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Issue 30 February 1999 £2.99

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180 Pages

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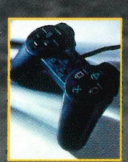


OFFICIAL MULTI TAP

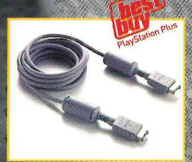
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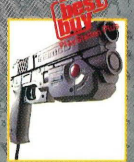
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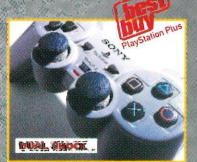
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PlayStation

intro



Our exclusive Exposure on page 74

Happy New Year! That seems like the most appropriate way of starting our last mag of 1998. This time next year we'll obviously be approaching the new millennium with a good idea of where videogames are going to be on the next generation of machines. By then we'll have Dreamcast and very probably PlayStation 2, so the future is very definitely bright.

Now seems as good a time as any to welcome our new readers. We know loads of you will have recently got PlayStations and will be looking for the very best information. We hope you'll agree that we're the best source for all that sort of stuff too. You've got yourself a great machine with a back catalogue of around 550 games, so that should keep you off the streets for a while at least.

Regular readers will remember that last month we brought you the PlayStation World Exclusive of Quake II and this month we've been ever so busy trying desperately to follow up that massive piece.

We think we've certainly managed to match it for quality as this issue sees us bring you the World Exclusive of the long awaited Carmageddon (page 74). We're not just talking about a couple of dodgy PC Internet screenshots here, we've been down to the developers again and seen it in action, something that no other magazine has managed to do. So enjoy that.

Elsewhere, we're planning a few excellent changes to the mag in the next couple of months, so we'll be busy doing that behind the scenes. We've also got a new reviewer on board in the shape of Will Johnston, so welcome to him while we're at it.

In the meantime we've crammed everything into the issue, given you what you want to know on Tomb Raider III and still found time to get drunk down the pub. Can't be bad. So until next year at least, we wish you all the best and hope you enjoy the issue. Seeya!



Chicken Editor

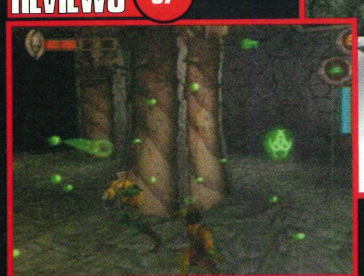
PLAYSTATION PRO

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Honest, upfront and on your side

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Wholesome hardcore powder-punk action on the piste, with more half-pipes and stiffys than the whole of the Amsterdam red-light district

24 Tiger Woods '99
Take to the fairways with the buck-toothed golfing superstar, and sink a few birdies and eagles along the way, in EA's new grass spectacular

30 Rushdown
Slipshod thrills and missing spills in Infogrames' unfortunate 'extreme' racer. Is it any good though?

32 Apocalypse
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38 Test Drive 5
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Capcom's Japanese short-stuff stars hit the arena for choreographed madness with horses and frying pans thrown in for good measure

42 Dodgem Arena
Not exactly the gypsy fairground spectacular we were all hoping for, but a futuristic puck-fest featuring wipEout-style antics. Check out our lowdown

44 Rival Schools
Two Northern high schools plan a scrap behind the old folks home in the park, Japanese-style

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All your favourite historical fighters get hysterical in the ring of EA's new boxing circus. Definitely check this out!

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The dreaded one takes on the forces of evil in a possible platform contender

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Tiny green fellas take on the might of plastic, military midgets in EA's new film license spectacular

66 Zero Divide 2
Witness the war of the robots and even take part. Will it be a passable attempt at a different take on beat'em-ups?

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Global Vision Total Knowledge

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96 Q&A Relief
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Check out what's movin' and groovin' or slippin' and slidin' in this month's PlayStation chart and also find out which games we've been playing the most this month

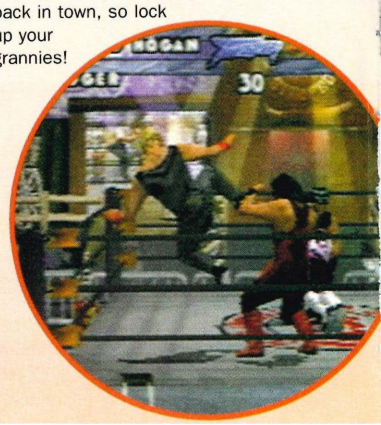
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They're there to help, so don't bother us, bother them. They're the ones that made the damn things

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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.

EXPOSURE

74 Carmageddon
Another PC release gets the PlayStation treatment. See if this classic game is getting the respect it deserves from our hallowed machine, in this amazing eight-page exclusive spectacular. You'll hear it here first

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Lara Back on Kew

Eidos' Icon seen writhing on backs of 15 sweaty men

OUT of ORDER

Fresh from her third *Tomb Raiding* expedition, cyber-babe Lara Croft is set to tackle the world of rugby by sponsoring the Richmond-based Kew Occasionals rugby club. *Eidos,* publisher of the *Tomb Raider* series, has signed a single season deal allowing Crofty and the *Eidos* website address to be embalzoned on the back of the team's shirts.

Nick Davies, *Eidos'* Internet manager, said, 'Lara has already put her boot into more than her fair share of bears, lions and low-life hoodlums – I have no doubt that she'll be more than a match for Kew Occasionals. Seriously though, this is the first time ever that a website address and a full colour image of a games character has appeared on the back of a rugby jersey.

'Due to the current structure of English rugby, *Eidos* decided to sponsor a smaller club, with the hope that other companies would follow suit, injecting much needed cash into the lower ranks of English rugby, creating more depth and motivation for the non-professional players.'

Yeeeeaaaah rrrrright! All they wanted to do was make a few more quid and they've spoiled the backs of 15 once-decent rugby shirts to do it.



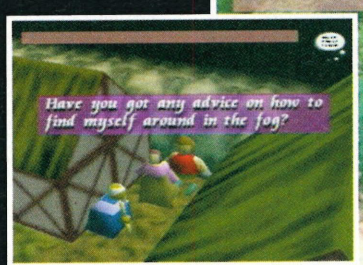
It's what we always wanted, Lara spread out on a hooker

Loser/winner

Chris Chadwick wins amateur national game programming competition



Another entry: Come Baa, sheep chasing without the love interest





Adventure game, the most imaginatively titled one

Programmers have, rightly or wrongly, often been given a bad name and been branded bores, misfits or ranksters. To Chris Chadwick, however, this matters not as he's now £6,000 richer and is Game Developer of the Year for 1998.

Chris's game, Blitter Boy, actually won in two categories – Best Net Yaroze game and Best Overall Game. His entry topped the pile of over 150 entries submitted on all formats. The awards ceremony was held at Stirling Castle on November 5.

Net Yaroze, in case you're new to the PlayStation is a home development kit that anyone can get hold of – Chris, who used to program in BASIC in the days of the ZX81 learned how to program in C (which is what the Net Yaroze uses) and won the Developer competition despite his game still being at an early stage. Well done, Chris, but try and get out a bit more from now on, eh?

OUT of ORDER







Blitter Boy, the winner of Best Net Yaroze game (they have different standards)

Hunt Saboteurs!

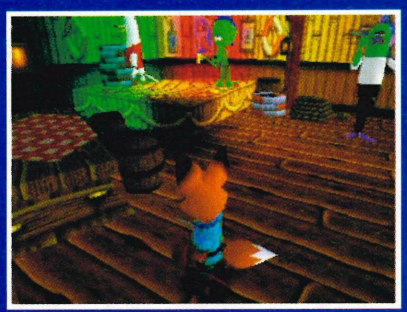
Psygnosis to release an action adventure starring Kingsley the fox cub





Pet ready for a magical trip through the cartoon world of *Kingsley,* a bright and bold new action adventure for the PlayStation. A character-filled creation, *Kingsley* conjures up a breathtaking fantasy world, with a mixture of exploration, puzzles and swashbuckling tailored for the younger generation of gamers.

This fully 3D release contains four quests, each offering a blend of combat and platform adventuring. The hero of this humour-filled tale is *Kingsley,* a loveable fox-cub and apprentice True Knight. Only this diminutive and unlikely hero can save the Fruit Kingdom from Bad Custard, a devious wizard using the stolen Book Of Magic for his evil ends.

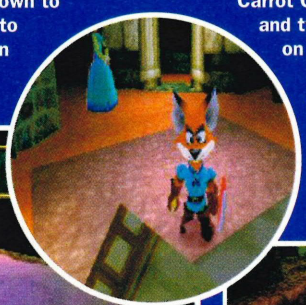




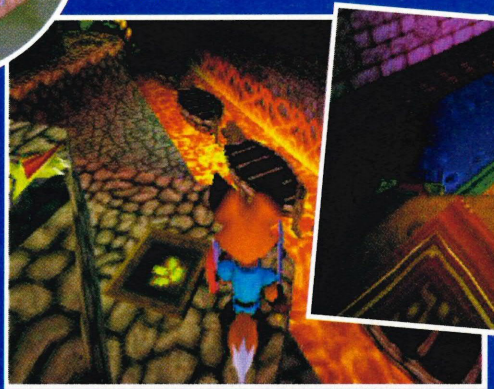
His journey begins in Carrot Castle where he's trained in the ways of the dagger, the sword and the crossbow. Then it's off into the big wide world, where a whole cast of animal characters awaits, some friendly, some intent on cutting the cute cub down to size. Only by collecting all the objects needed to become a True Knight can *Kingsley* hope to win the final showdown with Bad Custard.

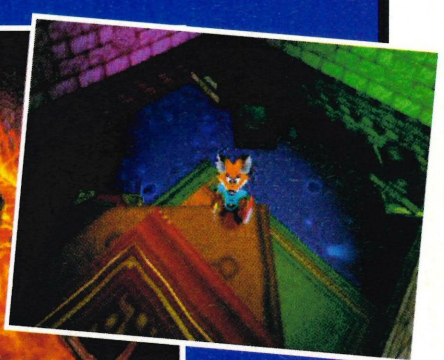
Comprised of both indoor and outdoor locations, the 3D world of *Kingsley* is packed with special effects. The game includes a full menagerie of animated animal characters, while the environments include a sun-kissed tropical beach, woodland filled with lush swaying trees and the colourful corridors of Carrot Castle. In all, the adventure spans five castles, four dungeons and two islands, with snow, rain and even shooting stars visible on the night levels.

Kingsley mixes an enchanting storyline, conversations with a vast cast of animal characters and platform gameplay interspersed with combat and puzzle solving. Younger gamers should appreciate the larger-than-life visuals, which gives Kingsley an unparalleled cartoon look. The fox cub-cum-hero is scheduled to make his PlayStation debut in time for Easter.









Cunning Plan

Out-spy your best mate – or is he? – in TrapRunner

Bomberman meets James Bond in a hectic maze-based frenzy where only the fastest, most cunning and downright evil player can win. *Konami's TrapRunner* tools you up with bombs, mines, remote detonators, sliders, sinkers and all manner of other devices (that have been confiscated at the turnstiles at Millwall) and it's with these implements you have to track down your prey.

Players have to belt around a 3D maze, setting sequences of devious booby traps and lead the enemy into your deadly mantrap. However, there's a catch. A cunning opponent will do his best to second guess your moves, disarm your traps and construct his own deadly snares to lure you into.

Plot-wise, corruption is now ruling a world set in the future – nice to know nothing's changed – and your best friend could turn out to be your worst enemy. Conversely, your harshest foe could actually be a valuable ally. The ensuing confusion is part and parcel of *TrapRunner,* the story of six special agents, all assassins and experts in espionage and demolition. *TrapRunner* comes out in March and we can't wait.





Before you write in, the Jap version is TrapGunner and the UK version TrapRunner



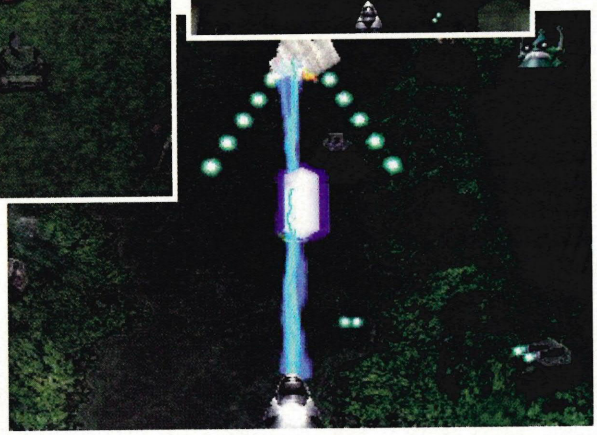






Above: Stunning light-sourced explosions aplenty are a feature of Retro Force, but they're no match for the invisible Jedi knights







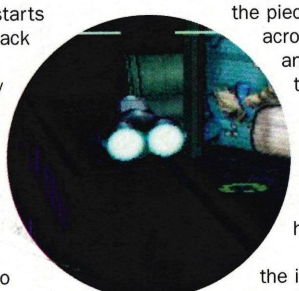
Alien Takeover Bid

Alien bashing makes a comeback in Retro Force

In the year 2999, a vast city worships a sacred crystal called The Artefact which, as legend has it, possesses mystical powers that can protect the city. However, an ancient prophecy has said that one day a giant time traveller would descend upon them to steal the crystal, thus destoying the city.

At the height of the milennial celebrations, the prophecy starts to come true as a giant alien mothership appears out of the sky, hovering above the Artefact. On permanent standby is *Retro Force*, the elite group of pilots and protectors of the city, who are called upon to attack the mothership.

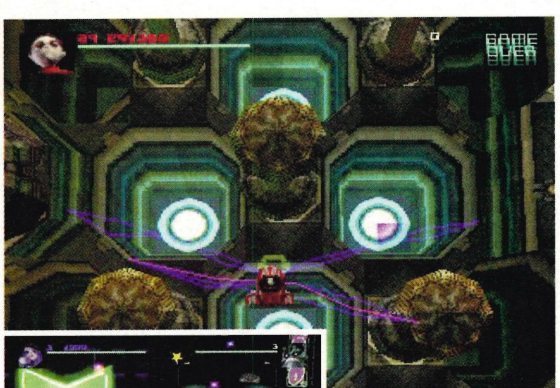
Undeterred, the mothership starts reeling the crystal in. As the attack intensifies, the brave pilots become entangled in the energy beam and are drawn into the vortex being created by by the joining of the crystals.



Drawn into the vortex, the pilots suddenly find themselves sucked in with the mothership and the Artefact that has also been drawn in.

Back through time, the intrepid pilots are sucked, still bravely fighting on. As the mothership begins to buckle the Artefact begins to fragment and one-by-one, the pieces of the Artefact are strewn across time along with the mothership and the pilots. The pilots awake as though from a dream, not knowing where they are, their aim to return home, their true mission – to collect the pieces of the artefact and return it to its' natural state – as yet unknown. The adventure has just begun...

The aim of game is, starting in the ice age, to hammer through time warps until you arrive just in time to do battle with the alien mothership and re-write history for the better! Out in spring.

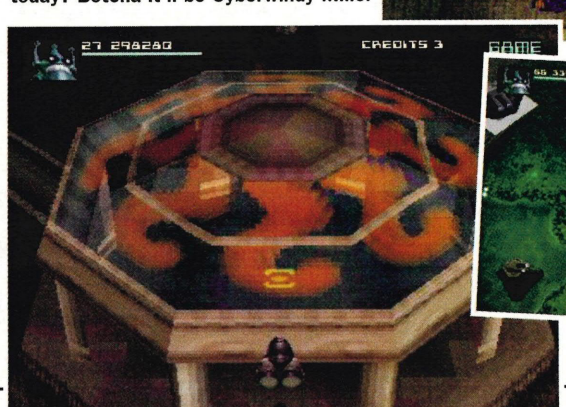


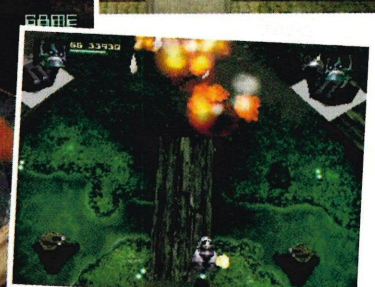






Below: This is a box, a magical box. Who do you think's gonna pop out today? Betcha it'll be Cyberwindy Miller





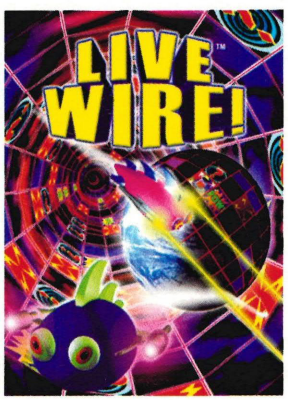
Going to the Wire

Allister Whitehead is in the house

Sales Curve Interactive has just announced that house DJ Allister Whitehead will 'pick and mix' the soundtrack for their forthcoming PC CD-Rom game *Live Wire*. According to *Sales Curve, Live Wire* is a "fast and furious mind-bender." It's on its way early next year.

Set in a 3D environment, *Live Wire* challenges players to race against time, cunning opponents and tons of enemies for territorial domination of 50 different levels across five psychedelic worlds. Georgina Worsley-Winteringham (she's not posh, no, honest), *Sales Curve's* Euro Marketing Manager, commented, 'The game deserves an awesome soundtrack to complement the gameplay and Allister Whitehead's 'house' style suits the game perfectly'.

Whitehead's creative flair on the wheels of steel has seen him rise, quite literally, to become the Cream of the crop – he's a resident DJ at Liverpool's famous 'Cream' and is often found spinning tunes at top London venue 'The Ministry of Sound.' The lad has also done remixes for the tasty Natalie Imbruglia and all-round cool bast' Robbie Wiliams. PlayStation Pro, as ever, will provide you with more info as soon as we get home from the club.





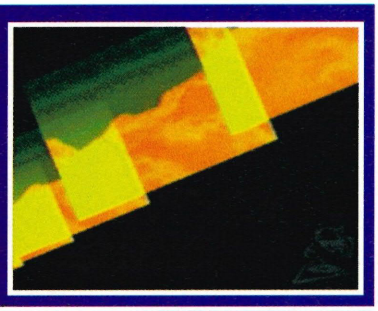


Interplay Update

Trawled from the net

For those of you with access to a PC, try the following two brand new PlayStation-related websites —www.codemasters.com and www.toca2.com. The former site contains an animated *MUSIC: Music Creation* for the PlayStation site where you can get a taste of just how great their new *MUSIC* game is.

The latter, which can also be found within www.codemasters.com (if that's not too confusing), gives you the chance to battle it out with other fans of *TOCA 2* for worldwide time trial glory.







DK pondering PlayStation

DK Publishing

Educational specialist Dorling Kindersley is pondering a move into the PlayStation market

The publisher, *Dorling Kindersley,* has enjoyed continued success on the PC, but has been encouraged by the broadening appeal of the console market.

Managing Director of *Dorling Kindersley*, Alan Buckingham, commented, "The demographic of PlayStation buyers probably is broadening now. It may be that there's an opportunity there for educational titles."

Do These Count As Dolls?

Snatch yourself a Lara compo

Take Lara to bed, to work and way too seriously



Teletubbies and Furbies had better watch out, cos Lara's on the toy shelves and she's lookin' HOT! So toy manufacturer *Playmates* reckon anyway. A nine inch figure of Lara's out and it's only £16.99!

