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UPFRONT, HONEST AND ON YOUR SIDE

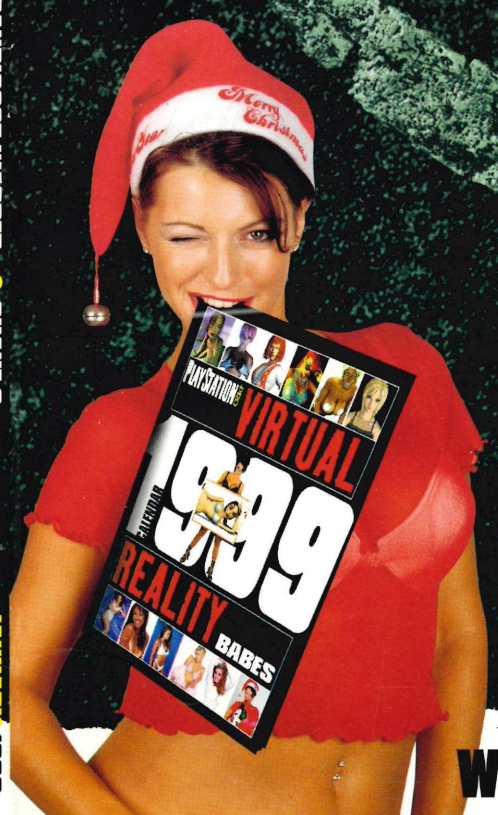
PLAYSTATION PRO

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

Over 520 Games Rated Inside

QUAKE II

WORLD EXCLUSIVE



TOMB RAIDER 3
massive review

CRASH 3
once, twice, three times a bandicoot

WLS '99 • MAX POWER RACING

ISSUE 29 JANUARY 1999 £2.99

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PLAYSTATION PRO ISSUE 29 • TOMB RAIDER III • FIFA 99 • CRASH BANDICOOT: WARPED • QUAKE 2 JANUARY 1999



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intro



Max Power Racing reviewed on page 38

Over the next three weeks a phenomenal number of PlayStations will be sold. During November, Sony were shifting about 50,000 machines a week and this was expected to double this month in the run up to Christmas. That all adds up to a lot of potential games sales for companies quick enough to get their wares on the shelves during the festive period. Following this, it''d be nice to see the price of games drop to around the 30 quid mark then wouldn't it? Sony have told us all games will now come in under £40 but this is still a lot of money for the majority of people. Thankfully though, plenty of you are using PlayStation Pro as your buying guide, rather than just wasting your cash on rubbish games, and we hope you'll continue to do so because it's good to know you trust us.

As a way of thanking you for your continued support and because it's Christmas, you'll have found your 1999 Virtual Reality calendar by now. We've selected the sexiest girls, both real and digitised to keep you company during the run-up to the next century. We know you'll find it "useful"!

As for this issue of PlayStation Pro, it's been difficult to cram everything into our 132 pages, what with the seasonal rush and all, but we've skimmed the cream and brought you the definitive reviews of huge titles like Tomb Raider 3, Crash Bandicoot 3 and Michael Owen's World League Soccer, not to mention our brilliant cover game, Quake II from Activision.

We've also started looking ahead to future UK releases by taking a peek at the import cousins of stuff like Brave Fencer Musashiden and Xenogears. These are clearly marked though, so you shouldn't get confused unless you're dim.

All that remains is to wish all you lot a Merry Christmas and a happy New Year from everybody here at Pro. We're off to have a good laugh and get slaughtered down the pub and regret it in the morning. Have fun and enjoy the issue



Chicken Editor

PLAYSTATION PRO

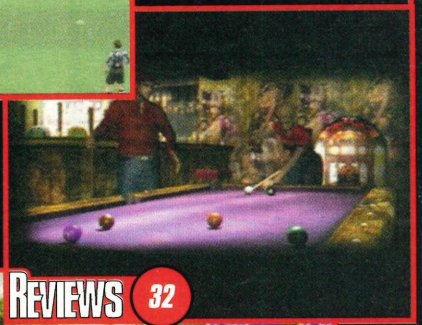
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Global Vision Total Knowledge

IDG Media, publishers of PC Home, PC Advisor, Windows Expert, Playstation Pro, PC Basics, PC Games Solutions, PC Games Action, PlayStation Zone, Planet PlayStation Magazine, N64Pro, Mac World and Didgit.

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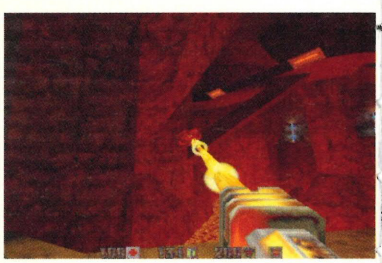
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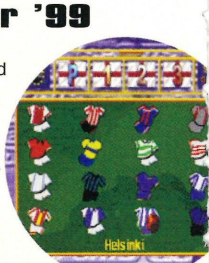
114 Pro Directory
Every single PSX title ever released is ranked and rated in this special section by our five expert gamers. All the ones to avoid, buy or try are detailed here enabling you to pick the precise title you're after and find out if it's any good or not. The most definitive buyer's guide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

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This PC classic is finally hitting the hallowed grey machine. We've got the exclusive lowdown on the most anticipated shoot'em-up the PlayStation has ever seen

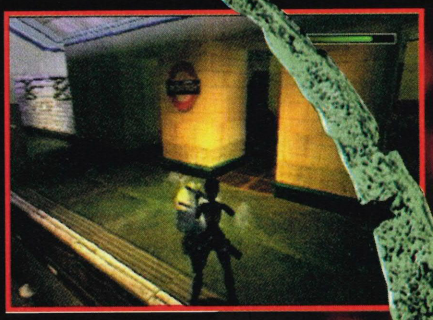
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FREE Babes Calendar + Tomb Raider III Tips Supplement
As our Christmas pressie to you we're giving you two great gifts – a hot Virtual Reality Babes calendar and an exclusive Tomb Raider III tips supplement. You lucky lot!

Earthworm Who?

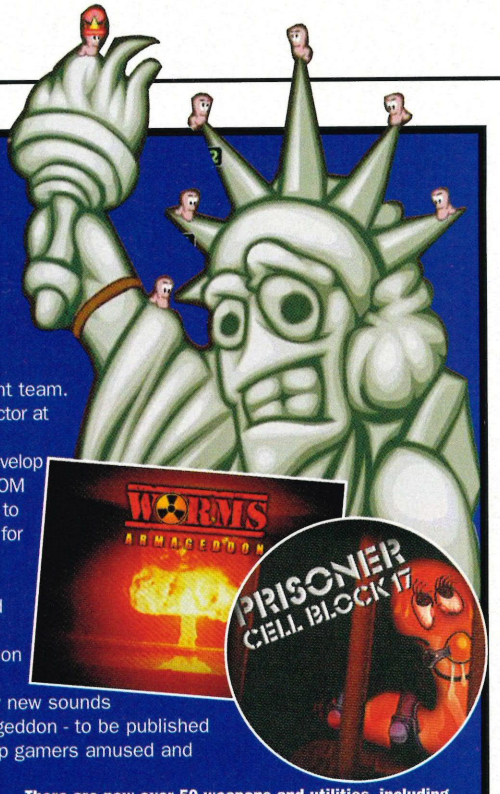
What's pink, slippery and shoots its load? Worms Armageddon!

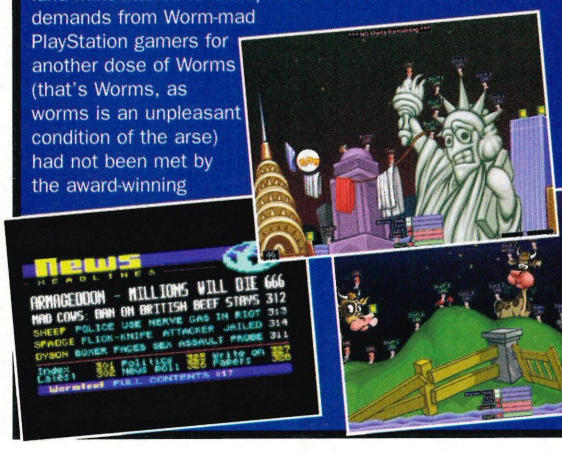
Worms Armageddon will be in the shops by April! The term 'eagerly-awaited sequel' is a cliche you'll all have read countless times. Usually it means 'software house Blah is set trawl out more of the same when we didn't particularly get the horn about the original'. Worms Armageddon, however, is an exception to prove the rule, particularly when you consider the first, award-winning, Worms slithered in over three years ago.

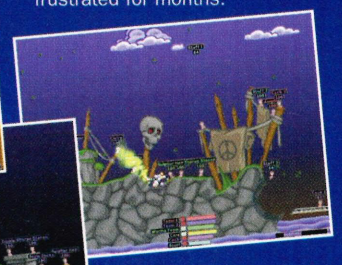
Released in 1995, Team 17's Worms wriggled its way into around a million PlayStations Europe-wide. Its Baldrick-simplistic, yet Blackadder-cunning gameplay saw gamers control their army of worms and battle against teams of friends, family or crafty CPU players on one of billions of land mine-littered landscapes. Until now numerous demands from Worm-mad PlayStation gamers for another dose of Worms (that's Worms, as worms is an unpleasant condition of the arse) had not been met by the award-winning West Yorkshire-based development team.

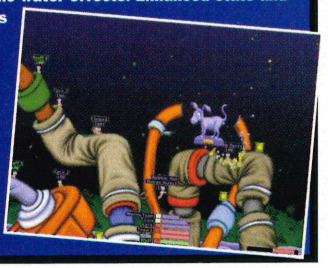
Martyn Brown, development director at Team 17 tells us why, 'Despite tremendous demand to develop Worms 2 (Christmas 97's PC CD ROM title) for the PlayStation, we wanted to produce a brand new Worms game for our PlayStation fans. Worms Armageddon is the ultimate worms game in 2D and has been designed specifically for this platform.'

Bringing hugely improved cartoon graphics into play with new animations and incidentals, crazy new sounds and speech banks, Worms Armageddon - to be published by MicroProse – promises to keep gamers amused and frustrated for months.









There are now over 50 weapons and utilities, including the 'Buffalo of lies' and 'Aqua sheep'. More than 14,000 frames of animation – at 25 fps – have been used on the worms. Four billion(!) different levels now include caverns and dynamic water effects. Enhanced stats and game over briefings for fact fans!

Wormageddon features all new themes, custom cartoon style levels, and a landscape editor. The single player game has been enhanced, with masses of missions and a training mode

You gotta roll with it

Rollcage set to be an oasis for dirty drivin' fans

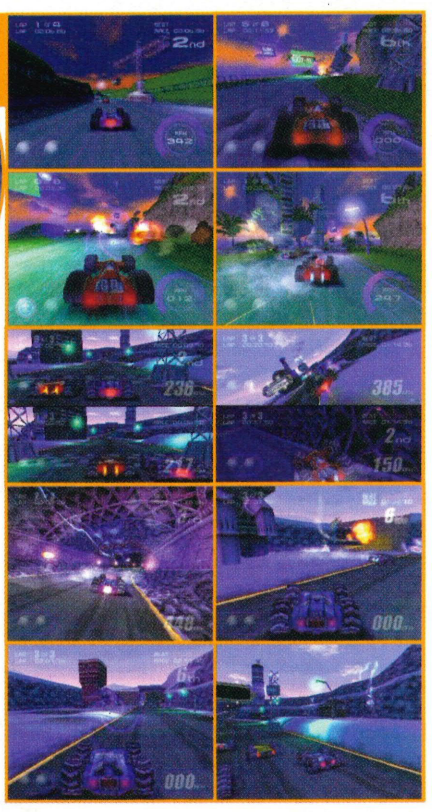


Psygnosis are hyping up their combat racer Rollcage as 'nothing less than the fastest, most explosive and outrageous game on wheels.' Due to burn rubber in Spring, Rollcage features vehicles a world away from those found in your F1s and TOCAs. These low-slung mean machines achieve incredible speeds and pull some of the most outlandish manoeuvres. High G-forces mean they stick to surfaces like glue, enabling them to drive along tunnel walls and even ceilings. And then there's their indestructible design, making death-defying flips, drops and crashes a breeze. Even when they flip upside down, they keep going - like those Matchbox cars on plastic loop-the-loop tracks. Such extreme handling means there's no need to stick to the confines of a track or pay heed to designated route. This is 360 degree, no rules racing!

Not only are the vehicles in Rollcage built for speed, they're ready for battle. Whilst driving any of the six available models you pick up high power weaponry that can prove just as crucial to winning as driving expertise. Blast a building support up ahead and you can send several tonnes of concrete down on a rival. Or for a more personal touch, the vehicle itself can be used as a weapon, smashing into scenery causing it to explode, leaving buildings tumbling in their wake and causing mayhem. Only by playing dirty can players take the pole position.

A non-stop battle for road supremacy, Rollcage has 11 single-player tracks in four unique racing environments, taking the action to strange new worlds, where the unique effects of alien gravity and local weather can hugely affect the driving conditions. Furthermore, three specifically designed tracks have been included for multi-player gaming. A split-screen mode is included for people who want do destroy their buddies as well as the CPU.

As stomach churning as a rollercoaster ride, as demanding as championship racing, Rollcage is developed by Warwick-based Attention To Detail, part of the GBH Group.



Addiction Pinball

Can a Pinball news piece be written without mentioning Pinball Wizard?

Cocky Yorkshiremen Team 17 reckon that their Addiction Pinball (AP) 'far exceeds any preconceptions of what a video pinball game can offer.' If they're not choking on their flat caps come spring we'll know it was no idle boast. Two years ago, Stefan Boberg and Tony Senghore set out to develop the most graphically and technologically advanced and ultimately playable pinball sim ever. This required meticulous research into and analysis of existing electronic and arcade Pinball games and hours and hours of tweaking, experimenting and refining. The result? .

Graphics rendered using an SGI workstation running Alias PowerAnimator, sophisticated compression and memory-load management techniques, applied in all aspects of the game, and a revolutionary physics engine should give AP remarkable realism.

The vector-based ball accurately reflects its surroundings adding to the immersive quality of playing in a real world environment. Impulse, inertia, acceleration, momentum and torque (only Gaz and Stu know what this means cos it applies to motorbikes and cars as well) are all simulated to produce outstanding realism.

Addiction leaves nothing to the imagination. Both tables sport 3D LED displayed sub-games and parallel objectives, transparent ramps, user-controllable moving gadgets, moving mechanical parts and wild sound effects and music. Each table contains over 150 animated parts and thousands of frames of rendered FMV animation for the LED display. AP boasts tilt functions, parallel objectives and hit combos as well as drop and dead catches, bounce and flip passes, bang backs, death saves, magnetic fields and countless other features. The depth of gameplay, variety of action and sophisticated table rules should attract even the most sceptical of gamers – like us lot.

Each of the two tables has full 3D-graphics, four user-selectable viewing angles and an attract-mode. The Worms table features spinning weapon-plates and Worm-Fu Duels, whereas the Manga-style Rally table is more of a cutesy affair with a high speed circuit of loops and ramps.

A memory card save feature means you can prove to your friends just who is the Pinball Wizard. Ooops. Beyond a shadow of an SGI-rendered doubt, Team 17 are claiming that Addiction is the most realistic and playable pinball simulation ever created in the history of the universe. Hold on to your whippets, lads! To be published by Infogrames.

Addiction Pinball will have atmospheric lighting, reflection and shadow effects. It includes a full 3D engine for real-time 3D LED sub-games and visual effects



Each of the two tables has multiple full screen (non-scrolling) views and tilt functions. There are multiple selectable viewing angles and display modes. Up to six vector-based multiballs can be bashed around simultaneously, using the accurately simulated flippers. Sophisticated data compression techniques allow several thousand frames of rendered FMV animation for the scoreboard and table

piGs 2!

Psygnosis announce sequel to hit PlayStation title

G-Police Weapons Of Justice (GPWOJ), the sequel to the massive selling original, is to enforce a whole new set of laws on your PlayStation in March. The time has come to return to the future where a band of airborne officers struggle for order in the skies and on the streets. GPWOJ puts gamers in control of five vehicles, each of which adds a new style of play. With mysteries, sub-plots and treachery in store, the Earth's fate lies in the hands of one team.

The war is over and the G-Police now have control. But for how long? There's civil unrest and crime syndicates are gaining power. It's only a matter of time before another war breaks out. The marines are on their way, but just what is their Colonel's hidden agenda?

Thirty new missions await you, the G-Police recruit, this time with five air and land vehicles available, and 25 weapons with which to crush crims.

Fellow officers are also on hand, both in the air and on the ground, ready to battle against sneaky, fully AI'd-up adversaries. Using over 30 vehicles, the enemy forces work together, attacking in teams and setting up ambushes in the tunnels that provide the link between city domes.



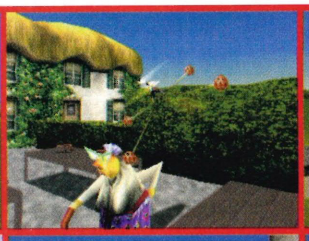
GPWOJ caters for newcomers to its future-noir world, with a gentle learning curve, improved mission briefing sequences and in-game voice-overs, plus a new, more responsive and easier to grasp control system.

Designed specifically for the PlayStation, GPWOJ supports dual shock analogue controllers for a truly interactive flying experience. GPWOJ is developed by the Psygnosis South West Studio, based in Stroud.

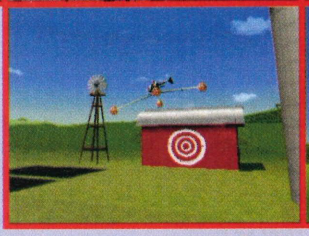
Rotor System

Shiny's RC Stunt copter already looking polished











Shiny Entertainment, responsible for such blockbusters as Earthworm Jim, MDK (PC and PlayStation), Wild 9 (PlayStation) and currently working on Messiah (PC and PlayStation) have now got RC Stunt Copter up their sleeves. Apparently it's so good, the rotor blades are severing their arms!

Dave Perry and his non-bandana wearing chums have been hard at it in their luxury offices on Laguna Beach, California for about a year. Alright for some - imagine being able to nip down to the beach where you can't see the sea for bikini-clad Pamela Anderson lookalikes whenever you want a fag break?

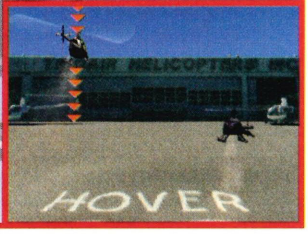
Nothing like previous PlayStation 'copter games Warhawk, the Strikes or Firestorm, RC Stunt Copter (RC SC) has been partially inspired by N64 game PilotWings 64. Shiny consider it to be defining a new genre because it's a combination between a videogame, a training tool (you will be able to fly a real RC copter after completing the game - allegedly!) and a software toy (you use the analogue pad as though it was an RC controller).

The Laguna beach bums have taken the decision to make RC SC hard to start with, but at the same time making it possible to achieve small goals relatively early in the game's cycle. For example, when you start the game, the chances are you'll take off and immediately crash! Developers Shiny and publishers Interplay assure us that you'll notice that each additional five minutes spent with the game will make you five minutes better than the next person. You are quickly rewarded, therefore, for your time spent crashing around!

RS SC has a two-player option and is memory card saveable. Its major feature to set it apart from previous PlayStation releases (in ANY genre) is that it's the first game designed specifically for the PlayStation analogue controller. You do have the option, however, to play it without one. Slightly more arcade than strategy based, RS SC does nonetheless require the development of lots of skills.

For example, one of the stunts may involve you flying through a hoop against your opponent. You may achieve that fairly quickly, but you will progress further if you fly exactly through the centre of the hoop, and if you combine that with performing a 360 degree turn as you pass through the hoop at top speed... well, you get the idea. The possibilities to amass additional points are enormous!

Originally slated for a February release, Interplay may hold back for slightly longer so the finished product is as polished as we've come to expect from Perry's Shiny Entertainment. We can't wait - check out next month's PlayStation Pro for an update on the game's progress.



STOP PRESS...STOP PRESS...

Calling all Cyber-Pervs

Check out Eidos' website www.eidos.co.uk for the brand new Lara product range. Everything from analogue watches to zip-up fleeces is available on there - you can order direct from the site if you're desperate! If you haven't got access to the world wide web, don't worry - you can always 'phone the order hotline on 01525 381808 and ask the woman on the end what Lara's wearing.



Buy a Game - Save a Life!

Acclaim and chums in creditable charity venture

November 13 saw the launch of the 4-Playstation Multi-Pack which everyone hopes will exceed last year's £1 million donation that the special edition, triple PlayStation pack entitled HELP raised for UK-based children's charities.

The four games on the Multi-Pack are – Overboard (Psygnosis), Actua Soccer Club Edition (Gremlin), Independence Day (Fox Interactive) and Firestorm: Thunderhawk 2 (Eidos). There's no official RRP but gamers should not pay any more than £39.99.

All profits will go to children's charities - last year these included Child Line, Alder Hey Hospital, Children's Autistic Association, Royal Marsden Hospital and The Prince's Trust.

There are 75,000 Multi-Packs for sale - once again it's hoped they'll raise over £1m for children's charities. Look out for them - all the usual games stores and stockists should have 'em. All the contributors are working at cost and all profits go to charity. Sony Computer Entertainment is manufacturing the pack, with Acclaim doing the distribution. Should makes a great Christmas present for someone who's just got a PlayStation and wants to kick-start their collection. And who doesn't mind playing rubbish games (Ed).



THUNDER THIGHS IN SPANDEX TIGHTS!

WCW/NWO Thunder roars its way onto the PlayStation

Based on the immensely popular weekly TV show, WCW/NWO Thunder is the enhanced sequel to the blockbuster PlayStation hit, WCW Nitro. With double the number of WCW wrestlers and rants, new modes, more moves and improved game play, THQ claim you will be thrust into the excitement of professional All-Star Wrestling. Official WCW announcers provide the commentary as over 60 WCW and NWO superstars battle it out for supremacy. You might even feel the atmosphere as your favourite grappler whips up the crowd with his trademark entrance and his own signature music.

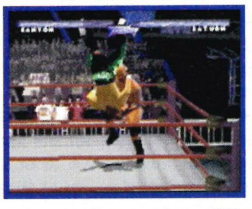
As with every wrestling game THQ have ever published, Thunder is a feature-fest. Some of which include over 60 WCW and NWO wrestling superstars, plus hidden wrestlers, a completely updated roster for the die-hards, faster action, smoother animation and more moves than ever before.

There are various modes of play, including a steel cage match and a four player 'Battle Royal' mode (one or two human players). The official WCW/NWO theme music and two-man commentary featuring famous WCW announcers Tony Schiavone and Mike Tenay should make all wrestling aficionados feel at home in front of the telly watching WCW/NWO. Which is exactly what THQ are trying to achieve. Except you control the wrestlers!

Furthermore, THQ are promising real arenas, including the Ice Palace, Cow Palace and Nassau Coliseum. The whole high energy caboodle is compatible with the dual shock controller for ultimate realism. Check out next month's issue for a full preview.

WCW/NWO Thunder boasts authentic wrestler entrances, 32 new wrestlers' rants and complete user statistics for each wrestler





The 'Might Editor' allows players to redistribute points to various body parts, weapons, costume editing, wrestlers bios, reactive crowd, including chanting and finishing moves of every character

EVERY SECOND COUNTS

Psygnosis' Eliminator dares you to beat the clock

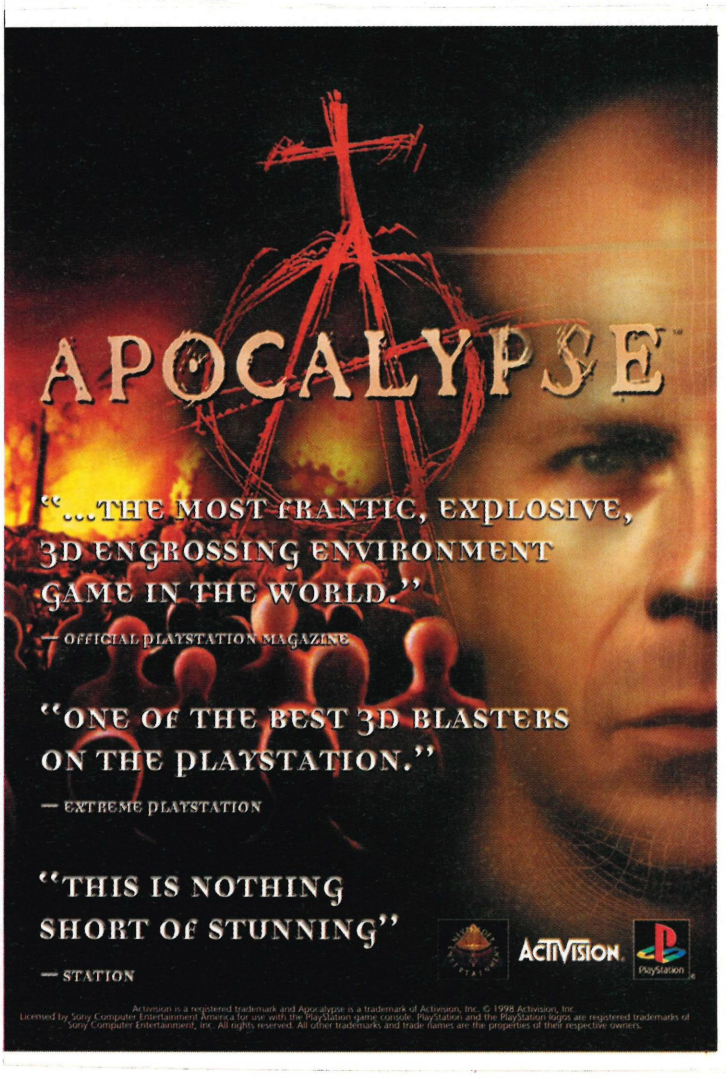
Sour heart beats like a Roni Size drum, the adrenaline flow like a skag 'round a junkie's bloodstream and only mastery of Eliminator, a unique combo of racing, arcade and shoot'em-up will guarantee your escape. You are a prisoner of war shot down and transported to a military weapons testing arena where your captors' arsenal is about to be unleashed for the first time. And they're going to test it on you! A time bomb is strapped to your craft and as soon as play starts, the detonator on the explosive device counts down. To survive, you must collect power-ups dotted around the track which give you extra time before the bomb detonates.

From a choice of six supercharged crafts, you'll soon be twisting and turning around the 3D track like an anaconda on acid. Each level is made up of several arenas that you can only access by defeating all the enemies. Destroying an enemy craft when inside an arena increases your time to compensate for the seconds you've wasted while engaging the enemy. As each arena is completed you gain access to more combat areas.

Each level constitutes a distinctly different interplanetary location, from the bubbling Lava World to the underwater Tropical Atoll. The arenas within a level are inter-linked by tunnels within which relentless attacking enemy craft lurk. Further power-ups are dotted throughout, allowing you to further personalise your craft and build more powerful ships. By collecting enough credits you can actually upgrade to a completely new ship.

The levels are decorated with ultra realistic 3D graphics and populated with fully texture-mapped and light-sourced in-game shapes. Superb weapons effects add drama to the action. The highly manoeuvrable craft deliver the handling you expect from a top racing game and with action faster than a speeding chauffer-driven limo, Eliminator is a white knuckle race against time. Developed by Magenta, Eliminator will be available for PlayStation any second now!





BOY WITH VIRTUA FIGHTER SURNAME TAKES TEKKEN 3 TITLE!

Raymond Lau wins IDG-organised championship

Eleven-year-old Raymond Lau took the UK PlayStation Games Champion title in a tense final that saw him seven hit comboing his way past nine other Regional Finalists. The lad boarded his first aeroplane at Belfast airport and returned 24 hours later a hero!

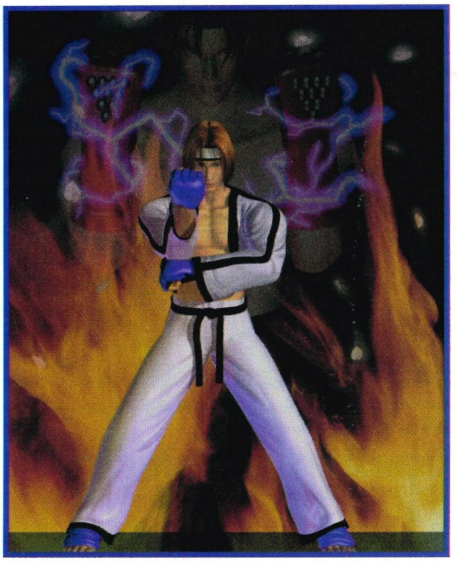
More than 20,000 gamers took part in the local and regional heats of the competition, organised by IDG Media, publishers of PlayStation Pro, and sponsored by Sony, Game stores, and Datel. The 10 finalists, who eventually made it to Crawley, were playing for high stakes - a £6,000 Tekken 3 arcade machine awaited the winner and the prize pool topped £30,000.

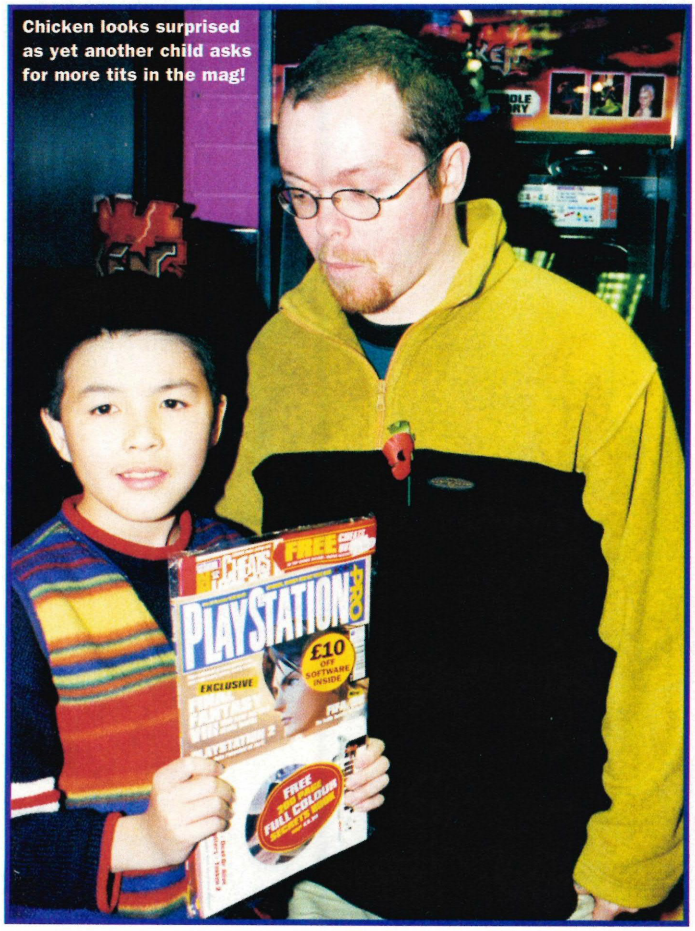
Schoolboy Raymond, from Primrose Hill, Belfast had already taken the Northern Ireland title and was the youngest of the finalists who had to select a Tekken 3 character and fight each other over various set-time rounds. At the end of the day the young basketball fan only lost one out of the six rounds and was hailed champ.

The preliminary rounds were held at 68 Game stores throughout the UK and Northern Ireland - an event of such magnitude that it is poised to enter the Guinness Book of Records. The competition - which will be held annually - is the ultimate challenge in what has now eclipsed angling as the largest leisure sport activity in the UK with an estimated seven million people participating regularly.

"When you consider how many people set out hoping to win the title, the champion obviously has to be someone of truly exceptional ability," said Grant Hughes of Game. "For this sport calls for the utmost dexterity and true intelligence to be able to read the game. There is no doubt that Raymond Lau has these qualities in abundance."

Robin Wilkinson, publisher of PlayStation Pro added, "This has been one of the most successful promotions we've been involved in. Saturation media coverage ensured maximum publicity for all the participating sponsors."

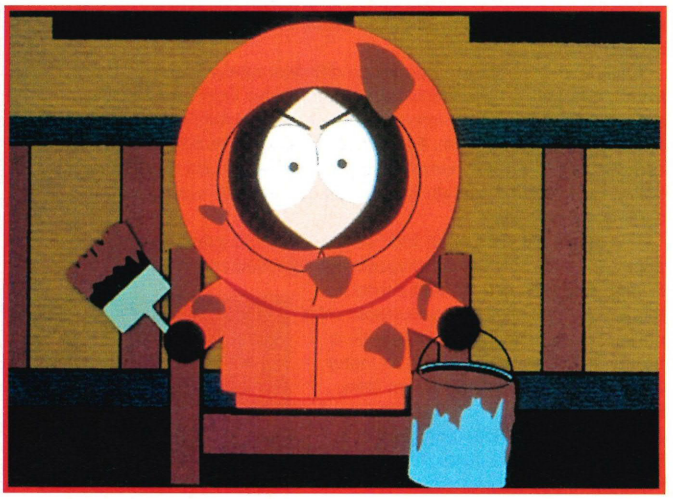




Chicken looks surprised as yet another child asks for more tits in the mag!

ACCLAIM'S KILLED KENNY! TWICE!

Two South Park games are now in development for the PlayStation - both to be published by Acclaim. One is using Iguana Texas's Turok 2 engine and was originally intended for N64 and PC, the other is a top secret project to follow, developed by the American team Dream Forge. Just so there's no confusion, each game will have a completely different title, rather than just South Park I & II. The first PlayStation South Park game - Iguana's 3D search and destroy shoot'em-up one - will debut in April.



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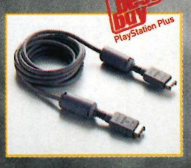
Official CD Carry Case



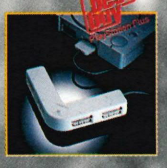
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PlayStation®

Action Replay Offer

Action Replay is the Godfather of Cheat Cartridges. First developed back in the early 80's for the primitive 'kindergarten' consoles. Datel have continuously developed and added further advanced features, to their 'SUPER CARTRIDGE' - a title deservedly given to the product that provides its users with the ultimate gaming experience.

Action Replay was originally an idea born from the frustration gamers felt when they'd played a game for several hours, only to continually crash out at the same point every time. In its simplest form Action Replay can be used to bypass your gaming weak spots, by enabling one of its thousands of powerful pre-programmed codes. 'Honest' gamers will then disable the code and continue to strive unaided through the game.

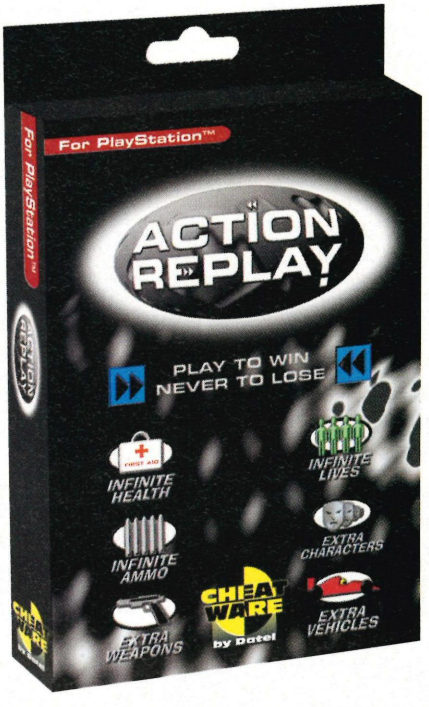


Action Replay's fully programmable memory means you can add, store or delete cheat codes as you wish. And with the capacity to store thousands of codes you'll never be stuck to find the code you need.

Datel's 'cheat boys' spend all day, every day creating awesome cheat codes, for all the latest games. These codes are often available within hours of a games release. You can get you hands on these codes by looking in the code pages of all the leading game mags, if you've got access to a PC you'll find them posted on the Datel website 'www.datel.co.uk' (which is updated daily), or you can call the **Action Replay CodeLine on: 0891 516355***, lines open 24 hours a day, 7 days a week. As well as being packed full of the greatest cheat codes, Action Replay boasts a number of additional advanced features, including Action Replay Memory Manager, in addition to the standard PlayStation Memory Manager features, this system allows you to edit, create and even animate your own game save icons. Another bonus is that Memory Manager is available at all times with Action Replay, there's no need to remove your game, and reboot your machine to gain access. Action Replay's **EXPLORER** option lets you explore your games hidden depths, by directly accessing the contents of the game CD. You can now bypass all those nasty levels and play any Full Motion Video sequences stashed within the game. You can snoop around and find your favourite game images - very helpful feature when used with any RPG.

But by far the sexiest feature, Action Replay can now read special Game Save Cheat CD's. These CD's which will be available from the beginning of November known as **GAME CHAMPION CD COLLECTIONS** are compilations of dozens of game save cheats that can be downloaded to a memory cartridge so you can create your own cheat cartridges.

Limited Edition 'one game only' CD's will also be available with each major game release - from all leading game stockists. Plus Action Replay's **EXPLORER CD SUPPORT SYSTEM** enables users to benefit from Datel's free CD upgrade path, enabling Action Replay to be updated as the further developments are made. By simply placing the Upgrade CD in the PlayStation(tm) Action Replay is automatically upgraded to the latest version, including current cheat lists and game save cheat libraries. Once you've used Action Replay - You'll be left wondering how you ever lived without it!



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Terms & Conditions:
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2. £10 off is valid against the purchase of Action Replay for Playstation ONLY
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GAME

ACTION REPLAY

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Please note that these lines will not be active until December 3rd

PlayStation Pro gives its readers what they want. And they want cheats. Cheats by the bucketful. And here they are! This month we will be offering you the very latest on:

Tomb Raider 3, Gran Turismo, Tomb Raider 2, Resident Evil 2, Tekken 3, Formula One 98, V-Rally, Test Drive 5

All calls are charged at £1.00 per min

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War Games	0906 220 1235	Soul Blade	0906 220 1231
Street Fighter Coll	0906 220 1236	WCW Nitro	0906 220 1232
Tomb Raider	0906 220 1237	Bust-A-Move	0906 220 1259
Road Rash 3D	0906 220 1238	Duke Nukem	0906 220 1260
Colin McRae Rally	0906 220 1239	Apocalypse	0906 220 1261
F1 98	0906 220 1240	Madden NFL	0906 220 1262
Crash Bandicoot 2	0906 220 1241	Tenchu	0906 220 1263
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All this is brought to you, the PlayStation Pro reader, FREE by the CHEATAH LINE GAMES CLUB, the world's premiere service for cheats, tips and solutions dedicated to the PlayStation.

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Win a NEW game of your choice for every cheat used by Cheatah - and we'll name you in the Cheat Star Writers line starting next month

PRO LETTERS



It's time to open the Christmas sack and see what bundles of delights you managed to send in this month. And leaving you with these pages packed full of festive cheer, we wish you all the best for the festive season. Send your musings in to me at the usual address or email 'em to chicken@idg.co.uk

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



You'll only get honest views from PlayStation Pro. We're unofficial, unbiased, bullshit free and totally on your side

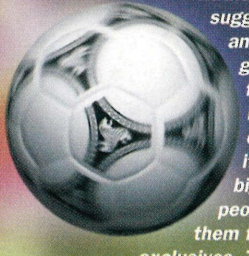
READ ALL ABOUT IT

After reading your exclusive review of Actua Soccer 3 in Pro 28, it got me thinking how does the system of "exclusives" work. Why do certain mags gain exclusives and other mags get other games exclusives? Do you have special arrangements with certain software houses? Is it a lottery/or dare I suggest (gasp) that favourable reviews are promised in return for the first shot at a new game (how many exclusives gain poor reviews?).

I have been a keen gamer since the early to mid eighties (Zzap 64 anybody?) and this practice/battle for the exclusives has been going on since then and I presume will always go on. Anyway, top mag, 13 issues plus Tomb Raider for £33 is a steal. Keep up the good work, but if you could shed any light on the above I would much appreciate it.

Paul Armstrong, via email.

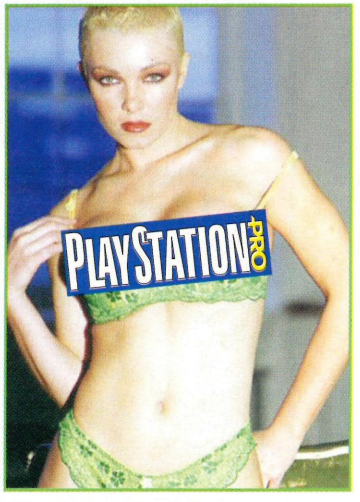
PRO *Bit of a conspiracy theorist Paul? The magazines are constantly vying to get exclusive reviews of the big titles in order to try and outsell each other. It's the same theory as newspapers. A "Diana was murdered! Exclusive!" headline is obviously going to sell newspapers and in the same way videogame mags try to gain the upper hand over their rivals.*



Rather than suggesting that an exclusive gains a favourable review, you could look at it like only the big games get people chasing them for exclusives. There's no point having an exclusive on a game that's shite and has nobody interested in it. We wouldn't sell extra copies, so we try and get exclusives on the good games that we know you want to read about. Makes sense really. Hope that helps.

COST OF A GOOD TIME

I have recently purchased a PlayStation with Gran Turismo and both are brilliant, I can't get enough of it, but there is one problem. Sony may be making the console and everything else cheaper, but the games are becoming more and more expensive and after buying my PlayStation I can't afford any more. What with



STALKING LARA

Hi, I bought issue 27 and I noticed that you had a fella that wanted a few nude pics of Lara and I really, really fancy Lara – not just Nell but the original. Of course it might sound a little strange, but I'm a kid and I wouldn't mind a few nude pictures, but I want to say "Good for you" to respect Nell. I think Nell should be treated well too, and if you own Nell could I have her autograph and all of the Pro teams because I really love her and your mag. I'm not sucking up, I really love your mag. By the way, what happened to Jay?

Daniel Grifton, Peterborough

PRO *Ah, but you are sucking up aren't you Daniel? As for us owning Nell? What do you think we are? Some kind of slave traders? Nice idea though. Incidentally, we don't supply porn to kids either. As for Jay, he's left to work for a big software house. Fewer long hours you see. He's getting on a bit and couldn't hack it.*

FINAL COUNTDOWN

I am a very big fan of Final Fantasy VII and I am really looking forward to Final Fantasy VIII being released in the UK. I haven't stopped playing FFVII since I got it, which was last Christmas (I must have completed it over a dozen times).

I get so involved in the game that I don't talk to anyone, I just disappear into the game. Well anyhow, I was reading your article in the December issue about the game and you will say it will be released at Christmas. Well I can't wait until Christmas! I was wondering, where did you get the demo tape from? I would really love to get hold of it. If you could tell me where to get it, or even better could send me one, I would be forever grateful. Also could you please send me more info on the game and all the characters because I love reading about it.

Danny Kavanagh, Oxford

PRO Bad news for you Dan. Final Fantasy VIII isn't going to be released until NEXT Christmas, not this Christmas, so you're going to have to hold your horses for a little while yet.

We can't send you the demo (CD not tape) because we only have one here at PlayStation Pro, but if you're desperate to get it, you need to buy the American import version of Brave Fencer Musashiden from Squaresoft and it comes free with that. You'll also have problems running it unless you possess a naughty old chipped PlayStation, so I reckon your best bet is to not bother and wait for the next few months until more information becomes available. As for further information, you've read all we have in our eight page feature in the December issue. When we know more you'll be the first to know. Promise!





all the brilliant games about I'm gutted. They may go down in price very rapidly, but by the time most people can afford them a new game has come out that is even more expensive. I can't see why the people who make them can't be a little greedy.

Nick Pribyl, Aylesbury

PRO Games are expensive we know, but we've just had some good news from Sony that no game will cost more than £39.99. Tekken 3 was the last PlayStation game that will cost £44.99 and while selling well, underachieved a bit. 40 quid is still a lot of money, but we predict more and more games will come down to around the £35 quid mark in the future so at least we're getting somewhere. And £20 for a Platinum game ain't too bad.

GIRL POWER

Sad to say, I feel that I must continue the argument that has plagued PSX magazines for so long. Are you not worried about the type of people that buy your magazine? Or are you blinded by the little pound signs that flash in front of your eyes? Take the little arse-wipes last month for example, who sent in a half-naked drawing of a barely recognisable Lara Croft. They



must have been some sick-minded, pubescent little shites who only read your mag because they can't lay their hands on porn magazines. Unfortunately, they'll probably never see anything like this in their entire crappy lives unless they buy it off the street corner. I'm sure they'll grow up to be the fat, bald men that little children are warned to stay away from.

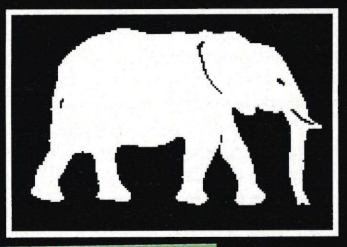
The sad fact is, if you stop printing pictures of half-naked women, sales of your mag would drastically plummet. Now do you see my point? I'll bet that 30% of your magazines that are sold are bought solely for the pictures, which some shit head will stick on his bedroom wall.

Rachel, 17

Get off the fence Rach! As it happens, I'm scared by some of the people who buy the mag. You want to see some of the stuff we get sent into the Miss Bea Havin' pages. It'd make you blush. The girls in mag thing is just part of the "laddish" society at the moment that makes mags like Loaded and FHM do so well.

It's not as if we have loads and loads of half naked girls in the mag (ahem, excuse the calendar this month!), nor will we ever, so I doubt 30% are bought solely for that reason. Girls mags like More! feature much more racy stuff as well as plenty of pics of half-naked blokes so does the same 30% drop apply to them?

Personally, I think it's all a phase and the demand will fade away and magazines will get back to the games eventually. It's just what the market demands at the moment though, I'm afraid.



WHITE ELEPHANT

I first of all want to say that it has been a pleasure for me to read your magazine in the past. I do have a small problem about issue 27 of your magazine though concerning the PlayStation 2.

Firstly, I read about the PlayStation 2 as soon as I opened the magazine and spotted the price mark of £150. Personally, I thought that that was really cheap. I thought it was going to be at least £200-£300 (do not think that I am a rich bloke) and this is where my problem is, because in one of my Gamesmaster magazines it has a description of the PlayStation 2 that it will feature a built in DVD player and you can connect the PlayStation to a modem and play DeathMatch games with people all over the world.

So looking at the price of it, it seems that it may not feature a DVD player or it may not be able to use a modem, so this is bugging me and a lot of my friends. So if you would so kind and spare a few pages in your next issue and give us an update on what the PlayStation 2 will feature, what it can do, its average price in the shops and when it comes out that would be a great help.

Iskander Virmani, Bolton

We'd love to be giving a few pages to the PlayStation 2 but there simply isn't any more information available. I haven't seen the article in Gamesmaster, but it sounds like just speculation to me. There certainly isn't anything like that confirmed so it sounds like the same kind of wishful thinking we had when the MegaDrive came out.

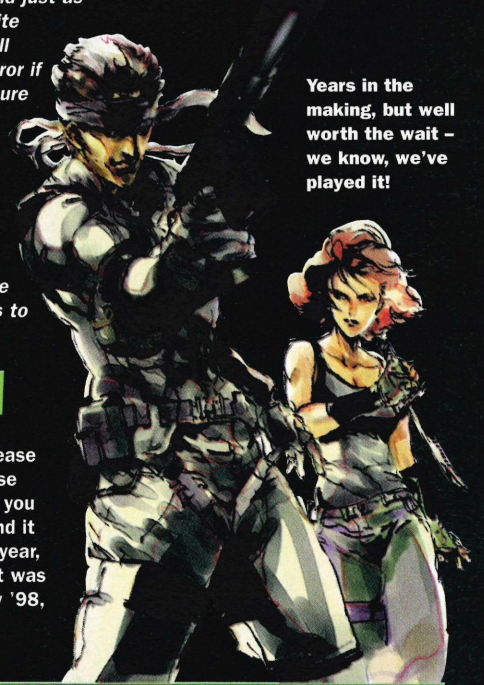
People are getting carried away with DVD drives. They could just as easily turn out to be a white elephant yet everybody will throw up their arms in horror if PlayStation 2 doesn't feature one. As for modems, sure it's a nice idea, but you need a pretty powerful piece of gear to be able to carry it off, not to mention some good games. Maybe some things should be left to the PC and leave the consoles to do what they do best.

DELAY AFTER DELAY

I want to know why game companies hardly ever release their games on their release dates. It's a pain because you wait months for a game and it gets set back for another year, like Metal Gear Solid. That was supposed to be out in May '98, now it's May '99. Why?

Paul Fitzsimmons, Dunbarton

There's a ton of reasons why a game gets put back and back. Programming difficulties, releases of other big games, duplication problems if Sony are busy at their Black CD plant in Austria and so on. Metal Gear is now scheduled for a release at the end of February. God knows why it's taken so long after the American conversion, because all the text had been translated for that. We know it's annoying, but the companies lose out too as people just buy the import versions then everybody gets upset.



Years in the making, but well worth the wait – we know, we've played it!

ACTION STATIONS

Hi there at Pro. I've got a dilemma that I think you'll be able to solve for me. Is it alright to use the Datel Action Replay cartridge on your PlayStation?

We know Sony say to only buy their licensed stuff for the PlayStation, which I do, all my joypads and Memory Cards are Sony, except Sony don't make anything like the Datel cheat cartridge. I've noticed the Datel cartridge advertised around the magazines for a while now and I've not heard anything about it messing up the machines, so I presumed it was being used with no problems.

Earlier this week I bought one at £49.99, set it up on my machine and used it to complete resident Evil 2. The following morning my machine wouldn't set up, with or without the Datel cartridge plugged in.

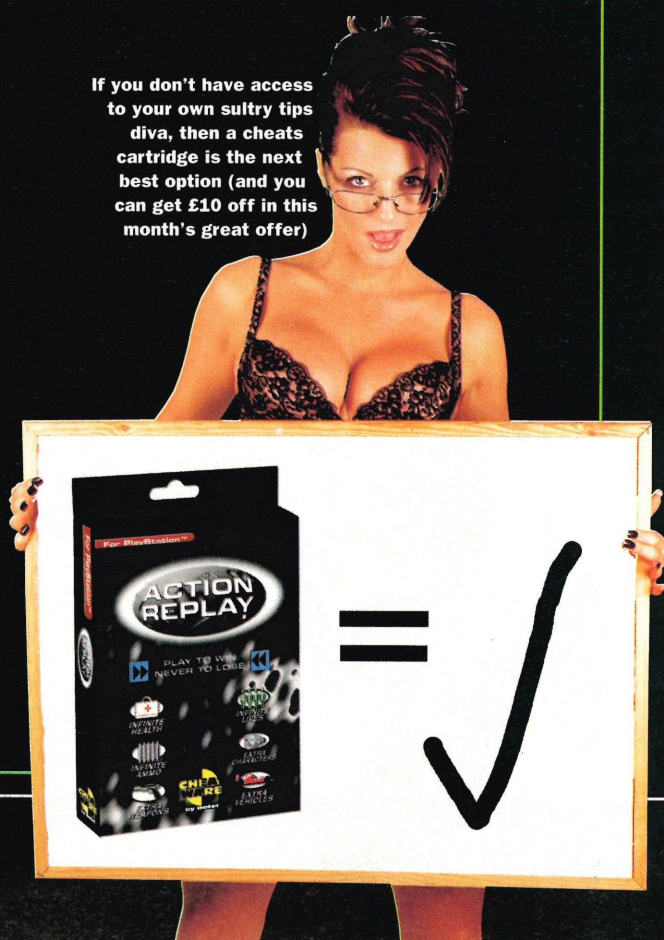
Half an hour later I did get it to work, but then I tried it again to be sure and it wouldn't work again. I rang Sony because I was still within in my guarantee and they took it away and replaced it free of charge, but they explained VERY CLEARLY not to use the Datel product as it is not from Sony so you take the risk of invalidating your warranty. I've since spoken to some people at various computer shops only to be told that there is no problem using the Action replay on a PlayStation.

Now I'm stuck with a £50 cheat cartridge I don't know whether to plug in or not.

Joe Phillips, Plymouth

We've been using our Action replay for yonks without any problems at all. Hopefully, you didn't do anything daft like pull it out while it the PlayStation was turned on, although we tried that with one of ours and it just froze it and was okay after a reset.

Chances are your machine might have been a bit wonky. You might have suffered some bad luck somewhere along the line. It's difficult to say stick it in again and see what happens because you're warranty will be shafted, but it really shouldn't cause the problems you've had as the Action Replay is a great little piece of kit.



