offensive activity had drained the energy of my man Don 'The Butcher' Brown. Aha! There's a learning curve here I thought, and I was right, naturally. Though my fighter had relatively similar stats to the brawlers whupping my ass every five minutes, he had as yet not attained much ring time compared with the guys he was up against, and this lack of experience was the reason for my early failures.

It all works with the player profile system which will show your personal stats (hand speed, power, stamina, accuracy etc.) gradually growing in value as you get more rounds under your belt. It's all about experience and displaying in the ring that you're learning how to fight strategically. It's a case of showing your boxing skills rather than your brawling skills. You need to study which punches are more effective and to anticipate your opponents attacking advances, as well as having the sense to just run away when you're in danger of being KOed.

So then, you start in the local league where you and nine other fighters are all vying for the position of champion. Reach that goal, and another 20 fighters will be waiting to show you the way through the nationals and into the professional World Championship bouts; and in case you've not got the picture by now, it's very much easier said than done.

TECHNICAL KNOCKOUT

There's a really challenging learning curve involved with *Victory Boxing 2* as the farther you progress the faster, harder and tougher the challengers become. You've also got to contend with lighter and more mobile opponents, guys with a much longer reach (which is an obvious advantage) as well as very different styles.

There's the endlessly plodding war scarred soldier, the fleet of foot athlete and the cautious but successful veteran, each requiring you to change your own approach to work out any form of advantage.

Graphically, the game isn't anything spectacular, but the game engine plays extremely well for a replication of a sport where there isn't an massive amount of different moves that can be performed by your fighter. Indeed, three punches are your only offence at the beginning, but work your way up the rankings under the guidance of your coach Jackal and he'll offer advice and a selection of new moves.

On the whole, I found it to be a good, gritty boxing game with a fair amount of realism, though the small amount of moves and the general edge which your competitors have over you tend to make it all a little stale after a while. Like Lennox Lewis, it's neither flash nor very intellectually challenging, but it does the business in the ring PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: JVC
GENRE: Sports

TRY B4 U BUY



Victory Boxing 2 is a good game, but it never really achieves its true potential. This is chiefly because of the lack of moves which you can use, and that's the fundamental short coming of every boxing game. There are some nice graphical touches such as the fight damage that appears on your boxer's face, but for the most part it's pretty bland to look at. However, if you're keen to tangle with the heavyweights, this is definitely the newly crowned champ of PlayStation Boxing.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

CHICKEN I'm not a fan of boxing, but this is entertaining stuff. Building your fighter into a champion is fun, but I can see you lot getting tired of doing the same moves over and over

SAM Blood, sweat and plenty of tears have been poured over this game by the programming team, and thankfully the effort has paid off. This is an absolute knockout

KAY Two blokes stood in a ring pelting each other in the head isn't my idea of a good time (unless they're a couple of ex-boyfriends of course). So I'm left pretty cold by this game

JAY I love fighting games, but this just didn't have enough moves to completely satisfy. That said, it's boxing's finest moment on the PSX and should appeal to fans of the sport

Actua Tennis

Lots of muscle-bound men and leggy lesbians getting hot and sweaty from ball-bouncing exploits? Sorry lads – I'm afraid it's only tennis...

Unless you're a creature from another planet, you'll need no explanation of the most elegant of British games, tennis. Conjuring up images of hot summer days spent lazing about devouring strawberries and cream, it's ironic that by the time you read this, the good old British weather will be showering us in torrential rain rather than bathing us in golden rays of sunshine.

FIRST SERVICE

Tennis games have been regularly making an appearance on consoles since the early days of gaming, and since then, developers have been striving to make them as realistic as possible. Luckily, when it comes to simulating sports, the *Actua* series can be relied upon to offer something that is both accurate and up-to-date.

Actua Tennis is no exception, as it features a host of male and female stars (32 of each sex in total), each complete with a set of generous statistics. The players are personalised in some detail, and despite the in-game players hardly resembling the real thing, features such as Monica Seles' grunting and Goran Ivanisevic's on-court sulking will please the most particular tennis fans out there.

But what about the casual tennis partaker? Well, you don't need to be a racquet expert to play the game, as the players are simple to control (particularly with an analogue pad). Each button is assigned to a different type of shot, so it's a good idea to experiment with each one in order to perfect your playing.

The service is also far from technical, as you are given a meter (similar to the one featured in *Actua Golf*), letting you control the speed and length of your shot. Precision is the key here, as serving slightly too long or too short will cause a fault, provoking torrents of derogatory remarks from the commentary box.

The professional posse casting a critical eye over your playing are Barry Davies, Sue Barker and Pat Cash, and you are given the option of choosing any combination of these to orally preside over your game. It's definitely a good idea to take advantage of this if you want to retain your sanity, as having to listen to Barry berate you on your poor performance time and time again will drive you barmy within minutes (especially if you're far from perfect in the playing stakes).

GAME ON

Actua Tennis offers a variety of game options which are guaranteed to keep you amused for hours, from quick matches to full-on tournaments. These can be played as either singles or doubles matches, with either male or female players (with the option of a mixed team in the case of doubles).

If you've only got time for a knockabout, a quick game will keep you happy, but if you've got a lot of time on your hands and are looking for something a bit more satisfying, get yourself immersed in one of the tournaments.

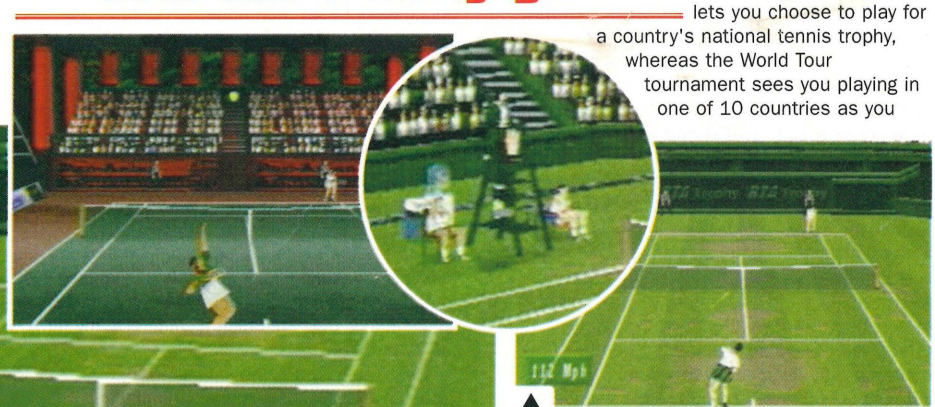
To please the hardcore tennis fans, Monica Seles grunts and Goran Ivanisevic acts like a sulky git

The single tournament lets you choose to play for a country's national tennis trophy, whereas the World Tour tournament sees you playing in one of 10 countries as you

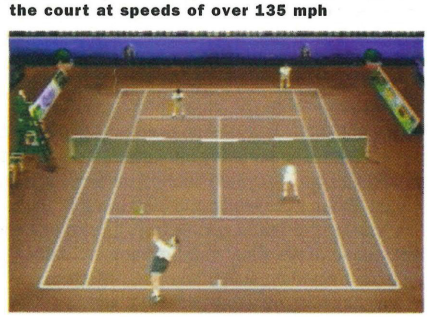




A bit of practice is all it takes for you to come up trumps against your opponent, and choosing to play only one-set matches make it easier to get through long tournaments

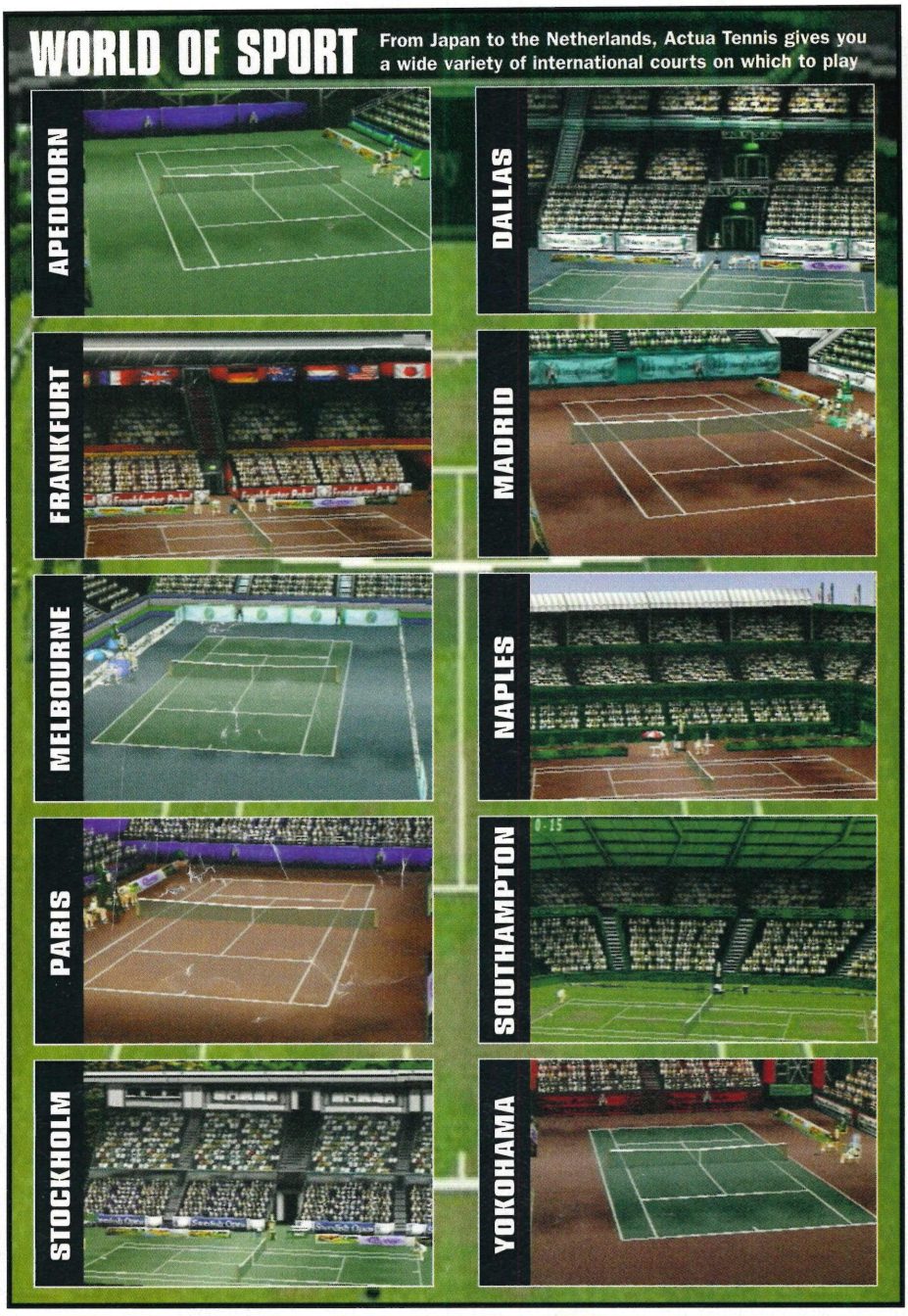


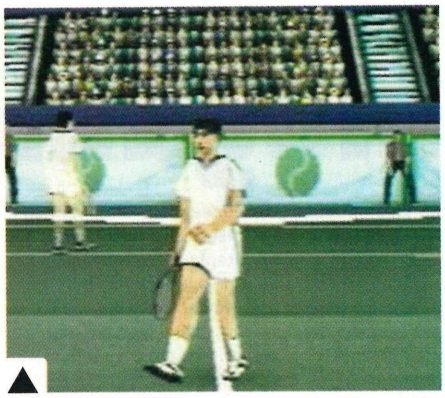
Adjusting the trail length of the ball will help you to keep track of it while it whizzes round the court at speeds of over 135 mph



WORLD OF SPORT

From Japan to the Netherlands, Actua Tennis gives you a wide variety of international courts on which to play





Each player has been motion captured to make their movements more realistic. They've also been given traits of their real-life equivalents, so expect to see one or two on-court tantrums

battle it out for world supremacy. You'll be presented with a variety of courts (from grass to clay) on which to play, and these have been recreated to be as real as possible.

However, it's the players that frequently let down the true-to-life efforts in *Actua Tennis*, since despite being recreated using the joys of motion capture, the players appear to glide rather than run across the court. You'll also find that you're able to hit the ball at the most unusual of times (even when your player's back is turned), which is a little disconcerting.

Attempts at emulating reality can be taken a little too far, however, often giving disappointing results. The *Actua* team have taken great pride in recreating the silent, concentration-filled courts, and although this is fine in reality, in *Actua Tennis* it's not exactly thrilling to the ears, making you feel as if there's something seriously lacking. The only option is to turn up the umpire's voice and the spectators' applause, and maybe bung something suitably summery on the stereo to provide you with aural entertainment as you play.

Aside from these minor letdowns, *Actua Tennis* is highly playable, especially when you play with a mate. It is a statistic-stuffed 'serious' approach to tennis though, which lacks the kind of mindless charms which *Namco's* classic Smash Court Tennis provides so well PRO

PRO SCORE

PRICE: £29.99
PUBLISHER: Gremlin
GENRE: Sports Sim

RENT IT

ANALOGUE | MEMORY CARD | TWO PLAYER | PRO | PRO

The Actua series is renowned for its highly detailed sports games, and Actua Tennis is no exception. However, despite its potentially interesting information-packed presentation, the graphics are occasionally jerky, and the whole game feels as if it is lacking something. The game itself is highly playable, but the single-player mode can get boring, so grab a mate, snatch some snacks, and while away long afternoons engrossed in the rallyfest which is Actua Tennis.

KAY

WHAT'S THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	8
LASTABILITY	7

7½

PRO PANEL

CHICKEN I can never get my head round tennis games. I don't seem to have the co-ordination for them, but this seemed like a good effort and another good addition to the Actua series

JAY Playable, but as far as tennis games go there's only one worth bothering with, and unfortunately for Gremlin it ain't this. It's Smash Court, just in case you didn't know

SAM A pretty good tennis game, with a more realistic feel than most. Not as much fun as the ridiculous Smash Court Tennis, but it looks the part and plays well

JAMES This kept me serving up the aces for quite some time, though it can get a little monotonous. Overall, it's a typically competent Actua title that'll keep any tennis fan happy





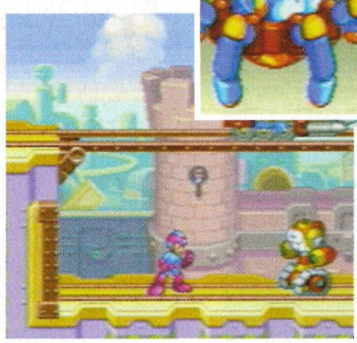
Megaman 8

Yet another *Capcom* sequel worms its way back onto our console and if you ever owned a *NES* system you'll probably remember this wide-eyed warrior from his very first outing. Now to mark his 10th anniversary, *Megaman's* making a comeback on the PlayStation. However, someone must have forgotten to tell the programmers that the PSX is a little more powerful than the *NES*, leaving the blue wonder in something of a 2D side-scrolling timewarp of a game.

In true platform style, Megaman's mission is to discover the secret behind one of two earthbound meteors before his evil nemesis, Dr. Wiley, can get his hands on it. It's jumping and shooting all the way, giving the game button-bashing arcade qualities (albeit from the early 80s).

Megaman 8 runs smoothly enough, but that doesn't make up for the unspectacular graphics and pastel-coloured clouds which come straight out of Anime hell. So despite all its cuteness, it's painfully obvious that *Megaman* is still trapped in the dark ages of videogaming PRO







PRO SCORE

PRICE: £34.99
PUBLISHER: Ocean
GENRE: Platform

AVOID!

ONE PLAYER | MEMORY CARD | PRO | PRO | PRO

WHAT'S THE SCORE?

GRAPHICS	5
SOUND	4
GAMEPLAY	5
LASTABILITY	4

5

THE PRO PANEL

KAY Keep away, unless you're desperately in love with cutesy, cerise-wearing jessies

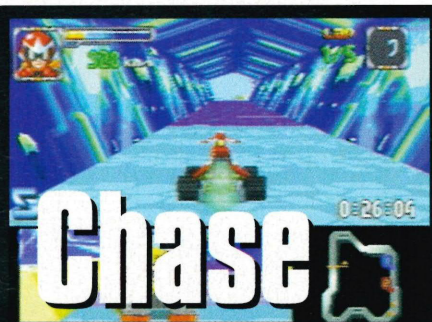
CHICKEN Dated, bland and bordering on pure rubbish. Steer well clear

JAY Looks and plays like a seven year old SNES title, but should entertain the youngsters

LEWIS Don't just avoid this, run screaming from the shop and never, ever return

JAMES Bland toss which should never see the light of day, let alone the inside of your PSX

Megaman: Battle And Chase



The Japanese will always be known to us uncouth youths as the producers of cool stuff. Manga films, Godzilla, Tetsuo, Monkey and that insane game show, Endurance, where the contestants had to eat bulls' nadgers without chucking up.

But let's not forget that the Japanese are also responsible for some really bizarre PlayStation games. Games that most of us Brits wouldn't play for fear of contracting some weird psychological complaint and *Megaman: Battle and Chase* is one such game.

Capcom have released two new *Megaman* games to celebrate the 10th anniversary of the character (check out *Megaman 8* above). *Battle and Chase* the kart game element of this duo, offers a number of tracks and a selection of weapons to shoot at your opponents.

The gameplay is simple, choose from a selection of cars, take to the road and win the race. The trouble is, within minutes you'll be searching for the Optrex as you try to wipe the garish graphics off your retinas, and in terms of gameplay this is very shaky. Basically, if you like kart-style racers then you should buy *Circuit Breakers* instead. Even if you're a die-hard fan of Megaman (and there are so many), there're many better racing games to spend your £35 quid on PRO





PRO SCORE

PRICE: £34.99
PUBLISHER: Capcom
GENRE: Racing

AVOID!

ONE PLAYER | MEMORY CARD | TWO PLAYER | PRO | PRO

WHAT'S THE SCORE?

GRAPHICS	3
SOUND	5
GAMEPLAY	3
LASTABILITY	5

4

THE PRO PANEL

SAM Racing at its worst. The gaming equivalent of a bright green rusty caravan

LEWIS Like falling face-first into rainbow sherbet, this is more painful than toothache

CHICKEN More Megaman tat. Once again, don't even bother to look

KAY Why oh why are we still being insulted with such shite? Avoid like the plague

JAY Mmm... it's hardly GT is it? Why bother when there are so many better titles out there?

RE - FRESH!



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89%

"Mental bosses and rock hard gameplay... a massive adrenaline rush. This is one hardcore blast!"

PlayStation Plus

88%

"Induces sweat and adrenaline rushes more intense than strip poker with a supermodel."

Play Magazine

"It's carnage ... a sexy turmoil of explosions, guns and ships."

Official PlayStation Magazine

8/10

"Pisses all over the likes of R-Types."

PlayStation Pro

8/10

"Mindless blasting fun."

PlayStation Pro



Features

- Two-player simultaneous action.
- Numerous diverse enemies including 30 formidable end-of-level bosses.
- Multiple power-ups for each of the 15 different classes of weapons and shields.
- 15 whopping levels with two distinct paths to choose.
- Three game modes – 'Beginner', 'Arcade' and 'Vs' – with eight difficulty settings.
- Bonus weapons available from captured enemy ships.
- Compatible with Dual Shock Controller for added realism and Memory Card feature to save hi-scores.



PlayStation

RELEASE DATE: 25TH SEPTEMBER.

THQ

www.thq.com

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Baby Universe



Strobing lights, spaced out graphics and house music. If this sums up your weekends then read on...

If swirly lights and strobing cubes are your cup of tea then you should be out in a nightclub rather than sat at home playing Baby Universe. Now shouldn't you?

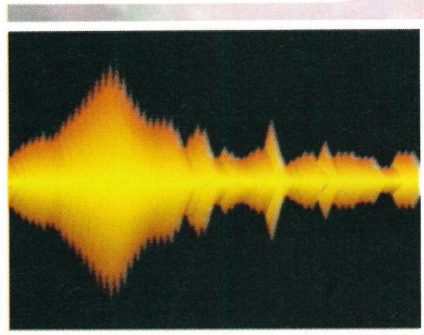
Being more or less the only one in the office that likes music that bleeps, means I get the majority of, shall we say, the more unusual PlayStation software that arrives in our mail bag. Last time it was the ambient dolphin spectacular, *Fluid*, now it's getting even more off-the-wall with *Baby Universe*, which isn't a game at all, nor does it pretend to be one.

You're all probably familiar with the sound to light thing you get when you bought your PlayStation. You know, the thing on the demo CD that flashes lights in time with your music CDs. Well, *Sony* have obviously seen the value of this idea as an essential after-club tool in which there's good money to be made by selling a better version to the hedonistic masses. That's where *Baby Universe* comes in.

It's basically a sound to light converter with a few whistles and bells thrown in for special effects. There is quite a large degree of configurability, but the end of the day you can also just sit back and let it do its thing or you can actually play along with the music supplied by one of your CDs, it's up to you

Realistically, you can only have pulsing waves or spinning polygons, but the effect can be quite dramatic in a darkened room. It'd probably be the thing to set a house party off quite nicely too, leaving it to pulsate on the telly in the corner whilst those more adventurous can pick it up and have a fiddle.

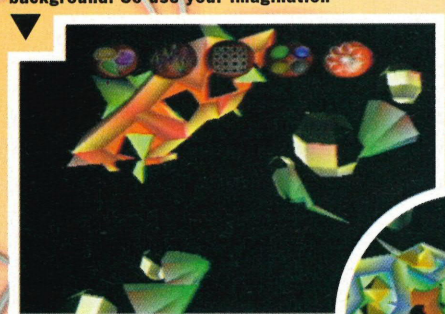
Let's not kid ourselves though, *Baby Universe* will always remain a luxury PlayStation experience. If you want it then get it, but it hasn't really got much of a use if all you want to do is put a Crowded House or a Boyzone CD on. Easy listeners beware, you're not going to find much pleasure from *Baby Universe* PRO





This menu section of the 'game' allows you to select two different effects and watch them spin around endlessly for hours. Wow!

Obviously, Baby Universe doesn't have the same impact without a pounding beat in the background. So use your imagination









PRO SCORE

PRICE: £19.99
PUBLISHER: SONY
GENRE: Misc

RENT IT

ONE PLAYER | MEMORY CARD

Not much you can say about Baby Universe really. There's no point in recommending it because if you want this sort of thing you'll buy it anyway. I'd get it personally because it's novel and fits in nicely with my own personal musical tastes, but this obviously doesn't apply to everybody. It's nice to see the PlayStation being used for more than just racing games though. Exciting times are ahead, but we're not quite there yet. It will be interesting to watch things develop in the future.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	7
SOUND	N/A
GAMEPLAY	N/A
LASTABILITY	7.5

7

PRO PANEL

KAY I really can't see the point of this. If you've still got your PlayStation demo disc, then stick with the fancy patterns from that rather than waste your cash

JAMES Eh? Have I missed something here or has the PlayStation suddenly become a home DJ kit? Buy a music video for half the price and use your PSX for games, as it was intended

SAM Unless you spend most of your time in a psychological stupor, you won't get much fun out of this. If you are a bit of dabbler, however, you're better off staring at the curtains

JAY If you've just come back from 'avin it' in 'Eyebeefa' you'll love all this trippy shit. It's a novelty though, but like the kick from a bellyfull of drugs, it soon wears off. Downer

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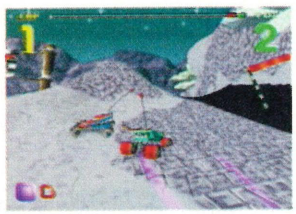
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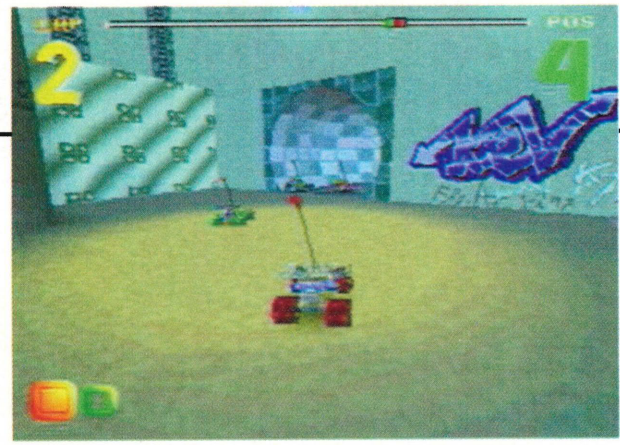
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Buggy





Has the idea of novelty driving games gone too far, or are radio-controlled cars the next small thing on the PlayStation?



These little RC buggies feature realistic 'engine' sounds and look like the real thing, right down to the paint jobs and even those annoying little aerial things on the top











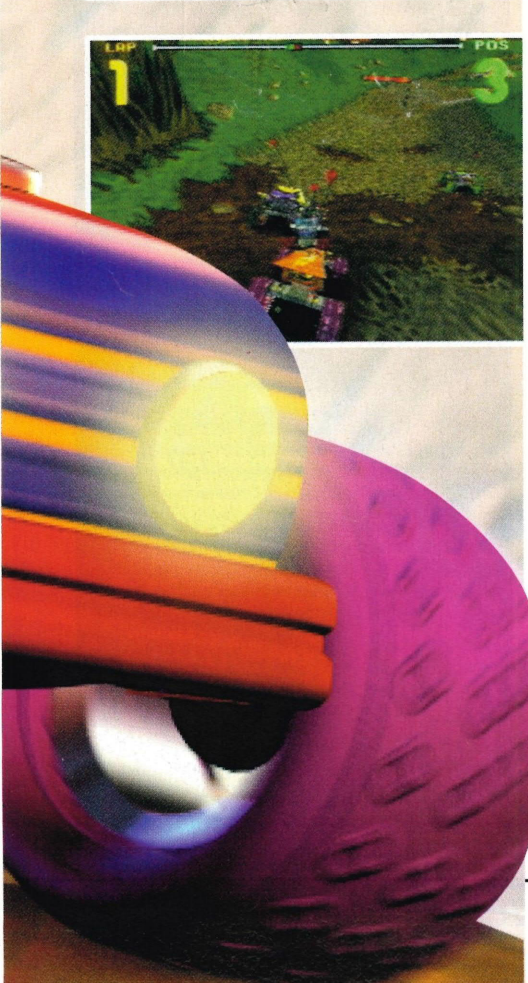
The coolest thing a youngster could ever own was a radio-controlled toy. All the kids were mad on them at one time. Radio controlled racing cars, monster trucks, gliders, robots and fish. If you didn't have a big, black box with two sticks and an aerial on it, it was marbles with the fat kid for you.

Personally, I was the proud owner of a sleek white Formula One car, with a steering wheel on the handset. Unfortunately, F1 cars aren't too handy at getting down steps, as I found out when I caned mine on school 'toy day.' It never quite worked properly again after that horrific Brazilian-style accident. In fact, it gained an unhealthy obsession with circles and is probably still riding the heavenly toy roundabout in the sky at this very moment. Probably.

Gremlin Interactive have tapped into this healthy childhood obsession with their new title, *Buggy*. This is a speedy little racing game, giving the player control of 16 RC buggys, each with its own unique design and handling. Five average cars are on offer at the beginning of the game, with the ability to upgrade to more powerful beasts as you progress.

PACK YER BAGS AND BUGGY OFF

Buggy's gameplay offers a unique perspective on the racing genre. The usual racer would involve competing against other cars on a series of tracks, one after the other. In *Buggy*, the RC car idea is exploited by dropping your vehicle into a labyrinth of corridors, the tracks chosen by driving through teleports. As each race is won, more corridors become accessible, leading to more tracks (15 altogether) and new cars.



The tracks are all beautifully rendered in 3D and are set against several different backgrounds. Exotic woodlands, sun-swept beaches, inner city roads and Japanese gardens are all among the locations on offer. Each track is filled with obstacles, bridges and tunnels together with a vast array of poisonous swamps and sheer cliff-faces make things more interesting.

As your car is of the toy variety, you will find that it has a lot of trouble staying earthbound. Depending on the weight of your buggy, you may end up flitting about like a crazed moth, which makes the race a little hairy as well as giving your eyeballs a bad case of the judders. The inclusion of a large quota of hills and jumps in many of the levels will also make you pray for a return to earth.



The races are divided by a 3D menu. A labyrinth of corridors leads you to the different levels of terrain and difficulty

BUGGY ON DOWN

Buggy's most interesting feature lies in its use of power-ups. These are collected by driving through a number of coloured slalom gates. As you pass through one gate, a colour appears in the bottom left of the screen, together with the next colour you need to collect to get the power-up. Depending on the length of the combinations, the effect is more powerful; a simple turbo power-up can be gained with two colours, whereas a time-stop or a mega-grip requires you to pass through more gates

The gates are scattered all over the place and very few of them are placed in order. This also assures that you don't always know which power-up you are attempting to obtain, unless you play the game over and over and learn the combinations. Although this isn't a new idea, it adds a little variation to the proceedings. Some of the power-ups also unlock a number of hidden areas in the game.

It's these power-ups that make *Buggy* worth playing. The graphics shift at a pace, with plenty of details to keep the eyeballs happy. There's a good mix of music, with a variety of dancey numbers and a couple of haunting melodies for the darker levels. The trouble with this game lies at the root of it's idea, radio controlled cars just don't cut it on the sprawling highways of the PlayStation. The mild excitement gained from driving an RC car through a mini-forest just doesn't compare to the adrenaline rush gained from caning a Dodge Viper through the woods in *Gran Turismo*. However, there is a lot to like about *Buggy* and it provides enough of a challenge to warrant your time PRO



Whilst you are buggying round the interactive menu, a number of sub-games will be revealed

PRO SCORE

PRICE: £39.99
PUBLISHER: Gremlin
GENRE: Racing

RENT IT

ANALOGUE | MEMORY CARD | ONE PLAYER | TWO PLAYER | PRO

Buggy's very playable with enough frenzied action, entertaining features and refined graphical touches to warrant renting. There's plenty of variation on each level, it just lacks the speed and variety associated with today's swift favourites. Basically, if you like playing with RC cars without the novelty of actually owning the toy, then this is your bag. It doesn't quite provide the edge of the seat excitement of Micro Machines 3, which makes more of a similar theme, but it has a good try.

SAM

WHAT'S THE SCORE

GRAPHICS	7
SOUND	8
GAMEPLAY	7
LASTABILITY	7

7½

PRO PANEL

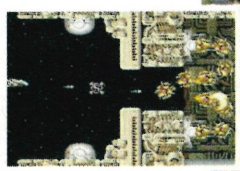
CHICKEN It's fast, it's quick and it's completely mindless fun. Don't expect it to last very long, but there're plenty of options and enough two player action to keep you busy

JAMES Dozens of these games are appearing at the moment and they all look and play the same. I'm bored of this karting style genre, and this game isn't going to change my mind

LEWIS Buggy never rises above the absolutely average, helping to fuel my theory that all these games are the same. And for forty quid, why not go out and buy a real RC car instead?

JAY Bags of two player fun and quality visuals make this a perfect evening's rental with a few mates, just don't be stupid enough to own your own copy or you might regret it

R Types



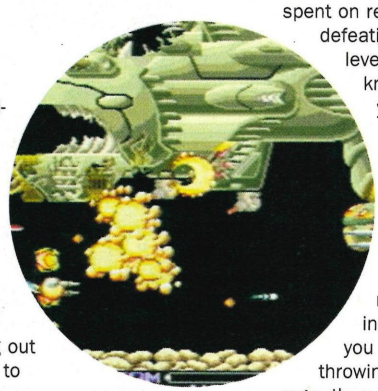


Head back into the dark ages of gaming to experience what life was like before the dawn of 3D

If you're one of those people who enjoys an occasional stroll down Memory Lane, then you'll love *R Types*. The side-scrolling, 2D delights of the two *R Type* games featured here have appeared in the arcades as well as on consoles, and are now reappearing on the PlayStation, bringing rapture to shoot'em-up veterans, and a puzzled look to the faces of those who missed out on the joys of all those primitive videogames.

R YOU BEING SERVED?

Although the side-scrolling shoot'em-up is hardly ground-breaking stuff nowadays, the *R Type* games boast features which will remind you why past generations spent so much time (and money) playing them. Each level is packed with vicious crustacean villains, tendril-adorned bosses and all manner of obstacles popping out of the scenery in an attempt to impede your shooting flow.