Resplendent in her scuba outfit, Lara comes with authentic weapons and creature accessories 'for added play value'. Each figure has a serialized number for collectors and never before seen Tomb Raider III game codes.

Another figure is due out in March – Lara wearing her 'normal' clobber. We've even got a competition to win one (If you don't mind playing with dolls, that is). If you wanna buy someone a Lara for a belated Christmas present, you can always contact Playmates on 0116 282 3500 for details.

Luckily, we have five to give away to you lucky punters. So to be in with a chance of winning, just turn your hand at this simple question:

Q: What bra size does Lara take?

Send your guesses (in inches and cup size) on a postcard to the usual address, and the nearest five picked out of her knicker drawer will, erm, get the girl!



Lara the figurine – is she a doll or legitimate new bloke's plaything?

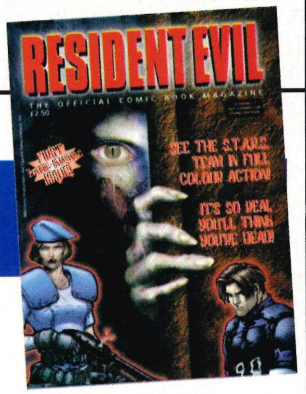
Tekken The Mickey

Been sucked in by the soap opera-style saga of *Tekken?* Want to know more about the story? Well, now you can, with the arrival of *Tekken: The Motion Picture*, out now from ADV Films. Featuring the cast of *Tekken 2*, this Manga-style epic will also make your ears bleed (well, almost) with music from such rockmeisters as The Offspring and Corrosion of Conformity.

We've got five of these visual treats to give away to you Tekken tumpsters – just send in a postcard marked "Tek 2" to the usual address, and your luck might be in!

Win! Five Tekken movies to giveaway

Paper Cuts



Resident Evil comic out in January

The STARS of the zombie-zapping *Capcom/Virgin* PlayStation game *Resident Evil* are to make a gory leap into the world of action comics. Resident Evil Magazine is scheduled for a January 22 launch, when Wesker's elite team of ultra-troubleshooters take on the main conspirators behind the 'undeadly' T-Virus.

The comic features all the main characters from the game – combat fighter Enrico Marini, comms officer Richard Aiken, medic Rebecca Chambers, sniper Forest Speyer, chemist Kenneth J Sullivan and the added bonus of hot-shot babe Ada Wong!

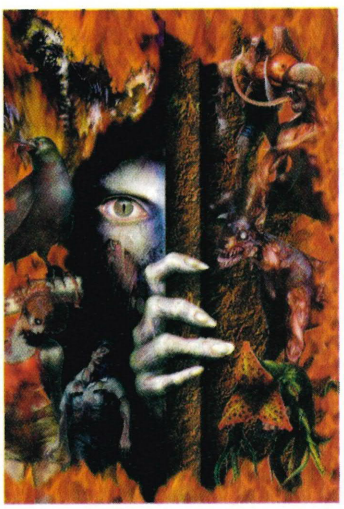
Directed by Jim Lee and Wildstorm productions, the comic strip will 'allow the RE concept to be taken to its logical – and bloody – conclusions,' promises Newsstand Editorial Director Brian Clarke. 'Released from the gaming environment, we are free to explore Raccoon City and its many unnatural inhabitants.'

Managing Editor, James Hill, is confident that the comic will kick ass. 'The dynamic, full colour strips bring a new level of realism to the world of RE. As far as we're concerned, this thing is real and the strips and features present the situation around Raccoon City as realistically as we can. We're not talking Action Man here!'

No, we're talking Resident Evil comic. It costs £2.50, has 52 pages and includes posters and masterclasses on weaponry, tactics and enemies.







Oh the horror! As if made for comics, Resident Evil smears the gore slickly in pulp form

Forget Final Fantasy



Wanted! Serious console wizards required to play Rebus

Ever fancied gathering together an army of warriors, wizards, clerics and other assorted riffraff? Chicken has – how do you think PlayStation Pro gets written every month? No seriously, if getting involved with an assortment of 32bit weirdos tickles your fancy then look no further than *Konami's Rebus*.

The Japanese-based company responsible for *ISS Pro* and *International Track 'n' Field* is offering PlayStation gamers the chance to be the courageous leader of the above mentioned motley crew and save the world of *Rebus* come summer. *Rebus* follows in the exalted footsteps of *Vandal Hearts* and *Final Fantasy Tactics,* but adds a host of new features.

As an RPG, *Rebus* boasts multiple story lines, large detailed 3D battlefields and characters dreamt up by *Final Fantasy's* Amano Yoshitaka. The game allows players to swap special weapons and over 150 spells, via memory card, or go head to head with characters saved earlier.

Set on fully interactive landscapes that you can burn or freeze to your heart's content, *Rebus* should prove popular with serious escapists when it's launched this summer.



If anyone can challenge Final Fantasy VII's RPG supremacy, the the makers of Metal Gear Solid should be up to the task







Whoops! How did a picture of Sam's Scottish bird end up in the mag?

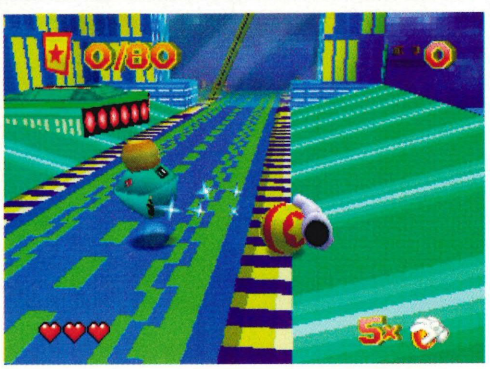




All you need is GLOver

Severed Hand in Many Lands Shocker!









Hasbro Interactive, the videogame branch of the firm that produces just about every toy (and board game to PlayStation conversion) you can think of, are set to go big time with *Glover.*

This fully 3D arcade adventure has a distinct *Mario 64* feel to it – which is no surprise really as *Glover* has already gone down a storm on the *N64.*

The storyline, featuring wizards, spells and magic crystals has an 'olde worlde' feel, but, as you can see from the latest batch of screenshots, the game is full-on 32bit sexy.

Taking the role of the wizard's lucky glove, the player is given a crystal to kick off with – literally, as the initial crystal has been turned into a magic ball – and has to set of in a quest to find the remaining six. The other glove, however, has been thrown into a vat of evil and its sole purpose is to hinder the player in any way it can.

Glove #2 is a nasty shade of grey and wears a snarling expression whenever it appears to force the player to think of innovative ways of using *Glover* and his crystal/balls to progress.

Developed in the UK by *Interactive Studios* – of *Dizzy* fame – *Glover* challenges *N64* gamers to make the best possible use of both glove and ball and solve every problem encountered on a magical trip through six themed worlds – Atlantis, Carnival, Pirate, Prehistoric, Fear and Out of this World. Furthermore, because of the *Oliver twins'* (they who who run *Interactive Studios*) love of 'olde school' games, there's a points challenge to *Glover* as well as just progression.

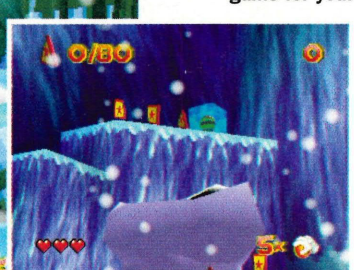
Using the crystal to roll over bonuses will see the gamer amass more points than if he was to just run over them with *Glover* or even with *Glover* controlling a beach ball. The crystal, however, is very brittle and needs caressing and cajoling along rather than being bounced or thrown, which is what you can do with the other balls – apart from the ten pen bowling ball that is.

Each world contains three levels plus a 'boss' level and a bonus area, opening up a total of 30 fully 3D environments to explore and conquer. Power-ups, puzzles and enemies call for and enable inventive use of the magic ball – such as changing it into a ten pin bowling ball (for added ummph!) or a ball bearing.

Like producer, Chris Down, says, *'Glover* has all the qualities you look for in a hit game... It's beautiful to look at and has the perfect blend of challenge and fun in its gameplay. I'm really looking forward to the day when we complete it so that I can start the adventure for myself'. So are we for that matter - see next month's PlayStation Pro for an exclusive update.







If you're skilled in the one-hand shuffle, Glover is definitely the game for you!

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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 (updated every week), Gran Turismo, Resident Evil 2, Tomb Raider 2, Tekken 3, Formula One 98, FIFA 99(new), Spyro(new)

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

CHEAT HOTLINE WINNERS

Enter our amazing competitions and you could be as lucky as ***James Parsons***, winner of last month's Free Access line compo. Eight top-class games are winging their way to him as we speak! Ninety-two runnersa up have won the game of their choice.

Winner of the £5000 Prize competition was ***Jon Priestley***, who scooped a fantastic £1000 worth of games. Nice one Jon! ***Matt Henderson*** and ***Jay Bekar*** have boosted their games collections by £500 each and an additional 150 runners up get a game of their choice.

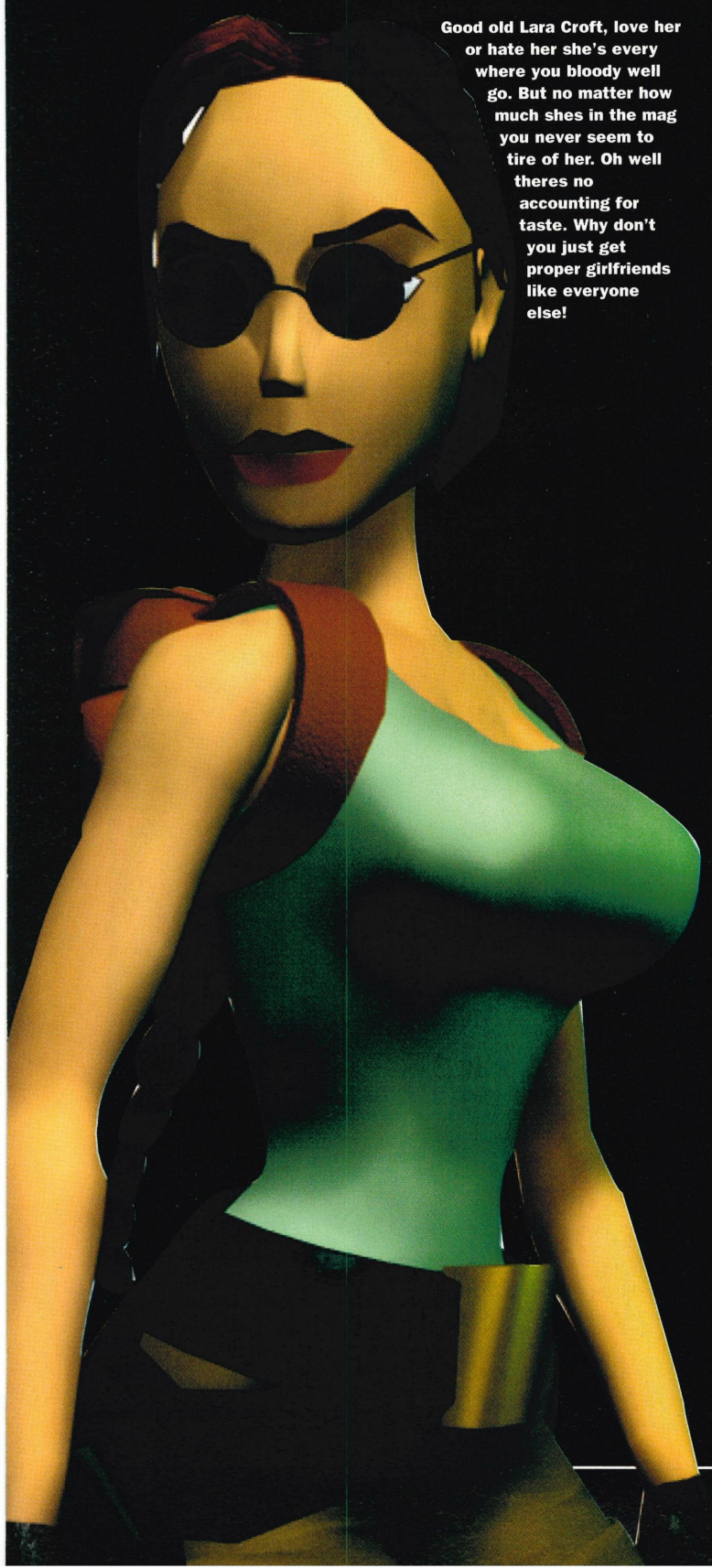
King of the Cheats Compo goes to ***Dan Lucas*** who has chosen Tekken 3 as his prize.

PRO LETTERS

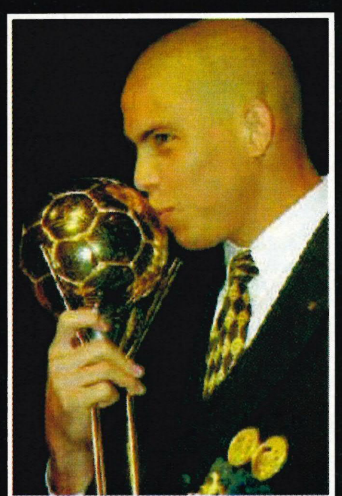


The last letters pages of the year are upon us. This month we have more of your rabid rantings as well as our new Opinion section where you tell us what you think of our reviews. Keep writing and emailing your letters and opinions and Happy New Year!

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



Good old Lara Croft, love her or hate her she's every where you bloody well go. But no matter how much shes in the mag you never seem to tire of her. Oh well theres no accounting for taste. Why don't you just get proper girlfriends like everyone else!



RONALDO'S REVENGE

I first got my PlayStation when I lived in India (I was back in England for the summer holidays). In India there was no way I was ever going to get anything to do with PlayStation, most people hadn't even heard of it. I had to rely on my once a year trips back to England to get a PlayStation game or two. My job involves moving country a lot and only staying in one place for three or four years, which is why I have lived in so many "exotic" countries.

At the moment I am living in Brazil, which is a lot better than India for PlayStation stuff, but the few things they do have are all in NTSE (and I have a PAL machine). The one thing Brazil can not deprive me of is my monthly copy of PlayStation Pro.

William Walker, Brazil

You don't happen to have an address for Ronaldo's bird living over there do you? It's good to know that Pro is far reaching the corners of the world. If you live in a far off land let us know where you read us and we'll find out just how far we stretch. As a guide we've had a couple of begging letters from Iraq in the past, which has probably resulted in us being tagged as a legitimate target by the Yanks. Ooh, bit of politics!

TEE OFF

Way back in issue one of PlayStation Pro, you had a supplement called Central Station. One of the items was Virgin-Interactive's T-shirt, featuring the slogan, 'Sydney Morning Herald' - why are the French such stupid ??*** .

Do you know of anywhere I can get one of these T-shirts as I have exhausted every shop I can think of . I know it was ages ago but I live in hope.

Patrick Foster, email

No chance mate. Well, not via us anyway. You never know your luck though. If any of you out there have one that you don't want, then feel free to write in and we'll pass on the good news to Patrick, because that's the kind of people we are.

TOMB RAIDING TIPS

I thought I'd write in because I've a few queries about your forthcoming mags, so here goes...

1. Your mag is superb!
2. I missed your last mag and I am a bit p***ed!
3. I was wondering if you're going to publish a 'Tomb Raider 3' guide, I hope you do because I've heard it's bloody hard. I hope you do, after all, you did with 'TR1' and 'TR2', and because of that I completed it ages before my friends. So will you send out a 'TR3' guide in this issue or the next issue?

Clifford Rose, email

We'll certainly be running Tomb Raider guides in parts, but we're legally not allowed to do the full monty again this time. Sorry. We'd love to do it and we have it here, but unfortunately it's all out of our hands. It's a sad sign of the way the industry is going at the moment, but we know you'll all support us as you always have.

GUN RUNNING

Will there be a PlayStation gun with rumble-force built in coming out in the near future? Sony brought out the dual-shock pad, and now Gamesmaster have made the rumble-force, so I would guess someone will be bringing out a gun. I'm asking because I'm thinking





about buying Point Blank with the G-Con 45, but I don't want to waste my money when there's a better gun coming out.

Ben Young, Newcastle-upon-Tyne

There's actually a gun called the Scorpion on the market that takes a battery and gives off a bit of a rumble when you fire it. It's only small and looks like a Colt, but it seems to be quite accurate in tests. Don't expect a Dirty Harry style kickback though. Or else!

BLOKE WITH NAME OF JEANS COMPANY WRITES IN

At a friends house I was playing a demo of Tomb Raider III. The level seemed to be an Area 51 type thing judging from your report in a earlier mag. You're trapped and a MP comes in and starts beating you with a truncheon type thing. You have no weapons, and as you can't fight and he's more manoeuvrable than you, so it completely defeats the purpose of the game.

If the final game is of this quality I certainly wouldn't give it more than 7. It's just a new level for TR2. Incidentally, I own a copy of the original Tomb Raider thanks to your free subscription game. Ta.

Lee Cooper, Edinburgh

There are a lot of similarities between parts of TR2 and TR3, but we reckon that TR3 is the superior game because there's a lot more to it. At first look they are very similar, but hopefully that won't put too many people off in the long run. If it does, that will be their loss.

CAPTAIN PUGWASH

I'm just writing to your complete and utterly super fantastic mag to beg (I'm on my knees right now), for forgiveness after the very stupid thing I have done. I thought I would be really smart and get Cool Boarders 3 before everyone else and go "Har Har I've got it and you haven't NANANANANA" (In those words) but there is one problem - NO BLOODY MANUAL!! AAAHHH.

So please could you be very generous and give me the list of the moves before I go totally insane and start ripping up your wonderful magazines to shreds (that I have on prescription) and I did say your mag was excellent and wonderful etc. P.S - If you have any cheats or tips for it, I would be very thankful, and might even extend my subscription. Oh yeah, could you give me a free multi-tap please. Thanks.

Ryan Steddy, Caterham

The thing is Ryan, when you a buy a game from the shops it has a manual with it. So you've obviously bought a pirate copy of the game and therefore you are a) breaking the law and b) giving the software industry an excuse to keep the game prices artificially high. Your mates should drag you outside and give you a damn good kicking. Multi-tap in the post. Yeah right!

ONE LOT OF CHIPS PLEASE

I am one of the people with the dubious pleasure of owning a "modified" Playstation which allows me to play imported games. This means that an issue has come to my attention that I believe many other gamesplayers are unaware of. It seems to me that foreign games are harder than their PAL counterparts!

The game which I have specifically in mind is Gran Turismo. On the licensctests, the times for the Jap' version are as much as three seconds faster than the corresponding times for my friends' British version! (International A licence).

As someone who devoted a lot of my leisure time to achieving these times, it upsets me that 1) Sub-standard British gamers see as much of the game as I do, 2) The developers are patronising enough to think that we aren't good enough to complete the game properly.

I would like to know if you have any knowledge of other games altered in this way and if so, is there any way to contact the developers/publishers and stop them from doing it! I would finally like to say that Parasite Eve isn't as top-notch as has been printed (excepting CGI FMV) and that a full PAL conversion may not be warranted.