If you don't have access to your own sultry tips diva, then a cheats cartridge is the next best option (and you can get £10 off in this month's great offer)

PlayStation Cheats

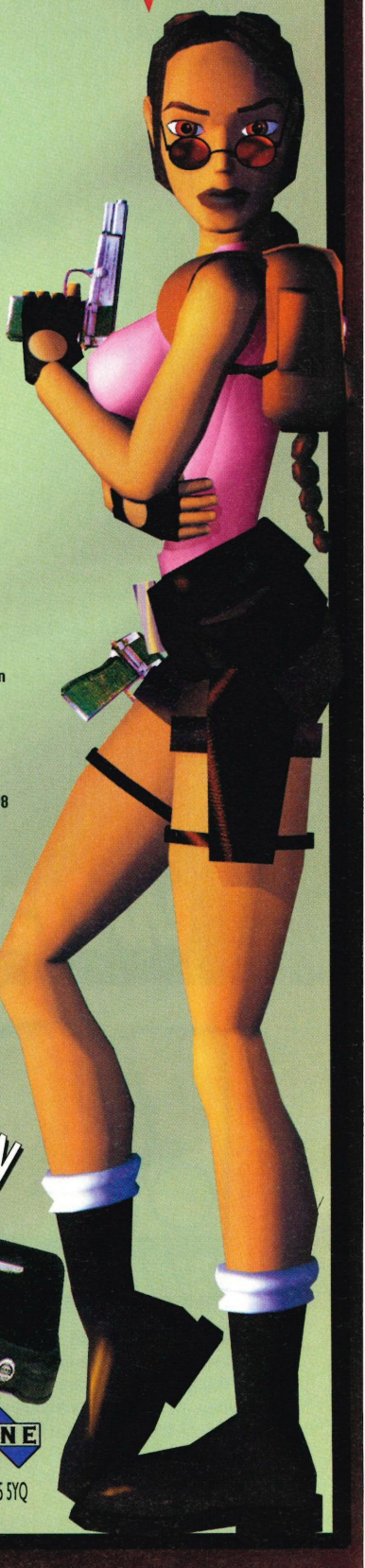
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- Armored Core: Project Phantasma
- Assault Rig
- Auto Destruct
- **B**
- Ballblazer Champion
- Bio Freaks
- Bloody Roar
- Bomberman World
- Bubble Bobble
- Bubsy 3D
- Bushido Blade 1 & 2
- Bust a Move 1, 2 & 3
- **C**
- Cardinal Syn
- Carnage Heart
- Cheesy
- Circuit Breakers
- Colin McRae Rally
- Colony Wars
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- Contra Legacy of War
- Cool Boarders 1 & 2
- Courier Crisis
- Crash Bandicoot 1 & 2
- Crime Killer
- Critical Depth
- Criticom
- Croc
- Crusader: No Remorse
- **D**
- D
- Dark Forces
- Darklight Conflict
- Dead Ball Zone
- Dead or Alive
- Death Trap Dungeon
- Descent
- Descent Maximum
- Destruction Derby 1 & 2
- Diablo
- Die Hard 1, 2 & 3
- Disruptor
- Doom
- Duke Nukem: Time to Kill
- Duke Nukem: Total Meltdown
- Dynasty Warriors
- **E**
- Excalibur 2555AD
- **F**
- Fade to Black
- Felony 11-79
- FIFA '96, '97 & '98
- Fighting Force
- Final Doom
- Final Fantasy VII
- Firo & Klawd
- Formula 1
- Formula 1 '97
- Formula Karts
- Forsaken
- Frogger
- **G**
- G-Police
- Gex & Gex 3D
- Ghost in the Shell
- Gran Turismo
- Grand Theft Auto
- Gunship 2000
- **H**
- Hercules
- Hexen
- **I**
- Impact Racing
- In The Hunt
- Indy 500
- Int. Track & Field
- **J**
- Jeremy McGrath Super '98
- Jersey Devil
- Jet Rider
- Jonah Lomu
- Jumping Flash 1 & 2
- **K**
- King of Fighters '95, '96 & '97
- Klonoa
- Krazy Ivan
- Kula World
- **L**
- Lemmings 3D
- Loaded
- Lone Soldier
- Lucky Luke
- **M**
- Machine Hunter
- Madden '97, '98 & '99
- Magic Carpet
- Magic: The Gathering
- Marvel Super Heroes
- Mass Destruction
- MDK
- Mech Warrior 2
- Metal Gear Solid
- Micro Machines V3
- Monopoly
- Monster Trucks
- Mortal Kombat: 3, 4, Sub Zero & Trilogy
- Moto Racer 1 & 2
- Motor Head
- Motor Toon Grand Prix 1 & 2
- **N**
- N20
- Nagano Winter Olympics '98
- Nanotek Warrior
- Nascar Racing 1, '98 & '99
- NBA Hangtime
- NBA Jam Extreme
- NBA Live '96, '97 & '98
- NBA Shootout '96, '97 & '98
- NBA Zone 2 & '98
- Need for Speed 1, 2 & 3
- NFL '97 & '98
- NFL Gameday '97, '98 & '99
- NHL Face Off & '98
- Nightmare Creatures
- Nuclear Strike
- **O**
- One
- **P**
- Pandemonium 1 & 2
- Panzer Bandits
- Parappa the Rapper
- Pitfall & Pitfall 3D
- Porsche Challenge
- Poy Poy
- Pro Pinball
- Project Overkill
- Psychic Force
- **R**
- Rage Racer
- Rally Cross
- Rapid Racer
- Rascal
- Ray Racers
- Ray Storm
- Rayman
- Reboot
- Resident Evil 1, 2 & Director's Cut
- Return Fire
- Ridge Racer
- Ridge Racer Rev
- Rise of the Robot 2
- Riven: The Sequel to Myst
- Road Rash & 3D
- Rosco McQueen
- **S**
- San Francisco Rush
- Shadowmaster
- Shell Shock
- Sim City 2000
- Skull Monkeys
- Soul Blade
- Soviet Strike
- Spawn
- Speed Racer
- Speedster
- Spice World
- Spider
- Spot Goes to Hollywood
- Spyro the Dragon
- Star Fighter
- Star Gladiator
- Steel Harbinger
- Steel Reign
- Street Fighter Alpha 1, 2 & Ex Plus
- Street Racer
- Suikoden
- Super Puzzle Fighter 2
- Swagman
- **T**
- Tekken 1, 2 & 3
- Tempest X3
- Tennis Arena
- Test Drive 4 & 5
- Test Drive Off Road
- Tetris Plus
- The Incredible Hulk
- The Lost World
- Theme Hospital
- Theme Park
- Three Lions
- Tiger Shark
- Time Commander
- Time Crisis
- Tobal Number 1 & 2
- TOCA
- Tokyo Highway Battle
- Tomb Raider 1 & 2
- Tommi Makinen Rally
- Toshinden 1, 2 & 3
- Total Driving
- Total Eclipse Turbo
- Total NBA '97 & '99
- Treasures of the Deep
- Triple Play '97, '98 & '99
- Tunnel B1
- Twisted Metal 1, 2 & 3
- **V**
- V-Rally
- V-Tennis
- Victory Boxing
- Vigilante 8
- VR Baseball '97
- VR Powerboat Racing
- Vs
- **W**
- War Craft 2
- War Games
- War Gods
- Warhammer: Dark Omen
- Warhawk
- WCW Vs The World
- Wing Over
- Wipeout & 2097
- World Cup '98
- World League Soccer '98
- Worms 1 & 2
- WWF In Your House
- WWF War Zone
- WWF Wrestlemania
- **X**
- X-Com 'Terror of the Deep'
- X-Men: Children of the Atom
- Xevious 3D
- **Z**
- Z
- Zero Divide 1 & 2

Regular updates of the best cheats



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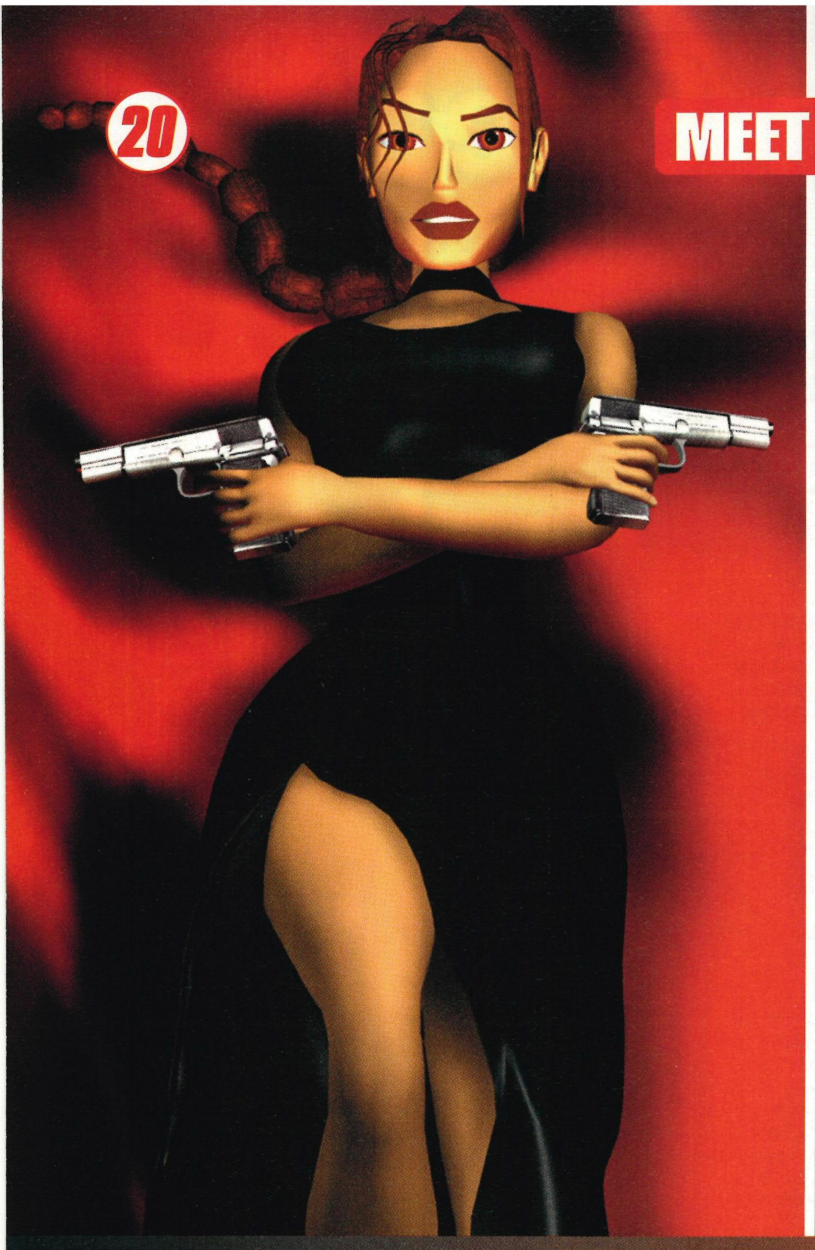


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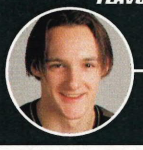
20

MEET THE PROFESSIONALS



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Paul (Chicken) McNally
Crash Bandicoot: Warped
Simulations
The continuing antics of everyone's favourite Bandicoot was Chicken's cause for revelry this month, whilst the dire Test Drive 4x4 pissed on his celebratory bonfire



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

James Cannon
Michael Owen's WLS '99
Racing
The Anfield ace's footy circus did the business for Jim this month, with the diabolical heavy vehicle experience, Test Drive 4x4 getting the biggest kicking you ever saw



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Kay Wellby
Tomb Raider 3
Puzzles
Kay found solace in the raiding of tombs this month (the things she does in her spare time) and then joined most of the office in taking assorted power tools to Test Drive



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Sam Thomas
Brave Fencer Musashiden
Shoot'em-ups
Japanese short-stuff Musashiden proved to be a surprise contender on Sam's Christmas list, whilst eighties board-fest Streak scored highly on his blacklist



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Lewis Pek
Brave Fencer Musashiden
RPGs
Lewis also plumped for the mighty Sushi Mushy Pea this month, whilst B-Movie's frenzied assault on the senses sent him straight to the Pro medicine cabinet for some Anadin

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

Solid Gold Award

The Solid Gold Award is only given to outstanding games. If a reviewer reckons a game is worth it, the rest of the team play the game extensively and then vote to see if they think it deserves it. Only a unanimous vote gets the go-ahead so if you see one of these then you know a game is worth having

What's the score?

1	Absolute shite. Do not buy this game, no matter what
2	Shoddy, uninspired crap that should never be played
3	Very poor. Not the worst thing ever, but not far off
4	Well below par with some major league flaws
5	Average. Strictly for the hardcore fan of the genre
6	Not a complete dog, but could have been a contender
7	Check it out first before paying hard cash for it
8	A potential corker that oozes quality in small doses
9	An essential purchase that's recommended by all of us
10	The perfect game in every conceivable way. A rarity

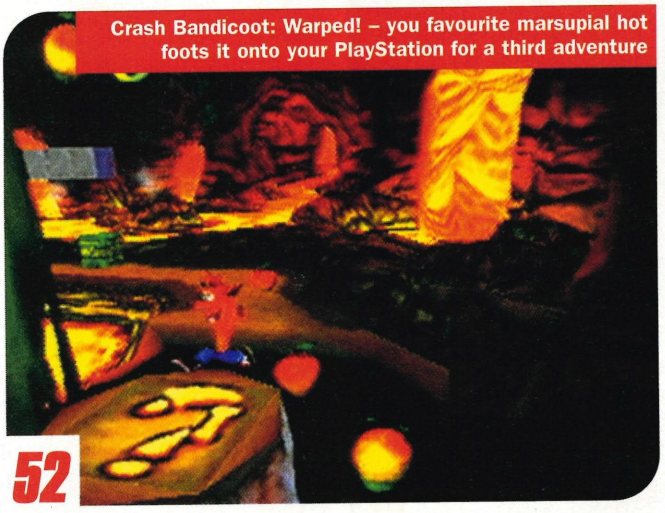
Our icons explained...

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

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

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

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



Crash Bandicoot: Warped! – you favourite marsupial hot foots it onto your PlayStation for a third adventure

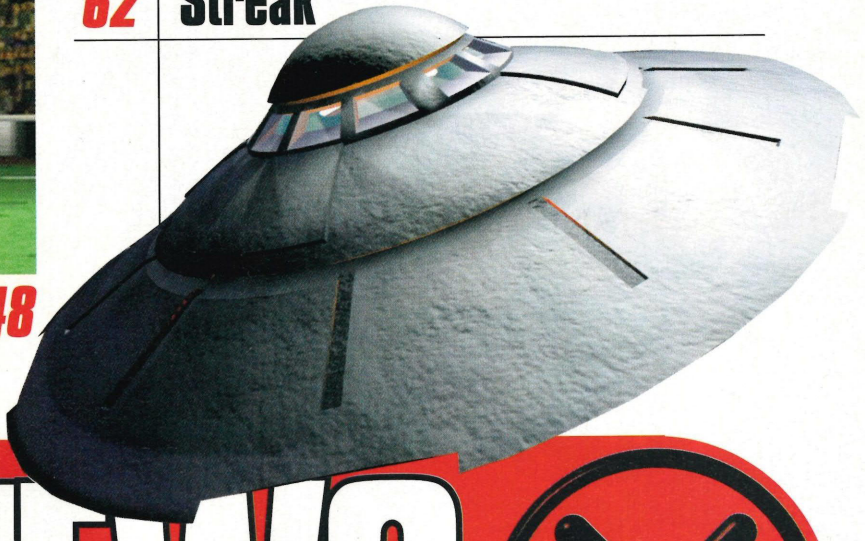
52

20	Tomb Raider 3
30	Test Drive 4x4
32	Pool Shark
34	FIFA '99
38	MAX Power Racing
44	B-Movie
48	Michael Owen's WLS '99
52	Crash Bandicoot: Warped
60	Moto Racer 2
62	Streak

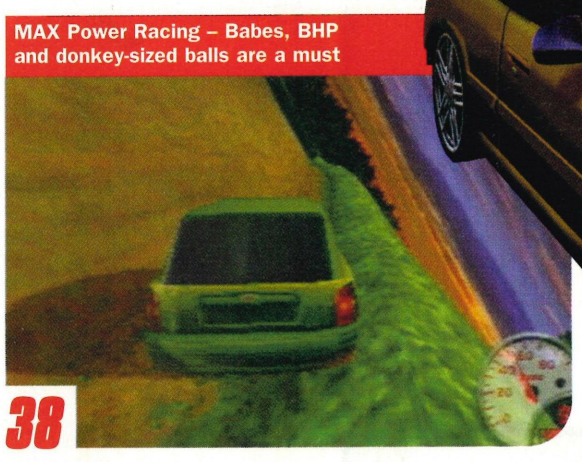


Michael Owen's World League Soccer '99 – thankfully the game's as big as its name

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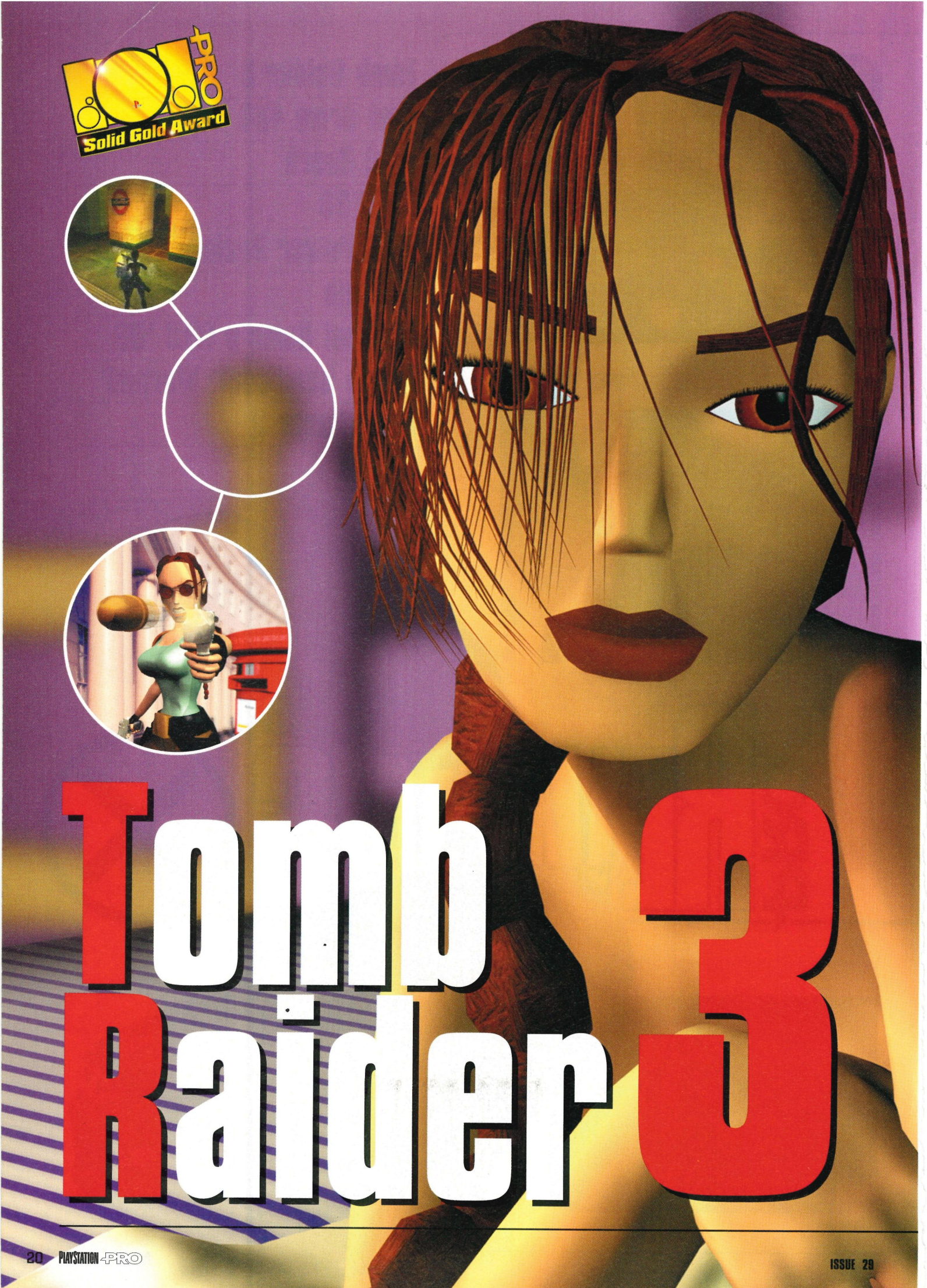
PRO REVIEWS



MAX Power Racing – Babes, BHP and donkey-sized balls are a must

38



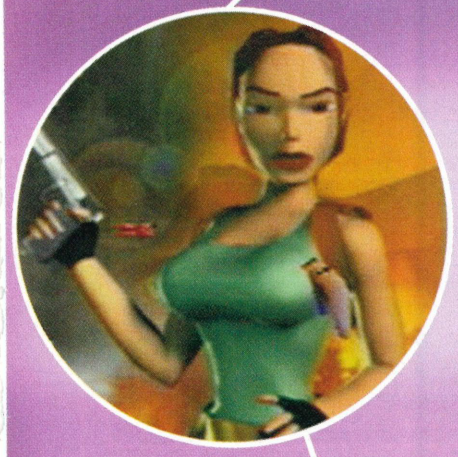

PRO
Solid Gold Award
Tomb Raider 3







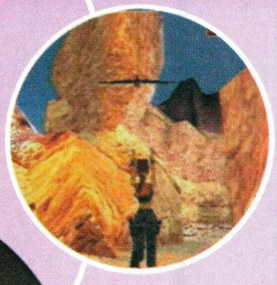
Need I introduce her? She's the most famous non-fleshy woman on the planet, and she's returned to prove that good things do come in threes



She's back, and this time she means business. Yes, that big-breasted star of the small screen (and no doubt many a teenage boy's nightly fantasies) is once more trekking around the globe in order to uncover some strange archaeological mysteries. With more puzzles, bad guys and locations to face up to (as well as one or two new costumes to parade around in half-naked), Lara's out to show us once more that she's not just a pretty face...

ACTION PLAN

The reason for this third Croft expedition centres around a meteorite which landed in the Antarctic millions of years ago, in a time when the area was a green and verdant land, rather than the snow-covered continent we all know and love. First discovered and worshipped by the Polynesians (who, for some reason, were driven out of the area), a band of Darwinian sailors who explored the meteorite crater also died in mysterious circumstances.



In the present day, research company RX Tech have discovered the journal of one of the sailors, and have made their way to Antarctica to uncover the meteorite's secrets, finding that it is oozing a gene-altering material. In true *Tomb Raider* style, there's always someone who can find a so-called good use for this, usually to detrimental effect.

Enter Lara who, while searching for the ancient (and highly powerful) Infada artifact in India, is drawn into discovering what this substance is being used for (and by whom), and must work her way to uncovering the secrets behind the earthbound boulder. As she makes her way towards the frozen South, Lara finds herself embroiled in a storyline rich with evil women, weird genetic experiments and cannibal-nibbled men. David Cronenberg, eat your heart out.

ALL AROUND THE WORLD

Lara's globetrotting takes her across five different areas: India, Antarctica, Nevada, South Pacific and London, but this time, the story (and Lara's adventure) unfold themselves in a non-linear way. Once you've played through the levels of the first area (India), you can choose which of the latter three levels you undertake next, which is something of a first for the *Tomb Raider* games. However, don't expect each level to be a breeze, no matter how much of a *TR* expert you are, each one is not only a lot bigger, but has more puzzles, and bad guys to battle your way though.

Despite the developers' promises that *TR3* wouldn't be any harder, it does tend to get very tricky (even from early levels), so be prepared to tread the same ground several times in order to figure out the puzzles.

There are also plenty of new obstacles to get in your way, from the sticky pleasures of bogs and quicksand to the spiky delights of barbed wire, as well as a return of some old faithfuls such as rolling boulders and spikes (which, in their own friendly way, greet you as you embark on level one. With all these factors working against you, a large number of expletives are sure to be falling from your lips, accompanied by regular visits to your memory card.

With the previous two *TR* games, there seemed to be no satisfying some people when it came to the system of saving. Having to find the crystals and then saving it there and then in *TR1* was too difficult for some, resulting in you having to go over the same game ground over and over again. At the other extreme, being able to save at any point in *TR2* was far too easy, and almost akin to cheating.

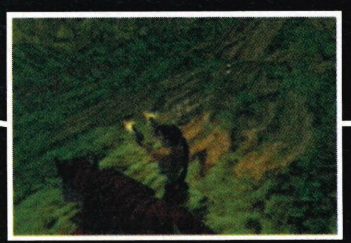
The big-breasted star of the small screen is back, bringing a bit of glamour back to your bedroom

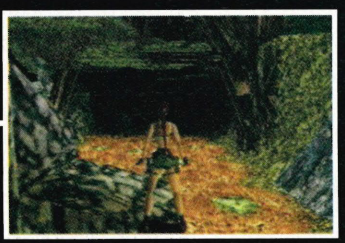
This time the developers seem to have come to a compromise in *TR3*, and have reinstated the trusty save crystal. This time however, the crystals can be collected and saved until you want to use them. This option allows you to save a vital points in the action and eliminates the "save every five minutes" escape route which many people thought spoiled Lara's last outing. You still have to be frugal with your crystals, and consider carefully where you save to avoid running out when you need them.

HEY, GOOD-LOOKING

To compliment the new levels, a lot more time and effort has been put into the graphics of the game, as you'll see right from the word go. The moment Lara steps into the realms of level one, through which a light spring rain drizzles upon her skin and the gentle breeze lifts her silken ponytail, you'll see a vast improvement in ▶



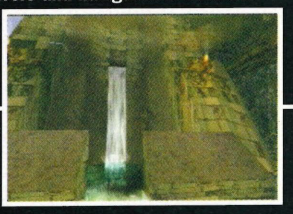




Solid Gold Award

Each level offers you a choice of paths to take, catering for both expert explorers and navigational novices.

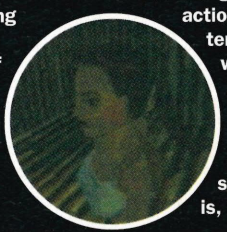




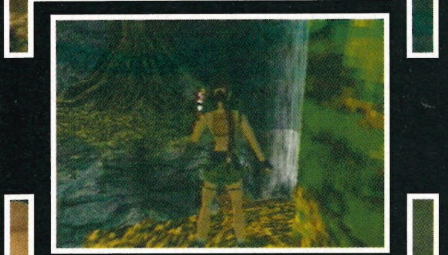
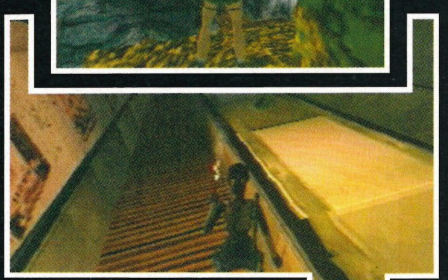
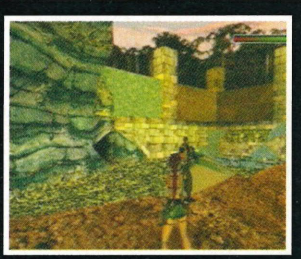
▶ the graphical features. There are ripples and currents through waterways, drifting snowflakes and tropical mists. Even the settings have been increased in detail, and now feature such things as flocks of birds flying overhead and jungle foliage in abundance. But although it looks nice, they can prove a hindrance at times, particularly when nasty biting beasties have a habit of nesting under them.

Smoke curls from the gun barrels and spent shells litter the ground as blood spurts from your enemies

Also improved in *TR3* are the lighting effects. Coloured lighting is now used to illuminate the place, giving more of an atmosphere and drawing you into a level. As well as this, the transition between dark and light areas has also greatly improved, meaning that instead of stepping out immediately into the light (and consequently going blind), you're gradually introduced to lighter areas, making it a little easier to see where you're going.



Plenty of attention has also been paid to increasing the realism of some of Lara's actions, from the footprints that temporarily mark the places she has walked, right down to seeing her breath against the cold air in the Antarctica levels. Even when Lara fires her guns, you'll see smoke curling out of the barrels, as well as spent shells littering the ground, that is, if you're not being distracted by the

Beware the full moon – this level looks like a scene from classic scary film *American Werewolf In London*. Keep an eye out for any rabid dogs – and then run!

DEATH BECOMES HER

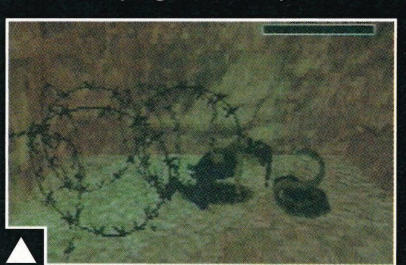
Poor old Lara – she always manages to get herself in some real scrapes. This time, it's not just rolling boulders, poisoned spikes and abdomen-slicing gates that pose a threat to her life, oh no. In Tomb Raider 3, there are plenty of new, more interesting and potentially fatal delights waiting for her...



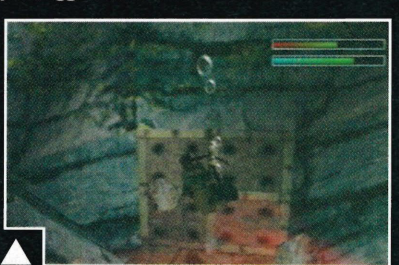
This diving belle is sure to find herself in hot water as she plunges into the rapids below



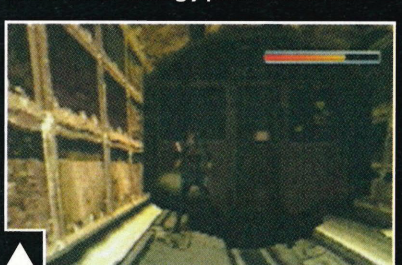
Wandering into quicksand is bound to have you bogged down with fear after a while



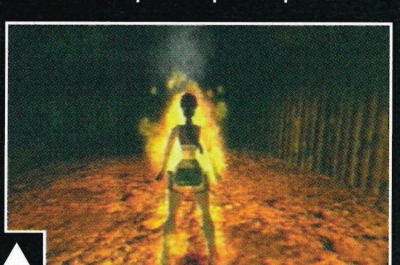
Lara's spiky surprise this time comes in the form of some cunningly placed barbed wire



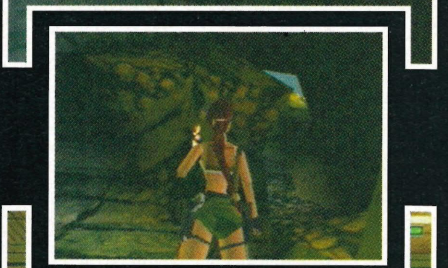
Queuing up to take a nibble at the delectable Ms. Croft are a posse of peckish piranhas



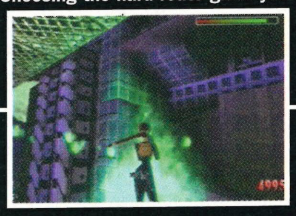
Typical bloody rail service – there's never a train when you want one, and vice versa

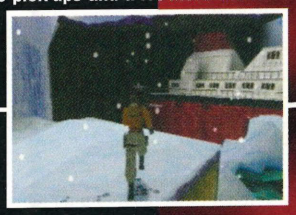


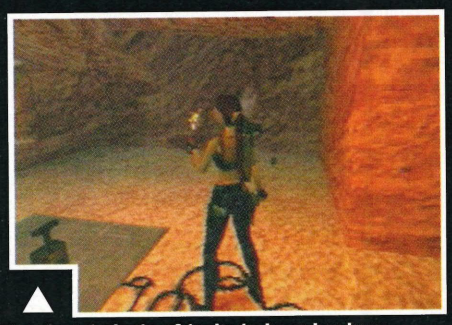
If you can't stand the heat, get out of the, er, fireplace – Lara shows us that she's hot stuff

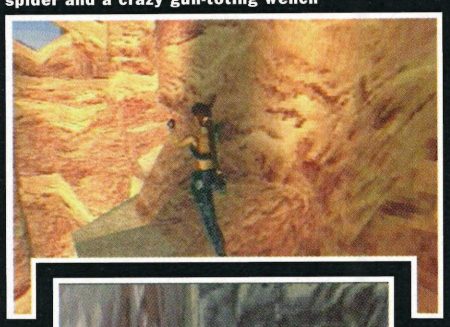

Choosing the hard route gives you more pick-ups and a lot more tasks

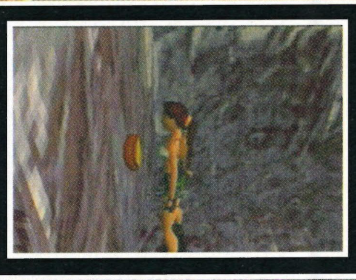


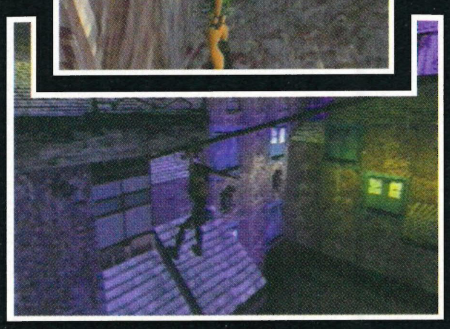




Lara's got plenty of tasks to keep her busy, including getting to grips with a large cache of explosives. She's also got evil types to do away with, such as a knife-wielding Ganesha, a mutant spider and a crazy gun-toting wench





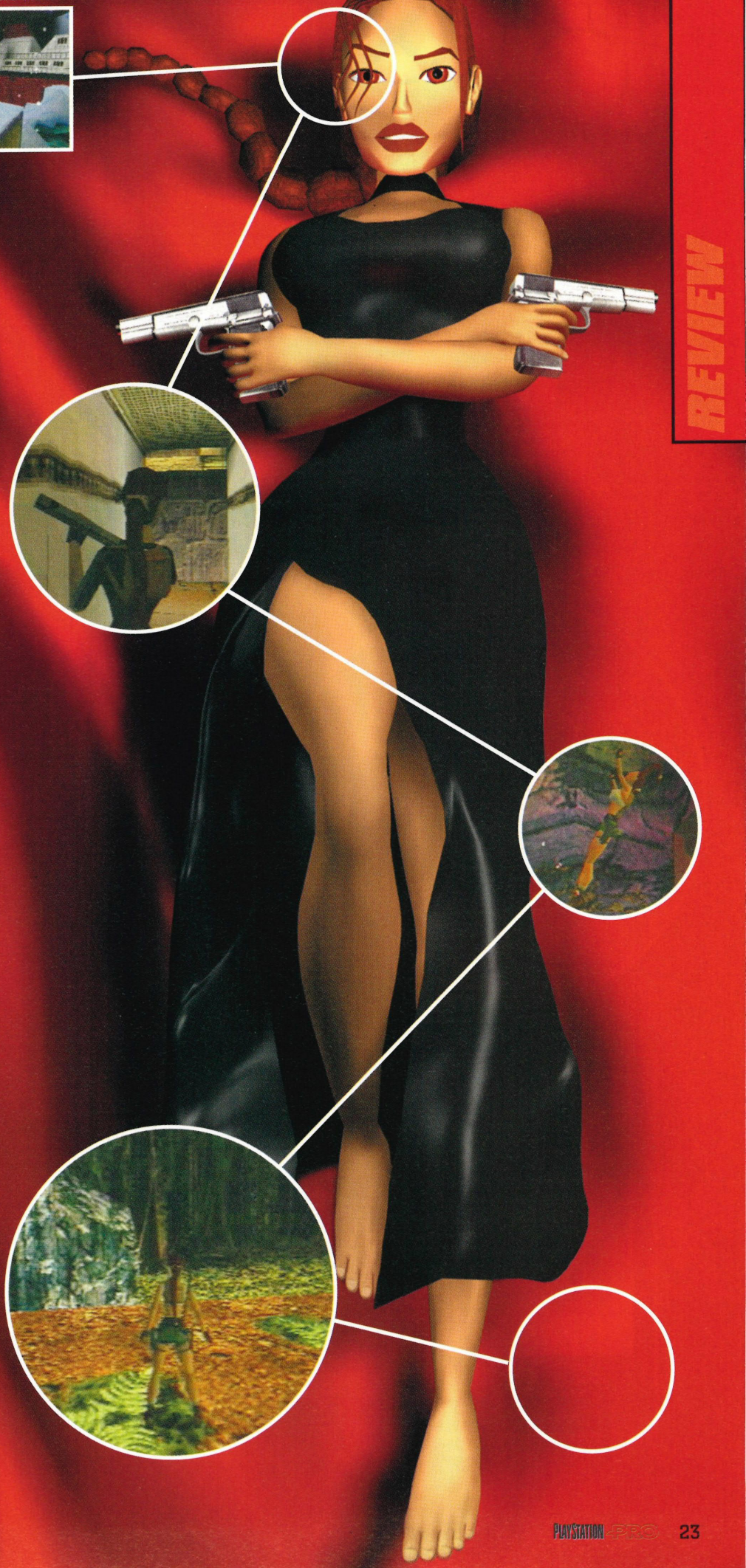


abundance of blood spurting out of your enemies. However, don't expect your human corpses to act as markers to where you've been, as in a they disappear pretty rapidly once you've disposed of them.

PRIME MOVER

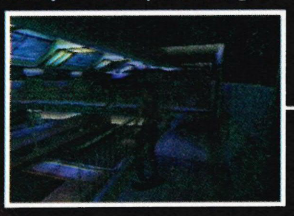
In order to cope with all manner of taxing tasks, Lara's gymnastic ability has been improved, with the addition of a couple of new moves, these being crawling, for squeezing through the tightest of tunnels; ducking, which is handy for avoiding missiles when in a one-on-one enemy duelling situation; and sprinting, which works in short bursts to get your ass out of an escapable sticky situation.

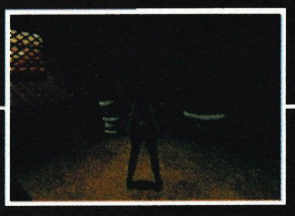
Although the latter two bear no significant problems, crawling can be somewhat unwieldy in the handling department when you're trying to manoeuvre Lara's butt to face in the opposite direction. Also making its debut is Lara's ability to swing like a chimp across bars and the like, but with all the work she's got ▶





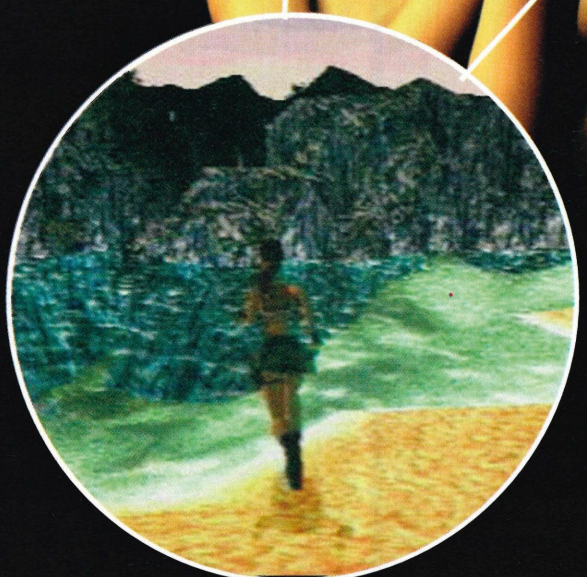
Once you've completed the game and found all the secrets, you'll have access to a secret level, which is a good

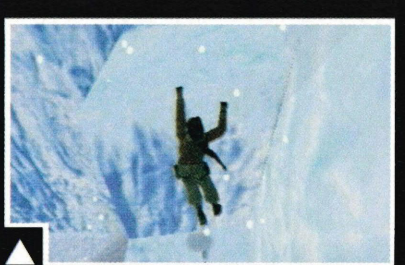












Lara now dresses appropriately for each climate, thus avoiding freezing her bobbly bits to the surface of the ice

▶ to do, she's definitely not going to have any time spare in which to monkey around (ho ho).

Of course, Lara wouldn't feel complete without her range of weaponry, and once again, this is in abundance in *TR3*. As well as the usual pistols, Uzis and harpoons (which no girl should ever leave the house without), you'll pick up such fantastic firearms as rocket launchers, MP5s (a replacement for the M16s of *TR2*), and Desert Eagles (a la *Duke Nukem*), which are sure to do the trick, no matter what the blasting job is.

Lara also has help in the form of some rather nifty methods of transport, including such motorised delights as quad bikes and an underwater propulsion unit. Where the vehicles in *TR2* were mainly secondary means of transport (meaning that most of the time you didn't have to use them if you didn't want to), many of those in *TR3* are essential if you want to get about. A good example of this is in the Madubu Gorge level, where almost the entire level relies on your oar-wielding skills to get you down some pretty precarious rapids.

IN NEED OF A FIX

As well as a fine selection of weapons and drivables, Lara also has at her disposal the ever-present medikits, which don't just replace lost health anymore – they actually do medical things. No, I'm not talking about bandaged knees and that kind of thing, but in *Tomb Raider 3*, there are a lot of poisons which are thrust upon you from vicious cobras, lizard-type species and even plants from which you'll need a little relief.

You know Lara's been poisoned when her health bar begins to flash yellow, which gradually reduces her health. However, one blast from a medikit and she'll be right as rain once more – the medikit not only replaces lost health, but also eliminates the toxins which plague that divine body.

Lara's health isn't just affected by poisons or the inevitable scrapes and falls – in the ▶

DEPARTMENT OF TRANSPORT

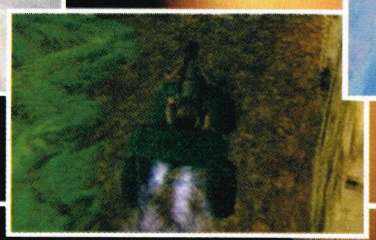
There are plenty more opportunities for Lara to save her boot leather, park her shapely butt and be transported by some top quality vehicles. Only this time, they're essential – check out these select few...



Acquiring the kayak is essential for whisking you through the wet, wild and whirling whitewater passages of the South Pacific

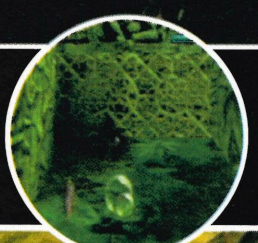
To prevent Lara from freezing her ass off while adventuring in the Antarctic, locating this lovely dinghy is a must

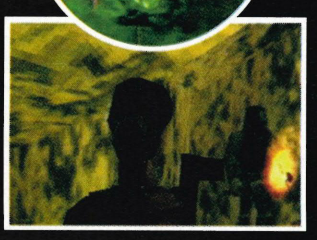




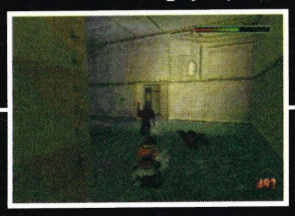
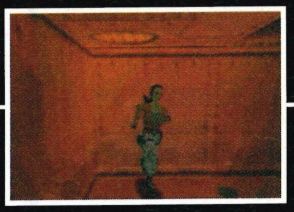
Revving around on a quadbike may end up being somewhat of a bumpy ride, but in the end, it's the only way to get about the dirt tracks of the jungle







incentive to thoroughly explore the entirety of the levels. And the location of the secret level? Well, you'll just have to find that out for yourself...




GOODNESS, GRACIOUS, GREAT BALLS OF FIRE!

Millions of years ago, a wayward meteorite came hurtling towards Earth, heading towards the lush, verdant landscapes of Antarctica.

Nowadays, in snowier climes, research company RX Tech are excavating the area for research purposes. As they drill down into the snow, they find they've discovered a mysterious substance. Suddenly, a call from another base in the area draws their attention to signs of ancient inhabitation, and on carrying out an explosion, they discover something even more unusual – a primitive cross dating from 1834...

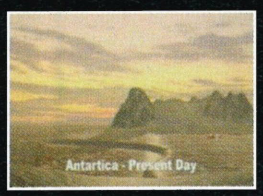


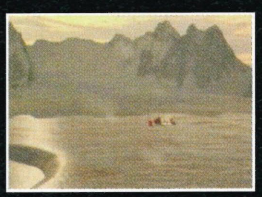




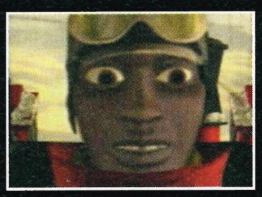




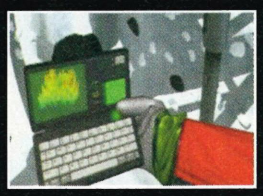
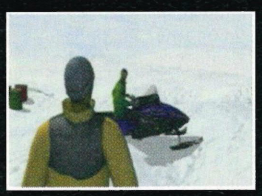



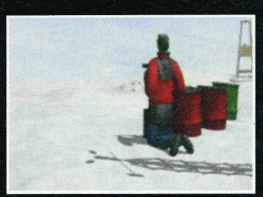
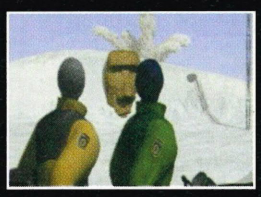
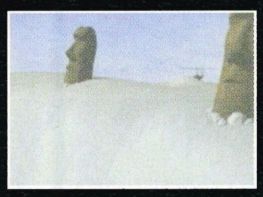
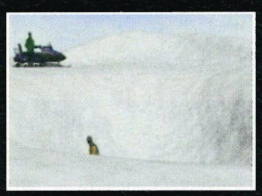
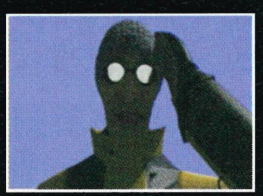


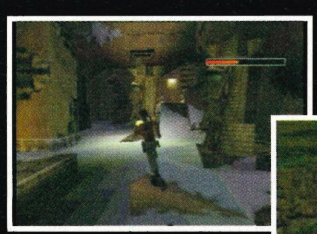
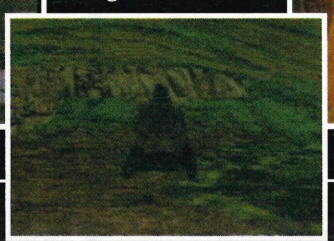


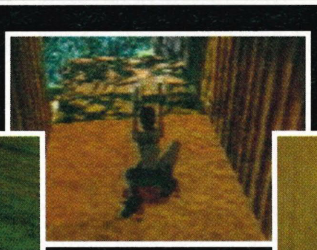
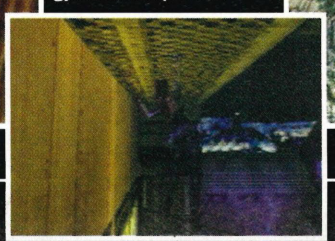


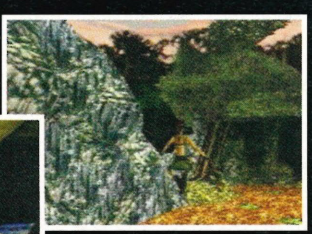






Lara's dashing move comes in very handy, as does her incredibly filthy-looking crawl

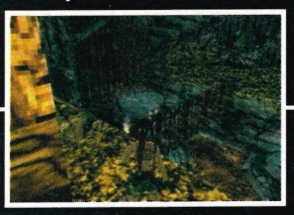
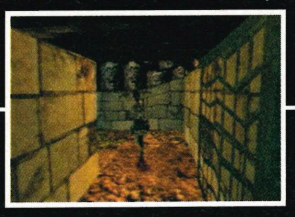



Crouching and monkey swinging are also useful features in Lara's gymnastic repertoire



Solid Gold Award

One major difference in Tomb Raider 3 is that all the enemies have improved AI, meaning that running in with


HISTORY LESSON

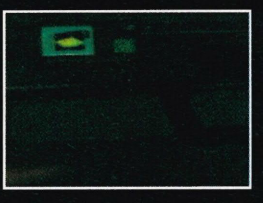
Later on in the game, Lara discovers the secret of the mysterious grave marker, as well as the strange substance found there. The grave belonged to a sailor aboard Darwin's ship 'The Beagle' and the substance? Let's just say that it doesn't do much good, as you'll find out.....



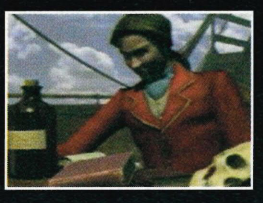


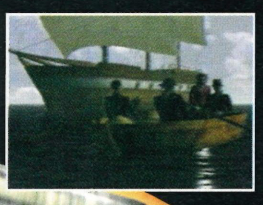


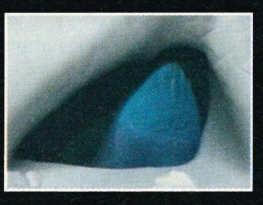


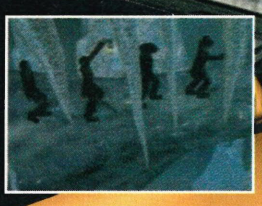



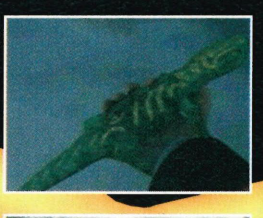
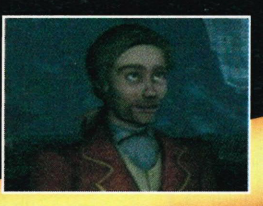
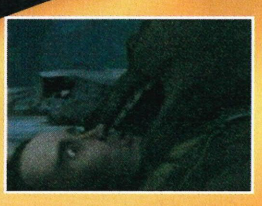


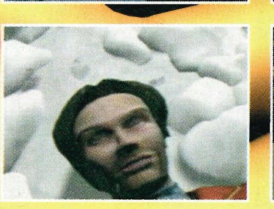


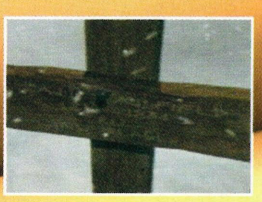
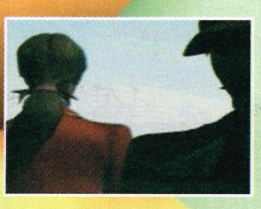
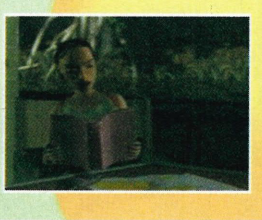
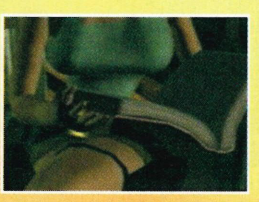
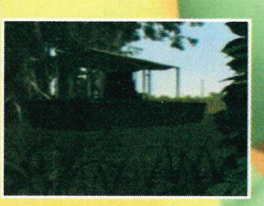







guns a-blazing isn't always the key – sometimes simply distracting them with a shot or two is the way to go





▶ Antarctica levels, if you fall into the water you'll notice a blue bar appear under your health and oxygen bars. This bar is a 'cold' bar, and the longer you spend in the water, the more it decreases, which, if it drops to zero, means that hypothermia kicks in and you're killed on the spot – only climbing out of the water will replenish the bar.



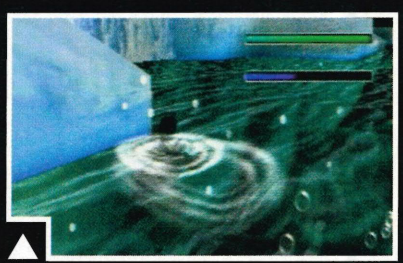
LEAP INTO ACTION

At the end of the day there's nothing more detrimental to your (or Lara's) health than attempting a good old heart-stopping jump across a huge ravine and onto a precarious ledge. Thankfully, *TR3* holds true to tradition, and is absolutely full of them, but on an even grander scale.

There are jumps that look miles too far to make, but if you shut your eyes, jump and hope for the best, they are miraculously cleared. There's oodles of precarious balancing and leaping across ravines while all manner of dangerous things lurk beneath – features that have become classic trademarks of the *Tomb Raider* series, and nobody has yet come near to rivalling these heady delights.