R Types pays homage to its arcade ancestry by forcing you to insert imaginary 10p pieces by pressing the 'select' button to start the game. They also boast lovely 1980s synthesizer music, recreating that arcade experience (without the requisite skiving schoolkids) in your own home.

With *R Type* having eight levels and R Type II only six, it may seem as if you're being cheated out of some gameplay, but a good deal of time and button-bashing will be spent on reaching each boss and defeating them, thus completing the levels. This is because, unless you know the level like the back of your hand, it's inevitable that you'll get killed.

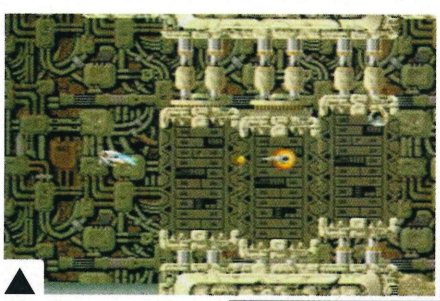


At the end of each level you'll find a giant boss to destroy. However, unless you've got lightening-fast reactions, you're going to be pulverised

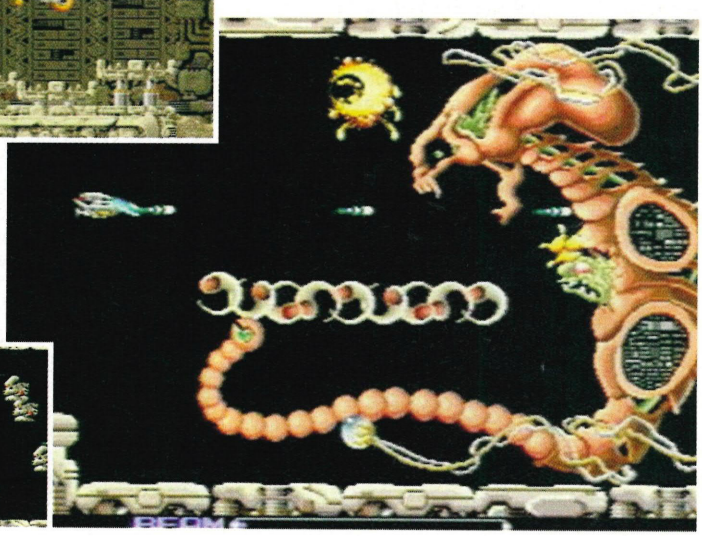
FRUSTRATION-R-US

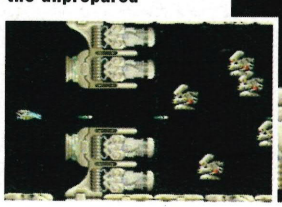
Your demise sends you right back to the beginning of a section, or even back to the beginning of the level if you're really unlucky. However, some inexplicable urge will encourage you to keep on playing instead of throwing down the joypad in a fit of rage, thus demonstrating the annoying addictive quality of these ancient blasters.

R Types isn't exactly a difficult game to master, since it makes use of only three buttons (plus the D-pad), but if you're not blessed with lightening reactions and frustrate easily (as I do), then you're going to find yourself taking a hammer whilst playing this game. Personally, I can think of better ways to spend my money than on resurrected old tat that should have been left dead and buried PRO



As well as shooting the obligatory beasties, you'll must dodge obstacles and look out for any hidden missile launchers, which open fire from every angle and obliterate the unprepared





PRO SCORE

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

RENT IT

ANALOGUE | MEMORY CARD | TWO PLAYER

If you're quick on the draw and are quite happy to dash about the screen like your arse is on fire, then you might just get a kick out of R Types. It's fast and furious firing fun, but it could quite easily have you fuming with rage if you possess anything less than the patience of a saint. Obviously, it's not the most up-to-date game around, so if you break out in a sweat at the thought of playing anything over five years old, then steer well clear. R Types will only appeal to old-school arcade die-hards.

KAY

WHAT'S THE SCORE

GRAPHICS	6
SOUND	5
GAMEPLAY	6
LASTABILITY	5

6

PRO PANEL

CHICKEN I'm no retro gamer therefore I'd never recommend this to anybody. R Types is a game that has had its day. Fast, frantic, difficult and ultimately tedious. Sorry

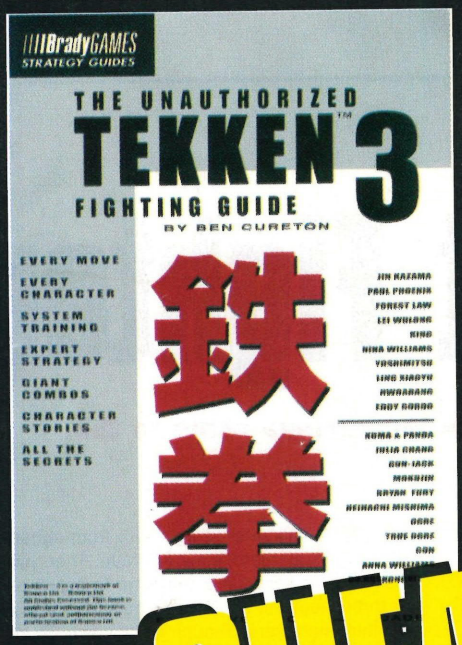
JAY Old school craziness for sure, but it gets so boring after a couple of plays. Fans of the original will love it to pieces, but the new age of gamers will wonder why they bothered

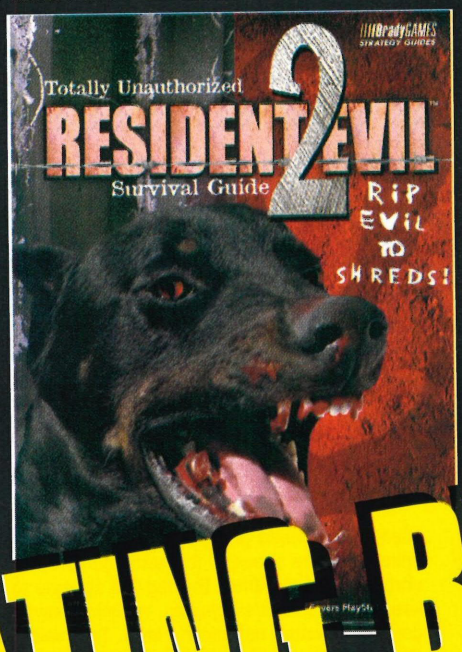
LEWIS Have Virgin been rooting through my bins? I thought I threw this away over five years ago, along with my Commodore64. This should have been left to decompose

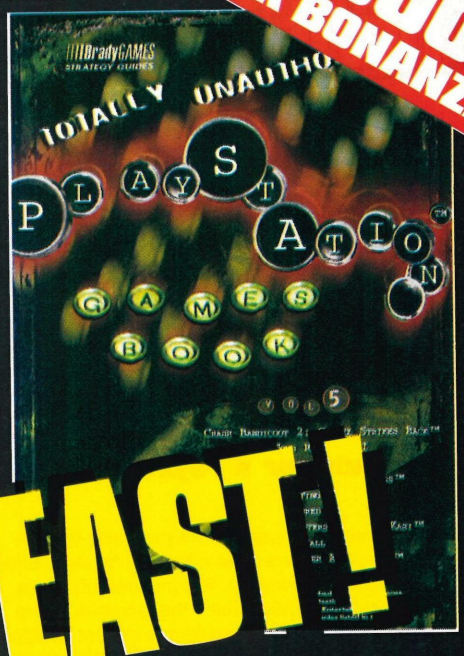
JAMES In it's day this rocked, but that day came and went long ago and R Types is just a dull and dated shoot'em-up that, like so many retro releases, has lost most of its charm

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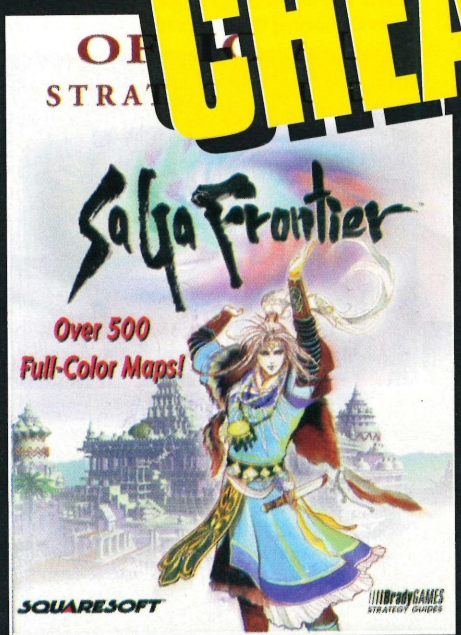
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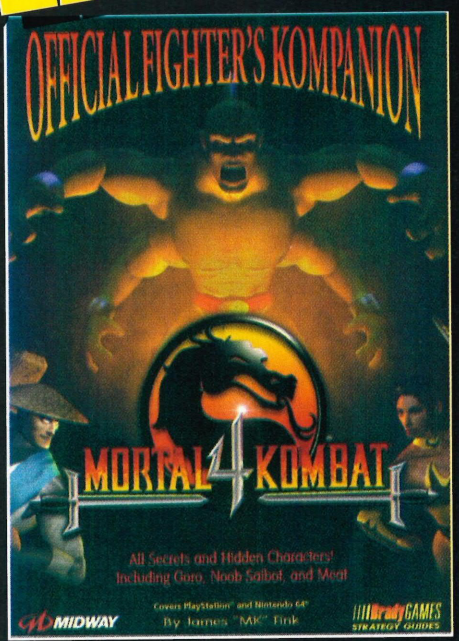
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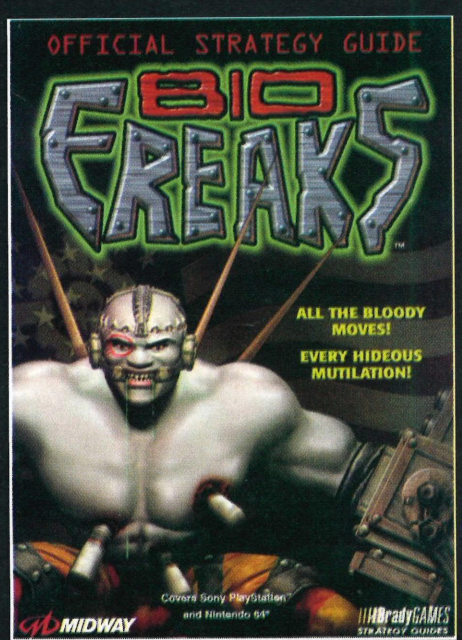


Whether you're stuck on a level or just want some tips and cheats to uncover a game's secrets, help is at hand with the BradyGAMES collection of player's guides. From walkthroughs for Resident Evil 2 to comprehensive move lists for Tekken 3 and Mortal Kombat 4, the books contain everything you'll need to get the most out of your game.

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PLAYSTATION PRO ENTRY FORM

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X-Men Vs Street Fighter

Street Fighter receives another coat of gloss as the X-Men take their pagga skills to the streets for a royal rumble with Capcom's finest fighting force

If cartoon scrappers are your thing then you're in for a treat with *Virgin's* latest *Street Fighter* acquisition. The mutants who form the X-Men have joined the grandfolk of the beat'em-up universe for the newest addition to the seemingly ageless *Street Fighter* series.

Capcom have already ventured into the comic book world with last years' release of *Marvel Super Heroes*, and for the most part, *X-Men Vs Street Ffighter* plays exactly the same. You won't be able to harness the powers of any of the infinity gems that were introduced in that particular game, but the freedom of movement afforded by the large battle grounds does make a return, allowing for some powerful aerial attacks.

X-Men Vs Street Fighter utilises the tried and trusted *Street Fighter* game engine from the successful *SF Alpha* series. Fans of that particular incarnation will already know, the key to the game is building up the 'special move' energy bar at the bottom of the screen and selecting the right time to unleash its power. Combination attacks play a major part in any rumble too, and huge selections of combos are on hand for each of the 17 playable characters contained within. Eight of these combatants form the X-Men contingent boasting the videogame debuts of Gambit, Rogue and Sabretooth.

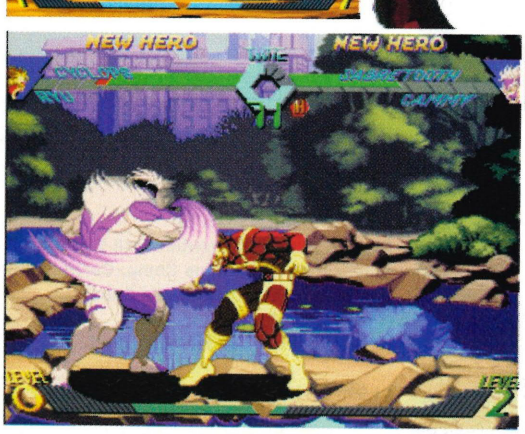
X-PRESS PAGGA

The prime functions of the game are virtually exactly the same as those of the 2D *Alpha* games; bright graphics and well-drawn characters in need of a few more frames of animation. The speed of the game can be unrelenting, sometimes making it a struggle to keep track of what's going on, reducing play to a desperate button hammering level. That said, *Street Fighter* has built its legacy upon the turbo element of the gameplay, which is obviously an adrenaline pumping experience when you get the hang of it, but I just find the initial random element quite off putting. In truth, I've never really been a fan of the *Street Fighter* games, though I was reasonably impressed with this version; partly because of the X-Men additions, but chiefly because of the new tag team battle mode.

When beginning the game you select a character to fight with from either side of the superhero/kung fu divide. Then you must select a secondary character to accompany you throughout the bout, again from any of the available characters. Though you'll never be in control of this secondary fighter, they'll act as a power-up, joining the action from their off-screen

















Apart from the 3D Ex Plus Alpha version, this has to be ranked as the best looking Street Fighter game, although I think it's about time they stopped tweaking the old game and started a new one from scratch

COCK FIGHTERS

Eight characters from each stable are yours to rumble with straight away, as well as the two hidden fighters; Akuma and Armageddon



position whenever their services are called upon. It really only serves the same purpose as any normal over-the-top combo would, only it just has a much cooler effect.

FIGHT OR FLIGHT?

Overall, it's really just another addition to the Streetfighter collection as there isn't anything radically different to any of the recent *SF* titles. The inclusion of the X-Men is obviously a major selling point, and the tag team effect works quite well, but if the truth be known it isn't going to drag me away from *Tekken 3*. I'd be prepared to stick my neck out and say that it's possibly the best *Street Fighter* game that I've played, but as you already know I'm not a fan and I haven't seen anything majorly impressive here to change my mind. Great if you've got the *Street Fighter* bug, but no X factor is involved for modern beat'em-up fans PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: Virgin
GENRE: Beat'em-up

RENT IT

TWO PLAYER

There's no reason why established fans of the SF games, be it the originals, the Ex Plus Alpha series or even Pocket Fighters, shouldn't get into this as it's another carbon copy release. Apart from the inclusion of eight X-Men characters and a new 'tag team' fighting element, there's nothing overly impressive about it, and certainly nothing original. For the most part it's just another SF game, and to be quite honest we've already had enough to see us through eight lifetimes.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	8
GAMEPLAY	7
LASTABILITY	6

6½

PRO PANEL

JAY It's about time that someone told Capcom that the genre known as the beat'em-up has moved on since 1989. Why churn out this when you have Ex Plus Alpha 2 waiting? Arse

KAY Not being a huge fan of the SF lot in the first place, this is hardly the most thrilling title I've ever seen. Unless you're an avid X-Men fan, I'd leave it well alone

LEWIS The SF titles just don't know when to roll over and die. This is another cosmetic change to the ageing game engine. If you own a previous game, then don't bother with this

SAM Another SF game and no changes in gameplay. If you're crazy enough to be a fan of Capcom's looney toons then throw your money away. Otherwise, load up Tekken 3







S.C.A.R.S.

Meet the mechanical menagerie who have turned racing into an explosive experience



You'll find yourself skidding round corners like a mad thing as you hammer it about each course's crazy maze of twists and shortcuts





Based in the year 3000 AD, *S.C.A.R.S.* (Super Computer Animal Racing Simulation) are a team of carburettored creatures who have been created by a gang of bored, Earth-ruling supercomputers. By taking control of one of these vehicles and picking up a cache of weapons on the way, you have the chance to swerve and shoot your way to victory in a single or multi-player battle of the species.

The battles take place on a wide range of courses, including ski-slopes, seabeds and sandy shores. Although these may not seem very original, each one has its own unique features, but you won't fully appreciate them when you're going like the clappers to try and maintain your lead or are hot on the heels of a particularly lethal participant.

DONKEY DERBY

The main racing option in the single-player mode is the Grand Prix, where you must complete a series of races against computer-controlled vehicles in order to win trophies (carbon, crystal and diamond). However, to move on to the next trophy you have to finish the league with the most points, which are given for anything from the fastest lap times to being the most aggressive racer.

The best way to score points is to simply get your arse in gear and make it to the finish line first, as you can't guarantee that you'll hold the 'vicious vehicle' award, no matter how many weapons you've hurled. You can't save single races either, so if you fail to win the trophy you're thrown back to the beginning of the game to re-race every track, making things very frustrating indeed.

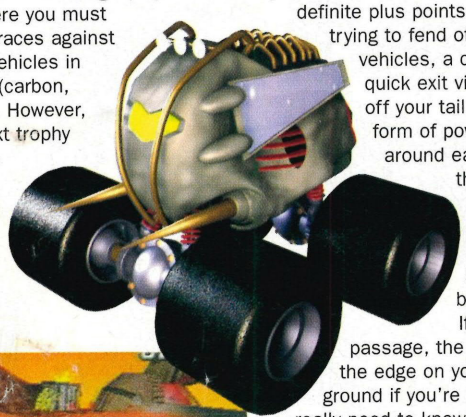
When you've finally collected your first cup you'll have access to the Challenge mode, which allows you pick up four secret vehicles by racing against a single CPU-controlled car and winning. There's also a secret track up for grabs when you've finally worked your way through the Grand Prix.



This boomerang bomb can be tossed backwards and forwards between you and the nearest vehicle until it explodes. It's just one of the many weapons designed to keep you amused whilst fending off the opposition

MONSTER MAGNETS

The strategy elements featured in *S.C.A.R.S.* are definite plus points to the game. When you're trying to fend off the other victory-hungry vehicles, a cleverly-placed weapon or a quick exit via a shortcut will keep them off your tail. The weapons come in the form of power-ups which are dotted around each course, but thankfully they aren't just your bog-standard machine guns – the cache includes giant car-clamping magnets, bumper-bashing barriers and time bombs.

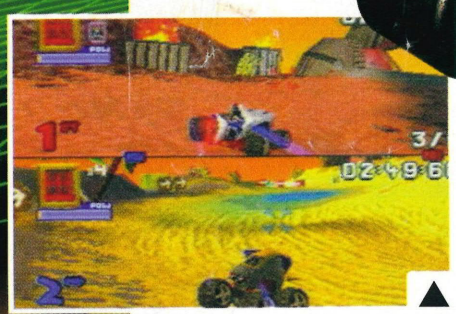


If you prefer a more peaceful passage, the track shortcuts let you get the edge on your aggressors and gain some ground if you're lagging behind. However, you really need to know the track well if you're going to take advantage of this, as some of the shortcuts feature incredibly sharp bends and a series of deviously placed obstacles.

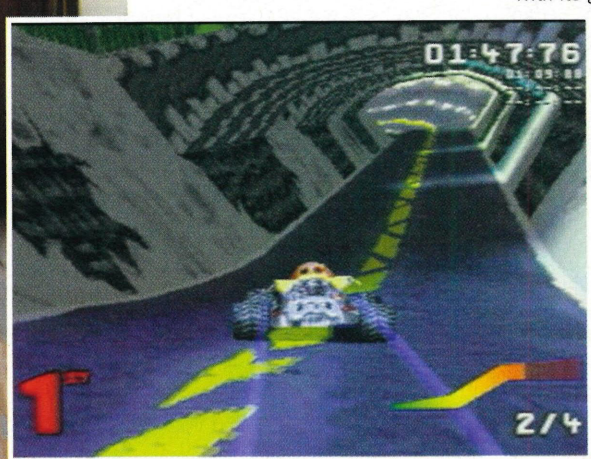
The route may seem shorter, but you'll be slowed down considerably as you must manoeuver around the twists and turns of a track. The best way to get around this problem is by repeatedly playing the time attack mode until you know the course backwards. You can also make the most of this mode if you want to try and better your racing times or pinpoint potential trouble-spots, as time attack lets you compete against a ghost car from a previous race.

With its gorgeous graphics and real-time lighting and weather effects, *S.C.A.R.S.* looks pleasant enough, but appearances can be deceptive. The split-screen multi-player mode is disappointingly sluggish, and unless you've got a multi-tap it's incredibly boring when you're bandying weapons between one another.

However, with a posse of players *S.C.A.R.S.* provides a good opportunity to show off your driving prowess, provided you don't mind a loss of speed within the game. As for the single-player mode, don't even bother unless you have lightening-fast reactions, and don't mind getting incredibly frustrated when you have to replay the tracks for the millionth time PRO



Two-player splitscreen racing spells highspeed war for you and a mate. It's even better when you hook up to a multi-tap and get all your posse round for a battle



PRO SCORE

PRICE: £39.99
PUBLISHER: UBISOFT
GENRE: Racing

RENT IT

ANALOGUE | MEMORY CARD | MULTI-TAP | SPLIT SCREEN | FOUR PLAYER

Despite the game's sparkling graphics and lighting effects, S.C.A.R.S. fails to rise to the top of the pile in its genre. You'll need to be a whizz in the old manual dexterity department (and/or possess an analogue controller) in order to get anywhere. You'll also find that patience is a precious virtue as you repeatedly cover the same ground again and again. If a futuristic mix of racing and retribution is your thing, you're better off going for the platinum classic Wipeout 2097.

KAY

WHAT'S THE SCORE

GRAPHICS	7
SOUND	5
GAMEPLAY	6
LASTABILITY	6

7

PRO PANEL

LEWIS Buggy, Rock 'N' Roll Racing 2, Megaman Battle And Chase, and now this. Is there a crap car constructor kit on the market that we don't know about? Just don't bother

JAMES S.C.A.R.S. serves its purpose but rarely does anything out of the ordinary, which is why you should rent it rather than waste your cash as it's strictly for short burst entertainment

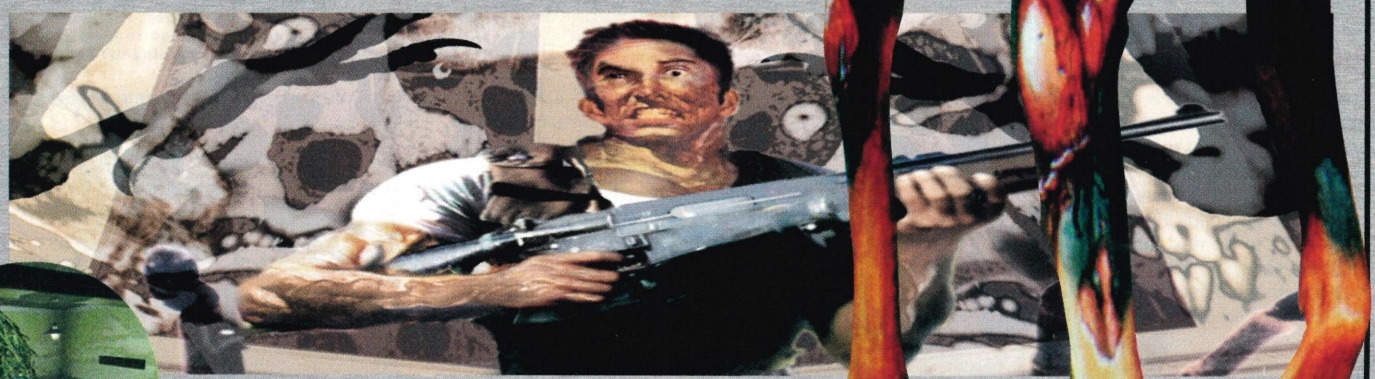
SAM Yet another low-rate racer. We've seen enough of this kind of crap to last us a lifetime. Do yourself a favour and spend your money on something worthwhile

JAY Quick and playable, but it's long lasting appeal didn't hit the spot with me. It's pseudo-original I suppose, but simply isn't something I'd spend time or money on. So there

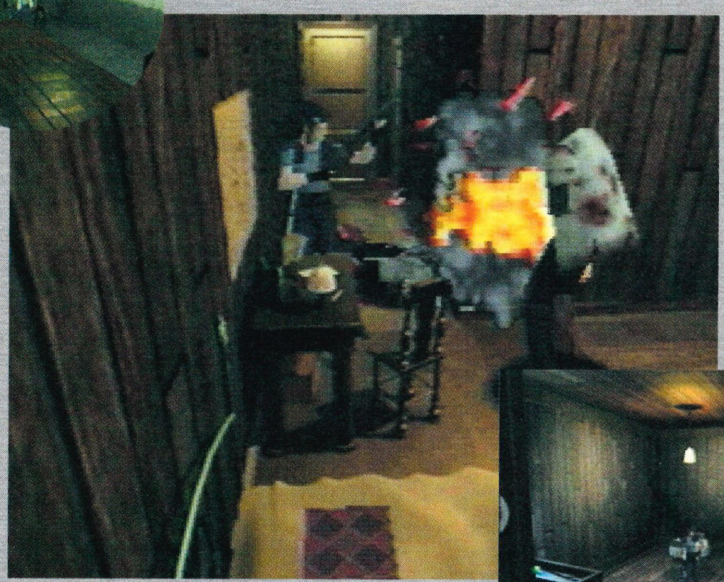
PRO PLATINUM

The main gripe about videogames on the whole is one of pricing, but with the introduction of the Platinum Range, old classics from the PlayStation back catalogue can now be enjoyed for under £20. So here's the latest lowdown on some of the biggest PlayStation titles currently on release. Enjoy











Resident Evil

Starting the ball rolling for the *Resident Evil* series, *R.E.* saw blood, gore and a menage of flesh-eating zombies. But most of all, it saw the worst acting scenes ever witnessed in a videogame.

Based on horror movies such as Evil Dead and Zombie flesheaters, *Resident Evil* was a celebration of all that was cheesy within them (including the far-from-RADA performances).

Playing as S.T.A.R.S. team members, Chris Redfield or Jill "master of unlocking" Valentine, you have the chance to explore and solve the mysterious happenings in and around an elaborate mansion in Raccoon City.

With a surprise around every corner and a cavalcade of zombies to eradicate, *Resident Evil* will make even the toughest gameplayers soil their pants in fear PRO

SCORE

PRICE: £19.99
PUBLISHER: Capcom
GENRE: Adventure

MUST BUY

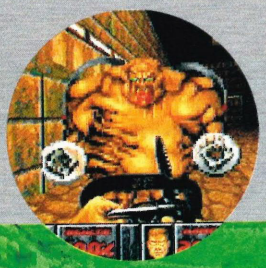
MEMORY CARD | ONE PLAYER | PRO | PRO | PRO

THE PRO VERDICT

GRAPHICS	8
SOUND	8.5
GAMEPLAY	9
LASTABILITY	8

8½

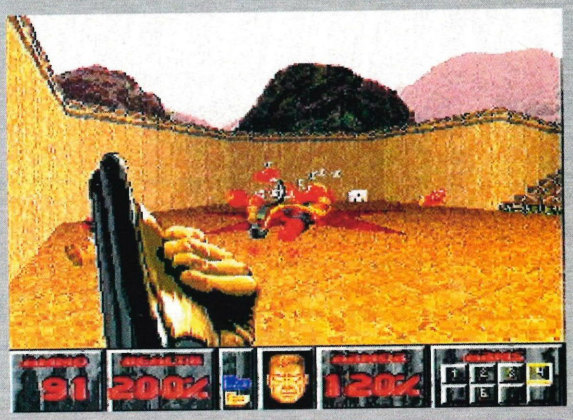
Doom



With its heady blend of sharp shooters, crazed monsters and enough gore to turn you vegetarian, *Doom* has spawned a myriad of clones on its way to notoriety. A first-person monster-zapping frenzy, it features over 50 levels of winding corridors and rooms to get lost in, with surprises waiting around every corner.

Of course, the most important thing in a shoot 'em-up is the arsenal of weapons, and in *Doom*, this isn't disappointing, as you're given everything from double-barrelled shotguns to plasma guns to play with, which are powerful enough to ensure that all the walls are satisfactorily covered with slime and blood after you've been on a particularly frenzied blasting rampage.

Featuring two-player co-op and deathmatch modes (played with the aid of a link cable) as well as its engrossing single player game, *Doom* is a must for all shoot 'em-up virgins PRO









PRO SCORE

PRICE: £19.99
PUBLISHER: Gt Interactive
GENRE: Shoot'em-up

MUST BUY

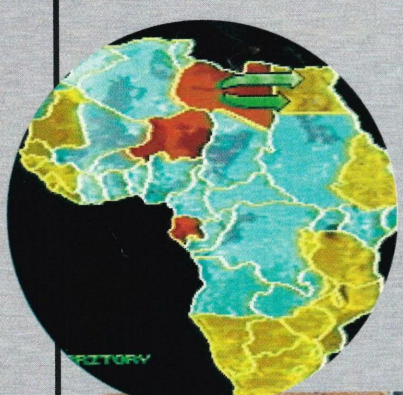
LINK CABLE | TWO PLAYER

THE PRO VERDICT?

GRAPHICS	7
SOUND	8
GAMEPLAY	9
LASTABILITY	9

9

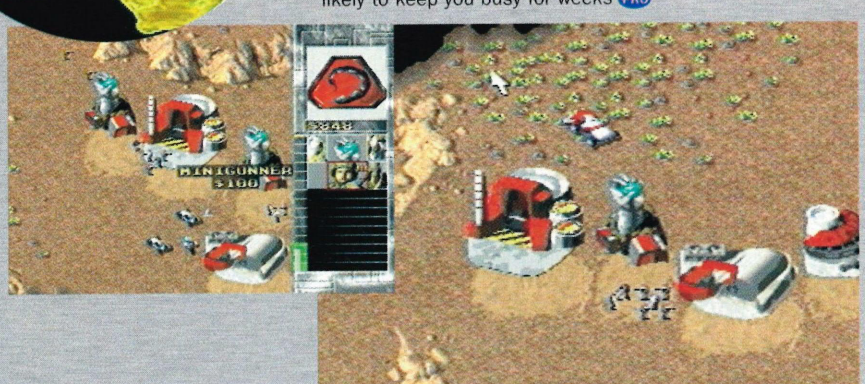
Command & Conquer



The game that introduced the *Command & Conquer* series to the PlayStation, *C&C* is a full-on warfest which presents no end of possibilities. Taking charge of either the environmentally-friendly GDI commandos, or straying towards the dark side as the avaricious Brotherhood of NOD, your missions are based at various locations around the world. At the root of the conflict is a substance called tiberium, which is highly toxic (hence the GDI desire to get rid of it), but damned valuable to the boys at NOD. In each case, collecting tiberium brings in the money, which in turn allows you to build and defend your bases while trying to defeat the opposition.

With two mission-based discs (one for each army) and a myriad of gameplay opportunities, *Command and Conquer* is likely to keep you busy for weeks PRO





PRO SCORE

PRICE: £19.99
PUBLISHER: Virgin
GENRE: Strategy

TRY B4 U BUY

MOUSE | ONE PLAYER

THE PRO VERDICT?

GRAPHICS	7
SOUND	8
GAMEPLAY	9
LASTABILITY	9

8

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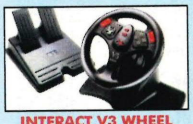


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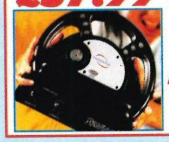
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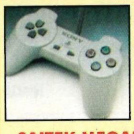
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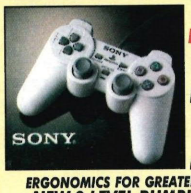


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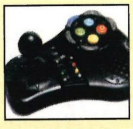


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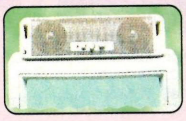
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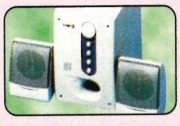
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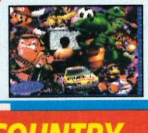
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Replacement RF Lead- comes with an adaptor to connect your PSX to a Hi-Fi.....£10.99
RF Hi-fi Adaptor & Guncon.....£8.99
AV Multi-out Cable.....£12.99
Xplorer X-Link PC connector.....£9.99

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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!