Matthew Tyson , Bradford.

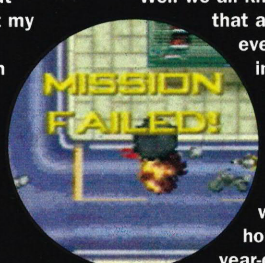
Tsk. Dodgy business chipping your machine. Invalidates your warranty and so on. With specific mention to Gran Turismo, Sony Europe felt that some of the qualification times were a bit too tough for western gamers, so a lot of the times were made easier. Rightly or wrongly, they felt that most people would get frustrated too easily if they'd left it the same.

There's no real way of expressing your views other to write to Sony and tell them your opinion.

The last letters pages of the year are upon us. This month we have more of your rabid rantings as well as our new Opinion section where you tell us what you think of our reviews. Keep writing and emailing your letters and opinions and Happy New Year!

Opinion Page

Dear Whoever,
Allow me to oblige you in your quest for "opinion" - as stated in issue 28 - by providing mine on the ultra annoying Abe's Exoddus. You tell us, in big red letters, on the first page of the review, that "If your Mudokon mates get drunk on laughing gas, a whack around the chops will cure their hysteria."
If anyone needs whacking around the chops to cure them of their hysteria it's you lot at PlayStation Pro for awarding it nine out of 10!
First of all, the graphics are crap. Please don't even express a view on that because it isn't open to opinion - it's a fact. I thought the days of flat, dull, greeny backgrounds had disappeared with the death of the eight bit machines, but apparently not. Well maybe I'll just get my Mega Drive out again. Also, can I ask what the hell the difference is between this and Abe's Oddysee?



I own the original game (I rented Exoddus - seven quid for four nights! I should have torn up a fiver and chucked a two pound coin down a hole. It would have given me more pleasure!) and sort of always thought that a sequel was supposed to offer something more.
All this game does is offer the exact same gameplay but, to make the player think they're getting value for money, is incredibly, stupidly, hard. In other words, the programmers can say to us "It'll take you 20 hours to complete!" Yes, well a jigsaw puzzle with one piece missing would take a lot longer but that doesn't make it fun!
Abe's Exoddus? Abe's Bagotoss more like! Do the decent thing and tell us the score was a misprint and it should have been five!
David Jordan, Benfleet.

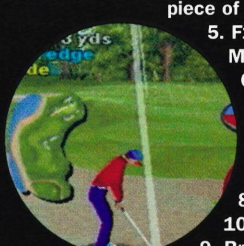
PRO *The reason it got nine is largely down to the fact that it's a great game. Ask almost anyone who's played it and you'll find they agree, I'm sure. Sequels do offer more. This one happened to offer more of the same although I partly agree with you regarding the difficultly. What're you on though? - anyone who is willing to pay seven quid to play a game for four nights deserves to lose his money down a hole!*
By all means get your Mega Drive out David, but I'm reasonably certain you'll find it is in fact a 16bit machine and not eight bit as you seem to believe. Respect for the "bagotoss". Do you want to write our headlines...?

Dear Chicken,
I would like to express an opinion on Brian Lara's Cricket. Don't be worried, it won't take long. Here goes...
WHY ON EARTH WOULD ANYONE WANT TO MAKE OR BUY OR PLAY A GAME BASED ON THE WORLD'D MOST BORING PASTIME? If I wanted to hit some leather using something made of wood, I'd twat a cow with a big stick. But I assure you I would not wear poofy white clothes and stand in a field for 10 hours doing sod all.
Codemasters do a lot of great games and it's a good job too. They'll need to have a lot of money to make up for the disaster that this game will be. I haven't played it, but suggest to everyone that my score of 0 is closer to the truth.
Yours sincerely,
Neal Wardour, Douglas, Isle of Wight



PRO *So when would you wear poofy white clothes? All the rest of the time presumably. Great argument though, and particularly well reasoned, especially the part where you admit to never having played the game. And what are you doing living on the Isle of Wight for chimp's sake? Sort yourself out man.*

Dear Chicken,
I am writing to say thank you and well done for not jumping on the bandwagon of giving a game a low score just to appear "fashionable". I am referring to the Platinum review of Grand Theft Auto in issue 27, when you awarded it - rightly, in my opinion - nine out of 10. We all know what a storm GTA caused among the more reactionary members of the press and public when it was first released. Theft! Drug-running! Murder! Oh dear, oh dear, oh dear.
Well we all know (or at least most of us do!) that all these things are wrong, but every other PlayStation release involves murder of some sort and no-one seems to care about those. So what's the message, that murder is okay, but theft and drugs are wrong? As a 32-year old mother of two I have no problem with a game like this and, if I'm honest, have no problem with my 12 year-old son playing it either. I don't condone the language, but it's no worse than he hears at school (or in this magazine for that matter). Sorry for getting on my soapbox for a moment there, but back to my original point.
The game was given high scores when it first came out, but now on Platinum, the "trendy" thing to do seems to be to say "Well, it was very novel, but it's not quite as good as we thought". (Sorry, but we do buy some other mags as well as yours!). You, however, have stuck to your guns and had the courage of your convictions by awarding it the same score. Our house is still playing it after about six months, so if that isn't a game worth a high score I don't know what is.
Maybe you could send us the sequel when it comes out as reward for our support?
Carol (and Michael) Greenhalgh, Litchfield.



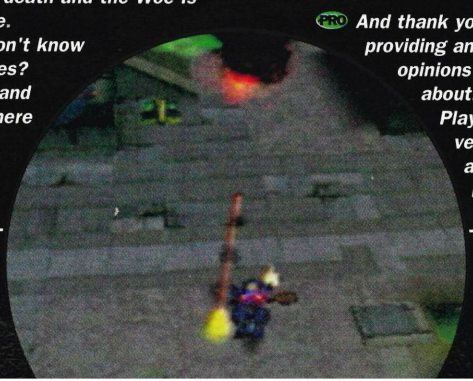
PRO *Whoa - a letter of agreement and, to top it all, praise! Are you sure you've got the right magazine?*
You've highlighted precisely the kind of hypocrisy that makes videogame critics desperately in need of a kick in the bollocks there Carol, and I can name at least six volunteers for the job. It's okay for Bruce Willis to slay every other mutha he meets and for some guy in Silence of the Lambs to set about skinning fat lasses whilst piercing his nipples and dreaming of owning a muffbox, but show a cartoon man spilling cartoon blood and succumbing to a cartoon death and the Woe Is Me crowd are out in force.
Could it be that they don't know the first thing about games? GTA, though. Fine game, and double the bargain at a mere 20 quid. Let the slacks-and-button-down brigade work hard at being trendy - we know where we stand. But enough of that buying other mags business already. Please will you be our mum too?

Dear PlayStation Pro,
I don't want to sound like I'm kissing your arse (in fact I don't know what that would sound like, but I'm sure it wouldn't be pleasant) and I wish I had something controversial to say, but I don't. So I will just point out to anyone who was in any doubt that, while some of your marks might to be exactly what I would give, the Duke Nukem review a couple of issues ago was spot on. (Issue 27, nine out of 10)
I know Duke has been around for ages since he first came to life on the PC, and I know that once a company has a good game they tend to catch sequilitis and ruin the thing, but even with the altered perspective, A Time to Kill still kicks arse (I said kick!). It isn't the best looking game in the world, or the most original, but it is still one of the most fun to play, and that's what it's all about. Eight and a half might have been more realistic, but that's just being picky.
Sorry to sound so soppy - I'll try to find some faults next time!
Keith Hallam, Tyne & Wear.

PRO *No problem Keith mate. You can stop stalking us now though.*

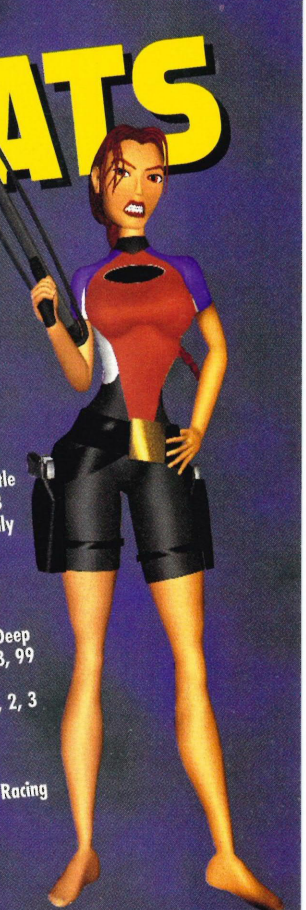
Dear Opinions,
Nice try, good effort, but here's what you should have given the games reviewed in issue 28.
1. Colony Wars - two, not nine. Boring strategy for spotty geeks.
2. Actua Golf 3 - two, not eight. Boring golf for spotty, er... old men.
3. NFL Blitz - two, not eight. Boring US football for spotty Yankee softies.
4. Pet in TV - okay, you can stick at three for this piece of crap.
5. F1 '98 - yep, eight's okay for this too. Maybe one less for no originality.
6. Atlantis - this should be given zero and the programmers should be flogged.
7. Lemmings - eight's okay. Great game, but a bit old.
8. Actua Soccer 3 - 10! 10! 10! 10! 10! Top game.
9. Brian Lara Cricket - Cricket's crap but if Codemasters can do TOCA then this is probably great if you're a bit boring. Nine.
10. Music - what the hell is this? We'll take you word for it.
11. Future Cop - Future Strike more like! Zero for being predictable.
12. NASCAR '99 - Nastycar, more like! Four sounds fair enough.
13. TOCA 2 - Nine and a half!? Who's the goose who played this moose? Give it eight.
Well actually we've got bored now, but hopefully you should get the picture and appreciate is putting you straight. When do we start and where should we sit?
Kevin Tobias and Daniel Marks, Worthing.

PRO *And thank you, gentlemen, for providing an example of the kind of opinions we couldn't give a cock about. Save that business for PlayStation Gimp, or at the very least never write again. Keep buying the mag though, obviously.*



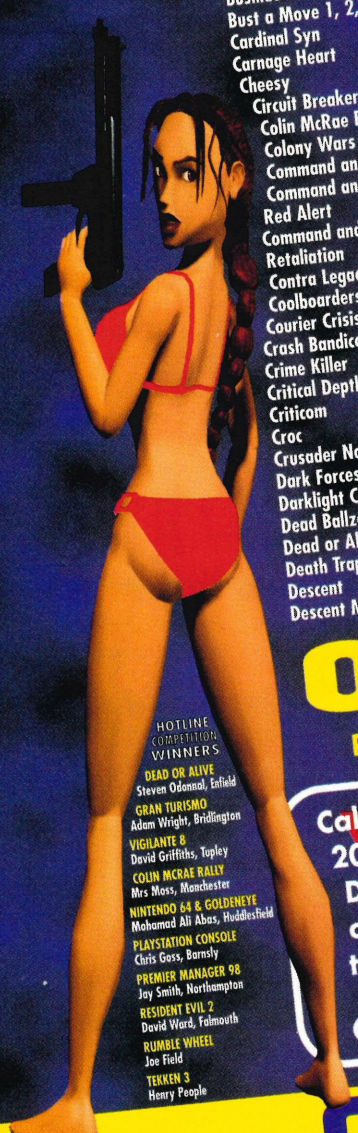
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X-Men Children of Atom
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Mohamad Ali Abas, Huddlesfield
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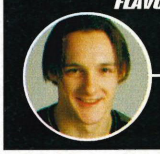
MEET THE PROFESSIONALS

NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES



Paul (Chicken) McNally
Pocket Fighter
Simulations
Pint-size good hidings filled Chicken's December with tidings of comfort and joy. There was more arse games than he'd care to list for this section though

NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES



James Cannon
Libero Grande
Racing
James busied himself by doing freelance work for other magazines when he should have been working on Pro. When he did actually do anything for us he was well into Namco's footy

NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES



Kay Wellby
Rival Schools: United By Fate
Puzzles
Kay plumped for the other Capcom beat 'em-up this month. Rival Schools not only has a great name but is good fun too. She certainly wasn't taken by Blaze and Blade though, in fact not many will be

NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES



Sam Thomas
Braveheart
Blokes in Skirts
Sam was too busy to do any work this month as he left his heart in deepest Scotland and then made the mistake of letting us know what he was up to, the dirty little bugger. Kids these days. Who'd have 'em

NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES



Lewis Pek
Brave Fencer Musashiden
RPGs
Bushido Blade 2 had Lewis getting his chopper out (etc). After liking the first, this sequel made him go all goey as well. Retro "classic" Asteroids was deemed shite in his book this month though

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

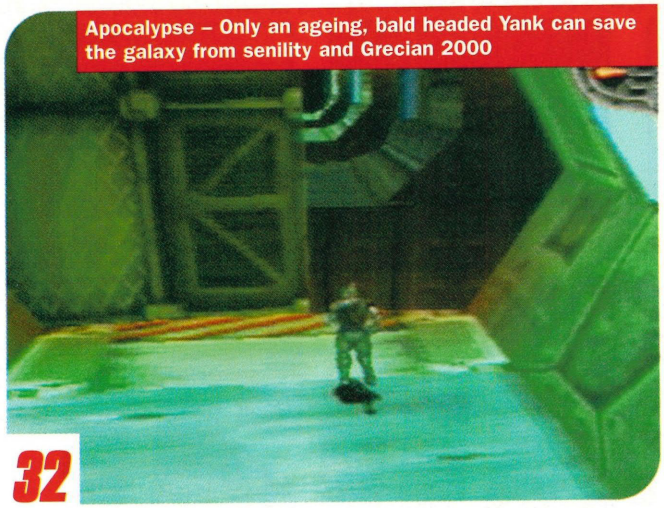
Our icons explained...

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



Apocalypse – Only an ageing, bald headed Yank can save the galaxy from senility and Grecian 2000

32



Libero Grande – The view not good enough for you from the terraces? Go on, get your shins mucky

34

20 Cool Boarders 3
24 Tiger Woods '99
30 Rushdown
32 Apocalypse
34 Libero Grande
37 Blaze & Blade
38 Test Drive 5
40 Pocket Fighter
42 Dodgem Arena
44 Rival Schools: United by Fate
48 Knockout Kings '99
54 Akuji The Heartless
60 Small Soldiers
66 Zero Divide 2

PRO REVIEWS



Pocket Fighter – Is that a fighter in your pocket or are just you pissing about?

40



The intro movie welcomes the player to the world of snowboarding in all its adrenaline laced, face chapping







Cool Boar

The art of hurtling down a sheer mountain of powdered ice on nothing more than a sanded down lump of plywood has become something of a phenomenon over the past few years.

Ever since some crazy dude tied a plank to his feet with clothesline in the 1970s and scootered down a mountain, snow lovers have been craving the thrill of snowboarding. Recently, skiing has become less and less popular, together with all the hi-flying lifestyle that goes with it.

The retro b-boy fashions and pseudo-slack philosophy that walked hand-in-hand with skateboarding has become the identity of boarders and proved to be the essence of cool.

In terms of the PlayStation's interpretation of the sport, plentiful attempts have fallen way far of the mark in terms of quality. With the exception of *Snow Racer '98* and *Cool Boarders 2* there've been some right old stinkers hanging around the PlayStation piste.

This may be because snowboarding has never reached the quivering heights in popularity of sporting favourites like football and motor racing. But now, as everyone from businessmen to students think about spending their summer vacation crashing down a Swiss mountain on a wooden tea tray, it seems that boarding is finally getting the treatment it deserves.

POWDER YOUR NOSE

With a gob-smacking 34 new courses, *Cool Boarders 3* presents something of a revolution in PlayStation boarding. Whilst past attempts spent more time trying to capture the whole atmosphere of the sport, *Cool Boarders 3* manages to add more accent on the seat-ripping action and adrenaline most real-life boarders would associate with the whole exercise.

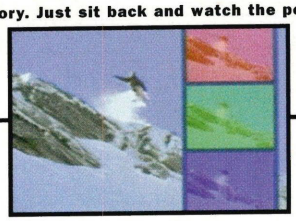
Each of the six mountains in *Cool Boarders 3* offer downhill, boardercross, slalom, big air, half-pipe and slope style courses. Players have a number of geared-up powder punks to choose to be their board rider and 22 snowboards. 16 Burton boards and six Ride boards are available, each with their own particular attributes and fancy graphics. The types of boards are defined by the categories alpine, freestyle and freeride.

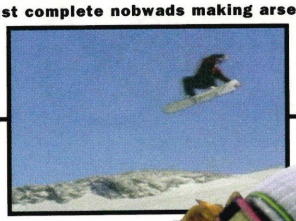
Alpine is your downhill special, providing the maximum in speed. Freestyle is your choice if you want to pull off some phat tricks on the half-pipe or the big air course. The other choices of board fall into the freeride category and fall between the other two, providing enough surface



This game manages to add more of an accent on the seat-ripping action most real-life boarders crave

glory. Just sit back and watch the powder-ripping action, whilst deciding if these people are cool boarders or just complete nobwads making arses of themselves




ders 3

If you think Japan Air is an Asian airline and a Stiffy is something you carry in your pocket when you're on the bus, its time to hit the slopes for some teachin'

area to grab the speed necessary to stay in front whilst remaining light and manoeuverable enough to phat some mistys off the pipes and pull a few stiffys (trust me, it's genuine lingo).

BUST KNUCKLES AND A CHAPPED ARSE

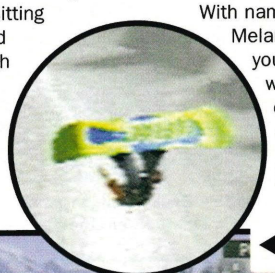
Once happily on the piste, players can finally indulge in some rip-roaring powder mushing and catch some big air (well, it beats sitting indoors). On the slalom course and Boarder X, players descend through a number of gates whilst attempting to stay on their feet.

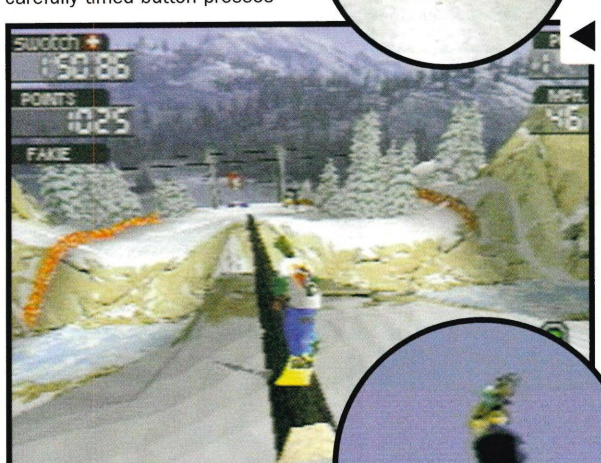
The other boarders in the race will throw out punches to knock you off balance, but a few carefully timed button presses should put your opponents firmly on the ice and out cold.

On the half-pipe, big air and slope style courses, tricks are the order of the day. The scores for these events are based on the number of tricks performed and the time spent in the throes of a stunt in the air. The number of tricks you can perform is astonishing.

With names like Japan Air, Mistys, Melancholys, Methods, Indys and Sadairs you'll be jibbering complete nonsense within minutes of picking up a controller. Each stunt is relatively easy to pull off, but it takes a bit of practice to keep yourself in the air long enough to show off.