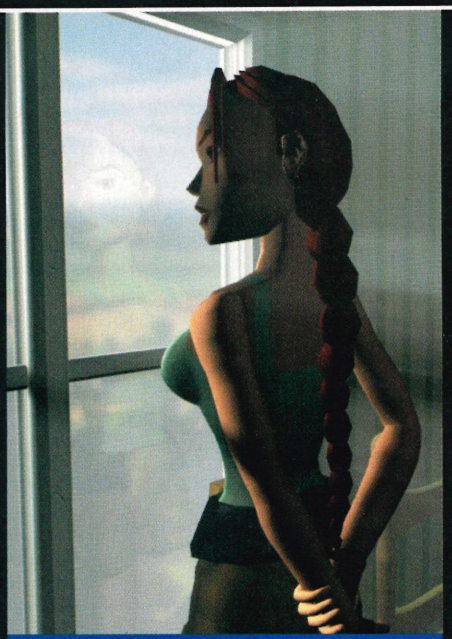
Even those horrifying moments when your ears are filled with dramatic music and your pants are filled with unmentionable substances when you realise you've come face-to-face with something unpleasant (if you haven't already been killed by it). It's all part of the thrill of following Lara's exploits, and you'll be glad to know that some things never change, as *Tomb Raider 3* is filled with even more of the above.

Not for the fainthearted, *Tomb Raider 3* has once more lashed out to provide a thoroughly absorbing adventure with more of the puzzles, action and adventure we all know (or should know) and love. Just remember to change your underpants often PRO




When diving in icy waters, the blue bar will tell you how close to hypothermia you are





REVIEW

PRO SCORE

PRICE: £44.99
PUBLISHER: Eidos
GENRE: Action/Adventure

MUST BUY



Despite this being the third in the series, TR3 still delivers the adventuring goods in its own unique way. Although some people are likely to dismiss this with a shout of "I've seen it all before," there's no denying that both die-hard Lara fans and newcomers are sure to enjoy it, accepting the challenges laid before them with relish. It looks good, it plays well, and is sure to keep anyone amused for days, if not weeks. Buy it, even if you have to take time out from normal life to enjoy it.

KAY

WHAT'S THE SCORE

GRAPHICS	9
SOUND	10
GAMEPLAY	9.5
LASTABILITY	9.5

9½

PRO PANEL

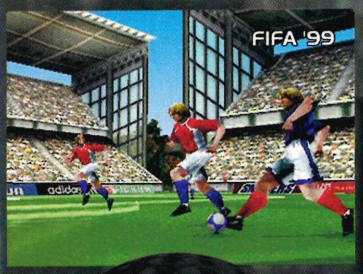
LEWIS TR3 seems to have gone back to its roots, delivering an adventure that stimulates the mind as well as the trigger finger (but nothing else you sad 'nude' code lot). Superb

JAMES Nineties icon, teenage idol and perfect marketing tool, Lara's carved out a niche that every adventurer wants to fill. This is her best yet, so forget the cynicism and just buy it

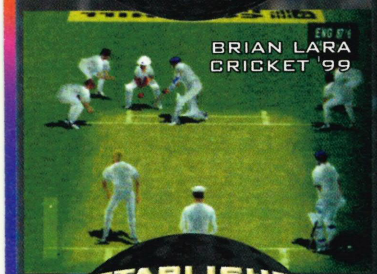
SAM Another polished adventure from the TR team that uses plenty of new graphical tricks, but doesn't really offer anything new in the gameplay department. Still rules the roost

CHICKEN Is TR3 good? Yes. Original? No. Credit to Eidos for producing the best game in the series, but it would be nice to see a few new ideas next time around

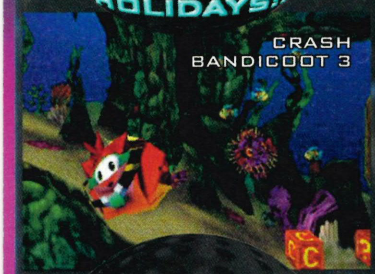
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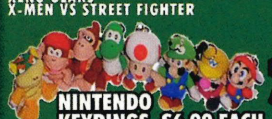
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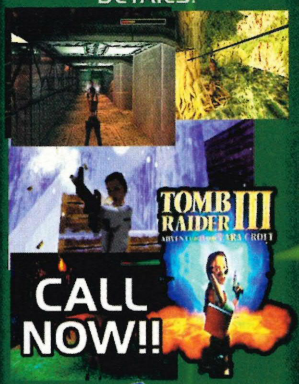
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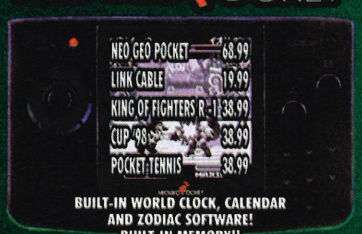
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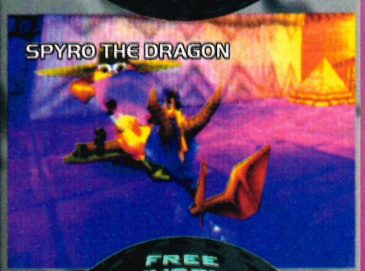
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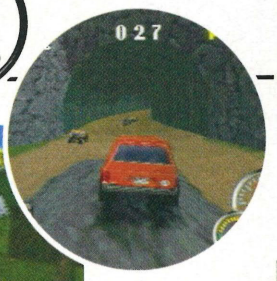
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I dunno, you set out for a family picnic at the beach and end up in a race for the deck chairs.

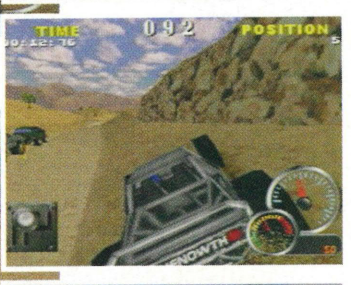




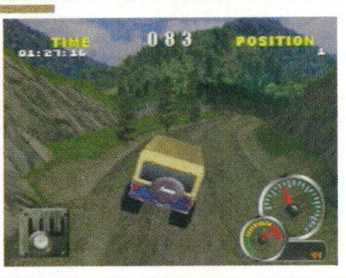


You could fit the Halle orchestra in there! Built for utility these trucks are, not for racing. God no, not for racing!









Test Drive 4x4

EA get that sinking feeling with an off road vehicle that's well and truly stuck in the mud

WELL dowse me down with a hose pipe and free my wellies from sticky mud, who'd have guessed a racing game which lets your adrenaline addicted mind loose in a Land Rover would have sold well enough to merit a second coming? I certainly wouldn't have thought a waxed jacket, wellington boot, flat cap wearing image would have had too much appeal anywhere other than the farmlands of southern England and Wales.

It's not as if your typical PlayStation owning city lad, a boy-racing games freak, drops off at night dreaming of a tin tractor when there are Porsche's to be swooned over is it? Publishers *Electronic Arts* and developers *Accolade* may have a wealth of industry experience between the two of them, but it seems they've underestimated the buying public and have let themselves down with this unbelievably bland and boring sequel to *Test Drive Off Road*.

TRACTOR FACTOR

The first game was by no means anything special, but in a market saturated with samey average titles it was a welcome option. However with the advent of the driving beauties we've seen this year (*Gran Turismo, Colin McRae Rally* and *TOCA 2*), unless your race game kicks ass in a big way that development drawing board should be a much frequented location. Sadly, it seems neither *EA* nor *Accolade* had enough time to sharpen those electronic pencils for *Test Drive 4x4*.

FARMYARD ANIMALS

Impressive is a word being used with amazing frequency in gaming these days, but there's little, if nothing, that warrants its use here. The graphics are poor, the cars anything but exciting and the tracks an uninspired collection of ridiculous jumps and small mud holes, and with just six (and reverse routes) available, *Test Drive 4x4* doesn't really have much about it that would even suggest it's worthy of your attention.

Admittedly, there are good upgraded cars to rally around in, such as the military spec Hummer, Dodge T-Rex and the Chenowth Fast Attack Vehicle, but it takes so long to amass the required budget that your brain will be drip-dried of all sanity. Is there a market for this type of racing game? I sincerely doubt it. Sadly, *Accolade's* latest version is as much off target as it is off road PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: Electronic Arts
GENRE: Driving

AVOID!



THE Test Drive franchise has had its moments alright, but this undeniably poor sequel has obviously been paid as much attention as you'd give to Vanessa Feltz on a centre spread (unless there was a dart board included). Being unimaginative has never been the best way to capture your audience's attention and TD 4x4 is guilty of blandness by the bucket load. Stick to the tarmac tracks for now, unless you feel the need to scream at someone in your field, before shooting their dog.

JAMES

WHAT'S THE SCORE

GRAPHICS	4
SOUND	4
GAMEPLAY	4
LASTABILITY	3

4

PRO PANEL

KAY Dirt tracks usually mean dirt games, and this is no exception. I'd rather play a tractor racing game than get engrossed in this redneck race nightmare. Don't bother with it

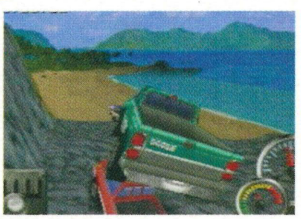
CHICKEN Urg! This is below average by any standards. With every other racing game on the planet being better, why on Earth would you think twice about this? Arse

LEWIS Blokes shagging their sisters in the back of Tonka trucks they use to transport their sheep (after shagging them too), isn't an ideal scenario to glue to a shite racer. Avoid!

SAM The title of this game should be enough to put you off. The phrase "let's off-road" sending either ripples of laughter or shivers of disgust down most people's spines. Shite







Looks like the car wash is knackered again. Shit, bucket and a bloody big sponge it is then









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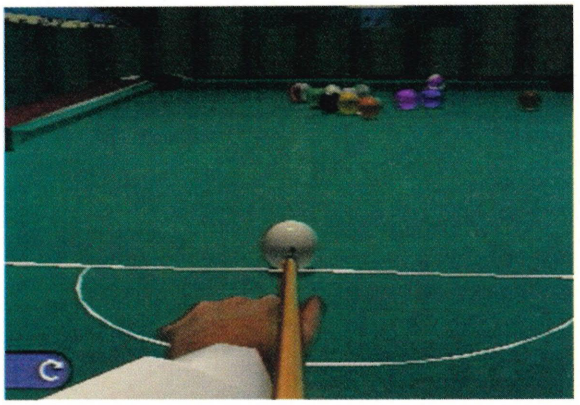
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Pool Shark

Can Gremlin Interactive make a better job of bringing the smoke-filled air of the local pool pit to the PlayStation than Virtual Pool?



Aaah, clouds of chalk dust fill the air, an old man lights up a pipe that smells of death in the corner and the barman hands you a pint of watered down piss. Welcome to the pool hall, home of gamblers, hustlers, builders and students, stage to the most ruthless competition outside of the boxing ring. But now you don't have to make your way through a sea of empty Embassy packets to get to the blue baize, because *Gremlin Interactive* have brought the most comprehensive pool simulator to the PlayStation, and it's not bad.

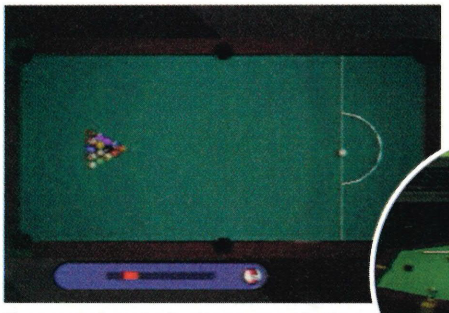
It's an established fact that most of us who enjoy spending their hard-earned cash on alcoholic beverage, regard pool as the greatest sport ever invented. *Pool Shark,* however, presents the game as a much more professional affair than you'd expect.

There's a staggering choice of pool options, with 30 tables available in 10 different environments and 18 very different opponents to hustle against. 14 popular rule sets are on offer: 3 Ball, 6 Ball, 8 Ball US, 8 Ball UK, 9 Ball, 10 Ball, Straight Pool, Rotation, Bank pool, One Pocket, Speed, Killer, Cut-Throat and Ten-Pin Bowl Pool.

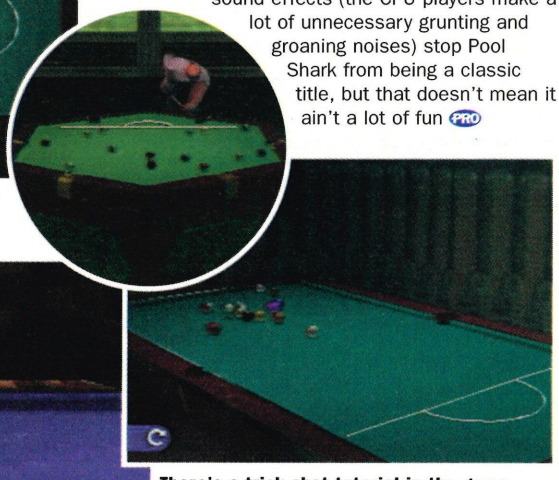
SHARK ATTACK

Pool Shark really surpasses past attempts at this kind of lark, with its 3D maths/physics engine. As well as featuring realisticly rendered balls (and I'll hear no more Sid James' style giggling), *Pool Shark* manages to recreate the movement and reactions of the balls perfectly. The cue ball jumps off the table and even rolls along the outside as in the real game. Also included is a Trick Shot option and a School of Pool, which acts as a step-by-step tutorial.

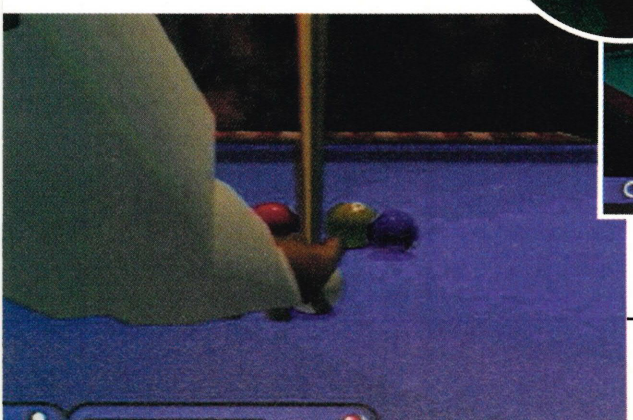
Anyone who'd want to play pool on the PlayStation should find *Pool Shark* a worthy simulation of the game. Everything you could ever need is here, including L-shaped tables, hexagonal tables and even a futuristic glass table. The shady characters aren't brilliantly rendered, but they definitely add humour to the proceedings and there's a realistic pervading gloom within some of the pool rooms. The characters' graphical failing and a few annoying sound effects (the CPU players make a lot of unnecessary grunting and groaning noises) stop Pool Shark from being a classic title, but that doesn't mean it ain't a lot of fun PRO

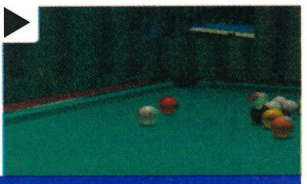


Your opposing shark often takes his time to consider his next move, weighing-up all the possibilities can take a while



There's a trick shot tutorial in the game, coupled with an amazing camera system that gives you 360 degrees of pool madness





The best graphical touches were used in the creation of the pool balls. Reflections and surface detail are extremely realistic

PRO SCORE

PRICE: £39.99
PUBLISHER: Gremlin
GENRE: Sports

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It's a safe bet that no one expected pool to to do well on the PlayStation, but developers Mirage have finally given the game the respect that it deserves. There's a couple of glitches and dodgy sound effects, but thankfully they don't draw attention away from the incredible amount of options available and the amazing maths/ physics engine on display. The subject matter of Pool Shark may not draw a crowd, but anyone wishing to waste away hours on the felt can't go wrong with this title.

SAM

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	9

8

PRO PANEL

CHICKEN As Pool games go this is impressive. Gremlin have signed this up out of nowhere and should do quite well out of it. If you want a bit of cue action, look no further

LEWIS If lung cancer and sclerosis of the liver aren't your idea of a great Saturday night, then maybe this will provide you with all the thrills of the Red Lion. But then again, are you mad?

JAMES The best way to become a green baize vampire on your PlayStation and , er... the only way too! I'd rather go down the pub myself, but this is a great substitute. Rack 'em up

KAY Being a bit of a pool shark myself, I found myself getting really into this, despite the fact that I wasn't totally rat-arsed when I played it (which usually oils my cue). Give it a go

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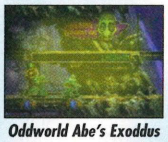

Toca Touring Car

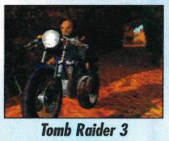

Colin Mcrae Rally

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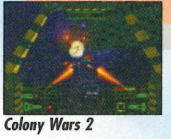

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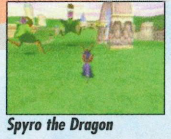
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Playstation Selection

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FIFA '99

A 200-acre Dutch cap and a nation full of cud-chewing loonies isn't the only thing the millennium is going to bring. We'll always have FIFA...

If you could build the perfect woman, she'd have ship launching breasts, walnut cracking thighs and the face of Isla Fisher (if she's reading, it's Chicken lurking outside your window right now). There'd be no complaints, no arguments, she'd be compliant and always willing. And she'd remain perfect for all of about a month. Why? Because you're fickle, have no attention span and get bored faster than two-year old with a hand grenade.



The rain hits the camera leaving drops on the lens. Is that cool or what? Just try an concentrate on the corner will you

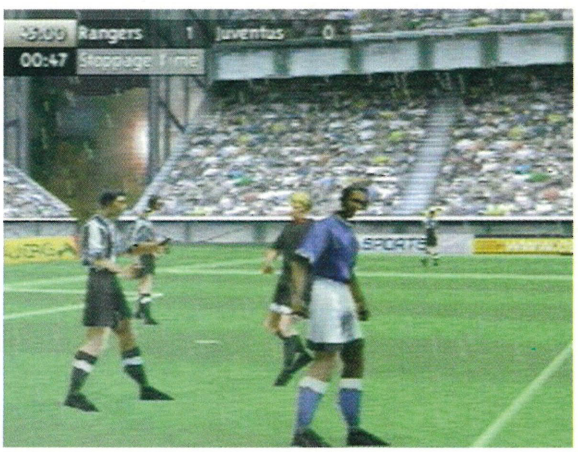
It's human nature you see, to become tired with what you've got, and *EA Sports* are making a packet out of it. Let's face it, if a girlfriend cost £45, you'd have a new one each month. So what's wrong with changing your only other passion in life more often than you change your stinking underwear?

TESTING ON ANIMALS

EA Sports have continually tweaked, expanded and honed their *FIFA* game until it's the most comprehensive footy title money can buy. Its move list reads like learning a foreign language, its catalogue of teams and real players would fill a Who's who of the footballing world and it's becoming the videogame equivalent of a familiar friend. You know what you're buying even before you spin the CD in your PlayStation.

If you love your *FIFA* games, then the mag will already be in a crumpled heap on the floor, the door will be wide open, your mates will be buying the cans in and you'll be tear arsing back home with your next fix of *FIFA* action. The sad thing is, there's not a bloody thing I can say to stop you. *FIFA* is a monster of marketing, including every conceivable option that you could think of to serve up yet another Christmas blockbuster.

You're fickle, have no attention span and get bored faster than a two-year old with a hand grenade



In the past, *FIFA* titles have not always lived up to their hype, but the games buying public have still stumped up their cash at regular intervals. However, now it's a different story, and each new *EA Sports* title (*NASCAR* excluded) betters the last. The game features have erm, altered since the last one. The bugs (sorry but there were a few) and glitches have been ironed out.

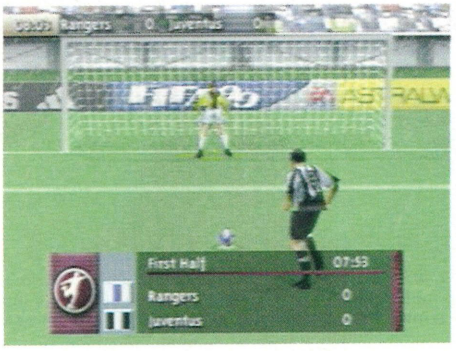


The drag sideways move has been changed to a drag backwards option, so there's no running right through a team's defence with just the one man and there's no stuttering gameplay (even with the new speed option – from normal, fast, faster and fastest – set to the maximum).

FINGER ON THE BUTTON

EA are particularly proud of the instant reactions of the players on the pitch to your commands. The gap between button press and player response has been cut down from the ridiculous delays of previous games to an instantaneous reaction from your player. It's a subtle addition,









Crack the ball into the net and your teammates will sweep you up into the air, rip off your pants and gang-bang you senseless (off camera of course)





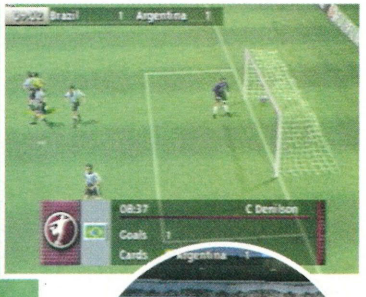




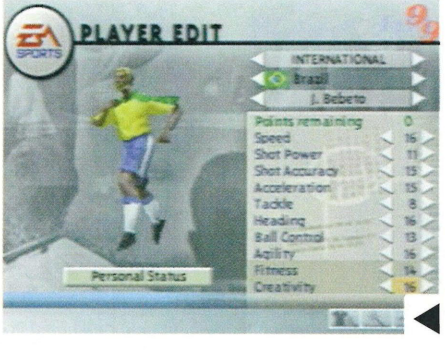
which you won't appreciate until you've played the game for yourself, but it certainly delivers a more controllable game of footy.

Old giffers Des Lynam and Gary Linekar are on hand to introduce the games, and John Motson, Chris Waddle and Mark Lawrenson gamely provide a tongueful of cliched twaddle seamlessly synchronised to the action. Action that now includes after play cinema, where fouls,



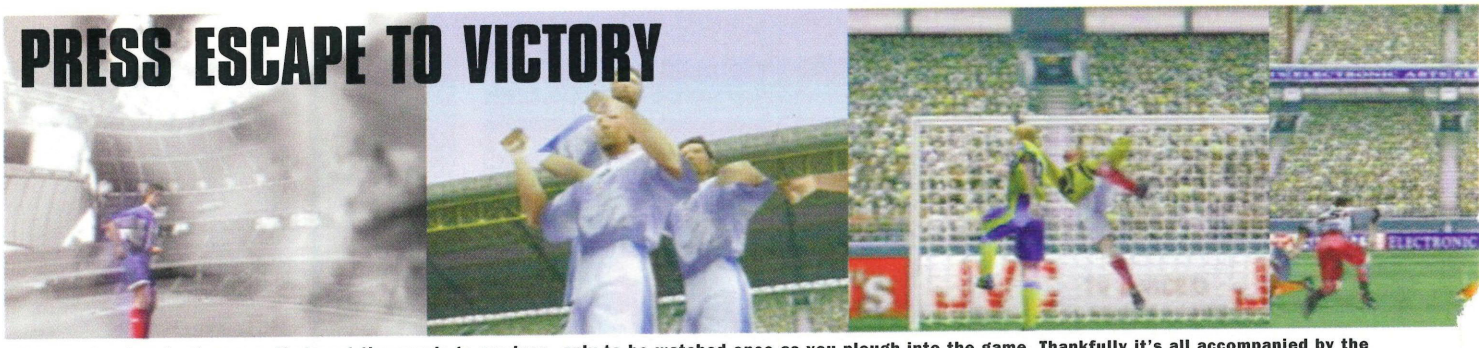






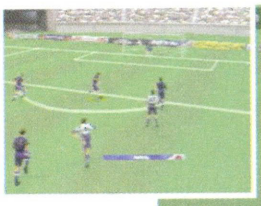
Once again you can turn your team into a bunch of David Bellamys if that's you wish. Just don't be surprised if they run of and start hugging trees or something

PRESS ESCAPE TO VICTORY

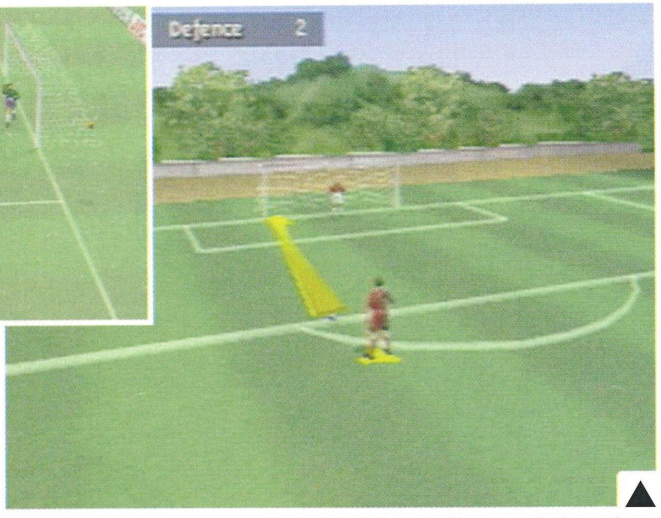


Slick, professional cutscenes, that cost thousands to produce, only to be watched once as you plough into the game. Thankfully it's all accompanied by the glorious sound of Fatboy Slim as he hammers out Rockerfella Skank as the goals start flying into the onion bag

▶ penalties, goals and pre-game/post-game motion-captured to perfection players enact their on-the-pitch antics in gloriously pixel-depicted movements. Score a goal and your player could simply bow to the crowd, or the camera could switch to him vaulting over the advertising hoardings, followed by two teammates who then display to the crowd in triumphant fashion. It's a glorious detail that adds to the realism of the game tenfold.







The training ground allows you to hone those dead ball set pieces to perfection. Here the perfect angle for a free-kick hasn't been found, the 'keeper's going to save that easily

WHITER THAN WHITE

Cosmetic touches don't just hide themselves away in the cutscenes. Each player is now crisper than ever before, the edges deep-fried off them, the colours washed in a Persil colour rinse that is guaranteed not to fade. Dual shock control has been added to give you repetitive strain injury every time you go in hard on a tackle, and a new set of animations sees your players slickly receive the ball and pass it off again, without a stutter.



You'll notice that the players now come in a series of assorted sizes, so they no longer looks as if they've all been cut out of the same pastry mould. Michael Owens looks like the midget he really is, whilst at the same time receiving a welcome flash of speed to keep the likes of Gary Palister from blocking out his sun. The players now accelerate quickly from a standing start, rather then just lumbering away like a bunch of Sunday 'gutball' leaguers. And not only have they been speeded up, but you can choose from four speed settings before or during the match to make the game as arcade or simulation-like as you wish.

FIFA '99 is unbeatable fun played through pissed up retinas with a bunch of up to eight mates

For the Mechano lovers out there, you can construct your own players once again, right down to their cotton socks and edit your team's strategy in minute detail. The nuclear launch code that doubles as your move list includes everything an international footballer, Olympic gymnast and tailor's mannequin could twist themselves through on the pitch. Whilst the *EA* cups and leagues, customisable leagues, and full season featuring 220 clubs in 12 domestic leagues would have Baddiel and Skinner weeping with joy.



WHITER THAN WHITE

There's a golden goal option that puts you into a contest whereby a designated number of goals must be scored before the match is ended. There's a quick play mode that blindly tupping the joypad gets you into the game and kicking the ball around without the need to trawl through War and Peace laid out in menus. And finally, there's the new semi-automated goalies that you



Limbering up before the big game, the individual players naturally stroll, jog and run onto the pitch in readiness for the match



Your team options are just mind-boggling, allowing you to choose from 220 teams, from 12 domestic leagues and dozens of international sides. But if your team's not in the Premier league, you won't find it here







can activate to sprint intelligently from their goal to stop those lightening attacks from the newly accelerated attackers. Or alternately, you can send them out to their doom, as a with new found confidence, you send them too far, only to feel a bit of a Schmeichel when the ball sails past your stricken keeper into the net.

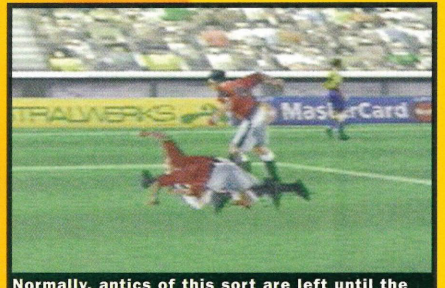
With a bunch of mates (you can link-up to eight players at once), *FIFA 99* is simply unbeatably good fun to play through pissed up retinas, and as a one player it has enough depth to keep you occupied for a good month solid – sod the girlfriend, just buy another one. And whilst I could be all cynical and say that this is the true sequel to *FIFA 98*, not the cash-in that was *World Cup 98*, it's an almost faultless piece of programming that should feature in every true footy fan's collection. Sure it's going to get hammered for appearing three times in 12 months, but do you care? I thought not PRO

Rangers are stuffing Juventus at the Hampden Park, and typically it's pissing down with rain. However, with that kind of scoreline, no one's going to be miserable



LET'S HAVE A CELEBRATION

With the after play cinema option, FIFA '99 delivers some great atmosphere creating scenes



Normally, antics of this sort are left until the dressing room, but the players have forgotten the cameras and got over excited



After beating Juventus, Charbonnier beats the air with his fist, the most relieved man on the pitch after saving dozens of shots



Confused by the football, the pitch, and the fact that they are wearing a football kit, the Man Utd players being playing seagulls



Having nicked his groin protector, Aldair isn't quick enough to dodge a blow from his irate teammate. A swift kick to the nads might help

PRO SCORE

PRICE: £44.99
PUBLISHER: Electronic Arts
GENRE: Sports

MUST BUY

ANALOGUE | MEMORY CARD | MULTI-TAP | FOUR PLAYER | PRO

It's the FIFA title that EA Sports always promised to deliver, without the bugs and sloth-like players. It's faster and smoother, has all your favourite options and once you master its plethora of moves, you'll have a unique and useless knowledge that will sicken your mates and send your girlfriend homicidal. FIFA 99's got the license and the gameplay, so at last you can stop arguing with your Actua and ISS owning friends. Go out and buy this with a clear conscience.

LEWIS

WHAT'S THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LASTABILITY	9

9

PRO PANEL

KAY Despite problems with previous games, I've always been a fan of the FIFA titles, and this one hasn't failed to impress me. It's what all the others should have been – go get it now

SAM FIFA has always bettered the competition, but this time there's definitely enough difference from previous attempts to warrant nipping down the shops. Marvellous

CHICKEN Stop it. It's the best FIFA game, but if you've bought the lot you've spent over £120 quid in 12 months which is having a laugh at your expense. Out of order in my opinion

JAMES It is indeed the finest FIFA yet, but three titles in a year takes the piss. Sort it out EA, why did you churn out the other two when you had this on the back burner all along? Arse



The engine roars as you tear-arse around nearly 30 tracks in all manner of fast, performance cars





The sun sets on the night sky as you race and slide around the tricky corners in search for championship points

Max Power

At last we have an almost shameless excuse to use a pretty bikini-clad babe sat on a fast car. Could life get any better than Max Power Racing. We don't think so...



Racing

Fast cars and fast women – that's what lad's magazine 'Max Power' is all about. This image seems to fit in very nicely with the overall image of PlayStation at the moment, so there's no surprise really that it has chosen to lend its name to an all-out action racing game for the format.

A couple of months back we did an Exposure on the impressive looking *Car Constructor Championship* from *Eutechnyx* and *Infogrames*. This has now magically morphed into *Max Power Racing*.

The last major PlayStation project *Eutechnyx* worked on was the excellent *Total Drivin,'* which we gave a massive 9/10 to just over 12 months ago. Since then the stakes in the driving game world have more than doubled with the heights of *Gran Turismo* and *TOCA 2*, but as far as arcade-style racing games go, there still hasn't been much to beat it.

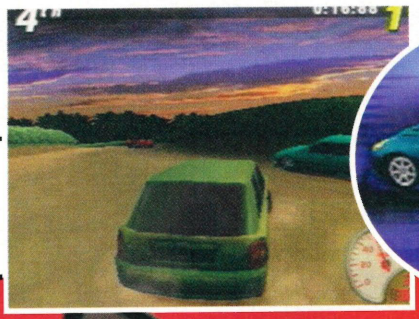
As big fans of *Total Drivin'* we've spent an awful lot of time with *Max Power Racing* and can happily report that we love it. Let's take a look why.

MINISTRY OF TRANSPORT

If you've played Total Drivin' you'll be quite at home with the presentation of this latest effort. The first thing you'll notice is the pounding music that blares out of your telly, both on the menu screens and during the races.

Infogrames have licensed up music from the world famous Ministry of Sound, so if dance music is your bag, then you'll love the soundtrack to *Max Power Racing*. It really does sound excellent if you whack the volume on your telly up, although it won't do you any favours with the neighbours.

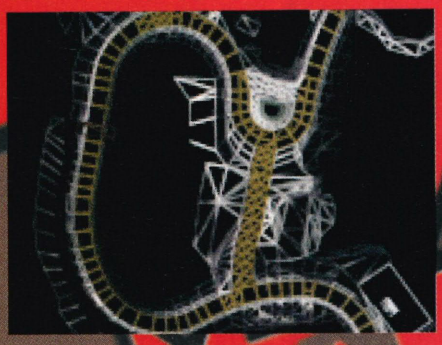
When you initially start a one-player game you'll be restricted to a limited number of cars that you can race with and where you can actually race. You have to become ▶



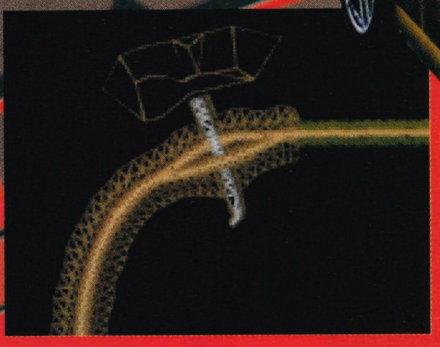




A-Z OF THE WORLD







Eutechnyx have spent a great deal of time designing all of the courses to make them as taxing as possible. With the Max Power Races being held all over the world, the tracks have been created with the local geography in mind. For example, the UK tracks are all pretty flat, but the track in Rome is a tight city circuit that is difficult to traverse.

▶ proficient at driving in order to unlock extra tracks and more powerful cars. Now it may not seem that glamourous to be racing crap family cars around a dark wood at first, but if you persevere then you can get your hands on amazingly powerful beasts including the rather desirable *Max Power* Concept Car (which is horrible pink incidentally).

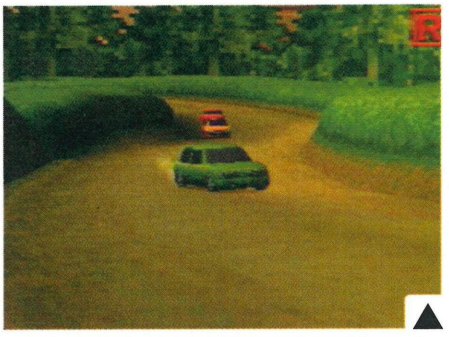
It is this variance in driveable vehicles that helps make *Max Power* so enjoyable to play. Each car handles differently and so there is so much to learn in terms of techniques. The courses you'll be hammering around are compiled of a combination of racetrack and off-road areas. Now it's all very well screaming around the tarmac in your powerful GTi saloon, but as soon as you hit a bit of dirt you're going to come unstuck. The same is true if you're careering around a city's roads in the dead of night with only your headlights to guide you. This isn't the kind of driving game you can play without the brakes.

YOU CAN IN YA MUM'S NISSAN

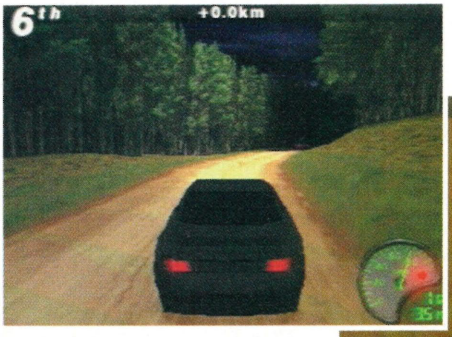
To start off with you're limited to either a Nissan Micra or a Renault Clio, so your first set of races in Championship Mode will see you driving your girlfriend's car. You can only enter the Amateur GTi competition with these cars and this consists of five races around pretty basic tracks. Even so, your first race or two will see you struggling to keep control, but suddenly it'll all click into place and you'll start to pick up points. Win this class and you'll unlock some extra vehicles and tracks as well as being able to move up to the next racing competition.

Now that the standards have been set with quality racing games like *Gran Turismo* recently, and this was just about the first PlayStation car game that let you get your hands dirty under the bonnet and tweak your engine specifications to fine tune your performance. *Max Power Racing* has included this feature too, so with a bit of fiddling you'll be able to improve your times ever so slightly.





The replay mode shows you all the action from a variety of TV style angles. Witness your brilliance again and again





You'll scream off the tarmac in your powerful GTi saloon, but head for the hedge on the dirt tracks

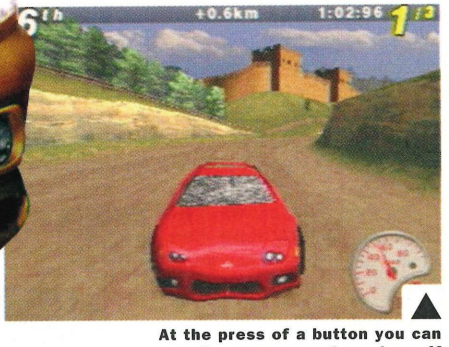
Personally, being no car fanatic, I find this all a bit intimidating and I can't really be bothered. This means that realistically I'm not going to do it and my performance is going to suffer (just ask my girlfriend!). This is harsh, but at least the game has an Arcade mode that takes away the pain. If you do want to be successful though you are going to have to learn the ways of your engine, so it definitely helps to be anal about your cars. The screen where all this "action" takes place is pretty bland, but what were you expecting?

Besides the Championship and Arcade modes already mentioned is a third option. The two player option is perhaps where you'll get the most enjoyment in the short-term from *Max Power Racing* as the battles can get pretty intense. The screen splits horizontally to show both players the action and you'll find yourself whiling away hours with your mates after you've been to the pub. It's hardly an unusual feature, but the races tend to be so close it's edge of the seat excitement throughout.

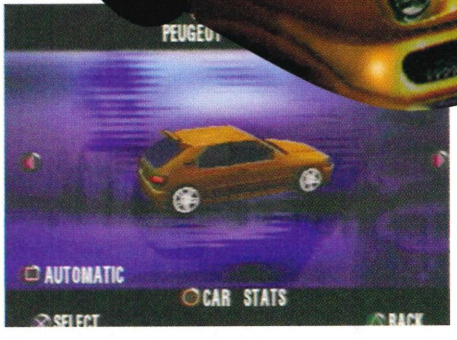
The race action can be viewed from any of

From this map screen you can choose the area of the world that you want to race in. At first only Africa will be available to you





At the press of a button you can reverse the camera angle and see if there are any other cars on your tail

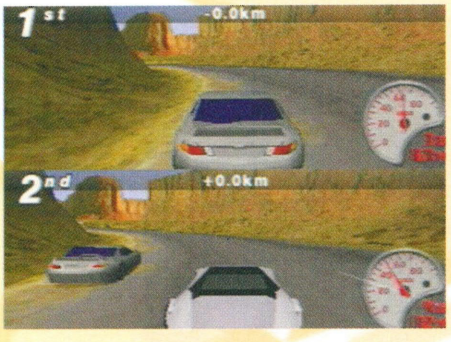


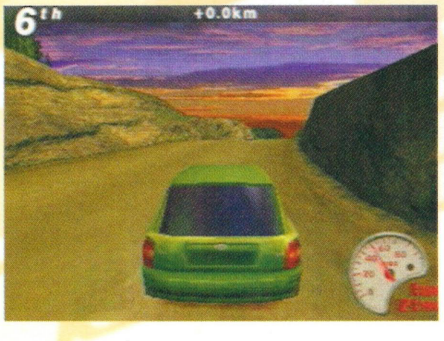


The two-player split-screen mode is tremendously exciting. You'll waste away hours on this option



The internal view provides a greater feeling of speed, but reveals less of the track. It all depends upon what you prefer





three views. First up is the rather rapid "in car" view which makes you feel sick after a while as you thrash the car round the corners. Next up are the two external views that to be honest, aren't that different, but one gives you a slightly better view of the track ahead, so it's probably worth playing it in this mode.

SMOOTH AS A BABES' ARSE

After a race has been completed you'll be treated to a rather nice replay (although this has been left out of the two-player mode. It was originally planned to be in there, but the ▶

KIT CAR



Each car in Max Power Racing has been lovingly recreated in a 3D package before being rendered for the game. Every detail possible has been included to ensure that the physics of the car act correctly.

programmers decided it slowed things down too much). In a one-player race though this looks superb. While not in as a high a resolution as *Gran Turismo's* similar feature, you really do get a good idea of your performance by watching back the race. It's quite satisfying to watch yourself successfully powerslide around a corner to take the lead in a crucial race.

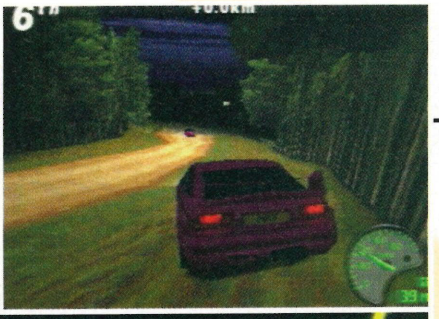
MAX HEADROOM

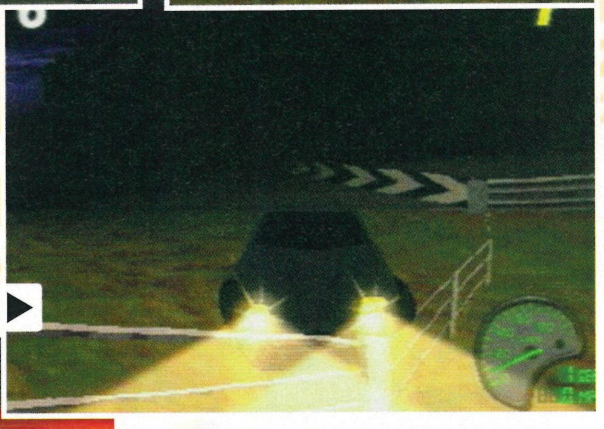
Overall then, where does Max Power Racing come in against the strong competition? Well it's perhaps unfair to compare it directly against the likes of *Gran Turismo* and *TOCA 2*, because they are far more simulation-based. If I was forced to pigeon-hole this I'd say it was more of an arcade racer, which is by no means derogatory as it's great fun.

The more you play *Max Power Racing* the more you'll end up liking it and there can be no greater recommendation than that PRO



The night tracks can be pretty difficult to follow. Thankfully, you have the capability to switch your headlamps to full beam to light the way ahead a little more



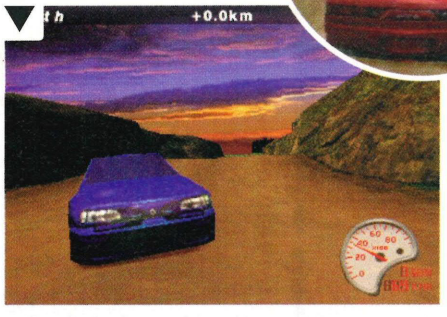


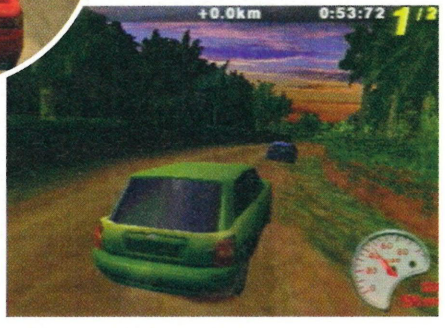
Another short-cut ends in tragedy. But whilst I'm here, I'll just check if the shepherds are watching their flock by night. Here Flossy, Flossy

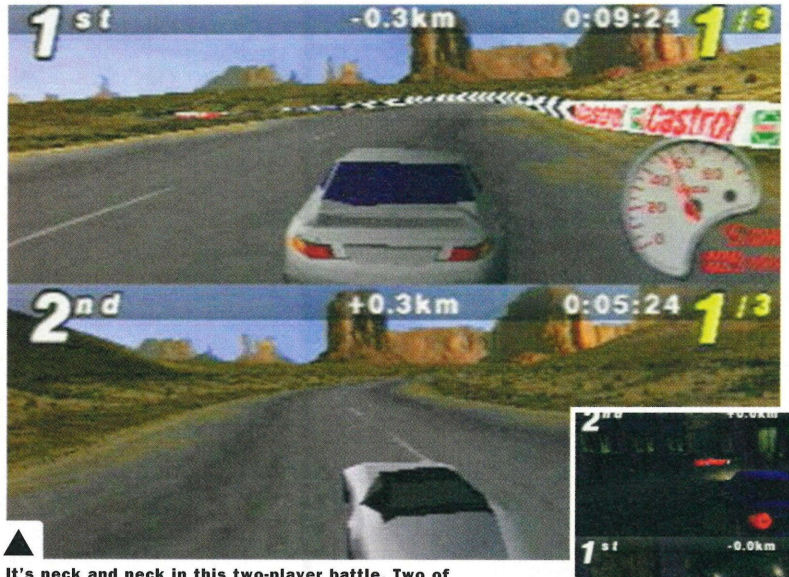




The backdrops can be quite spectacular, especially when you sit back, relax and watch the stunning replay







It's neck and neck in this two-player battle. Two of the fastest cars in the game are going head-to-head in the deserts of America



PRO SCORE

PRICE: £39.99
PUBLISHER: Infogrames
GENRE: Racing

MUST BUY

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

Max Power Racing is quite an achievement. Any racing game coming out these days has to be good to avoid being slated and this does the job well. If you like to race without all the technical simulation stuff then this could be what you're after. It's fast, it's furious and it's bloody good fun, especially in two-player mode. A fine follow up to Total Drivin' and the Max Power licence should enable it to get to a wider audience with fewer problems. This deserves to do well this Christmas.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8.5
GAMEPLAY	9
LASTABILITY	9

9

PRO PANEL

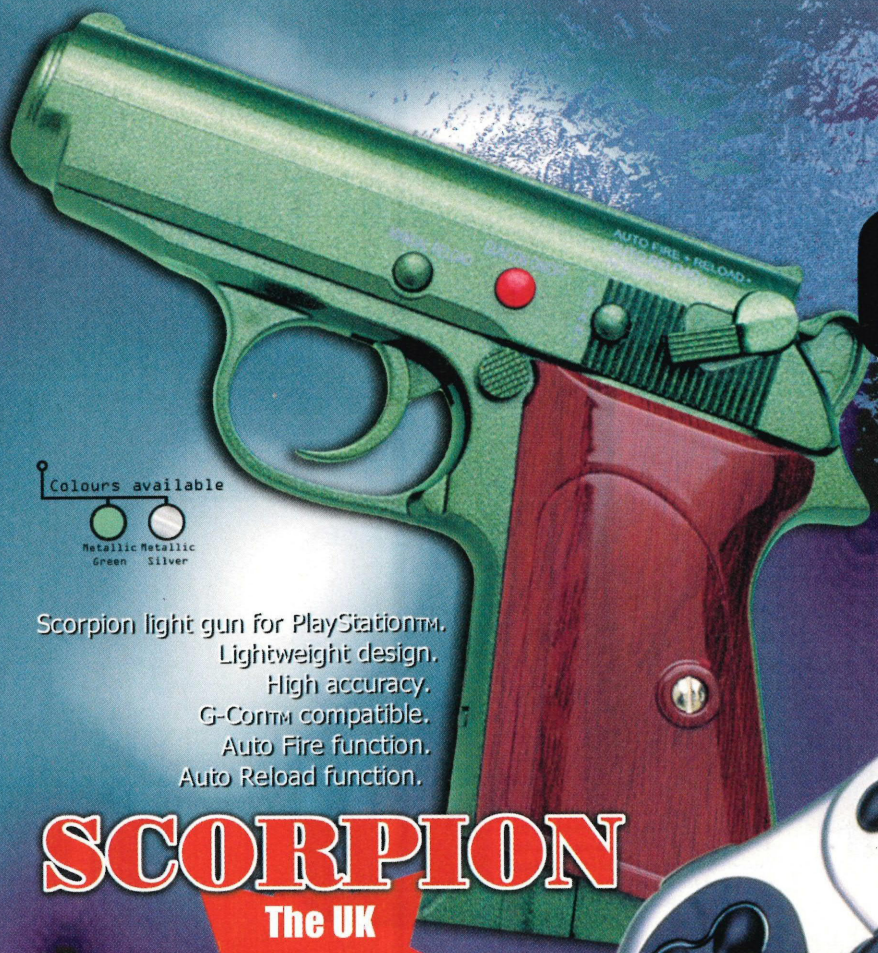
LEWIS A fine racing game that will always be over shadowed by Gran Turismo. But for pure arcade action, Max Power Racing delivers hi-octane kicks. This makes the PSX A-list

JAMES Maximum revs for total arcade action is assured with this corker. Forget about GT's technical meddlings for a while and shift this into gear, but where are the classifieds?

KAY Featuring more cars than Exchange & Mart, this looks nice and plays like a dream. If you want an alternative to Gran Turismo, you could do much worse than this

SAM A fine looking game with the lastability of a stainless steel gobstopper. Max Power manages to show racing in a different light. A damn sight better than most recent attempts

Total Control!



Colours available

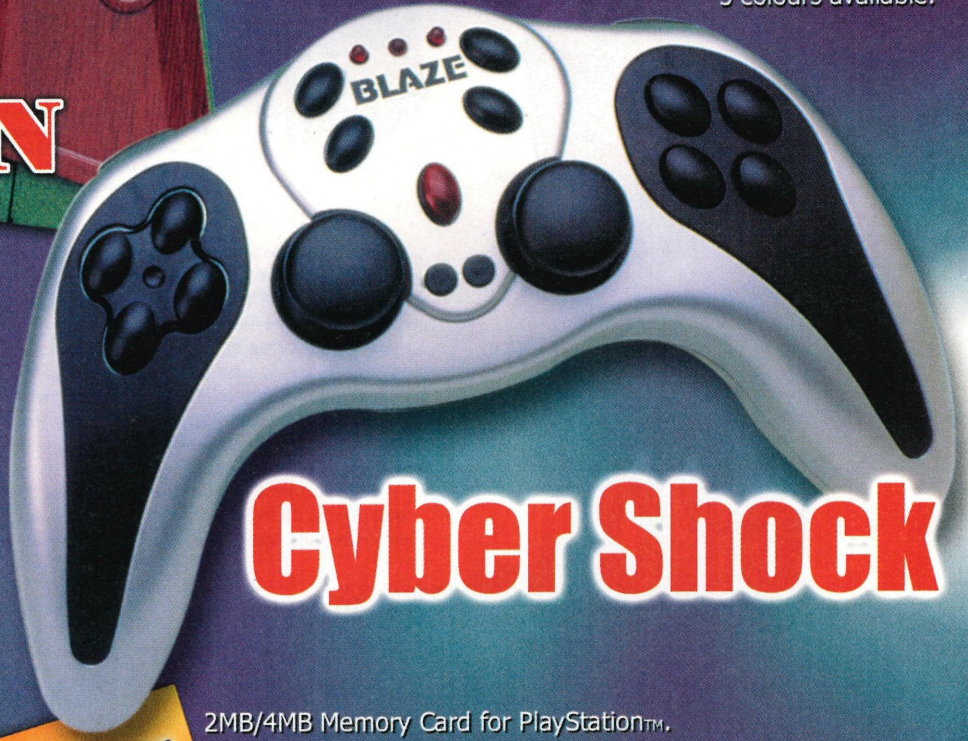
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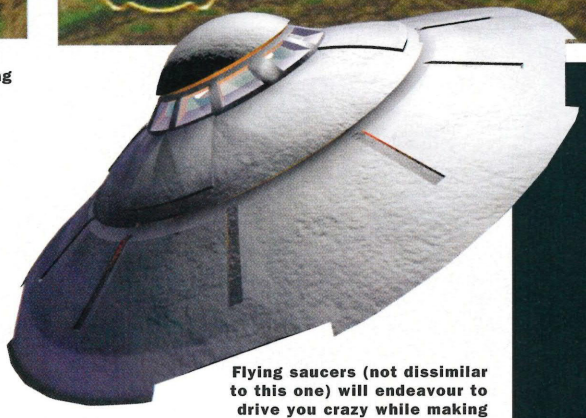
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Missions can consist of anything from collecting people and objects, using your 'Suck-O-Matic' device, to simply shooting as many of those pesky aliens as you possibly can



Flying saucers (not dissimilar to this one) will endeavour to drive you crazy while making your mission hell to complete. Accurate aiming and fast firing is a must

B-M

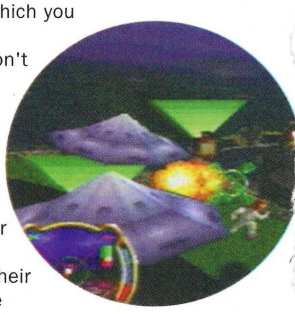


Gawd bless cheesy B-Movies. Those poorly coloured classics of the silver screen. They're a veritable fondue of mutant creatures, aliens and screaming blonde-wigged women, lovingly blended with dubious special effects and the tackiest plotlines to create a visual delight that, despite crappy receptions from snotty film buffs, have gone on to become cult classics worldwide.