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

ADVENTURE / ROLE PLAYING



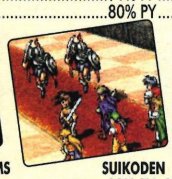
BREATH OF FIRE 3

Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 follows the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.



RRP £39.99 Our price £32.99

Alundra	91% PY, 91% PP	**£33.99**
Azure Dreams	Due 18th September	£28.99
Breath of Fire 3	**80% PY, 84% PP**	**£32.99**
Broken Sword	91% PP	£29.99
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	91% PP	£32.99
Discworld 2	80% PY	£34.99

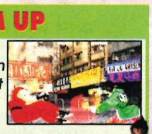

AZURE DREAMS | SUIKODEN | RIVEN

Final Fantasy 7	93% PY, 97% PP	**£34.99**
Kingsfield	61% PY	£24.99
Legacy of Kain	81% PY, 92% PP	£24.99
Magic the Gathering	N/A	£28.99
Riven	84% PP	£31.99
Sentient	84% PY, 71% PP	£26.99
Suikoden	80% PY, 81% PP	£19.99
Treasures of the Deep	83% PY, 78% PP	£29.99
Versailles	10% PP	£19.99
Wild Arms	Due November	£29.99

BEAT 'EM UP



After months of waiting, the ultimate in beat 'em ups is here at last! 100's of moves and combos, 24 characters, plus play modes, advanced animation and an amazing soundtrack.



RRP £44.99
Our price £36.99



TEKKEN 3 COMPETITION!! WIN A TEKKEN 3 JOYSTICK!

We've got 10 specially imported Tekken 3 joysticks to give away! All you have to do is order Tekken 3 from us before 15th October and you will be entered into a prize draw. 10 people will be lucky!







MORTAL KOMBAT 4 | BLOODY ROAR | TEKKEN 3

Biofreaks	Due 18th September	£33.99
Bloody Roar	92% PP	£27.99
Bushido Blade	**94% PY, 83% PP**	**£25.99**
Cardinal Syn	85% PY, 82% PP	£29.99
Dead or Alive	91% PY	£29.99
Dynasty Warriors	71% PY, 68% PP	£17.99
Fantastic 4	69% PY, 59% PP	£16.99
Fighting Force	89% PY, 66% PP	£20.99
Marvel Super Heroes	**87% PY, 90% PP**	**£24.99**
Mortal Kombat 4	Due 24th September	£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	£12.99
Psychic Force	73% PY, 76% PP	£22.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Soul Blade	96% PY, 94% PP	£34.99
Star Wars: Masters of Teras Kasi	74% PY	£29.99
Streetfighter Collection	67% PY, 87% PP	£33.99
Streetfighter Ex Plus	91% PY, 93% PP	£29.99
Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	**94% PY, 96% PP**	**£36.99**
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

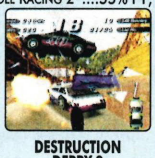
Auto Destruct	84% PY, 77% PP	£22.99
Ayrton Senna Kart Duel 2	N/A	£24.99
Buggy	Due 7th October	£32.99
Bugriders	N/A	£19.99
Burning Road	**90% PY**	£14.99
Circuit Breakers	81% PY, 80% PP	£29.99
Colin McRae Rally	**93% PY**	**£33.99**
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Explosive Racing	82% PP	£17.99
Felony 11-79	81% PP	£19.99
Formula 1	**84% PY, 88% PP**	**£16.99**
Formula 1 '97	90% PY, 93% PP	£38.99
Formula Karts Special Edition	75% PY, 81% PP	£16.99
Gran Turismo	**97% PY!!!**	**£34.99**
Grand Theft Auto (18+)	**88% PY, 90% PP**	**£26.99**





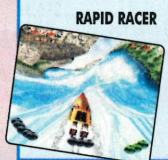
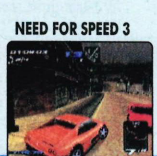
N2O | COLIN McRAE RALLY | FORMULA 1 '97

Impact Racing	87% PY, 82% PP	£12.99
Jeremy McGrath's Supercross 98	67% PY, 52% PP	£32.99
Jetrider 2	78% PY	£24.99
Micro Machines 3	**92% PY, 95% PP**	£17.99
Motorhead	79% PY, **92% PP**	£17.99
Motor Mash	68% PP	£19.99
Moto Racer	86% PY, 85% PP	£24.99
Moto Racer 2	Due 2nd October	£32.99
Motocross International	77% PY	£24.99
N_2O	70% PY, 89% PP	£32.99
NASCAR Racing '98	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£24.99
Newman Haas Racing	74% PY, 75% PP	£27.99
Off Road Challenge	Due 25th September	£33.99
Porsche Challenge	82% PY, 80% PP	£18.99
Rage Racer	94% PY, 93% PP	£19.99
Rally Cross	89% PY	£29.99
Rapid Racer	87% PY, 82% PP	£17.99
Ray Tracers	74% PY, 73% PP	£19.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP	£19.99


TOCA TOURING CARS | DESTRUCTION DERBY 2 | GRAND THEFT AUTO

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
Road Rash 3D	76% PY, 80% PP	£30.99
Street Racer	84% PY, 79% PP	£19.99
Supersonic Racer	91% PY, 74% PP	£17.99
Test Drive 4	86% PY, 70% PP	£17.99
TOCA Touring Cars *Dual Shock*	**92% PY, 91% PP**	**£17.99**
TOCA Touring Cars 2	**Due November**	**£35.99**
Tokyo Highway Battle	73% PY, 77% PP	£18.99
Tommi Makinen Rally	N/A	£19.99
Twisted Metal 2: World Tour	88% PP	£24.99
Vigilante 8	**94% PY, 91% PP**	**£23.99**
VMX Racing	45% PY	£31.99
VR Powerboat Racing	N/A	£14.99
V Rally *Dual Shock*	87% PY, 94% PP	£17.99
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

TOMB RAIDER 3



Competition! *We've got a Lara Jacket, Lara Fleece, Lara Watches, Lara T-shirts and more to give away! All you have to do is order a copy of TR3 before November 28th to enter!*



Batman & Robin	Due 20th August	£33.99
Deathtrap Dungeon	86% PY	£29.99
Deathtrap Dungeon includes a free book, T-Shirt & cards!		
Fade To Black	90% PY, 87% PP	£17.99
Fifth Element	Due 25th September	£29.99
Frenzy	73% PY	£29.99
MDK	90% PY, 80% PP	£19.99
Men In Black	N/A	£31.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	Due 25th September	£34.99
Overblood	86% PY, 76% PP	£12.99
Perfect Assassin	N/A	£24.99
Resident Evil	95% PY	£18.99
Resident Evil 2	**96% PY**	**£37.99**
Rosco McQueen	88% PY, 78% PP	£26.99
Spawn	49% PY	£26.99
Tenchu	Due October	£CALL
Tomb Raider	94% PY, 92% PP	**£17.99**
Tomb Raider 2	95% PY, 95% PP	**£27.99**
Tomb Raider 3	**Due October**	**£35.99**



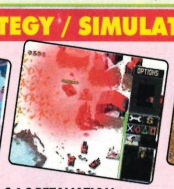


DEATHTRAP DUNGEON | BATMAN & ROBIN | NINJA

ARCADE SHOOTERS

Blast Chamber	82% PY	£24.99
Blast Radius	N/A	£34.99
Crime Killer	81% PP	£29.99
Crusader No Remorse	80% PY, 85% PP	£19.99
Grid Run	53% PY, 64% PP	£16.99
Hard Boiled	29% PY, 40% PP	£19.99
Loaded	85% PY, 75% PP	£18.99
Mass Destruction	80% PY	£22.99
One	**86% PY, 83% PP**	**£28.99**
Overboard	75% PY	£24.99
PO'ed	37% PY, 76% PP	£14.99
Ray Storm	75% PY, 83% PP	£29.99
Reloaded	61% PY, 73% PP	£18.99
Robotron X	85% PY, 66% PP	£16.99
Syndicate Wars	85% PY, 92% PP	£19.99
Tempest X3	86% PY, 80% PP	£14.99
Tiger Shark	62% PY, 72% PP	£18.99
Xevious 3D	72% PY, 60% PP	£29.99

STRATEGY / SIMULATION


THEME HOSPITAL | C &C RETALIATION | C&C RED ALERT

Carnage Heart	57% PY, 74% PP	£22.99
Command & Conquer RED ALERT	90% PY, 93% PP	£32.99
Command & Conquer Retaliation	Due 18th September	£33.99
Constructor	Due 24th September	£31.99
Monopoly	75% PY, 78% PP	£33.99
Risk	81% PP	£34.99
Sentinel Returns	62 % PY	£34.99
Theme Hospital	**88% PY**	**£25.99**
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	60% PY	£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

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	£22.99
Kula World	83% PY, 89% PP	£32.99
Kurushi	88% PY, 68% PP	£22.99
Pet in TV	**Out Now**	**£29.99**
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



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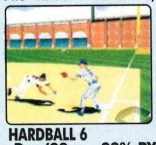
SPORT



ISS '98

ISS Pro was regarded as the most playable soccer game ever, and now there's a sequel! ISS '98 boasts the smoothest graphics of any football game, enhanced strategy options and (finally!) a player name editor! The most realistic and addictive footy sim ever!

2 Extreme	55% PP	£22.99
Actua Golf 2	**80% PY, 83% PP**	**£17.99**
Actua Golf 3	Due 21st October	£31.99
Actua Ice Hockey	91% PY	£17.99
Actua Soccer 2	**92% PY, 93% PP**	**£17.99**
Actua Soccer 3	Due 28th October	£31.99
Brian Lara Cricket	Due end October	£35.99
Breakpoint Tennis	73% PP	£19.99
Chill	56% PY, 82% PP	£19.99
Cool Boarders	82% PY, 91% PP	£24.99
Cool Boarders 2	81% PY, 92% PP	£29.99
Courier Crisis	79% PP	£19.99
Dead Ball Zone	84% PY, 88% PP	£24.99
Everybody's Golf	85% PY, 85% PP	£29.99
FIFA Soccer '96	81% PY	£14.99
Int'l Superstar Soccer Pro	84% PY, 92% PP	£17.99


EVERYBODY'S GOLF HARDBALL 6 PREMIER MANAGER '98

Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£32.99**
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	£20.99
Nagano Winter Olympics '98	83% PY	£25.99
Namco Smash Court Tennis	86% PY	£29.99
NBA Live '98	87% PP	£32.99
NFL Madden '98	92% PY, 89% PP	£26.99
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	£14.99
PGA Golf '98	63% PY, 68% PP	£32.99
Player Manager	74% PY	£24.99
Powermove Pro Wrestling	N/A	£19.99
Premier Manager '98	**Out Now!!**	**£19.99**
Pro Pinball Timeshock	89% PP	£22.99
Snow Racer	85% PP	£24.99
True Pinball	85% PY	£17.99
Total NBA '98	92% PY, 85% PP	£29.99
V Ball	30% PY	£29.99
Victory Boxing	90%	£27.99
Victory Boxing 2	Due end September	£35.99
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**	**£26.99**
World League Soccer '98	**90% PY, 93% PP**	**£30.99**
WWF In Your House	N/A	£22.99
WWF Warzone	85% PY	£33.99





NAMCO TENNIS VICTORY BOXING WWF WARZONE

GUN GAMES



DIE HARD TRILOGY & PROTECTOR GUN
£26.99



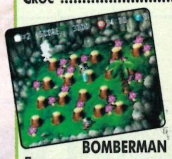
Die Hard Trilogy	92% PY, 92% PP	**£18.99**
Die Hard Trilogy & Protector Gun	N/A	£26.99
Lethal Enforcers 1 & 2	30% PP	£27.99
Point Blank	**90% PY, 92% PP**	**£29.99**
Point Blank & Guncon	**90% PY, 92% PP**	**£49.99**
Time Crisis	**90% PY, 93% PP**	**£29.99**

3D SHOOTERS

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Armoured Core	69% PY, 86% PP	£29.99
Colony Wars	92% PY, 93% PP	£19.99
Critical Depth	65% PP	£19.99
Dark Forces	75% PY, 84% PP	£24.99
Darklight Conflict	79% PY, 87% PP	£17.99
Descent	85% PY, 91% PP	£14.99
Descent 2	63% PY, 82% PP	£12.99
Doom	93% PY, 92% PP	£18.99
Duke Nukem 3D	**90% PY, 91% PP**	**£19.99**
Duke Nukem A Time To Kill	**87% PY**	**£33.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19.99
Forsaken	**92% PY**	**£24.99**
Future Cop LAPD 2100	Due 2nd October	£32.99
Ghost in the Shell	73% PY, 90% PP	£29.99
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

PLATFORM

Agent Armstrong	75% PP	£24.99
Bomberman World	85% PY, 83% PP	£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	£29.99
Croc	78% PY, 84% PP	**£23.99**





BOMBERMAN CRASH BANDICOOT 2 HERCULES

Frogger	69% PY, 88% PP	£24.99
Gex 3D	**92% PY**	**£24.99**
Heart of Darkness	**88% PP**	**£29.99**
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	**£21.99**
Lucky Luke	79% PP	£29.99
Megaman 8	82% PY	£28.99
Megaman X3	82% PY, 81% PP	£24.99
Nothing Can Stop Mr Domino	Due 18th September	£32.99
Oddworld: Abe's Oddysey	90% PY, 91% PP	**£19.99**
Pandemonium	90%	£18.99
Pandemonium 2	72% PY, 91% PP	**£22.99**
Pitfall 3D	70% PY	£19.99
Rayman	87% PY	£17.99
Rampage World Tour	N/A	£24.99
Rascal	77% PY	£34.99
Skull Monkeys	83% PY	£32.99
Tombi	**79% PP**	**£29.99**
Trash It	55% PY, 57% PP	£29.99
Whizz	N/A	£19.99
Wild 9	Due October	£34.99

FLYING





ACE COMBAT 2 NUCLEAR STRIKE THUNDERHAWK 2

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	**£19.99**
Soviet Strike	83% PY, 92% PP	**£18.99**
Thunderhawk 2	85% PY, 82% PP	£18.99
Viper	N/A	£24.99
Wing Over	50% PY, 40% PP	£35.99

RETRO / COMPILATION / MISCELLANEOUS





R-TYPE SPICE WORLD FLUID

Atari Greatest Hits	81% PY, 75% PP	
Inc Asteroids, Super Breakout, Tempest, Battlezone, etc		**£19.99**
Atari Greatest Hits 2	**Out now**	**£27.99**
Fluid	78% PY, 84% PP	£26.99
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	£22.99
Namco Museum Volume 4	79% PY, 67% PP	£24.99
Namco Museum Vol 5	75% PP	£27.99
Parappa the Rapper	82% PY, 89% PP	£21.99
R-Type	Due end September	£29.99
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 Dungeon 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:

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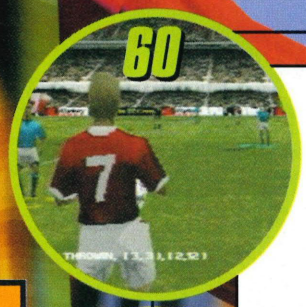
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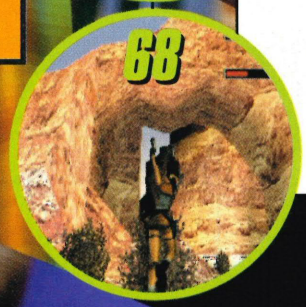
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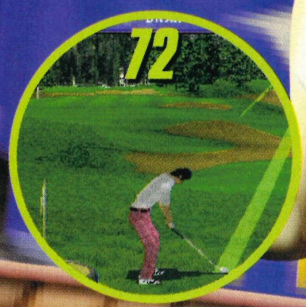
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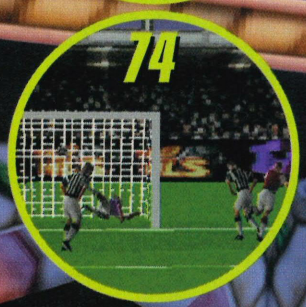
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Paul 'Chicken' McNally
Deputy Editor

We've probably never had an Exposure section packed with so many huge games. From the might of *Gremlin's* newest additions to the *Actua* series – *Golf 3* and *Soccer 3* – to the most eagerly awaited game of the year – *Tomb Raider 3* from *Eidos* and *Core Design*. *Crash Bandicoot 3* from *Sony* and *Michael Owen's World League Soccer '99*, again from *Eidos*, make up the numbers in a very impressive line-up. Preview wise we've got tthe wacky *Bust A Groove* and *Brian Lara Cricket*, as well as *Capcom's* latest, *Pocket Fighters* in our Prospects section, plus a whole lot more you'll be keen to read about before spending your hard earned cash in the run up to Christmas. We're off to the European Computer Trade Show in London in about five minutes, so by the time you read this we'll have already been to Europe's premier games show at Olympia and will no doubt be writing next month's exclusives just for you. Unless we choke to death on the smog or end up in some chorus line singing "Chim-Chiminey" etc. It's going to be a big event, there's no doubt about that and everybody's wondering if there'll be any mention of *Sega's* last hope, the *Dreamcast*. If there is we'll tell you just what it means for your PlayStation and what you can expect from PlayStation 2. So for all the news, gossip and incriminating photographs that we can find, there's only one place to look this time next month. You know where it is!

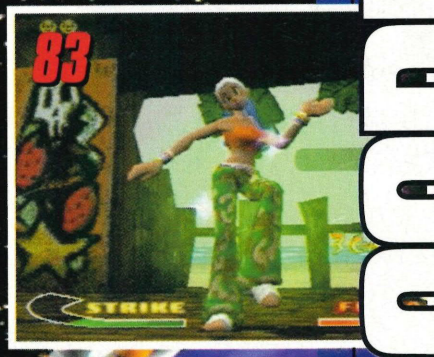
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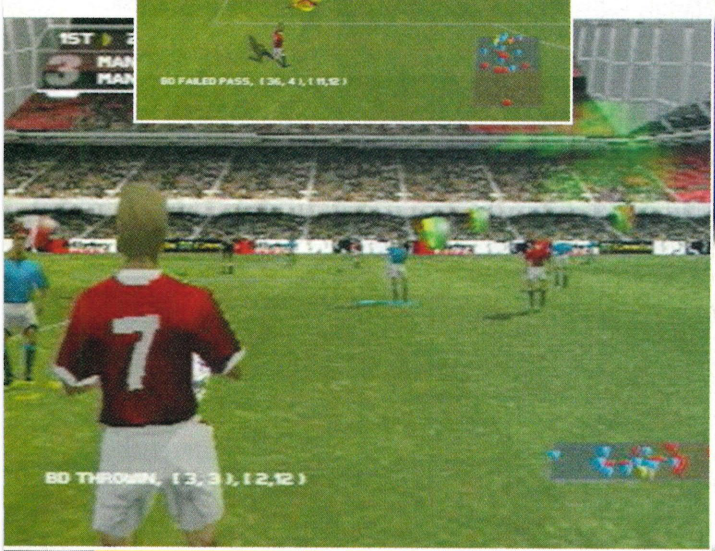
PRO PROSPECTS

With all the recent footy disappointments behind him, we sent Paul McNally along to quiz the team behind Gremlin's latest footballing extravaganza

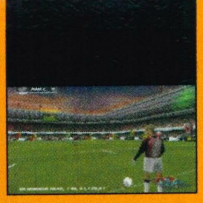
Actua Soccer 3







The graphics now appear crisper and the players look to be wearing real shirts rather than the usual cast-iron kit



Being a Man City fan like myself provides a lot of football related ups and downs. Well mostly downs if I'm honest. At least a good football game allows those of us cursed with supporting less successful teams a chance of virtual glory if nothing else. *Gremlin's Actua Soccer* has always been at the top of the tree, so it's good to see it back in business in this latest form.

CLUBBED TO DEATH

With the exception of the rubbish *Club Edition*, you can chart a steady improvement in the *Actua Soccer* series since the early days of the PlayStation, so there should be no real surprises when we tell you that *Actua Soccer 3* is looking rather lush, even at this early stage.

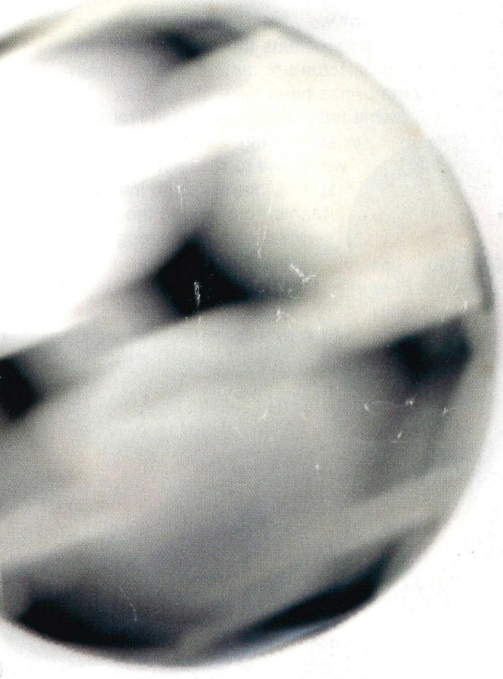
Before talking about the programmers, I'll give you a few of the game's specs to get you in the mood. How does 25 leagues, over 450 teams and 10,000 players as well as over 30 stadiums including Wembley, Old Trafford, The Nou Camp, Ajax and Bayern Munich grab you?

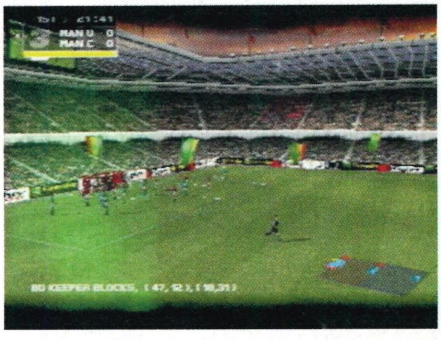


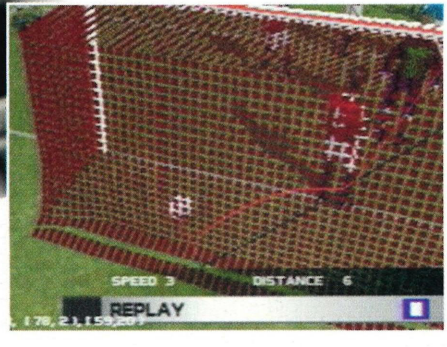
The game is so up-to-date that it even includes the signing of Dwight Yorke. Now if they can just change the name of the team to Murdock Utd, everything will be spot on

Add to this a clever new control system that provides semi-automatic user player selection that in theory will remove the frustration of the PlayStation taking control of your players just as you're about to make a crucial tackle. Oh, and the perennial football videogame problem of crap goalkeepers has been addressed with improved keeper AI (yes I know we've heard it all before, but we live in hope don't we?).

The motion-capturing has been done by *Gremlin's* huge in-house studio and they've got hold of local Sheffield United players, captain David Holdsworth and goalkeeper Simon Tracey to come in, cover themselves in table-tennis balls and throw themselves around the room. The end result being over 200 motion-captured moves including short passes, long passes, lay-offs one-twos, crosses and so on and so forth and from what we've seen it looks fluid and realistic.









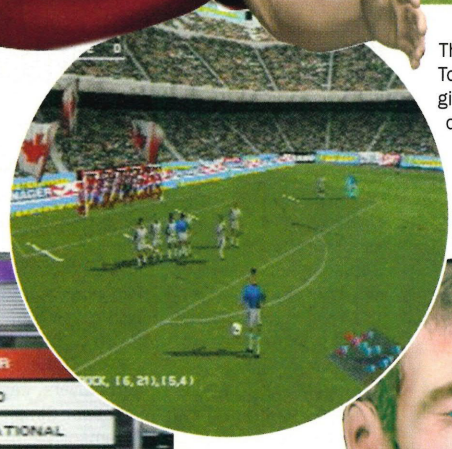


You can replay your moments of glory from a multitude of angles. As the player on the left empties his bowels on the pitch, you'll be able to watch in slow motion – magnificent



After many dismal performance in real life, this score just goes to prove that dreams do come true in virtual reality





There's loads more, but I'll hand you over to Tony Casson, the producer of *Actua Soccer 3*, to give you a bit of chat about what's been going on at *Gremlin* towers.

The first thing we wanted to know was what were the main problems they'd had during the production of *Actua Soccer 3*? "Well our main commentator has been away all summer (some football tournament in France or something). As well as that we've had to research over 10,000 players to go into 450 teams from around the world – which was pretty tough."

Now that the Barry





He may look like Rodney out of Only Fools And Horses, but this is actually Alan Shearer, drafted in yet again to promote Actua Soccer 3. But to us, it just looks as though he's had one too many pies



Davies/World Cup problem has been sorted, things have continued at pace and *Gremlin* are winding up the hype machine once again in time for the release of the game hopefully around the end of October this year.

We asked Tony if they'd simply had to leave anything out that they'd wanted to get in at the planning stage and he told us, "There's nothing that I can think of off the top of my head. I suppose you'd always want to go into more depth in areas, but you have to draw the line somewhere – otherwise you'd end up never releasing the damn thing!"

I guess after so many incarnations you're more or less down to tweaks and mainly cosmetic changes anyway, so our next question to Tony was about what unique features they'd included. "Erm, let's just say that there are a few extra teams that will be in there that, as far as I'm aware, have never appeared in any game ever. Other than that I'm giving nothing away!" All very cryptic, but I guess we'll find out what he means in due course.

A TOUCHY SUBJECT

So down to the crunch question: what is going to make *Actua Soccer 3* better than what's already on offer? "Well, ours is more customisable and offers the player greater options – like for example – you can alter the speed of the game, the level of after touch, change of player abilities are affected by which foot they play with etc. I could go on and on"

"We've had 15 people working on the project and I'm sure your readers won't want a list of names, but we've had a wealth of experience and been around for a very, very, very long time. Most of us have worked on the previous *Actua Soccer* games, although we've added some new blood to spice things up a bit."

With *World Cup '98* not having sold nearly as many copies as *Electronic Arts* were expecting, you perhaps have to wonder how much room there is for yet another football game in an already packed market.

The World Cup this summer saw a flood of largely second rate titles that might just have made the buying public sick and tired of PlayStation football. That's a risk *Gremlin* are obviously prepared to take and there's no doubting that they have the power in the Actua brand to let them carry it off.

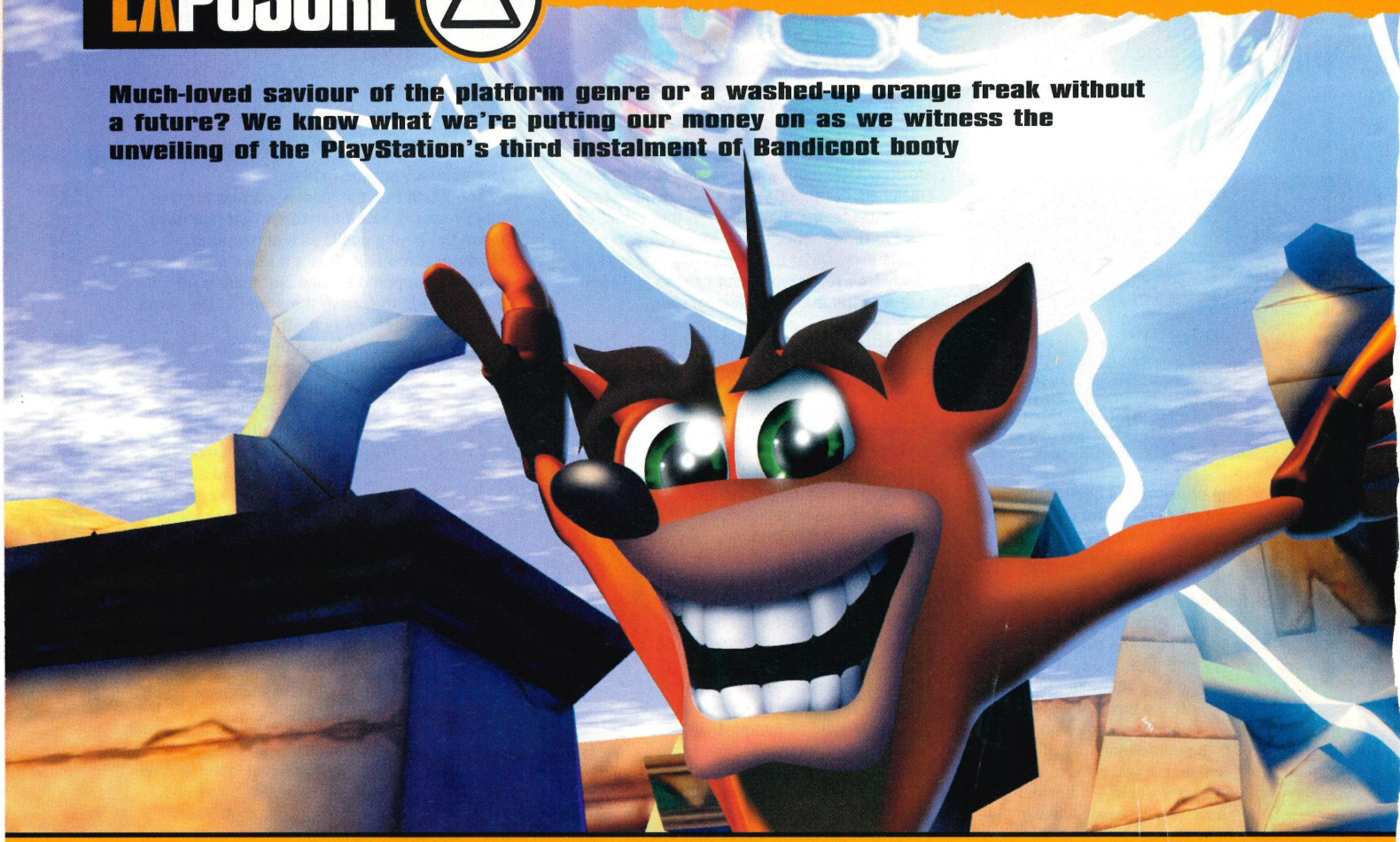
To finish, I asked Tony if there was anything else he was absolutely bursting to tell you lot before we ran out of space. "Yes, tell them that the only absolute knowledge attainable by man is that life is meaningless. So they should go and buy *Actua Soccer 3* and have some fun while they can." All very profound, but then he's obviously gone a bit mad working on football games for so long. Bless him.