To launch yourself into the realms



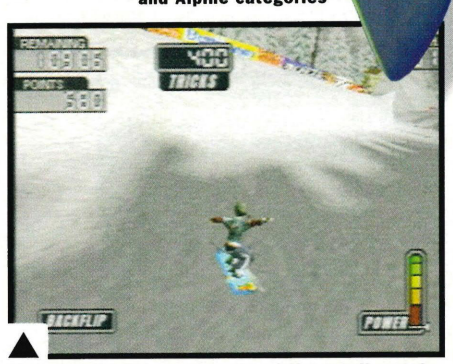


With the correct button combination, your coiffured punk will pull some phat moves and move like a very rad thing









Before you take to the mountains, the correct boarding device must be chosen wisely. The boards are divided into Freeride, Freestyle and Alpine categories

The trickiest (in every sense of the word) event is the Half-Pipe. This is where speed takes a back seat to jumps and stuntwork. This can be good practice for the longer courses as well as appearing in the tournaments

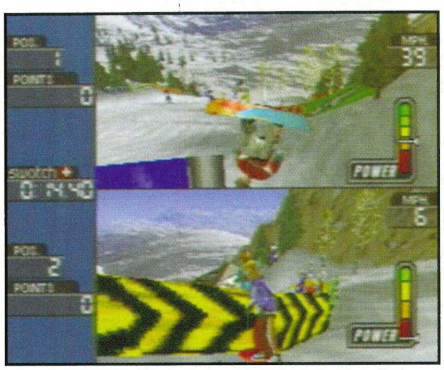
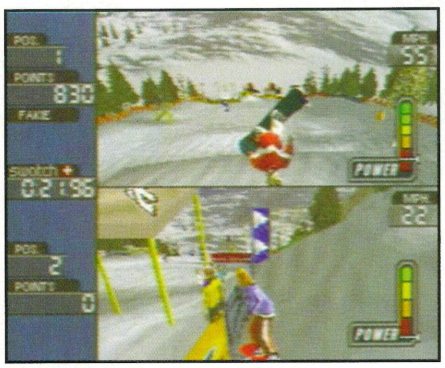
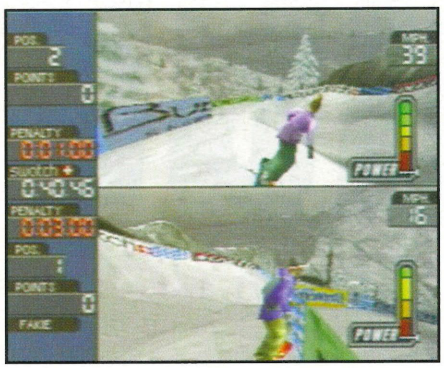


Just think, this is what you could be doing if you had the money of Richard Branson and the physique of





BOARDERING ON THE INCREDIBLE

The competitive factor becomes more intense in the two player split-screen mode. Originality in the art of tricks is important for gaining the upper hand, but it is more important to use the slopes for gathering speed. The player that passes the finishing line in first place will walk home with the glory





The Slalom and Boarder X courses will test players' reflexes due to the inclusion of a number of gates. Boarders must pass through the gates or on the right side of their markers to finish without time penalties. Each time a gate is missed, an extra second is debited from their score



The ability to grab the skies will serve you well on the Half-Pipe and Big Air courses. The higher you fly, the more elaborate tricks you can pull



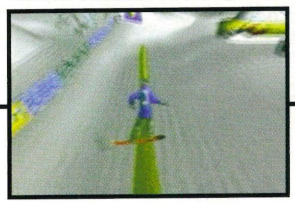
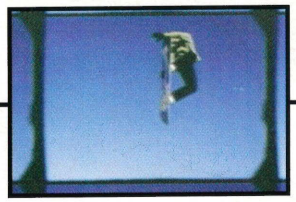
This is as close as the PlayStation has got to the ultimate snowboarding extravaganza

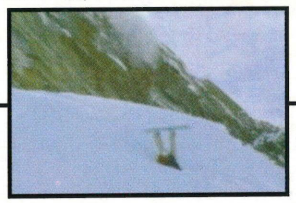




The choice of characters range from mohicaned funky punksters to ream skate chicks and Japanese thrill seekers, each dressed in the latest b-boy fashions. You won't find this gear down the market

Linford Christie. Or else you could be sitting beside the fire at home with a bottle of Jameson and a PlayStation. Erm, I'll have to think about that one












of big air, a power meter is provided. By keeping your finger on the ✖button, you can pump your power to the max and push yourself off the ground. When boarding over a ramp, the release of power must be timed to perfection to make full use of the slope.

The stunning variety of stunts you can perform puts *Cool Boarders 3* far ahead of earlier boarding releases. The *Cool Boarders* series has been steadily working towards the perfect snowboarding game, and this is as close as the PlayStation has got, whilst just falling short of being the ultimate.

With 34 totally different courses on offer, it will be hard to beat the variation in gameplay in the future (although *Cool Boarders 4* will try). A bit more gloss spread over the menu system, and an easier way of achieving those all-important jumps would make this a frighteningly hard to beat challenger PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Sports

MUST BUY

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

This is basically as close as you can currently get to snowboarding on the PlayStation. If a boarding game is to be measured by the atmosphere created, then Cool Boarders 3 has scored full marks with its fine graphic and sound effects channeled into producing a truly awesome simulation of the game. The amazing variety of tricks is stunning, though it could be made easier to get the height required to pull them off. A vast selection of courses also puts it ahead of the rest.

SAM

WHAT'S THE SCORE

GRAPHICS	8
SOUND	9
GAMEPLAY	9
LASTABILITY	9

9

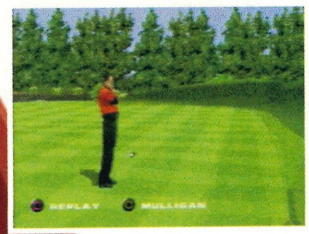
PRO PANEL

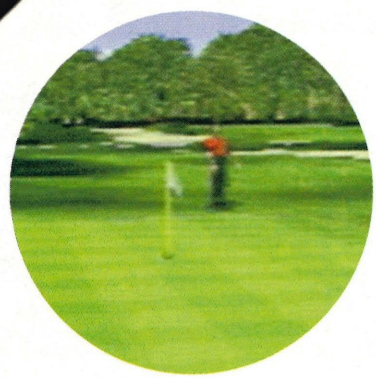
JAMES The best PlayStation boarding brand has had a makeover and now looks as good as it plays. Stay inside out of the cold and still hit the pow, without your nads shrinking

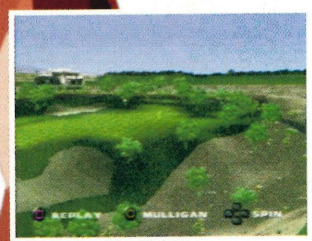
LEWIS The greatest Cool Boarders yet, and certainly a must buy if you don't own a previous title. But it is just more of the same, so think hard if you're looking to update

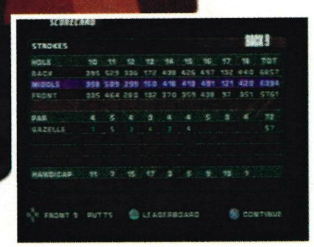
CHICKEN The best in the series to date. I thought CB2 was a bit poor, but this gets Sony right back on track. A must for all extreme sports fans so go and get it

KAY A vast improvement on the previous two incarnations, it's hotter than a snowman in a radiator factory, and with heaps more options to try, so you won't get 'board' of this (ho ho)

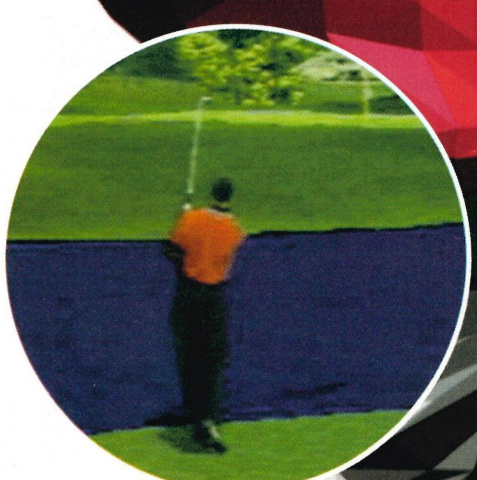








Even the most patient of players will toggle the "shut your mouth Tiger or I'll hunt you down and kill you" option



This should be ideal for the masses who endured heartache during those yesteryear impromptu games of football in the park (jumpers for goalposts, blah, blah, blah). There was always an unspoken but desperate struggle to be on the team of the only kid who was actually any good because, no matter how crap anyone was, there was less chance of looking like a wanker with Skill Kid knocking 'em in.

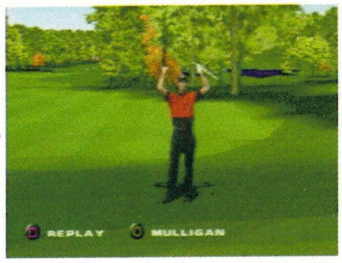
What a treat it is then to not only play with, but actually be wonder-golfer Tiger Woods in this familiar looking effort. We can't go wrong. In theory. The familiarity comes from the fact that this is the *'99* incarnation of *PGA Tour Golf*, only with an extra license bolted on for good measure and, presumably, good sales.

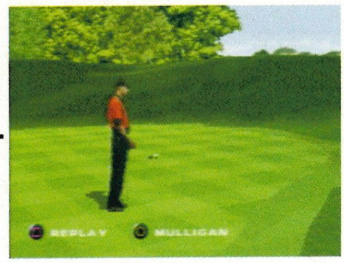
Instead of playing as a generic old clubber, our on-screen persona is Tiger himself, motion-captured action and all. In fact, whether you choose to play as the boy-wonder-super-golfer or as... well, yourself, it is Tiger's arse end you'll see thrashing away on your behalf. And if you do play as Tiger the leader board will still carry details of a mysterious CPU golfer named Woods. Which is strange. And a little untidy. But unimportant in the scheme of things.

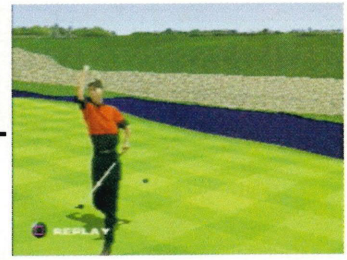
On the subject of "the scheme of things", it's largely the same as ever it was. Five courses; loads of game options such as skins, fourballs, shoot-outs, standard tournaments of up to four rounds and a full tour mode which will take several years to complete and leave you with eyes like pinheads from the squinting concentration.

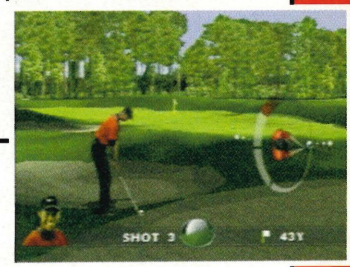
A real life smoothy he may well be, but Tiger's as rough as they come in this game. The motion capture works well enough (a golf swing's a golf swing and don't say it isn't),

A man of many emotions, our Tiger. Live through it with him as he... cheers!... ponders... hoots!... and grins like a loon at the prospect of a fine bunker shot









TIGER WOODS '99

REVIEW

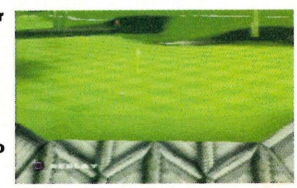
Knickers to Nike, there's a new way to earn. The man with the marketing plan gets his claws into videogames and the concept of the licensed license is born



Tiger's so keen and professional he even takes his clubs with him on frequent trips to the Sahara desert. But seriously though folks – as gap-toothed old Tarby might say – keep a careful eye on the power bar when playing from the sand



Getting out a bunker is a science, the most unforgiving part of the game. It's also the place from which shot strength is most difficult to judge, so err on the side of caution, clubbers



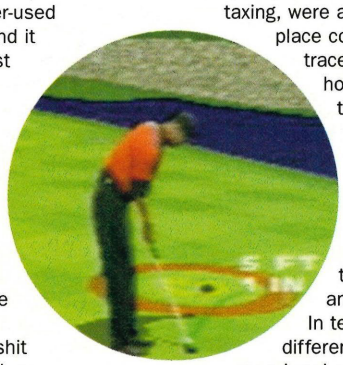
but he's horrendously jagged around the edges and looks fresh off a night on the cyber-piss. Still, like a true professional he remains undeterred and offers comments and advice throughout a round.

TIGER HUNT

Seems like the dictionary's been left at home though because a handful of over-used phrases are all that's on offer and it won't take long for even the most patient of players to toggle the "Shut your face Tiger or I'll hunt you down and kill you" option.

Elsewhere in the graphics department, functional is the order of the day. Most of the courses we've seen before and the background scenery does boast better representation. But you don't look at the mantelpiece when you're poking the fire and, similarly, few of us could give a shit about snow-capped mountains when leathering a golf ball is where the action's at.

The control has been slightly tweaked, but it makes no difference to the accessibility that has always been a feature of the *PGA* games. Difficulty settings now include the option of Tiger Control, which does no more or less than allow an even greater margin of error for the spoon-handed imbecile than those already on offer. The power bar occasionally gets lost in the foreground scenery, but the satisfaction of a perfectly struck shot and the sight of a fiery sprite just about makes up for it. So far so good then, in an unspectacular way. And on to putting, where it goes a bit tits-up.



Quite simply, the putting isn't fair. At least, not always. Gone are the days of putting grids and complex path-plots that, although somewhat taxing, were at least very accurate. In their place comes a sorry green line that traces the path of your ball to the hole and with which you work out the aim and power.

Sometimes it works (cheers there, mates) but equally regularly a perfect putt stops short, shoots past or simply goes astray of the hole for no good reason at all. Often it's the difference between a par and a bogey and that's annoying. In terms of a full game it's the difference between a leader board round and a place with the dregs.

Back in his Everton days, fresh-faced footy star Gazza Linekar once winkingly described scoring a goal thus: "There's nothing like it... well, almost." If the pinnacle of sporting achievement is akin to a good shag, then *Tiger Woods '99* falls somewhere between that and a tug with a goalie's glove. There's pleasure; there's pain; but you may well wonder why you bothered in the end PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: EA Sports
GENRE: Sports

RENT IT

ANALOGUE | MEMORY CARD | FOUR PLAYER | PRO | PRO

There has never been a truly dreadful PGA Tour. They're playable, graphically acceptable and a not unpleasant way of spending several hours. Tiger Woods '99 is in no danger of bucking this trend, but it doesn't enhance the brand. There have been so many efforts on so many formats that the perfect recipe should have been reached, but the truth is that had a pixel perfect Mega Drive version found its way onto a black CD, the chances are it would have still shaded Tiger Woods '99.

PAUL

WHAT'S THE SCORE

GRAPHICS	6
SOUND	5
GAMEPLAY	6
LASTABILITY	7

6½

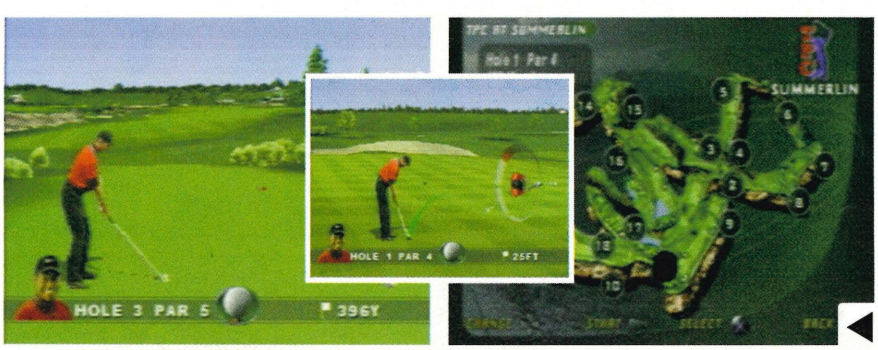
PRO PANEL

CHICKEN Having already been disappointed by the PC version of Tiger I wasn't expecting much from this and I ended up being right. Just go and get Everybody's Golf instead

JAMES Golf games aren't everyone's thing, but you can usually get a good multi-player game going, however I'd have to be drugged up to play even a two player round on this

LEWIS I'm well and truly bored of these games. Whereas FIFA '99 has noticeably moved the goalposts, the PGA series remains firmly trapped in a time-warp bunker. Stay clear!

SAM Tiger Woods looks very nice, but at the end of the day it doesn't play as well as some of the other golf games already on the market. One for the desperate golf addict I'm afraid



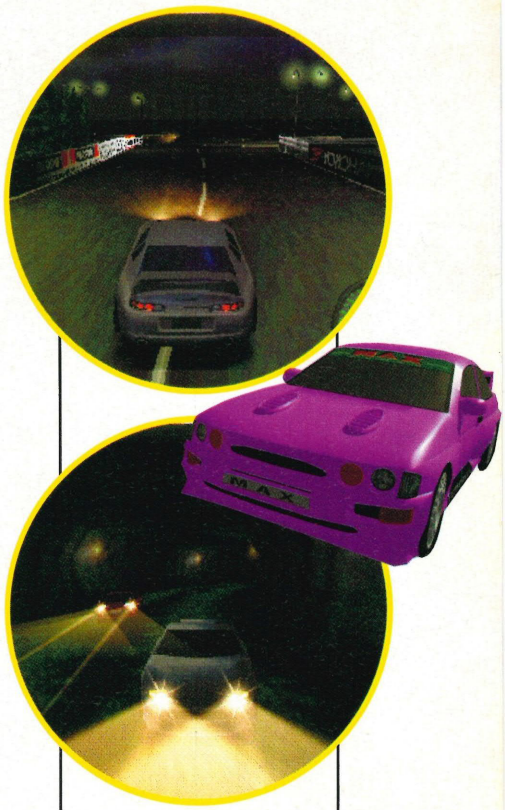
Each course presents its own unique obstacles, but each and every one of them seem to have the greens from hell. It's hard as phook to hole out



Picture perf



ect



Infogrames' and Eutechnyx's latest game sounds like it's endorsed by a badly named Superhero, but it is in fact all about having extreme power throbbing away at your control.

To help you feel the full effect of one of the best arcade racing games on the PlayStation, we've teamed up with Infogrames to offer you the chance to win a telly worth £800 to play it on.

It's a full Surround Sound job, so you'll be able to annoy the neighbours no problem. All you have to do is answer the following question and complete the tiebreaker and hopefully a belated Santa will be bringing you a nice pressie. All the usual rules apply, so no cheating!

Make sure you clearly mark your entry Max Power competition or it will go in the bin with your letters, er, ahem, and send it to

PlayStation Pro, Media House, Adlington Park, Adlington, Macclesfield, SK10 4NP

Question:

What was the name of Eutechnyx's other arcade car racer for the PlayStation? Was it...

a) Total Drivin'?
b) Hard Drivin'?
c) Bad Drivin'?

Tie Break Question:

Complete the following sentence in 15 words or less:

I want to win the Max Power competition because...