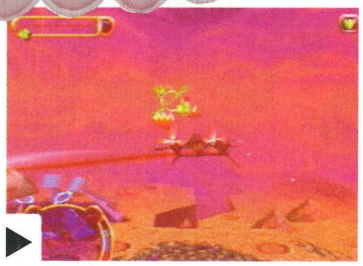
B-Movie takes the best of these qualities and crams them into a hectic shoot'em-up which breaks away from the usual serious attitudes of the weapon-wielding genre. Yes, there are UFOs in abundance, as well as brave and fearless fighters to take them out while executing their many precarious missions. Playing as one or more of these intrepid daredevils (all working for anti-Martian team Earthlink), your mission is to eradicate the egg-headed ones before they take over our planet.

COME FLY WITH ME

At the start, you're presented with a basic training level, where moves such as flying in formation and shooting targets must be mastered (something which you definitely need in later levels). As the game won't progress until you're flying successfully, it might be a good idea to try out your aeronautical skills on the game's simulator, which throws all manner of aliens at you so you can practice targeting their scaly green asses while keeping control in the air.



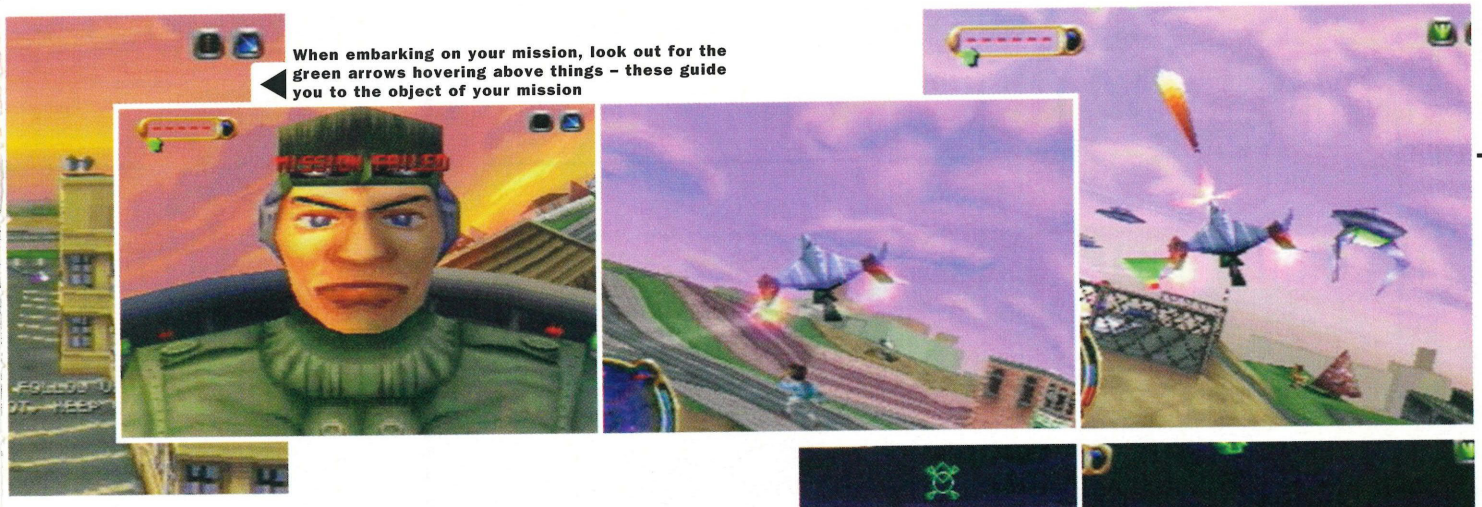
Once you've completed your training, the sky's the limit, as you're assigned trickier tasks to complete. From the British delights of Basingstoke to Washington's White House (stopping for a brief sojourn in Bermuda), you work your way around the world, protecting Earth and its minions from the ravages of Martian attack. Once you've dealt with the little green men on this planet though, you'll be whisked away into outer space, finally ending up on Mars for a final showdown with



Garish graphics often make the levels a truly trippy experience that's simply out of this world

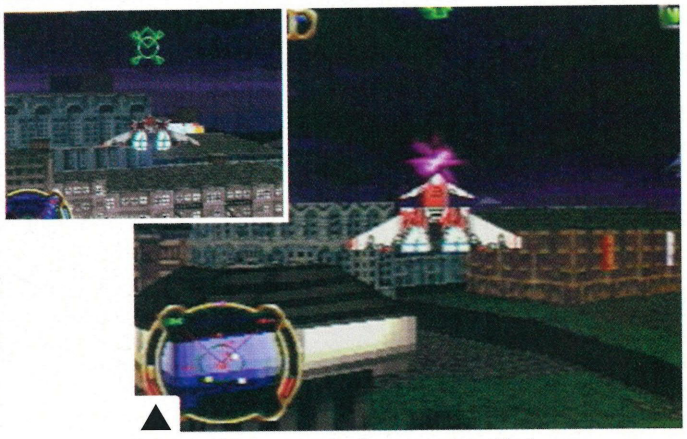






When embarking on your mission, look out for the green arrows hovering above things – these guide you to the object of your mission

lovie

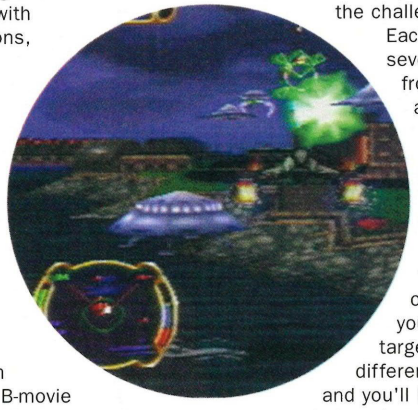


Keep checking your radar for any approaching aliens – and be on your guard at all times!

Crazy-assed aliens and hard-faced weapon-toting vigilantes meet in a space-age showdown. It doesn't just happen in the movies, you know...

the mayhem-making Martians.

Of course, every aeronautic superhero has to have an aircraft, and you're spoilt for choice in *B-Movie*. When you visit the hangar before each level starts, you'll be confronted with some flying finery that the Wright Brothers would have given their right arms for. Although you only start with three aerodynamic demons, you'll find that earning yourself a new set of wings will become essential. You'll even have the chance to take command of Frizz-B, an alien flying saucer-style aircraft which nips around in the air faster than a hummingbird on speed.



JUST PLANE CRAZY

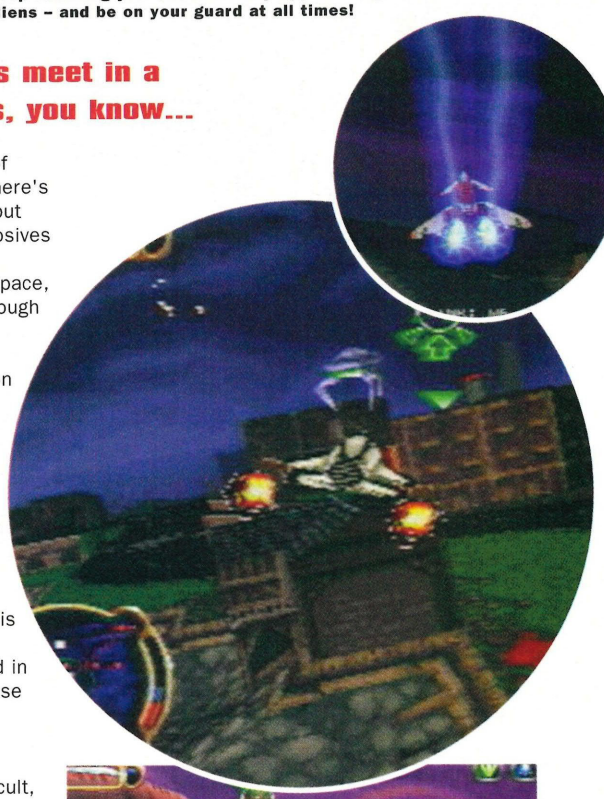
Each aircraft has its own helmsman, who, in true B-movie style, had a varied (and often unusual) past life. These include Dominique Dallas, an ex-Hollywood starlet more famed for her performances upon casting couches (nudge nudge, wink wink), but has found her vocation in the air. Then there's Irwin Stryker, a US Air Force flight expert who was awarded the Purple Helmet award for his bravery (Finbarr Saunders would have a field day with these characters).

Once you've picked your desired aircraft, you have to arm yourself, and a fine choice of explosives are at your disposal. Again, there's only a couple available to start you off, but reward for your hard work is paid in explosives and other ammunition, as well as useful accessories such as shields and cargo space, all of which you'll need to get you through the challenging levels ahead.

Each mission comes in several parts, which lead on from the other, and you are informed of what you have to do by a series of messages, all accessible by pressing 'select'. This will tell you what you have to do, as well as what to look for. Your other guide to missions is your radar, where various target points are highlighted in different colours. Head for these and you'll have no problem in completing what you have to do, well, in theory anyway.

The truth is that *B-Movie* is really difficult, what with hoards of flying saucers following you at every opportunity. The other hindrance is that while each level comes in several parts. You can't save in between missions, so screw up once, and you're doomed to repeating the whole thing over again.

GT have added one or two nice touches,





Tacky plotlines and screaming blonde-wigged women mixed into a fondue of mutant creature madness



Darting around the skies and being able to take complete control of your aircraft is the key to avoiding having your ass blown out of the air



ALIEN SHIP AHOY!



especially in the looks department. Although the skies may look like something you'd see through acid-addled eyes at a hippy-infested free festival, they do give the game both an unusual and humourous touch, and totally put you in the mood for some truly fantastical high flying space shoot'em-up action.

The rest of the landscapes are also pretty fine- as you wind your way in and out of the aliens in the 3D environment (especially in the outer space levels), you get to feel pretty immersed in all the action around you, heightening your involvement in the game.

Even the playability of the game has its own special touches. For instance, when your plane is all fired out and needs refuelling, (you'll need to stock up on four-star or whatever rockets run on these days), the craft is somewhat sluggish, which reflects the knackered status of your flying machine. Similarly, when your plane is on its last legs, you'll find that floods of black smoke comes pouring out of its backside, which is made more realistic by the use of particle effects.

OUTER SPACE ARTISTRY

In all its technicolour glory, *B-Movie* is a brave attempt to combine funny features with frantic firing, and luckily, *GT* have pulled it off well. However, the humour is very subtle, so don't expect a constant stream of wisecracks. Just sit back, take the controller, and immerse yourself in a world where alien baiting is the most fashionable sport around PRO





PRO SCORE

PRICE: £39.99
PUBLISHER: GT Interactive
GENRE: Shoot'em-up

TRY B4 U BUY

ANALOGUE | MEMORY CARD | ONE PLAYER

Although B-Movie is the nicest flying game I've ever seen (which is partly to do with its subtle humour), there's no denying that it is absolutely rock hard, which may put some people off. However, everyone should take a look at it, just to see that shoot'em-ups don't have to be the serious, "I'm out to spill blood" efforts that everyone expects. It's fun, it's action-packed and you'll be run off your feet trying to round up the little blighters. In a word, go get 'em.

KAY

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

SAM If it's rapid-fire eye candy you're after then this game's for you. I found it a little over the top in terms of retina busting pyrotechnics, but its high difficulty should keep the interest

JAMES This is top blasting action with a quirky edge that'll keep you glued to the trigger. It's a Tim Burton treat that hooks you and won't let go, after all, you're out to save the planet

LEWIS I think I'm alone, but I really couldn't get into this. Too much eye-ball pollution for my liking and the samey action just turned me off completely. Try before you buy with this one

CHICKEN Lewis is wrong, he's not alone. Well not on this anyway. This isn't the kind of thing I'd normally buy. Pretty enough, but lacking a killer punch as far as I'm concerned



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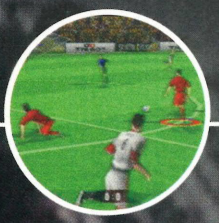
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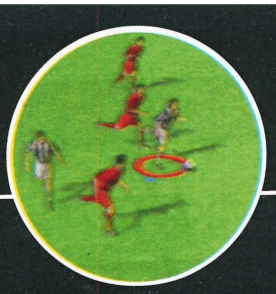
Michael









Owen's World League Soccer '99

He may have less inches than a pigmy's slide-rule, but when it comes to playing football, young Owen is head and shoulders above the rest. And thankfully, WLS '99 is the same

Eidos' World League Soccer is the ultimate footballing challenge. Many have disputed the recommendation Pro gave the '98 silky soccer brand as your faithfulness to *EA's* 'pick up and play' *FIFA* stable clearly shows. But I'll stand by my opinion that it's better than a Nationwide League mascot brawl, and with Michael Owen added to the fold, *World League Soccer's* 'thang' can only get better. As for the present, well things have changed somewhat, but better? Truth is, I'm not entirely sure, so just bear with me.

The original *WLS* stood out from the crowd because of the amazingly challenging learning curve, which would only cough up with goal laden rewards after a suitably lengthy settling in period. Such was the realism of *Eidos'* game that you really did need to spend ages familiarising yourself with the play patterns and seemingly never-ending list of moves which your players could perform before the astounding goalkeeper AI could be bypassed by your team.

IT'S A SLOW BOOM THING

It's nothing like Michael Owen's explosive introduction to the Liverpool and England first team set-up, he started netting them straight away; its more like Andy Cole's Manchester United story. Lots of practice (two and a half years in his case!), then BOOM: more goals and glory than you could shake an offside flag at. And now, as if Alex Ferguson coughed up the 12.6 Million just so I could write this intro, Dwight Yorke has arrived to strengthen the attack. Which is to say that *MO's WLS '99,* like Yorke's integration at Old Trafford, is readily made to give you goals straight away.

Eidos has made *MO's WLS '99* a little more user friendly and less demanding to suit the obviously impatient audience they're pitching to, which combined with Mikey boy's seal of approval is obviously a good ploy. But for me, they've lost that learning curve factor that separated *WLS* from the rest, but then it's not about me is it? No, it's about you lot, so let's get on with it eh?

Okay, okay; so apart from the easier shooting system (which will automatically target the goal) and slightly less able 'keepers (who were nigh on impossible to beat in the last one), what else is new? Well, the graphics for a start. They're now in full hi-res, and that's 640x256 for any tech buffs out there.

The players in *WLS* already looked better than in any of its rivals and the new look hi-res graphics utilise a new skinning technique, preventing polygon break-up, which has produced another beautiful looking game.

Eidos will really be able to put the boot in on the big time charlies from EA and Gremlin this time

Now before you finger your way back through the mag and start comparing notes with the *FIFA '99* screenshots, bear one thing in mind. The player appearances may be of a similar quality, but wait 'till you get a glimpse of the crowd. 'Pants' would be a suitable description.

You may argue that it's not an integral part of the gameplay, and so it isn't too important; but when different titles are managing to get the game looking good on the pitch AND in the stands, it matters a lot.

The crowd in *MO's WLS* aren't akin to a Sky Sports' mainstand shot at half time, but the flag waving and movement which intensifies as the ball crosses the line is something I'm sure we'd all like to see a lot more of, as it definitely adds to the experience.

COME ON AND DO THE COMBO

So it's a pat on the back for *Eidos* where the aesthetics are concerned, however the player animation could've done with a little more tarting up, as they tend to run as if wearing a soaked to the skin kit whilst trying to remain unchapped. But comedy walks aside, *MO's WLS '99* is one of the most realistic footy games you can get your hands on.

The pace of the game is quite a bit slower than the *FIFA* generation is used to, but the reason for this is there's such a wealth of attacking variations to use that they'd be wasted on an *EA* style end to end 10-10 draw. As Martin O'Neil will tell you, teamwork equals success, but so often in console gaming it's about who's got the fastest attackers. *WLS* redresses the balance, giving you a full set of defence unlocking keys to play with.

First of all, you have three different tackling techniques. The block tackle to steal possession by running into players, there's the slide – good for breaking legs, and the hook tackle, which is similar to the slide, but more controlled and a better bet for pinching the ball.

You can make attacking and defensive headers as you wish and can chest the ball down to another player from a clearance. It's also now possible to turn with the ball when your man is running (you'll remember in *WLS* '98 the run button had to be released to turn). With the exclusion of the 'drone player' move,











all of the passing combinations have been retained. A little practice should see you passing the ball between players at great pace with the first time lay off (which is how the gameplay is speeded up).

Executing triangular passing moves with the one-two looks great, as does setting yourself up for diving headers and spectacular volleys from the edge of the box with the chipped return pass combo. On top of all of that there are the lobs, through balls and after-touch which works in the same way as the Actua games. So pull back for some height on the shot and push forwards to make it dip over the flailing goalkeeper at will. But, what with the rather impressive return of the aforementioned Actua series and *EA's* begrudgingly good *FIFA '99*, we need more!

TRICKY MICKEY

Worry not, developers *Silicon Dreams* have incorporated some fancy new tricks to dazzle the crowd. Strangely though, *SD* have forgotten their new easier play system and made these buggers a little bit tricky to execute in the name of realism? Well, I'm not complaining.

Actually, they aren't all that difficult to perform. Hold R1 down and press X for a long pass or square for an automatic cross, or hold down R1 and triangle for a shimmy over the ball then, stay with me here, still holding triangle



How's that for realism eh? A life sized Michael Owen... well almost anyway. Seriously though, the WLS '99 players all have textured mapped skins and shirts, and they're even wearing shin pads!

WHICH POSITION TONIGHT DARLING?

One of the most impressive features of the World League Soccer games is the amazingly diverse replay system. Each goal is shown in all its glory from a countless number of angles immediately after the net bulges, but if you wait until the celebrations start and then replay the goal via the main menu you'll be able to watch your star striker's heroics from the point of view of anyone on the field. Here's big Duncan Ferguson putting the Toffee Men 1-0 up



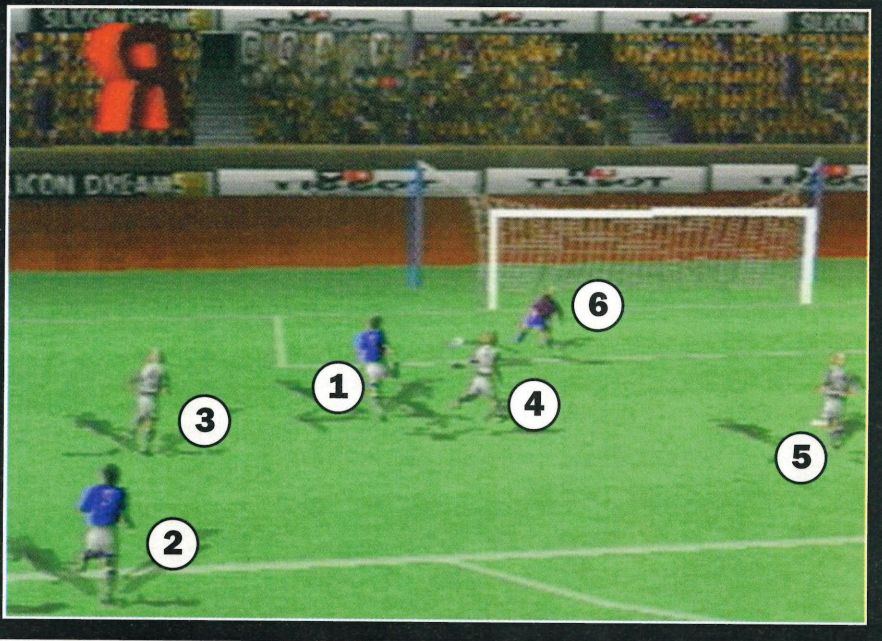










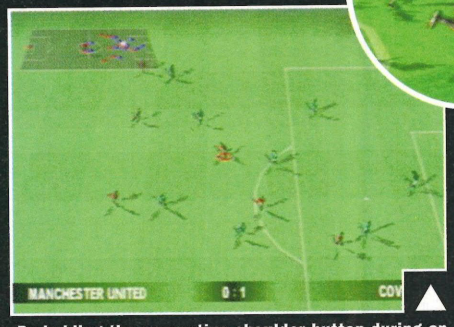


The best player in the world? Not by a long shot mate, but you can't deny the potential is there. He has, however, scored another stunning goal with WLS '99









By holding the respective shoulder button during an attack the view will zoom out to this overhead shot, giving a fantastic birds' eye view of exactly where your teammates are, and which is best positioned





The player celebrations aren't too varied, but the crowd animation is a joy to behold. They're madder than that Italian lot, noisier than the Kop and more animated than Graham Kelly. Then again, who isn't?



More good news is the loss of those comedy player names which featured in WLS '98. You know, like Gianphranco Zoler? Sadly, only the Premiership names are correct. Sought eet owt Eyedoss wyll yah?





Every option you could wish for is crammed in here, from fully changeable play systems and tactics to the stadium, pitch surface and even the temperature at kick off

and either up, down, left or right for dragbacks in the corresponding directions. Sounds confusing? I know, but you'll quickly pick it up.

To sum up, *Michael Owen's World League Soccer '99* has retained the treat moves, combo's and C4's celebrity commentators Ray Wilkins and Peter Brackley from *WLS '98*, whilst adding a whole lot more. And with the new reliable shooting mechanism it seems *Eidos* will this time really be able to put the boot in on the big time charlies from *Gremlin* and *Electronic Arts*. So getting back to the 'better than last year's?' question, I'd have to say yes; though I'll still be reaching in the Pro cupboard for the pre Michael Owen version every now and then PRO

PRO SCORE

PRICE: £44.99
PUBLISHER: Eidos
GENRE: Sports

MUST BUY

ANALOGUE | MEMORY CARD | TWO PLAYER

It was always going to be a hard job in my eyes to make a game that was better than WLS '98, but Silicon Dreams have managed just that. The subtle changes that have been introduced to the control system makes scoring goals a lot easier, and the added array of moves gives Michael Owen's flagship game a distinct advantage over any other football game on the Sony PlayStation. In short, you can do more with the ball in this game than any other, which says it all really.

JAMES

WHAT'S THE SCORE

GRAPHICS	8.5
SOUND	8
GAMEPLAY	9
LASTABILITY	10

9

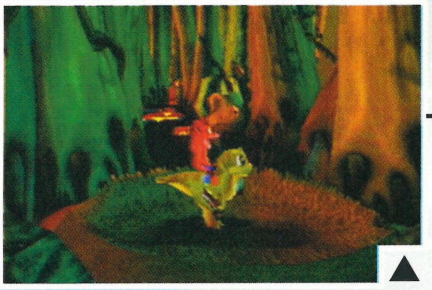
PRO PANEL

CHICKEN WLS 99 takes a lot of work to get into, but when you do the rewards are great. You can play a better game of football with this, but it does take more time to learn

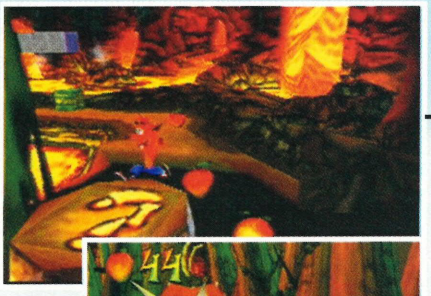
KAY Having played the likes of Actua 3 and FIFA '99 recently, I've got to say that this doesn't stand up to the competition. Check out the others before you decide

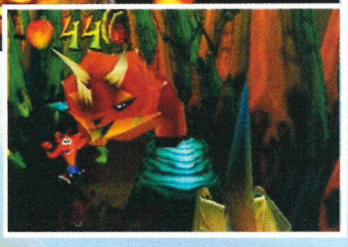
LEWIS I'm sorry, but this is just too much like hard work for me. I like the pick-up and play of Actua and the sheer depth of FIFA, and this falls short of both. Try before you buy

SAM Personally, I think this game is far superior to the rest of this year's footy releases. Once the controls have been mastered, WLS provides terrific, lasting appeal



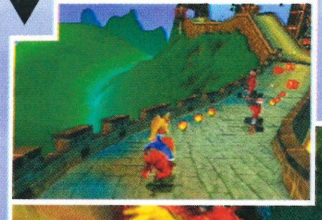
The animals that you get to ride in Crash 3 are the best so far by a long way, with all manner of bizarre and unusual to hop on the back of whenever you fancy

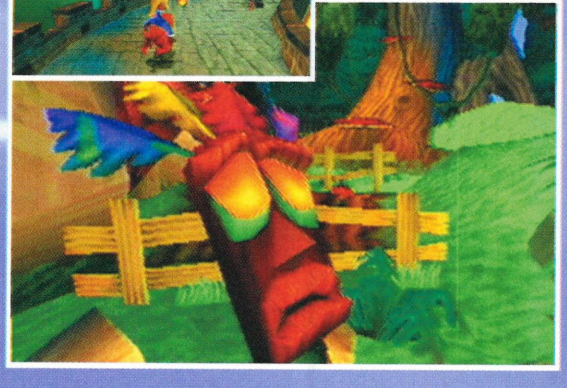






The racing stages are the most frantic in the game, testing your reactions and reflexes to their very limits. Exciting stuff, but very similar to previous games





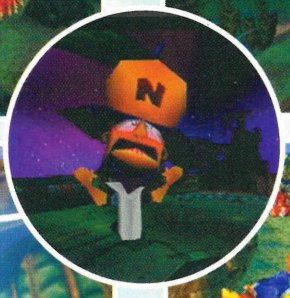
Crash Bandic

The swimming levels are more relaxed than the racing stages, but still get ludicrously frantic at times, with Crash careering out of control if you slip up

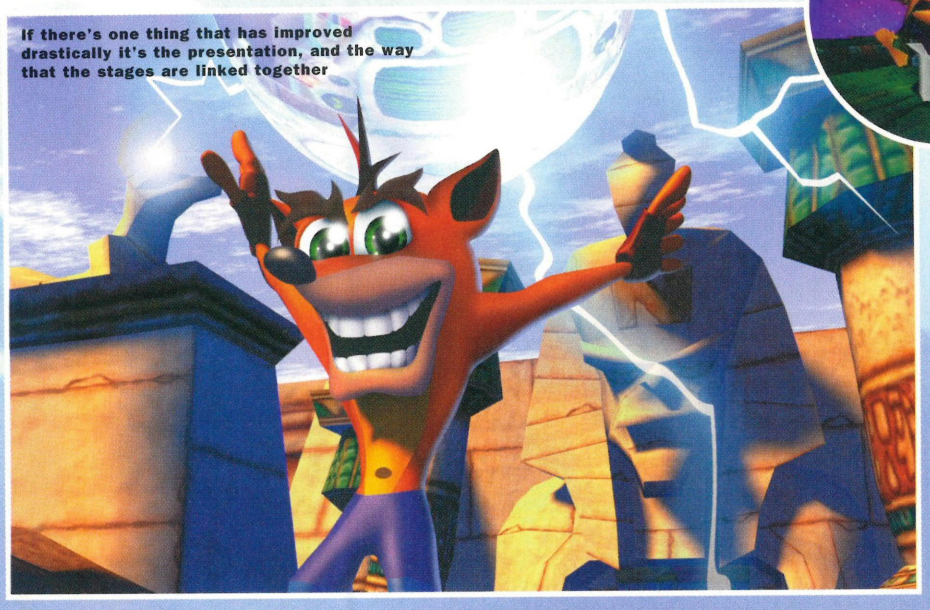




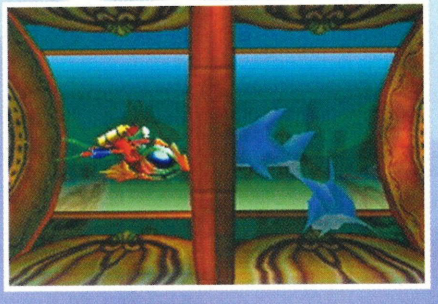




If there's one thing that has improved drastically it's the presentation, and the way that the stages are linked together







Crash's back, and for fans it's another return to the familiar territory of the original game. Okay, so it's not loaded with innovation, but you're still guaranteed a good time!



Every console, it would seem, needs a mascot. A flagship character to champion its cause against that of all the other machines vying for your attention, and more importantly, your money. *Sega* had that rubbish hedgehog thing, and *Nintendo* have enjoyed inexplicably phenomenal successful with one of the most unappealing characters ever designed, in the shape of the Italian porky plumber Mario (what is it with that?).

So obviously the PlayStation despeartely needed one of its own. And it seemed only natural that *Naughty Dog's Crash Bandicoot* should step forward to fill the vacancy.

Third time out for the insane hairy one could see the poor fella in choppy waters. Despite being easily the most enjoyable (not too mention ambitious) *Crash* game, I fear that it's going to be all too easy for a tired games hack searching for an angle and maybe even the chance for a bit of controversy to cry it's just the same as the first two!' or, it's too easy!', before sitting back and collecting his greatly undeserved large salary.



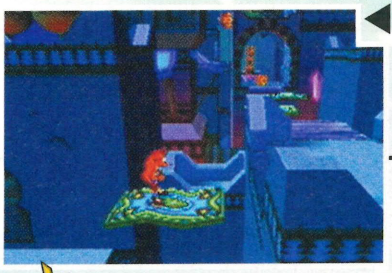
So with that in mind, I'm forced to say that *Crash Bandicoot: Warped* is just the same as the first two and far too easy – Just kidding readers (tired games hack? Me? Ha!), as I'm sure you'd already guessed if you've scuttled on two pages and had a shufty at my fawning comment box and ludicrously high score.

CRASH, BANG, WALLOP

I have to admit that technically it is very, very similar to the first two games. The engine ▶

Porky pizza-guzzling plummers and blue-rinse hedgehogs, can kiss Crash's hairy marsupial butt

oot: Warped!



There's even an Arabian Nights flavour to proceedings, as Crash takes to the skies on a flying carpet ride!

▶ doesn't seem to have been enhanced a great deal, and the gameplay remains almost identical (not on rails as some would have you believe, more like in corridor really). What you do get though is much more of a game that fans never tire of, and this one has been so heavily polished that you'd be well advised to wear sunglasses while playing to avoid being blinded by its gleaming shine.

Where *Crash* has more appeal than his other mascoty rivals is that he's actually cool. So cool in fact that he's hot. At least he would be if that didn't create all kinds of logical difficulties that, quite frankly, I can't be arsed to think through properly.

Obviously inspired by Warner Bros Tasmanian Devil, but with a slightly less sinister nature, he wins all but the hardest of hearts, and is the kind of icon for the 90's that would triumph over any soppy parent types worried about how much video game violence our Damian is exposed to. And yet somehow retains enough street cred that you wouldn't be ashamed to show the game to your girlfriend.

LET'S DO THE MIND WARP

As you've probably guessed by the title, Warped's story is based around that old gaming favourite – time travel. It so happens that our hirsute and hyperactive hero, along with his kid sister, have been caught in a time warp and must not only battle the resilient Dr. Neo Cortex, but his evil boss Uka Uka as well (who is most miffed at Cortex's lack of success in the previous two games). It's an adventure through time as *Crash* attempts to recover gems and crystals before these two very nasty adversaries can use them in their plans for domination.



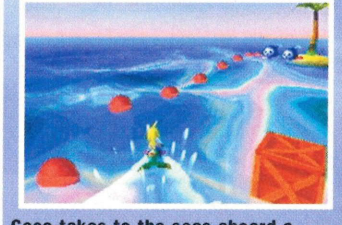
As I say, *CB: Warped* is very much like the previous two efforts at its core. *Crash* still runs, jumps, spins and, well, crashes his way though vertically and horizontally-scrolling 3D environments, in true dewy eyed classic platforming game style, but it also has its share of improvements.

There's a wider variety of places to visit than previously (there are eight in total, ranging from the future to ancient Egypt), a second playable character (Crash's sister Coco Bandicoot) who takes over mainly for the racing stages, and at last, some truly free-roaming environments in a *Crash* title; including a bi-plane dogfight and a *Jet Moto* style jetski ocean outing being just two.

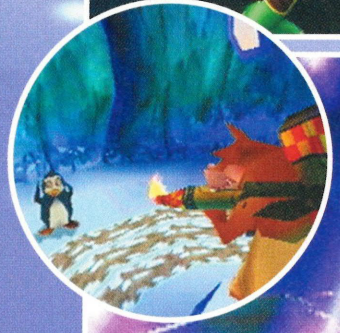
All-in-all, there are more than 35 stages for you to pit your wits and reactions against. There's also a time trial mode where you can compete against your mates to see who can get through levels faster. This is a great little feature that enhances the replayability no end. Top idea.

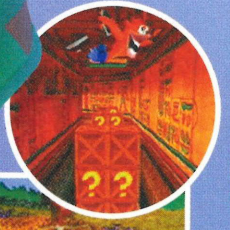
Naughty Dog has also taken strides to ensure that Dual Shock feedback and analogue controllers are both supported this time, and you really will wonder just how one earth you managed to play with the digital pads up until now!





Coco takes to the seas aboard a powerful jet ski. Just watch out for those mines and you should be okay. Just about...



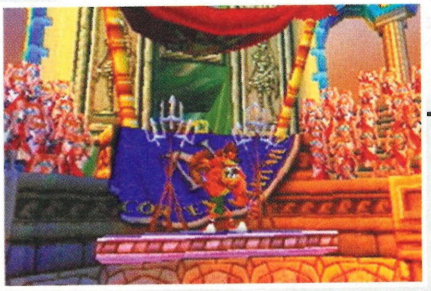




The feel of this one, certainly early on, is very magical, with loads of wizards knights and other medieval types ready to skewer your hairy butt







CRASH TEST DUMMIES

You never know quite what type of environment Crash and Coco will be plunged into next, so you'd better be prepared for just about anything. Because it's probably right around the next corner!

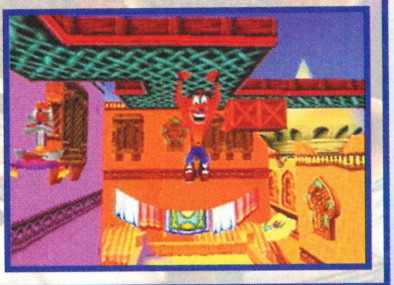
HOPPING MAD

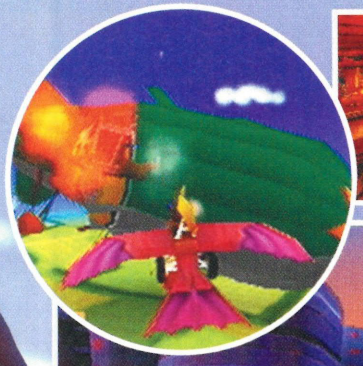


WHERE NEXT?



PLATFORM GENIE-US









THREE TIMES A PISS-TAKE?

You've no doubt played one of *Crash's* first two adventures, but how does his third stack up? Well, there is a problem. It's all reasonably easy stuff, and *Crash* veterans should whizz through most of what *Warped* has to offer easily. This means you're going to have to wrestle with your conscience (and wallet/purse) as to whether it justifies the expense.

To get all the items, and see absolutely everything takes ages, but I feel that some people will feel short-changed at seeing the end sequence quite so quickly. However, *Crash* has come a long way in a short time, from wannabe mascot to the old school platform gamer's hero. This may be more of the same, but when it's more of a good thing, should we really complain?

There's no denying *Warped* is drop-dead gorgeous, one of the PlayStation's graphical tour-de-force's no less. The textures are impeccable, the animation's top-notch and rib-tickling funny (as ever), and the special effects really give the hardware a serious workout. The tunes are toe-tappingly enjoyable, and the sound effects suitably Bugs Bunny-esque to give the whole thing a cartoony flavour. And of course, gameplay-wise it's the best platformer to hit the PlayStation since, well, *Crash 2.*

EXIT THE DRAGON

I don't care if it's lacking in innovation. Couldn't give a toss that it's not fully free roaming (I hated that bastard *Spyro* anyway). It still brings enough freshness and humour to the genre to make it another must buy. And other developers take note – this is how to do a platform game that people like.

It's just a shame so many other platform games fall by the wayside in pursuit of the Holy Grail that is a full 3D environment really. Funny thing is, it seems that the way forward for the platform game is mainly a sideways path. For the time being at least PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Platform

MUST BUY

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Being a massive Crash fan from his previous outings it was always a reasonably safe bet that I was going to be well into this, and I am. Okay, so it's too similar to the others for a lot of people, and even a little too easy to see the end sequence, but for a die-hard fan such as myself, you can never have too much of a good thing. It's more polished too, but it's difficult to see how they can make it much better for number four without starting again from scratch. I'm looking forward to it already...

STEVE

WHAT'S THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LASTABILITY	7

9

PRO PANEL

LEWIS It's Stepford Crash, as it's harder to spot-the-difference between this and Crash 2, than it is to finish the game. That said, it is beautifully done, so it's only a minor niggle

CHICKEN I'm a big Crash fan. Always have been. This is more of the same really, but what's wrong with that? It's still the best of the three games. Go and buy it

SAM Identical gameplay, identical graphics, identical fun. A violent attack of Deja Vu doesn't detract from the Bandicoot genius that is Crash. A purchase you won't regret

KAY It may be all jumping and dodging, but I'm still impressed by the hairy one's energetic jaunts, particularly with all the new features. Definitely one to add to your collection

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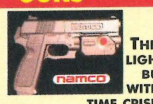
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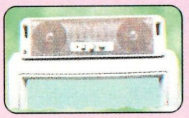
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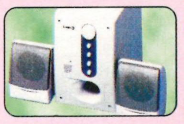
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Arcade style fighter stick with independent adjustable button speed control and auto-turbo which fires up to 36 punches per second!
£42.99



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

ASCII ENHANCED JOYPAD
Replica of the Sony joypad but with Auto-fire, Turbo-fire and slow motion. Long cord.
£12.99



INNOVATION PAD
Replica pad with Auto-Fire and Slow Motion features.
£5.99

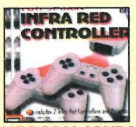




HYPER-DRIVE PAD
Joypad with Turbo-fire, auto-fire & slow motion and innovative built-in steering wheel mechanism.
£9.99



NAMCO ARCADE JOYSTICK
£39.99



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



DOMINATOR JOYSTICK
Digital and analogue modes, Hat Switch, Auto-Fire and Slow Motion, 8 Fire buttons, LCD Display
£19.99

ASCII RESIDENT EVIL JOYPAD
Perfectly configured for use with Resident Evil and Resident Evil 2
£12.99



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



JOYPAD EXTENDER CABLE
£5.99 or £4.99 each for 2 or more

OTHER ACCESSORIES

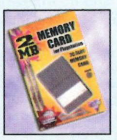


OFFICIAL SONY 1MB MEMORY CARD
Available in grey, red, black, green and clear.
£9.99



SONY MULTI-TAP
Allows up to 8 people to play at once (pads not included) £18.99

1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
Replica of the official Sony Memory Card. Available in Red, Green, Blue, Black, Clear, Green or Yellow. Works with every game.
1MB £7.99
2MB £10.99





SONY MOUSE
Ideal for games which use cursor control. Comes with mouse mat
£21.99
Replica Mouse
£11.99



120 SLOT MEMORY CARD
Eight times bigger than the official Sony memory card for only an extra £5!! (Does not work with games that use data compression (e.g. Gran Turismo, Premier Manager, Actua Soccer)
£14.99

4MB MEMORY CARD
Does not use data compression so it will work with games that other high capacity cards do not.
£14.99





FIRE XPLORER CHEAT CART
Contains 1,000s of built-in cheats for all PSX games. You can add more cheats (for free!) as new games are released
£23.99
Datel Equalizer
£19.99

RGB SCART CABLE
Improves sound and picture quality.
£7.99
Also comes with an adaptor to connect your PSX to a Hi-Fi
£9.99

TEKKEN 3 CHEATMASTER
Contains loads of cheats for Tekken 3. When you get bored of the game, you can format the card and hey presto! you have a 1MB memory card! £10.99

POWER PACK
Contains Official Sony Memory card, OfficialSony Joypad and a Playstation record bag £22.99

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

LOGIC 3 SPACE STATION
No more sprawling, mess on the floor of your living room or bedroom! The Space Station neatly holds your console and joypads and makes a stylish piece of furniture. 2 stop drawer allows instant access. Comes with a *FREE* 8 rack game CD holder. Only £17.99

Datel 120 Slot (8MB) Memory Card..£14.99
Datel 360 Slot (24MB) Memory Card £24.99
Datel 720 Slot (48MB) Memory Card £29.99
Dust Cover £7.99
Link-up Cable.....£7.99
Replacement RF Lead- comes with an adaptor to connect your PSX to a Hi-Fi.....£12.99
Hi-Fi & Guncon Adaptor £8.99
AV Multi-out Cable.....£12.99
Xplorer X-Link PC connector.....£9.99

REPLACEMENT RF LEAD
Also comes with an adaptor to connect your PSX to a Hi-Fi and a Guncon compatible gun
£12.99

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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. PY=Play, PP=Playstation Plus.



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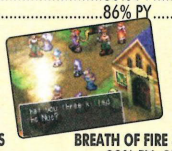
ADVENTURE / ROLE PLAYING




WILD ARMS

Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it. **RRP £34.99 Our price £29.99**

Alundra	91% PY, 91% PP	£24.99
Azure Dreams	70% PY, 67% PP	£28.99
Breath of Fire 3	**80% PY, 84% PP**	**£33.99**
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	91% PP	£31.99
Discworld 2	80% PY	£34.99
Excalibur	86% PY	£24.99

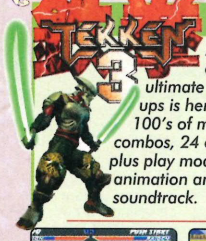

AZURE DREAMS | BREATH OF FIRE 3 | RIVEN

Final Fantasy 7	93% PY, 97% PP	**£34.99**
Kingsfield	61% PY	£24.99
Last Report	N/A	£19.99
Legacy of Kain	81% PY, 92% PP	£21.99
Magic the Gathering	N/A	£22.99
Riven	84% PP	£31.99
Sentient	84% PY, 71% PP	£26.99
Treasures of the Deep	83% PY, 78% PP	£29.99
Versailles	10% PP	£19.99

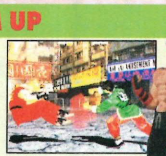


BREATH OF FIRE 3 *Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.*

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 £35.99





MORTAL KOMBAT 4 | BLOODY ROAR | TEKKEN 3

Biofreaks	N/A	£32.99
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	£14.99
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	87% PY,	£31.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Pitball	66% PY, 73% PP	£12.99
Psychic Force	73% PY, 76% PP	£14.99
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	£26.99
Streetfighter Collection	67% PY, 87% PP	£33.99
Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	**94% PY, 96% PP**	**£35.99**
Tobal No.1	94% PY, 91% PP	£19.99
Toshinden	76% PY	£18.99
Toshinden 2	74% PY	£16.99
Toshinden 3	78% PY, 76% PP	**£29.99**
VS	72% PY, 83% PP	£30.99
X Men Children of the Atom	78% PY	£30.99
Zero Divide 2	53% PY	£29.99

DRIVING / RACING

TOCA 2 *The follow-up to the biggest driving game of last year, TOCA 2 boasts 1998 drivers, new stats, improved damage levels, weather effects, an all new pit lane and 10 secret vehicles, all displayed in hi-resolution.* **RRP £44.99 Our price £35.99**

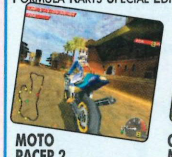






FELONY 11-79 | VIGILANTE 8 | MICRO MACHINES 3

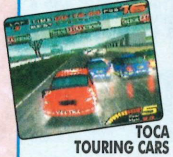
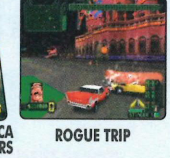
Auto Destruct	84% PY, 77% PP	£19.99
Ayrton Senna Kart Duel 2	N/A	£24.99
Buggy	N/A	£30.99
Burning Road	**90% PY**	£14.99
Circuit Breakers	81% PY, 80% PP	£28.99
Colin McRae Rally	**93% PY**	**£33.99**
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	Due 20th November	£29.99
Explosive Racing	82% PP	£17.99
Felony 11-79	81% PP	£19.99
Formula 1	**84% PY, 88% PP**	**£17.99**
Formula 1 '97	**90% PY, 93% PP**	**£24.99**
Formula 1 '98	**68% PY**	**£35.99**
Formula Karts Special Edition	75% PY, 81% PP	£14.99





MOTO RACER 2 | COLIN McRAE RALLY | FORMULA 1 '98

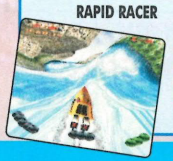
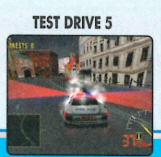
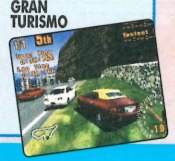
Gran Turismo	**97% PY!!!**	**£33.99**
Gran Turismo + Dual Shock Pad		**£47.99**
Grand Theft Auto (18+)	88% PY, 90% PP	£17.99
Impact Racing	87% PY, 82% PP	£12.99
Jeremy McGrath's Supercross 98	67% PY, 52% PP	£32.99
Jetrider 2	78% PY	£24.99
Micro Machines 3	**92% PY, 95% PP**	£17.99
Motorhead	79% PY, **92% PP**	£17.99
Moto Racer	86% PY, 85% PP	£24.99
Moto Racer 2	87% PY, 91% PP	£32.99
N_2O	70% PY, 89% PP	£30.99
NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£24.99
Newman Haas Racing	74% PY, 75% PP	£21.99
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	£14.99
Ray Tracers	74% PY, 73% PP	£14.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP	£14.99

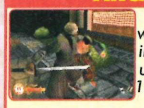

TOCA TOURING CARS | ROGUE TRIP | GRAND THEFT AUTO

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
Rogue Trip	**92% PY**	**£30.99**
Street Racer	84% PY, 79% PP	£17.99
Streak	Due 27th November	£30.99
Test Drive 4	86% PY, 70% PP	£14.99
Test Drive 5	87% PY	£32.99
TOCA Touring Cars *Dual Shock*	**92% PY, 91% PP**	**£17.99**
TOCA Touring Cars 2	**Due 27th November**	**£35.99**
TOCA 2 + Dual Shock Pad		**£46.99**
Tokyo Highway Battle	73% PY, 77% PP	£15.99
Tommi Makinen Rally	N/A	£17.99
Vigilante 8	94% PY, 91% PP	£23.99
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
Wrecking Crew	83% PY	£19.99

RAPID RACER | TEST DRIVE 5 | GRAN TURISMO

ARCADE ADVENTURE



TENCHU - *Set in the shadowy world of feudal Japan, the emphasis in Tenchu is on stealth and you must use your cunning to escape detection. 10 missions, 20 weapons and numerous enemies. Only the unseen survive!*

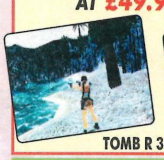


Apocalypse	N/A	£30.99
Batman & Robin	78% PY, 73% PP	£33.99
Deathtrap Dungeon	**86% PY**	**£19.99**
Fade To Black	90% PY, 87% PP	£17.99
Fifth Element	50% PY, 79% PP	£29.99
MDK	90% PY, 80% PP	£19.99
Medievil	**86% PY**	**£34.99**
Men In Black	35% PY	£31.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	78% PY, 82% PP	£34.99
ODT	Due 6th November	£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**	**£32.99**
Rosco McQueen	88% PY, 78% PP	£21.99
Small Soldiers	N/A	£32.99
Spawn	49% PY	£22.99
Tenchu	92% PP	£30.99
Tomb Raider	94% PY, 92% PP	**£17.99**
Tomb Raider 2	95% PY, 95% PP	**£24.99**
Tomb Raider 3	**Due 20th November**	**£34.99**



Free exclusive Poster of Nell McAndrew (the real life Lara Croft) with every Tomb Raider 3

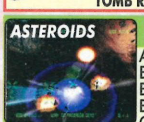
***SPECIAL!** We have 100 copies of Tomb Raider 3 signed by Nell McAndrew priced at £49.99 each! The perfect gift!*





TOMB R 3 | MEDIEVIL | APOCALYPSE

ARCADE SHOOTERS



ASTEROIDS

Asteroids	Due 4th December	£22.99
Blast Chamber	82% PY	£24.99
Blast Radius	72% PY	£34.99
B Movie	Due 20th November	£31.99
Crime Killer	81% PP	£19.99
Crusader No Remorse	80% PY, 85% PP	£19.99
Future Cop LAPD 2100	**94% PY, 89% PP**	**£32.99**
G Darius	88% PY	£28.99
Hard Boiled	29% PY, 40% PP	£19.99
One	86% PY, 83% PP	£28.99
Overboard	75% PY	£24.99
PO'ed	87% PY, 76% PP	£14.99
Ray Storm	75% PY, 83% PP	£29.99
Reloaded	61% PY, 73% PP	£18.99
R-Types	**N/A**	**£29.99**
Syndicate Wars	85% PY, 92% PP	£19.99
Tempest X3	86% PY, 80% PP	£14.99
Viper	46% PY	£24.99

STRATEGY / SIMULATION




THEME HOSPITAL | C &C RETALIATION | CONSTRUCTOR

Command & Conquer	79% PY	£18.99
Command & Conquer RED ALERT	90% PY, 93% PP	£25.99
Command & Conquer Retaliation	91% PY	£32.99
Command & Conquer Retaliation + Mouse & Mouse mat		£39.99
Constructor	88% PP	£32.99
Global Domination	Due 29th January	£34.99
Monopoly	75% PY, 78% PP	£33.99
Risk	81% PP	£29.99
Theme Hospital	**88% PY**	**£24.99**
Theme Park	**86% PY, 85% PP**	**£17.99**
Transport Tycoon	78% PY, 86% PP	£29.99
Unholy War	70% PY, 89% PP	£35.99
V2000	82% PY	£30.99
Warcraft 2	86% PY, 88% PP	£24.99
War Games	60% PY, 90% PP	£31.99
Warhammer: Shadow of Horned Rat	82% PY, 86% PP	£29.99
Warhammer 2: Dark Omen	**85% PY**	**£28.99**
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	£19.99
Lemmings & Oh No! More Lemmings	Out now!	£18.99
Pet In TV	77% PY	£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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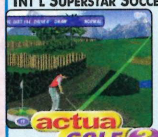
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SPORT



Due 27th November
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Our price **£29.99**

2 Extreme	55% PP	£19.99
Actua Golf 2	**80% PY, 83% PP**	**£17.99**
Actua Golf 3	**76% PY**	**£29.99**
Actua Ice Hockey	91% PY	£17.99
Actua Soccer 2	**92% PY, 93% PP**	**£17.99**
Actua Soccer 3	**Due 27th November**	**£29.99**
Actua Tennis	N/A	£31.99
Brian Lara Cricket	**Due December**	**£35.99**
Brunswick Bowling	N/A	£28.99
Cool Boarders	82% PY, 91% PP	£21.99
Cool Boarders 2	91% PY, 92% PP	£29.99
Cool Boarders 3	Due 27th November	£29.99
Dead Ball Zone	84% PY, 88% PP	£19.99
Everybody's Golf	85% PY, 85% PP	£29.99
FIFA Soccer '99	**Due 27th November**	**£32.99**
Int'l Superstar Soccer Pro	84% PY, 92% PP	£17.99
Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£31.99**





BRIAN LARA CRICKET FIFA '99

International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	£20.99
Knockout Kings	Due 4th December	£32.99
Libero Grande	Due 11th December	£29.99
Michael Owen's World League Soccer	**Due 13th Nov**	**£32.99**
Nagano Winter Olympics '98	83% PY	£20.99
NBA Live '98	87% PP	£24.99
NBA Live '99	Due 20th November	£32.99
NFL Blitz	N/A	£24.99
NFL Madden '98	92% PY, 89% PP	£24.99
NFL Madden '99	N/A	£32.99
NHL Face Off '98	80% PY	£24.99
NHL Hockey '99	**N/A**	**£32.99**
On-Side Soccer	76% PY, 65% PP	£14.99
PGA Golf '98	63% PY, 68% PP	£24.99
Pool Shark	Due 27th November	£30.99
Powermove Pro Wrestling	N/A	£19.99
Premier Manager '98	**89% PY, 92% PP**	**£28.99**
Premier Manager + Mouse & Mouse Mat		**£36.99**
Premier Manager '98 & Actua Golf 2		**£39.99**
Pro Pinball Timeshock	89% PP	£22.99
Rushdown	N/A	£32.99
Sensible Soccer Club Edition	Due 11th December	£32.99
Snow Racer	85% PP	£24.99
Tiger Woods Golf '99	Due 24th December	£32.99
True Pinball	85% PY	£17.99
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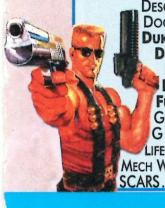


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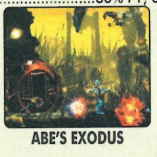
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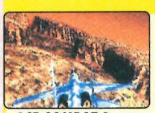




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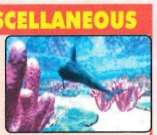


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QUALITY SERVICE

Moto Racer 2

Hot on the wheels of the original is a tune up that's worked surprisingly well...