We're hoping to a have a full review of *Actua Soccer 3* by the time the next issue goes to press. So keep everything crossed and be good and you never know what you might get PRO

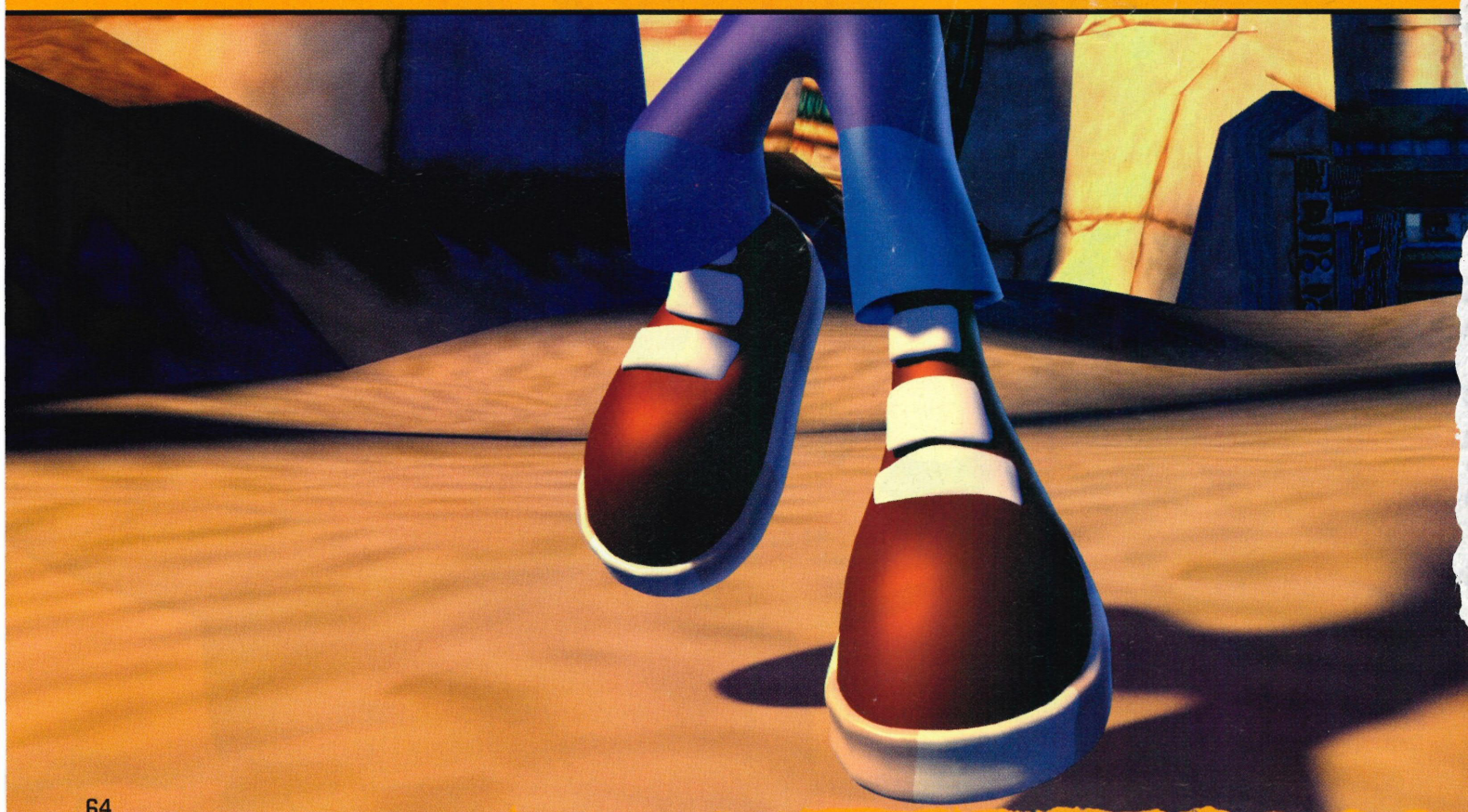


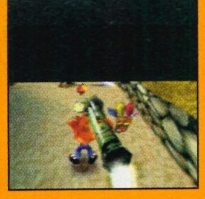


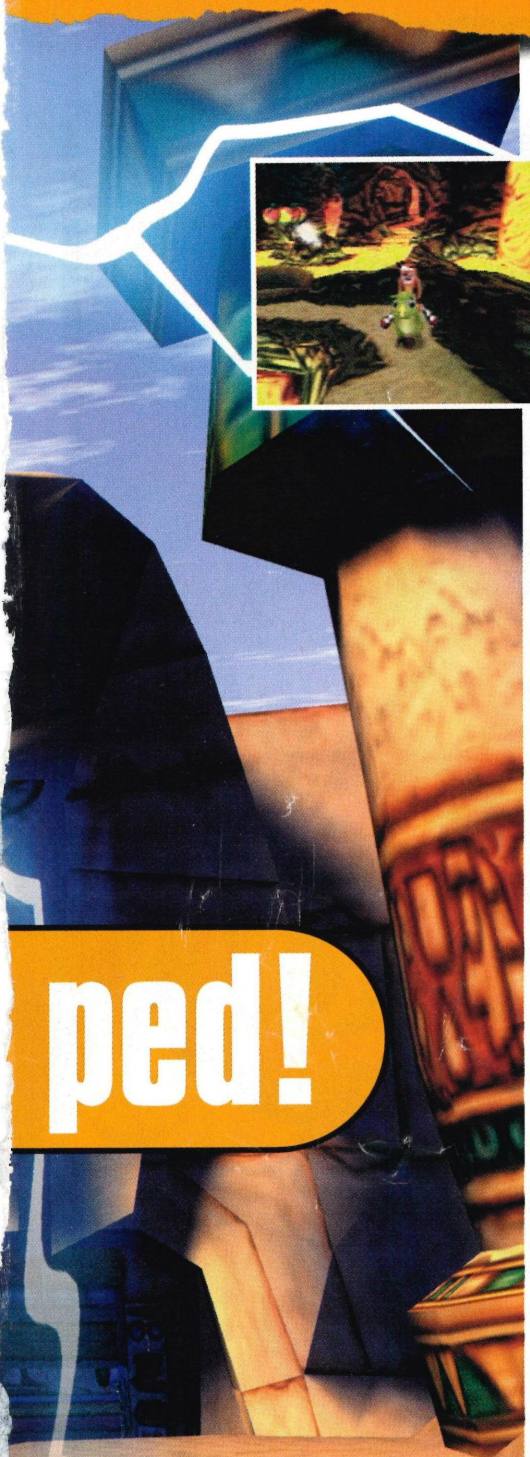
Much-loved saviour of the platform genre or a washed-up orange freak without a future? We know what we're putting our money on as we witness the unveiling of the PlayStation's third instalment of Bandicoot booty



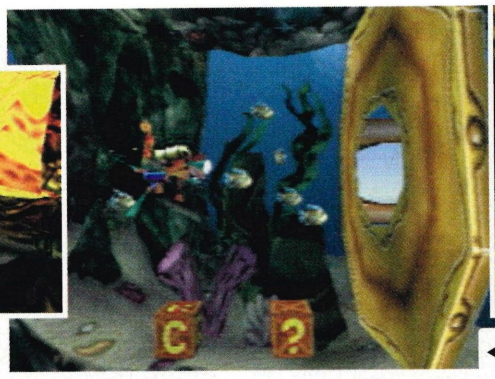
Crash Bandicoot: War

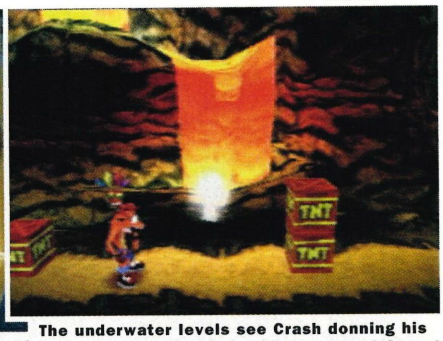






ped!





The underwater levels see Crash donning his aqua-lung and flippers and is very reminiscent of Donkey Kong Country on the SNES. Mmm

Crash Bandicoot has come a long way over the past few years. Some regard him as the PlayStation's answer to *Mario,* others simply despise his furry orange arse, but either way he's back with a brand new adventure this Christmas and we took time out to fly all the way to Santa Monica to get the latest low-down direct from his creator, *Naughty Dog's* Jason Rubin ...

PRO: So, what's the story behind *"Warped!"*?

Jason Rubin: "In the third *Crash* instalment Dr. Cortex has decided to go back in time to receive the crystals and gems he has failed to capture in the previous Crashes. He uses a "time warp" that N. Tropy, Cortex's new assistant, creates. Chasing the evil Cortex, *Crash* gets WARPED! throughout time in search of said Crystals. Also, Dr. Cortex gets a witch doctor mask of his own, and when he wears it his personality becomes far more evil than ever before. His personality is truly WARPED!."

PRO: Why should Joe Public spend another pile of cash on yet another *Crash* adventure?

JR: "Because Joe Public has never been let down by a *Crash* product. *Crash* titles have always delivered cutting edge PlayStation gameplay and technology. And because *"Crash Bandicoot: WARPED!"* has many new elements in it, including new engines such as the "free roaming" jet ski, and biplane levels, and the motorcycle racing rounds. It also has the time challenge mode, which gives the player even more return on their investment... more replay value.

This *Crash* is the result of four years of R&D on the engines, gameplay, and fun of the *Crash* games. It is the culmination of all the feedback we have received over the years. We believe that it is the best *Crash,* and will excite returnees as well as new players."

PRO: What does part 3 offer that the previous two didn't? Does *Crash* have new moves now?

JR: "*Crash: WARPED!* has the new-engine free roaming Jet Ski and Biplane levels, a motorcycle racing game, and the time trial mode that tests the true skill of *Crash* players. *Crash* also has new moves that are earned by defeating the boss characters in the game. These new moves include: double jump, super belly flop, speed shoes, a bazooka, and the ability to spin longer and hover. *Crash: WARPED!* also has new riding vehicles such as a tiger, a baby T-Rex, a submarine, and scuba gear.

In addition, *Crash: WARPED!* has tons of new creatures and effects. You can also play as Coco, *Crash's* sister."

PRO: So now *Crash's* sister Coco, is a playable character in the new game. Is this *Naughty Dog's* attempt to attract more female gamers on to the PlayStation?

JR: "*Naughty Dog* added Coco to give new personality to the playable characters. Based on the letters and artwork we receive, Coco is very popular all over the world, we figured we would give her a chance to strut her funky stuff in *Crash: WARPED!.*"





The old indiana Jones runaway ball levels are back, but with a special twist. Huge dinosaurs (complete with prehistoric jockeys) storm through towards our loveable furry friend at high speed

PRO: *"Crash* is gonna find himself squaring up to the likes of *Spyro, Gex* and *A Bug's Life* this Christmas. Any worries?

JR: "No. *Crash* is the most popular action game character on the PlayStation worldwide. Even *Lara Croft* hasn't appeared in as many PlayStation homes around the globe. Also, *Crash WARPED!* is not a simple rehash of the first two titles. There are entirely new-engined levels in the game, as well as many other new tricks and puzzles. We believe that our technology and gameplay are extremely competitive."

PRO: What does the future hold for *Crash Bandicoot?* Is there another game currently on the drawing board?

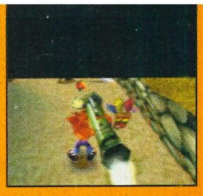
JR: "Not currently, but who knows what the future might hold for *Crash."*

PRO: Is a *Mario Kart* style game something you would consider doing with *Crash?* With the number of quality characters throughout the *Crash* series, surely its an option now open to you.

JR: "Yes, that is certainly possible. *Naughty Dog* has started a new engine for a non-platform PlayStation title, but we are not commenting on its genre just yet."

So who knows? This time next year we could have a full-on *Crash* driving title to while away the winter nights. In the meantime though, tune in next month where the Pros will be taking an even more in-depth look at this, along with the rest of *Sony's* Christmas line-up PRO





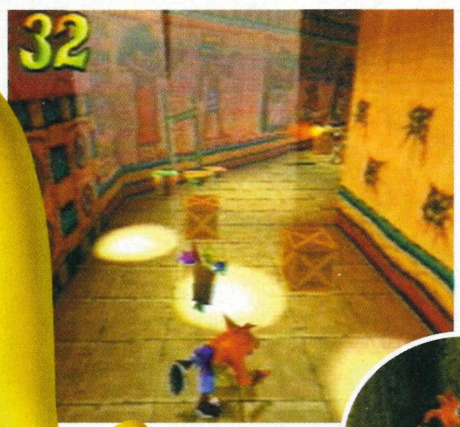
TRANSPORT TYCOON

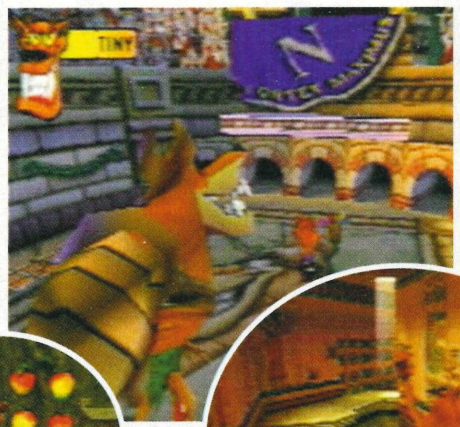






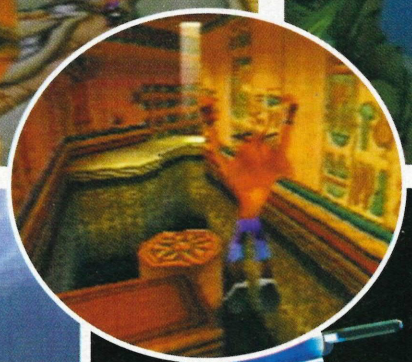
As well as the underwater japes in this third Crash title, players are also expected to adapt to new vehicles. Here we see Crash's beefed-up Harley roadhog, plus Coco's groovy jetski and her cuter-than-cute baby tiger. Practise will make prefect on these levels as getting to grips with each craft comes with time... and patience. One of the later levels sees Crash pilotting a Red Baron bi-plane too.

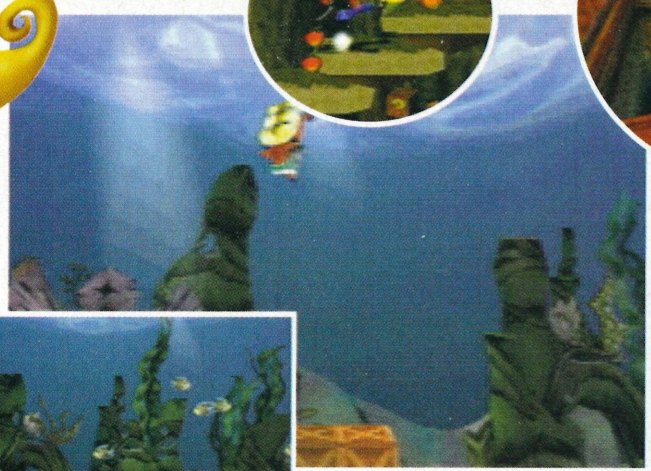


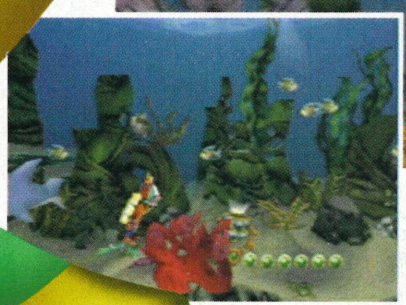








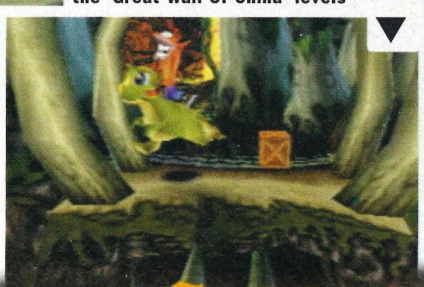


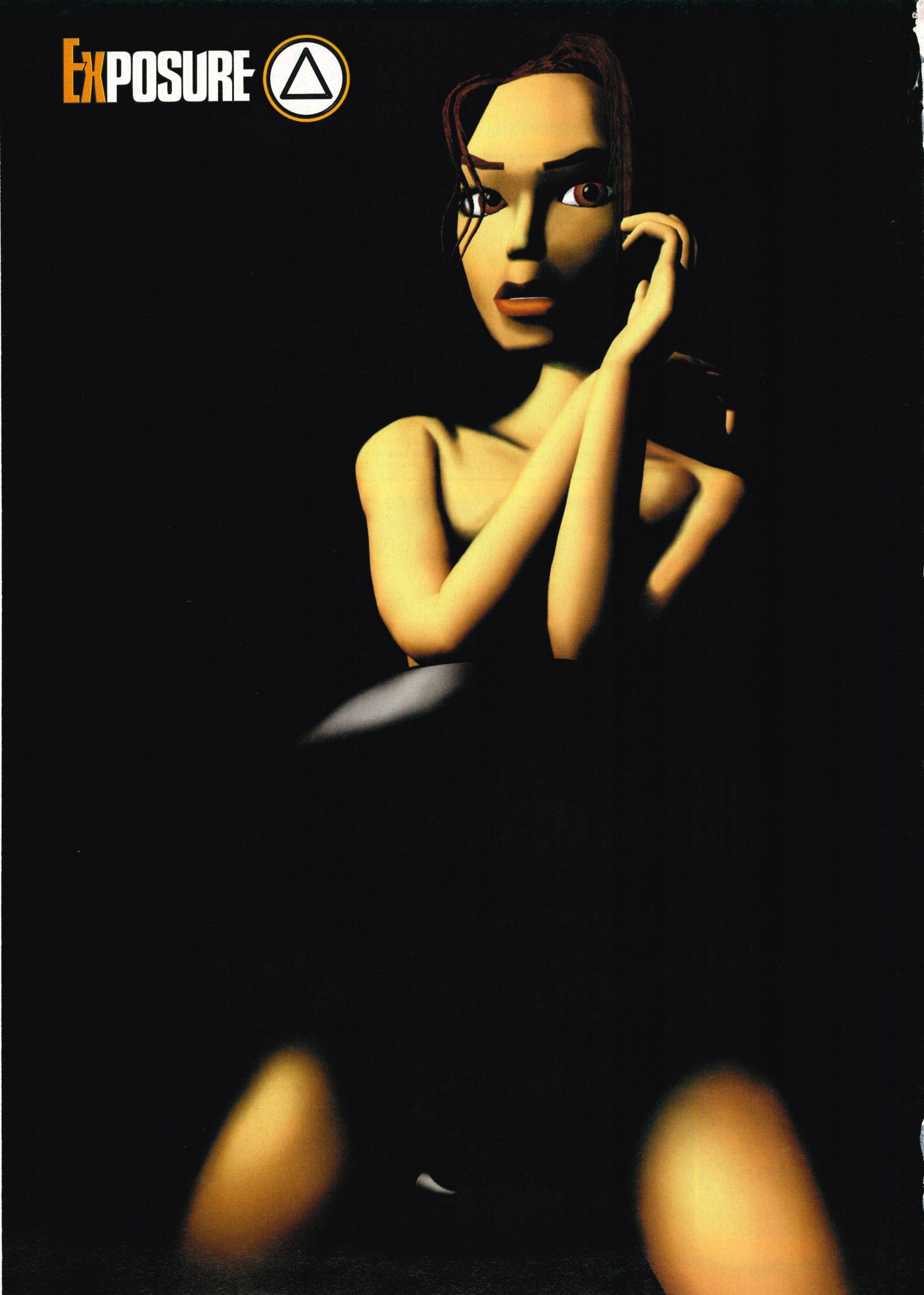




Crash has various modes of transport in his new adventure (as detailed above) but it's on the back of his baby T Rex he seems the happiest. Coco his sister, gets to straddle a baby tiger in the 'Great Wall Of China' levels






EXPOSURE

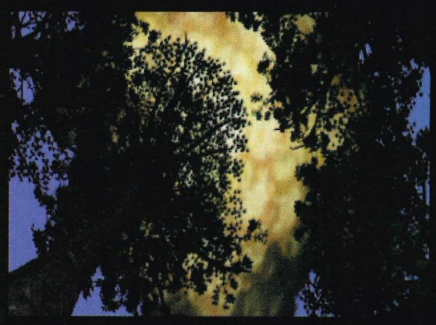




Somewhere in deepest darkest Derby a programming team continue to devote their lives to Lara Croft. We find out just how far things have gone on one of the most eagerly awaited games this year...

Tomb Raider 3

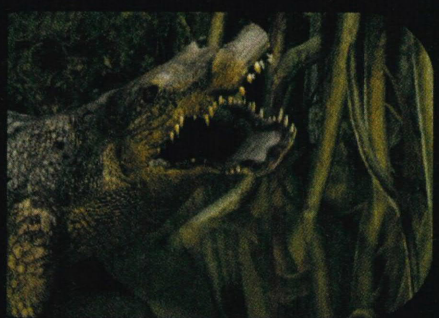




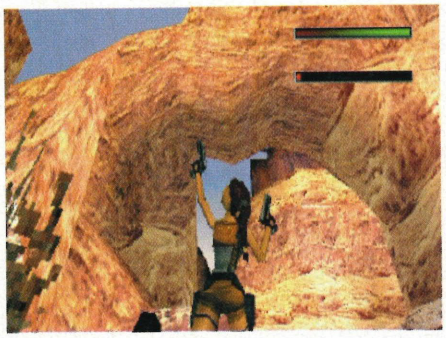






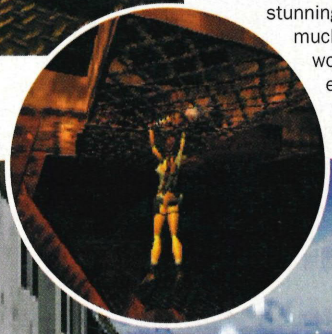


The most technologically advanced Tomb Raider game is fast approaching release. Glorious FMV sequences are being rendered as we speak to link the levels and just generally show off what Core Design are capable of. Start saving yur pennies because this is going to be the big one this Christmas



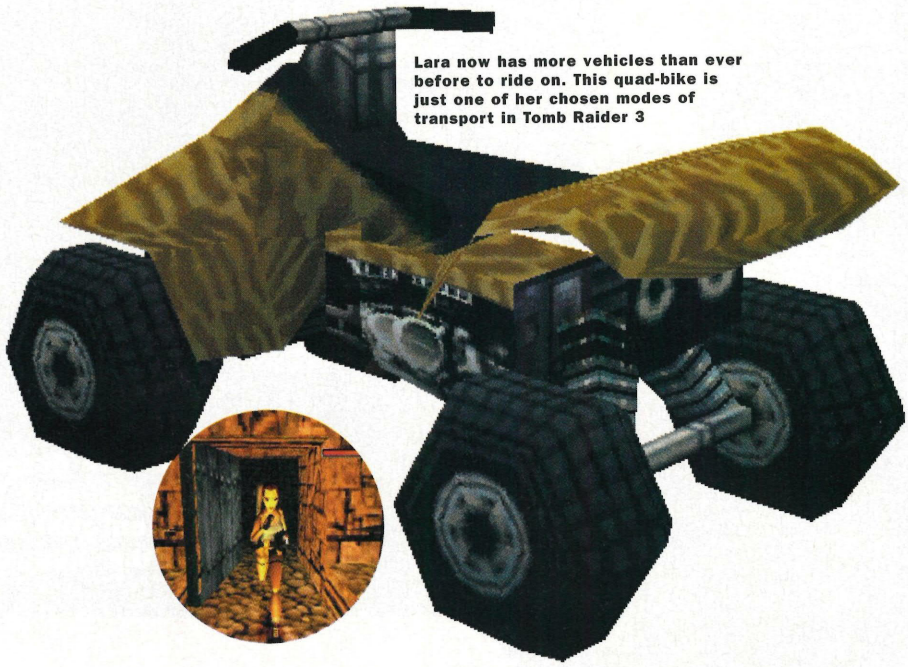






Real time particle effects such as falling snow are looking better than ever. It even melts!





Lara now has more vehicles than ever before to ride on. This quad-bike is just one of her chosen modes of transport in Tomb Raider 3

Work has been progressing at great pace on *Core Design's* latest Lara epic. You may have read our 10 page exclusive a couple of months back, but since then the team have had many a sleepless night beavering away to get the code finished in time.

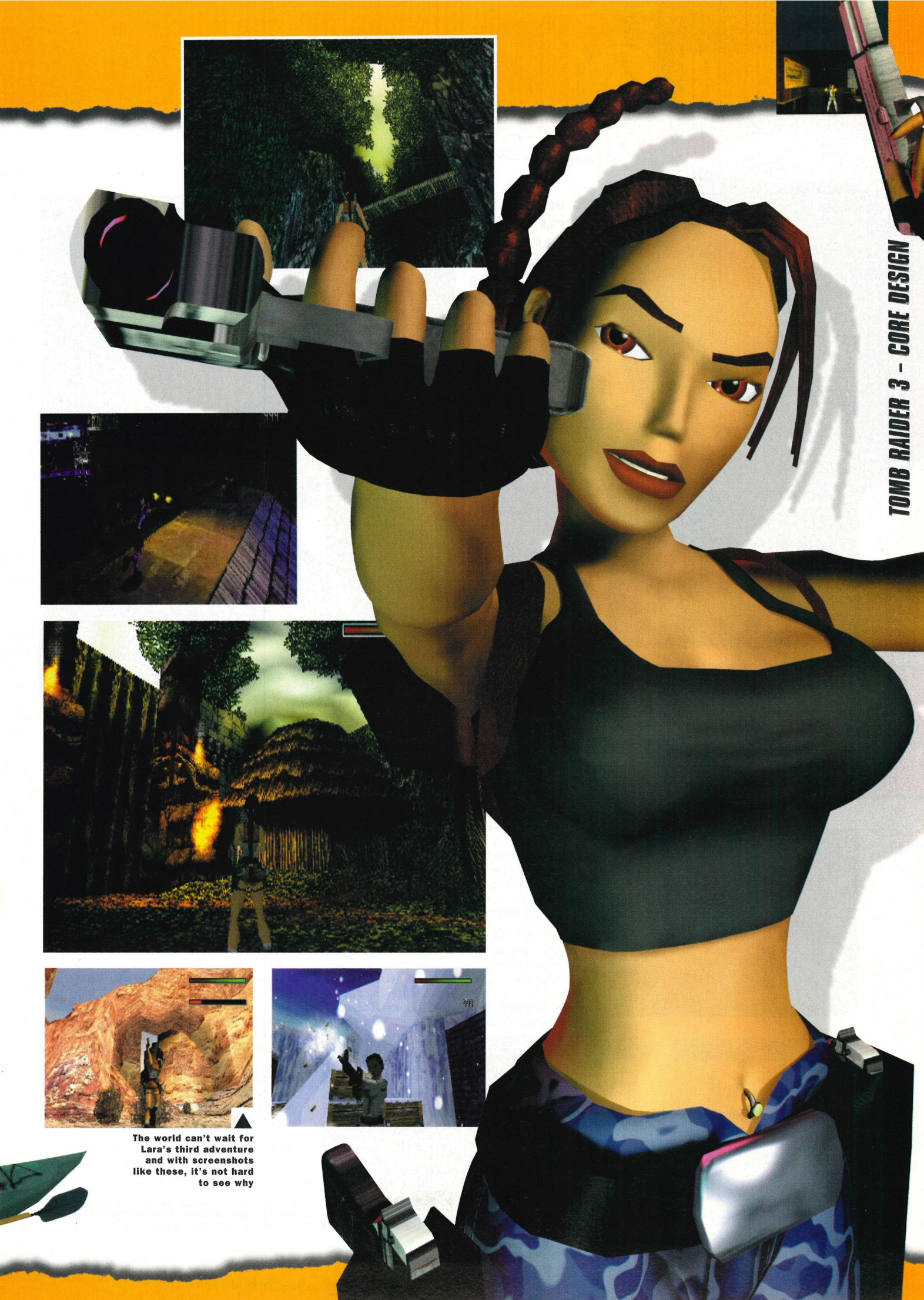
The team's newly designed level editor has enabled them to create the effects (including stunning coloured lighting) on the levels much more easily, allowing extra time to work on the gameplay. As we exclusively revealed in our feature, the emphasis on the gameplay in *Tomb Raider* will be much more puzzle-orientated than the last game, bearing more of a resemblance to the original. The programmers felt that the second game turned into too much of a shoot'em-up and this problem has been addressed. The level system used has allowed time for more fiendish puzzles to be devised, which is, after all, what this third game really needed.

After the incredible success of the original *Tomb Raider,* the sequel was guaranteed to sell regardless of its quality, but now *Core* are being a little more cagey about this third release. They know they have to produce something special in order to prevent a Lara backlash from the gaming community.

Think of her as a Spice Girl – too much success and out come the knockers (if you'll pardon the pun). With this in mind, the team realised that changes had to be made and have introduced a whole host of special effects (such as the aforementioned coloured lighting and a new transparency system).

Core Design know that these days their game is going to have to look top notch and play brilliantly, since the competition is catching up to them all the time. However, when you think that the PC version of the game will need special 3Dfx hardware to allow it to run, you can sit back and think just how lucky you are that *Core* can squeeze such a remarkable game onto the PlayStation.

So now, sit back and enjoy these exclusive new screenshots. They're the latest to come out of Laraland and should help to give you the best indication yet of what the team have been up to. Watch this space for further information as the game gets closer to launch. You know you'll read it here first PRO

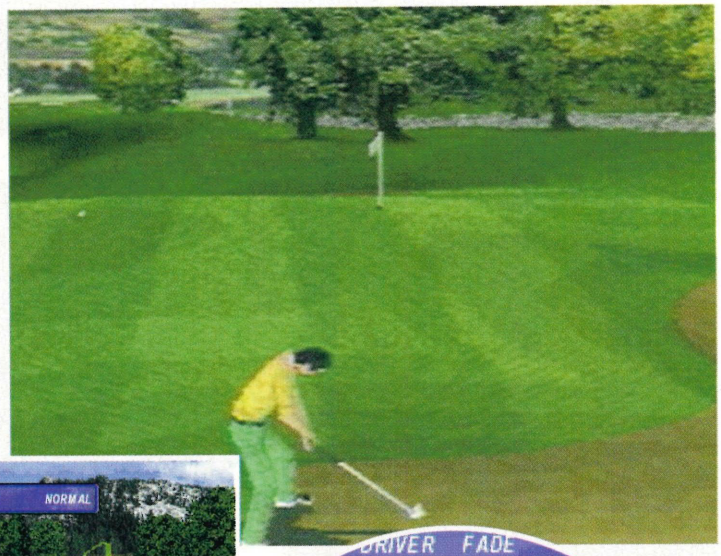


TOMB RAIDER 3 – CORE DESIGN

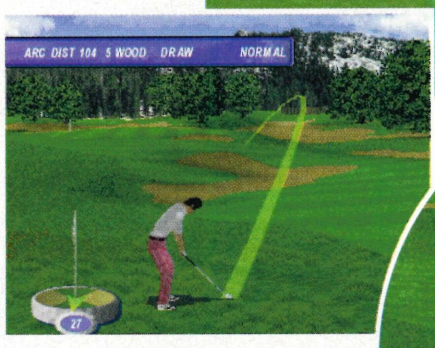
The world can't wait for Lara's third adventure and with screenshots like these, it's not hard to see why

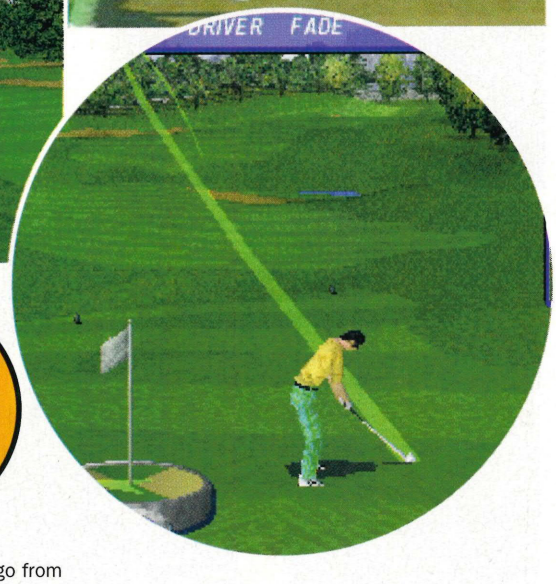


Gremlin are turning out sports sequels like EA Sports these days. Here's round three in the golf series...









Actua Golf 3





The *Actua Sport* series continues to go from strength to strength. You'll already have read about the impending *Actua Soccer 3* and read our *Actua Tennis* review by now so this seems as good a time as any to let you in on the darkest secrets that the new *Actua Golf 3* has in store for us.

SMILE FOR THE BIRDIE

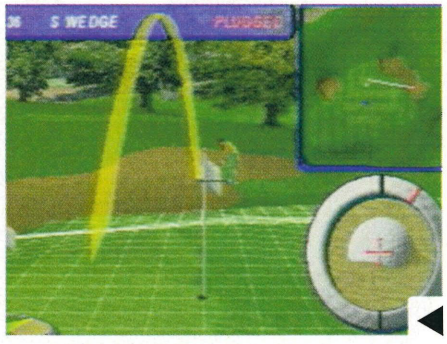
We went straight to the horse's mouth (well the producer Pete Cook at any rate) to see what he had to say for himself. *Golf 3 will* have a new unique control system as well as several new additional game styles and PlayStation Pro was keen to find out a little more about these features, so that's where we started.

"We now have a clever Real-Time Analogue control interface which took some time to get spot on. We believe everybody should try it because we think it's head and shoulders above the old two or three click methods. With our method this is as close as you're going to get to taking a real shot.