_____

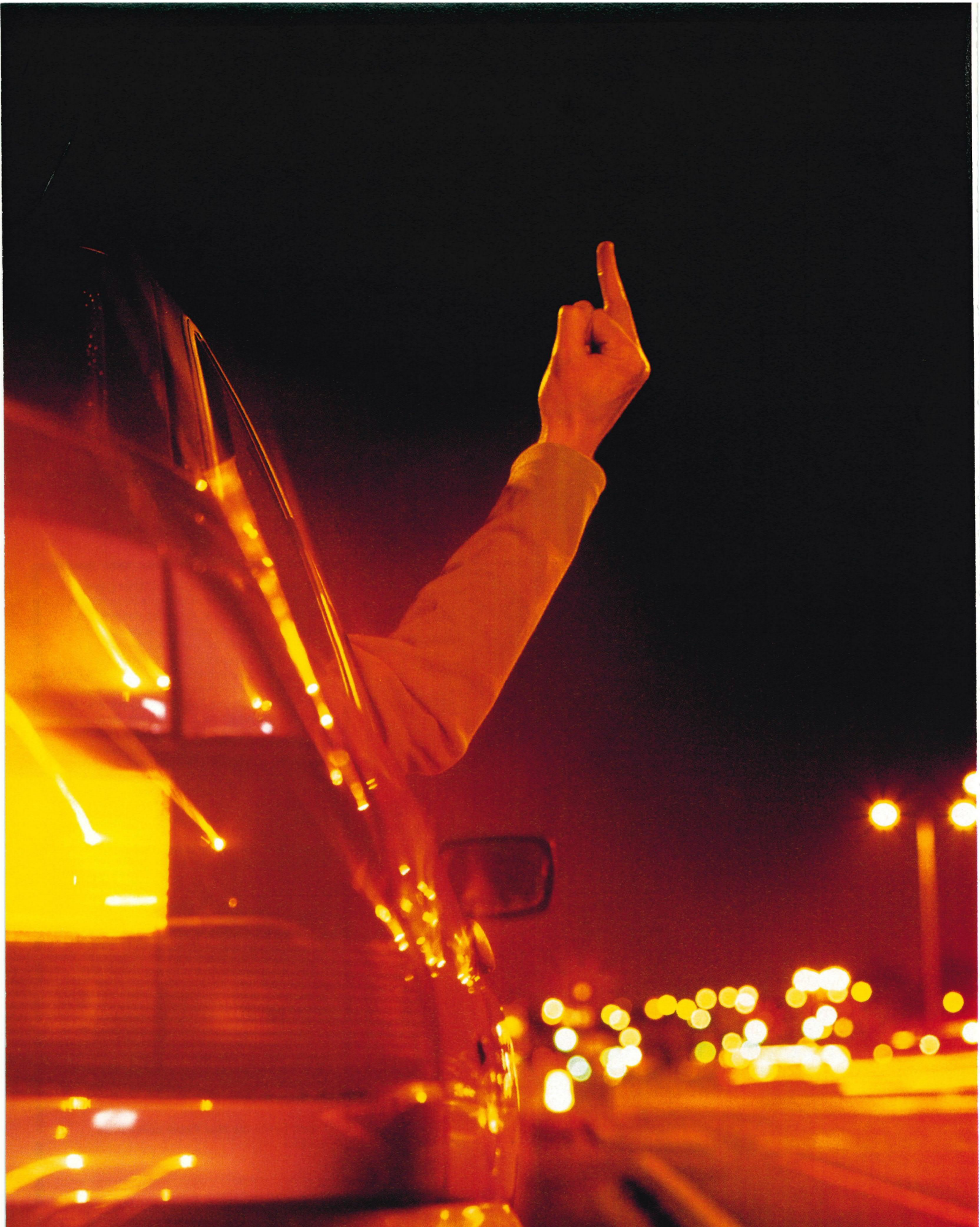
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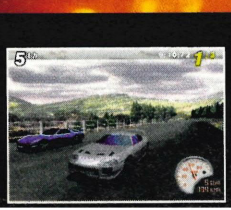


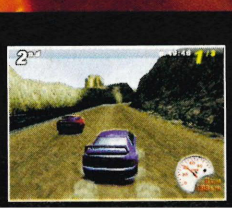
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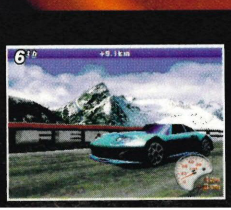
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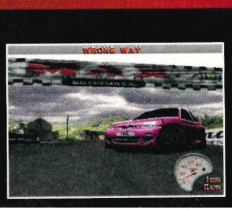
PlayStation

EUTECHNYX











Max Power Racing is the speed junkie's ultimate fantasy. Over thirty genuine production cars to choose from. Engines to tune. 30 different tracks to rip up and a speed limit of whatever the hell you like.

Turn up the ICE, slam your foot to the floor and don't slow down for anything.

MAX POWER RACING

THE ULTIMATE RACING GAME





Double paddling will get you wetter than an otter's arse, and it has about the same appeal. But at least you can subject a mate to the same tortuous task





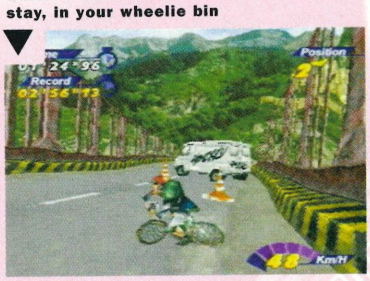
To its credit the backdrops in Rushdown are pretty spectacular, shame the game gets in the way and spoils the scenery







Buckled, bent and broken, which is how Rushdown should stay, in your wheelie bin



Rushdown

More rush than a drag racing junkie? Not if Infogrames' extremely abysmal racer has anything to do with it

Extreme games; they always promise to deliver more speed and adrenaline than you'd find in Denise Lewis' gym slips, but the fact of the matter is that most have more in common with her pants rather than what she puts in them. *Rushdown,* from *Infogrames,* sadly fails to break the mould and is another poor attempt to exhilarate you with pseudo cool events and nice graphics, but relatively no gameplay.

The game is made up of only three disciplines in which you must compete across Africa, Europe, America, Asia and Japan; those being snowboarding, kayaking and mountain biking, which in all honesty wouldn't be my top three in any 'Rush' worthy chart. Okay, snowboarding maybe, but in *Rushdown* the 'pow' is well and truly missing, as it's just a case of getting to the bottom of the mountain in the shortest time without even so much as a 360° to perform.

Now this begs the question 'why bother'? Why not go for skis or a toboggan? Well, you know as well as I do that they just don't draw the punters in the same way. Boarding's in there to get your attention, but don't expect it to be held for longer than it takes to lace your icy boots. The kayaking is even less enthralling.

Once again a bland race is unashamedly concealed behind the guise of an extreme event. There's relatively no call for slalom skills, speed control or the paddle throwing accuracy you see on TV in the kayaking sports, just a lot of slow cornering, boulder dodging and paddling. Just another race; the canoe is for novelty only.

LET DOWN, PANTS DOWN, PUT DOWN

And so onto the mountain biking event, in which developers *Virtual Studio* seem to have made a decent attempt until you try steering the ATB of your choice. It seems lack of grip and an amazingly sensitive hard turn button are compulsory for each of the four cycles available, regardless of what their stats imply.

Rushdown claims to be 'to the extreme', but in all honesty it comes nowhere near. Limited equipment choice, poor handling, weak events and a single opponent isn't enough to impress at a school sports day, let alone on a World Tour. Do yourself a favour, don't feel the rush, wrap up warm and stay indoors PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: Infogrames
GENRE: Sports

AVOID!

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

Taking three semi-cool events to make a sports racing game would usually be a welcome idea, but in Rushdown it's a fancy way of hiding a very poor racing engine and a game that is weaker than Paul Gascoigne's will power. Sure, it looks alright, but looks can be deceiving, and you sense that's how Infogrames are hoping to make their money with this one. With less rush than a tortoise on valium, this is a game that should be given an extremely wide berth.

JAMES

WHAT'S THE SCORE

GRAPHICS	5
SOUND	4
GAMEPLAY	3
LASTABILITY	1

3½

PRO PANEL

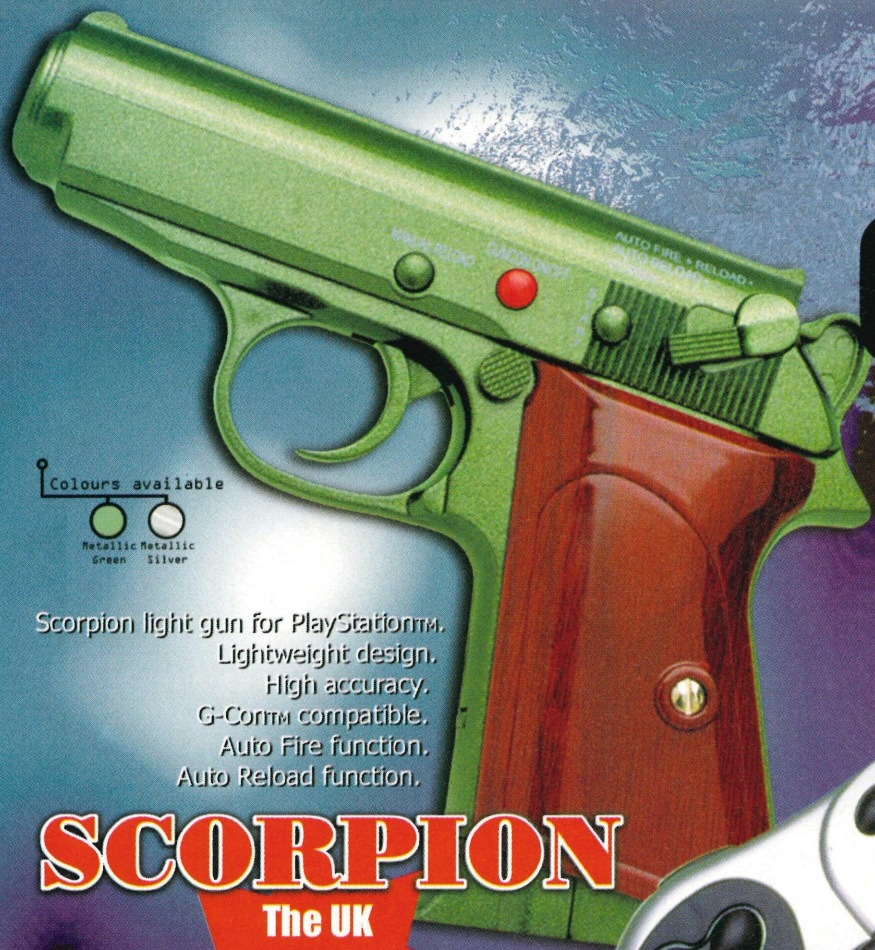
CHICKEN Hmm. This is very poor indeed. Shouldn't even have been released really as it's just a rubbish attempt to cash in on extreme sports. Shocking

SAM If you ever have the misfortune of playing this game, spare a thought for poor old James who had to play it enough times to write the review. Avoid, this sucks monkeys' butts

LEWIS Throwing yourself off a cliff is exactly the sensation you'll discover if you're unfortunate enough to buy a copy of this pile of extreme shite. Keep safe. Stay away

KAY Playing this is like taking a ride to Dullsville and back, with each track looking exactly the same (despite the snow/water/dirt exteriors). Don't even think about it

Total Control!



Colours available

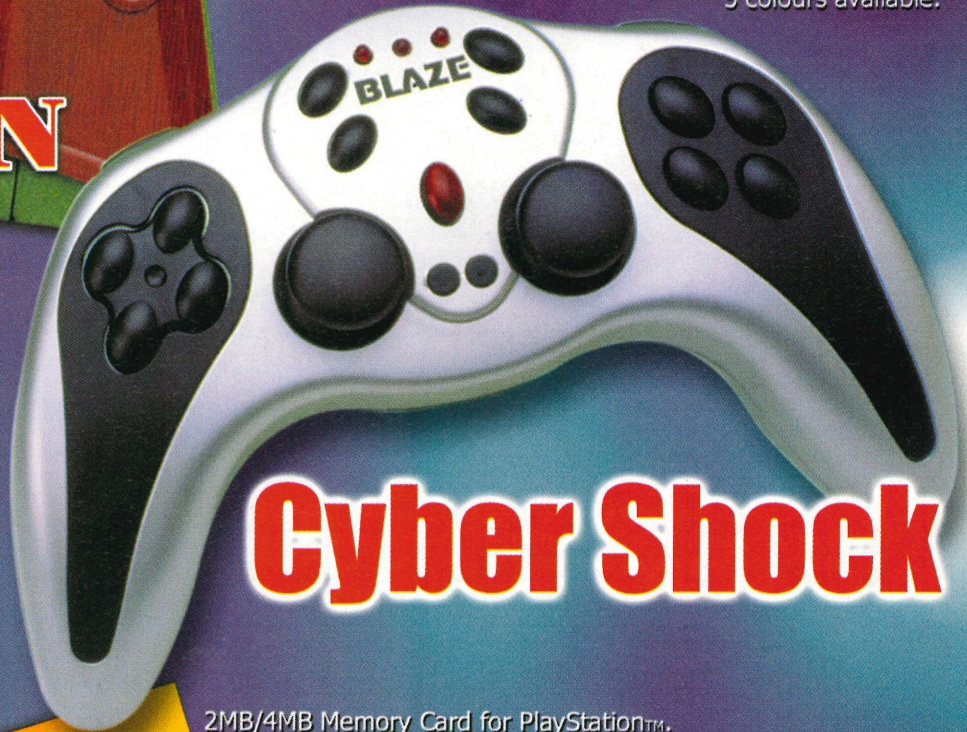
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Colours available

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*Charttrak - September 1998

Apocalypse

The world is plunged into darkness and the four Horsemen of the Apocalypse have been unleashed. Only the bloke out of Moonlighting can save us now...

The tale of *Activision's Apocalypse* is one of on-going strangeness. Ever since it was previewed at the American E3 show earlier this year, anyone who's anyone in the videogame business predicted great things. The pitch involved the player fighting his way through levels of evil hell-dwelling creatures, with Bruce Willis' character running alongside, helping you out. This seemed like a fantastic idea, and caused a bit of a stir in the industry. It was due to be one of the biggest games of 1998.

Since then, *Apocalypse* has gone through a bit of an overhaul, losing the Willis as partner look. It seems the developers thought that players would rather be Bruce than have him running alongside. Good point? Probably, but removing this feature takes away the unique perspective we were all hoping for. This unpopular move, together with the cruel trick of sending the game to reviewers after the game has hit the shops, released an air of deep suspicion upon us all. So, has Bruce put his name to his worst project since Kim Basinger's Blind Date? Well, let's just say if this was a film it would piss on the likes of *The Fifth Element* from a great height.

APOCALYPSE WHEN?

The game takes place in a dark, industrial future. Religion and science have become the dominant forces of civilisation and a shadowy figure, known as The Reverend, has mastered these two conflicting forces. The Reverend's first act of evil will be to unleash the four Horsemen of the Apocalypse. Your job, as you take on the role of the universe's biggest, baldest action superstar (Bruce Willis as Kincaide), is to eradicate the four Horsemen and put an end to The Reverend's evil plans.

Ceilings start falling in and the floors rip apart turning the whole caboodle into the image of Hell itself

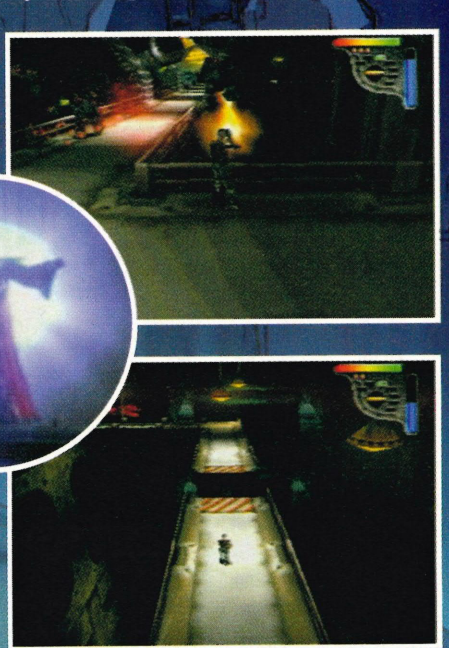
The action begins as Kincaide wakes up in prison, after becoming the latest victim of the Reverend. He is immediately launched head first into the action, fighting his way out of the prison, through the sewers and out into the city. At the start, the action may seem a little cliched and more than a little basic. Kincaide runs through corridors, his character's movement making him look more like an epileptic insect (what is it with Bruce in games, will he ever adjust to sprites?).

Bruce spouts various Duke Nukisms at the drop of a hat as he blasts away at the unidentifiable monsters, leaving a trail of severed limbs complete with over-the-top fake looking blood. The Smash TV-style control system (using each button or the right analogue stick to shoot in different directions) is down-right frustrating at first. But fear not, the best is yet to come.

CRACKIN' WISE

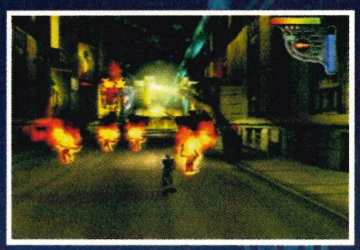
If you're a sucker for quality in your games, hitting the off button at this stage may seem like the sensible option. If you do persevere however, you will find a world of stunning innovation and exciting gameplay that rivals any bestselling shoot'em-up previously released



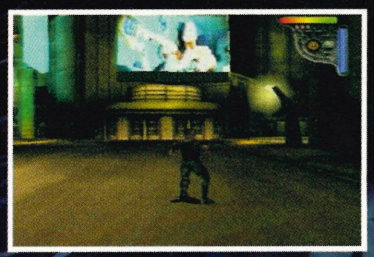




Some of the weapons can have surprisingly devastating effects. The flamethrower is a particularly nasty piece of work sending your foe running and screaming around like dying chickens



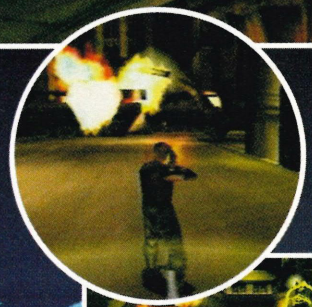
Whilst the floor disappears beneath your feet, weapons such as this rip laser can come in handy as they don't need to be aimed at your enemy. Before long, the city becomes the very vision of Hell







Apocalypse's intense explosions are some of the best yet seen in a shoot'em-up. This is the entrance to the city, one of the most impressive levels in the game





on the PlayStation. Honestly.

The first signs of this sudden improvement appear during the sewers level. The camera suddenly starts to pull away and glide above your head, showing the full effect of the grandiose 3D scenery.

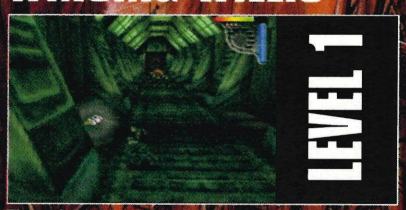
Ceilings start falling in and the floors rip apart turning the whole caboodle into the very image of Hell itself. From here on in, the action doesn't cease to amaze. Willis' wisecracks actually begin to serve their purpose, turning the game into more of a cinematic experience.