There's never been a really good motorcycle racing game for the PlayStation apart from *EA's* original *Moto Racer*, so it was no great shock that the anticipation for the sequel got up to near fever pitch levels long before it was ready. Finally it's revving its engine on the start line, and for fans of the leather clad racers, I've got good news. The second in the series is a gigantic feast of racing goodness, with much, much more of everything that we all loved about the first. Better graphics, more speed and loads more options.

The game supports both analogue control and and that dual shock feedback thingy, along with four viewpoints. The game is packed with races and there's a choice between either hard-nosed and serious simulation or frivolous and exciting arcade styles - and the difference between the two is more than noticeable.

Sim requires loads more practice but serves the purpose of extending the game's lifespan when the novelty of arcade mode starts to wear off. My advice though is to jump straight into the arcade mode, because you will struggle initially with the simulation. If you want to be a smart-arse though and ignore me then that's up to you. It's your funeral as they say.

BRING OUT THE GIMP

Moto Racer 2 is far and above the best motorcycle racer on the PlayStation (or on just about any system) because you can just pick up and go from the first second you grip the joypad. Beginners can get right in to the action, chucking the huge, throbbing beast between their legs around all manner of twisty courses, while real aficionados still have a relatively steep learning curve to climb, should they wish to take on the game at its toughest difficulty levels. The feel of the game is absolutely fantastic, just like the first title, and while I've never actually ridden a motorbike (never suited leather to be honest) I should imagine it feels something like this. Only windier.

Delphine has tweaked the old *Moto Racer* engine for this version, and in doing so has cranked out a faster frame rate while adding better textures and more highly detailed backgrounds and bikes at the same time. Clever stuff indeed. There's all the other stuff you'd expect in there, including a two-player split-screen mode with very little slowdown or loss of detail, and a whole host of exciting new environments to

Slip into your leather gimp suit and slide a huge throbbing beast between your legs and cling on

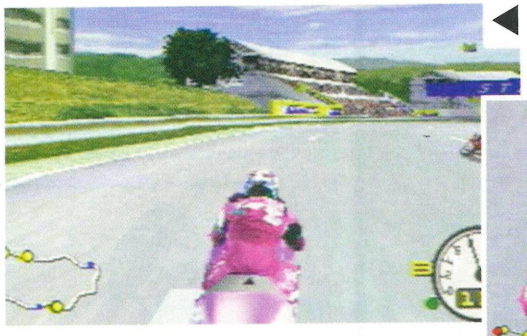


The first person view is enough to give you motion sickness. Can you handle it?





Get on yer bike in a wide variety of weather conditions



Wearing a ludicrous tight all in one leather outfit is unfortunately the largest peril of being a motorbike racer. Even scarier than flying off at 150kph!











Graphically the game has improved, but maybe not enough in the face of stiff competition



bomb around in. The best new aspect of *Moto Racer 2* is the course generation feature, which is simple, intuitive, and makes you want to create lots and lots of courses.

You can store about 50 courses onto a memory card, and it's a top laugh to cunningly craft a track and then take it round your mates and watch him go flying off on that surprise hairpin you threw in at the last minute.

THROTTLE ME

I was a big fan of the first one, and this one improves on every single aspect of it. So obviously I've hardly a bad word to say about this excellent sequel. The sensation of speed is lighting fast in any of the four views, but for the full, stomach churning experience, the first person view has to be seen to be believed. Just remember to have a sick bag at the ready unless you want an exotically patterned carpet.

Disappointingly though, it doesn't look that much better than the first. Maybe we've been spoilt by the likes of *Colin McRae Rally, TOCA 2* and *Gran Turismo,* but I have to say that while the other games have taken huge graphical strides forward, *MR 2* has settled for a little hop. There is an improvement, just not a drastic one.

On the whole, *Delphine* has managed to deliver a game that's faster and bigger with infinitely better control. And chuck the track editor in on top of that and you've got yourself one hell of a racing game. Undoubtedly, there are better racing games knocking about on the PlayStation at the moment, but if you're looking for two wheeled thrills instead of four, then you need look no further than this. It comes highly recommended PRO





Looks painful, but fear not, his leathers will protect him! Just hope another bike doesn't run over his face and he should be fine

PRO SCORE

PRICE: £39.99
PUBLISHER: Electronic Arts
GENRE: Racing

TRY B4 U BUY

ANALOGUE | MEMORY CARD | TWO PLAYER | SPLIT SCREEN

Good and bad points litter this speedy sequel, but fortunately for EA the positives just about outweigh the negatives. Certainly not really worth another purchase if you've got the original – unless you were a massive fan initially – but for anyone who missed out and enjoy a good racing game this is pretty much an essential purchase. And if you're a bike fan and haven't got this then what are you wasting time reading a mag for? Get down the shops and get yourself a copy now!

STEVE

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

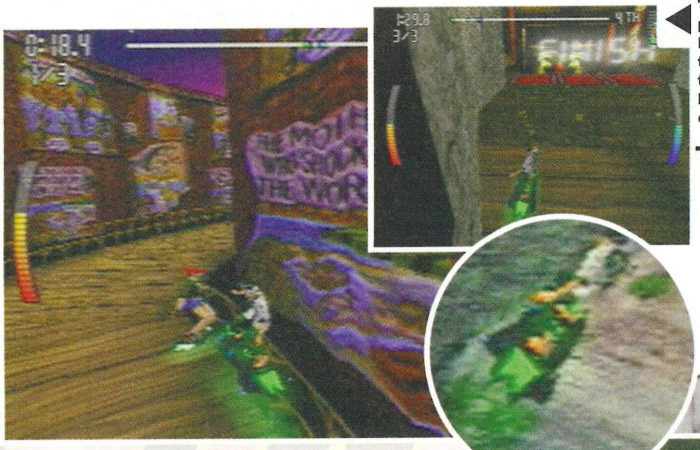
PRO PANEL

JAMES A nice attempt at a sim, but the arcade action on offer in Road Rash 3D is much more fun for your money. Worth checking out, but don't expect anything other than average

CHICKEN This is okay, but I'd have marked it a tad lower myself. There are far better race games about. Fun for a while, but it's a short while unfortunately

LEWIS What score? Oh no, Steve's totally lost it here. This is a terrible game, jerky, unresponsive and too fast to be controllable. Sample before you hand over your cash

SAM I agree, I wasn't too impressed either. It seems to me that the ability to produce a high quality bike racer still eludes game developers, and this is a fine example of that fact



Thankfully, Streak features plenty of variation in its levels. This is the second track, set within a fairground-type scenario. There are also highways with roadworks, cathedrals and sewer systems

Streak

Board stupid by the excess of shite extreme sports titles? It's time to take it back to the street, er, dude

It's no wonder the PlayStation has been swamped with boarding games over its fruitful life. The adrenaline rush from skating down a steep cliff has to be one of the most overwhelming experiences available to man.

Game developers have been searching for the elusive element that makes hurtling downwards at high speed so exciting, since the birth of the mighty grey brick. On the snowboarding front, *Cool Boarders 2* and *Snow Racer '98* have come pretty close to providing that rush, but the search is still on for a successful variation on the board genre.

Streak is one of two recent games to attempt to break the snowboarding barriers and present a more freestyle approach (last month's *Psybadek* being the other challenger). This new hoverboarding showcase from *Singletrac*, best known for the *Twisted Metal* series, gives you the option of playing one of 10 uncouth skate punks. Your choice of punk then takes charge of his/her personal GEMBlade, a Gravitron Electromagnetic hoverboard (ie. plank that floats).

Depending on your choice of the six courses, you then compete against the other skaters through a series of skate ramps, fairground rides, woodlands, abandoned sewers or even a cathedral.

TEEN SPIRIT

Streak's gameplay doesn't solely consist of racing against other players. Like other games that appear in the over-hyped 'extreme sports' bracket, stunts hold the key to the rewards. These can be pulled off through a combination of jumping or flying off ramps, crouching and pushing your board every which way.

As the stunt feature is the centrepoint of the action in *Streak*, it really needs to be versatile enough to pull off a multitude of fancy tricks. Unfortunately, the characters aren't realistic enough to reflect impressive moves, and the stunts primarily consist of spinning around in the air, or jumping off ramps without landing on your arse. This is a shame because the racing action is quite enjoyable, but it needs the stunt feature to make it into a game as a whole.

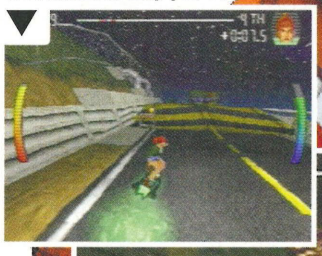
As a short term thrill, *Streak* provides rapid eye candy fun, but in the long-run you'll soon bore of the lack of variety. It's a shame, since this could have been a classic PRO



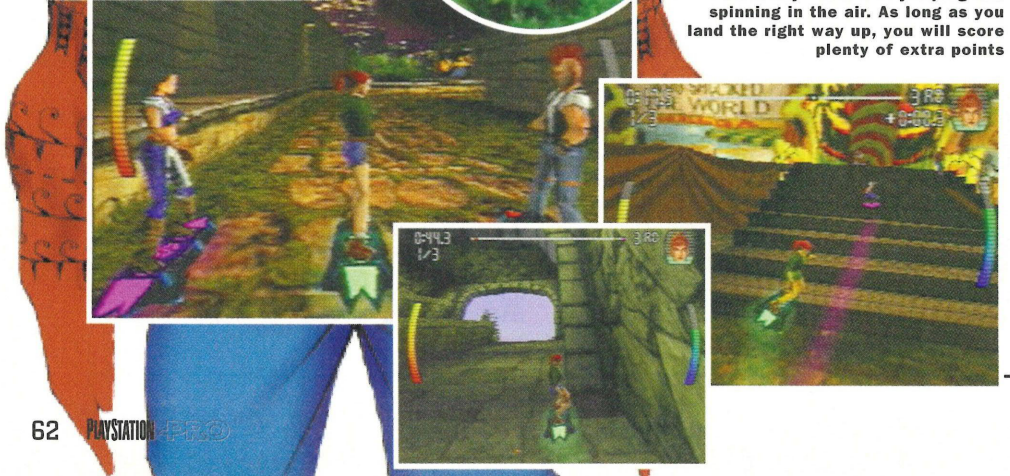




There are plenty of hazards to crack your skull off. On this roadworks level, holes and digging equipment litter your path. A couple of natty jumps and crouches will help you out



Unfortunately, the stunts you can pull are a little limited. These will basically consist of jumping and spinning in the air. As long as you land the right way up, you will score plenty of extra points



PRO SCORE

PRICE: £39.99
PUBLISHER: GT Interactive
GENRE: Racing

RENT IT

ANALOGUE | MEMORY CARD | TWO PLAYER

I would be lying if I said Streak was more than an average game. Some of the course designs have some nice touches, but it's all a bit too middle of the road. If you could pull a few more varied stunts and pick up enough speed to make more of the jumps, then this might have been a pretty decent game. As it stands, Streak is a racing game for old people who think that futuristic space punks are cool and not just the subject of early nineties' Christian Slater films.

SAM

WHAT'S THE SCORE

GRAPHICS	6
SOUND	7
GAMEPLAY	7
LASTABILITY	7

7

PRO PANEL

CHICKEN Seen it all before I'm, afraid. It's competent, but hardly ground-breaking. If you have cash to spare then it's a possible buy, but if you're like the rest of us, why bother?

JAMES This is just another bland race game pretending to be cool. A lack of tricks makes the board riding pointless, and the tracks are as annoying as those in Jet Rider. Avoid!

LEWIS It's simple, a laugh for a short while and good looking in the right light. Thing is, once you get it home, you'll regret spending money on it and want to get rid. A bit like...

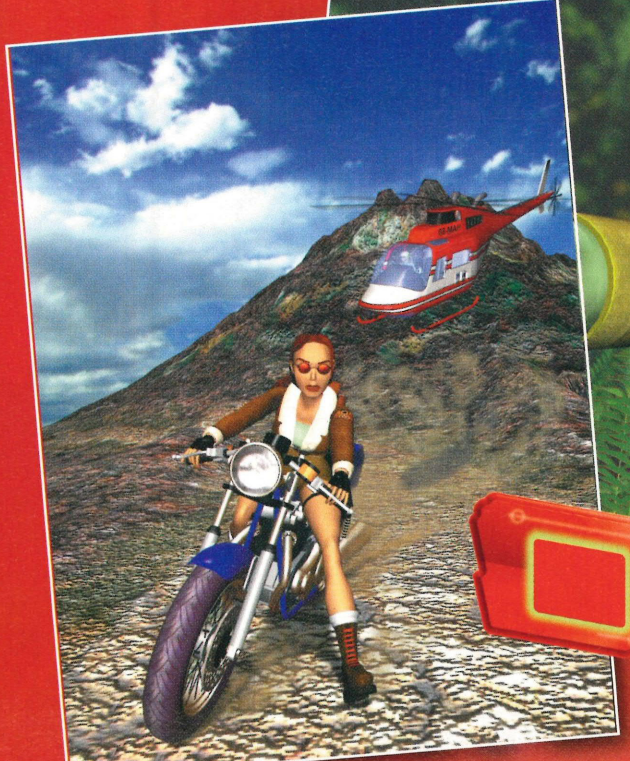
KAY Trying to jazz up racing games by getting so-called 'punks' to whizz about on fart-powered snowboards just doesn't work in my opinion. Leave this alone, unless you like shite

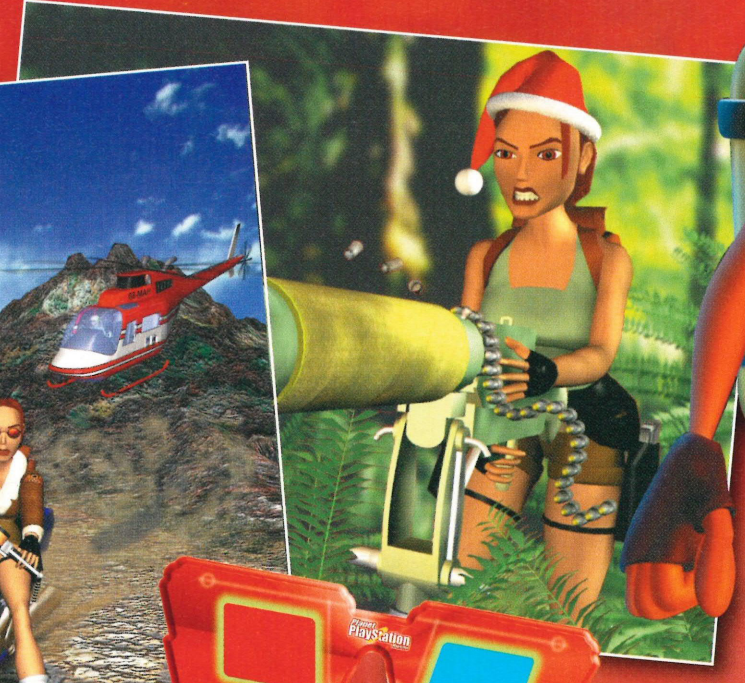

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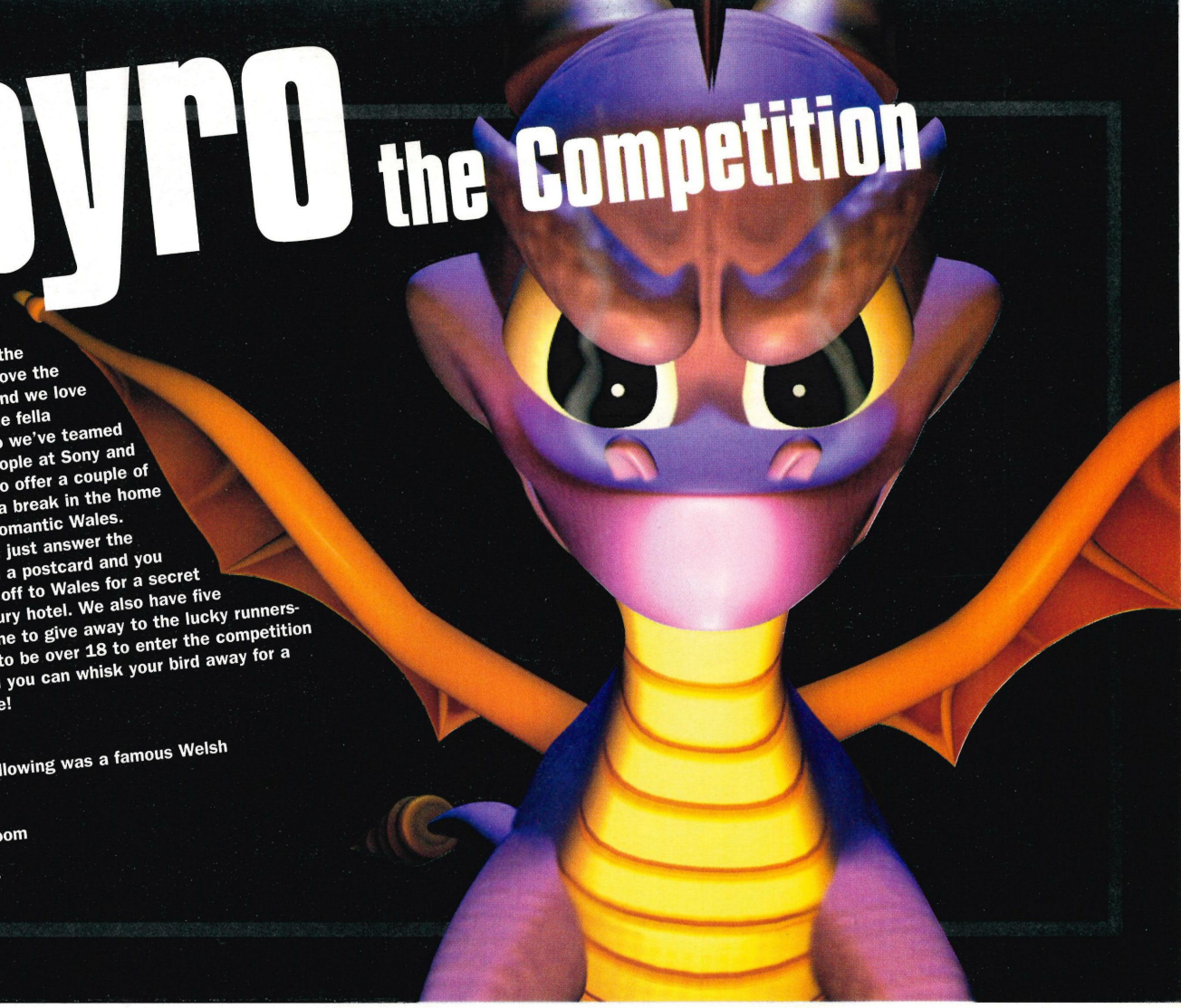


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Yes that's right, just answer the question below on a postcard and you could possibly be off to Wales for a secret weekend in a luxury hotel. We also have five copies of the game to give away to the lucky runners-up. You do need to be over 18 to enter the competition so get going and you can whisk your bird away for a little bit of sauce!

QUESTION
Which of the following was a famous Welsh "comedian"?

A) Max Headroom
B) Max Boyce
C) Max Power

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NBA LIVE 99	34.99
NBA PRO 98	24.99
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NHL FACE OFF '98	32.99
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POINT BLANK	29.99
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TOCA TOURING CARS 2	35.99
TOMB RAIDER	17.99
TOMB RAIDER 2	28.99
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WWF WARZONE	33.99
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Playstation Dual Shock Pack	£108.99
Pads	
Sony Controller	£9.99
Sony Dual Shock Controller	£22.99
Hyper Controller	£7.99
Hyper Duo Shock	£19.99
Memory	
Sony Memory Cards various colours	£9.99
Memory Card (1MB) various colours	£9.99
Memory Card (2MB) various colours	£12.99
Memory Card (4MB) various colours	£16.99
Memory Card (8MB) compressed	£13.99
Memory Card (16MB) compressed	£19.99
Memory Card (24MB) compressed	£24.99
Memory Card (48MB) compressed	£29.99
Light Guns	
Scorpion Light Gun silver or green	£19.99
Erazer Light Gun with recoil	£22.99
Other Accessories	
Xplorer Cheat Cartridge	£24.99
Datel Action Replay	£38.99
Multi Tap allows up to eight players	£26.99
Sony Mouse	£21.99
Tekken 3 Cheat Master (1MB)	£12.99
Multi Stick	£4.99

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We reserve the right to refuse exchange if the item is not received back in perfect condition.

Cheques / Postal Orders should be made payable to : Wolfcat Limited, Haylands Cottage, Godstone Road, Lingfield, Surrey RH7 6BT

Tel: 01342 836888 Fax: 01342 836883 e-mail: sales@wolfcat.demon.co.uk

Some products listed may not be available and prices may change. Prices correct at time of going to press. E&OE.

ALL MAJOR CREDIT CARDS TAKEN 0% SURCHARGE
Open 9am to 8pm Mon to Sat, 10am to 4pm Sun.


1
Scorpion Gun (Fire, £24.99) Featuring both Light gun and G-Con options, this both looks and does the business.
2
Joypad (Sony, £9.99) The original (and some say the best), getting a spare one of these is a must for multi-player games.
3
360° Pad (ASCII, £49.99) This flash pad is ideal for those of you who don't mind paying a bit extra for total directional control
4
RS Wheel (ACT Labs, £ varies) Good looks and excellent steering capabilities make this an essential piece of kit for roving revheads
5
2MB Memory Card (Fire, £14.99) For a little bit more saving space, invest in one of these 30-block memory beauties
6
Xplorer Cheat Cartridge (Fire, £29.99) If you need a little extra help with your games, then put this on your list
12
1
9
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10
7
5
XPLORER

Yule be Lucky!

If you want to know where to get the best deals on PlayStation goodies, then look no further! We've done all the hard work for you by trekking round five High Street stores to see what bargains they have to offer. All you have to do is fill out your dream shopping list, hand it over to whoever's paying, and then point them in the direction of the nearest retail outlet!



7 Hyper Mouse (Fire, £12.99) If your strategy games are getting a little fiddly with a pad, then try your hand at using a mouse

8 Dual Shock Pad (Sony, £19.99) Analogue control plus some good vibrations - what more could you want from a pad?

9 Logic 3 Speed Pad (Spectra Video, £9.99) Jazz up your accessory collection with these multi-coloured manual aids

10 Scart Lead (Gamester, £9.99) Better sound and an improved picture on your telly can be yours with this lovely lead

11 Multi-tap (Sony, £19.99) Do battle against your mates by plugging your pads into one of these natty inventions

12 Miss Bea Havin (£ negotiable) What more could you want than to unwrap our tips temptress on Christmas morning?

It's all very well us telling you what to buy, but what do YOU want? We went out on the streets to see what fellow PlayStation punters wanted to find in their Christmas stockings this year

Name: Craig Hollingsworth

Age: 24

Occupation: Computer Technician

Game Most Wanted: "I'd like a fighting game – I'm not really sure which one, as this (buying a PlayStation) was a bit of a spur of the moment thing!"

Game Least Wanted: "I'm not particularly interested in puzzle games."

Accessory Most Wanted: "I'm going to have to get another joypad for the bloke in my house. I was looking at some steering wheels, but I'll have to see how I go!"



Name: Robert Nicks

Age: 17

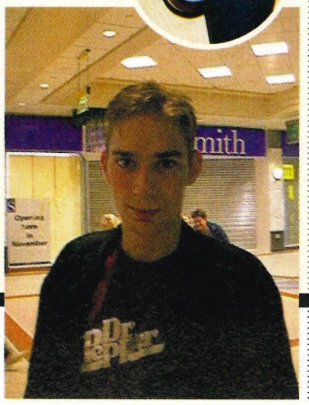
Occupation: College student

Game Most Wanted: Gran Turismo

Game Least Wanted: "Mortal Kombat 4 – I really hate that game."

Accessory Most Wanted: "I wouldn't mind the Dual Shock pad to go with Gran Turismo, or the four-player thing (Multi-tap) – something like that."





Name: Steve Turner (with mate)

Age: 20

Occupation: Student

Game Most Wanted: Bust A Groove

Game Least Wanted: "No idea – there probably is but I can't think of it!"

Accessory Most Wanted: "I'd like a wheel, and a gun – I want everything!"





Name: Darren Harris

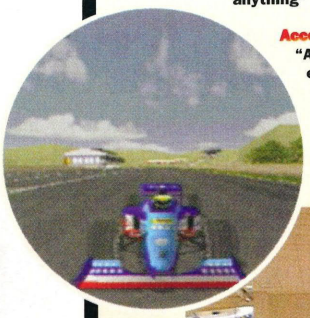
Age: 21

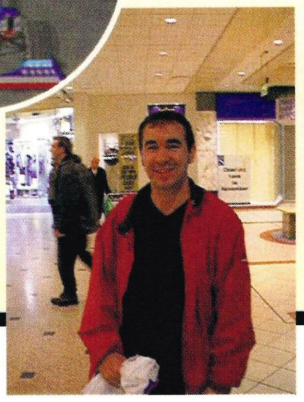
Occupation: Entertainer

Game Most Wanted: Formula 1 '98

Game Least Wanted: "None – I'd play anything"

Accessory Most Wanted: "A Multi-tap – I've got everything else!"





Name: Pete Garner

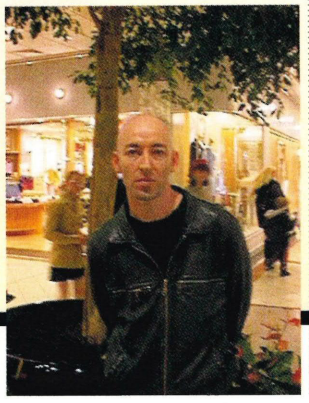
Age: 34

Occupation: Telesales

Game Most Wanted: Gran Turismo, Music

Game Least Wanted: "None, because I've only got two games! I don't know enough about the games to tell you what I don't want."

Accessory Most Wanted: "I'd feel a bit sad if I had a steering wheel- if someone bought it for me I'd have it, but I don't think I'd go out and spend £50 on one."



Name: Rudy Chiu

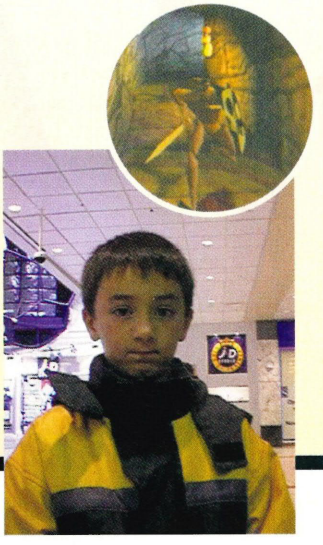
Age: 9

Occupation: School

Game most Wanted: Medievil

Game Least Wanted: "Abe's Oddysee- I don't like it at all."

Accessory Most Wanted: A gun



GAME

PlayStation Bundles

- PlayStation plus any full price games for £30 per game, and/or any Platinum/£19.99 game for £14.99 per game
- PlayStation plus Premier Manager 98 and Actua Soccer 2 for £129.99
- Buy a PlayStation, get Tomb Raider 2 for £19.99
- Buy a Playstation with Spyro, Medievil, Tekken 3 or Gran Turismo and get a free Sony courier bag

Top Titles for Under £20

MDK	£14.99
Parappa The Rapper	£14.99
Forsaken	£19.99
Gex 3D- Enter The Gecko	£19.99
Theme Park	£19.99

Stocking Fillers

Tomb Raider 3 calendar £9.99

ELECTRONICS BOUTIQUE

PlayStation Bundles:

PlayStation plus any full price game	£130
PlayStation plus any Platinum game	£115
PlayStation plus any game under £30- £5 off per game	

Top Titles for Under £20

World Cup 98	£19.99
Motorhead	£19.99
Dead Ball Zone	£17.99
Bloody Roar	£19.99
Vs	£19.99

Other Deals

EB also offer a loyalty card scheme- collect points to get money-off vouchers (see instore for details)

VIRGIN MEGASTORE

PlayStation Bundles

- PlayStation plus any specially marked game (including GT and Tekken 3) plus an extra Dual Shock pad £149.97 (save £15)

Top Titles for Under £20

Masters of Teras Kasi	£19.99
Circuit Breakers	£19.99
One	£14.99
Crime Killer	£19.99
Pitfall 3D	£19.99

Other Deals

Until October 1999, buy any five full price games, collect the price stickers on a special card, and trade them in for a free game!

HMV

PlayStation Bundles

PlayStation plus any game	£129.99
PlayStation plus Tekken 3	£119.99

Top Titles for Under £20

Soulblade	£19.99
Total Driving	£14.99
Skull Monkeys	£19.99
Bust A Move 3DX	£19.99
NBA Live 98	£19.99

Other Deals

Buy Formula 1 '98, get a free Joytech Link cable worth £12.99

Stocking Fillers

Tomb Raider Lethal, Loaded and Irresistible pack £9.99 (includes a PSX sticker, mousemat, 3 pictures, playing cards and a T-shirt)

Name: Raza Irshad

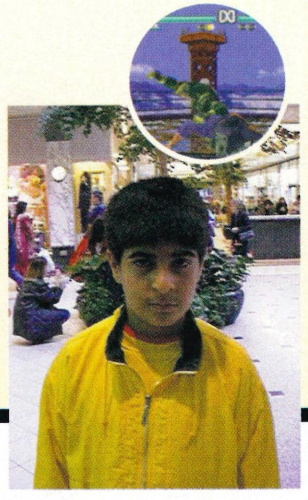
Age: 10

Occupation: School

Game Most Wanted: Tekken 3, Actua Soccer 3

Game Least Wanted: "Tekken 2 – I just don't like it."

Accessory Most Wanted: "A memory card that could hold 100 games – I have lots of games."



Name: Dean Goulden

Age: 11

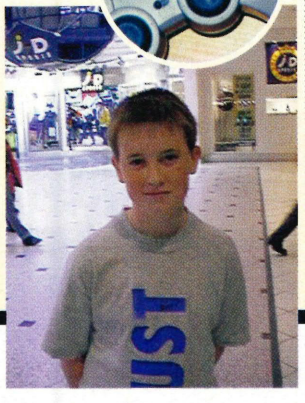
Occupation: School

Game Most Wanted: Forsaken, **Command and Conquer:** Red Alert

Game Least Wanted: "V Rally – I don't like driving games."

Accessory Most Wanted: An analogue pad





Name: Greg Fletcher

Age: 9

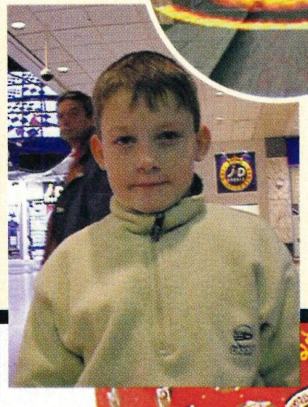
Occupation: School

Game Most Wanted: "Car racing ones and shooting ones – Duke Nukem and Die Hard Trilogy."

Game Least Wanted: Track and Field

Accessory Most Wanted: A Gun







DIXONS

Dixons

PlayStation Bundles

- PlayStation plus any full-price game **£129.95**

*Dixons also have a 'Pick N Mix' selection to choose from for extra value (see instore for selection)

- Playstation plus any one Pick N Mix title **£119.95**
- Playstation plus any two Pick N Mix titles **£139.95**
- Playstation plus any four Pick N Mix titles **£169.95**
- Playstation plus any six Pick N Mix titles **£199.90**

Top Titles for Under £20

- Fade To Black **£14.99**
- Ridge Racer **£9.99**
- Viper **£19.99**
- Snow Racer 98 **£19.99**
- Bust-A-Move 2 **£14.99**

Other Deals

- Buy a Performance Ultra Racer hand-held controller (£29.99) and get Newman Haas Racing or Formula 1 '97 for £9.99
- Buy an original Gamester steering wheel (£69.99), get Formula 1 '97 free
- Buy a Gamester Rumble Force Wheel (£79.99) and get Colin McRae Rally for £9.96
- Buy an Interact V3 wheel (59.99), get San Francisco Rush free
- Triple pack of games (Duke Nukem, Doom, Dead Ball Zone) for £59.95
- Dixons also operate a 'Play and Save' scheme – spend over £100, and earn yourself discounts of up to 40%

Wish List

Dear_____, to save any embarrassment around the tree this year, please could you get me the following lovely items for Christmas? Thanks, _____

(Tick/ list choices)
* Delete where appropriate

TOCA 2 ☐
Formula 1 '98 ☐
Spyro The Dragon ☐
Crash Bandicoot 3 ☐
Abe's Exoddus ☐
Tomb Raider 3 ☐
NHL 99 ☐
Actua Soccer 3/FIFA '99/World League Soccer* ☐
Colony Wars: Vengeance ☐
Duke Nukem: A Time To Kill ☐
Bust-A-Groove ☐
Tenchu ☐

ACCESSORIES:

Plain joypad ☐
Dual Shock Pad ☐
Actlabs RS Steering Wheel ☐
Gamester Dual Force Wheel ☐
Sony Memory Card ☐
Large memory card (i.e. 15+ blocks) ☐
Scorpion Gun ☐
G-Con Gun ☐
Multi-tap ☐
Scart Lead ☐
PlayStation Mouse ☐
Xplorer/ Action Replay Cartridge * ☐

Miscellaneous:

EXPOSURE



Quake II 74
Premier Manager '99 78



Amazingly, the games have been a little thin on the ground this month, preview wise that is. Christmas is the busiest time of year for the games industry, but many of this season's majorly hyped titles have suffered the old foreign conversion problems and are now scheduled to be with us around Feb/March time rather than sitting safely inside Santa's sack on December 24th.

This has meant a bit of mooching around for the hot info from the software houses. But a bit of a rummage can turn up some treat finds, and as the old adage states, 'it's quality, not quantity that counts'.

Indeed, size isn't everything. I should know - I've been told about a hundred times! But getting serious again, we have a short but sweet Exposure and Prospect zone for you to thumb through this issue. Kicking things off is our cover game for this issue - Activision's Quake II; one of the PC's most successful titles looking every bit as good on the PlayStation.

Gremlin took us on a tour of their improved Premier Manager engine in its new '99 guise, so you'll find all the latest screenshots and gaffer gubbins from this in-demand sequel just a few pages away. The Prospects section says hello to some foreign imports after our self-imposed ban was lifted and this initial batch falls into RPG territory. The first is the Pseudo Manga-styled Xenogears, quickly followed up by Squaresoft's Brave Fencer Musashiden.

Funsoft hand us a return ticket to the good old days of the scrolling slash'em-up in Legend, whereas swords and sorcery take a back seat to bullets and balls in Ubi Soft's Shadow Gunner. But if it's a true multi-playing adventure you're after, check out Blaze And Blade, also from Funsoft. Finally, we'll leave you with Shao Lin, the latest fighting game to cause a stir down at the Pro office. 4-way multi-tap beat'em-up anyone? Come on!



James Cannon
Reviews Editor



PRO PROSPECTS

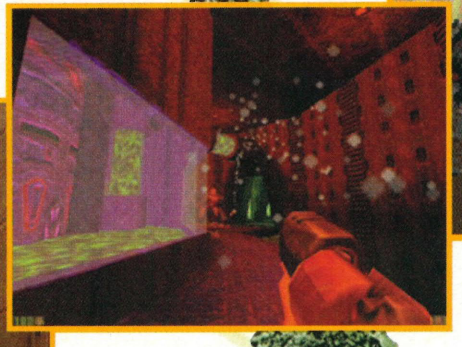
80	Xenogears
82	Brave Fencer Musashiden
83	Legend
84	Shadow Gunner
85	Blaze and Blade
86	Shaolin

Southport programmers Hammerhead are onto something big, something huge, something that'll rock the very world of PlayStation gaming. One of the PC's most popular games is set for its Sony debut, and it'll leave Hammerhead's competitors literally quaking in their boots

QUAKE II









Balls of steel or simply on a deathwish? Either way it aint looking too good for this marine right now. Lock 'n' load then shoot your way out o' there. Relentless carnage, that's what we want!





In December of 1997, *Quake II* was launched on the *PC* much to the approval of any red-blooded male with network capabilities. After the original went down a treat the sequel was in hot demand, and over 1 million units have been bought up by trigger-happy customers the world over, not to mention the extra multi-player maps that were later made available too. Now it's been a while since any first-person shoot'em-up in the same mould and of similar size and quality has made an appearance on the grey brick. *Duke Nukem's* second outing wasn't to be sniffed at, but it doesn't carry the deep sense of foreboding that a *Doom* or *Alien Trilogy* would deliver, which is why *Quake II* should go down a storm after all the Christmas hullabaloo has died down.

There's no doubt that blasters of this ilk have a definite following within the PlayStation community and the game's publishers Activision were keen for a slice of the action, however they didn't want to end up trying to market just another poor *PC* port. Enter *Hammerhead.* Or rather its last PlayStation game *Shadow Master,* which impressed *Activision's* bigwigs so much they had no hesitation in challenging the team to recreate *Quake II* in a PSX friendly way. Months down the line, after a few glitches, Hammerhead's near to completing its agenda.

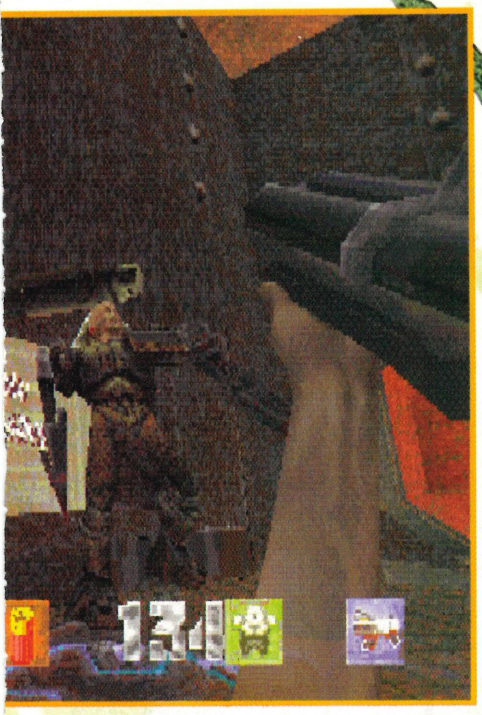
HAMMERED HOME

As *Hammerhead's* Paul Hunter informed us on a recent visit to their coastal HQ, the game is coming together very nicely now. "The engine is about 90% complete, whereas the AI code is only about 20% done, but that doesn't make up a great deal of the final product anyway. The maps are probably about halfway done too."

It's already shaping into a new standard bearer for PlayStation frag frenzies, as these guys have put every effort into making sure the PlayStation version of *QII* will be every bit as good as its *PC* partner.

For those of you not familiar with the original game from *PC* developers *id Software*, you take on the role of a marine who's been separated from the rest of his platoon and is faced with the task of shooting his way through an entire planet populated by bloodthirsty aliens.

Things will be changing slightly for the console version though, as Paul explained. "Originally our intention was to go for an exact copy of *Quake II* mapwise, but *id* and



The creatures in the PlayStation version of Quake II will have more character and personality than in any other game, with some of them needing hundreds of frames of animation to fully bring all of Hammerhead's ideas to life



Activision said if we want to change stuff, like areas of the game that weren't too console friendly, such as parts where you have to shoot up in the air a lot which can be difficult with a pad, then we could alter that. We've also tried to get some new architecture into the game."

However, Paul's humble explanation hides the fact that *Hammerhead* have had to completely re-code the game engine for the PlayStation, a mammoth task considering their insistence that *Quake II's* undoubted quality should remain intact. Paul stated, "We tried putting in the original *Quake II* AI code, supplied by id, and could actually move three creatures in the time it takes to build an entire world (map) with our code!"

So the initial conversion project was scrapped and the Hammerhead team set about re-coding the entire game, not the planned strategy, but something which has enabled them to incorporate a lot of new

QUAKER MAKERS

The PlayStation version of QII has a team of 24 attending to its every need, and with a wealth of experience with such games as Shadow Master, Mickey Mania, Toy Story, Strider and Shadow Master between them, it's in safe hands



Above, left and below: Chris, Paul and Andy hard at work applying their touches to fine tune the Quake II engine. Well at least Paul and Andy are working anyway

QUAKE OR BREAK?

Until now Quake has only appeared on the PC, but its imminent transfer to console format is looming, so we thought you'd like a look at what the PlayStation version has to live up to. The PC game is obviously a lovely piece of programming, and you can't fault the appearance of either that or the unfinished N64 version from the screenshots on show here. However, the 64 engine being bandied about by Activision on their summer expo in Dublin didn't have half the speed or smoothness of play now boasted by Hammerhead's Sony bound creation. Which console version turns out to be best remains to be seen, but the signs are that the graphical gap between the world's two biggest consoles is rapidly diminishing

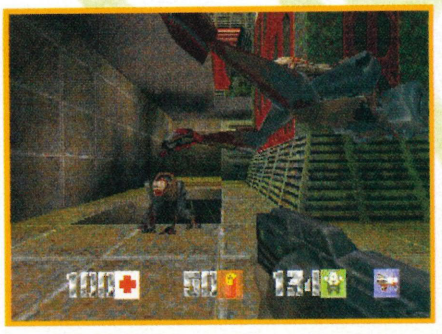
N64



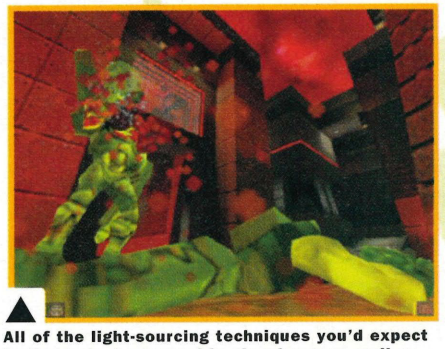
PC



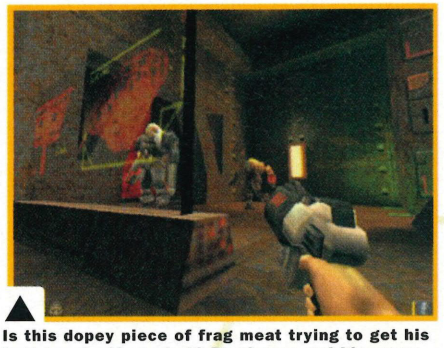








All of the light-sourcing techniques you'd expect to find have been used in abundance as well as some new shadow programming, so you can effectively see enemies coming around corners



Is this dopey piece of frag meat trying to get his butt burnt off or what? Bend over and kiss your ass goodbye buster! Where d'you want it?



features that *PC* owners would be shelling out huge bundles of cash to update their version.

THE GREAT LEVELLER

The player maps featured in the game now number over 30, and that's still not counting the multi-player arena levels. *Id's* permission for *Hammerhead* to make use of the extra mission map packs that were released to bolster the choice available to *Quake II's PC* audience will result in the PlayStation utilising the most choice levels for wanton murder.

Andy Ingram has been overseeing much of the game's intricate development points and hinted at the kind of changes that you should expect to see in the first quarter of 1999. "We'll probably drop the warehouse levels because id didn't particularly like those themselves, and we've changed the hangars as they looked slightly dated." However much of the game's finer points will remain fully intact in all of their deathly glory.

The way they're copied is such a painstakingly accurate process that the console version is almost a carbon copy of its ancestor, more so in fact (if that's possible?) as *Hammerhead* have been able to make all of the landscapes look more realistic due to the PlayStation's uncanny ability to handle polygons faster and better than any other machine currently on the market.

CREATURE FEATURE

While the textures from the original have been attentively reproduced so to ensure the overall look is identical. Andy enthused about the team's philosophy on this. "When you do a conversion we think you should make it as accurate as possible," and so impressive is the new look that the developers have even surprised themselves.

Lead Programmer Chris Lewis happily told us, "We really thought we'd have to knock down the detail level, but we really didn't have to do that for the PlayStation... it's such a versatile machine to work with."

Levels aside then, what else can we expect to find in this quality convert? Lots of targets to tangle with is a certainty. We were afforded a quick peek at what *Hammerhead* have in mind, and though their new creatures and enemies will have to be passed by id before you'll get a glimpse, your trigger finger is going to be working overtime trying to keep that marine's brains from being spread across the gloomy walls of *Quake II's* world.

Don't worry too much as there's bound to be a glut of new weapons to increase your genocidal potential. The as yet un-approved flamethrower is looking very nice indeed, though the heavy firepower will definitely be needed to make it through the later levels alive, as any enemies that you kill but fail to vapourise are free for re-animation by the medics that will be wandering about. And don't count on dropping these docs as an easy escape clause, as they'll be re-generated too!

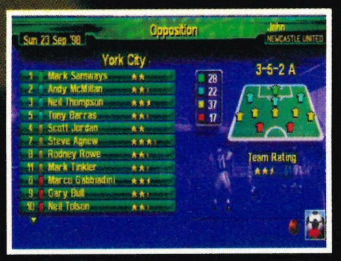
KILLING IN THE NAME OF

And so onto the final piece in the *Quake II* jigsaw, completing a glorious picture of multiple killing sprees. The multi-player game is scheduled to include a four-player multi-tap feature, and anyone who's had the pleasure of gunning down a handful of pals courtesy of the *64's GoldenEye*, will no doubt be salivating at the prospect of finally shadowing such exploits on *Sony's* powerhouse games machine.

Even more lush news is that the game will actually run at faster speeds in multi-player mode as the memory sapping enemy AI isn't required, so you'll be able to frag away to your heart's content.

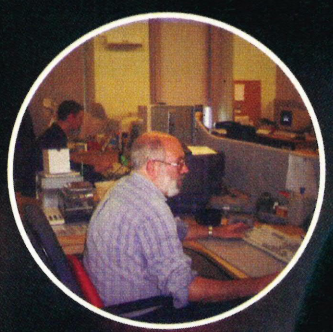
Activision released such excellent games in 1998 as *Vigilant 8* and *Tenchu,* and if *Quake II* is setting the standards for their 1999 line-up, we can expect to find a great year of gaming ahead of us PRO

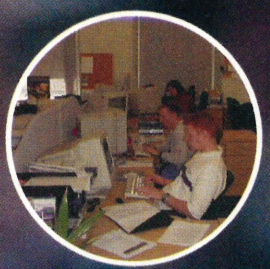
When a game's as ridiculously successful as Premier Manager, you can always expect a sequel. It normally takes more than six months though. We find out what's going on at Gremlin...





Premier M









The menu system has been simplified so there's a lot less clicking about to be done. This is obviously good news for those of you without a PSX mouse



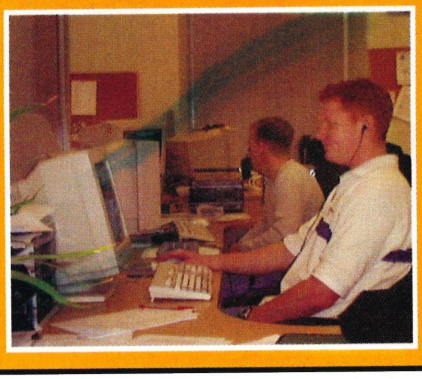


Now all of your squad can be individually trained up. While being a bit boring it's a habit worth getting into

THE DREAM TEAM

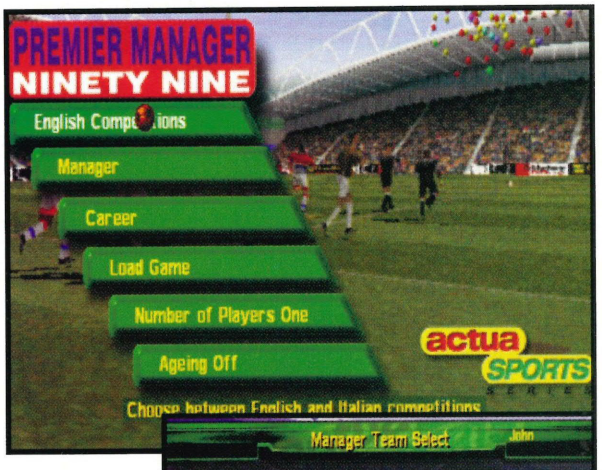
Here's the full run-down of the Premier Manager squad along with the teams they pledge their allegiance to, week in/week out.

Bill NEWSHAM, Producer, NEWCASTLE UNITED
Lee GARNETT, Lead Programmer, LEEDS UNITED
John CARLYLE, Programmer, NEWCASTLE UNITED
Shaun McCLURE, Lead Artist, LIVERPOOL
Dawn WHITEHEAD-BINNETI, Artist, JUVENTUS
Phil BROWN, Artist, HULL CITY
Emel AKIAH, Artist, GALATASSARAY
Paul NEWSHAM, Database, NEWCASTLE UNITED





anager '99





Not only can you choose teams from the four English divisions you can now pick the Italian Serie A and Serie B sides as well





Crossing the Pennines in winter is no easy task. To get to *Gremlin's* Sheffield HQ you must negotiate the notorious Snake Pass, and thanks to the recent floods, it's an edge of the seat ride.

So in many ways, you're lucky to even get this piece, but in the end we made it and got to sit down with the head honchos at *Gremlin* and the Development team of *Premier Manager '99*, to ask them all the questions you're dying to know the answers to.

We know the last game was only released in June, so we were keen to get to the bottom of this speedy sequel. The obvious aesthetic change is that *Premier Manager '99* will be officially endorsed by Fulham manager, Kevin Keegan, but details of this deal were still at an early stage as we went to press.

We started by asking Bill and Lee, from the development team, how long the game had been in progress. "We've been working on it properly for nine months, but we were already formulating ideas when finishing '*98*."

DIVISION AND CONQUER

When we enquired why they felt it necessary to release another *Premier Manager* game so soon after the last one, the answer was... "Simple. Public demand. The number of requests we received via the Internet was unbelievable. There was an obvious demand for an update and improvement, but we also wanted to give something new - hence the Italian leagues, which many fans are familiar via the Channel 4 coverage and the number of overseas players coming into our Premier Division. None of us would have been happy with a straight re-hash plus a few tweaks. I think fans of the *Premier Manager* series are going to be surprised at the amount of changes we've crammed in."

There you have it then, the official line. Bill then explained the bits of the new game they were most happy with. "The tactics have been revised to eliminate conflicts that occurred in *PM '98*. You could, for instance, have four or five attackers yet still play defensively and vice versa – it just wasn't realistic!

"We've introduced more tactical options to give a 'total football' feel to the way teams play. Training is simpler, but it's now possible to train all your squad individually (definitely more realistic). You can decide when to bring players back from injury and when to rest them. You can also take on a more 'Chief Executive' role (a la Brentford's Ron Noades) by trying to secure sponsorship deals, make various ground improvements (food outlets/toilet facilities) and increase the capacity of your stadium.

"The aim here, like the modern game, is to attract as much revenue to your club as possible to build up your transfer funds, making it easier to sustain success once it has been achieved. 'Build while are you are strong' as the The Boot Room used to say."

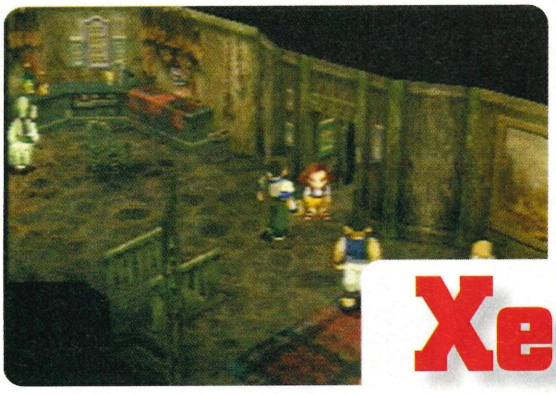
So was there anything the had to leave out? "The main omission is the ability to make substitutions and tactical revisions during the TV style presentation of the 'highlights'. We are constantly looking at ways to introduce a more touchline feel to the game, actually getting out there and directing operations from the bench.