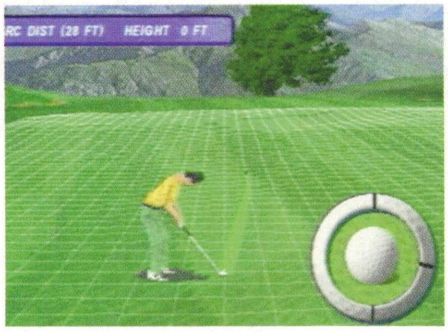
"As well as this the four new game styles are Pro Tour +, Flag Golf, Quick Golf and Time Golf so there's plenty there for everybody. There's also a visual control system which allows the player complete control over the in game cameras which is quite neat"

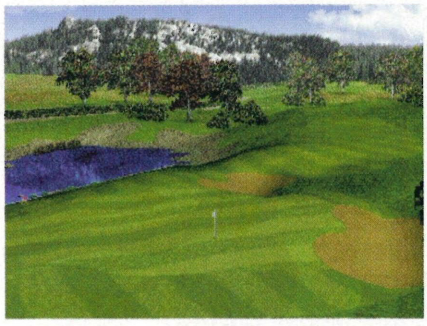
It is features like these that should help to keep *Actua Golf* on top of the PlayStation golfing pile. *EA Sports PGA Tour* series is always sniffing around, but hasn't been the top dog in our opinion for quite some time now.

As well as the new stuff mentioned, *Actua Golf 3* now features an improved screen resolution and a greatly enhanced 3D engine which results in a 100% increase in the game's



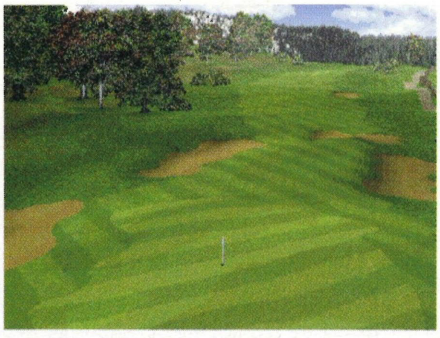
Holding the right analogue controller allows you to add right and left curve to the ball, increasing the number of shot options open to you





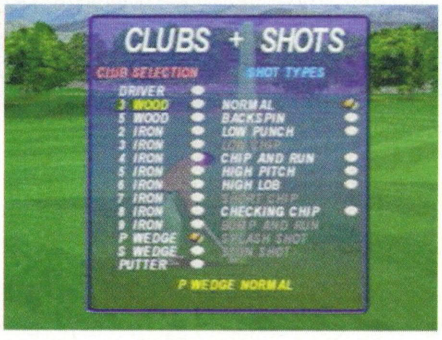


The new real-time analogue control uses a new hitting system that is surprisingly simply to get to grips with and actually feels like you're hitting the ball



ACTUA GOLFERS

Here are the main people behind the Actua Golf 3 project:
Dave Harrison – Lead Programmer
Mike Anderton – Front End Programmer
Tony Meredith – Artists and course designer
Kev Saville – Music and sound effects
Pete Cook – Producer and scriptwriter, co-designer
Neal Cheatham – Golf Professional and consultant
Ben Wilson – Capture programmer
Les Spink – Concept artist



Texture environment mapping may sound complicated, but the effect is stunning as the water (below) reflects both the sky and ground objects like trees and mountains



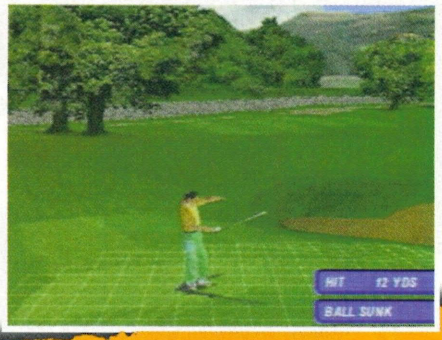
frame rate. Plus there's a bit of true texture environment mapping going on to reflect the water correctly and a little light-sourcing which greatly improves the look of the courses.

However, not everything was rosy during production. Pete told us that the design team had desperately wanted to get female golfers into this version, but there simply wasn't room to get them into it. Maybe next time then? The other problems that they faced were getting the mixed commentary to sound just right and getting the analogue control playing just how they wanted it. Once these niggles were sorted out though they were home and dry.



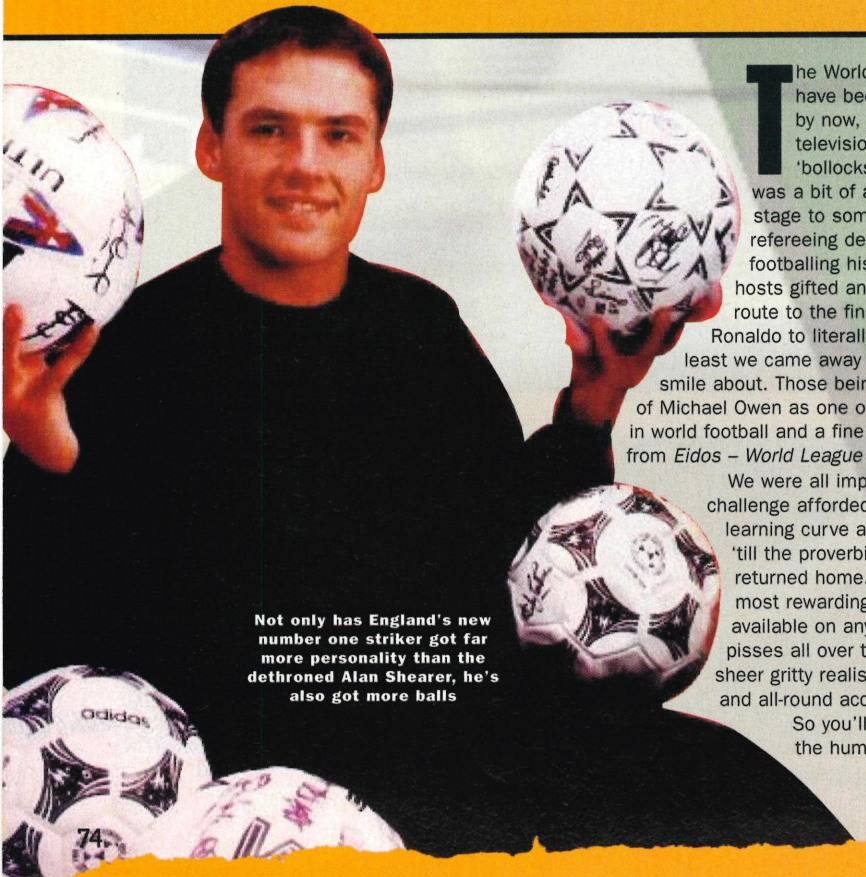
We're looking forward to getting our hands on a reviewable copy of *Actua Golf 3* in the next month or so. The version we've played showed that the title is coming on leaps and bounds every year and *Gremlin* will be aware that if this sells anywhere near as many copies as the last two have, then they stand to make an awful lot of money during the run up to Christmas PRO





Eidos' soccer sensation blew the entire Pro team away during France '98 with its fine graphics and incredibly realistic gameplay, so we were positively dripping with anticipation when we got wind of an update

Michael Owen's World



Not only has England's new number one striker got far more personality than the dethroned Alan Shearer, he's also got more balls

The World Cup may well have been forgotten about by now, filed away in television archives under 'bollocks.' And though it was a bit of a farce that played stage to some of the worst refereeing decisions in footballing history, saw the hosts gifted an insanely easy route to the final and caused Ronaldo to literally see his arse, at least we came away with two things to smile about. Those being the emergence of Michael Owen as one of the major stars in world football and a fine football game from *Eidos – World League Soccer '98*.

We were all impressed with the challenge afforded by the *WLS* learning curve and we played it 'till the proverbial cows had returned home. It is by far the most rewarding soccer title available on any format and pisses all over the likes of *FIFA* for sheer gritty realism, play options, and all-round accomplishment.

So you'll understand why the hum of moist long-johns is currently tainting the carpets here at PlayStation Pro, as the new and improved version is being coded right now at the development house of Silicon Dreams. Set to further enhance the reputation of what has become the No.1 soccer brand on the PlayStation is the world exclusive endorsement of Michael Owen, which will no doubt signal the beginning of a match made in heaven.

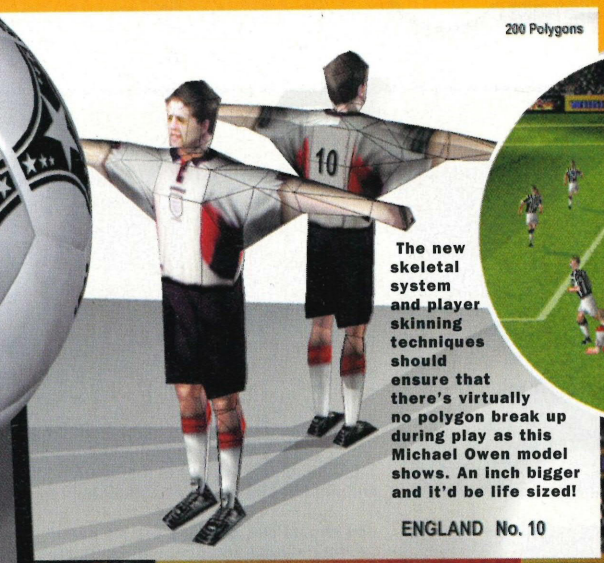
SCORE DRAW

The pint-sized player from Anfield confirmed his meteoric rise to fame by ousting Man United's Teddy Sheringham from England's starting line up. He's now at the centre of attention in

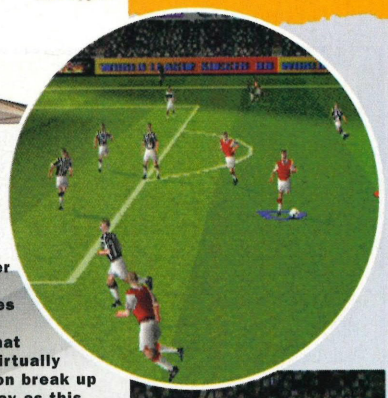








The new skeletal system and player skinning techniques should ensure that there's virtually no polygon break up during play as this Michael Owen model shows. An inch bigger and it'd be life sized!



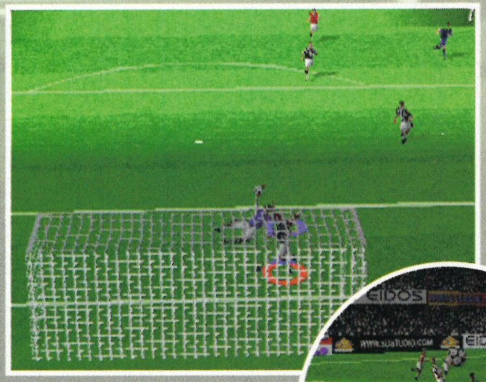


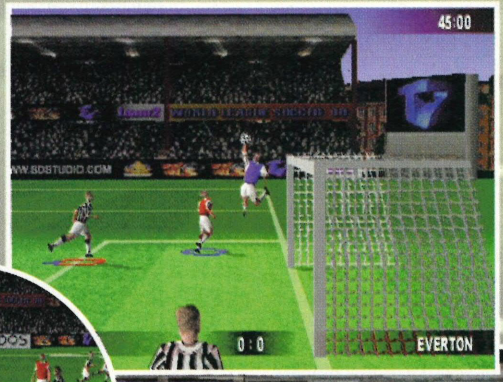
Michael Owen's World League Soccer '99 is sure to retain the challenging gameplay which made WLS '98 such a hit . You can expect to continue struggling against the best goalkeepers and defences in console football

League Soccer '99

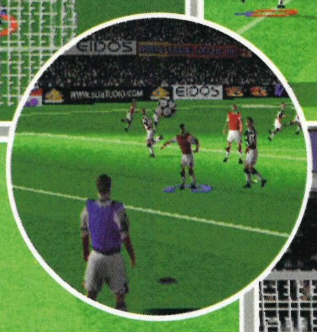
footballing circles around the globe, with major advertising and sponsorship contracts being thrown at the lad from every conceivable angle. But this kid from the Kop hasn't been phased by the attention and has turned down many of the lavish deals offered to him, so *Eidos* can count themselves as one of the privileged few who're considered worthy of his promotional power.

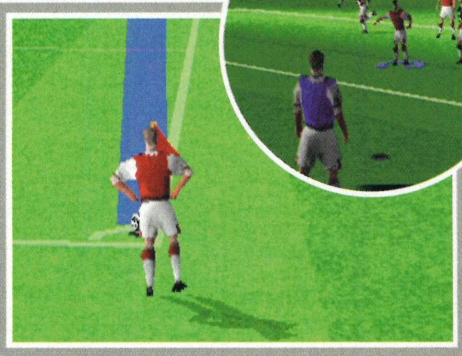
Obviously, they're bound to be licking their lips, after all, if *Eidos* were a cat, they'd be a feline who's well and truly got the cream. Ian Livingstone confirmed their unrivalled happiness with the deal, "We have signed the best footballer in the world to endorse the best football videogame in the world... *Michael Owen's World League Soccer '99* is set to score with all football fans around the world. Needless to say, we're over the moon." A view that England's latest soccer pin-up echoes having been a fan of PlayStation ▶





The animation in WLS '98 was stunning and far more convincing than anything its rivals could muster, and as you can see it's going to look even better when combined with the new hi-res graphics in World League Soccer '99







IT'S THE NEW STYLE...

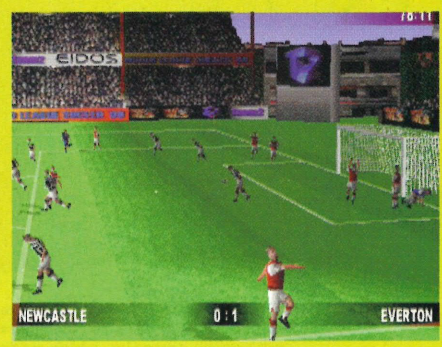








Obviously the graphics will be better than before thanks largely to the new hi-res game engine, but the finer touches such as real-time pitch shadows allowing for features like the sun setting during a match will really set this apart





Players will look more lifelike thanks to new models featuring more bones in the skeletal system for more frames of fluid animation. There's skinning techniques to prevent polygon break-up and texture mapping for greater detail

You'll also be treated to new animations for tripped and injured players, more skill moves and faster gameplay, real-time commentary with completely new phrases and an all new beginner's mode to help you master it all

▶ football for quite some time, "Having played most football computer games currently on the market, *WLS* was the game I most enjoyed. I'm delighted to now be associated with it."

OUT OF THIS WORLD

A big name for a big game, which will come stocked with many refinements that we're betting are going to make a major improvement to a title that had very little wrong with it in the first place. The main improvement will be the change over to hi-res graphics featuring a player skinning technique that should prevent the polygon break up that can blight many fast paced games, with enhanced texture mapping on faces and kits for added realism.

Michael Owen's WLS '99 is promising a similar kind of graphical leap that *Gran Turismo* delivered to the driving genre. There's a more detailed skeletal system for enhanced animation with a more varied collection of goal scoring, victory and commiseration sequences. As with *WLS '98*, it'll be stocked full of gameplay options including the likes of leagues, cups and friendlies, and boasts such gameplay enhancements as an additional set of moves and a faster gameplay engine (it's even going to have the real player names this time!).

MOIST ANTICIPATION

We can't wait to get our grubby little mitts on Eidos' newest football extravaganza; life just won't be worthwhile until it arrives on Jay's desk in the coming months. But rest assured that when it does, you'll once again be the very first to hear about it... you lucky buggers! PRO



Virtually everything in the game engine will be modified to improve as many aspects as possible. New kits and teams for the new season are all up to date, and there'll be a new collection of stadia to grace as your preferred team. Look out for improved player and keeper AI and animations for the 3D crowd

NEXT ISSUE ON SALE SEPTEMBER 24TH





Pocket Fighters

They're cute, they're small and they'll kick your ass



What's it all about?
Those guys at *Capcom* certainly don't seem to get fed up of making beat'em-ups. It's a good job though because if they did we'd be missing out on some damn fine fighting action and the latest in a long line of fighting games is *Pocket Fighters*.

Think of Pocket Monsters (those small digital things that kids collect!) and you'll get the idea behind the unusual name. Basically you'll be doing battle with pint size scrappers in a *Street Fighter*-style.

Pocket Fighters is one of the fastest beat'em-ups we've seen to date and the array of special moves you can pull off is astounding. Plus, you'll never find yourself short of a trick or two to surprise your friends.

Spanking the midget

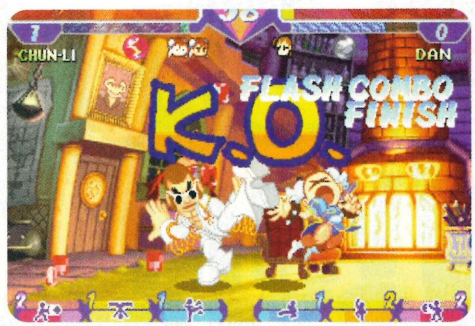
With carefully timed button combos (or more realistically, the kind of frantic joypad bashing that only your girlfriend employs) you'll be pulling off ridiculous moves that will make you grin your head off as you play. There's something remarkably satisfying about pulling a huge plank from your shirt, cartoon-style and clouting your opponent round the back of the head with it.

In order to continue the *Street Fighter* heritage, a number of the original cast have been included. Yes fight fans, you'll be able to play with a pint sized Ryu, Ken and even a dinky Chun-Li. All their old trademark moves are included as well as a healthy dose of planks and the likes.

You'll have to be prepared to have that horrible aching feeling in your hand that *Street Fighter* used to cause after just 10 minutes, but after a few days of training you'll be back in head-bashing business.

Pocket Fighters looks like being almost perfect post-pub entertainment and beat'em-up fans will be creaming over its miniature simplicity in a months' time.

Who's responsible? Virgin
When's it due? September







Here goes Chun Li as you've never seen her before. Pocket Fighters is possibly the cutest game revolving around violence to date! The perfect console game then?



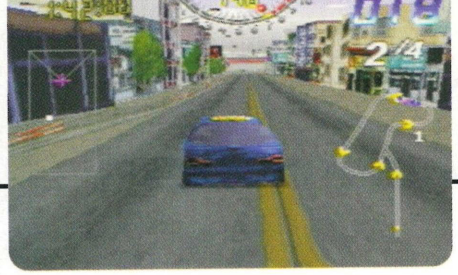






Each character has a vast array of moves and special weapons that can be triggered by the simplest of button bashing sequences. Pocket Fighters takes away the frustration factor that a lot of beat'em-ups force upon you by giving everybody a healthy chance to perform the special moves





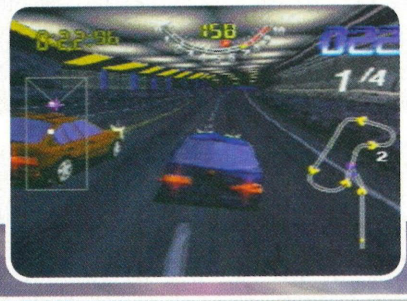


San Francisco Rush

Pack up the van and take to the coast in GT Interactive's new racer

What's it all about? *San Francisco Rush* has already out-performed itself in the arcades and gathered the praise of many N64 owners. After a long wait, PlayStation gamers will finally get a look at the game everyone's talking about. With a different angle from the *Gran Turismos* and the *F1s* currently available on the PSX, *San Francisco Rush* may corner the market in fun, arcade racers.

Giving off a flavour similar to that of age-old arcade racer *Outrun*, *San Francisco Rush* features six tracks all set in the vast playground of San Francisco. The Golden Gate bridge, Fisherman's Wharf, the pyramidical TransAmerica building and Alcatraz all feature in the game.



Pedal to the mental

The eight cars provided in *San Francisco Rush* range from VW Beetles, to camper vans and TransAms, giving you a more realistic choice of vehicle than the usual Ferraris and TVRs.

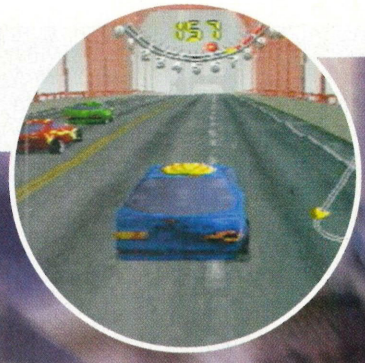
Another unusual aspect to this game is the way your car can be damaged. If you hit a barrier, or another car, a chunk is knocked out of your motor, until you eventually crash once too many times and burst into a ball of flame. This is a bit of a change from the usual racer, as car companies tend to kick up a stink if their cars are shown carrying crash damage.

Numerous hidden areas and shortcuts are included. Extra tracks and cars are also available and are unlocked by collecting keys from hidden areas within the game.

If it wasn't for *San Francisco Rush's* past success, it would probably end up tucked beneath the ever-expanding mountain of arcade-style racing games. The praise heaped upon this game in the past, however, makes it a game worth keeping an eye on.

Who's responsible?
GT Interactive

When's it due?
September





San Francisco Rush will feature eight very different cars. VW Beetles, TransAms and camper vans will replace the usual sporty favourites, giving the game more of a summer holiday flavour

Gravity defying jumps from San Francisco's famously mountainous streets are the order of the day in SF Rush



Atlantis: The Lost Tales

The search for Atlantis is over, but the legend is only just beginning

What's it all about? You are Seth, a newly appointed member of the Queen's Companions, a group of Atlanteans whose job is to make sure all is well for Queen Rhea. Everything is peaceful, calm and serene in the utopian society of *Atlantis* as you begin your first day in your new role, or is it?

Atlantis comes to the PlayStation via the PC and developers *Cryo Interactive Entertainment* and puts you in the role of hero after discovering of an attack on the Queen herself. Against orders, Seth decides to get to the bottom of why this attack took place and soon realises that there's something sinister going on in this once peaceful kingdom.



Sink or swim

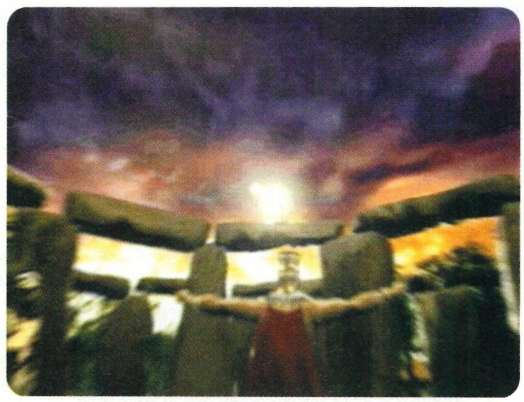
Rather than your quest for the truth taking place in the underwater cities of the traditional legend, this mystery unfolds in a time before *Atlantis* was consumed by the sea and will see you journeying for answers across five continents in search of the truth.

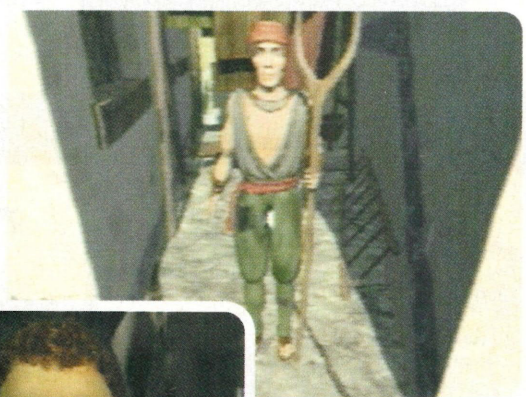
Atlantis is graphically of a very high standard with features such as motion-capture and Omni-Sync lip synchronisation technology being utilised to add a greater sense of realism, as well as an original 3D soundtrack and special effects.

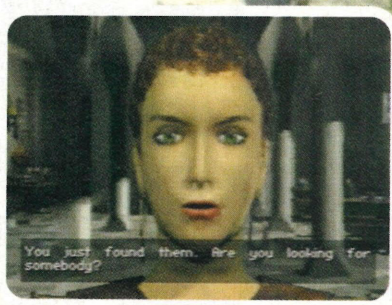
With over 30 hours of gameplay and five very different cultures to visit, *Atlantis* could well strike a chord with gamers who enjoyed the intellectual challenge offered by *Riven* earlier this year and will be one to watch out for in the coming months. Keep your eyes glued to Pro for more info.

Who's responsible? Cryo Interactive Entertainment

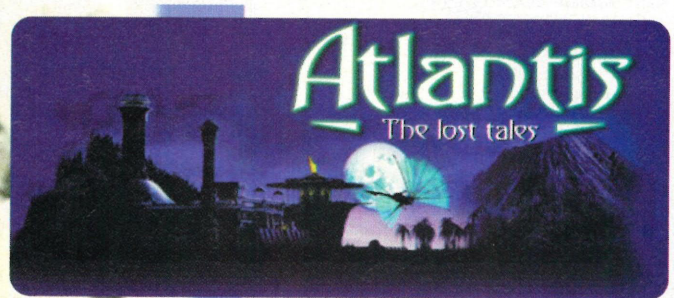
When's it due? October







Atlantis uses a first-person perspective in which you must move between two fixed points, just like in Riven. But the difference here is that at each point you will have full 360o control over your character's view





Will the peace in Atlantis be disrupted forever or will Seth save his civilisation from its new criminal element? Find out the result of this leap of faith in the autumn



Tenchu: Stealth Assassins

Is Lara Croft about to be taken from behind?



What's it all about? It was a time of great turmoil. Bitter wars raged as those in control sought yet more power, but only chaos prevailed. There was but one hope, shining amongst the madness – Matsunoshin Gohda who ruled his people with wisdom, compassion and justice. Behind the great man were two ninjas – Rikimaru, a leader of the Azuma Shinobi-ryu Ninja sect and Ayame, a young female Ninja. These two Ninjas lead the fight against evil, soiling their hands with the blood of the wicked and unjust far from the public eye.

You've been Ninja'd

When it is released in the UK, *Tenchu* will probably mark a new era in PlayStation history. From the screenshots it may look like another *Tomb Raider*, with its similar 3D environment and dynamic human characters, but pick up the controller and you will immediately notice the difference.

Tenchu's control system is based on the art of stealth. Although it's perfectly possible to complete missions by charging up to the bad guys and fighting them to the death, more points (and more fun) will be had if you spend time catching the enemy unawares. Swinging from roofs, dashing round corners and creeping above ceilings are all techniques that will score you points in this game. Some spectacular killing moves can also be pulled off if your foe is unaware of your presence.

Playing an import copy of *Tenchu* gives the idea that we may have a PlayStation classic on our hands. With a truly innovative idea behind it, this could be the game we'll all be playing till the early hours this autumn. Check out next month's PlayStation Pro for more info.

Who's responsible? Activision

When's it due? October





Tenchu contains some of the bloodiest scenes yet to be seen on the PlayStation. Phone your MP, right now



In the world of Tenchu, it pays to keep your cool. Frenzied attacks may be fun, but they won't win you any points







The bad guys come thick and fast in Tenchu, other enemies are alerted by your opponents screams. Now is the time to run

Starcon

Alien mutants, epic battles and big guns in EA's new space saga

What's it all about? Starcon will be the fourth in a series of hugely successful *Star Control* games. The story is based around a Star Wars-like space saga, charting the intergalactic battle between alien armies across thedepths of space. Several detailed missions have to be carried out to save the universe from the slimy paw of those evil alien beings.

Space monkeys

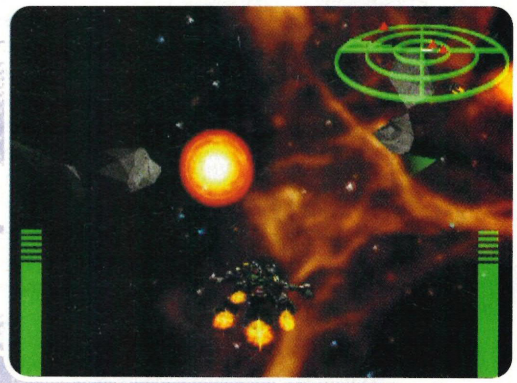
After choosing one of two alliances (Hyperium or Crux) the player launches into space aboard a vast vehicle carrier. As missions are carried out there is the option of controlling your carrier or launching a fighter craft from within. As the game progresses and technology is improved, the vehicles and their weapons are modified, making the intergalactic battles more frenzied and exciting.

One of the most attractive options in *Starcon* will be its two player option. In split-screen mode players can compete against each other. In co-operative mode, the players can team up as wingmen or choose to take charge of the carrier, fighters or turrets.

Starcon's greatest asset, in its early state, is its graphics. There's no empty space in this game, 3D polygonal texture-mapped planets and solar systems fill the screen constantly. All of the ships featured also look beautifully rendered, each having a plethora of animated gun turrets and devices.

A nostalgic quality shines through *Starcon*, which will appeal to gamers who remember *Elite* as being one of the greatest games of all time. This game will feature some severe shoot'em-up action and should appeal to fans of the first three *Star Control* games.

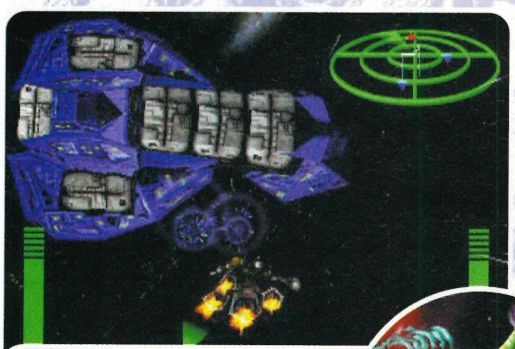
Who's responsible? Electronic Arts
When's it due? December



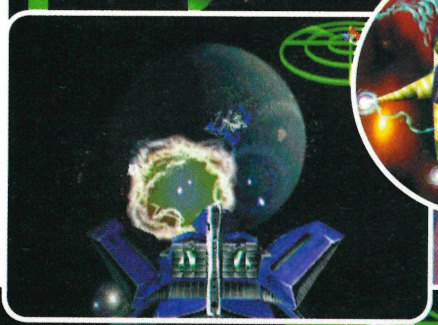
The graphics are currently looking moody and atmospheric, and if the programmers can make it play as well as it looks, this should be a winner



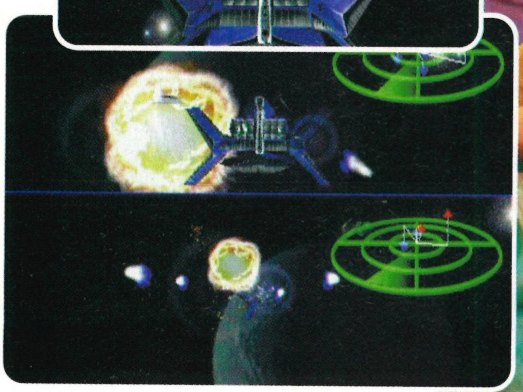
If you want to send this ET home, you're going to need something packing an industrial sized laser. Luckily...



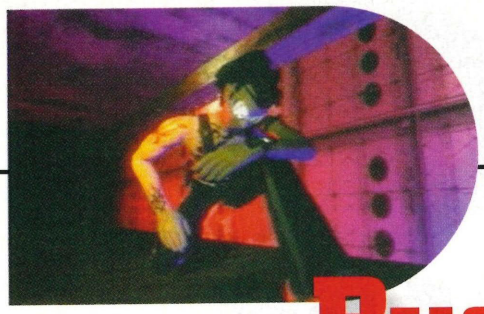












Bust A Groove

Ready to prove you can groove? Well, dig this





What's it all about? Japanese publishers *Enix* have steered clear of the console since the bad old days of the 16-bit, but with several N64 and PlayStation games on the horizon, they're set to make a return to the market. *Bust A Groove* may just be the boost start they need.

Hear the drummer get wicked

Dancing games don't exactly arrive frequently. In fact, they're as rare in the PlayStation universe as tiddlywinks simulations and crazy golf. This is probably due to the fact that the very idea behind *Bust A Groove* is the stuff of most sane individual's nightmares. Luckily, *Enix* seem to have pulled it off, big style.

The story behind *Bust A Groove* is simple. Ten funky groovemongers who all have the power of the mysterious 'Dance Energy Groove-a-Tron' arrive for the biggest dance-off in the universe. Their aim is simple, take on each opponent and out-dance them using skills that John Travolta couldn't touch with the well-pressed wing tips of his vast collar.

Through the mighty art of rhythm, players press controller buttons in time to the music. Keep pressing the right buttons at the right time and you are blessed by the power of the Groove-A-Tron beam. If you manage to keep the curious eye of the camera on you for longer than it stays on your opponent, then you win the dance-off.

Each of the characters in *Bust A Groove* has its own set of wild moves, giving the game great potential for spectators, and thanks to its all-round uniqueness, *Enix* may have a hit on their hands. More on this soon.