Bonuses and weapon power-ups are strategically placed around the game arena. By blowing up certain objects and enemies you can obtain pulse rifles, particle lasers, flamethrowers, rip lasers, grenades, homing missiles and assorted rockets, each with their own devastating effects. As you progress, gathering an array of these different weapons will fare you well against the gradually more challenging adversaries.

Apocalypse may not be everyone's cup of char. There's a whole lot of flaws with the graphics (character animation, continuity of the scenery and some of the special effects) and if you don't like the work of the great Bruce then this is one to avoid like the plague.

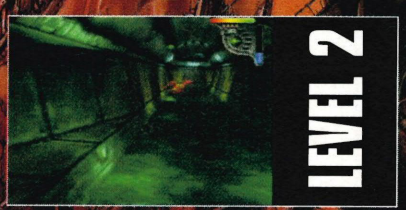
If, however, it's hard-core shoot'em-up action you're after, this gives past releases a damn good run for their money. The action never stops, with the fantastic FMV sequences acting as the only breathing spaces between the hi-octane gameplay. And the enemies provide a hard enough challenge to keep you rivetted right to the closing credits. Superb stuff! PRO

WINCING WILLIS



LEVEL 1

The prison provides the first level's backdrop



LEVEL 2

The aromatic sewers lie beneath the prison



LEVEL 3

Video walls are scattered throughout the city



LEVEL 4

The rooftops provide a dangerous backdrop



LEVEL 5

Zombies rise from the dead in the graveyard



LEVEL 6

Deadly robots fill the War Factory's corridors

PRO SCORE

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

TRY B4 U BUY

ANALOGUE | MEMORY CARD | ONE PLAYER | PRO | PRO

Apocalypse fits awkwardly into the shoot'em-up box. It can be regarded as a failed attempt to live up to its own hype, or it can be praised for providing a downright decent blast. I'm going to go for the latter because I think this may be regarded as a classic in a few years time. The amount of original ideas and innovative techniques used in its creation easily cover the flawed details (of which, there are many), to the point that you become totally immersed in the intense shoot'em-up action.

SAM

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

CHICKEN Sam's been on the crack again. I thought that this was arse and anybody who disagrees with me will get taken outside and made to play Test Drive 4x4

JAMES Shoot'em-ups are hard to make original and for all of Activision's efforts, Apocalypse is still in the average league. One for the rental option only I'm afraid

LEWIS Sam insists that this is brilliant, but first impressions stick. I thought this was pretty crappy before I played it, and several hours play didn't change my mind. I'd avoid

KAY I'm not one for cock-out machismo and shoot'em-up violence, but I'm a bit of a Brucie fan and I agree with Sam, that this has loads of movie-like appeal. Only rent it though



Libero Grande

You've watched the match, you've probably played the videogame, but you've never played it like this before...

Have you ever watched a footy game on the box and wondered what it would be like to be on that pitch; taking the glory when the ball's put away in the back of the net, facing the music when a goal is conceded, all under the concentrated gaze of 50,000 obsessed individuals? Well you've come to the right place, because *Libero Grande* takes you to a place that no other football game has been to before, the mind of a single player.

Namco, better known for cornering the market in revolutionary beat'em-ups, have decided on another ground-breaking idea for their assault on the ever-expanding universe of PlayStation soccer. *Libero Grande* contains most of the features expected in a football release (quick start options, choice of stadia, weather types etc.), but with one surprising twist; the game is played from one player's point of view. What's more surprising is the fact that it works.

Whereas most football games are played by controlling the member of the team closest to the ball, watching the whole caboodle from an aerial, sideline or floating view, *Libero Grande* is played from a third person perspective, behind just one of the players. To become involved in a game, players need to work closely with the computer-controlled members of the team and





Having filled the Portugal player's halftime cocoa with knock-out drops, scoring has never been easier. It's going to make the game a bit dull though





Libero Grande's use of interactivity takes a whole different angle than the usual kickabout bonanzas. Players can take as big a role as they wish in the game by either staying clear of the ball and watching the action from the wing or getting stuck in and tackling the opposition. Take note though, CPU controlled players are rubbish at scoring goals

Split-screen football was the stuff of a surreal professor's nightmares until this game came along

gain possession of the ball by being in the right place at the right time.

WHOLE DIFFERENT BALL GAME

After loading up *Libero Grande,* a choice of arcade, international cup, exhibition and world league games are offered. Arcade is your general quick start option which simply gives you a choice of player and team (only international teams are available). International cup takes your team through a series of games until you lose or until you've beaten all the other teams. Exhibition allows you to choose the opposing team in one player mode, and the world league game gives you the chance to play up to eight teams in a league.

If only one player is active, the game places you on the wing, ready to receive the ball after kick-off. As long as you run by the side of the player with the ball, he should eventually pass it to you. If the opposing side gets the ball, just keep the X button depressed and you will automatically run for the ball. Tackles, sliding tackles, chips, crosses, intercepts, traps and a bag of different shooting moves can be pulled off with a few simple button combinations.

Unfortunately, it's only the international teams that make an appearance in *Libero Grande*, and you must choose your player from a set list of 20, some vaguely resembling star players with different names and caricatured faces, but they can play on any team. There are five stadia included; Orma di Titano, Tataruga Metallica, Smeraldo, Stadio del Sole and Foro Azzurro (you may notice an Italian theme forming here), with the option of playing at night, during the day or at dusk in most of them.

TWO'S COMPANY

Libero Grande really wanders into uncharted territory when two players are on the field, split-screen football being the stuff of a surreal professor's nightmares until now. Gamers can play as part of the same team or choose

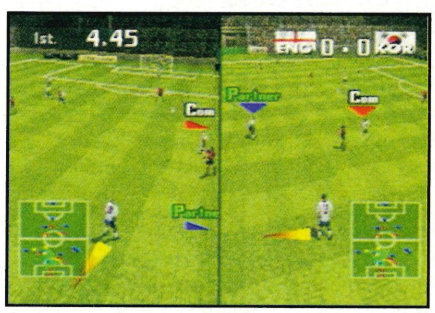


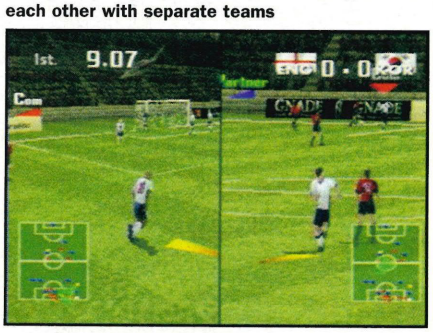


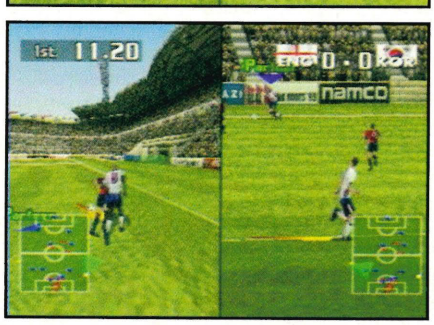


PITCH INVASION

The split-screen mode has been the staple of two-player racing games for yonks. To see this in a football game though, is something on the border of bizarre country. Players can choose to play on the same team or battle it out against each other with separate teams









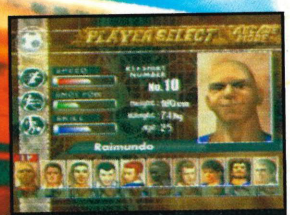


Make sure your team mates are well positioned if you want a cross into the goal, and what ever you do don't leave it up to them to score



THE LIBERO GRANDE PLAYLIST

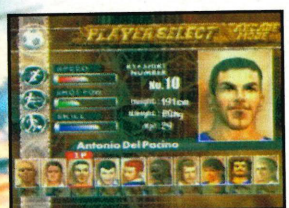
In keeping with the age old tradition of videogame football, Namco have taken the safe route with their player representations. Famous international players have not only had their names scrambled up and ripped apart beyond all comprehension, but some crazy artist has mustered up some of the most frightening caricatures this side of the Latino easels in Leicester Square.



Raimundo – Buck-toothed footballing superstar. No relation to Brazil's Ronaldo



Robin Garrick – High-pitched, permed mummy's boy. Absolutely not the boy Giggs



Antonio Del Pacino – Huge ice cream fan with mafia links. No friend of Alessandro Del Piero



Ajax Mobius – Not a big fan of world wars, likes cabbage. Certainly not Andy Moller



Naoki Hidaka – Gets his PSX games before everyone else. No relation to Hidetoshi Nakata



Zenon Zadkine – Hated by most, he likes pungent smells. He isn't Zinadine Zidane



Alfred Shaffer – Stoney faced forward. Likes Jimmy Nail. Doesn't resemble Alan Shearer



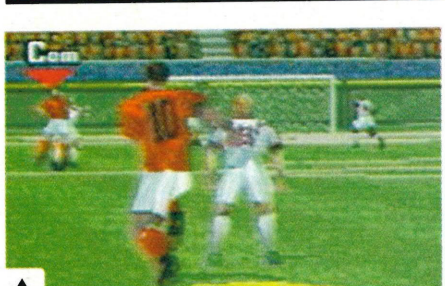
Gaston Balmaceda – Spends his spare time exercising his right hand. Gabriel Batistuta, no way



Carlos Valderrama – His father runs a roaring trade in Coca Cola. Not Carlos Valderrama



The unique perspective on the game means that the satisfaction comes when the goal comes view. You can't blame anyone but yourself now!



If you want to get a go with the ball in Libero Grande, you have to work for the honour. Get yourself in the right position and you can claim it

separate teams. Whichever way this is done, again, it works incredibly well. If co-operative mode is chosen, depending on the sort of friends you entertain, spectacular and complex goal attempts can be achieved or you can witness a hog-ball situation a la Michael Owen.

Right, so we've established that *Libero Grande* is a third person perspective football game that actually works, so why the semi-low score then you tight bastard? Oh, and you maybe a mentally disturbed videogame reviews writer, but that doesn't mean you can talk to yourself does it now? Okay, okay, here's why it get's a lower score than it might have done...

Basically it's all down to the presentation. The whole thing looks a bit like something you'd have tripped over in a seaside arcade about five years ago. All the in-game graphics (though well animated) are very simple blocky affairs and the menus are very basic (which may be good for a game running on an inferior machine, but the PlayStation can do a lot better).

The sound also reflects the retro-arcade feel of the game, the music sounding a bit like a Tasmanian devil repeatedly pressing the demo button on his second-hand Casio keyboard. This let's the game down in the end; games need a certain amount of clever presentation to keep the player interested and *Libero Grande* doesn't really dress its revolutionary ideas up with enough style. Still, PlayStation owners have never seen this before, and it's unlikely that they'll be totally disappointed PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: Namco
GENRE: Sports

TRY B4 U BUY

TWO PLAYER | MEMORY CARD

Poor presentation doesn't detract from a very interesting game. Libero Grande's ground-breaking use of third-person gameplay works well and provides a lasting source of fun. It won't beat the likes of 'proper' footy games like FIFA and WLS, and its slimline choice of teams hardly matches the competition, but it does make a worthy alternative to the tried and tested classic style of soccer game. If it's comprehensive footy you want, steer clear, but for sheer originality, this is your choice.

SAM

WHAT'S THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	9
LASTABILITY	8

7½

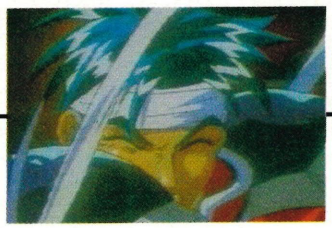
PRO PANEL

CHICKEN It's nice to see an original football game, although unfortunately Libero Grande isn't quite as good as it might have been. Minor niggles aside, this is a novel attempt

JAMES A few glitches, a couple of bugs; but all of the signs that a new footballing perspective is on its way. A strong pitch at a new wave of console football that may just be the future

KAY As someone who has trouble controlling an entire team (particularly after a few beers), it's refreshing to play with just one player, but I'm sure the novelty won't last long

LEWIS The only original football game you're likely to play on the PSX, and it works surprisingly well. It's a stonking idea that you'll either love or hate. Personally, I love it







Watch out for low flying UFOs which'd like to beam you up. Then again, it'd end the turgid gameplay

Blaze & Blade

Everyone knows that twos company and threes a crowd. Does that mean four's an angry mob of tiny Japanese cartoon characters then?

Japanese RPGs are widely thought of as the scourge of the PlayStation world. Certainly since the arrival of *Final Fantasy VII* on these shores, the market has been flooded with low-rate adventure games featuring big-eyed Manga warriors mixing spells with feathers and orbs.

If you venture into the dark world of Japanese imports you'll find a veritable Sushi bar of RPGs, ranging from fully 3D rendered adventures to blocky, cartoony affairs. It's a good thing for us that not all of them manage to make it to our shores (you might think getting paid for playing games is the dog's bollocks, but you wouldn't believe some of the shite that we have to endure). So it seems there are plenty of die-hard RPG fans out there to warrant this flood of time-consuming exercises in adventure.

Funsoft's Blaze & Blade may fall through the PlayStation letterbox onto an ever-expanding mountain of RPGs, but it does already manage to corner the market in one sense. Where most RPGs involve one character fighting to defeat the evil wizards, or release magic dwarves, *Blaze & Blade* offers up to four role-playing buddies the chance to take part.

GANG WARFARE

As the game begins, the players take on the roles of one of eight classes of character: Warrior, Hunter, Rogue, Dwarf, Priest, Elf, Sorcerer and Fairy. Each has its own special skills and abilities. Once your characters have been chosen, given names and attributed their individual strengths, they are released into The Roadside Inn where data can be saved, items can be stored and removed, and characters can rejuvenate their strength.

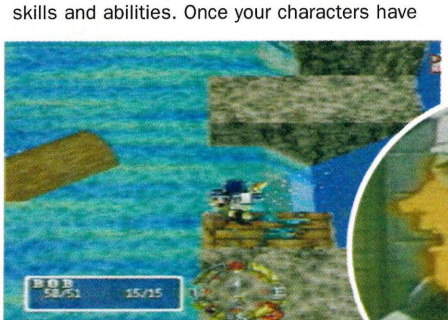
After collecting vital information, players are free to wander into the outside world. The multi-player facility operates by keeping the camera on the leader of the party (who is selected when the characters are chosen). The leader then has the ability to move the camera around.

In terms of multi-player action, *Blaze & Blade* presents an attempt at injecting new life into the world of RPG. This works to a point (in the way that all multi-player games are fun to a point), but without this facility *Blaze & Blade* would be just another RPG. The plot is chock full of wizards and elves (the usual medieval shit), all the old adventure tricks litter the game like the remnants of some rose-tinted woodland explosion. All in all, this is definitely pastime level, and should not be touched by anyone with an eye for a good RPG experience PRO



Bob's never been the kind of bloke to take the easy option, but we've been trying to get topside for ages. Time to use the lift I think











PRO SCORE

PRICE: £39.99
PUBLISHER: Funsoft
GENRE: RPG

AVOID!

ANALOGUE FOUR PLAYER MULTI-TAP

I found this game seriously boring. The four player selling point didn't really wash with me. There's nothing within Blaze & Blade's RPG elements that make it any different from past attempts and the multi-player option seems to be just an unsuccessful way of spreading the boredom. If you're a bit partial to this kind of woodland adventure shenanigans, then there's so much of this fare out there, that you could find something 10 times better by licking your finger and holding it in the air.

SAM

WHAT'S THE SCORE

GRAPHICS	6
SOUND	4
GAMEPLAY	5
LASTABILITY	5

5

PRO PANEL

CHICKEN You have to have a couple of mates who are all into RPGs to get the most of it.That's difficult enough as it is, but if you are fortunate enough then this is worth a look

JAMES Some novel features make the usual borefest a little more action packed, though you'll be hard pushed to get the most out of the multi-tap feature. A harsh mark, try it out

LEWIS Another ropey RPG that can't match the quality of Final Fantasy VII. Don't bother! Load up FFVII instead and take Cloud and pals for another outing instead. This is too dull!

KAY There are some quality RPGs about already and this doesn't match what's on offer. If this is your chosen genre then Final Fantasy VII is where you should look

Test Drive 5

A car racing game? On the PlayStation? Whoever heard of such a thing! They'll never catch on you know...

Ooh it must be all of a couple of days now since we had a new race game to muck around with. I know it doesn't sound long, but the other lads (and lass) on the mag were already using the terms 'shortage', and even 'drought' when discussing this crisis.

Well, they needn't have worried. *EA* have come through again with a top little game, which while never scaling the giddy heights of your *GTs*, *TOCAs* and *McRae Rallys*, is in many ways just as enjoyable. Although admittedly for a much shorter period.

This age-old *Test Drive* series just keeps chugging along like an annoying X reg Volvo that just won't lie down and roll off to the scrapyard to die. That's maybe a bit unfair, because *Test Drive 5* (has it really been that many?) is a long way from annoying, in fact it's a bit of a joy, and it packs more speed than a Fantazia party. I just meant that it just keeps on going. I knew I should have used that Duracell analogy instead! Never mind.

It's a car anoraks' dream, featuring masses of licensed vehicles for them to masturbate over. Anything from Dodge Vipers, Chevrolet Camaro and Corvettes, Aston Martins and Jaguar XKRs! And as if that weren't enough, there's also a few 'muscle cars' for those who enjoy that kind of souped-up nonsense.

Classic motoring names from the past like the Dodge Charger, Chevrolet Chevette and the abso-bloody-lutely huge Pontiac are tossed in for you to barge people off the road with. All in all, *TD5* has more than 40 cars, a lot of which are initially hidden, waiting to be unlocked.

The Test Drive series keeps chugging along like an annoying X-reg Volvo that won't roll over and die

As for courses – and where would a race game be without 'em? – *Test Drive 5* includes 18 tracks, some of which are rally-style stage-based races through locations such as Moscow, Hawaii, North Carolina, Japan, Scotland, and Australia. There're also a few circuit tracks as well, located in places such as Jamaica, Italy, and good old England. Each with photo-realistic scenery and accurate weather conditions.

The 3D engine has been tuned up from last year's effort. The cars are now much more detailed, even down to reflections of the scenery that's whizzing by when you're in a particularly shiny monster! But while visually it's a bit of a treat, to my mind the music's completely bobbins.

If all that angst-ridden-teen-type-power-chord-grunge-shite is your bag (for example one tune consists entirely of the lyrics 'Dysfunction, is our function') then you'll be in heaven.

It's either that or some fairly weak techno tracks I'm afraid, although this intense hatred is entirely down to personal taste on my part (ie, having some) as all of the tunes are supplied by proper American alternative bands. So presumably somebody must like it! Proper devil music some of it though, so don't say you weren't warned!

Okay, so it's no *Gran Turismo* on the realism front, but who gives a stuff? *Test Drive 5* rocks! Loads of speed, gorgeous scenery and ludicrous



Gorgeous lighting effects, realistic handling and stunning backdrops – yeah, yeah, we've all been here before



Drag Racing is fun at first, but once you've sussed out the timing of the gear change it soon becomes apparent that there's not a lot here in the way of depth

crashes. What more do you want? On the whole it's realistic too, the only real flaw on that score coming when you take to the air. You'll have finished a hearty 'Yeehaa!' or two long before the car drifts back down to Terra Firma.