"Also, we wanted to show the ground improvements visually over an entire season. For example, on day one you would see the architect's plans. On day five you would see a three sided ground with debris and rubble replacing the old shed. Eventually you would see your dream segue into a glorious triple tiered stand (executive boxes and bond scheme optional)! Look out for our future projects were we will be taking the managerial genre into the next millennium."

All things to look forward to in the future then. The rumours of *Premier Manager 2000* are already gathering pace, so it looks like we may get our dream management game around the turn of the millennium, but to round off *Premier Manager 99*, we asked Bill if there was anything else he'd like to tell you lot out there in reader land?

"Well really we'd just like to say a big thank you from the team for making *PM '98* a No. 1 title. We are constantly inspired by them and their ideas to make the *PM* series the best there is. Keep sending in the ideas and we'll try and incorporate them into *PM 2000*."

Thanks to all at *Gremlin* for their help PRO





Xenogears

Gear yourself up for the latest Squaresoft RPG success story









What's it all about? The story centres around Fei Fong Wong, a young man whose childhood was ruined by an ongoing war over the technological debris left when starship The Eldridge crashed into the world centuries ago. This isn't just any old pile of rubble, as it includes a stash of giant humanoid robots, giving their owner amazing powers.

This long-lasting war began after the destruction of Fei's hometown when he was only a boy, causing him to be adopted into the village of Lahan by the village elder.

However, Fei has no memory of his previous life, and now, as an inquisitive teenager, he's understandably curious about his past. As he embarks on a journey to unlock the secrets of his formative years, he discovers that he's not the only lost youth. On his travels, he meets and joins up with plenty of other characters, all of whom know little about their histories as war babies, but seek revenge for the horrors of their past.

Metal Mickey

Although it's been out in Japan for a while, Xenogears has only recently hit the streets of the US, and already RPG fans are lapping it up. As well as the Active Time Battle system (which Final Fantasy VII veterans will already be familiar with), Xenogears allows characters to use physical combos to defeat enemies, as well as utilise the Ether/Chi abilities picked up along the way. The characters also have the ability to build and take on the form of robots (Gears), which can increase your defences as well as your attacking strength.

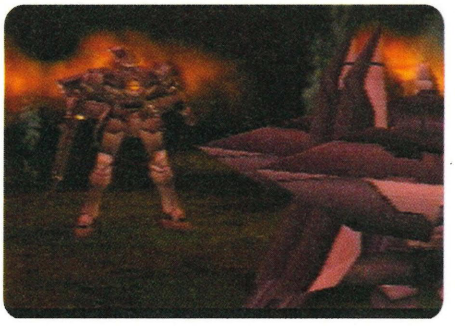
With a totally 3D environment to explore, as well as plenty of animated sequences to carry you through the storyline, role-playing reamsters will be itching to get their grubby mitts on Xenogears when it makes its appearance here next year.

Who's responsible? Squaresoft

When's it due? March



Caught up in a huge war in his homeland if Ignas, it's Fei's job to discover his amnesia-ridden past





When this spaceship crashed to earth, it left a huge pile of rubble, form wehich these metal monsters were born





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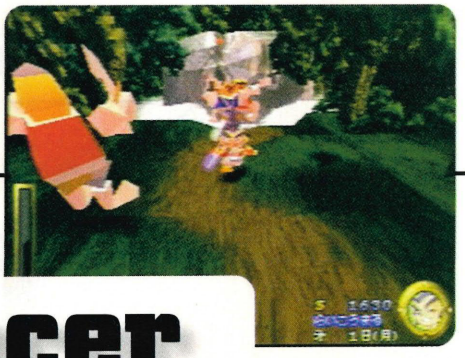
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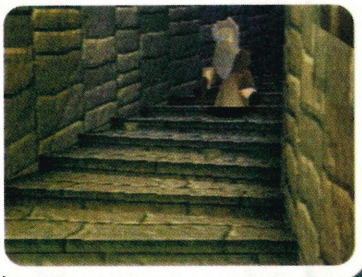
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Brave Fencer Musashiden

Final Fantasy meets Crash Bandicoot and has a bit of a disagreement with Gex in Squaresoft's Japanese fantasy epic



Brave Fencer magnificently combines both RPG and arcade adventure by changing the style of play for each level. The first few introduce the player with fast-moving Bandicoot style action and tricky puzzles to demonstrate the use of each weapon









What's it all about? *Brave Fencer Musashiden,* due to be released in America as *Brave Fencer Musashi,* is the latest RPG/arcade adventure from the makers of the *Final Fantasy* series. It involves the exploits of samurai Musashi, legendary warrior of ancient Japan and originator of the Ni Tenlchi Ryu method of sword fighting, as he takes on the might of the Lecoir Empire.

Samurai dreams

Looking at the screenshots of our Japanese import version of the game, you'd be forgiven for thinking this was another wholesome RPG in the style of *Final Fantasy.* However, *Squaresoft* have actually managed to achieve something much more exciting than another point-and-click adventure. *Brave Fencer* works with many elements of gameplay, including *Crash Bandicoot* platform levels, 3D levels in the style of *Gex* and *Spyro* as well as the expected role playing factors. All these features mix together into an elaborate and utterly absorbing soup of a game.

The first level of *Brave Fencer* can be used as an example of the complexity of its gameplay. To get through the first stage, you have to fight several bizarre creatures and avoid falling trees and rocks. By holding the R1 button down until your power builds up, you can throw your sword at one of the enemies, stunning him for a few seconds. During this time, by hammering the square button, you can absorb your opponents fighting skills, so if he was shooting at you when you attacked, you will gain a powerful machine gun. This is an amazing feature and will certainly hold the game in good stead with Western gamers, if it ever makes it to these shores.

Until we see an English-language version of *Brave Fencer,* it's hard to see how effective the RPG elements will be. Anything that doesn't involve characters arguing in Japanese though, makes *Brave Fencer* a possible contender for a classic PlayStation title. Keep it PlayStation Pro for more on *Brave Fencer Musashiden*, we'll be keeping a keen eye out for updated info.

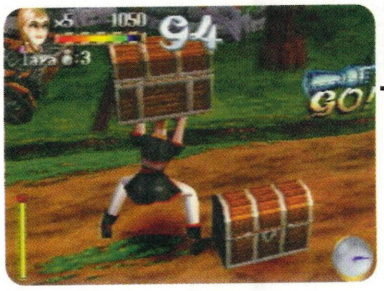
Who's responsible? Squaresoft

When's it due? First Quarter 1999



By absorbing his enemies' powers Musashiden can perform vital tasks that will aid his quest. By shooting the rope above the bell (left), he can snuff out the fire, expelling the evil from the tower





The ability to pick stuff is a definite bonus, especially when you can hoist the enemies themselves above your head and chuck 'em



Legend

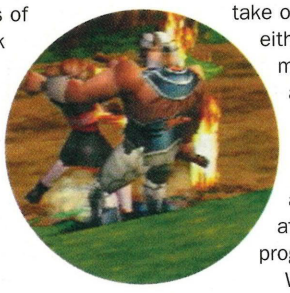
Golden Axe may be lost for good, but if you can wield the steel another gory legend awaits



What's it all about?
Think classic arcade beat'em-up and you'll no doubt remember the side-scrolling delights of *Double Dragon*, *Streets of Rage* and *Golden Axe*. Each one a fine example of out 'n' out arcade action in a big way. As simple as they were brutal, the challenge and the undeniable appeal was all to do with the unforgiving waves of enemies that would attack at random, providing an endless amount of meat that desperately needed your butchering.

There are still games that run along the same lines being produced every now and then, such as *Assault* and *One*, but they're more akin to the likes of *ESWAT*, where the only variation in your relentless massacre comes by way of which rockets you choose to use.

The difference with *Golden Axe*, for example, was that you could mix up your attacks with simple combination moves and pick up different tools to swing or throw, generally 'getting it on' in true guts or glory style, rather than as Rambo with a bullet factory strapped to your back.



BACK STABBING

Funsoft are about to bring the memories flooding back for all *ex-MegaDrive* owners with their retro hack-n'-slash'em-up, *Legend*. In true *Golden Axe* fashion, players will be able to take on hordes of body-bag fillers in either single player or as a team made up from the characters available. Starting off with only a sword to swing, you'll soon be lopping off heads or driving your steel shaft into the skulls of all and sundry as the enemies attempt to stifle your bloody progress from the front and rear.

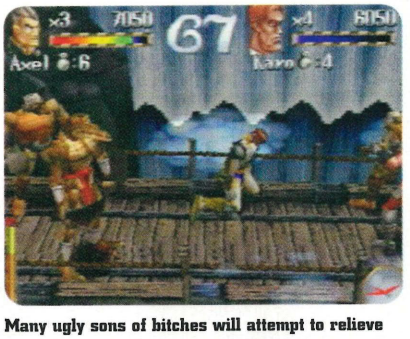
With countless amounts of weapons to use and all manner of ugly beasts laying in wait for you to administer their execution, it's looking like *Legend* is going to light up another retro genre in the brightest possible way.

Who's responsible? Funsoft
When's it due? Christmas



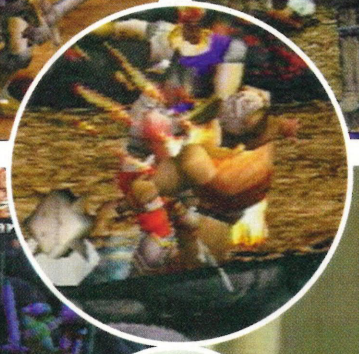


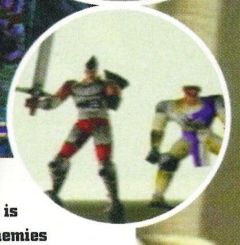


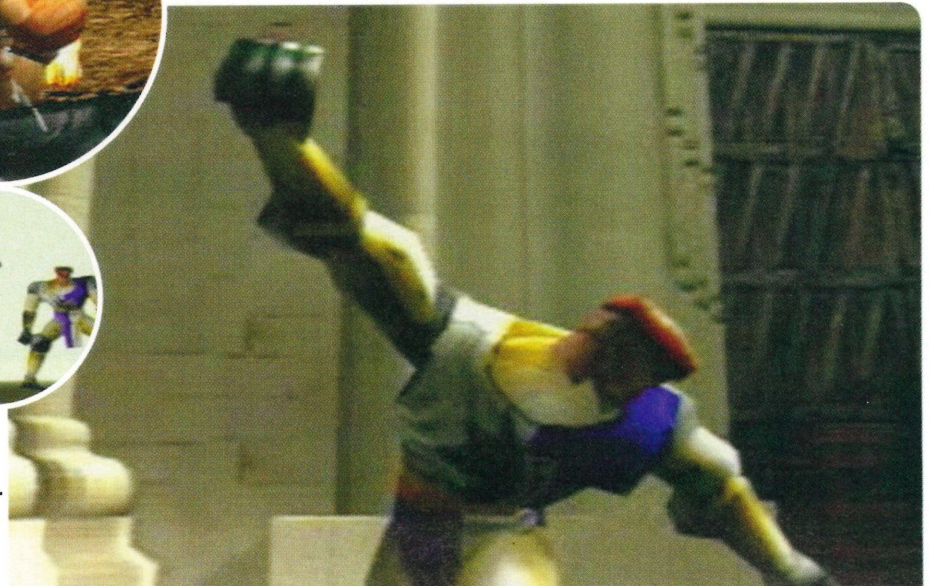


Many ugly sons of bitches will attempt to relieve you of lifeforce, though the chests of weapons are plentiful, allowing you to slash your way to freedom









Each level is divided into stages by lines of fire, giving the game an air of excitement. It is important to be prepared at all times, the enemies are notorious for jumping off ledges and taking your character by surprise





Shadow Gunner

They're hunky, they're chunky and they're hungry for action



Annihilating the opposition (and anything else that crosses your path) is made easier with the aid of some mega weaponry, including this nifty homing missile

What's it all about? Featuring more Heavy Metal than an Iron Maiden concert in a scrapyard, *Shadow Gunner* is a full-on 3D shoot 'em-up fest where master blasters battle their way through all manner of missions to become solid steel supremos of shooting.

By taking your pick from a range of unique robots (each one having their own personality and style of movement), targeting and destroying anything in your path is not only par for the course, but an experience for all admirers of annihilation, especially when you take advantage of the 10 different weapons you'll find on the way. The guns vary from point-blank blasters to long-range homing missiles.

Metallic Mayhem

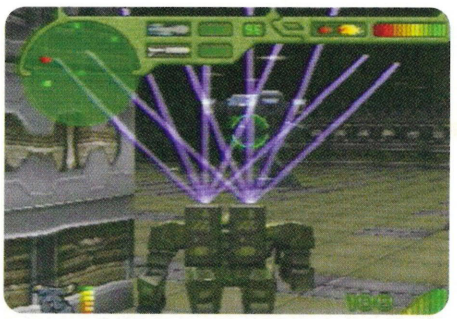
Shadow Gunner works around a series of missions, all of which your robotic buddy has to complete. As each level starts, the mission is flashed up to you, the contents of which are worth bearing in mind when you're going about your business – blowing things up by mistake is sure to make things more than a little difficult for you. However, there will be plenty of things that can safely destroy, including abandoned vehicles, derelict buildings and 17 different types of enemy, so there'll be no shortage of blood and guts (or nuts and bolts).

Viewing the action as you get into some good old-fashioned frenzied firing won't be a problem either, as the third-person perspective is sure to provide you with a wide panorama in which to take stock your targets.

With 15 huge battle arenas to parade your hard hulking talents around, all situated in three game areas (Snow Canyon, the Dockyard and the City) *Shadow Gunner* offers more than enough opportunities to kick plenty of stainless steel ass. Can't wait.

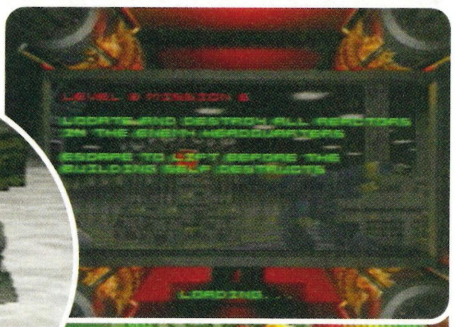
Who's responsible? Ubisoft/Vertex Multimedia
When's it due? December







From snowy mountains to city streets, you'll find plenty of candidates ready and willing to be used for target practice













Once you have the evil beast in your sights, administering some lead-cased suppositories will soon sort him out. He'll be putty in your hands (well, a pile of rusty rubble anyway)





As well as its multi player option, the classic Japanese comic styling makes Blaze And Blade a game to keep an eye out for

Blaze And Blade

Japanese RPG action, multi-player style in Funsoft's epic adventure



What's it all about? Many of you have no doubt played the massive *Final Fantasy VII* and most of you probably loved it. Now just imagine playing it with three of your mates. Well, unlucky 'cause you can't, but worry not. The magnificent *Blaze And Blade* is coming to the PlayStation. It will be a first for RPG games, up to four players can now take part simultaneously on one screen in this dark, real-time RPG.

Vigilante four

Blaze And Blade could well be a hit with RPG fans, because one thing lacking from other RPGs is the option to have more than one player. In other games you can only control one character at any one time, so a multi-player RPG could be just what the gaming world has been waiting for.

Here you battle with monsters whilst making sure you don't miss out on the pick-ups, as your friends will no doubt fight to collect new spells, weapons and armour. There are eight character classes, all with different abilities and different sexes, and single players aren't left on their own either, as the game should be just as enjoyable with one character.

To further enhance the multi-player game, weapons, items and even characters can be exchanged between machines by memory card, so you'll never be short of help on a quest.

The game is set in a massive, stunningly drawn 3D environment, and its non-linear structure gives you complete freedom to explore the world. Quests can be accepted, completed or returned to later, allowing you plenty of time to acquire equipment and hone your part's skills. RPG fans watch this space.

Who's responsible? Funsoft

When's it due? November

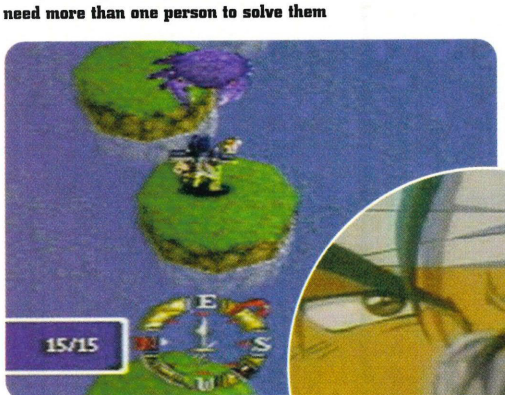




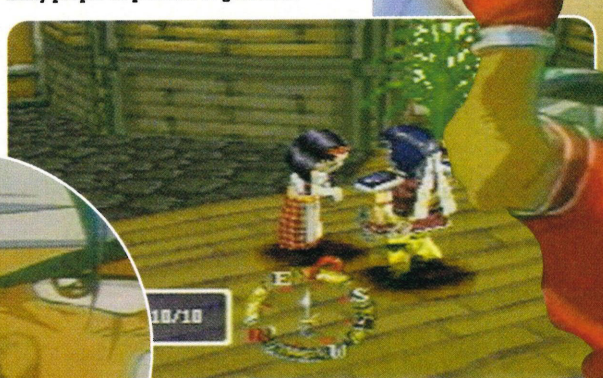
Many of the puzzles you will come across, may need more than one person to solve them



You will find it advantageous to talk to as many people as possible to gain facts



Blaze & Blade also requires a certain amount of quick thinking

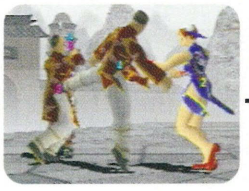


A huge variety of characters do their best to help and hinder your progress











Shaolin - Rumble in China

When the bird sings in the forest, does it seek to be admired for its song?

What's it all about? Back in the seventies, probably before most of you lot were born, a popular American TV show called Kung Fu found an audience on Saturday evenings in Britain. Filling the slot that has now become the Jim Davidson admiration hour, it followed the spiritual journey of Kwai Chang Caine as he discovered the secrets of the Shaolin Temple and searched for his lost brother in the wilderness of America.

It may not have been the most realistic representation of Chinese culture, but it still blows the socks off the likes of mountiefest Due South, and it left a lasting impression on our generation. It also introduced a lot of kids to the startling world of martial arts, and its spiritual roots.



Let it guide your actions

Following in the fine Shaolin tradition of Kung Fu, *Rumble in China* charts the life of a martial arts student as he or she learns of a way to fight without anger. Publishers *THQ* say that the finished game will feature a one-player adventure-style game, where the player is gradually taught different skills and has to fight adversaries to progress. At the moment, though, *Shaolin* just contains the fighting aspects of the game, but boy does it look promising.

Shaolin contains one of those features that is all too rare in the PlayStation world, a four-player option. There are several arenas to choose from, all set in mystical ancient China. Up to six characters slug it out until the death, but it's not just a case of kicking and punching. *Shaolin* offers players a choice of five fighting styles: Shao Lin, Jeet Kune Do, T'ai Chi Chuan, Eight Extremities of Fist and Hung Gar. Up to four players fight in one of the brilliantly motion-captured styles, whilst trying not fall out of the ring.

This game is looking like a mighty tasty treat at this stage, and *THQ* promise to add a lot more meat to the bones of the preview we currently have in our mitts. You can be sure of a comprehensive look at *Shaolin* as soon as we get more info.

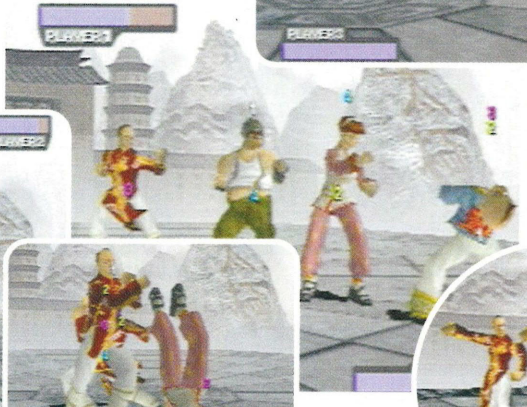
Who's responsible?
THQ

When's it due?
Easter 1999

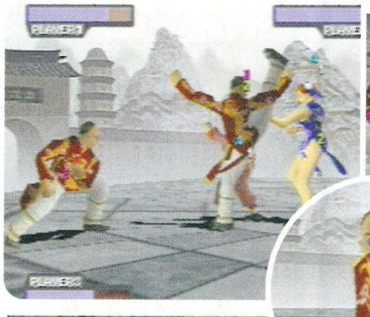
It was a fight between the Yes and the No. In him, No conquered... Instead of the beauty we observed, he saw ugliness





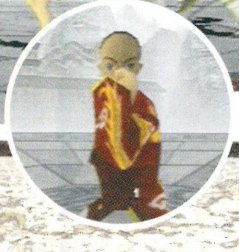


The universe contains a certain pebble, known as the Earth. And many are the men who have formed attachments to it, no less foolish than yours











TEASER

As light showers of crisp snowflakes bugger up the major thoroughfares, what better way to lift spirits than the PlayStation Pro Teaser? Grab yourself a biro and make sure you've read the previous fact-filled pages thoroughly, because the answers to the following are scattered willy, and indeed nilly, amongst them. Three lucky winners will win this month's top prize of a fantastic bundle of PlayStation stuff. Let the games commence!

If you think you've hit the jackpot, send your answers on a postcard marked 'Teaser' to the usual address

1 **Which major sports player put their name to this month's World League Soccer?**
a) Linford Christie
b) Dwight Yorke
c) Michael Owen
d) Jackie Charlton

2 **To stop her ass getting frozen, sex-bomb Lara Croft uses the following item:**
a) A hairdryer
b) A dinghy
c) A match
d) Hot soup

3 **The racing game previously known as Car Constructor Championship is now called:**
a) Max Power Racing
b) Test Drive 4x4
c) Gran Turismo 2
d) Fast Shiny Cars

4 **Funsoft's new scrolling beat'em-up Legend can best be compared to arcade action classics Double Dragon and Golden Axe. We also think Legend looks a bit like which other game?**
a) Tekken
b) Streets Of Rage
c) Cool Boarders
d) Rumble Force

5 **US Air Force ace, Irwin Stryker was awarded which prize for bravery?**
a) The Red Lettuce Leaf
b) The Blue Monkey
c) The Purple Helmet
d) The Chocolate Bar

6 **Which four player beat'em-up revives memories of popular seventies TV rumblefest Kung Fu?**
a) Tibetan monk - Backroom brawl
b) Bruce Lee Dragstrip Racing
c) Rival Schools - United By Fish
d) Shaolin - Rumble in China

7 **The pool pits of Gremlin's brilliant baize-sim, Pool Shark, includes one of the following features. Which one?**
a) A futuristic glass table
b) A commentary by wisecracker John Virgo
c) Occasional vicious attacks by local arsonists
d) A sumptuous buffet of spicy spiral fries for all players

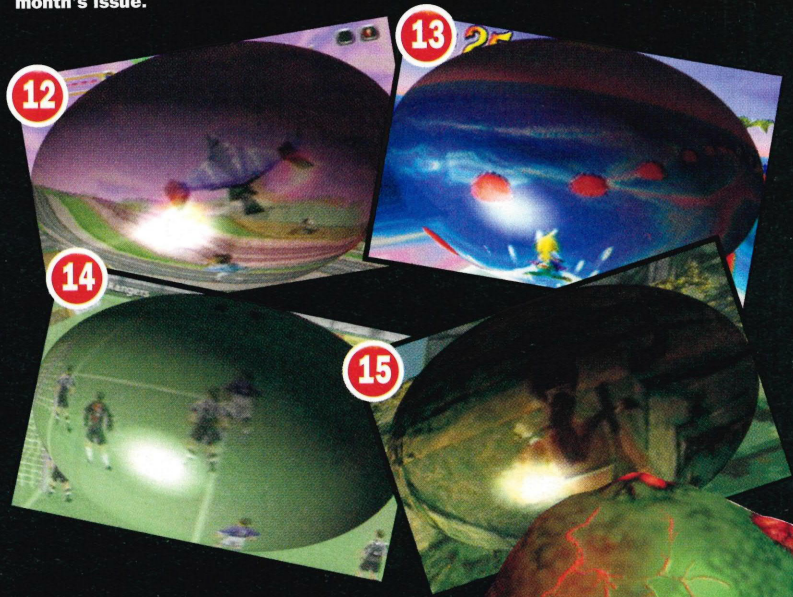
8 **In the new Tomb-Raiding spectacle, which weapon does Lara Croft share with her partner in elimination, Duke Nukem?**
a) Shurikens
b) Rhythm stick
c) Desert Eagle
d) Holy hand grenade

9 **Streak, the bizarre new hoverboarding circus from GT Interactive, features a choice of 10 characters. How are these characters described in Pro's comprehensive review?**
a) a motley shower of wazzocks
b) 10 uncouth skate punks
c) a gaggle of threadbare penguins
d) 10 stinking pit-monkeys

10 **Namco's latest attempt at a football game comes to the PlayStation this month. What is it called?**
a) Bekkem 3
b) FIFA '99
c) Forest Law's Celebrity Soccer
d) Libero Grande

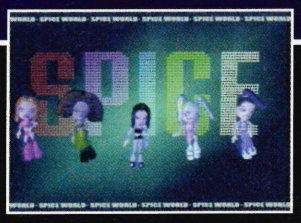
11 **The prospective Japanese mouthful Brave Fencer Musashiden contains a useful feature for robbing your enemies of their weapons. How does this trick work?**
a) You grab the enemies' arms and give them Chinese burns until they hand over their fighting sticks
b) You throw your sword at them and then absorb their fighting skills with your mind
c) You hide behind a tree stump and stick your leg out, tripping them up, before sucking their spirits out of their noses with a stripey straw
d) You kick them in the nads, then punch them repeatedly in the face until they fart

Take a butchers at the following obscured snapshots, and write down the name of each game. You will find all these games in this month's issue.

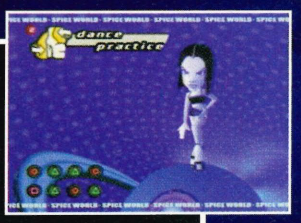












CHICKEN'S CHALLENGE – SPICE WORLD

A game so incredibly sad that it's becoming something of a cult (have I spelt that right?). Rob it from your girlfriend and try this...

● **Set-up**
Play as Baby Spice and choose the song "Wannabe"

● **The gauntlet**
I'll tell you what I want, what I really want you to do in this challenge. Simply load up your copy of Sony's Spice World. Start to play it and then make it last for more than five minutes without switching it off. Difficult stuff.

● **Rules**
You MUST have the volume turned up.

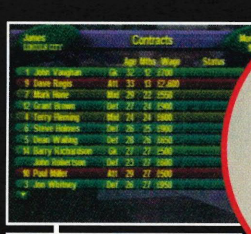
● **Hints**
Try pretending it's an All Saints game.





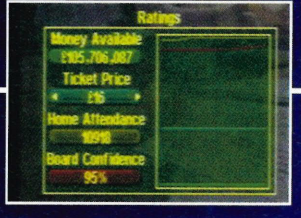
Pro Gauntlet

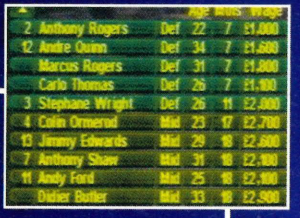
So you think you're the No.1 gamer in the country? Well, think again. The Pro team challenge our readers to take part in the Pro Gauntlet. We challenge you to beat our times, crush our high scores and defeat any weird task we set. Think you're up to it? Go on, we dare ya!

















JAMES'S CHALLENGE – PREMIER MANAGER '98

Millions of you have snapped up Gremlin's premier gaffer game, but have you really got what it takes to rule Europe with a lowly minnow from the Nationwide League? I've proved my worth in the duggout and to rank alongside me you'll have to be dedicated to the cause (start by forgetting about sleep for a fortnight!).

Ring in the changes and prepare to tackle the biggest game of your career, we need goals, goals, goals (and a lot of cash!)

● **Set-up**
You should play the game in career mode with player ageing option turned on and choose your team from one of the 10 available.

● **The Gauntlet**
Take a look at the screenshots of my current squad and bank balance, then match or better it within a 25 season timescale, amassing every cup the game has to offer in the process.

● **Rules**
Your squad must incorporate at least one player as cover for every position of a normal 4-4-2 formation (so you'll need at least 22 players) and games should be played with an instant match result (sticking with your starting 11 in EVERY game). The tactics, formation, training and money management are down to you.

● **Hints**
Stadia remain untouched throughout the entire game even though your team may grow into a Premiership title contender, so a large ground capacity is a necessity to cover the wages of any big money buys.Play at least some of the pre-season friendlies as victories in these warm-up games are a great way of boosting team morale.







RULES: Photographic evidence will be believed over all other claims. Pictures of challengers will also help your cause, and signatures from character witnesses such as civic officials -- judges, traffic wardens, dinner ladies, will all be looked on favourably. Descriptions of how you achieved your win/time etc. will also help, since the more plausible your achievement, the less likely we are of throwing it in the bin.

We'll be printing the best times, wins and kills in a future PlayStation Pro. So get your name in print – take up the challenge



KAY'S CHALLENGE – TEKKEN 3

The third instalment of Namco's notorious Iron Fist challenge kicks the arse of all other beat'em-ups, as well as anyone who dares play it

● Set-up
From the options menu, change the game difficulty to 'hard' and set the round count to three. Then go to arcade and choose any character – as long as they're FEMALE

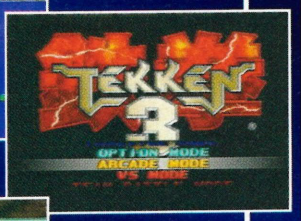


● The gauntlet
The time to beat for this is 1:05:18

● Rules
Absolutely none at all- with fists flying and legs locking, just get stuck into your opponent with zest and gusto (oh yes)

● Hints
Constant blocking may save you from a severe bruising, but it won't keep your time down. Also, try and get in a special move just as the round starts – with any luck, your opponent won't be expecting it!

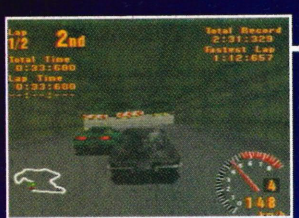






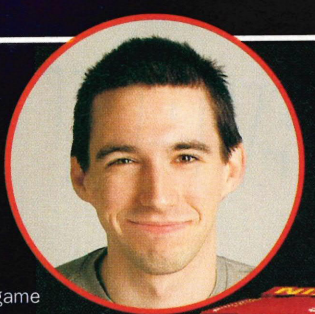


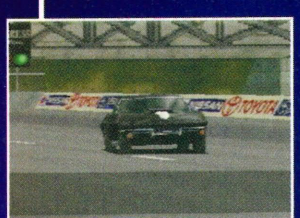






SAM'S CHALLENGE – GRAN TURISMO

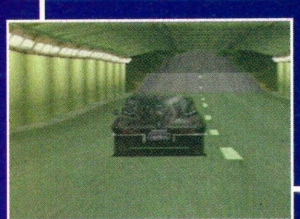




In my opinion, this still knocks the living shit out of any other racing game in existence. An all round assault on the senses, and still the most exciting two-player game on the PlayStation.

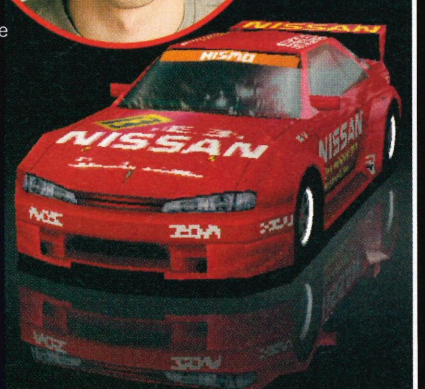
● Set-up
Go for the Quick Arcade option, then choose a Chevrolet Corvette 427 Coupe on the Hard difficulty option. Take your baby out onto the unforgiving Trial Mountain course and make like a very fast thing.

● The gauntlet
Attempt to beat a total 2-lap race time of 1:08:000.



● Rules
There are no rules, and you can't use cheats because there aren't any.

● Hints
The Corvette is an untamed beast that goes like a bullet, but needs a steady hand to get it round the corners. Release the accelerator instead of braking as much as you can and take it easy on the power-slides.



LEWIS'S CHALLENGE – COLIN McRAE RALLY



The fastest, most thrilling rally game on any platform is my game of choice. Codemasters are rolling out sublime driving games at present and this is a must buy.

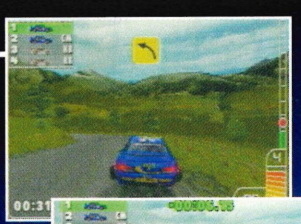
● The set-up
Choose rally, the Subaru Imprezza and New Zealand - Stage 1 Enter your name as 'HOVERCRAFT' and leave all the settings on standard - go straight to the stage. Now it's time to make like Marty McFly as the Subaru retracts its tyres and floats above the New Zealand turf.

● The gauntlet
The time to beat for this stage is: 2:10:42

● Rules
Any you want. Take short-cuts, use the quickest routes from A-B, over hill or dale

● Hints
Don't cut every corner, some banks will flip the car, losing you precious time. But there's one series of trees that you can cut through to shave off vital seconds – but you'll just need to find it first











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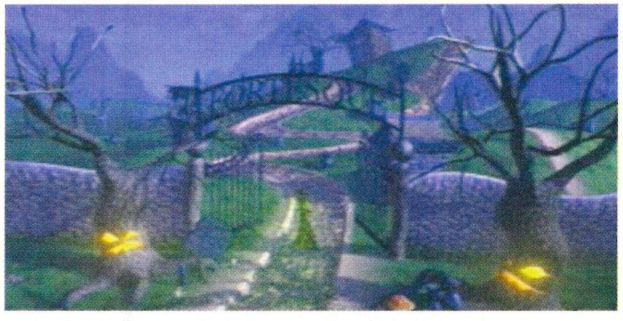
PRO Q&A

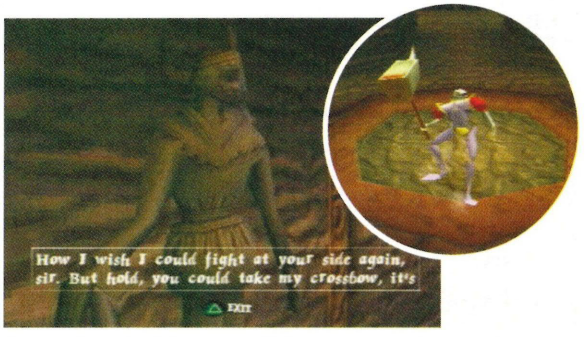
There are winners and losers in every game, but play with me, and I'll guarantee you'll alwave have a smile on yr face. This mont' it's an E-cup brimming chea section, filled with Medievil, Duke Nukem: Time To Kill, Future Cop: LAPD and a zombie harve of Resident Evil 2 ti, plus loads more spilling over the top.



Send all your distress signals to me: Miss Bea Havin, PlayStation Pro, IDG Media, FREEPOST (SK3038), Macclesfield SK10 4YE

MEDIEVIL





Q&A **Dear Bea,** I'm having trouble completing Medievil. Could you help me finish this, supposed to be simple game, I'm feeling a bit of a tit. ***Brian Owens, Preston***

Q&A **I'm sure you're gagging to hold the rest of it, so here's the full monty for your delectation, Brian...**

The main cheat code is **L2** + **LOUDTOOT.** To activate the cheat from the game levels, press Start (pause), press and hold **L2** and tap the word Loudtoot (L=⬅, O=●, U=⬆, D=⬇, T=▲). A new option will be added to the menu, called cheats. Click on this option and you will have three new choices.

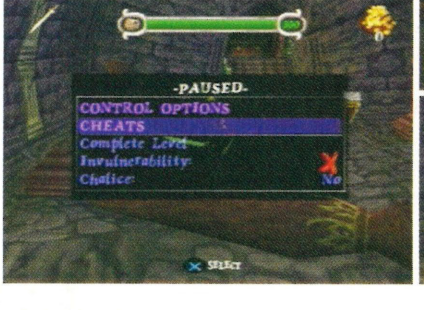


COMPLETE LEVEL
Will end your current level and take you to the map screen.

INVULNERABILITY
Will make you invincible (well what did you expect?)

CHALICE ON
Will take you to the Hall of Heroes when you complete a level, enabling you to collect a new weapon or other useful items.



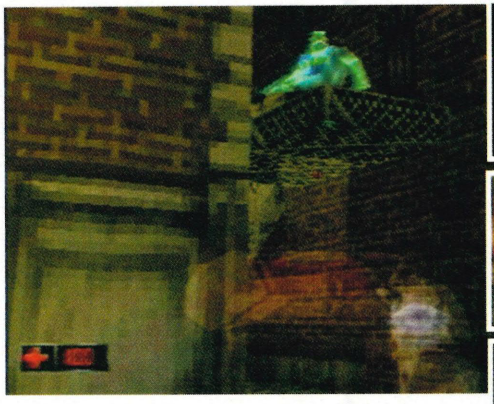








DUKE NUKEM: TIME TO KILL

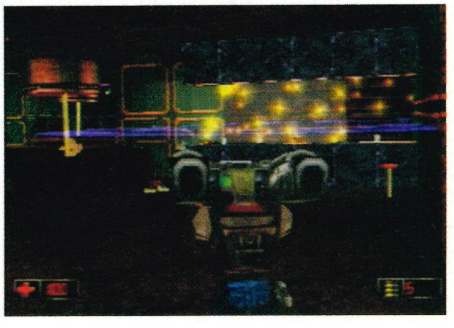












Q&A **Dear Bea,**
You have the most fantastic breasts in the whole world and I would like to... Duke Nukem's Time To Kill, really surprised me. I was expecting a full-on blasting game and instead got a Tomb Raider style adventure shooting game that I was pleasantly surprised about because...
Adam Thompson, West Mids

Q&A **After three pages of 'gushing' praise for both the game and myself, you finally got round to the point of your letter (I usually throw pages that are stuck together away), which was to ask (in the main) for cheats for the game. Your other requests aren't legal even in Thailand**

LEVEL SELECT:
Pause game and press ⬇ (9), ⬆, then exit the current game. Select the "Time To Kill" option at the bottom of the main menu, press ⬅ or ➡ to select a level, then press ✖ to begin game play.

INVINCIBILITY:
Pause game and press **L2**, **R1**, **L1**, **R2**, ⬆, ⬇, ⬆, ⬇, **SELECT**(2).

TEMPORARY INVINCIBILITY:
Pause game and press **R1**, **L2**, **L1**, **L2**, **R1**, **L1**, **R1**, **L2**, **L1**, **L2**.

INVISIBILITY:
Pause game and press **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**.

UNLIMITED AMMUNITION:
Pause game play and press ⬅, ➡, ⬅, ➡, **SELECT**, ⬅, ➡, ⬅, ➡, **SELECT**.

POWERED-UP WEAPONS:
Pause game and press ➡ (2), ⬅, ➡ (2), ⬅, ➡(2), ⬅.

ALL WEAPONS:
Pause game and press **L1**, **L2**, ⬆, **L1**, **L2**, ⬇, **R1**, ➡, **R2**, ⬅.

ALL ITEMS:
Pause game and press **R1** (5), **L2** (5).

ALL KEYS:
Pause game and press ⬆, ➡, ⬆, ⬅, ⬇, ⬆, ➡, ⬅, ➡, ⬇.

EXTRA DAMAGE:
Pause game and press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**.

BIG HEAD DUKE:
Pause game and press **R1** (9), ⬆.

SMALL HEAD DUKE:
Pause game and press **R1** (9), ⬇.

BIG HEAD OPPONENTS:
Pause game and press **R1** (9), ⬅.

SMALL HEAD OPPONENTS:
Pause game and press **R1** (9), ➡.

ROGUE TRIP FMV SEQUENCE:
Press **L1** + **L2** + **R1** + **R2** at the GT Interactive logo during the opening sequence.









G-POLICE

Q&A Dear Miss Bea Havin,
I've just got G-Police and I badly need some cheats for it so please, if you know any cheats please tell me.
Ian Ellison, Merseyside

Q&A Sounds like a case of life or over-exaggeration. Stop stressing Ian, I'm here to soothe your sweaty-brow and relax your knotted guts (just not too much). Here are your G-Police cheats...

INVINCIBILITY
Hold L1 + R2 + Square and press Left during the mission briefing. A sound will confirm correct code entry. Note: The game will not progress past the current mission when this code is enabled. However, it may be used to try various strategies and options prior to playing in normal mode.

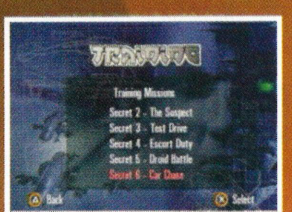
ALL WEAPONS, UNLIMITED AMMUNITION
Hold **L2** + **R1** + ● and press ⬅ at the weapons load-out screen after the mission briefing.

SECRET MISSIONS
Enter PANTALON as a password. The word "Cheat" will appear in the lower right corner to confirm correct code entry. Enter the training menu to access six secret missions, including driving a car and controlling a combat droid.

FAST CIVILIAN TRAFFIC
Enter BENIHILL as a password.

ENABLE SIRENS
Enter WOOWOO as a password.

BONUS CAMERA ANGLE
Enter SUPACAM as a password. The camera angle will switch to a close-up of an enemy vehicle when it is destroyed.













NASCAR RACING '99

Q&A **Oh Miss Bea,**
This game is complete shite. I bought it before your mag reviewed the game, the sly bastards, and now I'm stuck with this hill-billie crap for the rest of my life. Save me!
Peter Willis, South End

Q&A **Don't buy anything until you've read the mag! That's what we are here for. If you don't, you'll end up poking pigs, swilling moon-shine and in bed with six of your cousins playing NASCAR '99. These cheats will help, but not enough to save you I'm afraid.**

RACE AS BOBBY ALLISON
Race in a championship season with at least a 50% race length and finish in the top five on the Charlotte track.

RACE AS DAVEY ALLISON
Race in a championship season with at least a 50% race length and finish in the top five on the Talladega track.

RACE AS ALAN KULWICKI
Race in a championship season with at least a 50% race length and finish in the top five on the Bristol track.

RACE AS BENNY PARSONS
Race in a championship season with at least a 50% race length and finish in the top five on the Richmond track.

RACE AS CALE YARBOROUGH
Race in a championship season with at least a 50% race length and finish in the top five on the Darlington track.

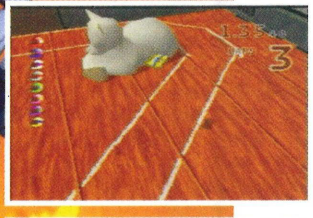
RACE AS RICHARD PETTY
Race in a championship season with at least a 50% race length and finish in the top five on the Martinsville track.

WAVING DRIVER
Select cockpit view, then hold **SELECT** until the driver waves.

DIRT TRACK
Start a race at Charlotte, and go around the finish line five times. A dirt track will appear in the infield area.











MICRO MACHINES V3

Q&A **Dear Miss Bea Havin**
I own Micro Machines V3 and I have spent countless hours trying to get the hallowed prize cars. Please could you give me some cheats so that I may rest easy?
Matt Brown, Derbys.

Q&A **You sound in pain Matt, anything to do with haemorrhoids? My advice is to walk around a little while playing the game, that way you won't get those nasty arse-grapes anymore. Here are your cheats...**

The following codes require you to pause the game before entering them.

BOUNCY BOUNCY
Press ■, ➡, ➡, ⬇, ⬆, ⬇, ⬅, ⬇, ⬇.

DIFFERENT OUTLOOK
Press ⬅, ➡, ■, ●, ⬅, ➡, ■,●.

CHANGE CARS
Press ⬇, ⬇, ⬆, ⬆, ➡, ➡, ⬅, ⬅.

WHOA! BABY
Press ■, ✖, ●, ■, ▲, ✖, ✖, ✖, ✖.



TORTOISE OPPONENTS
Press ●, ▲, ■, ✖, ●, ▲, ■, ✖.

TRACK SELECT FOR MULTI-PLAYER MODE
Go to the Multi-Player Mode and enter in **GIMMEALL** as your name.



MDK



Dear Madam,
I have been playing MDK for ages and I have got to the fourth level, but I can't find any cheats. Thanks for your time.
Allan Fee, Ayrshire, Scotland

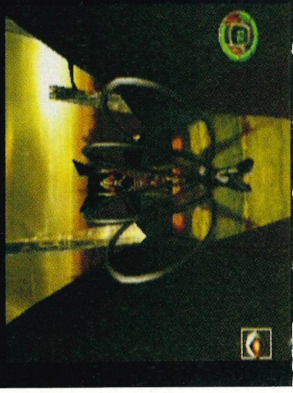
When you've just got to kill every mutha in the place, there's no one better than PlayStation Pro. Here are your MDK cheats Allan...

LEVEL SELECT
Hold **L1**+ **L2** + **R1** + **R2** at the main menu, press ▲, ⬆, ▲, ●, ➡, then immediately release **L1**, **L2**, **R1**, and **R2** when the level select text appears.

INVINCIBILITY
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and immediately pause the game again. Press ●, ▲ (2), ●, ⬆, ⬆, ⬅, **L1**, ■.

BONES SEAL
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and immediately pause the game again. Press ▲, ➡, ●, ⬅ (2).

SUPER GUN
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and immediately pause the

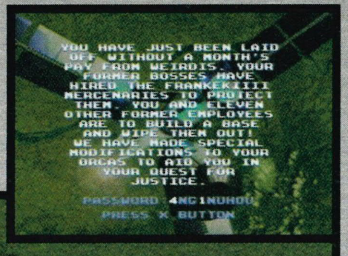


PRO PLATINUM

COMMAND & CONQUER

Dear Miss,
I've finally got my hands on a copy of C&C platinum after waiting ages for it to come out. And now I'm stuck - bloody typical! Please come to my rescue!
Adrian Cale, Devon

The cavalry is here Adrian, just don't go expecting me to suck the poison from your wounds.











VIEW ENTIRE MAP
Pause and press ●(3), ⬆, ●, ■, **R1**, ●(3).

INSTANT ION CANNON
Pause and press ➡, ⬇, ⬅(2), ⬇, ➡(2), ⬇, ⬅, ✖, ■, ▲.

INSTANT AIR STRIKE
Pause game play and press ➡, ⬇, ⬅(2), ⬇, ➡(2), ⬇, ⬅, ✖, ■, ●.

INSTANT NUCLEAR STRIKE
Pause game play and press ➡, ⬇, ⬅(2), ⬇, ➡(2), ⬇, ⬅, ✖, ⬆, ✖.

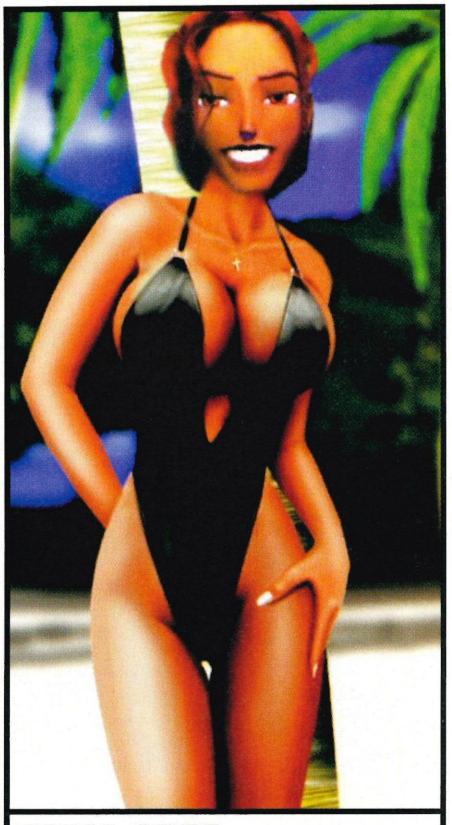
UNLIMITED MONEY
Pause game play and press ➡, ⬇(2), ⬅, **L1**, ⬅, ➡, ⬇, ⬅ for an additional 5000 credits. Repeat this code as needed for unlimited money.

BONUS LEVEL
Enter **PATSUX** as a password on the GDI disc. A bonus level with $10,000, extra tiberium, and 12 commandos will begin.

COVER OPERATIONS MISSIONS
Enter **COVERTOPS** as a password. This password may be enabled on either disc with different results.

JAPANESE NARRATION
Enter **GODZILLA** as a password.

VIEW FMV SEQUENCES
Enter **CINEMA** as a password, then wait until the FMV sequences appear.



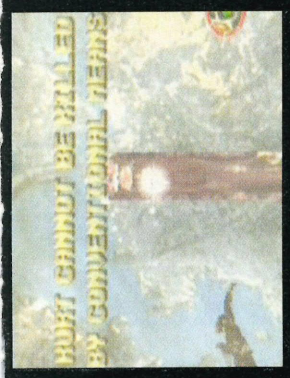
TOTAL ARSE

Dear Miss Bea,
Could you please help me, and tell me the nude cheat for Tomb Raider. As I have been told by some people that if you tap in the beat to a Spice Girl song (what I really really want) Lara turns nude. But I do not know at what stage in the game to tap it in. Please help me. **PS** Can I please have a signed photo of you?
Brian Seager, Birmingham

Not even God can help you Brian. But the thought of you spending hours hammering Spice Girl tunes into the PlayStation to see a pair of pixel breasts is a top image. Keep up the good work.

Dear Miss Bea Havin,
I have heard a rumour of a Tomb Raider naked cheat for the PlayStation. If there is one, would you please send it to me?
James Morgan, Leicester

Is the top shelf of every newsagents in the Midlands unreachable, or are you all just completely randy (in a 'I don't know any real girls' kind of way)? No there are no nude codes, although you may want to tap out a Spice Girls' song into the game, it'll stop you bothering me.



game again. Press ➡, ⬆, ⬇, L1, ⬇, ●, ⬅ (2).

HOMING BULLETS
Pause the game. Press ⬇, L1, ⬆, ■. Resume and immediately pause the game again. Press ■, L1 (2), ⬆.



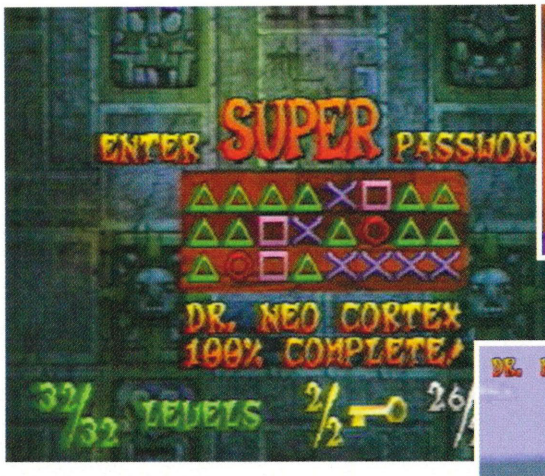
FULL HIT POINTS
Pause the game. Press ⬇, L1, ⬆, ■. Resume and immediately pause the game again. Press ➡, L1, ■, ▲, L1, ⬇ to gain full hit points.

NODIE
Pause the game. Press ⬇, L1, ⬆, ■. Resume and immediately pause the game again. Press ●, ▲ (2), ●, ⬆, ⬆, ⬅, L1, ■ during game play.

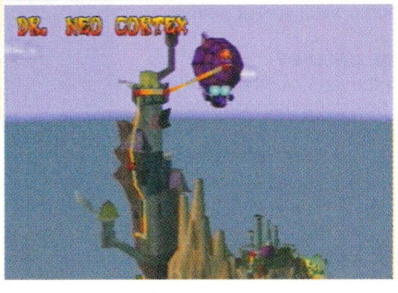
EARTHWORM JIM POWER-⬆
Pause the game. Press ⬇, L1, ⬆, ■. Resume and immediately pause the game again. Press ⬆, ⬇ (2), L1, ⬆.



RELIEF







CRASH BANDICOOT

Q&A **Dear Miss Bea,**
Please can you tell me how to get the secret keys on Crash Bandicoot as I can't seem to find them all. Thanks.
Richard Adams, Sheffield.

Q&A **To do things legit – follows these steps to find the keys:**

KEY ONE
Island 2 Level 13 – Boulder Dash (White Gem – requires Red Gem). Find all the boxes to access the Key that will open the Island 2 Bonus level (Whole Hog). Smash all the boxes on Whole Hog to receive the White Gem for Boulder Dash.