Who's responsible? Enix

When's it due? December

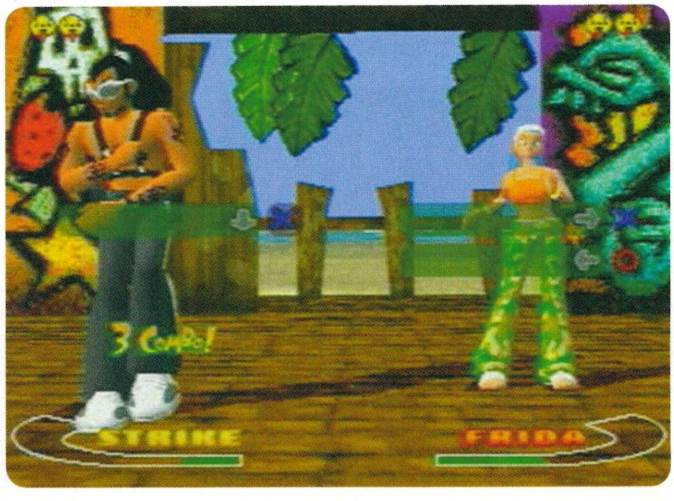








Disco obsessed wierdos from across the galaxy meet for the ultimate dance-off, to take turns demonstrating their skills in the art of rhythm



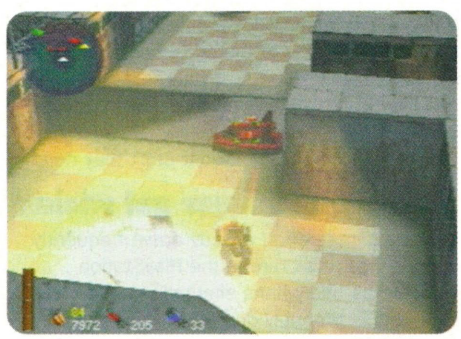
As the characters pick up the rhythm, and harness the power of the mighty Groove-A-Tron, magnificent dance combos can be achieved. If you ain't got rhythm, you might as well give up



Future Cop LAPD

Get ready for another example of wholesale destruction from the makers of Soviet Strike







What's it all about? It's the 22nd century and policing ain't what it used to be. Los Angeles is overcrowded with ruthless criminal bosses and their cronies. City Hall, Venice Beach and the Hollywood Hills have all been occupied by villainous evil-doers, it seems the police have an impossible task on their hands.

Locking these prisoners away is out of the question (aside from the crowd problems, the gangs have taken over the high security prison), with nothing but technology on their side, the police have to take immediate action.

The TAC X-1 Alpha is an all terrain robotic vehicle, armoured and armed to the teeth with state-of-the-art technology, this is your partner in your practically solo fight against city crime. With the ability to transform from a mechanical walker into a nimble hovercraft, the X-1 Alpha is vital equipment.

20 seconds to comply

Future Cop gives the player two game mode options. Crime War pits you against the criminal element of LA, with a choice of one player or co-operative mode. The premise is simple, clear the streets of villainous scum. Precinct Assault however, involves a more tactical approach. Playing against the CPU or up to four human players, your task is to invade and claim the other player's base by acquiring gun turrets and building aircraft and numerous tanks.

Even though Future Cop LAPD is currently at the Beta stage, the team behind *Soviet* and *Nuclear Strike* appear to have created another hugely playable game. Fans of those classics will spot numerous trademark features in *Future Cop LAPD*, though this looks very different and graphically superior. The multi-player modes included may also prove to be something of a revelation. We'll have more on this next month.



Who's responsible?
Electronic Arts

When's it due?
October



The big bosses take on various guises and take a lot of beating. This is the level one boss, who takes over an observatory to present more of a challenge

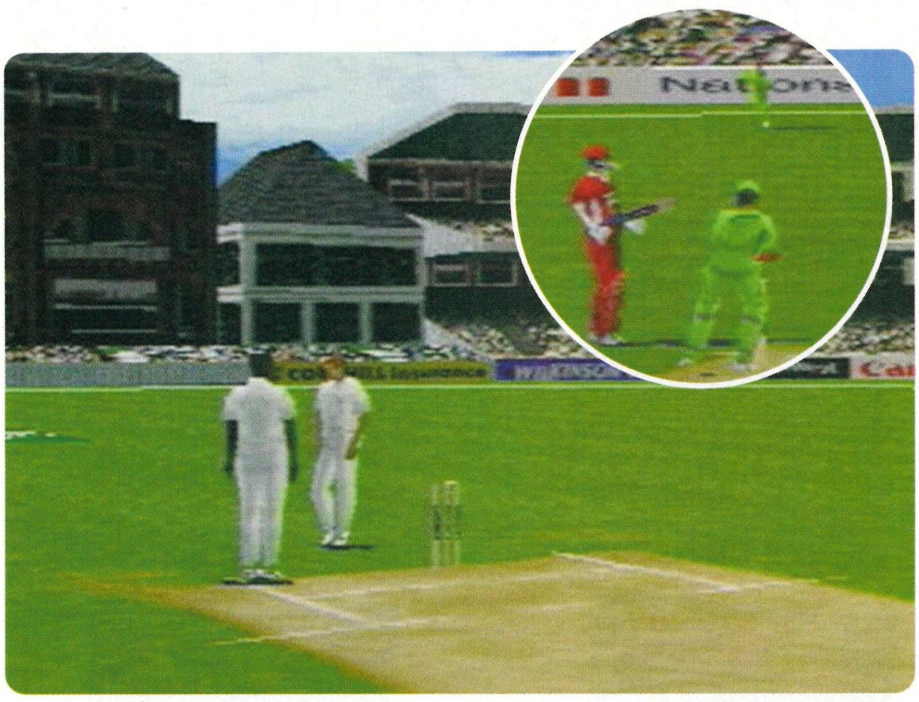




Each time a mission is started, you take charge of the X-1 Alpha, a mean mother of a machine which can transform from a mechanical walker into a hovercraft. If you play against a friend, one player gets a ream, red paint job

Brian Lara Cricket

Tired of watching England lose? Now's your chance to change all that



(Above) Each ground has been meticulously recreated. The Power Rangers invade the pitch (top right)



What's it all about? MegaDrive owners in 1995 and 1996 were treated to the only decent cricket game ever to appear on a console, *Brian Lara Cricket*. So anyone out there hankering for a bit of willow and woolly jumper action would be wise to seek out *Codemasters'* new PlayStation version of this lovingly created game.

The new version will feature everything we've come to expect from a top notch sporting simulation. 46 international grounds have been rendered in 3D, they feature all the trademark features of each stadium and come complete with realistic crowds. The pitch conditions and the weather will vary, giving the teams more of a challenge.

Cricketers were fully motion-captured for *Brian Lara Cricket*, making the movements more fluid than most previous sports games. All the international teams are included, each with their own statistics and skills programmed into the game. Each player's performance is tracked as the games are played, so skills can be worked on and improved over the course of a championship.

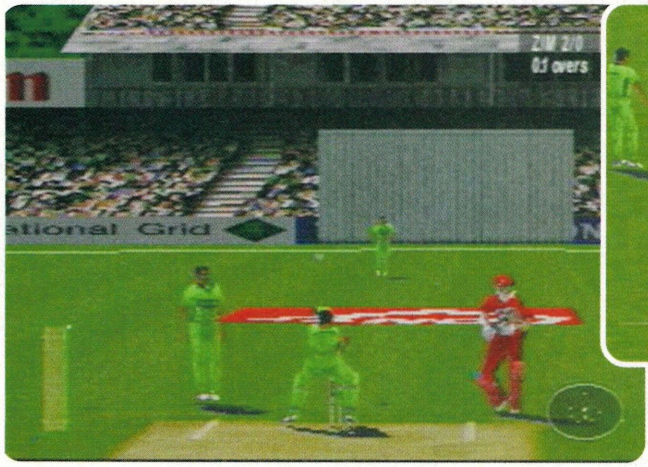
Hit in the googlies

Brian Lara Cricket will feature commentary by Jonathon Agnew and Geoff Boycott, complete with faux pas' and racist comments (of course, this may not be totally true). A comprehensive practice mode will give the player the chance to try out those fancy bowling moves, before progressing onto a variety of tournaments available. World Cup Competition, Test Series, Test Season, Knockout Tournament, World Series Tournament and friendlies are all provided as options.

Cricket has been rudely ignored on the PlayStation, simply because it's a tricky old sport to convert into a simulation. Luckily, *Brian Lara Cricket* may feature the perfect engine to correct this.

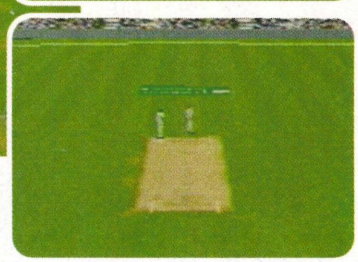
Our preview version of the game certainly suggests that *Brian Lara Cricket* could be the ultimate must-have for cricket fans. It certainly looks the part, with some very detailed player models and well executed camera movements. Watch this space, sports fans, we'll have a full review next month.

Who's responsible? Codemasters
When's it due? November









Motion-capturing has produced the most realistic and fluid cricket game on the PlayStation (after all, there's no competition)

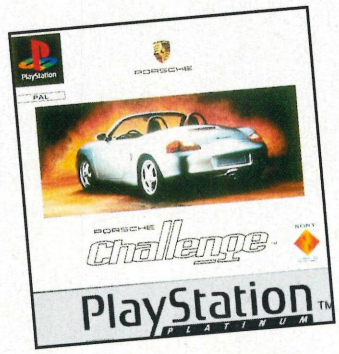
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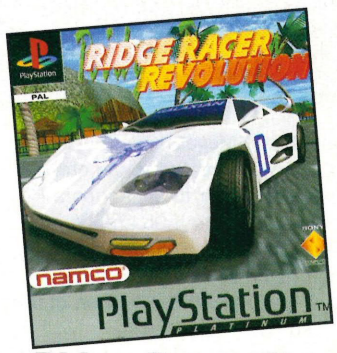
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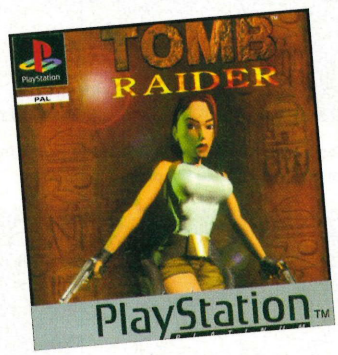
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Porsche Challenge



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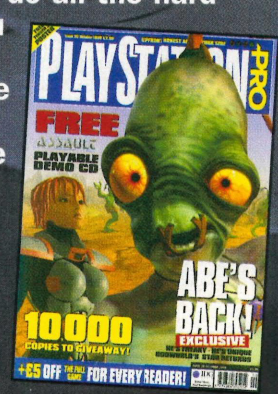
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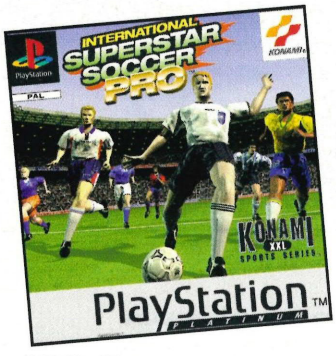
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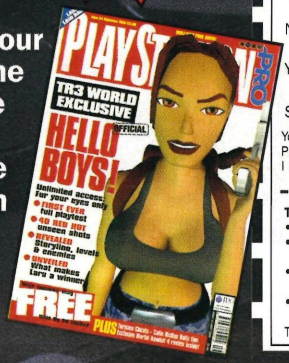
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PRO Q&A

I've had grovelling, pleading and even one threat of cannibalism this month, plus a few requests that are totally unfit to print (I'll answer those privately). Thankfully, there were a few sane letters, along with a sackful asking for help on FFVII and Tomb Raider 1 and 2. Plus, I've been busy finding even more Colin McRae codes for all you rally hopefuls



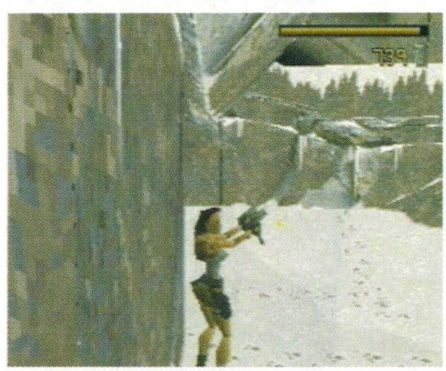
Tomb Raider

Dear Miss Bea Havin,
I recently bought a PlayStation and was advised by a mate to buy Tomb Raider (1) and PlayStation Pro mag, so that I could check out all the reviews and the team's brilliant sense of humour (I'm really grovelling). I am finding it hard killing everything with just pistols and shotgun bullets. Please, please, please could you print the Tomb Raider level skip cheats and the weapons cheat?
Signed. Someone desperate

I'm all for a bit of humiliation and grovelling, especially when I can make you beg and praise the mag in such ridiculous fashion. But enough about my evening job, here're the cheats you're desperate for.

LEVEL SKIP
Enter this code on the inventory screen to access the level skip: **L2**, **R2**, ▲, **L1**, **L1**, ●, **R2**, **L2**.

ALL WEAPONS AND AMMUNITION
On the inventory screen, enter the following codes for full-scale fighting equipment. Once completed, resume your game and then nip back to inventory to try out your new hardware.
L1, ▲, **L2**, **R2**, **R2**, **L2**, ●, **L1**.



Tomb Raider II

Dear Miss Bea,
Could you please help me? Everyday I play Tomb Raider 2, but now I hope you have some cheats for me, so I can go further with the game.
Greetings from Holland,
Hille De Jong

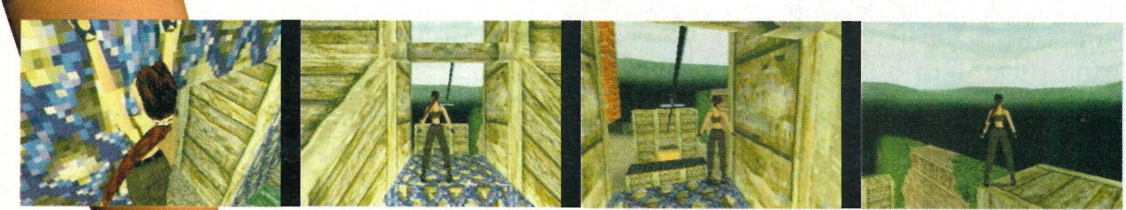
Good to hear that my talents are once again being acclaimed internationally, (if you recognise me from several of your top-shelf titles over there - well, I was young and foolish). I'm just glad to be able to help you out of your misery once again.

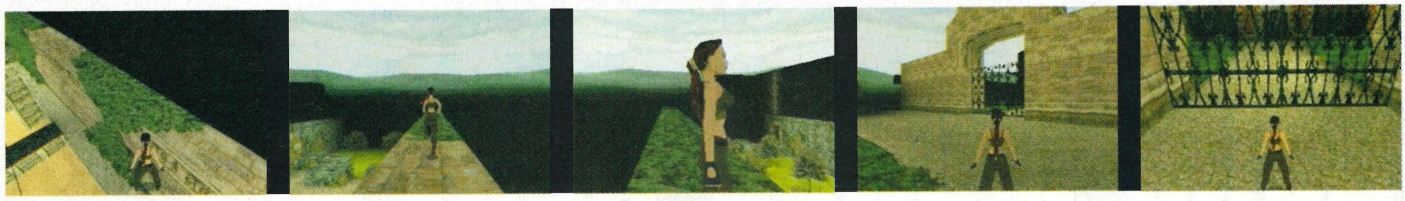
The following cheats must be entered using the walk button (**R2**), apart from the jumps. You need to be able to do a mid-air turn, i.e. pressing turn (●) almost immediately after pressing the jump button.

KENTUCKY-FRIED LARA
Hold **R2** and walk one step forward, one step backward. Spin round on the spot three times and then jump backwards. This causes Lara to explode in mid air. Crispy bits anyone?

FANTASTIC ARSENAL
Hold **R2** and step left, step right, step left, step back, step forward. Release the **R2** and spin around three times on the spot before executing the backwards jump turn. This gives you all the guns plus 5000 rounds for each weapon

LEVEL-HEADED
Hold **R2** and once again start the manoeuvre by stepping left, then right, then left, before stepping back, and finishing with a step forward. Release **R2** and spin around three times. Now execute a forwards jumping turn.





POINTLESS PLAYTHING

It's possible to get on top of the perimeter wall at Lara's Home on Tomb Raider 2, and from there you can go on top of the swimming pool, maze, and even get to the other side of the main gate. It's pointless, but interesting.

What you need to do is climb up the tower in the assault course with the rope-slide on. Walk to the edge as if you were going to use the slide, then sidestep right as far as you can. Turn right so that Lara's diagonally facing the wall.

Jump straight up, and press the look button when Lara is in the air. If you're positioned correctly, on either the second or third jump Lara will somehow end up on top of the rope-slide tower. From the tower it's an easy jump onto the outside wall, or you can try leaping towards the house. There's no reason to do it, and you'll probably be unable to get back (stuck forever behind the gates), but it still beats blowing her into little bits.

C&C Red Alert

Dear Miss Bea Havin,

I'm writing with a pleading letter to you about C&C: Red Alert. I keep running out of money. I buy an ore truck. The enemy blow up the ore truck, so I spend money on another ore truck. The enemy... you get the point. Is there a cheat for ever-lasting money? And if there isn't, please include any helpful cheats for this problem.

Jay Bartlett, London

Strategy games go way over my head, but I'd have thought that defending your trucks may work, Jay? But then, what do I know? So if that tip doesn't work for you, try these luscious codes to fix your fiscal blues.

MONEY

All cheats are activated by clicking the Team Buttons on the Tool Bar with the Cancel Button (**NB.** You must use the ● Button to enter the codes, don't try hitting the buttons on the joy-pad – it won't work. Highlight the symbol on the tool bar then hit ●). If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and the player can start over.

MONEY
■, ■, ●, ✖, ▲, ●

NUKE
●, ✖, ●, ▲, ■, ▲

SOYLENT GREEN
✖, ●, ▲, ▲, ●, ✖
(**NB.** This code only works in multi-player mode)

WIN LEVEL
✖, ■, ■, ●, ▲, ●



Colin McRae Rally

Dear Miss,

I have just bought Colin McRae Rally. I think it is great, but I'm having problems with it. I'm hoping that you would have a few cheats to help me out.

Philip Compton, Belfast

You're in luck Philip. I've included a selection of cheats for the cool Colin McRae Rally for your delectation, and if there's anything else I can do for you, just drop me a line.



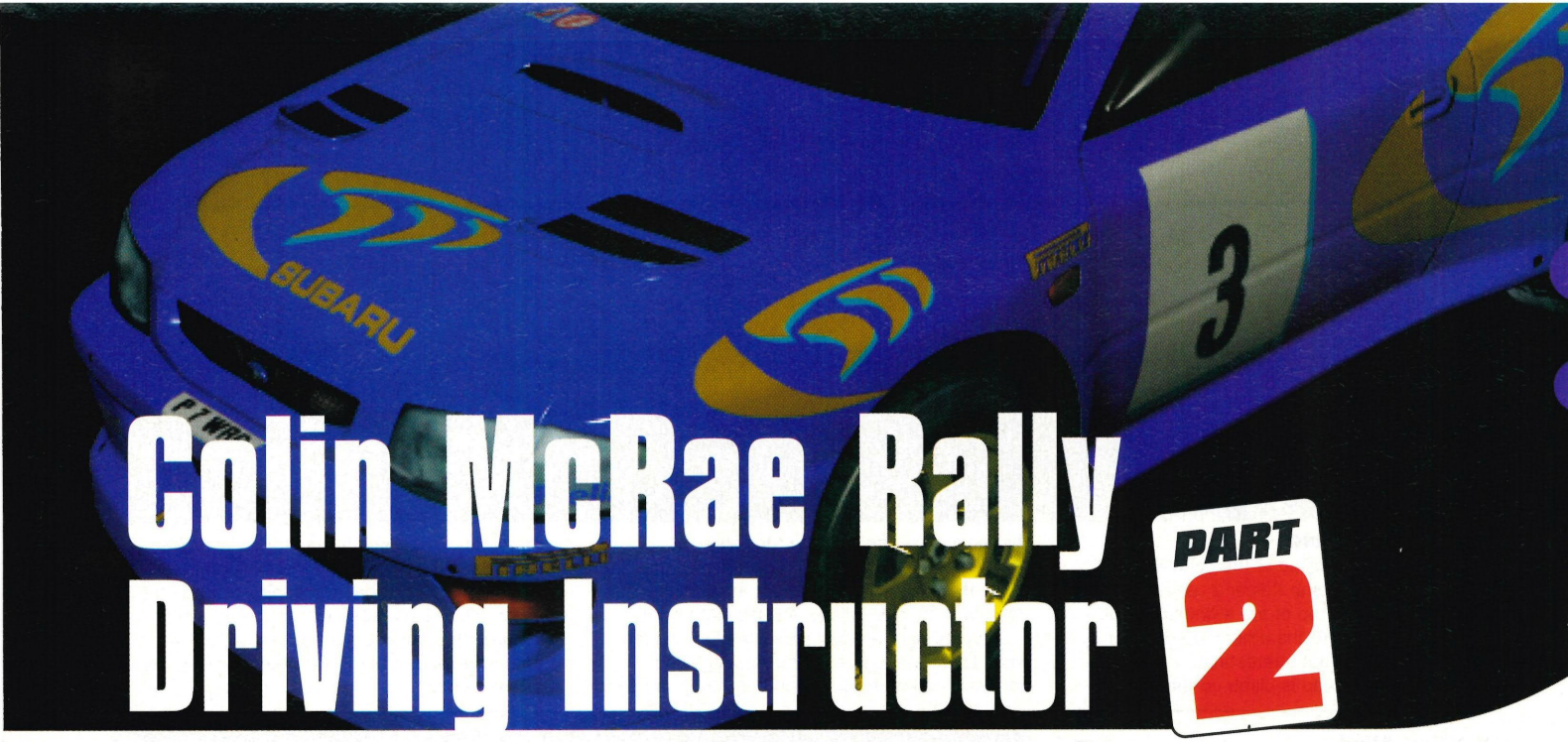
Enter your name as:

SHOEBOXES to unlock all the cars
OPENROADS to unlock all the tracks
HOVERCRAFT to turn your car into a Back To The Future style hover car
DIDDYCARS creates a Micro Machines Style view and shrinks the car to tiny proportions
MOONBOOTS increases the gravitational pull on the car
TINFOILED to wrap the entire car, plus your driver, in bacofoil
BACKFEET to get the co-driver to control the car (change view to in-car and see his hands grab the wheel!)
PEASOUPER to race all unlocked tracks in the fog
BUTTONBASH to active pedal car mode – press ✖ and ● to move the car
HELIUMNICK for a high-pitched co-driver
DIRECTORCUT to watch your replay in transition mode
KITCAR to activate turbo boost mode (press Select to activate boost when your bar is green)
MOREOOMPH to double the power of whichever car you choose
FORKLIFT to active rear wheel steer only mode (highly controllable!)
BLANCMANGE to make your car move like a jelly
TROLLEY to activate 4 wheel steering mode



SPOOKY MCRAE

As a special treat, enter **NIGHTRIDER** to turn all the tracks to night courses. Now take a trip to the Australian track number 2 and follow the road until you find a white Land Rover on the left-hand side of the road. There's a track off to the left that you should follow until your engine cuts out. Keep trying the throttle, but the engine just won't start. As you wait, an eerie beam of light that picks you off the ground will strike your car. The clock will now show that you've lost nine minutes during your alien encounter, and your car will have been changed to a jelly-mobile. Creepy eh?



Colin McRae Rally Driving Instructor

PART 2

Set-up options

The choices you make in the set-up screen of Colin McRae Rally will mean the difference between winning and losing the rally. Study the view stages screen before each stage, this is how real rallying is done. On occasion, the stage or stages ahead alter in terrain type and weather so the teams must either pick an optimal set-up or go for a set-up focused on one stage and hope the time made in one will pay off in losing time on the second.

1 Tyres are the first step to winning

Slicks: Maximum grip on tarmac roads, but no tread and are useless for all other surfaces – so don't take them to Sweden.

Dry grooves: A tyre orientated for use on loose surfaces. The grooved thread finds grip on all loose surfaces, from gravel, to dusty, to sunburnt grass.

Wet grooves: Heavily grooved to perform excellently on wet surfaces. An exceptional tyre in muddy conditions.

Spikes: Very specialised tyre for use on snow and ice. Using studs to find grip they are impractical for any other surface.

TIP: The snow in Monte Carlo is thin and wet, so select wet grooves instead of spikes.

2 Suspension is critical

The suspension falls into three categories and is worth playing around with once a player is comfortable with what they do.

Soft: Allows the car to ride easily over rough terrain, but causes less precise handling.

Normal: This regular setting is good for all round performance. Ideal when the road may change from gravel to mud to tarmac.

Hard: Good for control and precision handling but is inadvisable for rough terrain. Recommended for Corsica and Monte Carlo where the stages are mostly tarmac based.

3 Brake-neck speed

Front bias: This setting gives the car a tendency to understeer. Useful if you find your car too responsive.

Even: Gives no extra handling effects.

Rear bias: This setting will give the car a tendency to oversteer. Similar to the hand brake but less drastic, beware on wet stages.

4 Steering a true course

Low: With low sensitivity the player has precise control on open stages. Not recommended for tight twisty stages.

Average: For general use on most stages.

High: High sensitivity is useful for stages with severe bends.

5 Wearing the right gear

This category has a larger range than most others do. Be careful not to use the extreme settings unless they are warranted by the track ahead, your time will suffer.

Max Acceleration: This gives the car rapid acceleration but seriously limits the cars top speed. Useful on very windy tracks and special stages

Good Acceleration: This is useful on twisty stages. Its top speed isn't as limited as max acceleration.

Balanced Speed: This setting gives the car a good top speed and swift acceleration.

High Speed: This gives a high top speed without loosing too much acceleration, an advantage on the more open stages.

Max Speed: This gear ratio gives the car the maximum top speed but the acceleration will be slow. Useful on very open stages only.

6 Stress and strain

It's tough to stress just exactly how important it is to get your set-up right. Check the course guides from last month and this month's final four for stage set-up recommendations. Don't forget: adapt these to your personal driving style. In addition, analogue and dual shock users may find the steering sensitivity of little importance.

BONUS CARS

Win the super special stages to get these bonus cars



Greece – Name\Specs	Ford Escort Mll
BHP	160
Top Speed (mph)	140
Braking Power	Good
Handling	Good



Australia – Name\Specs	Ford RS200
BHP	560
Top Speed (mph)	210
Braking Power	Outstanding
Handling	Good



Corsica – Name\Specs	Lancia Delta Integrale
BHP	420
Top Speed (mph)	185
Braking Power	Very Good
Handling	Very Good



United Kingdom – Name\Specs	Audi Quattro
BHP	560
Top Speed (mph)	210
Braking Power	Outstanding
Handling	Very Good

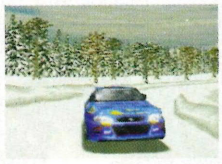


Course Stages

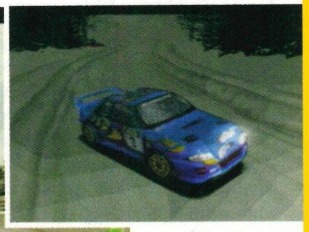
The final four stages and the optimum set-ups for each

Sweden









Track	Tyres	Suspension	Brakes	Steering	Gear Ratio
1	Spikes	Stiff	Even	Medium	Max
2	Spikes	Stiff	Even	Medium	Good Accel.
3	Spikes	Stiff	Even	Medium	Balanced
4	Spikes	Stiff	Even	High	Max
5	Spikes	Stiff	Even	High	Max
6	Spikes	Stiff	Even	Medium	Max

Stay out of the deep snow at all costs. Even if it means travelling a little slower around the bends

Corsica





Choose slicks and then hold that throttle down all the way. It's max grip and max power on this death-defying stage





Track	Tyres	Suspension	Brakes	Steering	Gear Ratio
1	Slicks	Medium	Even	Medium	Balanced
2	Slicks	Medium	Even	High	Balanced
3	Slicks	Medium	Even	Medium	Good Accel.
4	Slicks	Medium	Rear	Medium	Good Accel.
5	Slicks	Medium	Rear	Medium	Good Accel.
6	Slicks	Medium	Rear	High	Balanced
7	Slicks	Medium	Rear	Medium	High Speed

Indonesia



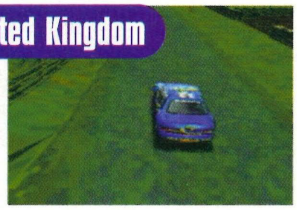




Track	Tyres	Suspension	Brakes	Steering	Gear Ratio
1	Dry	Medium	Even	Medium	Good Accel.
2	Dry	Soft	Even	Medium	Good Accel.
3	Wet	Medium	Even	Medium	Max
4	Wet	Medium	Rear	Medium	Max
5	Dry	Medium	Rear	Medium	Good Accel.
6	Dry	Medium	Rear	Medium	Balanced

Brake hard to keep out of the trees and sand or you'll suffer massive car damage and serious slowdown

United Kingdom





Some of the hardest stages in the game. Slow down and try to keep your car intact





Track	Tyres	Suspension	Brakes	Steering	Gear Ratio
1	Wet	Medium	Rear	High	Max
2	Wet	Medium	Rear	High	Max
3	Dry	Medium	Even	Medium	Balanced
4	Dry	Medium	Even	Medium	Max
5	Wet	Medium	Rear	Medium	Max
6	Wet	Medium	Rear	Medium	Max
7	Wet	Medium	Rear	Medium	Max

Final Fantasy VII

Q&A Ronan, Donegall, Graham Sudbury, Borehamwood, Gareth Hares, Wakefield, Thomas De-Wilton-Holmes, Norfolk, John Paul Barnes, Blackburn, Michael Easson, Stirling Chris Courtney, Dublin, Keith Mulham, Worcester, James Forsyth, Blackpool and E. Hunter, Kingston are just some of the people who wrote to me begging for help with Final Fantasy VII.

Such has been the response that PlayStation Pro has reprinted our spells and secrets book containing locations of all Materia and covering all the questions you guys desired. And for all those with still more queries for this huge game, check out these further hints, tips and stupid stuff below...

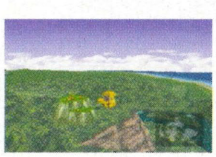


ALTERNATE SAVE PICTURES

The saved-game picture on the memory card changes depending on what slot your game is saved in. Here's the complete list:

FILE 1 : CLOUD
FILE 2 : BARRET
FILE 3 : AERIS
FILE 4 : CAIT SITH
FILE 5 : RED XIII
FILE 6 : CID
FILE 7 : TIFA
FILE 8 : VINCENT
FILE 9 : YUFFIE
FILE 10 : RUFUS
FILE 11 : TSENG
FILE 12 : PRISICILLA
FILE 13 : RUDE
FILE 14 : DAIN
FILE 15 : SEPHIROTH

ANCIENT FOREST



To get to the Ancient Forest before disc 3, simply ride up the hill with a black, gold or green chocobo.

BEAT THE COSMO CANYON BOSS EASILY



When you get to the Boss inside the caves at Cosmo Canyon, to beat him all you need do is use a Phoenix Down on him to kill him instantly. Sometimes that misses so you might want to use other healing items like X-Potion, Hi-Potion or Potion.

CAST ANY SPELL THREE TIMES



To cast three magic spells in one round, first equip someone with a Magic Materia + "All" Support Materia. You'll also need Barrier Materia with the Reflect spell learned. When you enter battle, cast Reflect on the entire party, (your party). Then cast the magic spell that was connected to the "All" Materia on your party.

Even though you cast the spell once, it will be reflected and returned to the enemy hitting them three times and it only uses a single amount of MP. What's even better is that if you have W-Magic, you can cast that spell twice, or two different spells (both need to be connected to "All" Materia) hitting for six times.

CHOCOBO TRICK



While racing the chocobos, hold **L1** + **L2** + **R1** + **R2** to increase your speed. To increase their stamina, hold **R1** + **R2**.



While choosing a chocobo to race, press **L1**, **L2**, **R1**, **R2** or any direction to pan, zoom and rotate the chocobo you're viewing.