It's like the tires are filled with helium and the car's shell is made of the same cloth that they make kites out of (rumours that Richard Branson has been using this fault to practice for another 'round the world balloon attempt is apparently untrue though). It was never like this on the Dukes Of Hazzard that's for sure!

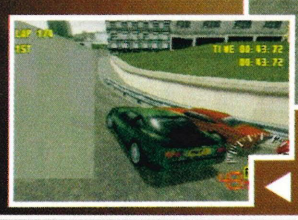
The other thing that lets the game down is that the analogue controls are a little tricky to get the hang of (left analogue steers, right accelerates and brakes), and it's a little on the touchy side. Thankfully, you can play around with the sensitivity and, once you suss it, you'll never want to play race games any other way!

Variety is the name of the game (well, obviously it's *Test Drive 5*, but you know what I mean!), and with all the cars, tracks and modes you'll be playing it well into '99. *Gran Turismo* still rules the roost by a good distance, but this is a good alternative for any roadhogs who have started to look elsewhere for their thrills. And it's much safer than trying this sort of thing for real! PRO



This fetching green paint job won't be half as shiny after you've bounced it off a few walls. Never mind, you can always give it a respray





This is what it's all about. Side to side, bumper to bumper, vying to be first across the finish line. I'm sure you'll agree, a radical concept for a racing game. It's an innovation fest!

MUSIC MAESTRO PLEASE!



Or more accurately, decent music maestro please! Because the fare served up is, quite frankly played on the devil's own instruments. Fine if you like that sort of thing, but if your stomach turns at the mere thought of sacrificing a goat, then you won't much like it!

PRO SCORE

PRICE: £44.99
PUBLISHER: EA
GENRE: Racing

TRY B4 U BUY



It's a bit of a corker this one. TD5 looks flash, moves at Ferrari-like speeds and will fill your mind long enough to milk your money's worth out of it. If you haven't already drowned in the deluge of top-notch racers and still have enough room for one more gulp of air in your lungs, then why not breathe this in? You'd be forgiven for thinking this might have grown stale, but this is still as fresh as when it first appeared on the Atari blummin' ST about a hundred years ago!

STEVE

WHAT'S THE SCORE

GRAPHICS	8
SOUND	5
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

CHICKEN More racing games we don't need. TD5 is alright, but with a wealth of great ones already out you have to wonder why anybody would want to shell out for this?

LEWIS Yet another above average racer hits the PSX, but like the real roads, it gets bogged down in the traffic of Max Power, TOCA, V-Rally, Need For Speeds etc. Why bother?

KAY As fast as Roadrunner with his butt on fire, but not nearly half as entertaining. Worth a night's rental if you're bored with your current drive, but don't expect to be wowed

JAMES Worth an hour of anybody's time but don't expect to be stunned as this is left trailing in the wake of the titles Lewis has already mentioned. A short spin is just enough

Pocket Fighter

Forget belligerent Oompah Loompahs and militant midgets – pint-sized pugilists can provide all your novelty knockout fun



They may be dinky, but these guys certainly pack a punch, especially in the entertainment department. Yes, the characters making an appearance in *Pocket Fighter*, although boasting a stature smaller than Ronnie Corbett, are sure to batter their way into your hearts (not to mention your game collection), and what they lack in the height department, they more than make up for in sheer novelty value.

MIDGET GEMS

Featuring 12 miniature versions of characters from various *Capcom* capers (including that bubble-popping fiasco *Super Puzzle Fighter 2 Turbo*), *Pocket Fighter* has been adapted directly from the illuminated environments of the arcades. As you might expect from an arcade translation, there's not a lot in the way of depth or story, unlike the bashing bonanza of *Tekken 3* and its rivals – the characters' main mission is to simply pile into each other like kids in a playground, making it more of a bickering match than a full-scale brawl.

In true Japanese Anime style, the characters resemble either mutant felines (the girls) or sideshow rejects (the boys), and each one has their own little story to tell, from the womanising woes of Ken to the weird wizardry of Tessa. Although the stories don't explain the reasons why the characters are fighting,



If repeatedly thwacking your opponent with bizarre objects isn't having as much effect as you desired, then try a different tactic – a cruel, heartless and downright bitchy taunt aimed at your aggressor

If you really want to make an ass out of yourself, then saddle up your trusty steed, and buck the hell out of the other player. If this fails to flatten them, you're bound to feel like a bit of a donkey

Even if you're not dodging whirlwinds of busy fists, the brightly-coloured environments are sure to keep your eyes busy

Hammer the pants (size: extra small) off other fighters with exploding balls and bucking ponies

they do link up to the weapons and special powers that each character uses. In true arcade style, you only use a combination of three buttons to form your moves, these being kicking, jumping and punching moves.

You've also got the option to use special powers, which consist of anything from exploding balls to bucking ponies and are powered up by collecting the multi-coloured crystals which appear on the screen. Once you've mastered these and compiled some cool combos (which can be done in the featured practice mode), you'll be just about ready to hammer the pants (size: extra-small) off the other characters.



PERFECTLY FORMED

When you are ready to rumble, you'll find that there are plenty of game options to keep you occupied. If you want to experience the action straight from the hallowed gaming halls, there is an arcade mode, but thankfully, you've also got two-player and survival modes to conquer. However, if you're not happy with the fighting talents of a character, there's always the option of editing a character.

Although the characters' looks can't be altered, their playing powers can, and these are earned by battling it our with their Pocket partners. Your new character's fighting credentials are also determined by the highly unusual test mode, which is a pseudo-psychological test to determine what sort of a personality you possess, which is thus thrust upon your new-found fighting friend. From then on, you're free to get down and dirty with some fast-moving, power-punching pile-ins.

SNOB OFF

Because of its garish graphics and its 2D, side-scrolling presentation, many hardcore beat'em-up fans are bound to turn their noses up at this. However, in the case of *Pocket Fighter,* don't knock it until you've tried it, as the sheer madness of the game will not only turn you into a crazed monster, but will have you going back for more time and time again, if only to see which of the wild whacking delights will be whipped out next time PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: Capcom
GENRE: Beat'em up

TRY B4 U BUY

TWO PLAYER · MEMORY CARD

Pocket Fighter may not be the best fighting game in terms of looks, but it's got to be one of the most original, especially with the weird weapons and maniacal moves that the diminutive characters throw at each other while engaging in some fast and fun fighting. If you're a serious beat'em-up fan who likes a decent dose of violence then you're bound to pass this off as being too cute, but if all you want is a bit of a laugh, then Pocket Fighter is definitely worth checking out.

KAY

WHAT'S THE SCORE

GRAPHICS	6
SOUND	7
GAMEPLAY	7
LASTABILITY	8

8

PRO PANEL

SAM If you like your beat'em-ups to bemuse and amuse, this is your game. The variety of moves manages to out-weird anything ever seen before, ever. Not a classic, but much fun

JAMES One of the only versions of Streetfighter that I can actually be arsed playing. Despite the cutesy look it's actually a hard hitting game with plenty of original moves

LEWIS As sickeningly cute as this definitely is, Pocket Fighter is at least a novel use of the now flogged to death StreetFighter engine. I think I'd only rent it though

CHICKEN Great fun. It breathes new life into the Street Fighter genre. It's cute, comedy feel may not appeal to all, but for out and out light entertainment this can't be beaten



There's your goal! Not exactly begging is it? More sort of running away and pleading, so step on it!







Points are scored for taking out your opponents, so don't pass up on a good opportunity to laser strike another dodgem assways

Dodgem Arena

Put down yer candy floss and forget about the big dipper as the real fairground attraction has been primed to ride

The bumper cars were always a hit at the fair. Every kid visiting Charlie's travelling fun firm would soil their new Farrahs at the prospect of whiplashing all and sundry with those trundling little basher boxes, until the killjoy in the control room screamed "Oi! No Foookin bumpin'!" over the tannoy.

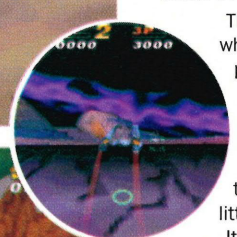
Dodgem Arena isn't your typical bump 'n' grind bargain ride at the fair, but more a fast and furious game of cat and mouse. Set in the future, about 50 years from now, a new craze has swept across the globe and (in true bumper car fashion) has dislodged football as the universe's most popular spectator sport. Though I doubt if any of these future sports jocks will be making guest appearances on 'They still think it's all over' after taking a direct hit up the kyber, as it's more likely to be a rocket nudging your battery-powered battering ram out of the way in this hydrogen fuelled affair.



All of the important stuff, like the pucks, the goal and enemies are highlighted to help you keep track of where they are and what they're up to

Dodgem Arena is basically hockey played in hover crafts, between yourself and three others. The action spans eight arenas with four rounds to be played in each. The first of these rounds is a point scoring free-for-all as four pucks are thrown into play. However, should you make it to round four you'll find less pucks for your bucks as their number is reduced by one in each round, and to make matters worse there's only a single goal that is constantly moving.







HARD PUCK

There are the obligatory weapons with which you can attempt to steal or prolong possession of that precious puck, but you'll find a straight aim hard to come by as the speedy machines at your fingertips are a bit twitchy to say the least, though a little persistence is all that's needed to get a grip of the tricky little buggers.

It's certainly an impressive looking game that's a laugh in two player, and even more so in four player via the use of a link cable, but four rounds in the same arena is a bit much to be honest, and though there are a few arenas to unlock, there's no real variety of gameplay going on here. More of a little dipper than a roller-coasting adrenaline buzz, but an original game nonetheless. Worth checking out PRO

PRO SCORE

PRICE: £44.99
PUBLISHER: Black Friar
GENRE: Misc

BENT IT

ANALOGUE | MEMORY CARD | FOUR PLAYER | LINK CABLE | SPLIT SCREEN

Dodgem Arena's got the kind of originality we always like to see, but it's crying out for some variety in all departments. Six ships, a handful of dull projectile weapons and over 30 rounds of what is essentially the same game, leaves this dodgy offering well and truly shunted into the blandness league. The multi-player option is cool, but you'll only get the most out of it with a link cable. It's worth taking a look at, but watch you don't end up with a dent in your pocket.

JAMES

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	5
LASTABILITY	5

7

PRO PANEL

CHICKEN A useful start for a new development team. Dodgem Arena doesn't really stand out, but is by no means bad. It's wipEout meets ice hockey, and definitely one for action fans

SAM Its not a good start when you can't say the title of a game without saying 'dodgy.' Painfully frustrating to play at first, then becomes simply boring

LEWIS Too pricey, too samey and totally boring after a few games. Dodgem Arena started off as a fine original idea, but it wasn't developed enough to make it a classic. Only rent it

KAY Whilst this is fun at first, the lack of variation means that you'll tire of this very quickly. Get yourself a wad of candyfloss and stick to the real thing instead

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Rival Schools

UNITED BY FATE

Forget fights over stolen lunchboxes, dirty football and snagged cardies – playground punch-ups take on a whole new meaning in Capcom's latest fighting fandango

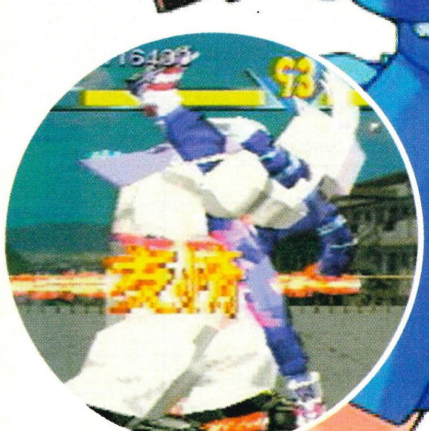




Burning Vigour Attacks are a great way to really batter the opponent into submission. As long as you've got enough energy in the bottom meter, you'll be slapping and burning with the best of them









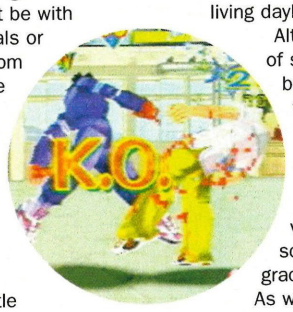




Please Mr. Edge, don't hit me again, I don't think I can cope with it.. I know I said some nasty things about your lovely shell suit, but I really didn't mean it. Honestly, I'll do anything to make it up to you. In fact, I'll even suck your (snnnip!)

Students – they'll do anything in the name of fun. From running about with traffic cones on their heads to playing strip poker in freezing cold bedsits, anything goes when it comes to the pursuit of cheap and cheerful entertainment (not to mention avoiding as many lectures as possible).

Of course, the most popular pastime among the Great British student is the good old-fashioned punch-up. Whether it be with a bunch of rough 'n' ready locals or just the precocious wankers from the neighbouring college, these amateur battering bouts are usually readily fuelled with plenty of falling down water, making even the puniest seven-stone weakling think that he's Mike Tyson.



In Japan, however, when it comes to extra-curricular scuffling, things are done a little differently. Fights aren't just started over who spilled who's pint: nor are they provoked by one too many lager shandies. In the Land of the Rising Sun, the only reasonable excuse for fighting is often to do with honour and justice, from which only heroic acts emerge.

From the likes of *Street Fighter* to the mighty *Tekken,* each fighter not only had a valiant reason for duelling, but is also safe in the knowledge that should they be victorious, they'll be doing it for the good of their chosen cause, as well as for their own satisfaction.

FIGHT FOR YOUR RIGHT...

In keeping with this noble tradition, the story behind *Rival Schools* sees the characters embroiled in a plot that is rich in both honour-maintaining and justice-seeking. Following the mysterious disappearance of a number of students, which were rumoured to be part of a plot by school officials or a rogue foreign government. When the police came up with very few clues as to why these pupils were kidnapped, the remaining students at the affected schools vowed to discover the secret behind the weird occurrences, as well as fight for some much-needed justice.

Whereas most fighting games let you choose only one player to compete with, *Rival Schools* is novel in that two fighters can be chosen to use in battle. After picking your pugilistic pair, you start each round with just one of them (which can be changed after the round). However, when the power meter is sufficiently charged, bringing in your partner in a tag-team 'stylee' is a highly effective way to smack the living daylights out of your opponent.

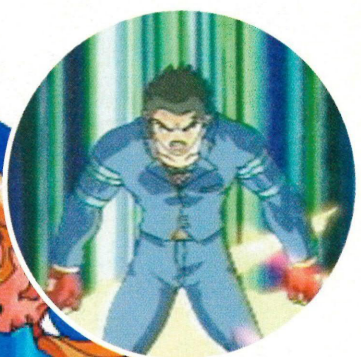
Jap schoolgirls wipe the smug smile off your face as they volley you about with the grace of a dead cat

Although you'll get an immense amount of satisfaction out of it, it's worth being aware that at any time, the opponent can do the same thing in retaliation, instantly wiping the smug grin off your face as your character is volleyed around the screen with all the grace of a dead cat.

As well as these team-up moves, you're also given the chance to kick some serious butt with a Burning Vigour Attack, a special combo which turns the screen black whilst unleashing a torrent of fiery physical abuse on the enemy. Not only can this do a whole heap of damage, but is also highly amusing, particularly ▶







▶ when you're pelting the opponent with flaming footballs, burning baseball bats and the like (but again, if you're on the receiving end, you won't be laughing quite as hard).

BREAKTIME BASHING

With *Rival Schools*, you're far from restricted when it comes to gameplay options – the two discs (entitled Arcade and Evolution) are bursting at the seams with a veritable jamboree of modes to keep you occupied. As well as the usual arcade and two-player modes, there are also tournament, league and even co-operative modes to get your teeth into.

Shying away from the conventional bashing bouts are also a number of hidden extras (found by completing the game in the arcade mode), which show off the non-pugilist talents of some of the students. These include a penalty-shooting mode hosted by the footy-mad Roberto, as well as the chance to wield a baseball bat and hit some home runs rather than human targets, all with a little help from Shoma.

Of course, no game of Japanese origin comes without at least one quirky feature, and in *Rival Schools*, this is discovered as you step into Kyoko's office. This young lady is the queen of aromatherapy, and is more than willing to rub down your aching limbs as you lie on her couch.

Yes, you're sure to notice that this is a

DON'T FORGET YOUR PE KIT

Fighting isn't the only activity on the curriculum in *Rival Schools* – there are also one or two secret modes that are just itching to be dicovered within the game. Revealing the various sporting talents of some of the feisty fist-flyers, these extra modes take you away from the rough and tumble of the playground. What are you waiting for? Grab the Evolution disc, work your way through the game, and prepare to witness (and participate in) some of these fine sporting treats, while pondering the age-old question: Why are the Japanese so whacky?



Try your hand at hitting some home runs rather than other people – for a change



He shoots, he scores! Aim the ball right and you could be on target to win points galore



Test your volleyball skills with ball-whacking babe Natsu and a bunch of cardboard heads



GOOOAL! Feel free to practice your Gareth Southgate shots with soccer stud Roberto

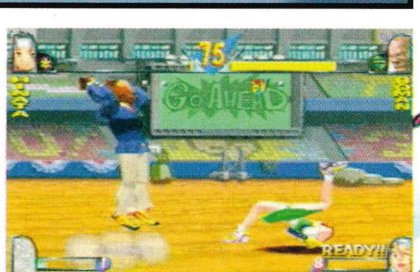


Mastered those sporting activities? Then treat yourself to one of Kyoko's massages



Oh my goodness, what's going on here? Teaming up against the other side may make you bond with your fellow fighter to a certain extent, but full-on lesbian pashing? Now that's something you don't see every day (unfortunately)























completely meaningless option as you sit and watch Kyoko wave her arms about in a witchlike fashion, despite the slight rumbling in the palms of your hands from the Dual Shock pad as the mistress of massage treats you to her tender touch.

TOP OF THE CLASS

All in all, *Rival Schools* may not be as classy as the irrepressible *Tekken fighting* series (especially if you're not into the arcade-style presentation), but nevertheless it's an excellent scrapfest to try your hand at. And until someone sees sense and creates a realistic British fighting game set in the heart of Studentville and featuring a mixed bag of beered-up young people, spilt pints (and blood) and doner kebabs, this is definitely going to keep me in the fighting manner to which I've become steadily accustomed PRO

PRO SCORE

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

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In true Japanese form, Rival Schools combines the best of arcade-style fighting with wacky oriental humour. If you like a game where weapons play just as big a part as fists, then you're sure to enjoy the variety presented to you in this fine fighting fest. And even if you're just a sad old perv who enjoys a bit of gusset-spotting (Chicken being a prime example here), you won't be disappointed. Serious fighters may not be so impressed, but in my opinion, it's far from being a pile of pants.