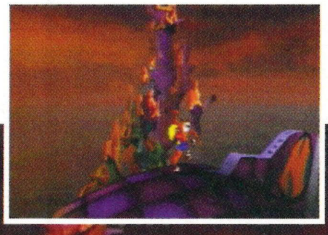
KEY TWO
Island 3 Level 21– Lights Out (Purple Gem and Key 2 – requires Yellow Gem) Yellow Gem is activated (The Lab - Island 3) you will find a alternative level end. Using this will give you the key to Fumbling in the Dark. (The Yellow Gem is placed half-way through the level).

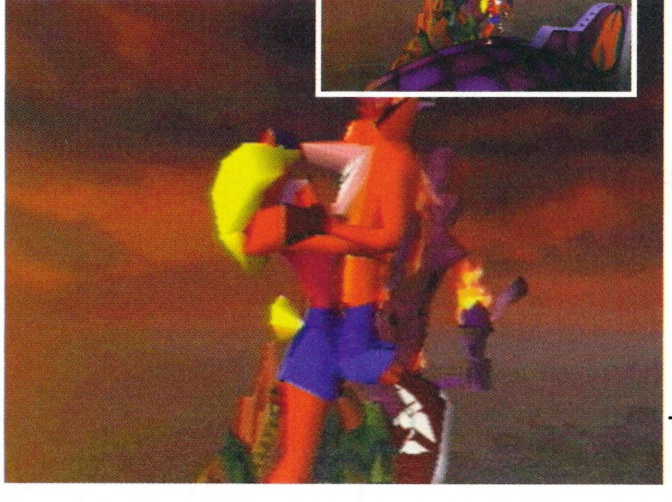
SUPER PASSWORD
Enter the following sequence at the password screen for access to all 32 levels, all gems, and both keys. After entering the first line, two more lines will appear.

▲, ▲, ▲, ▲, ✖, ■, ▲, ▲▲, ▲, ■, ✖, ▲, ●, ▲, ▲▲, ●, ■, ▲, ✖, ✖, ✖, ✖

DEBUG MENU:
Hold ⬆ + ✖ at the Naughty Dog logo until the title screen appears. Hold ⬅ and press ■, ●, ■, **Start**. During game play, pause and press ⬇, ✖(26), ⬇. The sound of a snort will confirm correct code entry. The game will resume. Push **SELECT** to display a debug menu.

If you don't fancy all that hard work, try this cheater's approach to Crash...





Alone In The Dark

Q&A **Dear Miss Bea Havin,**
I have just bought a PlayStation and the game – Alone In The Dark – Jack Is Back. I have spent a number of hours on this game and have explored the house, but have been unable to find 'Grace Saunders.' Also, what are the tokens from the slot machine used for? Can you help me through this game.
Neil Fletcher, Nuneaton

Q&A **To help you through the game you're going to need a guide. So check out the "Cheats help box for more info." As to your immediate problems you could try the cheat by pressing L1,L2, ⬅ at the main menu. Or there's the hard way...**

CARNBY: ONE EYED JACK'S SECRET ROOM
One Eyed Jack will tell the tale of the Flying Dutchman. When he leaves, use the hook to open the gate. At this point your character will always be captured by Elisabeth Jarret. The quickest way to continue is to go downstairs and walk towards the kitchen. Your character is now Grace Saunders.

CARNBY: GUARD ROOM
Go through the guard room door, use both tokens in the barrel organ, which faces the statue. The golden token will make a doubloon appear on the floor. Take the doubloon. The wooden token will open the door to the dormitory. Now you're on your own!







BROKEN SWORD 1

Dear Miss,
I seem to be having a slight problem with Broken Sword 1. I've managed to get to Ireland all on my own. I've got into the cellar and wet the beer towel under the tap, but what do I do with it and how do I get past the goat? Please print this letter as I'm going crazy and also it would be nice to see a girl's name printed on your page.
Cheers, Vicki Slade, Worcester Park

I printed this exact cheat in the July issue, but since so many of you have asked for help on this section (and many others) I'm compiling a few helpful hints to the game.

THE SOZZLED GOAT
You'll need to whip the towel from under Doyle's elbow. Turn off the pumps by throwing the exposed switch by the pub door. Go back to the bar and ask Leary for a drink. Show him your ID card. Use the snare on the glass washer's plug. Go to the street and unbolt the trapdoor. Return to the cellar and collect the gem. Turn on the tap and wet the towel.

As for the goat – Approach the goat (by clicking on the ladder). As soon as the goat knocks you over, click on the plowshare on the far left. When the goat is trapped go to the ladder and enter the excavation. Good luck pull the string to put it right on top. Now it should be visible for miles. Now go back to the swamp site then to the lair site again. Go straight to the flower site and you'll find yourself at the swamp site, but this time you are in the right side of the screen. Exit this site and you are back to the lair site this time you are at the top of the screen. Now work it out for yourself.

Dear Miss Bea Havin,
I hope you can help me with my Broken Sword 1 & 2. On 2 I can't get any further after putting a dart in the boar. And on 1 I can't get the sequence right in Marib market for the boy to take the red ball in exchange for the toilet brush. Can you help?
Mrs S. Archer, Lincs

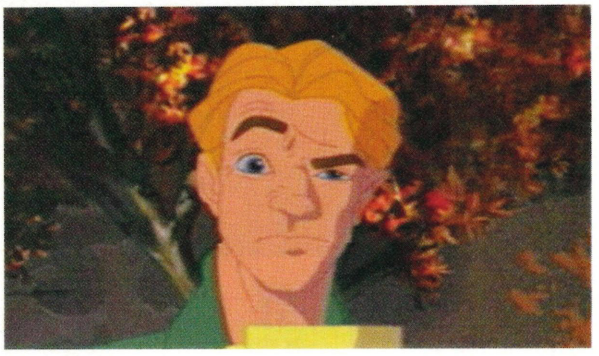
What? More damsels in distress? You girls are really letting the side down here, and being a pensioner is no excuse. Luckily I more than make up for your lack of gaming talent.

MARIB
Ask boy about the stand and then the Templars and himself. Ask about the knight. When you are done talking show him the red ball you got from the jogger. Show the ball to him once more since he got so excited the first time. He offers to do something for you as a trade for the ball. Now talk to the tourist man, because you're on your own.

BROKEN SWORD 2

Right, you need to use the dart on the weed and use what you just made on the creature blocking your way. Pick up the vine. Use the net on the vine. Use the target on the vine. Pick up the vine-net-target and use it on the rock and

Dear Miss Bea Havin,
I am stuck on Broken Sword 2 in the Glease Gallery. After the critic smashes the pot, what do I do? Are there any cheats for this game? PS Great mag.
David Finaly, Belfast



Are these games really that hard, or are you lot just a bit dim? It's lucky for you that I'm such a kind, caring genius.

GLEASE GALLERY
Talk to the girls. Look at the display case. Talk to the fat man. Ask about Professor Oubier and what he drinks, twice. Then ask him about your pot, the other pots and then again yours. He'll take it to examine it and break it! Look at the packing case. If, you try to examine it Glease will not allow you to. Talk to Glease. Ask him about the coyote stone, Oubier, Oubier's wife twice, relics Oubier, indian, pots, drink news cutting. You need a diversion to check the packing case. While the man is not looking put absinthe in his drink. He likes it. Put some more into his glass and he'll keel over. When Glease is not paying attention examine the packing case. You find a label. Pick it up. And now use your own brain, it's a game afterall.





RAYMAN

Dear Miss Bea,
I've heard that you probably could answer my request. SO HELP ME! Is there or can you find me any cheats for Rayman. It's gone Platinum and I need the code for the Candy Chateau level.
Janine Schofield, Oldham

You heard right Janine, I'm your gal for all your gaming troubles. Here are your cheats and codes...

TEN CONTINUES
Press ⬆, ⬇, ➡, ⬅ on the continue screen with the alarm clock when there are three or less continues remaining.

99 LIVES
Enter **XNB9FM!Z2?** as a password.

PICTURE IN A PICTURE
Pause the game, hold **R2** and press ●, ●, ⬅, ●, ●. Enter the code again to return the screen to normal.

DEMO
Hold **L1 + L2 + R1 + R2** after the Ubi-Soft logo. Keep holding the buttons until the animation of the brick wall appears. Then, hold **Start.** Release the buttons when the screen turns black to view how Rayman evolved.

FULL POWER
Press **Start,** then enter the following. Press in order and hold **L2 + R1 + L1 + R2**. Release the buttons in this order: **L1, L2, R2,** and **R1.** Press and release ●. Hold ⬅ + ● + ■ + ▲. Release the buttons in this order: ⬅, ▲, ■, and ●. The life indicator in the top left of the screen should show 99.

An alternate method to enter this code is: Press **Start,** then carefully enter the following code. Press in order and hold **L2 + R1 + L1 + R2**. Release the buttons in this order: **L1, L2, R2,** and **R1.** Press and release ▲. Hold ➡ + ● + ■ + ✖. Release the buttons in this order: ➡, ✖, ■, and ●. The life indicator in the top left of the screen should show 99 lives.

PASSWORD
Band Land, Allegro Presto
!GNSZ36N9X
Blue Mountain, Twilight Gulch
PJNJF!Q29P
Blue Mountain, The Hard Rocks
Z?WOZ3QTFP
Picture City, Pencil Pentathalon
Z8N8P36D6P
Picture City, Space Crater
Z8WOZ5QNOZ
Cave of Skops, Crystal Palace
VPN8P!646Z
Cave of Skops, Eat at Joe's
P1NO7!6NSZ
Cave of Skops, Stalactities
FGN83562SZ
Candy Chateau
FJSJ!C62OP

C&C: RETALIATION

Dear Miss Bea,
I'm getting pretty annoyed on C&C Retaliation, because I know the cheats for Red Alert, but not for C&C Retaliation. Do please help me.
Lee Grinonneau, Coventry

There's no point getting angry because you can't complete a game, Lee. Being a cheat relieves you of all those stressful burdens like actually having to play the game to win. Now just sit back and relax, I've done all the work for you...

CHEAT MODE
Click on the teams button menu with ●. Now move the pointer over the following icons on the tool bar and press ● on each of the following codes.

INVINCIBILITY
■, ✖, ●, ✖, ▲, ▲

FULL MAP
▲, ▲, ✖, ●, ▲, ■

PARABOMB
✖, ✖, ✖, ●, ▲, ■

CHRONOSHIFT
■, ●, ▲, ✖, ●, ●

MONEY IS PEOPLE
■, ✖, ■, ✖, ■, ✖

INSTANT VICTORY
●, ●, ▲, ✖, ✖



SPICE WORLD

Dear Bea,
Enough of all that sexist crap, just give me some cheats for the silly, but addictive, Spice World.
Helen, Salford

If you can't take a little tongue-in-cheek Helen (or anything a little tastier), then you're a sorry specimen. And as if I needed proof – here are your Spice World cheats...

AUTO-RESET
Press **L1+R1+L2+R2+Start+Select.**

BIG SPICE
At the globe screen, hold **Start** and press ●, ■, ●, ■

HAND BAG MODE
At the globe screen, press and hold **Start** and press ■, ▲, ●,▲.

NEW TITLE SCREEN
At the globe screen, press and hold **Start** and press ●, ▲, ▲, ●; then, press and hold **L1 + R1 + L2 + R2 + Start + Select.**





Quirky Corner

WILD 9

Wild 9 is a much under-rated game, and with this quirky little cheat you'll be able to fly through the challenge, although it's a bit painfully slow to get the max number of lives.

99 LIVES

This can take awhile, but it's worth it. On the Centerscape level, the first pylon that blocks your view of Wex has a 1-Up in it. Just jump up and get it. Now press START to pause the game, then hit SELECT to quit the level. Enter the Centerscape level again and the 1-Up will reappear. Repeat as desired up to a maximum of 99 lives.





X MEN VS STREETFIGHTER

It's yet another beat'em-up in the Street Fighter series, and yes we're getting mighty sick of them. However, if you want to liven things up, try these tips.



PLAY AS AKUMA
At character selection screen highlight either Magneto, Juggennaut, Dhalsim or M.bison and press Up and Akuma will appear.

PLAY AS APOCALYPSE
Beat the game on a difficulty setting of 5 or higher without continuing. Go to Battle/V.S. mode and highlight Akuma. Hold **Select** for five seconds, then press any button without releasing **Select.**

APOCALYPSE'S MOVES

Forward Dash	Forward+All three punches
Hand Smash	DB+P
Back Dash	Back+All three punches
Drill	QCF+Fierce P
Power Wave	F,DF,D+P
Fireball	QCF+K

PLAY AS CHUN-LI (STREET FIGHTER 2):
Highlight Chun-Li at the character selection screen press and hold **SELECT** for five seconds and press any button to play as Chun-Li with the outfit from Street Fighter 2.

EXTRA OPTIONS
At the Main Menu (where you choose Arcade Mode, Vs, etc.), quickly press: ▲, ▲, ⬅, ●, **L1**. If done correctly an option screen will appear. From here you can change to Original mode, which enables tagging in VS. Mode only. You can also set your Power Meter to always be charged.

TAG TEAM IN VS. MODE
After switching to Original Mode, start a two player Vs. game. Choose your characters and have your opponent choose the same in reverse. For example, if you choose Ryu and then Ken, your opponent must choose Ken and then Ryu. To switch characters during play, hit **L2** and **R2** simultaneously.

OVERBOARD!

Dear Miss Bea Havin,
My children and myself are in need of your help, we have tried to get past level 2 section 4 of Overboard, but can't. Is there a cheat for this? If there is please tell us as it's driving us potty. We don't want cheats for any other levels just one.
James Skewis, Hull

If you can't get past level 2, you're going to need a little more help than just that level code. So here are all the level codes for the entire game. If you don't want to use them – erm, don't use them.

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



GRAN TURISMO

Dear Miss,
I have just bought Gran Turismo and was hoping that you would have a few cheats to help me out. Thank you very much.
Alan Melville, Kirkcaldy

As the world and their monkey probably already know by now, there are no real cheats for Gran Turismo. It was designed as a real car simulator and as such it didn't included cheats. You can how try these hints and tricks to help you out if you're struggling...

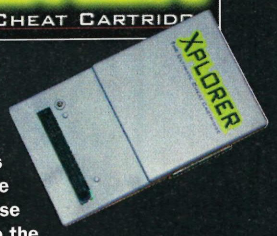
EXTRA CASH
If you sell a car sell it to the company that made it, you'll get paid $2,000 more than if you were to sell it to another dealer.

FREE PARTS
Buy two identical cars. Buy a ton of parts for the first one. Check out the list of fitted parts from the garage. Switch to the other car and get in it. Check its list of fitted parts (should be empty). While in this car, go racer. When you get options to qualify, go to Machine setting, then change



Win Blaze goodies!

XPLORER
THE ULTIMATE CHEAT CARTRIDGE



Xplorer is a cartridge that plugs into the back of your PlayStation, and is the ultimate cheaters piece of kit. Using the codes below, and those already installed onto the cartridge (Gran Turismo, Res Evil 2 etc.) you can unlock even the trickiest of PlayStation games, giving you invincibility, all levels, all weapons etc. You just can't enter these codes without it.

ISS PRO
P1's team is very good
B666575C595A
3662FF7E595A
P1's team is sucks
B666575C595A
3662FF7E5956
P2's team is very good
B666575C595A
3662FFBE595A
P2's team is sucks
B666575C595A
3662FFBE5956

NINJA
Infinite Magic
365C2718595B
Infinite Smoke Bombs
365C27F4595B
Infinite Lives
365C27A8595B
Infinite Energy
365C271259AA
Lots Of Coins
865C27BC504F
Max Power
365C27905956

SPYRO THE DRAGON
Red Spyro (press L2+T)
765B47863F4F
865B4750575A
Unlimited Time
865B18685630
865B18345630
Unlimited Energy
365B4CA4595B
Unlimited Lives
365B185859BB

TEKKEN 3
Infinite Health Player 1
8660EC3A59DC
Infinite Health Player 2
8E6001C659DC
Enable Tekken Ball Mode
365DD142595B
Enable Theatre Mode
365DD141595B
Enable All Movies
865DD118504F
865DD116504F
865DD11C504F
865DD11A504F
Enable All Characters
865DD110504F
865DD10E504F
Enable Extra Costumes
865DD114FB5B
365DD1125955
No Black Background In True Ogre Fight
36604DC0595A

Compo

To win a massive goodie bag of Blaze treats, tell us which port at the back of the PlayStation the Xplorer cart plugs into. Send your answer on a postcard to the usual address marked "Xplorer compo"



parts. You'll find all parts from the first car on the second car. Exit the race and go back to the garage. Both cars will have all the parts installed.

QUICK SPINOUT RECOVERY
If you are racing any fully tuned turbo type car and you spin out, it takes 10-15 seconds to get going again due to the turbo lag. Instead of watching the competition drive by while you try to increase your revs, try this. When you spin out and come to a stop, hold the gas and the brake at the same time. The revs will build quickly and when you hit the redline release the brake and you take off like a shot. It'll save you tons of time, and the effect's quite cool too.

FUTURE COP: LAPD

Q&A **Dear Miss Bea Havin,**
I bought Future Cop LAPD because Sam said it was brilliant, and it is. So thanks. It's also pretty difficult, so could you help me to get a little further into the game? PS can I have a badger you for a photo?
Carl Short, Winstanley

Q&A **Being badgered sounds a little bit S&M, and after a nasty turn with a bullwhip and eight feet of ducting tape I'm still having to shave with care, so no thanks. But here are your codes to help you out...**

LEVEL	PASSWORD
1	TAFRGYBLRR
2	CRGRGYBLRY
3	FUMRGYBLRL
4	SICUGYBLLI
5	TAFUGYBLLR
6	CRGUGYBLLY
7	FUMUGYBLLR
8	SIFYGYBISR



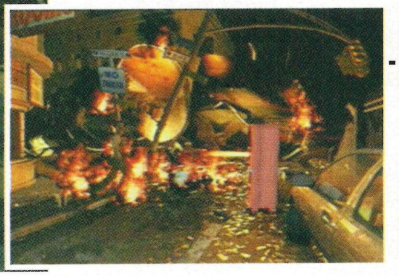


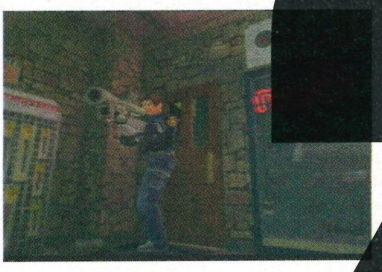
Pervert's paradise

Q&A **Dear Miss Bea Havin,**
I was just wondering whether I could have a real sexy picture of you as I think you are one of the most beautiful women I've seen. Could I have a picture of you in your birthday suit? PS – Can I have at least two photos? I bet Pro had to pay a lot for you. Waiting your reply,
Warren Lilley, Herts

Q&A **No tips advice, no cheats type pleas, just plain old smut. You're a lad after my own heart (or breasts at least). Sadly, I'm guessing you're about 12, and that's just too young to start going blind.**







RESIDENT EVIL 2

Dear Miss Bea,
I've got a problem with Resident Evil 2. I can't manage to get Hunk, as I read in issue 23. I saw that you had to get A's on both missions. Can you tell me how to get an A?
Espen K, Norway

Dear Miss Bea,
Please could you send me cheats for Res Evil 2 without any system packs being needed to access them. **PS** – PlayStation Pro magazine is the best in the world. Would you also send two photos photos you naked and two in normal so we can see your breasts.
Yours sincerely – 2 desperate lads

Okay, there have been loads and loads of letter, all asking for Res Evil 2 info. So I've compiled a collection of zombie type paraphernalia to relieve you of those brain-sucking blues... and no, you can't see my breasts you little toss-pots.

ALTERNATE COSTUMES
Start a new game on normal. Don't pick up anything. When you get to the gate near the police station. Go down the stairs and head past Brad Vickers. Head upstairs and get the herb from the bushes nearest the stairs. Go in the RPD and get the bullets at the desk in the back of the room.

Head back to Brad and kill him. Take the special key from him. Head into the dark room and use the key to unlock the lockers. Leon has a smart looking biking jacket or Bruce Willis style vest and cap, whilst Claire can don a nifty looking Hell's Angels get-up as well.

INFINITE GATLING GUN
Beat the second scenario with an A or B ranking in under two and a half hours.

INFINITE ROCKET LAUNCHER
Beat the second scenario in under three hours with an A or B ranking.

INFINITE SUBMACHINE GUN
Beat either alternate scenario with a A or B rating without using health sprays.

ONE HIT GATOR KILL
At the 'gator boss, inspect the yellow light on the left wall. While the light is in the 'gator's mouth, shoot him.

PLAY AS HUNK
Beat all the scenarios with either character with an A rank. Choose to save to another scenario.

PLAY AS TOFU
Beat all five scenarios and save the game.

REBECCA IN BASEBALL UNIFORM
In the STARS room, keep searching the desk until you get the film, then develop the film.

RESERVE POWER CONTROL
Press ⬆, ⬇, ⬆, ⬆, ⬇.

SAFE COMBINATION
2236

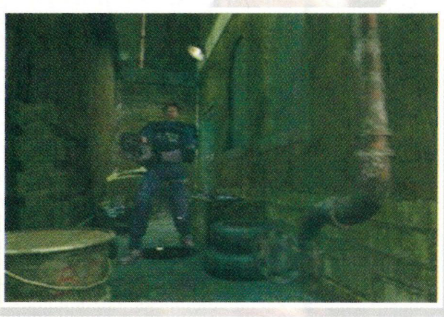
WEAPON BOX KEY
In any scenario, at the train that brings you to the other side of the lab, go to the side where you see a green cannon. Walk up to it and use your lighter to set it off.

RE2 RATING CHART
NORMAL
S = 1 1/2 hours, NO saves, NO infinite weapons, NO first aids, NO mixed herbs
A = 1 1/2-2 1/2 hours 1-3 saves, 1-2 first aids, NO infinite weapons
B = 2-3 hours, 1-7 saves, 1-4 first aids, NO infinite weapons
C = 2-3 hours, 1-5 saves, 1-3 first aids, infinite weapons
C = 3-4 1/2 hours, 1-7 saves, 1-7 first aids, NO infinite weapons
C = 3-4 hours, 1-7 saves, 1-6 first aids, infinite weapons
D = 4 1/2 hours & up, unlimited saves, unlimited first aids, infinite weapons

For "**S**" it MUST be the second scenario, and no weapon upgrades or acid rounds.

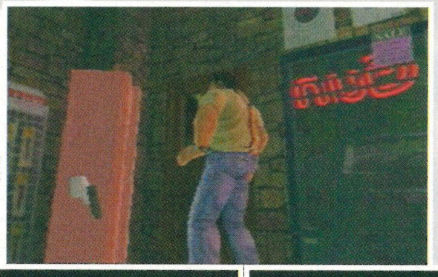
EASY
A = under 2 hours, 1-2 first aids, 1-3 saves, NO infinite weapons
B = 2-2 1/2 hours, 1-4 first aids, 1-3 saves, NO infinite weapons
B = 2-2 1/2 hours, 1-2 first aids, 1-2 saves, infinite weapons
C = 2 1/2 - 3 1/2 hours, 1-5 first aids, 1-8 saves, NO infinite weapons
C = 2 1/2 - 3 1/2 hours, 1-4 first aids, 1-6 saves, infinite weapons
D = 3 hours or higher, unlimited first aids, unlimited saves, infinite weapons

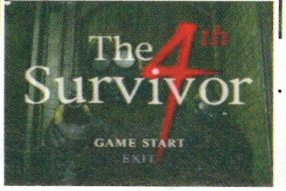
SECRET "X" RATING
Play the second scenario, Normal, use the crate only 4 times. NO mixed herbs or blue herbs.Let 1 of every creature EXCEPT the Tyrant live. Use only the handgun and knife. Under 1 1/2 hours, NO saves, NO first aids, NO infinite weapons.





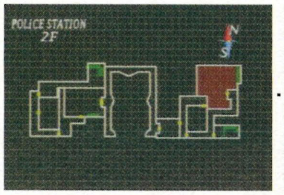






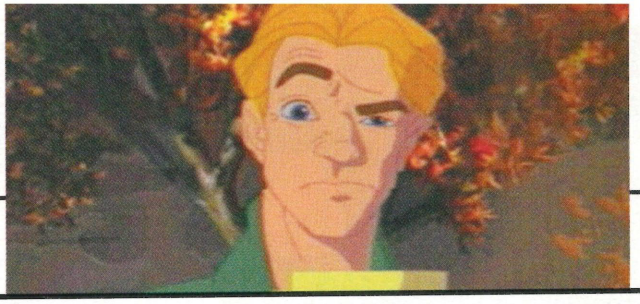


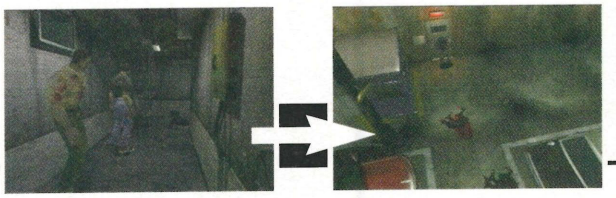


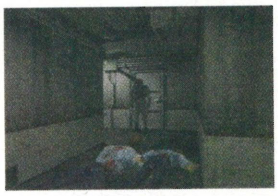




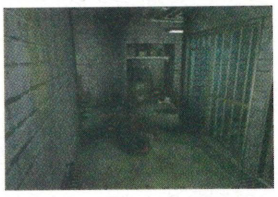
Hunk's mission



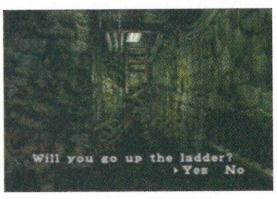


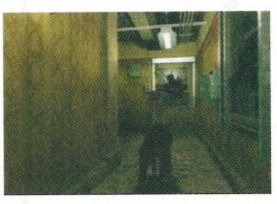




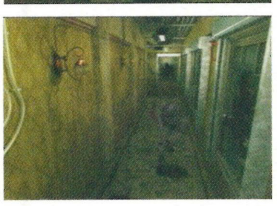




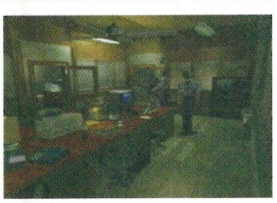


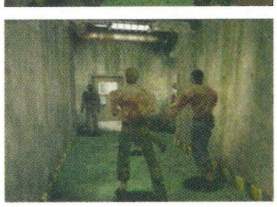




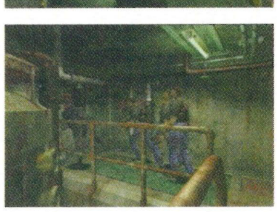


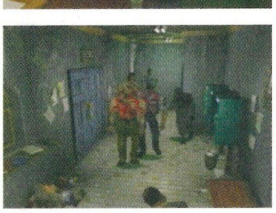


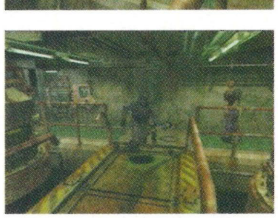


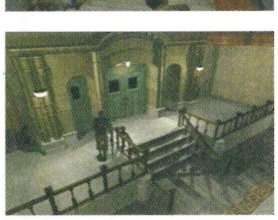




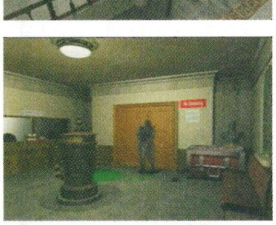


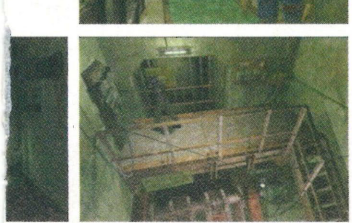


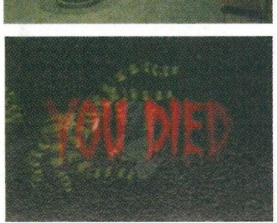












Cheats guides offer

Due to the success of the FFVII and Tomb Raider II guides, for a limited time only we are creating guides for some of the trickiest adventures on the PlayStation. The first instalment of these guides will be:

Broken Sword I & II

Now don't go expecting anything fancy, these are just text guides designed to help you out of whatever mess you've found yourself in. For both guides, complete the request form and send **£2.00** (postage and packaging included) by cheque or postal order made payable to IDG Media, to **PlayStation Pro, Broken Sword guides, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE.**

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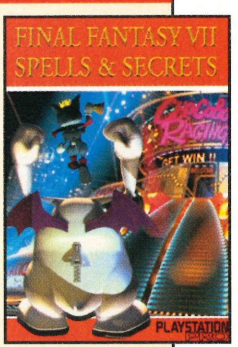
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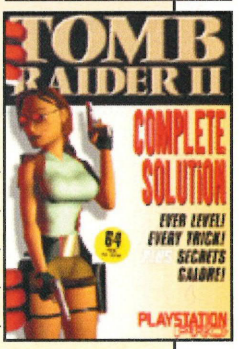
Tomb Raider 2 and Final Fantasy VII limited edition book offer

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** 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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PRO PLAYER'S GUIDE

The Dragon Spyr

Fire spitting fun with some nasty twists in the purple tail

Welcome to the enchanted worlds of Spyro the little purple fire-spitter. Gnasty Gnorc has cursed the land turning all of the elder dragons into crystal and it is your job, as the mischievous little scamp, to free them all and collect the lost dragon treasure.
But with six huge worlds it is not an easy task to collect all the goodies and defeat that Gnasty Gnorc.

Game Objectives



You have three main objectives in this game. One is to free the eighty crystallised dragons that are scattered throughout the six worlds, once this is done and you have collected at least six thousand gems you can go on to the last world to fight Gnasty Gnorc and complete the game. However, to complete the game one hundred per cent you must collect every single gem and retrieve all of the stolen dragon eggs.

The Crystal Dragons



While Spyro was out doing whatever adolescent little dragons do Gnasty Gnorc turned the wise old dragons into crystal and it is up to you to find them. There are a certain number of dragons to free per level and this can be checked on your inventory at any time. Most are easy to find and you will come across them as you progress through each level. Others, however, can be quite tricky to find and usually require you to complete a certain task before you can reach them. The blue dots on the following level maps show their locations to make things a little bit easier for you. To free them all you need to do is touch the statue, once you have done this the elder dragon will appear to either give you some advice or just say thanks. The advice they give can be very useful as it can teach you new skills, help you defeat certain enemies or reveal where the secrets levels can be found, so listen to them carefully. Once freed the base of the statue then acts as a save point which should be used straight away.

The Dragon Treasure

To complete the entire game properly you are going to need to find every single bit of treasure and let me tell you there are literally thousands of gems all over the place, fourteen thousand to be exact!. The gems can be found everywhere and later on in the game you will need to search every nook and cranny to find it all. Treasure is also found within certain objects from chests to boxes of fireworks so if you see any strange item on a level try burning or charging at it to see what happens. Enemies also contain gems so you will need to defeat every single one. The only tricky bit about collecting treasure are the locked and unbreakable boxes. The locked boxes require you to find a key that is hidden somewhere in the level and the unbreakable ones need a fast charge down a speed ramp or an explosion of some kind to open them up so keep your eyes peeled for any items you think you might be able to use.





The Dragon Eggs



There are twelve pink eggs to find overall and these are retrieved by defeating the thief that stole them. The thieves can be fairly tricky to find so you have to keep your eyes peeled and your ears open. You will know when your are near to one when you can hear his cheeky "Na Na Nan-na Na" call. Look for a little chap in blue robes and when you find the little cretin just charge at him. Eventually you will catch him up so just barge or spit flames at him to collect the egg. The egg thieves are marked on the maps with pink dots to make things a little easier for you.

Bonus Levels



These levels are also vital for the one hundred per cent completion of the game as they contain a hefty chunk of the games treasure. They can occasionally be found as you work through the levels but sometimes you need to solve a puzzle or complete a task to gain access to them. Listen out for any clues that the elder dragons give out when you free them. To complete the bonus levels you need to fly around the level accomplishing certain tasks like smashing barrels and flying through archways. There are no enemies and you can attempt them as many times as you like.

PlayingTips

Health

Spyro's health is maintained by keeping Sparx, his little dragonfly buddy, alive. When Sparx is glittering gold Spyro can take four hits and to keep him in tip top condition you must provide nourishing butterfly meals. This is done simply by hitting or torching the cute, harmless little animals that roam each level. These range from tiny sheep, slimy frogs and dirty rats depending on which world you are on.



Baddies



Enemies come in all shapes and sizes and some are more difficult to defeat than others. Make sure you work out which enemies require fire and which require a simple head charge as the wrong move can land you in trouble. Enemies with armour or some kind of protective shield are protected from fire and need to be disposed of with a quick head-butt. The big fat enemies are the exact opposite and require a simple blast of fire to get rid of them. Later on in the levels you will come across enemy's that can alter the landscape and prevent you from reaching certain parts of the levels unless they are defeated, others can only be destroyed with a blast of super fire breath. Learn each enemies attacks and remember that they will not attack you if your back is turned.

Speed Ramps



Later in the game you will start to notice yellow flashing arrows appearing on some of the down-hill slopes. These are speed ramps and they increase your charge speed and inevitably the power of your head-butt. They are usually used to clear stronger enemies, break indestructible objects or for long jumps, but with a bit of thought they can be used to access secret areas. Whenever you see a speed ramp take some time to look around the surrounding area for anything that could be used as a ramp to jump off or for any objects that, at first glance, look impenetrable. Try it, you never know what you may find.

World One-Artisans

Home (4 Dragons, 100 gems)

Release the first dragon which is directly in front of you when you start and jump off to the left of the bridge for the second. While you are here you might as well open the secret bonus level which is behind the fountain.

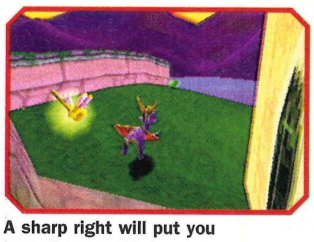


Complete the stone jump sequence to play the Artisan bonus level

To do this all you have to do is jump on the far right hand stone in the water and then zigzag jump to the stone on the far left. If done correctly they will all flash yellow and the entrance will appear. Collect all of the treasure in this area, not forgetting the chests on the castle wall which will require a long jump from the top of the hill, before moving through the purple tunnel to the third dragon. Exit that little area and follow the wall around to the boss gate and the fourth dragon. This is also a good place to save your game. Now all of the dragons have been freed make sure you have searched and collected all of the treasure, including the bonus level, and enter one of the three level gates.

Town Square (4 Dragons, 200 gems)

Move up the steps on your left to free the first dragon and glide over to the next area on your right. Flame the bulls and head up to the top of the stairs so that you can jump over to the castle entrance where you will find an extra life. Leap over the water to



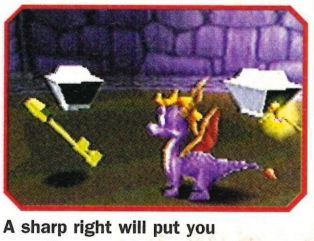
A sharp right will put you near the egg thief

the second crystallised dragon and then enter the town square itself. Upon entering it you will hear the first egg thief taunting you but ignore that for now and head up the stairs in the corner. Move around to the second fountain where you will find the third dragon and the level exit.

Go back to the steps and jump onto the green ledge. Leap off it and glide sharply to your right, past the steps and you should land at the foot of a grassy staircase as well as catch the first glimpse of that pesky thief. Chase him around until you nab that egg of his (you may need to go back and attempt that tricky jump again if he escapes) Glide over the top step (the one used to enter the castle) onto the previously unaccessible grass area and work your way around and leap over to the fourth dragon. Now have a search around for any remaining treasure and leave the level via the exit.

Stone Hill (4 Dragons, 200 gems)

Search the initial area for treasure and take the tunnel to the left of your original starting position. Enter the little house in the centre and you will float up to the first dragon. From this high position glide over and land on top of the surrounding area wall. Here you will find plenty of treasure as well as another pesky egg nabber. Run around until you see him and retrieve the egg in the usual manner. Leave this area and head back out and round to enter the large castle. Collect the extra life



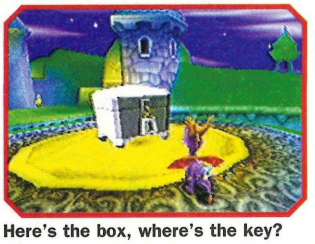
A sharp right will put you near the egg thief

and treasure then move out to the second dragon and level exit.

Jump off the balcony onto the beach and enter the cave in the corner to find the key for the locked box then use the whirlwind in the opposite corner to get back up. Head out of the castle and jump down the well in the centre of the starting area to find the third dragon and unlock the locked box. Once out of the well head through the remaining door to find the fourth dragon and a stack load of treasure. Now simply leave the level via the exit.

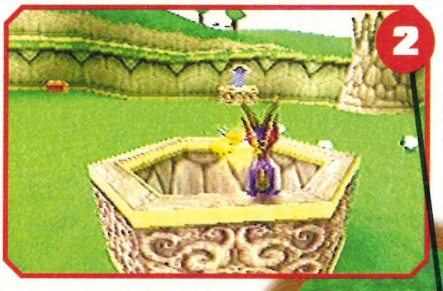
Dark Hollow (3 Dragons, 100 gems)

Make your way up the stepping stones, at the top you will find the locked box but for now glide over to the left to free the first dragon. The smaller enemies need to be head-charged here due to their armour while the big fat club wielding ones need a



Here's the box, where's the key?

dose of your fire so keep that in mind. Move off here and head around to the left. Head up the thin stone staircase into a circular area where the second dragon and level exit can be found. When you leave this area head down the little stairway directly to your left and enter the passageway. The fat Gnorcs here can only be burnt from behind so wait for them to turn around. Once past them enter the little room at the end to find the third dragon and the locked box key. Now all you need to do is unlock it, claim your booty and leave the level.

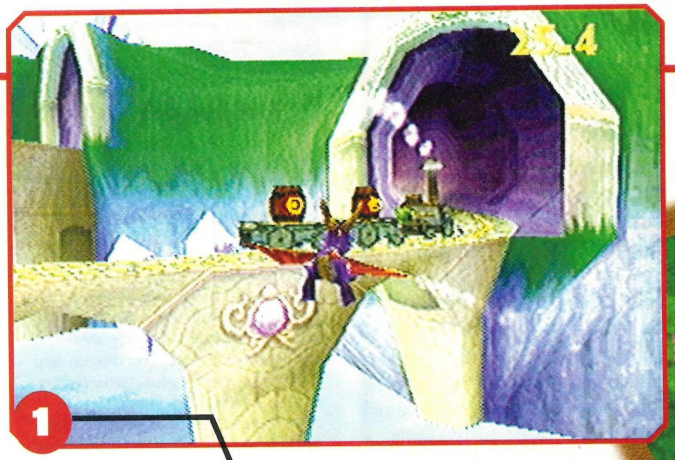


The locked box can be found alongside a crystallised dragon at the bottom of this well. Just jump down it to collect the treasure and free one of the wise elders.



The key to the locked box can easily be missed. It is hidden in a cave on the beach and to collect it all you need to do is find the dragon next to the level exit and leap off the balcony. You will now land on a little beach and all you have to do is enter the cave to the left and pick up the key. To get back up simply use the whirlwind on the opposite side.

Wait for the fat Gnorcs in the passageway to turn around then torch their behinds. Once the passageway is clear move through to free one of the dragons and pick up the key to the locked box which can be found on top of the stepping stones at the beginning of the level.

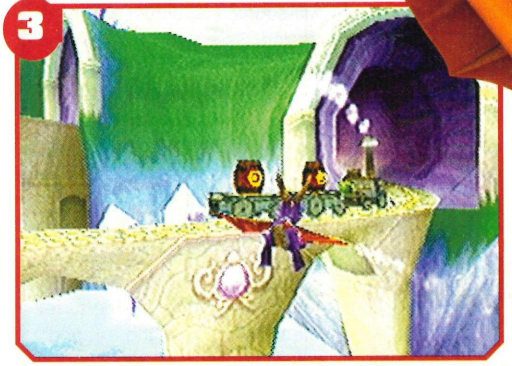


Boss

This is Toasty, the boss of the Artisan world. Move through his level collecting all of the treasure along the way. Use your charge to dispose of the nasty old men with sticks and clear the dogs with a couple of blasts with your fiery breath. When you reach the crystal dragon free him and save your game. Now move around the corner and charge at Toasty, the bloke with the pumpkin head, and hit him with a couple of flame attacks. Collect any remaining treasure and exit the level. Now simply find Marco the balloonist to take you to the next world.

Town Square

Home



Dark Hollow

The stepping stones in the waterfall can unlock the secret bonus level. All you need to do is start on the front, far right stone and zigzag jump from one to the other until you end up on the front, far left stone. If done correctly the stones will flash yellow and the bonus gateway will appear behind the water fall.



World Two - Peace Keepers

Home (3 Dragons, 200 gems)

The first dragon can be found directly ahead of you so free him and save your game. Once you have moved onto the main area the best thing to do is spend some time clearing the place of any enemies and collect all of the treasure. Do not forget to burn down the little tents as they often reveal cowering baddies and much needed gems. Once clear free the second dragon, which can be found right next to the balloonist, and then dispose of the enemy operating the cannon to the right of the first unbreakable box. Use your noggin to move the cannon and aim it at the unbreakable box in the distance, light it with your flame to destroy it and then twist the cannon around to the rock with the red target on it. Fire the cannon to blow it up and, in turn, gain access to the bonus level



The key to vital treasure

Now head to the archway leading into the hazardous water and turn to the right. The third dragon, the key to the locked box and the egg thief are all through a small gap in the mountain side so get'em. Now head over to the top of the archway and glide over to the door in the mountain side to the locked box and open it. Now with all of the dragons free and the treasure collected you can move onto one of the other levels.

Cliff Town (3 Dragons, 400)

The first dragon can be found on the other side of the second bridge, but on your way do not forget to dispose of all of the enemies and flame the cauldrons for gems. From the first dragon run left to chase the sticky fingered egg thief and nick it back off him. Collect the extra life from under the archway of the main building. Use the stepping stones on the far left to climb up to the next floor and begin your roof-top ascent. At the very top you will find the second dragon. From there glide over to the other side of the river and climb the

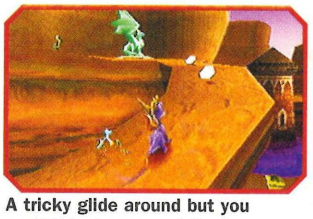


Spyro can glide over some huge distances

mountain to reach the third dragon. Use the whirlwind to the left to pick up the treasure from the previously unreachable places and then head back up to where the second dragon was. Look down for the rocket attached to one of the buildings below and glide over to light it. This will destroy the unbreakable box. You can also use this jumping point to collect the treasure on the roofs of the small buildings before exiting the level.

Dry Canyon (4 Dragons, 400 gems)

As soon as you start head through the small gap to your left to flush out the egg thief. Once retrieved move forward and you will soon come across the first dragon. Release him and save your game before gliding over to the steps in the water to your left. Right at the very top you will see a ledge and two castle turrets that you need to glide over to. Follow the path around and you will come across a castle containing the second dragon so free him and, again, save your game. Climb the steps on the right side of the castle where you will be able to glide to the platforms with lots of treasure on them. When all of the gems have been collected go back up to the top of the castle and



A tricky glide around but you need this dragon and the key

glide over to the ledge exactly opposite it. Here you will see a thin pathway which will lead out to the third dragon. From the end of this ledge glide over to the entrance in the mountain side and follow the path around. You will end up on a tiny ledge and all you need to do is glide sharply to your right and this will take you to the fourth dragon and the key to the locked box which can be found on the distant ledge to the right of the castle that held the second dragon. With this level is done and dusted it is time to move on to the next.

Ice Cavern (5 Dragons, 400 gems)

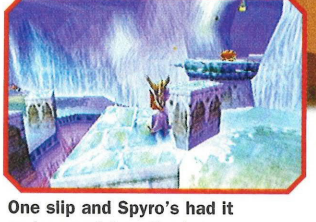
Follow the path around using fire to take out the large enemies and your head charge for the smaller ones. Eventually you will find the first dragon. Keep heading left and you will soon enter a building containing the second of the crystallised dragons. The ledge behind this dragon is where you can glide from to gain the key. Once you have the key glide over to the path on your left and head back into the room where the second dragon was. Climb the inner wall on the left of the room and jump across to the outside path where you will find the locked box. Now head through the door to the left of the dragon. You will now notice that the bigger enemies are wearing armour so to defeat them you need to head butt them and slide them off the edge of the cliff - they've got the armour but they forgot their spiked shoes! Keep following the path around and you will soon come across the third dragon. Save your game and head out through the little triangular tunnel. You will soon see a thin bridge curving out from a castle turret like structure and on the other side of it you will find dragon number four and the level exit. Through the door behind the level exit you will find a stack load of treasure and an extra life so go get it. Now go back to the turret like structure near the exit and carefully jump from one turret step to the next and into the doorway at the end. Follow the path around and you will eventually come to the fifth dragon. Now all you need to do is exit the level.



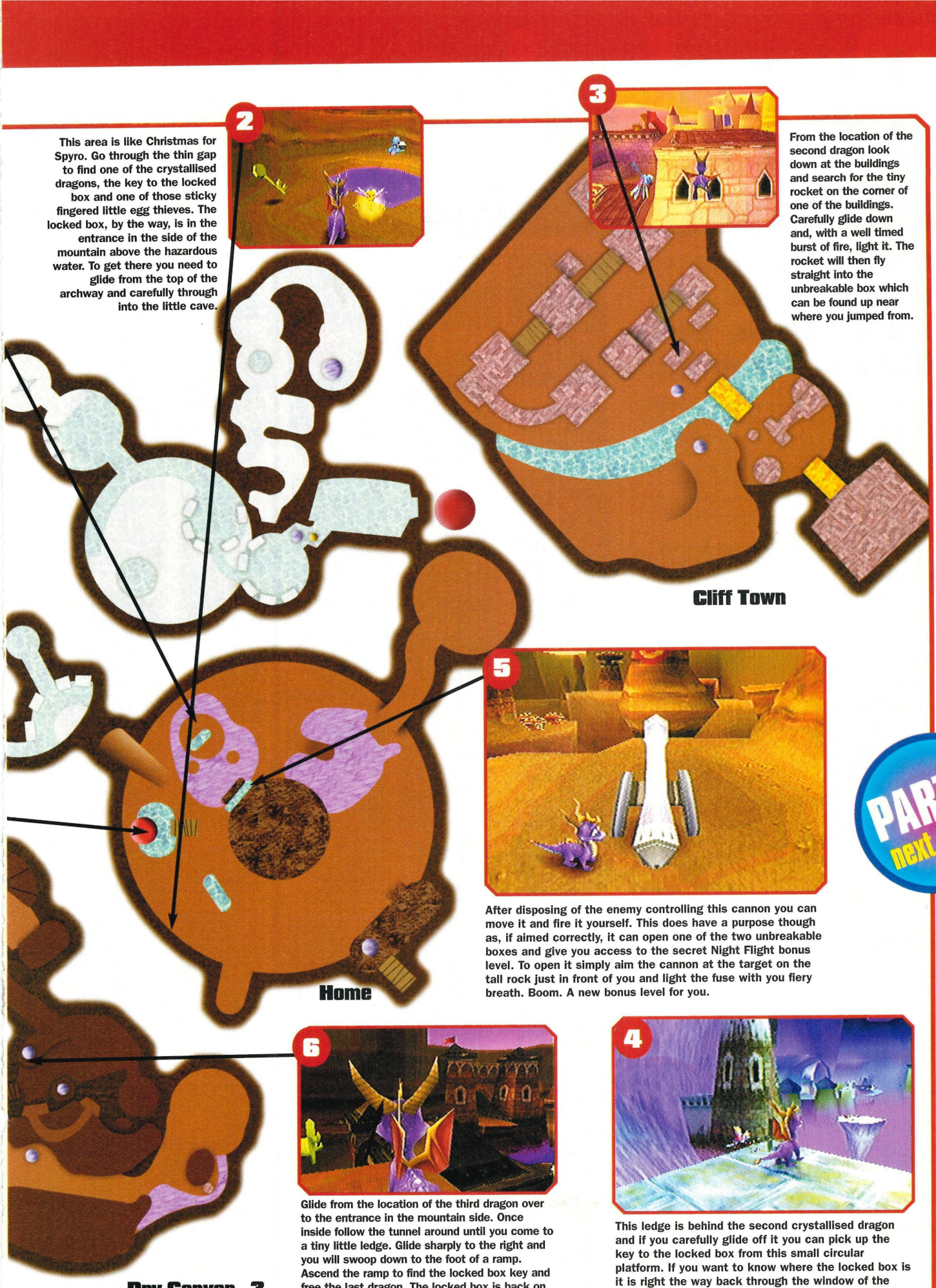
Boss

This is Doctor Shemp. Follow the level around collecting all the treasure and defeating all who stand in your way. You will soon come across the crystal dragon and it is worth saving your game as the doctor awaits. This fellow takes three hits to get rid of and you can only hit him when his back is turned so you need to dodge his big stick attacks, wait till he turns around and the use your fire. He is not hard so you should not have too much difficulty.





One slip and Spyro's had it so be careful on the ice



PART 2 next month

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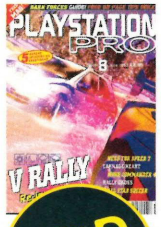
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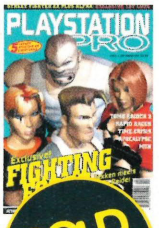
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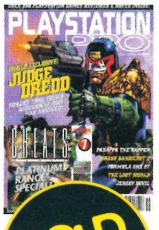






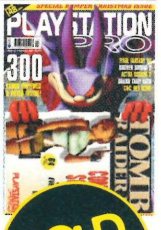






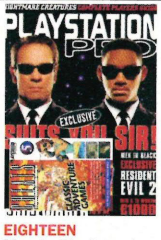




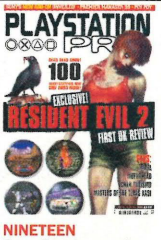




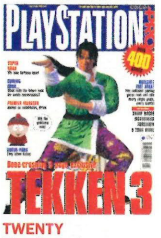
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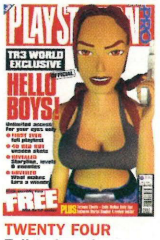


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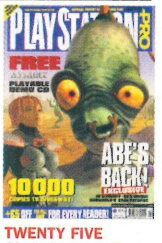




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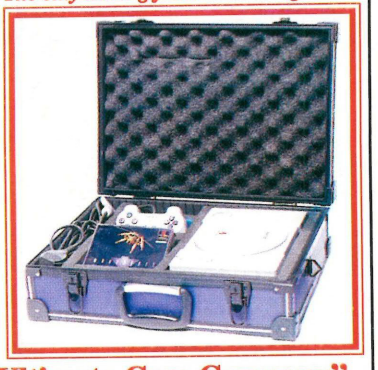
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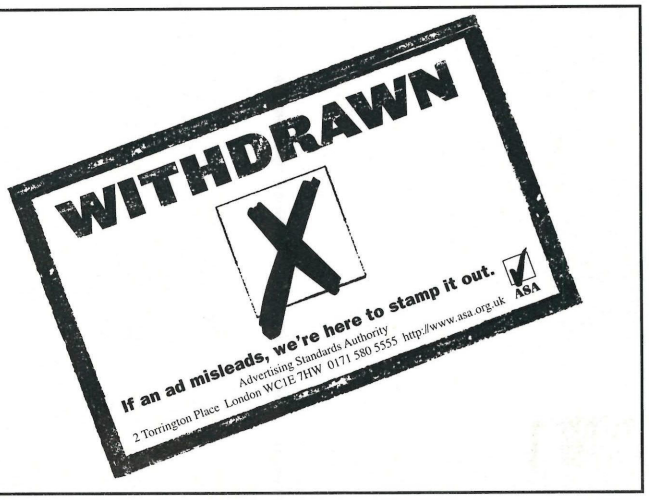


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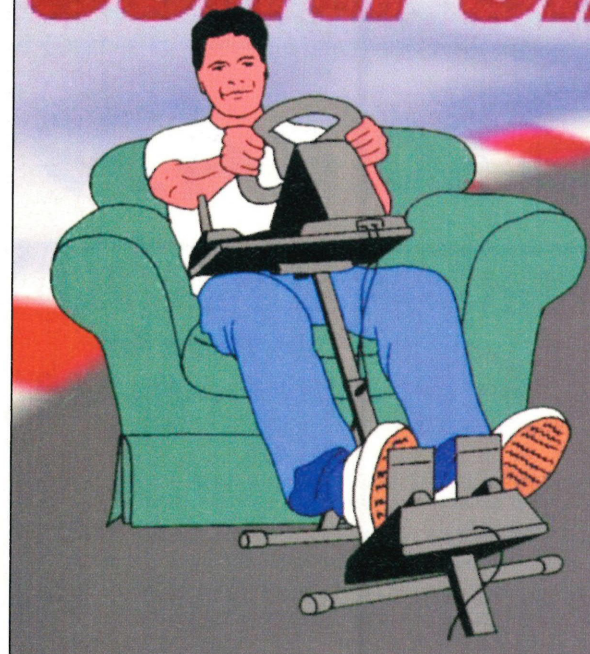
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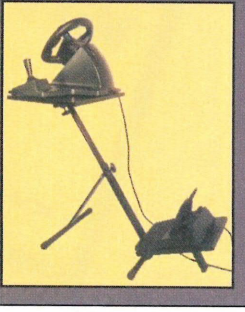


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PRO DIRECTORY

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	6	NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
2	SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED	7	CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
3	VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF	8	A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES
4	WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS	9	AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
5	AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE	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



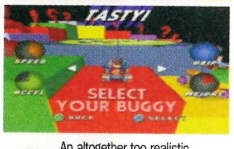
RENT IT — Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

Ayrton Senna Kart Duel 2 4



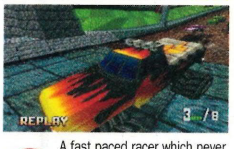
AVOID! — Amazingly poor racer that should never have been ressurected. Ayrton would be turning in his grave!