EASY AP

Go to the forest outside of Mideel. Walk around until you fight Head Hunters or Caterpillars. Equip Cloud with an Apocalypse sword and everyone with a Rune Armlet. If you fight a group of four Head Hunters you get 340 AP. Caterpillars and a group of three Head Hunters give you 240 AP. Equip as many 'ALL' and 'MAGIC PLUS' materia as possible in the sword and Rune Armlet. When mastered they are worth 1.4 million gil each.

EASY MONEY



As soon as you have mastered an "All" materia, remove it and replace it with the new born one and sell the old one. This may seem like a harsh compromise, but each mastered "All" is worth 1.4 million gil and since they are so easy to master you will keep getting more and will never miss them. Sell one or two and you will never run out of money ever again!

EASY MONEY AND AP

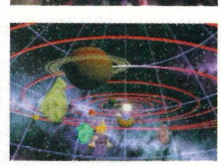
Go to the desert outside of the golden saucer and walk around for a while. Sooner or later a little cactus man will appear. You can't beat him with magic or weapons, but he can be defeated by summoning Chocobos or Mogs. If you manage to kill him he's worth 10,000 gil!

WORM WEALTH

For better results, head for the Mideel Area (an island in the south) and look for Sea Worms. Each one you defeat is worth 1300 EXP, 200 AP and 5000 gil!

HUGE MATERIA





To obtain the Huge Materia in Rocket Town, press ●, ■, ✖, ✖ as the passcode. There are four huge Materia that can reproduce other materias if you can pass the requirements.

Blue – You must have Bahamut and Neo Bahamut. Take these to Cosmo Canyon and talk to the Blue Huge Materia and you will receive Neo Bahamut Zero.

Yellow – Have all 13 command materia at master level and then talk to the yellow huge Materia to receive the Master materia.

Red – You must have all 16 summoning materia

at master level then talk to the red huge materia to receive the Master Summoning materia.

Green – Have all 21 magic materia at master level then talk to the green huge materia and you will receive the Master Magic materia.

ITEM DUPLICATION

If you have the W-Item Materia, equip it and enter a battle. Use the W-Item command and select your first item you want to use with the Circle button. Then choose your second item, but do not use it. Select it so that cursors appear on the screen (either on you allies or your enemies) then cancel with the ✖ button. Select again and make the cursor appear then cancel. Repeat the selecting and cancelling of the second item over and over. Each time you do this the quantity of the first item will increase by one.

KALM TRAVELLER



There is a man in Kalm who will ask you to find three items for him. To find the item he asks for, go to the Junon Underwater reactor (the level like Seaworld) and walk around in it until you fight a ghost ship. Morph it a few times to get one of the items. Return it to Kalm and you will receive the Underwater materia.

Equip the new materia then go cruise around in your sub until you find the Emerald weapon. Kill it and return to Kalm for three master magic materias. Then take the air ship over to the gold saucer desert and fly into the little red man walking in the desert. You will fight Ruby weapon. Kill it and return the item to Kalm for a golden chocobo.

YUFFIE'S LIMIT BREAK MANUAL



Yuffie: Go to Wutai and enter the tower with Yuffie and beat all the bosses including her father and you'll get a manual and the Leviathan materia.

MORPH ENEMIES EASILY

For an easy way to morph enemies, have W-Magic Materia, Gravity Materia + "All" Materia, and Morph Materia. Have someone else cast Reflect on the party, then have the person with W-Magic use Demi 3 on your party twice. It will reflect and hit the enemy six times without killing it, but will greatly reduce its HPs. At this point, you can easily morph it.

PREVENT BACK ATTACKS



If your battle starts with a "Back Attack," hold **L1** and **R1** for a moment then release them. This will turn you around before your opponents get a shot.

RACING TROPHY

When racing S-class in the Gold Saucer, You will notice many items you can't ever seem to get.



Well you can get them all at once! Just win 15-20 races in a row! Ester will say: "I've never seen anyone win so much in S-class before!" She will then give you one of each item, including the coveted Cat's Bell! **NB.** This trick only works once.

RE-ENTER MIDGAR



It's possible to get back into Midgar after you have left (not including by parachute from the Highwind). On disc 3, go back to Midgar and talk to the man standing outside the fence. He says he has misplaced his key and that it is probably back at the dig site he just left.

To find the key, go to Bone Village and tell the foreman you want to look for normal treasure. Place some of the workers up top in front of the tent and set off the blast. They will point to a spot on the ground, so have them dig there overnight and have a kip.

In the morning, open the treasure chest and you should have the Key to the Sector 5 Slums. Now go back to Midgar and go through the gate. Go back to Wall Market and go to the shop where the item machine was broken before (the one that shot at you), and try to use it now. You will receive Tifa's ultimate weapon.

RECOVER MISSING ITEMS

Did you miss something important? Fear not. Once you get to disc 3 you can recover anything by excavating for it in the Bone Village.

RECRUIT VINCENT



In the Shinra mansion at Nibelhiem, there is a safe on the top floor. The combination is: Right to **36,** Left to **10**, Right to **59** then Right to **97**. Make sure you don't go too far left or too far right when turning. When it opens, kill the monster, then get the stuff from the safe.

Descend the spiral staircase and enter the coffin room. Vincent is in one of the coffins. Talk to him and leave and come back and talk to him to make Vincent join your crew.



RECRUIT YUFFIE

Near the exploded Mako site there is a small forest. Wander around in it until you fight a Ninja woman. After you defeat her there will be a save point. DO NOT USE THIS or she will run away. Talk to her and tell her you don't want to fight her again. Then tell her you're terrified of her. When she asks if you need her help, say "Yes" then tell her that you're leaving and don't ask for her name. She'll now join your group.

RED SUBMARINE

The first time you pilot a submarine, lose the battle and you will wind up on the shore near Cannon town. Head back into Cannon town and ride the elevator back inside the main complex. Make a left turn and go back to the sub docking area where you were before the sub battle. Two guards and a dog are blocking the pathway. Kill the guards and talk to the dog. Follow it and you will find the Red Submarine.

SPECIAL BATTLE



To get to the special battle in the Battle Arena, first gain 64,000 battle points and buy the W-Summon materia. Next get 32,000 battle points and buy Cloud's level 4 limit, Omnislash. Equip Omnislash and talk to the lady at the counter in the battle arena, and she will ask you if you want to participate in a special battle. Beat all eight enemies and get the Final attack materia. Note: You must have your Ultimate Weapon equipped to fight in the special battle.

TURTLE PARADISE FLYERS



There are several flyers for Turtle Paradise hidden in this game. #1 is in Midgar by Aeris's house, #2 is in the Shinra building, #3 Ghost Square, #4 Cosmo Canyon, #5 Cosmo Canyon Hotel, #6 Yuffie's house. When you have read all the fliers go to the southwest corner of Wutai. Enter the restaurant and you will receive several orbs and elixirs from the owner.

UNDERWATER PLANE CRASH

If you wander around in the submarine you'll eventually find a downed plane. Ram it with your sub to board it. Inside you'll find powerful Materia, items, weapons, and a lot of Turks and rock-hard monsters.

UNLIMITED SOURCES

To get unlimited Sources (luck source, magic source, etc.) perform the following actions. Get in the submarine and go to the downed plane. Wander around until you get into a battle and use the morph command on the enemies. The best way to do this is attack the enemies until they are almost dead and then use morph. In this area there are six different enemies and each one morphs into one of the six sources.

VIRTUAL IMMORTALITY

Connect the Phoenix Summon and Final Attack materia in any linked slot. When your party dies, their HP will be completely restored. This makes killing Ruby, Emerald, and Sephiroth simple, just make sure you have enough MP to use the Phoenix Summon.

For more punch, add a Final Attack/Knight of the Round to the same weapon. Then when you die you'll resurrect and hit back hard.

KNIGHTS OF THE ROUND

Ride the Golden Chocobo to the north-eastern part of the map. There you'll find a hidden island

with a cave. Enter the cave and talk to the red light (we know that's a bit odd) to receive the "Knights of the Round Table" spell.



LIMIT BREAK MANUALS
To learn Level 4 limit breaks you'll need to find the manuals. Here's how to find them.

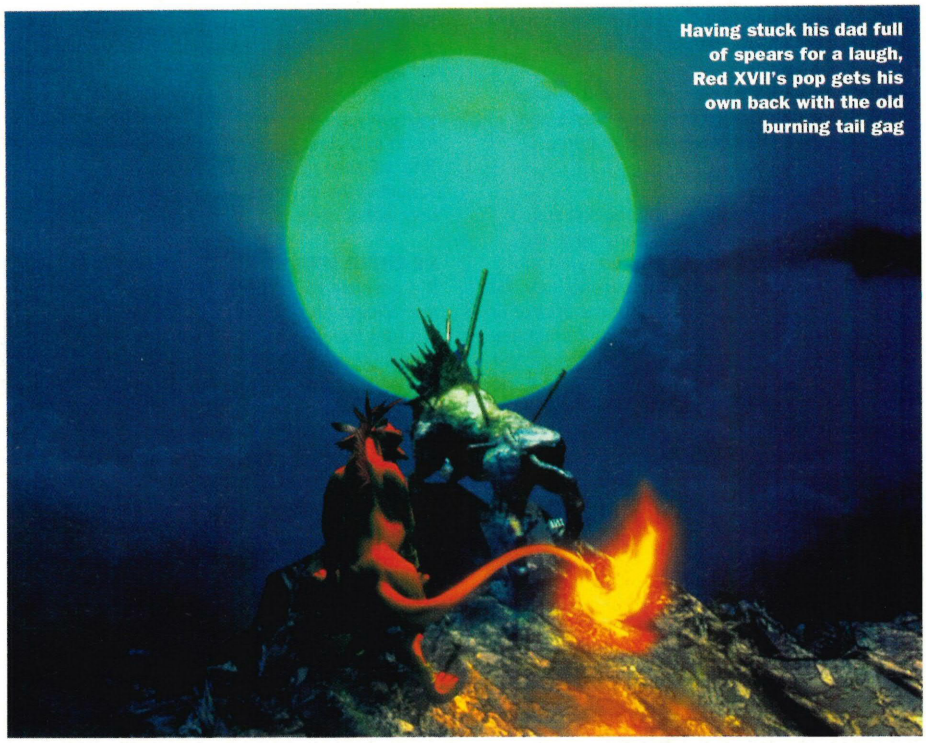
CLOUD: Trade 32,000 battle points at the Golden Saucer.

TIFA: Go to Nibel area (Tifa's house) and play these piano notes: ✖, ■, ▲, **L1/R1** + ▲, **L1/R1** + ■, ✖, ■, ▲, **L1/R1** + ✖, ●, ✖, ■, ✖. Then press **START** and search the music sheet to find Tifa's Limit break.

BARRET: A lady will give it to you in North Corel.

AERIS: Southeast of Midgar there is a small cave with a man living there. Talk to this little chap when you have battled a certain number of battles that end in the same number, such as 122, 133, 144.

He will then give you a Mithril orb. Take the Mithril to the Blacksmith's house on the south peninsula. He will trade you the Mithril orb for Tifa's limit break manual, or you can choose to have a gold bracelet instead (don't bother).



Having stuck his dad full of spears for a laugh, Red XVII's pop gets his own back with the old burning tail gag

RED XIII: In the Nibelheim area there is a mansion and on the second floor of this mansion there is a safe. To crack this code turn right 36, left 10, right 59, and right 97. Then the safe will open to reveal a mini-boss. Kill the mini-boss and you will receive Red VIII's Manual.

VINCENT: Land near the waterfall and use the green, black or gold chocobo to pass the mountain. Then enter the waterfall. (You must have Vincent in your group and this must be attempted whilst you're on disc 2).

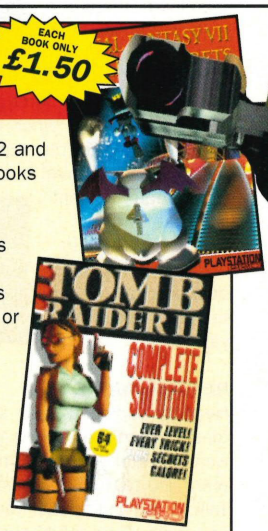
Go forward and you'll be shown Vincent's past. Now leave. Return if you are already in disc three and you'll get not only the manual, but another weapon for Vincent.

CID: Cid's manual is in one of the chests in the sunken plane.

Tomb Raider 2 and Final Fantasy VII limited edition book offer

EACH BOOK ONLY £1.50

Due to the overwhelming number of requests for help in both Tomb Raider 2 and Final Fantasy VII, PlayStation Pro has reprinted a limited number of cheat books for all you struggling gamers. The Tomb Raider 2 book is a complete game walkthru, whilst the FFVII guide is a spells and secrets book which lists the location of all the Materia, enemy skills, hidden characters and secret areas including the breeding of chocobos and Yuffie's quest.
Individually the books cost **£1.50** each plus p&p, or you can buy both books for for a stupidly low **£2.50** p&p. Send your request form, with your cheque or postal order made payable to IDG Media, to ***PlayStation Pro cheats book offer, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE.***



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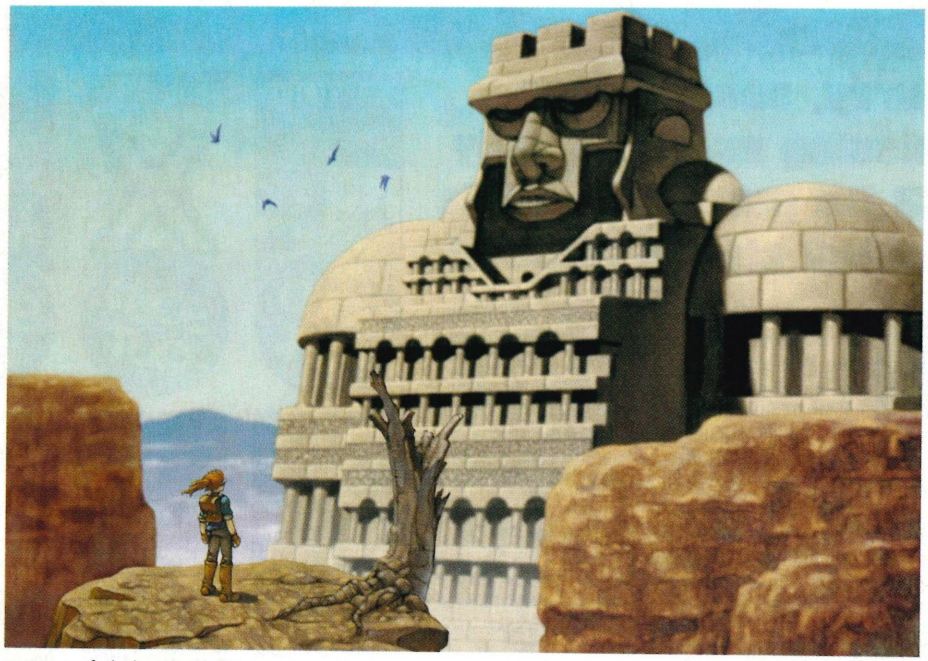


ALUNDRA

Dear Miss,
I'm having trouble on Alundra in the mines. When I encounter the west shaft I can't seem to get past the rocks blocking my way. If you don't help me I'm going to go insane and start eating my family.
Daniel Lenham, Stockton-on-Tees

You're a bit of a strange fella Daniel, but to spare your family from cannibalism, I'm willing to help you out.

The mines are littered with rock falls, so it's difficult to know exactly which one you mean. If you can't use your bombs to dispose of the obstruction then you're probably going to need the mine cart to crash through them. You'll need to find Lyman in one of the tunnels to get the key to the power room. Now go back to the power room and hit the switches in the following order: (L, L, R, L). Head back out and jump on the cart. Now just keep pulling switches and dropping bombs to rid yourself of obstructions.



GET THE LEGENDARY SWORD
To get the Legend Sword (most powerful weapon in the game) you must have the **"POWER GLOVE"** given to you by Jess. Then you need to die and use the **"QUICK RESTART"** feature over 16 times (this can be done at any time in the game even before you get the power glove.) After doing that, head for the statue of **KING SNOW**, which is east of **INOA VILLAGE** and use the power glove to lift the large rock blocking your way to the statue.

Walk up to the statue and the screen should darken, if you have done all of the above correctly King Snow will pity you and give you the Legend Sword. This Sword should be your weapon of choice throughout your game, although it cannot perform a charge attack, it is the strongest weapon in Alundra.

LISTEN TO THE MUSIC
This will allow you to listen to the music of Alundra. After completing a number of your quests, go back to the Inoa Mine where there is a house by the stream. If you go inside and go upstairs you will meet Rohei. This great composer will let you listen to some of his music, which is in fact the music from the game.

PLAYING TIPS
When fighting Melzas, pay special attention to where he popped up last on screen. The last clone to come from the ground is the creature Melzas. Just wait in the middle of the screen and pick him off. When fighting the final brain thing, just run up to the brain and keep doing jump attacks.

Tommi Makinen World Rally Champion

Dear Miss,
I've strayed from the path of righteousness and ended up with this terrible rally game instead of the excellent looking Colin McRae Rally. Is there anything you can do to relieve me from my misery?
Scott Adams, Norwich

This pile of driving bile is a complete turn off for me. I can imagine your pain and suffering Scott, so I'm going to help you this time. But I'm afraid I can't save you from your purchase of this miserable game.

DRIVE A BUS:
Enter STRANGE as a name, then select the "Cheats" option on the main menu.

DRIVE A PEUGEOT:
Enter PEUGEOT as a name, then select the "Cheats" option on the main menu.

MIRROR COURSES:
Enter MIRROR as a name, then select the "Cheats" option on the main menu.

MORE MONEY:
Enter _MONEY_ as a name, where "_" indicates a space. Then, select the "Cheats" option on the main menu.

DUAL SHOCK CONTROLLER ALWAYS VIBRATES:
Enter THRILLS as a name, then select the "Cheats" option on the main menu.

RALLY JEUNES MODE:
Enter FFSA as a name, then select the "Cheats" option on the main menu.



Here's your chance to murder the programmers of this shite game by trying to send their bus off a cliff in Tommi Makinen World Rally Champion



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, 8, 9, 11, 12, 13, 14, 15, 16 and 20 are sold out already. Sorry!

PLAYSTATION PRO

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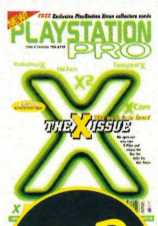
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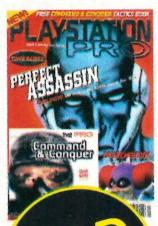
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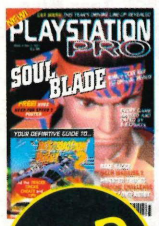
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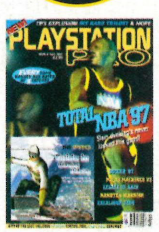
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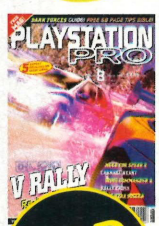
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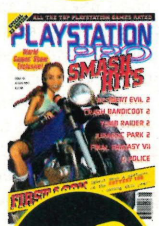
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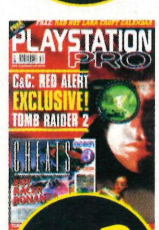
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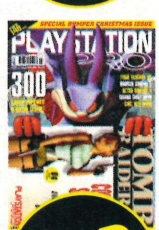
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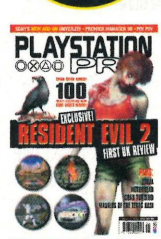
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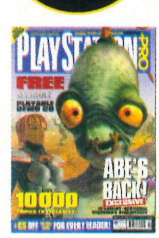
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- Reboot
- Resident Evil 1 & 2
- Resident Evil Dir Cut
- Shadowmaster
- Soviet Strike
- Steel Reign
- Time Crisis
- Twisted Metal 1 & 2
- Vigalante 8
- Warhammer Dark Omen
- Worms
- X-Com Terror from the Deep
- Xevious 3D
- Z.

BEAT 'EM UPS



- Bloody Roar
- Bushido Blade
- Cardinal Syn
- Dead or Alive,
- Dynasty Warriors
- Fighting Force
- Mortal Kombat - Sub Zero
- Mortal Kombat – Trilogy
- Mortal Kombat – 4
- Nightmare Creatures
- Soul Blade
- Spawn
- Star Gladiator
- Street Fighter Alpha 1 & 2
- Tekken 1, 2 & 3
- Tobal Number 1
- Toshinden 1, 2 & 3
- War Gods
- X-Men Children of the Atom (Import)

PLATFORM GAMES



- Abe's Oddysee
- Bubsy 3D
- Chessy
- Crash Bandicoot 1 & 2
- Croc
- Death Trap Dungeon
- Fade to Black
- Final Fantasy VII
- Firo & Klawd
- Frogger
- Gex 3D
- Jumping Flash 2
- Klonoa
- Pandemonium
- Pandemonium 2
- Pitfall 3D
- Rascal
- Rayman
- Rosco McQueen
- Skull Monkey
- Spider
- Theme Hospital
- Tomb Raider 1 & 2
- Treasures of the Deep

SPORTS GAMES



- Actual Soccer 2
- Adidas Power Soccer
- Bust a Move
- Dead Ball Zone
- FIFA '96, '97 & '98
- Jonah Lomu
- Madden NFL 98
- NBA Hangtime
- NBA Jam Extreme
- NBA Live '98
- NFL Gameday
- NFL '97
- NHL Face Off
- Three Lions
- Total NBA '97
- Triple Play '98
- Victory Boxing
- V-Tennis
- World Cup '98
- World League Soccer '98

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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 6



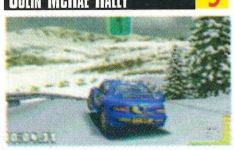
RENT IT A fast paced racer which never performed as well as it should. Check out its improved sequel Explosive Racing

Circuit Breakers 8



RENT IT Supersonic Racers gets re-vamped to provide loads of multi-player fun in this Micro Machines clone from Mindscape

Colin McRae Rally 9



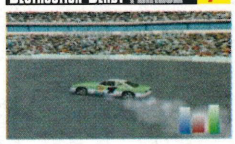
MUST BUY A near perfect recreation of the real thing. Plays and looks better than all of its rivals and should be bought immediately

Cyber Speed 3



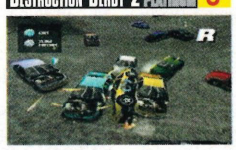
AVOID! A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

Destruction Derby Platinum 7



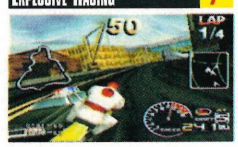
MUST BUY When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

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 Platinum 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 9



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 9.5



MUST BUY Sony's powerhouse racing game is possibly as fine as games will get. Incredible realism and kick ass gameplay

Hardcore 4X4 6



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

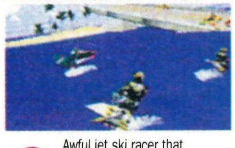
Jeremy McGrath Supercross 3.5



AVOID!

Dire dirt-biking disaster which offers very little in the way of gameplay. Even if you're a huge motorcross fan, don't bother

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 9



MUST BUY

Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

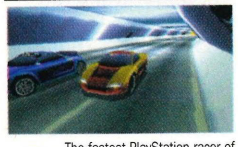
Monster Trucks 7



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!

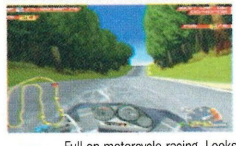
Motorhead 9



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

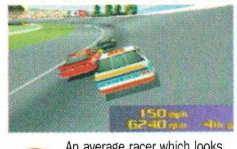
Motor Toon GP 2 7



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 6



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

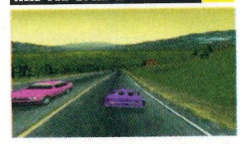
Need For Speed Platinum 8



MUST BUY

One of the essential racing games for any descerning player, although somewhat dated against todays offering

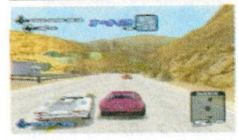
Need For Speed 2 7



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

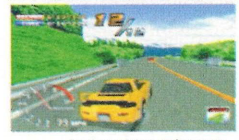
Off World Interceptor 3



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!

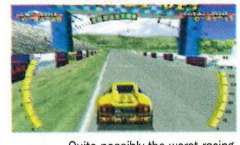
Peak Performance 6



RENT IT

Another average racing game which looks decent enough but fails to impress in the grand scheme of things

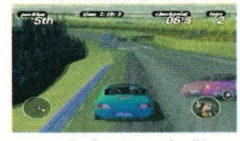
Penny Racers 2



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 9



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!

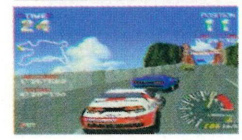
Ridge Racer Platinum 7



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

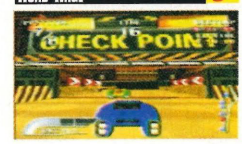
Ridge Racer Rev. Platinum 7



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

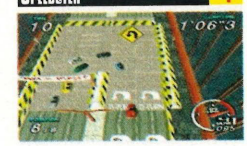
Road Rash 3D 7



TRY B4 U BUY

More two wheeled road rage in this enjoyable third instalment of the popular Road Rash series from EA

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

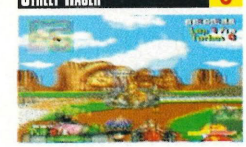
Starwinder 6



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 6



RENT IT

Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

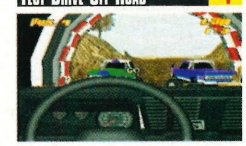
Supersonic Racers 6



RENT IT

Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

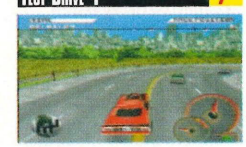
Test Drive Off Road 4



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

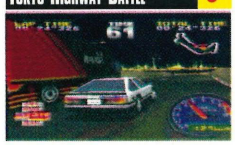
TOCA Touring Car PLATINUM 9



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

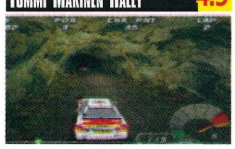
Tokyo Highway Battle 6



RENT IT

A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

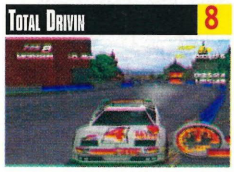
Tommi Makinen Rally 4.5



AVOID!

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim. Avoid at all costs

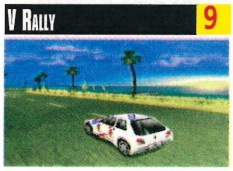
Total Drivin 8



MUST BUY

Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V Rally 9



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!

Wreckin' Crew 4.5



AVOID!

Dismal driving battle game that looks as bad as it plays. If it's petrol and pellets you're after stick with Micro Machines

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 6



TRY B4 U BUY

An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

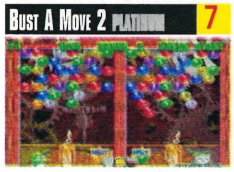
Blast Chamber 7



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 6



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

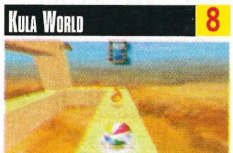
Hebereke Popoitto 3



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 PLATINUM 9



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 9



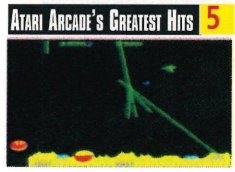
MUST BUY

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

Atari's Greatest Hits 2 6.5



RENT IT

Another chance to remind yourself just how far games have advanced in such a short space of time. Nostalgia, but little else

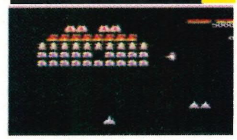
Namco Museum Vol 1 7



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 6



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?

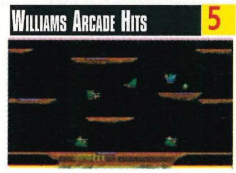
Namco Museum Vol 4 5



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

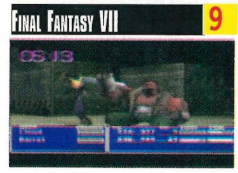
Diablo 8



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 9



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

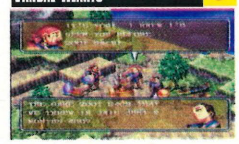
Suikoden 6



TRY B4 U BUY

The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

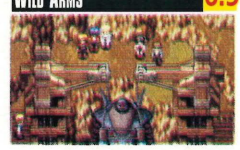
Vandal Hearts 8



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

Wild Arms 6.5



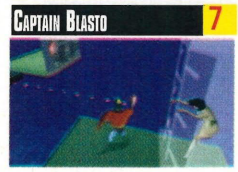
RENT IT

This Wild West themed RPG may be pretty mediocre, but it has some nice touches which roleplay fans will undoubtedly lap up

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

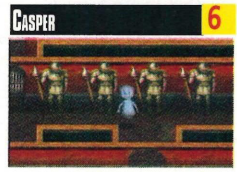
Captain Blasto 7



RENT IT

Basic platform action that amuses and entertains without excelling at either. You could do much worse, so take a look

Casper 6



TRY B4 U BUY

The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

Castlevania 6



RENT IT

Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

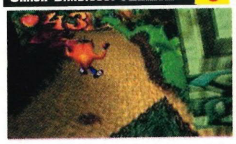
Cheesy 4



AVOID!

Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

Crash Bandicoot Platinum 8



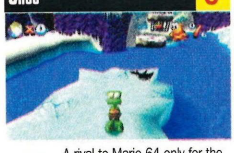
MUST BUY — A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

Crash Bandicoot 2 9



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 PlayStation 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 6



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



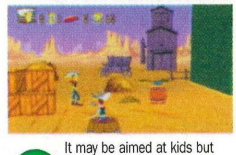
RENT IT — A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

Lost World 6



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 6



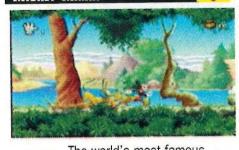
TRY B4 U BUY — It may be aimed at kids but that's no excuse for releasing a sub-standard platform game really is it?