Buggy 7.5



RENT IT — An altogether too realistic simulation of RC racing that can be impossible to control. It's alright for a change, but little more

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



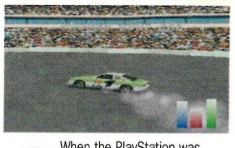
MUST BUY — A near perfect recreation of the real thing. Plays and looks better than all of its rivals and should be bought immediately

Cyber Speed 3



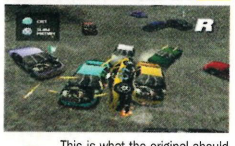
AVOID! — A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

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 One '98 8



TRY B4 U BUY — Poor handling (amongst other things) makes this a shoddy update on the F1 series. If you've got a previous version, don't bother

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



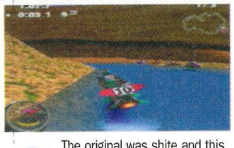
AVOID! — Dire dirt-biking disaster which offers very little in the way of gameplay. Even if you're a huge motorcross fan, don't bother

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

Megaman Battle and Chase 4



RENT IT — Pastel coloured karting crap with virtually no redeeming qualities whatsoever. It really is that bad. Don't even consider it

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



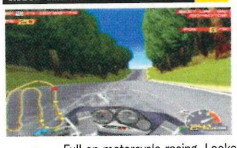
TRY B4 U BUY — Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

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



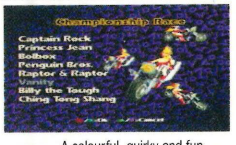
AVOID! — Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

Motor Mash 7



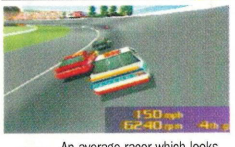
RENT IT — Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

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

NASCAR '99 4



AVOID! — This racer fails to come close to the likes of Gran Turismo and TOCA 2. Keep away from this redneck-filled nightmare

Need For Speed Platinum 8



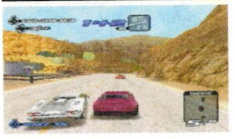
MUST BUY — One of the essential racing games for any descerning player, although somewhat dated against todays offering

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



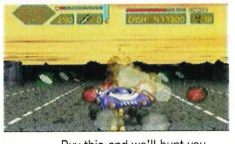
TRY B4 U BUY — The series keeps getting better, but this, and the others for that matter, are far from perfect. Check it out though

Newman-Haas Racing 8



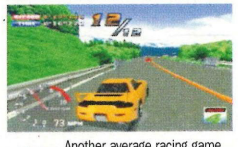
TRY B4 U BUY — Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

Off World Interceptor 3



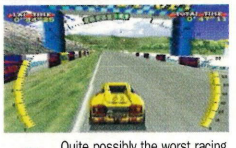
AVOID! — Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Peak Performance 6



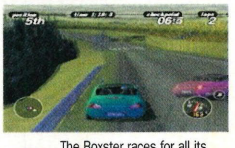
RENT IT — Another average racing game which looks decent enough but fails to impress in the grand scheme of things

Penny Racers 2



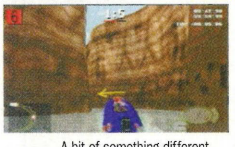
AVOID! — Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

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



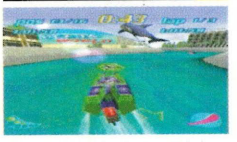
MUST BUY — The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

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



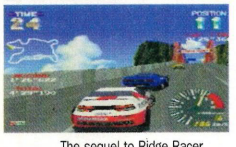
RENT IT — Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

Ridge Racer Platinum 7



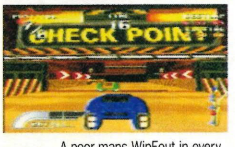
MUST BUY — The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

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

Rock 'N' Roll Racing 2 4



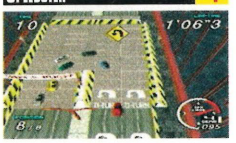
RENT IT — This looks amazing until you actually start racing, then you'll find this is one of the worst games you've ever played

S.C.A.R.S 7



RENT IT — A novelty racer in the Mario Kart mould. You must make use of sneaky power-ups in order to finish first. Not bad

Speedster 4



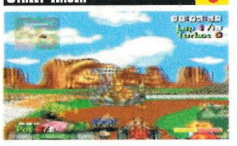
AVOID! — A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

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



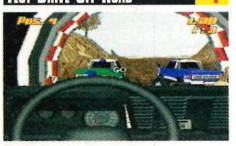
RENT IT — Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

Supersonic Racers 6



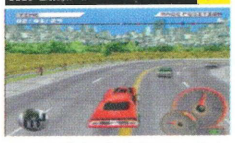
RENT IT — Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

Test Drive Off Road 4



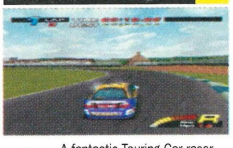
AVOID! — Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed – just like posh people!

Test Drive 4 — 7



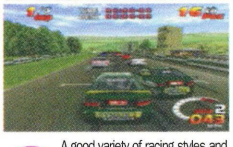
TRY B4 U BUY — Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

TOCA Touring Car PLATINUM — 9



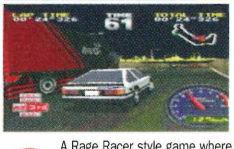
MUST BUY — A fantastic Touring Car racer which is up there with the V-Rallys and Total Drivin's of this world. An absolute corker

Toca 2 — 9.5



MUST BUY — A good variety of racing styles and brilliant handling of the cars make this quality sequel a must buy for racing fanatics everywhere

Tokyo Highway Battle — 6



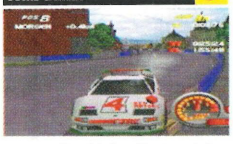
RENT IT — A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

Tommi Makinen Rally — 4.5



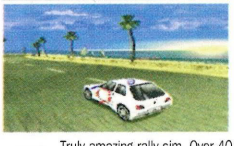
AVOID! — How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim. Avoid at all costs

Total Drivin — 8



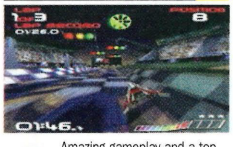
MUST BUY — Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V Rally PLATINUM — 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



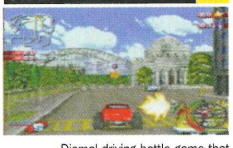
MUST BUY — Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

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

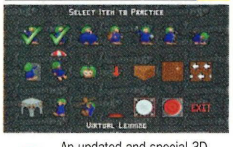


AVOID! — Dismal driving battle game that looks as bad as it plays. If it's petrol and pellets you're after stick with Micro Machines

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



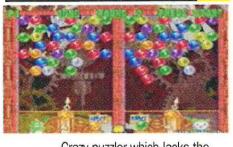
TRY B4 U BUY — An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

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



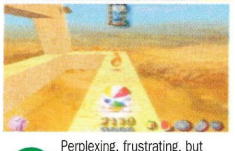
TRY B4 U BUY — Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto — 3



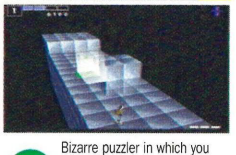
AVOID! — Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

Kula World — 8



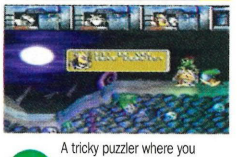
TRY B4 U BUY — Perplexing, frustrating, but enjoyable puzzle game which features a pill popping beach ball. Nuff said

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

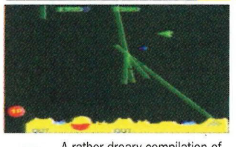


MUST BUY — A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

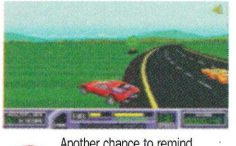
Here we have the ancient arcade beasts brought back from the brink of extintion. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

Atari Arcade's Greatest Hits — 5



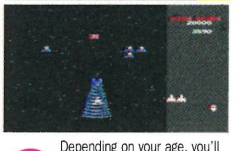
RENT IT — A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

Atari's Greatest Hits 2 — 6.5



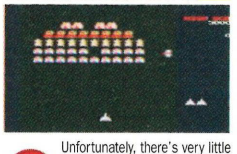
RENT IT — Another chance to remind yourself just how far games have advanced in such a short space of time. Nostalgia, but little else

Namco Museum Vol 1 — 7



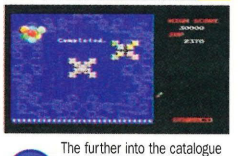
MUST BUY — Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

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?

SEATS YOU SIR



Good old peripheral companies - they're forever trying to con you out of your hard-earned dosh by presenting you with new (and often completely unnecessary) gadgets. However, American company BSG Laboratories have really taken the biscuit with their latest creation, the Intensor. Designed to work with any game and console, this totally high-tech chair boasts five (count 'em!) built-in speakers (including one large one between your legs for nether region serenading), as well as the ability to vibrate wildly as you play your games, creating a whole new 'sensory gaming experience'. or so the press releases said. This wondrous seating device will set you back a staggering £300+, but to be honest, you're better off sitting on a fast-spinning washing machine with two speakers strapped to your ears while you play your games.

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



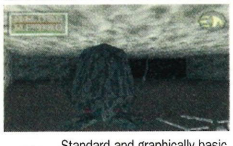
TRY B4 U BUY — EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Check it out

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



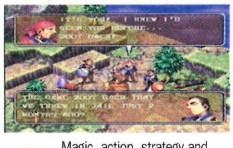
TRY B4 U BUY — Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

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

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



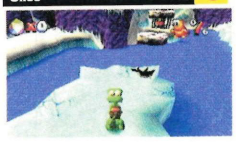
MUST BUY — A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

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



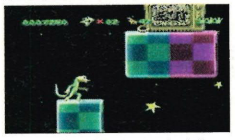
TRY B4 U BUY — A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. A must buy for the youngsters out there

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



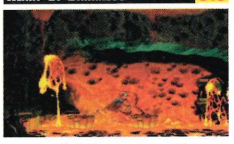
RENT IT — One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

Gex 3D Enter The Gecko — 8.5



TRY B4 U BUY — Another Mario attempt for the PlayuStation this time featuring the comic vocals of Brit playboy Leslie Philips. Good stuff

Heart Of Darkness — 8.5



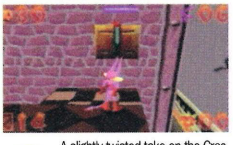
MUST BUY — A platform game sent from heaven with wonderful animation, fantastic graphics and a seamless plot line

Hercules — 8



TRY B4 U BUY — Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

Jersey Devil — 8



TRY B4 U BUY — A slightly twisted take on the Croc theme. Tricky to get to grips with initially. but rewarding if you perservere for a little while

Johnny Bazookatone — 3



AVOID! — Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

Jumping Flash — 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



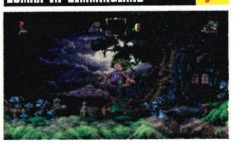
RENT IT — An improvement on its predecessor with more depth and originality. But again, this is easy to complete

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



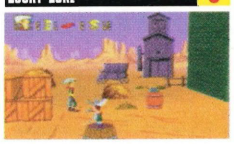
RENT IT — A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

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!

Megaman 8 — 5



RENT IT — Megaman hasn't changed since its SNES days and is badly in need of a makeover. It's time Megaman called it a day

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

Oddworld Abe's Exoddus — 9



MUST BUY — The Gimp with the gift of the gab returns with more vocals to continue his puzzle solving frolics in this superb adventure

Pandemonium Platinum — 8



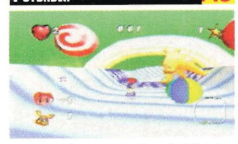
TRY B4 U BUY — A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

Pandemonium 2 — 8



RENT IT — Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour scheme

Psybadek — 7.5



TRY B4 U BUY — An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls

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



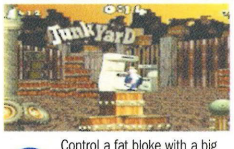
RENT IT — Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

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

Wild 9 8.5

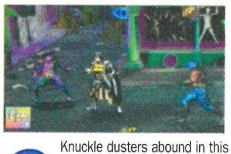


MUST BUY — The world's first torture'em-up provides for many a laugh, ploding through this platform game using your 'victims' to aid progress

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



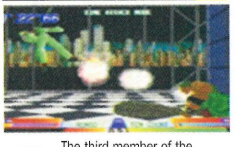
MUST BUY — One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

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



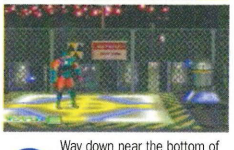
TRY B4 U BUY — Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

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



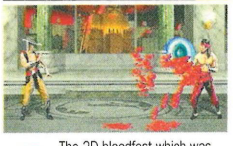
RENT IT — Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Marvel Super Heroes 8



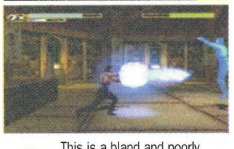
RENT IT — Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

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



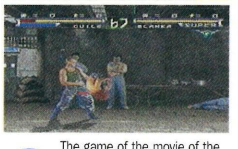
TRY B4 U BUY — An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

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



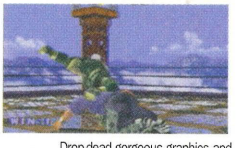
MUST BUY — Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

Tekken 2 Platinum 9.5



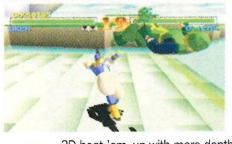
MUST BUY — The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

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

X Men Vs Street Fighter 6



RENT IT

The SF engine is vaguely tweaked once again for another dated fighting affair, this time with the bonus of the X Men

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

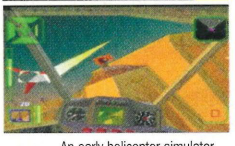
Top Gun: Fire At Will 4



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

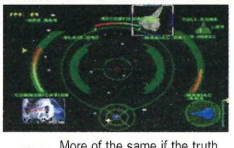
Wing Commander 3 6



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

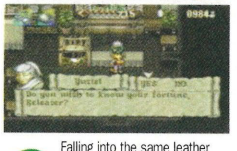
Alone In The Dark 6



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

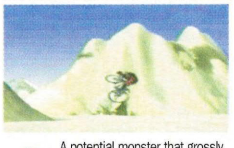
Atlantis 4



AVOID!

This adventure may look nice, but believe us, it's about as interesting as watching paint dry. Don't even think about it

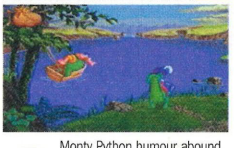
Batman & Robin 6.5



RENT IT

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

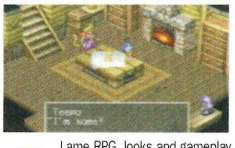
Blazing Dragons 4



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

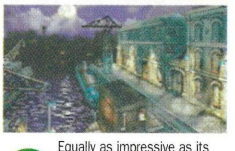
Broken Sword 8



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

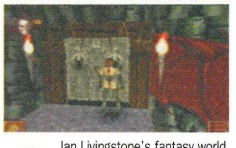
D 3



AVOID!

An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, Avoid!

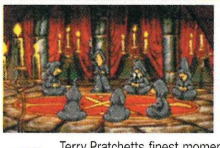
Deathtrap Dungeon 8.5



MUST BUY

Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

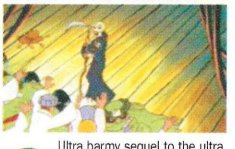
Discworld 6



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

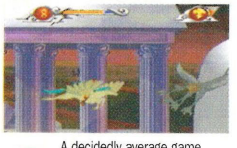
Excalibur 2255AD 7



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



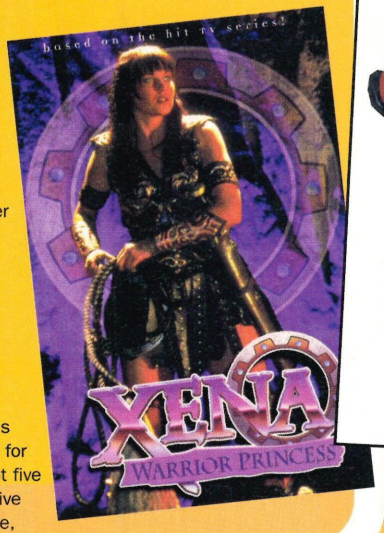
AVOID!

A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

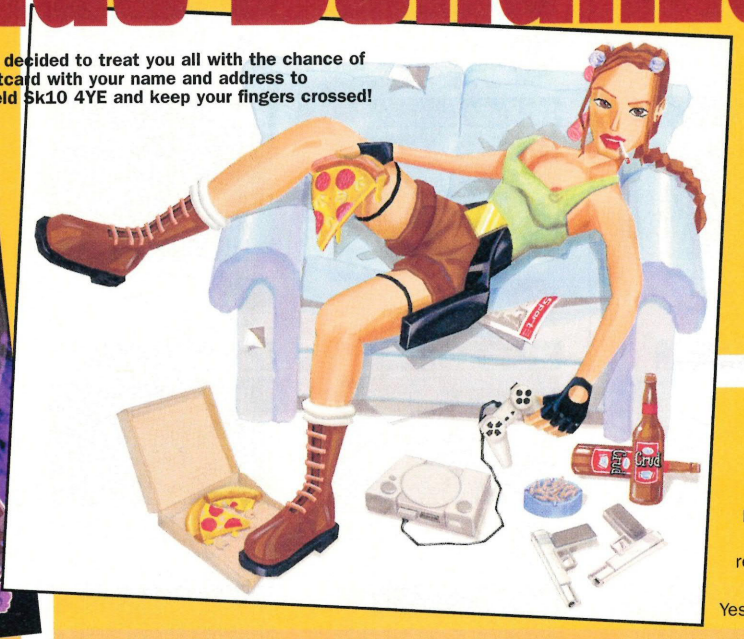
Christmas Bonanza

It's the festive season once again, and so PlayStation Pro has decided to treat you all with the chance of winning some quality prizes. So pick your prize, send off a postcard with your name and address to PlayStation Pro "", IDG Media, Freepost (SK3038), Macclesfield Sk10 4YE and keep your fingers crossed!

Princess of Power



She's a leather-clad lovely who's the hardest bird around (well, on the telly anyway)- yes, Xena Warrior Princess straps even more flesh into her leather bodice in this latest graphic novel by Titan Books. Featuring tales of the buxom brunette and her long-suffering assistant Gabrielle (who I'm sure would much rather be working in a library), this visual delight is a must for all Xena fans. We've got five copies of the book to give away, so if you want one, just mark your postcard, 'Kinky Minx'.



Picture This...

...a hand-crafted portrait of Lara (in one of her more relaxing moments), gracing your wall! Yes, one of you lucky Lara lovers will be walking away with this fine piece of art, featuring the Tomb Raiding one in a somewhat relaxed pose. Mark your card 'Lounging Lara', and you'll be in with a chance!

Legacy Of Kain 8



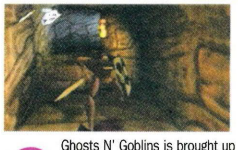
TRY B4 U BUY — Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

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

Medievil 8.5



MUST BUY — Ghosts N' Goblins is brought up to Nineties' speed in this excellent swashbuckling comedy adventure

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

ODT 5



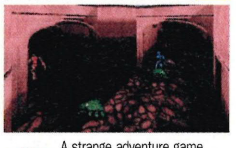
RENT IT — A poor attempt at creating a challenger to the mighty Tomb Raider, this is lacking in charm. Rent it and see for yourself

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



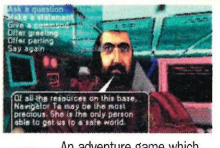
TRY B4 U BUY — A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

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

Spyro The Dragon 9

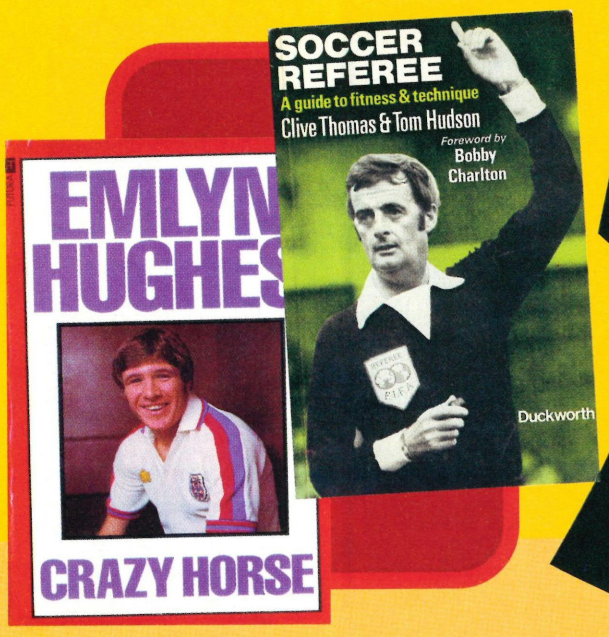


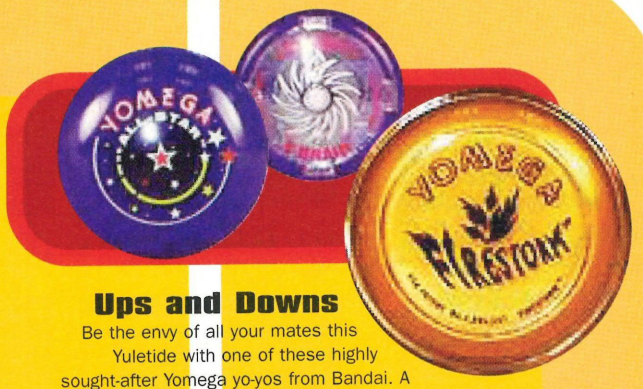
MUST BUY — Spyro's the coolest, cutest, kick ass free roaming hero this side of a Crash/Croc hi-bred. Amazing graphics, scorching gameplay



Music To Your Ears

Ever had a burning desire to listen to some tunes at work/school but not been able to disguise your personal stereo? Well, now's your chance, as we've got 20 rather nifty Actua sports earphone radios to give away, meaning you can discreetly feed your ears some delicious sonic delights. There's also a special prize to the first football crazy punter picked out of the bag – they'll win a set of 'classy' football books, as well as a free 'mullet' by Roberto Baggio's hairdresser (well, that bit was a lie). Just remember to mark your postcards 'Ear we go, Ear we Go'.





Ups and Downs

Be the envy of all your mates this Yuletide with one of these highly sought-after Yomega yo-yos from Bandai. A simple idea, but difficult to master, you'll be 'walking the dog' (fancy trickery – some people just aren't satisfied with going up and down) before you know it. Postcards marked 'Yo Yo Mama' please!



Go Wild In the Country

If those chilly winter nights are already getting to you, then get yourself wrapped up in these groovy Wild 9 T-shirts. Promoting Interplay's cool platform adventure, they are fashioned in a comfortable jersey material, with a V-neck style to make it easier for you to rub Vicks on your chest. To go with the tops, we've got heaps of Wild 9 tattoos for you to adorn your bodies with. If you fancy winning some of these, mark your postcard 'Wild-E-Beast'.

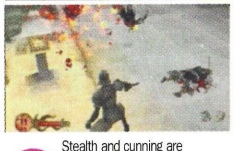
Swagman 6



RENT IT

A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Tenchu 9



MUST BUY

Stealth and cunning are demanded in this ultra realistic Ninja gorefest where you must fill the assassin's silent shoes

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

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 basically Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

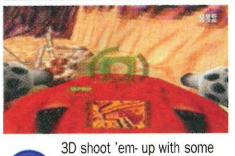
Beast Wars 4



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

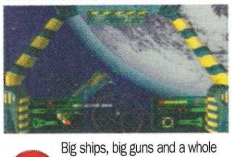
8



TRY B4 U BUY

A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

Colony Wars: Vengeance 9



RENT IT

Big ships, big guns and a whole load of more complex missions collide to make this shoot'em-up a very worthy sequel

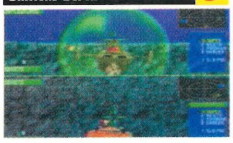
Contra: Legacy Of War 5



RENT IT

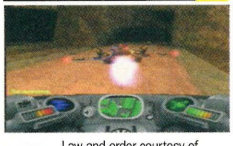
A 96 remix for the bland horizontal scrolling shoot'em-up from yesteryear. Nothing special going on here

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



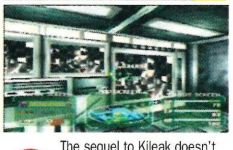
MUST BUY Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

Duke Nukem Time To Kill 9



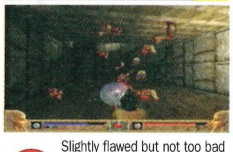
MUST BUY Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza, that wastes Tomb Raider for sheer action

Epidemic 6



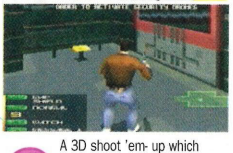
RENT IT The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

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



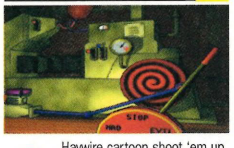
AVOID! Rather bland cartoony shoot 'em- up affair where you control a comedy cartoon cat and ape duo. Honest!

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

Future Cop: LAPD 9



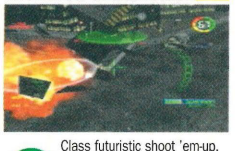
MUST BUY This futuristic blaster with Robocop undertones is guaranteed to keep you off the streets, particularly with its two-player mode

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



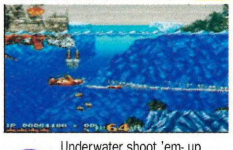
AVOID! Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

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



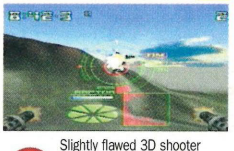
RENT IT Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

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



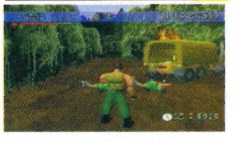
TRY B4 U BUY Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. But maybe long in the tooth now

Loaded PLATINUM 8



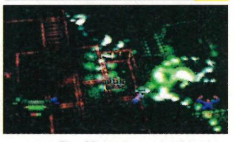
MUST BUY An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

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



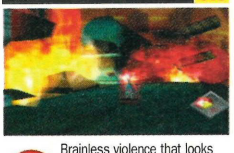
AVOID! An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

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



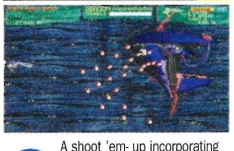
RENT IT Brainless violence that looks great but becomes monotonous after a while. It'll keep you occupied for the night though

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

R-Types 6



RENT IT The classic shoot'em-up joins the PSX's galaxy of games and is left looking very average, if not a little shitty. For hardcore retro fans only

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



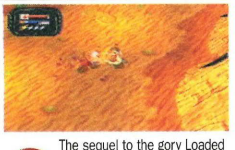
AVOID! Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 6



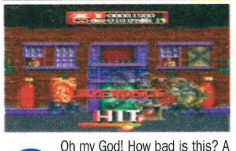
RENT IT A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

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



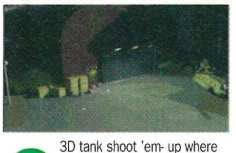
RENT IT A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

Rogue Trip 6



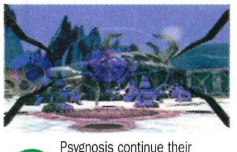
RENT IT Holiday reps come packing heat in this tourist trap. It's Wish You Were Here meets Twisted Metal, without Judith Chalmers

Shellshock 7



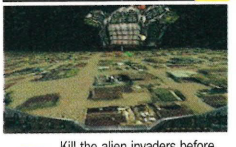
TRY B4 U BUY 3D tank shoot 'em- up where combat strategy is required for you to progress with your team of tooled-up home boys

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



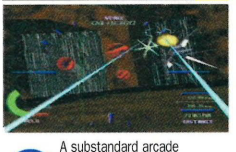
AVOID! Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

Soviet Strike PLATINUM 8



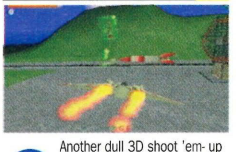
MUST BUY This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 4



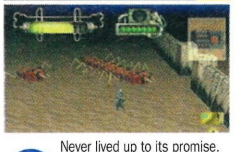
AVOID! A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

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



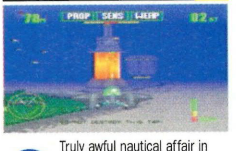
RENT IT Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

The Fifth Element 6



AVOID! Willis may shine at the box office, but this is just another hollow movie license which hints at what it should have been

Tigershark 3



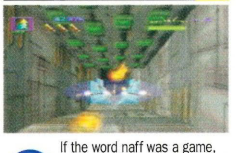
AVOID! Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

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



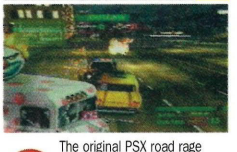
AVOID! If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

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



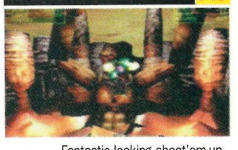
RENT IT Colourful and visually attractive shoot 'em- up. Tricky to play however, but has that old school arcade feel to it

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



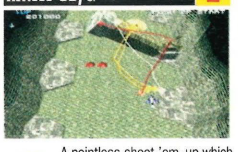
RENT IT Fantastic looking shoot'em-up that retains the best qualities from the genre and injects new life into the looks department

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

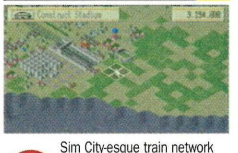


AVOID! A pointless shoot 'em- up which is absolute dross and carries the worst name in video gaming history. It's shite

STRATEGY

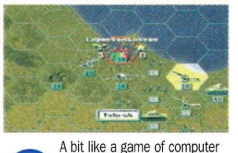
Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

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

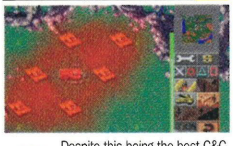
C&C: Red Alert 9



MUST BUY

The second installment of C&C is a huge improvement with more action and strategy than ever before

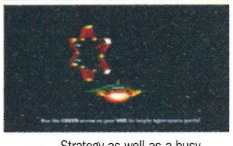
C&C Retaliation 8.5



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 aqcuired taste mind, be warned

Defcon 5 4



AVOID!

3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto 9



MUST BUY

Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

Lemmings 8



RENT IT

This may be over-rated, but it's still a classic, even if the graphics aren't up to much. Worth playing, if only for a night's reminisce

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

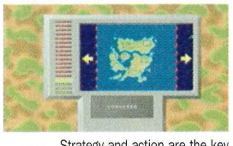
Panzer General 5



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

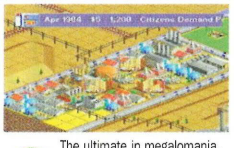
Risk 7



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

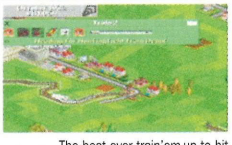
Theme Hospital 8.5



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

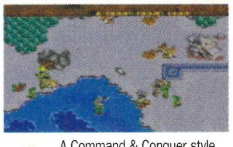
Transport Tycoon 7



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

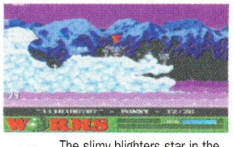
Warhammer 7



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

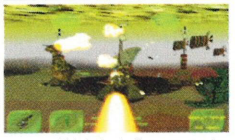
X-Com: Terror From The Deep 8



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

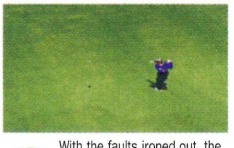
Actua Golf 8



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!

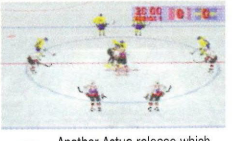
Actua Golf 3 8



TRY B4 U BUY

Gremlin's latest club-swinger is far superior in both graphics and game options. If you like golf, this will suit you to a tee

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 3 9



MUST BUY

Nice graphics, great commentary and up-to-date players collide to make this the best Actua Soccer title yet

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?

Actua Tennis 7.5



RENT IT

Another addition to the Actua series further swells Gremlin's sporting library. Not the best of its genre, but far from the worst

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

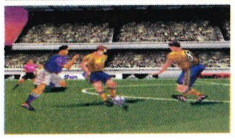
Adidas Power Soccer '97 7



RENT IT

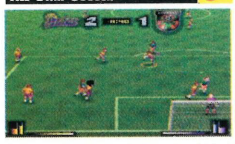
More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

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



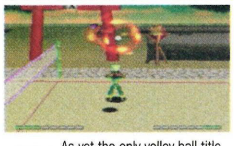
AVOID! An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

All Star Tennis 6.5



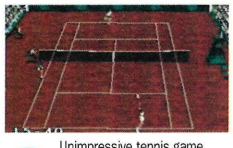
RENT IT Novel features and eight-player gaming options make this an unusual tennis title which sadly lacks in the sparkle department

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

Brian Lara Cricket 9



MUST BUY This has got to be the best version of a cricket game yet, but unless you've got some knowledge of the game, you'll be stumped by it

Chill 4



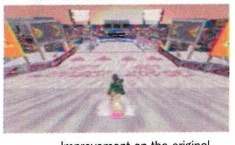
TRY B4 U BUY Awful snowboarding cash-in from Eidos. Nice graphics but where did the gameplay get to Certainly not here

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



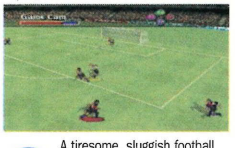
AVOID! BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

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



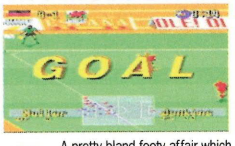
MUST BUY Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

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



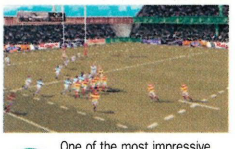
RENT IT Despite being a big improvement on its predecessor, this fails to stand up to the competition and lacks in the longevity stakes

Int. Track & Field Platinum 9



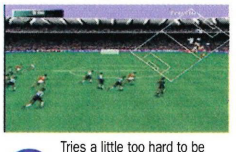
MUST BUY This remains one of the most playable and addictive games available. Still an office favourite even now

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



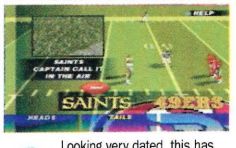
AVOID! Tries a little too hard to be something special but ends up being as dull as they come. Should be better

Kick Off World 4.5



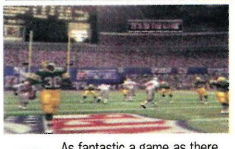
AVOID! Lower league footy affair that illustrates just how far gaming has come in such a short time. Kick this into touch

Madden NFL '97 7



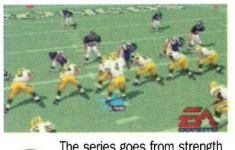
TRY B4 U BUY Looking very dated, this has been bettered in just about every department by Madden '98. Get the sequel instead

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

Madden '99 8.5



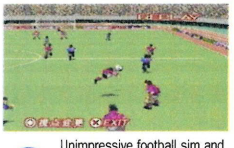
RENT IT The series goes from strength to strength. This is the finest incarnation yet, but just rent if you've got an earlier game

Nagano Winter Olympics 7.5



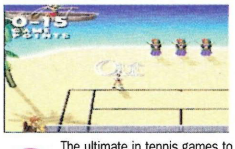
RENT IT As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

Namco European Soccer 4



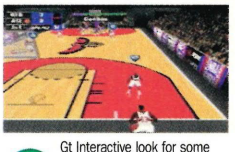
AVOID! Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

Namco Smash Court Tennis 9



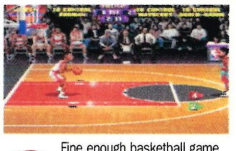
MUST BUY The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

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



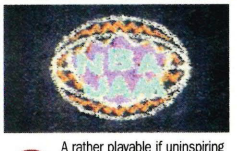
RENT IT Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

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



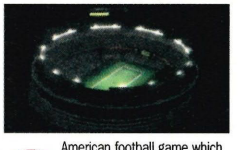
TRY B4 U BUY Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NBA Pro '98 5



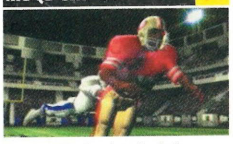
RENT IT Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

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



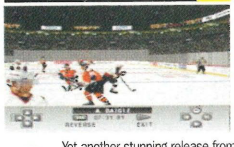
RENT IT — The American Football bandwagon continues to bring average games like this along with it. Good eh?

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



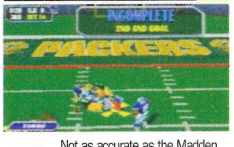
MUST BUY — Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

NHL '99 — 9



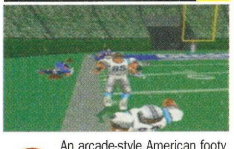
MUST BUY — A fast and furious puckfest which is sure to appeal to experts and ice hockey virgins alike. This definitely won't provoke an icy reception

NFL Blitz — 8



TRY B4 U BUY — Not as accurate as the Madden series but still a cracker of a game, particularly in two-player mode, where the rules just don't apply

NFL Xtreme — 7



RENT IT — An arcade-style American footy fest that's ideal for the novice player due to its simplicity, but will fail to charm hardcore fans

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



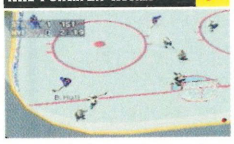
AVOID! — This sequel was a real disappointment when you consider the quality of the original. Steer clear

NHL Faceoff '98 — 7



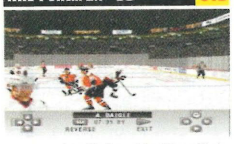
RENT IT — The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

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



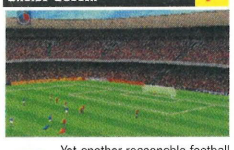
AVOID! — Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

Olympic Soccer — 7



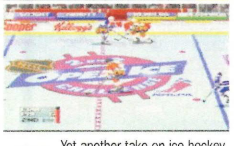
RENT IT — In short this has got just about the lot except for real player names. Top footy fest, but it's a little dated now

Onside Soccer — 7



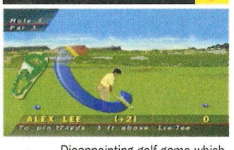
RENT IT — Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

Open Ice — 6



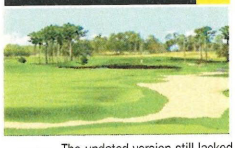
RENT IT — Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

PGA Tour '96 — 7



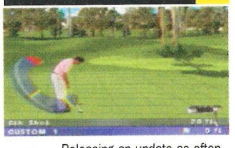
RENT IT — Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

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



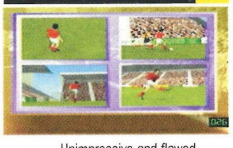
TRY B4 U BUY — Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

Phat Air — 6



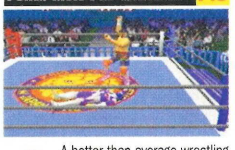
RENT IT — Cool Boarders 2 clone that has some nice touches but ultimately fails to impress the judges. Big Air with little else

Player Manager — 5



AVOID! — Unimpressive and flawed attempt at footie management. Buy Premier Manager '98 instead of this

Power Move Pro Wrestling — 7.5



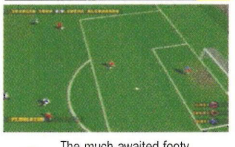
TRY B4 U BUY — A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

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



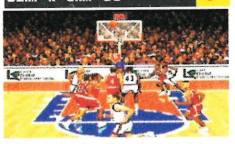
TRY B4 U BUY — The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy

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



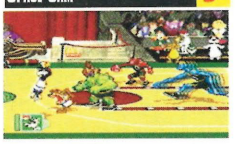
TRY B4 U BUY — The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this

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



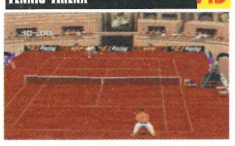
AVOID! — Movie license shenanegins which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

Striker '96 — 5



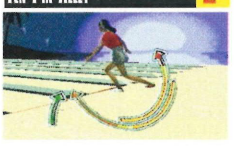
AVOID! — The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

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



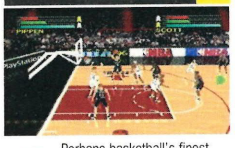
AVOID! — Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

Three Lions — 7



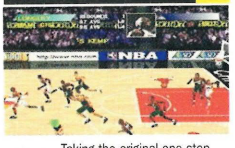
TRY B4 U BUY — This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about

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



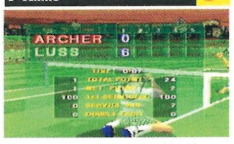
TRY B4 U BUY — Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

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

Victory Boxing 2 — 8



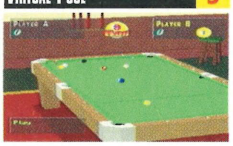
TRY B4 U BUY — An improvement on the original sees you struggling to take your fighter through the ranks to the top of this brutal profession

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



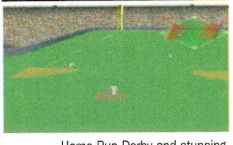
RENT IT — The only true pool simulator available. It's not much cop though but you can't have everything all the time

VMX Racing 2.5



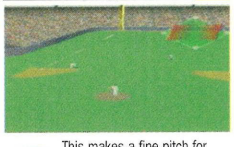
AVOID! Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

VR Baseball 7.5



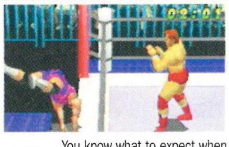
RENT IT Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

VR Baseball '99 7.5



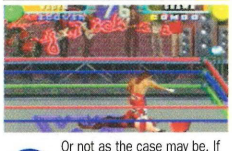
RENT IT This makes a fine pitch for baseball on the PSX, but will only appeal to fans of this statistics orientated sport

WCW vs the World 7.5



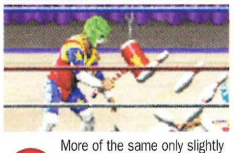
RENT IT You know what to expect when you play these things. This is better than most but does that tell the full story?

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

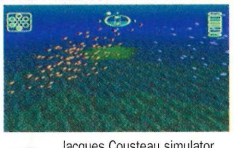


TRY B4 U BUY Loads of new options and features make this wrestlefest flesh-slappingly good. Ideal for a good night's gaming with your mates

MISC

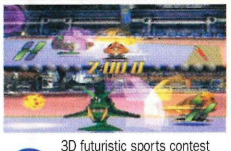
Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

Aquanaut's Holiday 1



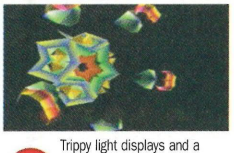
AVOID! Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

Ball Blazer Champions 5



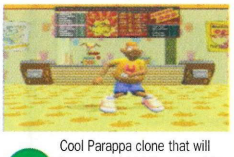
AVOID! 3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

Baby Universe 7



RENT IT Trippy light displays and a pumping soundtrack make this ideal post rave entertainment. Just don't expect any gameplay

Bust A Groove 8



TRY B4 U BUY Cool Parappa clone that will keep you kickin' thru the night. Funky tunes and hot steps make this a winner

Chessmaster 3D 3



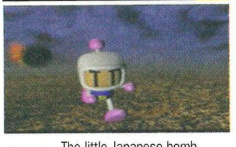
AVOID! A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

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



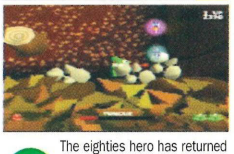
AVOID! Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

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

Music 8



TRY B4 U BUY A perfect piece of kit for all you budding mixmeisters out there, this'll have you knocking out 'banging choons' in no time

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

Pet In TV 3



AVOID! Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes. One for the kiddies only

Pitball 6



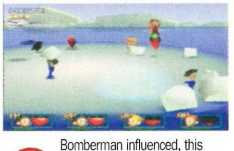
RENT IT Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

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



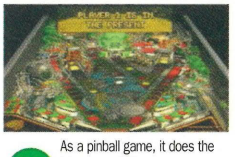
RENT IT Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other

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



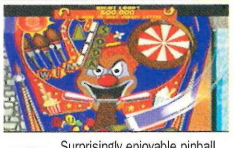
RENT IT Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable d ousing fest from Sony

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



PRO CHARTS

Fire-breathing shortstuff Spyro unsurprisingly burns his way straight into the charts at number one this month. Formula 1 '98 and ninjathon Tenchu both earn full-on respect in second and third place. Also a couple of disappointing performances from the Dukester and Future Cop

1	NEW	Spyro The Dragon
2	NEW	Formula 1 '98
3	NEW	Tenchu: Stealth Assassins
4	▲	Grand Theft Auto
5	▲	TOCA Touring Car Championship
6	▲	Crash Bandicoot
7	▼	Tekken 3
8	▲	V-Rally
9	▲	Resident Evil
10	▼	Tomb Raider
11	▲	Die Hard Trilogy
12	▼	Colin McRae Rally
13	▲	Tomb Raider 2
14	▲	Premier Manager '98
15	▼	Gran Turismo
16	NEW	Duke Nukem: A Time To Kill
17	–	Rayman
18	▲	FIA Formula One
19	▲	Oddworld: Abe's Odysee
20	▼	Tekken 2
21	▼	Resident Evil 2
22	▼	WWF: Warzone
23	▲	Spiceworld
24	▼	Command And Conquer
25	▲	Crash Bandicoot 2
26	▼	World Cup '98
27	▲	Croc
28	▼	International Superstar Soccer '98
29	▼	Micro Machines V3
30	▲	Casper
31	▼	Worms
32	▼	C&C Red Alert: Retaliation
33	▼	Medievil
34	▼	International Superstar Soccer Pro
35	▼	Victory Boxing 2
36	NEW	Actua Golf 3
37	▼	Formula One '97
38	▲	Heart Of Darkness
39	▼	Moto Racer 2
40	NEW	Future Cop: LAPD

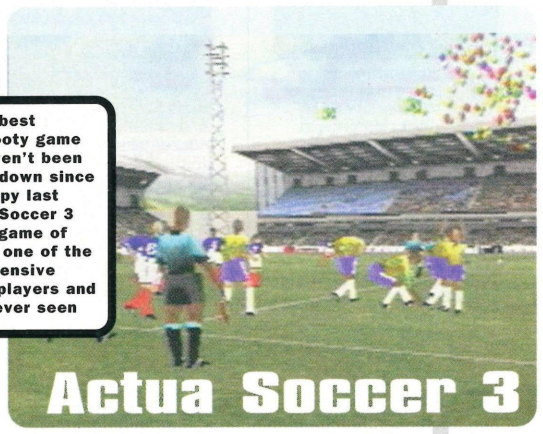
The official PlayStation Top 40 was brought to you by the informative fellas at...

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. These are the select titles that have tickled our particular fancy into near hysterical proportions with their addictive qualities and general reamness, your games collection is sadly lacking if these babies aren't included, so go and get 'em kids!



Probably the best PlayStation footy game so far. We haven't been able to put it down since getting our copy last month. Actua Soccer 3 plays a great game of footy and has one of the most comprehensive databases of players and teams we've ever seen



Right up there with the likes of Gran Turismo. We gave Codemasters' brilliant racing game a whopping 9.5 and it deserved every little half mark. Fantastic graphics and superb gameplay make this an essential game to have on your shelves



Near perfect two-player game makes this stand out head and shoulders above other similar blasting titles. It came out of nowhere, but is actually by the people who brought us Soviet and Nuclear Strike, so you know these guys can program a great game

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...

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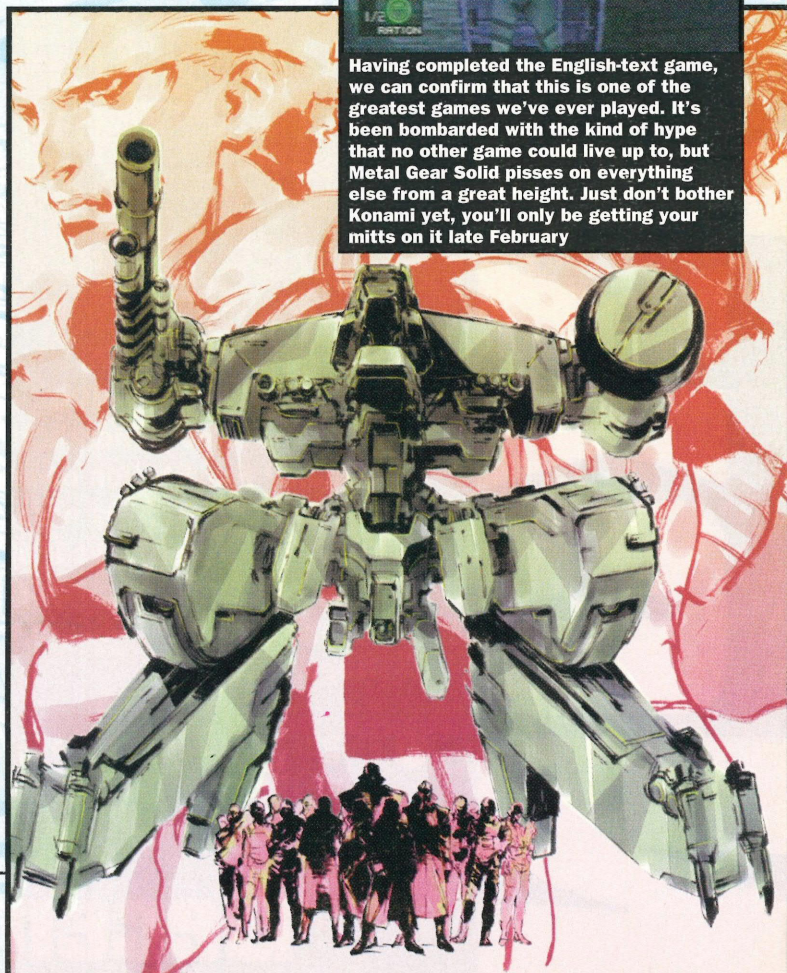
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Having completed the English-text game, we can confirm that this is one of the greatest games we've ever played. It's been bombarded with the kind of hype that no other game could live up to, but Metal Gear Solid pisses on everything else from a great height. Just don't bother Konami yet, you'll only be getting your mitts on it late February



NEXT MONTH

We go festive crazy, so put this lot on your Christmas list...

- Get ready for our last issue of the year!

Cool Boarders 3

Small Soldiers

Knockout Kings



- We've got another HUGE exclusive lined up for next month. It's the game all PlayStation owners have been waiting for and we've got it FIRST (as usual!). We'll also have loads more stuff including the second part of our Spyro the Dragon guide.

- So get your copy of PlayStation Pro, complete with special FREE GIFT, ordered now, before it's too late.

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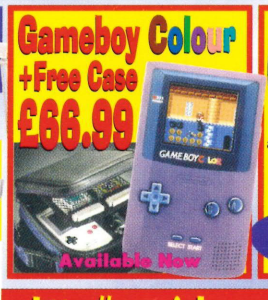
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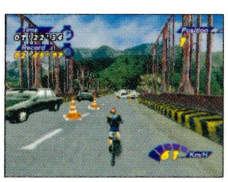


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