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

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 6



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

Tombi 7.5



TRY B4 U BUY — Some puzzle solving and a hint of rpg add a little variety to this somewhat 2D platformer, making it well worth a look

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 6



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 9



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



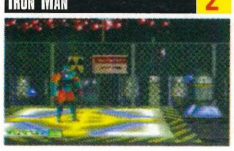
TRY B4 U BUY Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

Iron & Blood 7



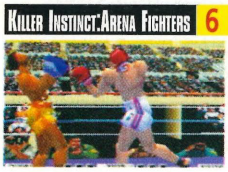
RENT IT A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

Iron Man 2



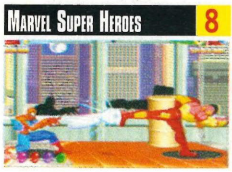
AVOID! Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

Killer Instinct: Arena Fighters 6



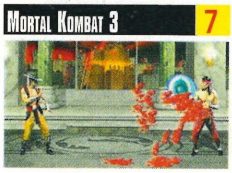
RENT IT Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Marvel Super Heroes 8



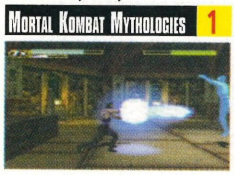
RENT IT Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

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 6



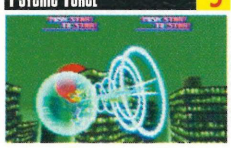
RENT IT Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

Mortal Kombat 4 8



TRY B4 U BUY After finally making it into 3D the MK series has come full circle but still lacks the greatness to be found in rival beat 'em ups

Psychic Force 5



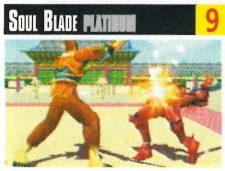
AVOID! Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

Rise 2: Resurrection 5



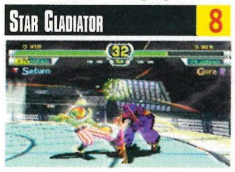
AVOID! An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

Soul Blade Platinum 9



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 6



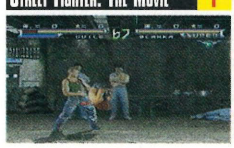
TRY B4 U BUY An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

Street Fighter EX Plus Alpha 9



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 9



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 9.5



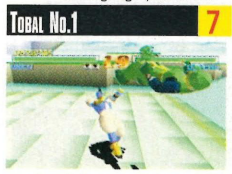
MUST BUY The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

Tekken 3 10



MUST BUY Drop-dead gorgeous graphics and unrivalled gameplay make this the best Tekken title to date, and the finest fighting experience ever

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



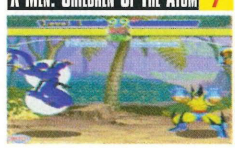
AVOID! A weird and frantic 3D beat 'em- up from Japan which was truely disappointing in almost every department

Vs 7



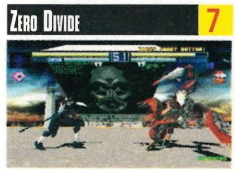
TRY B4 U BUY Gang warfare on the streets of LA. This plays at a fair pace and has some nice touches but doesn't really do anything new

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



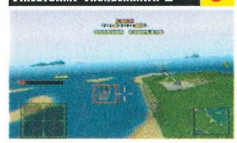
TRY B4 U BUY So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

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



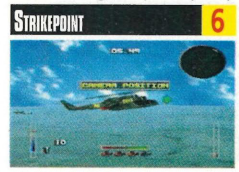
TRY B4 U BUY A more technical helicopter flight sim which although being less trigger happy, still does the business though

Raging Skies 5



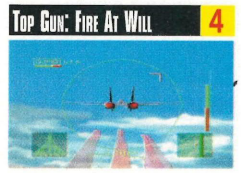
AVOID! The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

Strikepoint 6



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 6



TRY B4 U BUY An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' airborne missions

Wing Commander 3 6



RENT IT Mark Hammill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

Wing Commander 4 — 6



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

ADVENTURE

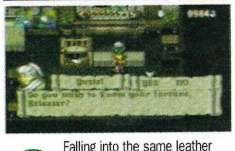
Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

Alone In The Dark — 6



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



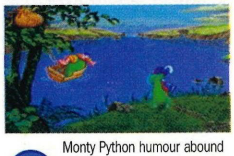
TRY B4 U BUY — Ark of Shite would have been more appropriate. Not even worth using the CD for one of those classy clocks

Batman & Robin — 6.5



RENT IT — A potential monster that grossly undersells itself with many good gameplay elements which, sadly, don't really gel together

Blazing Dragons — 4



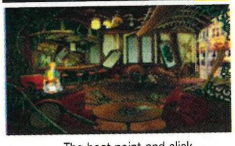
AVOID! — Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

Breath Of Fire 3 — 6.5



TRY B4 U BUY — Lame RPG, looks and gameplay are dated by today's standards. Fans of the SNES versions may enjoy it, but we don't

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



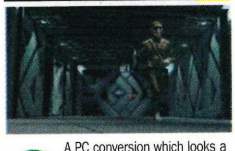
AVOID! — A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

City Of The Lost Children — 7



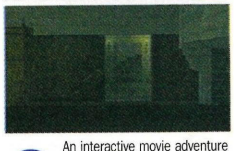
TRY B4 U BUY — An epic adventure based on the average French arthouse movie of the same name. Well worth a look, if only for the graphics

Cyberia — 7



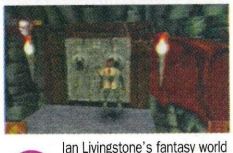
TRY B4 U BUY — A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

D — 3



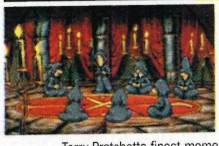
AVOID! — An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, Avoid!

Deathtrap Dungeon — 8.5



MUST BUY — Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

Discworld — 6



RENT IT — Terry Pratchetts finest moment transformed itself very well onto the PSX and this is simpy amazing.

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



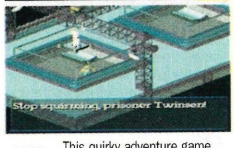
AVOID! — A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

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

Men In Black — 6



RENT IT — A better than usual movie license, but still guilty of major flaws. Could and should have delivered so much more

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

Ninja — 8.5



TRY B4 U BUY — Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure

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 Platinum — 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 — 9.5



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

Spawn: The Eternal — 6.5



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 — 6



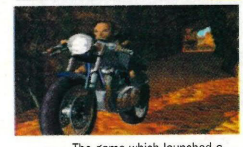
RENT IT — A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Time Commando — 5



AVOID! — You travel through time in this 3D adventure although the effort really isn't worth bother. Leave this well alone

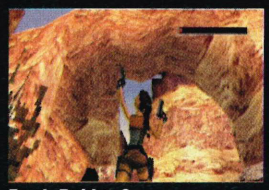
Tomb Raider Platinum — 9



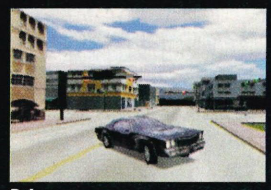
MUST BUY — The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

MOST WANTED

Here's the three games we can't wait to play. If you see a game here then you know you need to put it on your Christmas pressie list because all of them will be essential



Tomb Raider 3



Driver



Parasite Eve

TOMB RAIDER 2 — 9.5



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 — 8



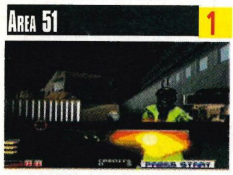
MUST BUY — You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

ARMOURED CORE — 6.5



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



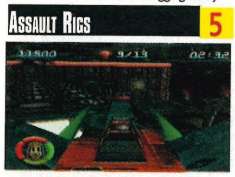
AVOID! — This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

ASSAULT — 8



TRY B4 U BUY — The best elements from classic shoot'em-ups have been combined with a few fresh ideas to create a fast fragging frenzy

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



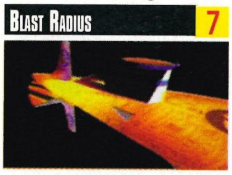
AVOID! — Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

BLAM! MACHINEHEAD — 5



AVOID! — 3D shoot 'em- up with some nice graphical effects, but let down by over complex missions and bad handling

BLAST RADIUS — 7



RENT IT — Star Wars style shoot'em-up that doesn't quite compete with Colony Wars, but provides plenty of great target practice

BRAHMA FORCE — 8



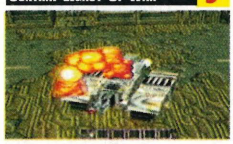
TRY B4 U BUY — The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

COLONY WARS — 8



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



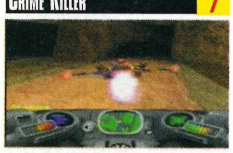
RENT IT — A 96 remix for the bland horizontal scrolling shoot'em-up from yesteryear. Nothing special going on here

CRITICAL DEPTH — 3



AVOID! — After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

CRIME KILLER — 7



RENT IT — Law and order courtesy of armoured vehicles and a mandate of zero tolerance in this futuristic driving shoot'em-up

CRUSADER: NO REMORSE — 7



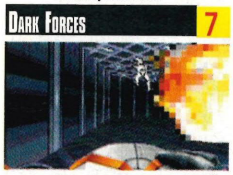
TRY B4 U BUY — Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

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 — 6



RENT IT — Less than impressive sequel that offers more of the same. The thing is, we've seen it all before. Boring!

DISRUPTOR — 7



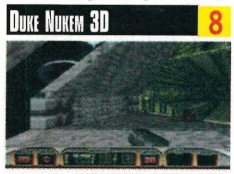
RENT IT — A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

DOOM — 9



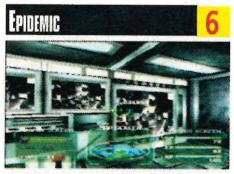
MUST BUY — The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

DUKE NUKEM 3D — 8



MUST BUY — Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

EPIDEMIC — 6



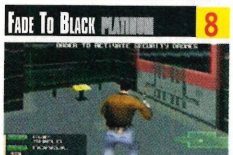
RENT IT — The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

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 — 8



MUST BUY — A 3D shoot 'em- up which impresses many with the lavish graphics and exotic locations and cut sequences

FINAL DOOM — 8



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 — 9



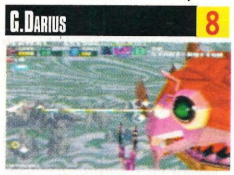
TRY B4 U BUY — Cool graphics and action aplenty in this blast from Acclaim. It's an acquired taste, but quite juicy and enjoyable

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.DARIUS — 8



RENT IT — Classic arcade-style gameplay and stunning visuals make this highly playable, but don't expect any long-term satisfaction from it

G-POLICE — 8



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

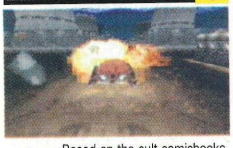
Ghost In The Shell 7



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

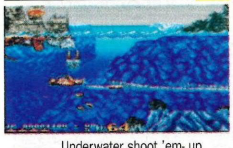
Independence Day 2



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

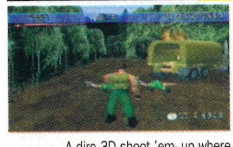
Loaded PLATINUM 8



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

N2O 6



RENT IT

Bizarre backdrops, psychedelic colour schemes and frantically fast gameplay make this an eye and brain straining affair

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

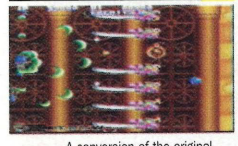
One 6.5



RENT IT

Brainless violence that looks great but becomes monotonous after a while. It'll keep you occupied for the night though

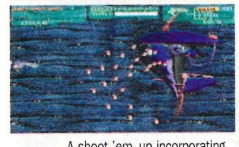
Parodius Deluxe 6



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 6



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 6



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 9



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



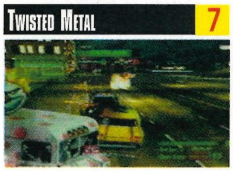
AVOID! If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

Tunnel B1 6



AVOID! Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

Twisted Metal 7



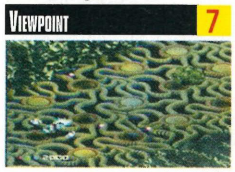
RENT IT The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 8



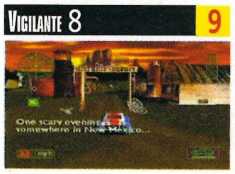
TRY B4 U BUY The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

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 9



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

Viper 7.5



RENT IT Fantastic looking shoot'em-up that retains the best qualities from the genre and injects new life into the looks department

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

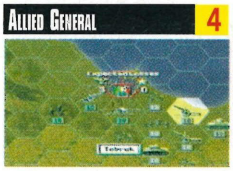
Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV Evolution Global 6.5



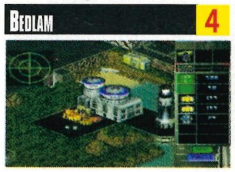
RENT IT Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

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

C & C Platinum 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 9



MUST BUY The second installment of C&C is a huge improvement with more action and strategy than ever before

C&C Retaliation 8.5



TRY B4 U BUY Despite this being the best C&C incarnation to date, the originality has disappeared. Only for the most dedicated C&C fans

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 acquired 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 9



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 6



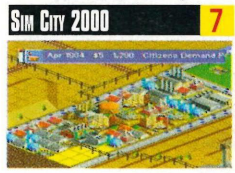
RENT IT Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

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



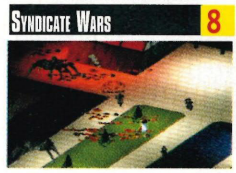
TRY B4 U BUY The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk 7



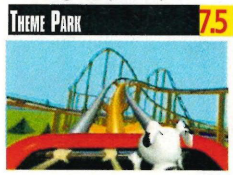
RENT IT Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

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!

Wargames 7



RENT IT Shallow and mindless strategy title with little in the way of excitement for onr player, but it's great for blasting your mates

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 9



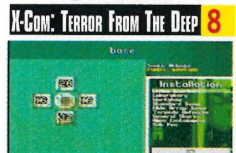
MUST BUY The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

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

Xenocracy 4.5



AVOID! This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay. It offers nothing worthwhile

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



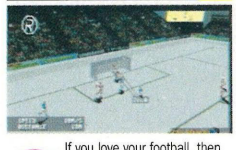
RENT IT Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

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 9



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 6



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 5



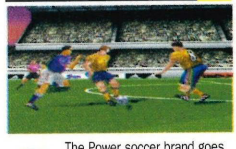
AVOID! Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 7



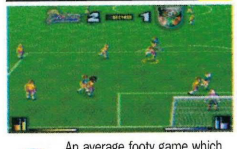
RENT IT More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

Adidas Power Soccer '98 4.5



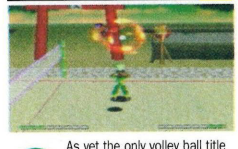
AVOID! The Power soccer brand goes from strength to strength with yet another crap soccer sim. Keep well away from this one!

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



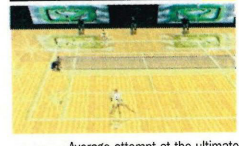
RENT IT Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Coolborders 2 8.5



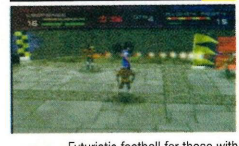
MUST BUY Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

Davis Cup Tennis 7



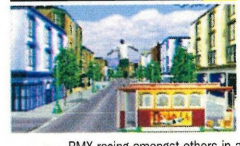
RENT IT Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

Dead Ball Zone 8.5



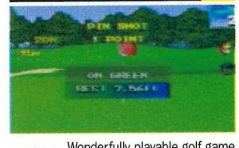
TRY B4 U BUY Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the usual brand of sporting titles

ESPN Extreme Sports 5



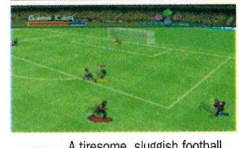
AVOID! BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

Everybody's Golf 9



TRY B4 U BUY Wonderfully playable golf game that ditches photoOralism for playability in the Smash Court Tennis style

FIFA '96 Platinum 6



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 9



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 6



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

ISS Pro '98 7.5



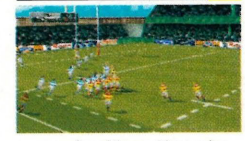
RENT IT Despite being a big improvement on its predecessor, this fails to stand up to the competition and lacks in the longevity stakes

Nt. Track & Field Platinum 9



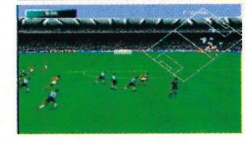
MUST BUY This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby 9



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



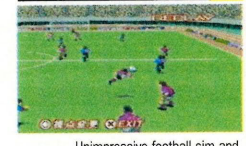
TRY B4 U BUY As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

Nagano Winter Olympics 7.5



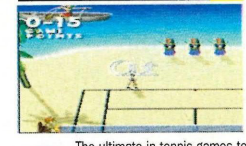
RENT IT As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

Namco European Soccer 4



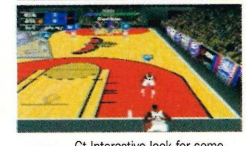
AVOID! Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

Namco Smash Court Tennis 9



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



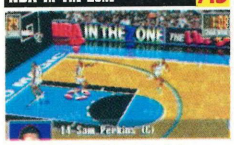
TRY B4 U BUY Gt Interactive look for some hang time with this offering. Looks the part but complicated gameplay lets it down a little

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

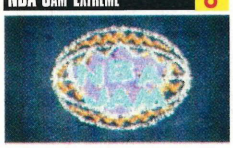
NBA In The Zone 2 8



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?

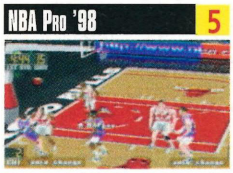
NBA Live '97 8



TRY B4 U BUY

Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

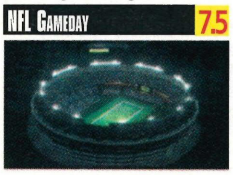
NBA Pro '98 5



RENT IT

Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

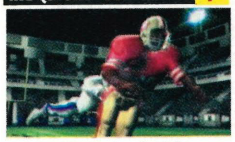
NFL Gameday 7.5



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?

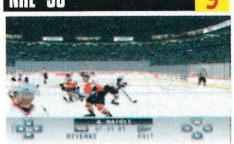
NHL '97 7.5



RENT IT

Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98 9



MUST BUY

Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

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 6



AVOID!

This sequel was a real disappointment when you consider the quality of the original. Steer clear

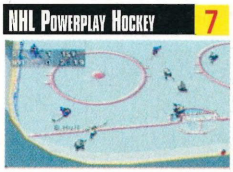
NHL Faceoff '98 7



RENT IT

The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

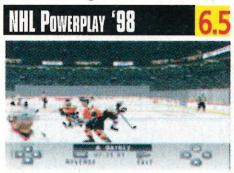
NHL Powerplay Hockey 7



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

NHL Powerplay '98 6.5



RENT IT

As with the original from Virgin it looks the part but never quite hits the heights of excellence acheived by it's competitors.

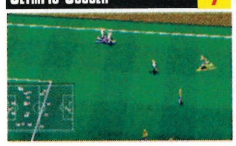
Olympic Games 4



AVOID!

Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

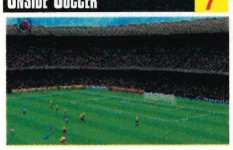
Olympic Soccer 7



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

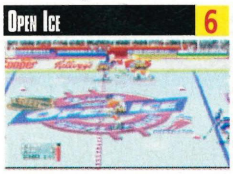
Onside Soccer 7



RENT IT

Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

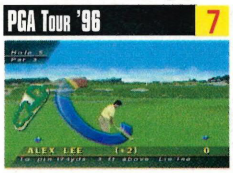
Open Ice 6



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

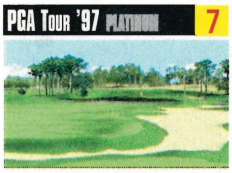
PGA Tour '96 7



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

Phat Air 6



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

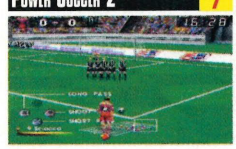
Power Move Pro Wrestling 7.5



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

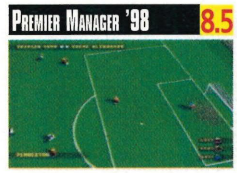
Power Soccer 2 7



RENT IT

An improvement on Adidas from Psygnosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

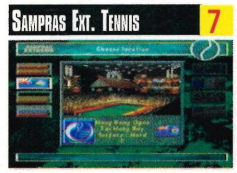
Premier Manager '98 8.5



TRY B4 U BUY

The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy

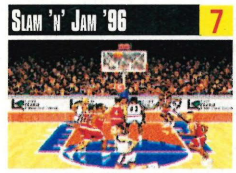
Sampras Ext. Tennis 7



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

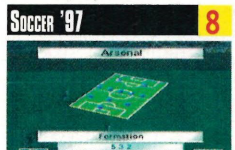
Snow Racer '98 8.5



TRY B4 U BUY

The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this

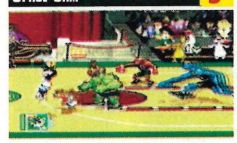
Soccer '97 8



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

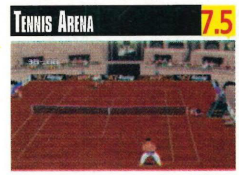
Striker '96 5



AVOID!

The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

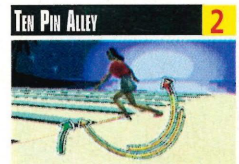
Tennis Arena 7.5



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

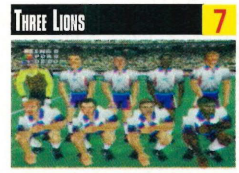
Ten Pin Alley 2



AVOID!

Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

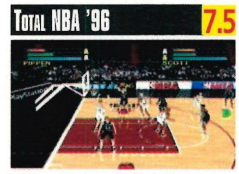
Three Lions 7



TRY B4 U BUY

This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about

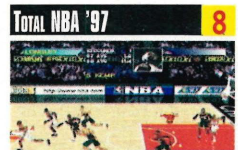
Total NBA '96 7.5



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

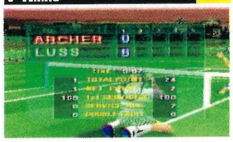
Total NBA '98 8



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



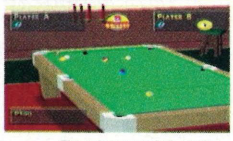
RENT IT More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Virtual Golf 4



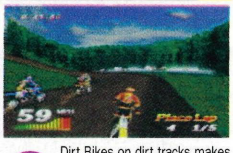
AVOID! Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

Virtual Pool 5



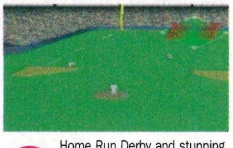
RENT IT The only true pool simulator available. It's not much cop though but you can't have everything all the time

VMX Racing 2.5



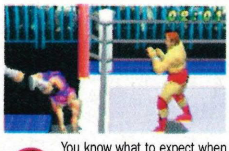
AVOID! Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

VR Baseball 7.5



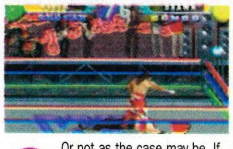
RENT IT Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

WCW vs the World 7.5



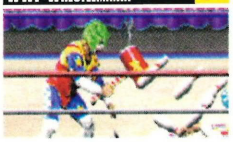
RENT IT You know what to expect when you play these things. This is better than most but does that tell the full story?

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



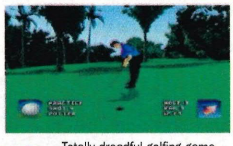
RENT IT More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

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 9



MUST BUY The house that brought us Lara Croft has applied its sultry touch to the soccer pitch to produce a fine footy game

WWF Warzone 8

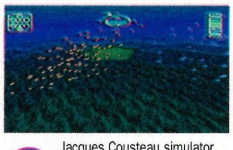


TRY B4 U BUY Loads of new options and features make this wrestlefest flesh-slappingly good. Ideal for a good night's gaming with your mates

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



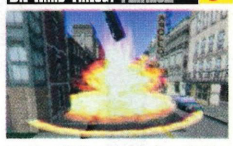
AVOID! The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

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 9



MUST BUY Thrills and spills from start to finish in this varied movie caper. A great game well worth your axttention and cash

Extreme Pinball 2



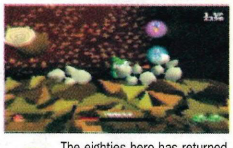
AVOID! Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Fluid 8.5



TRY B4 U BUY Flipper gets funky in this bizarre yet highly original and playable music mixer from Sony. Tunes and tuna fish all in one game

Frogger 7.5



TRY B4 U BUY The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

Mr. Domino 7



TRY B4 U BUY An enjoyably frustrating game which recreates the pleasures of stacking up dominoes just to knock 'em all down again

Overboard 4



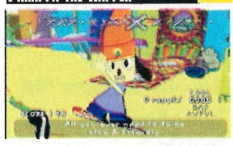
AVOID! A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

Pitball 6



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 9



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 6



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 6



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 d ousing fest from Sony

Spice World 5.5



TRY B4 U BUY Fun for alco-pop boppers of the Spice Girls persuasion, but everyone else should leave this alone or die laughing, literally

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 9



TRY B4 U BUY Another in the long line of pinball games. Better than most, but that's not saying that much though really

Treasures Of The Deep 7



TRY B4 U BUY Mission based treasure seeking and submersible shoot 'em up action provide the Psx with its first decent underwtaer game

PlayStation Pro's Gaming Guarantee

Updated every issue, the directory is your buying guide to every available title on the PlayStation. Each month every newly reviewed game is added to the relevant section within the directory pages, along with the review score and a buying advice icon telling you everything you need to know about what's hot and what's not in the world of PlayStation gaming. We hope it helps.

PRO CHARTS

Colin McRae stays top of the chart this month, but as we go to press, Tekken 3 goes on sale and is sure to sell-out and storm the number one spot. The other new mover this month is the spandex-lovers dream game – WWF Warzone (there's no accounting for taste) and the funky Fluid

1	–	Colin McRae Rally
2	–	Gran Turismo
3	NEW	WWF: Warzone
4	▼	Premier Manager '98
5	–	Tomb Raider
6	▲	Tekken 2
7	▲	Tomb Raider 2
8	▲	World Cup '98
9	▲	Crash Bandicoot
10	▲	Resident Evil 2
11	▼	Point Blank
12	▼	Die Hard Trilogy
13	▼	Spice World
14	▼	Rayman
15	NEW	Fluid
16	–	Micro Machines V3
17	▲	Actua Golf 2
18	▼	Three Lions
19	▼	Worms
20	▼	FIA Formula One
21	–	Grand Theft Auto
22	▼	Croc: Legend Of The Gobbos
23	▲	Formula One '97
24	▲	Duke Nukem
25	▲	Time Crisis
26	–	International Track & Field
27	▼	G-Police
28	▼	Soviet Strike
29	▼	Tommi Makinen Rally
30	▲	V Rally
31	▼	Mortal Kombat Trilogy
32	▼	Theme Hospital
33	▲	TOCA Touring Car Championship
34	▲	Bust A Move
35	▼	Casper
36	▲	Alien Trilogy
37	▼	Pandemonium
38	▲	Porsche Challenge
39	▲	Actua Soccer 2
40	▼	International Superstar Soccer Pro

The official PlayStation Top 40 was brought to you by the informative fellas at...

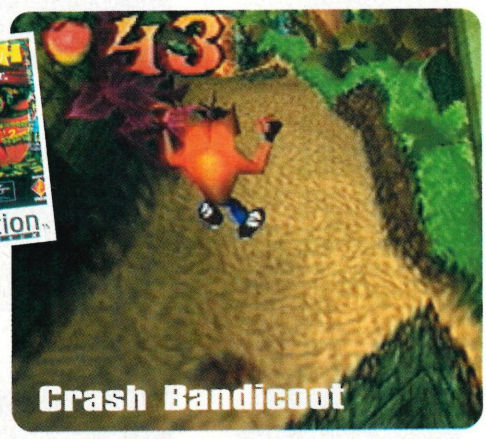
ChartTrack

PRO Playmates

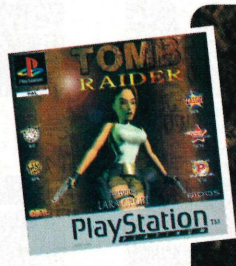
Find out what we're still playing after all this time with a brief listing of our three fave games from the past few months

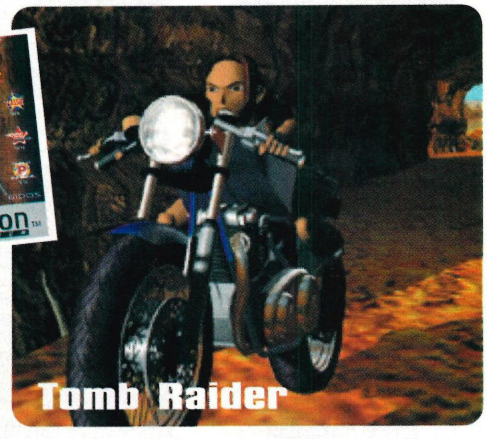
The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. Thanks to the Platinum book on this month's cover, the most played games in the Pro offices have been the PlayStation classics of yesteryear. These games are 'must buy' titles and at £19.99 you should rush down to the shops right now!





The gaming phenomenon that is Crash Bandicoot started right here. All the addiction, all the action in a game that has stood the test of time





Lara Croft began her meteoric rise to super stardom in what is still considered to be her greatest adventure. If you first met her in Tomb Raider II, you must definitely check out the original





Until Tekken 3, the second instalment smashed every opponent that tried to challenge its supremacy. It remains a brilliant game and it's now a bargain too

Directory Enquiries

All your essential phone numbers, addresses and website details for everyone who's anyone in the wonderful world of the PlayStation can be found right here. Wondering about a release date or availability? Don't ring us, call these guys...

ACCLAIM ENTERTAINMENT
Moreau House, 112 - 120 Bromston Road, Knightsbridge, London, SW3 1JJ
Tel: 0171 344 5000
Website: www.acclaim.com

ACTIVISION
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex, UB7 7QL
Tel: 01895 456700
Website: www.activision.com

BMG INTERACTIVE
Bedford House, 69 - 79 Fulham High Street, London, SW6 3JW
Tel: 0171 384 7774
Website: www.bmginteractive.com

CODEMASTERS
Lower Farmhouse, Stoneythorpe, Southam, Warickshire, CV33 0DL
Tel: 01926 814132
Website: www.codemasters.com

CORE DESIGN
55 Ashbourne Road, Derby, DE22 3FS
Tel: 01332 297797
Website: www.core-design.com

DATEL
Govan Road, Fenton Industrial Estate, Stoke on Trent, ST4 2RS
Tel: 01782 744707
Website: www.datel.co.uk

ELECTRONIC ARTS
90 Heron Drive, Langley, Berkshire, SI3 8XP
Tel: 01753 549442
Website: www.ea.com

EIDOS INTERACTIVE
Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London, SW19 3RU
Tel: 0181 636 3000
Website: www.eidos.com

EMPIRE ENTERTAINMENT
The Spires, 677 High Road, North Finchley, London, W12 0DA
Tel: 0181 343 7337
Website: www.empire.co.uk

FOX INTERACTIVE
90 Heron Drive, Langley, Berkshire, SI3 8XP
Tel: 01753 672187
Website: www.foxint.com

GREMLIN INTERACTIVE
The Green House, 33 Bowden Street, Sheffield, S1 4HA
Tel: 011427 53423
Website: www.gremlin.co.uk

GROLIER INTERACTIVE
60 St. Aldates, Oxford, OX1 1ST
Tel: 01865 264800
Website: www.grolier.co.uk

GT INTERACTIVE
The Old Grammar School, 248 Marylebone Road, London, NW1 6JT
Tel: 0171 258 3791
Website: www.gtinteractive.com

INTERPLAY PRODUCTIONS
Harleyford Manor, Harleyford, Henley Road, Marlow, Buckinghamshire, SL7 2DX
Tel: 01628 423666
Website: www.interplay.com

JVC MUSICAL INDUSTRIES
44 Wellington Street, Covent Garden, London, WC2E 7BD
Tel: 0171 240 3121
Website: Not applicable

KONAMI
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex, UB8 2QE
Tel: 01895 853000
Website: www.konami.com

MINDSCAPE
Priority House, Charles Avenue, Burgess Hill, West Sussex, RH15 9TQ
Tel: 01444 246333
Website: www.mindscapeuk.com

NAMCO
2nd Floor 43 - 44 Great Windmill Street, London, W1V 7PA
Tel: 0171 734 7737
Website: www.namco.com



Tomb Raider 3 will be ready for a Christmas release, and although you're all salivating at the prospect, don't go mithering Core Design for information, because we've given you all the latest information and screenshots that currently exist on page 68

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

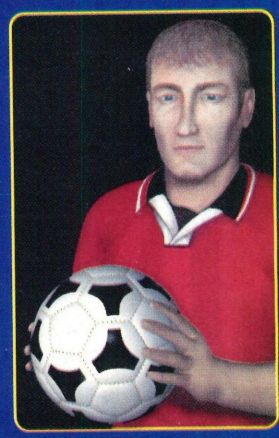
UBISOFT
Vantage House, 1 Weir Road, Wimbledon, London, SW19 8UX
Tel: 0181 944 9000
Website: www.ubisoft.com

VIRGIN INTERACTIVE
2 Kensington Square, London, W8 5RB
Tel: 0171 368 2255
Website: www.vie.co.uk



Next Month...

Actua Soccer 3



Exclusive Review

- Fifth Element
- Formula One '98
- Colony Wars: Vengeance
- Psybadek

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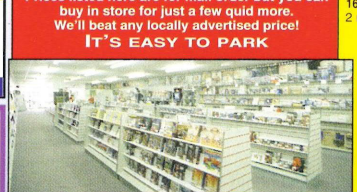
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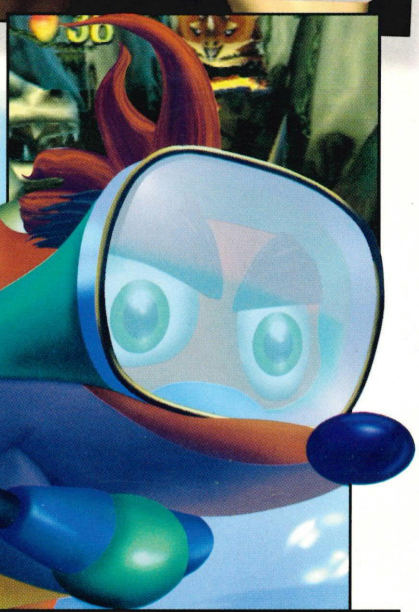
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- Medievil
- Wild 9
- VR Baseball
- Victory Boxing 2
- Rock 'N' Roll Racing
- Actua Tennis
- Baby Universe
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