KAY

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	9
LASTABILITY	9

8½

PRO PANEL

CHICKEN The best named game of all time. Capcom have added to their great beat'em-up collection again. It's still behind Tekken 3 and Dead Or Alive, but it's a good third choice

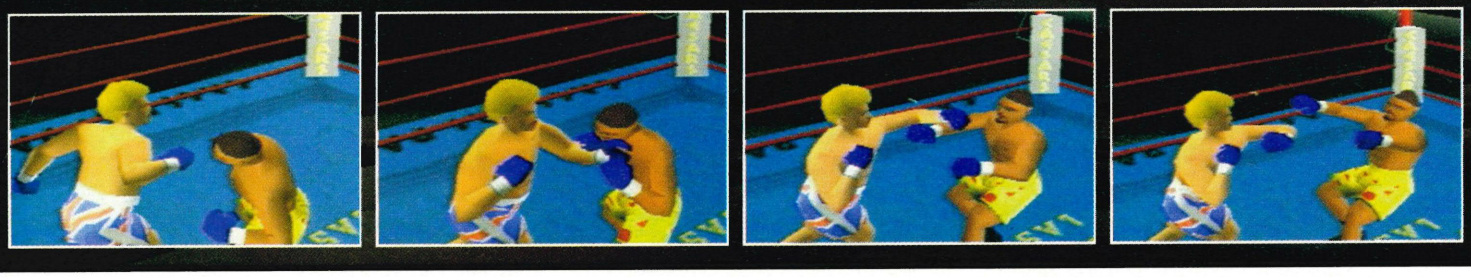
SAM A stunning amount of variety in its characters, some amazing graphical touches and an overall unique take on the beat'em-up genre, make this a winner in my books

LEWIS Tekken 3 remains my fighting meat of choice, but for a slice of variety, Rivals Schools has enough whacked-out options and prepubescent pugilists to keep you entertained

JAMES Loads of gameplay options and without doubt the most spectacular combo's and finishing moves ever seen anywhere. It still ain't no Tekken 3 though, but well worth a go

THE BIG BANG

Time your shots just right and you'll be able to deliver some stunning knockout punches. Here you can see 'Maddog' Mister Fists lifting some poor sod off his feet with a powerful left hook. He's not going to be getting up from that one in a hurry

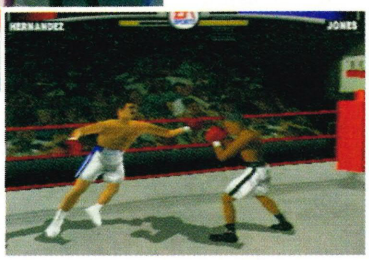




The first person view presents you with the ultimate fighting experience, though it can be a little disorientating if the match deteriorates into a slugfest as it's difficult to tell who's hitting who



The bad boy from the Bronx simply known as 'Clubber' gets a warning from the referee for low blows and kidney punches. Any more of that mate and you'll be getting a valuable point deducted



Ali Vs Marciano, La Motta Vs Hagler, Lewis Vs Holyfield. The greatest bouts of all time are next on the bill and you've got ring side seats...

If you've see Eddie Murphy's flick 'Coming To America', about an African prince in the Big Apple, you'll know exactly how a royal penis gets a healthy scrub up in the dark continent. Much better than a sudsy sponge and a bed rinse I reckon.

You'll also be clued up on the age old Clay Vs Marciano debate which goes on in Murphy's latex laden ghetto barber shop scene as three breadline veterans argue the toss about the talents of the world's greatest ever white heavyweight champ and the living legend known as Muhammed Ali.

These two were in their peak during different boxing eras, so they were never going to settle boxing's most popular hypothetical argument. Now, thanks to the wonders of modern technology, the only thing stopping Cassius and Rocky getting it on are the rest of the legendary pugilists who'll be wanting you in their corner.

Electronic Arts have spent big signing up some of boxing's most famous names from past and present to finally add big time prize fighting to their fabulously well stocked sports division, and the end result is a tangle happy trainspotter's dream. Sporting more seasoned brawlers than a Gallagher family get-together, *Electronic Arts' Knockout Kings '99* has got the kind of clout you'd find on the end of a well swung sledgehammer.

Boxing is where the big bucks are, and if appeal is measured by the money earned and spent in boxing promotions on countless clashes of the titans, it's no surprise that developers are finally getting around to recreating this gladiatorial game with the same attention to detail we see in all the other sporting titles.

Victory Boxing 2 was the first comeback clobberer a few months back, and now we have *EA's* worthy competitor sizing up the competition with Prince Naseem's own packet of punch on the way. Buses – boxers, you get the idea.

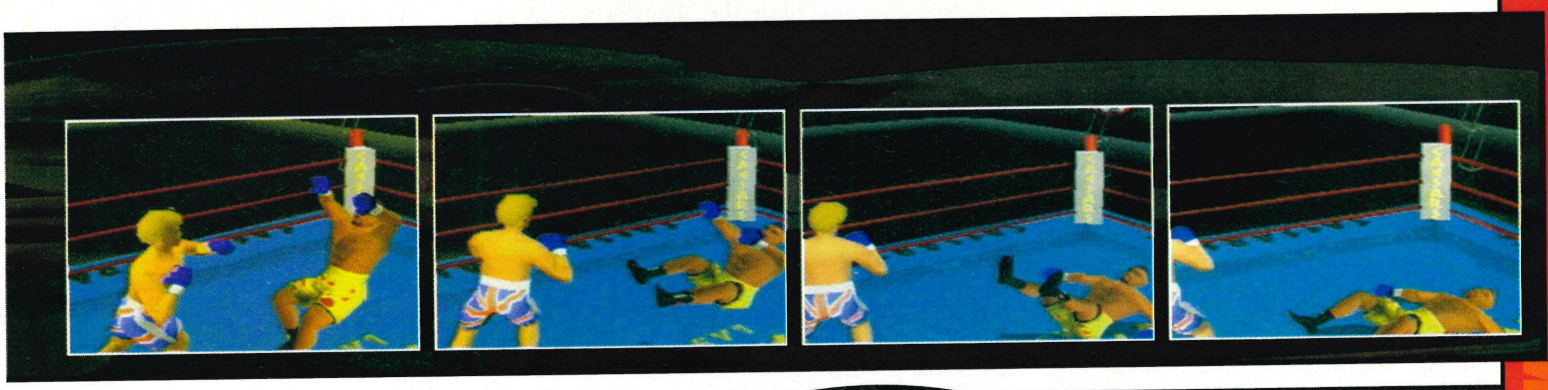
FLOAT LIKE A BUTTERFLY

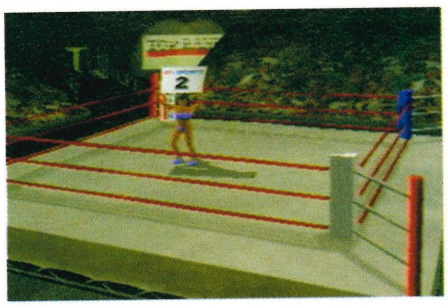
Far from being a public transport mini-mover, *Knockout Kings '99* is a double decker packed to the brim with talented ticket holders, and there are three ways to get yourself into a tussle with them. Exhibition mode is a good place to start familiarising yourself with how a good pummelling from the likes of Sugar Ray Leonard would've felt, as this is the mode that allows you to assume one of the 38 famous identities from either light, middle or heavyweight divisions.

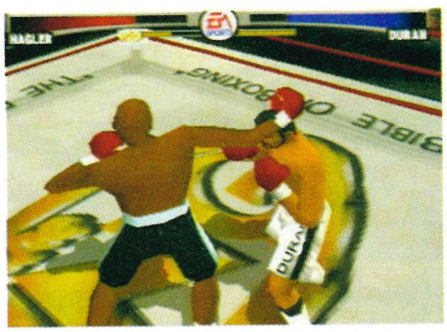
Strictly speaking, you're supposed to select a suitable opponent, but there's nothing to stop you pitting the small and speedy frame of lightweight legend Oscar De La Hoya against the might of heavyweight hero Leon Spinks. Obviously, you're likely to get your arse kicked, but it's a

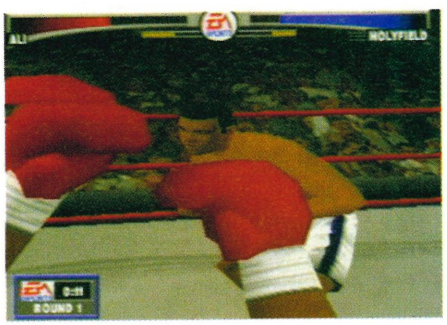
Knockout Kings '99 has got the kind of clout you'd find at the end of a well swung sledgehammer

Knockout





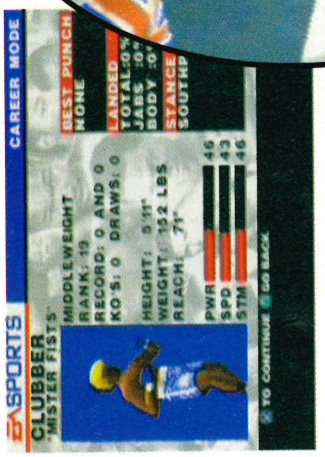




bloody good laugh getting pummelled.

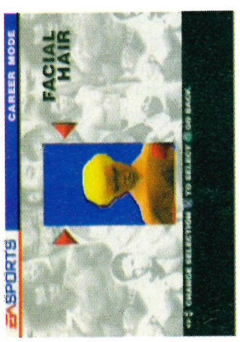
Besides the famous fighters there's also a huge amount of customised sluggers who'll be happy to provide a moving punchbag if you'd rather get it on with someone a little less able, giving you 95 boxers to choose from in total! And when you consider each one has slight ▶



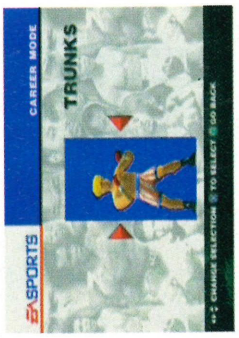


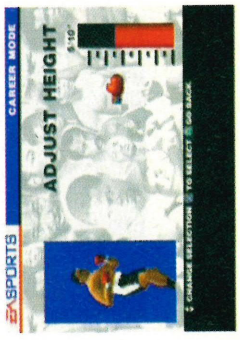
BODY BUILDING

When you enter career mode the first task you'll need to accomplish is to make your own custom fighter. The hairstyles range from crew-cut to mohican and the skin tones cover all the colours in the human spectrum, so it's up to you whether the customised clubber from your gym is a great white hope or another dark destroyer. Facial features can be altered and you can even go for a bit of stubble or the full blown bearded look. Weight determines which division from light, middle or heavyweight you'll compete in while height is important for reach. Finally you'll need to decide which colour your gloves and boots will be from a choice of three colours, and of course which pair of glitsy shorts your new pugilist will be sporting courtesy of a seemingly endless choice of designs

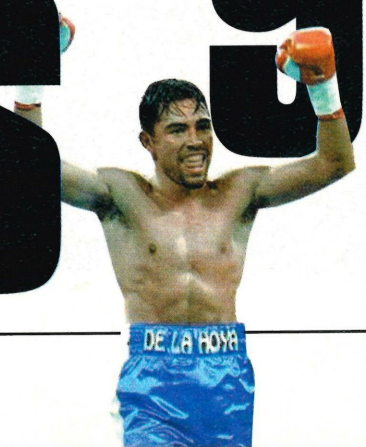






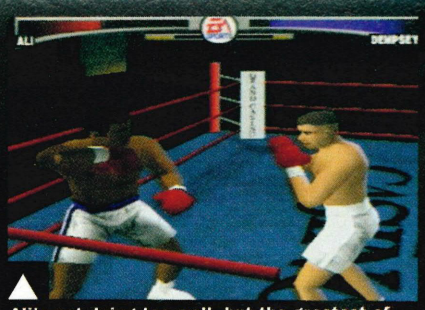


Kings '99

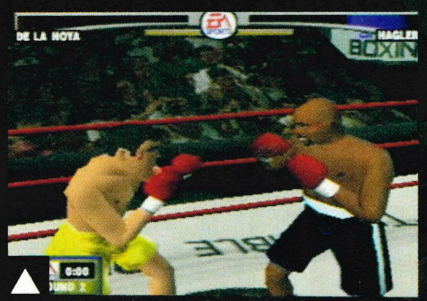


KINGS OF THE RING

Legendary fighters are anything but scarce in EA's hard hitting tribute. You can replay the classic matches from yesteryear or just answer all of those 'what ifs'. Knockout!



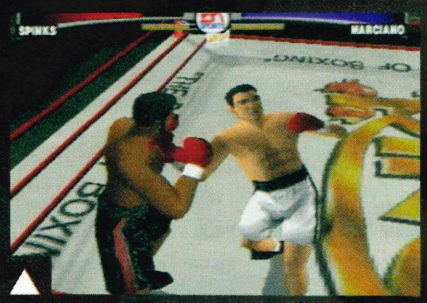
Ali's not doing too well, but the greatest of them all isn't going to go down easily



Looks like Oscar De La Hoya would've struggled against 'Marvellous' Marvin Hagler



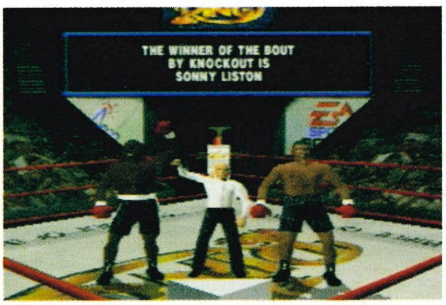
The fight the whole world is waiting to see and Lewis is already looking tired. Who'll win the real fight is anyone's guess, but my money's on Holyfield



Rocky Marciano displays just why he truly is one of boxings greatest ever competitors



Sonny Liston gets ready to give Ray Mercer a right hander. Mercer looks ready for it though



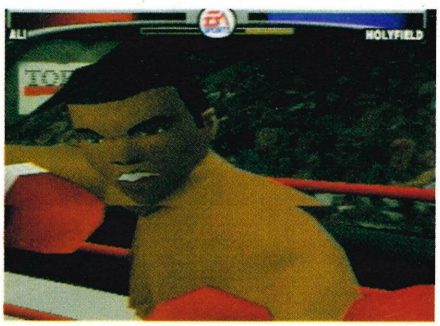
differences in their abilities and style and the real-life Parkinsons-hammered scrappers' statistics and styles being as close to the real thing as possible, you've got more choice than a Ben and Jerry's ice cream parlour.

STICK AND MOVE

Another option is the Slugfest mode that is basically the same as Exhibition except you won't get reprimanded for low blows, though it will rile your opponent no end, and if you're up against Evander Holyfield... make sure you don't bite off more than you can chew matey!

The main event is undoubtedly career mode, where the idea is to create your own boxer using a selection of different faces, hair styles, skin tones and weights, as well as a seemingly endless amount of fancy pants short designs to provide the customary showbizz look.

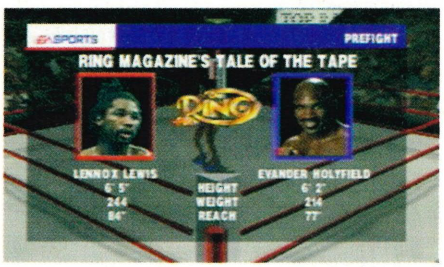
So, you've built a brick shithouse, now what do you do? Enter the ring and go after your first win is the answer to that one. You'll need to progress through the rest of the lowly charlatan challengers, 19 of them, increasing your handspeed, power and stamina stats with a stint in the gym at the end of each bout before a shot at the title can be had. Take the belt, and you'll soon find all of the real deal fighters challenging for a shot – your reward for dispatching all of the customised boxing contingent.



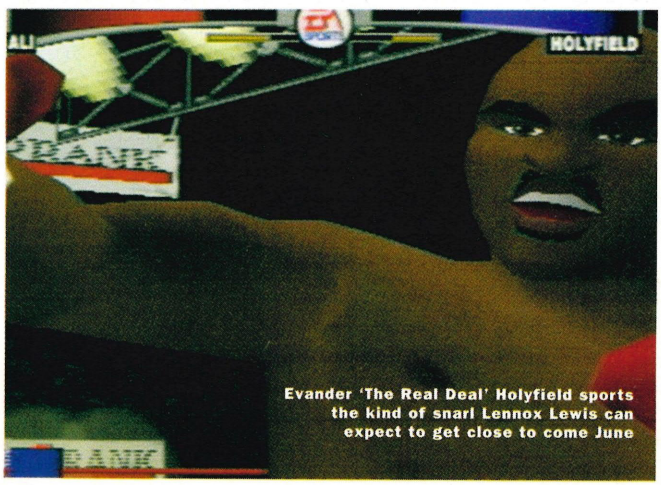
THE WEIGH IN

We've not had a hold of Naz's official game from *Codemasters* yet, but they're going to have to do something special to improve on the smooth graphics and amazingly impressive motion capture in *EA's* slugger's showpiece. Some of the animation is so realistic you'll be feeling punch drunk yourself if you're on the wrong end of a king-sized haymaker.

Your guy is armed with the usual jabs, hooks and uppercuts as well as some fine looking combinations and powerhouse hooks that give you just about every boxing move, as well as the defensive blocks and weaves. But after a while it all tends to get a bit stale.



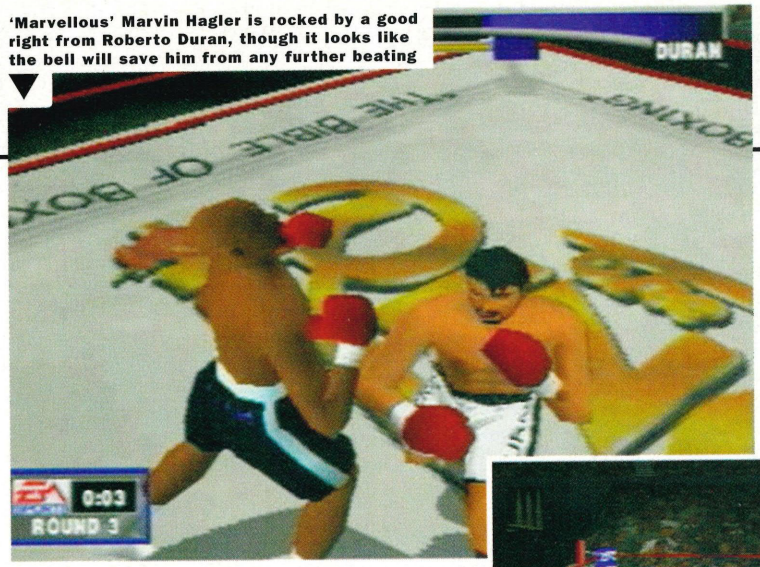
As is becoming the norm these days, *Knockout Kings '99* seems to be another game that you'll get the most from in two player mode. You've probably not heard of celebrity commentators Al Albert and Shaun O'Grady, but they add a nice touch – throwing in a few simple observations every now and then. More speech is to be heard from the baying crowd who take a lot of convincing that you're not just another bum, and then there's your coach, who's voice



Evander 'The Real Deal' Holyfield sports the kind of snarl Lennox Lewis can expect to get close to come June

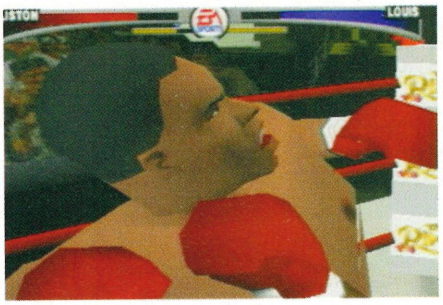


'Marvellous' Marvin Hagler is rocked by a good right from Roberto Duran, though it looks like the bell will save him from any further beating

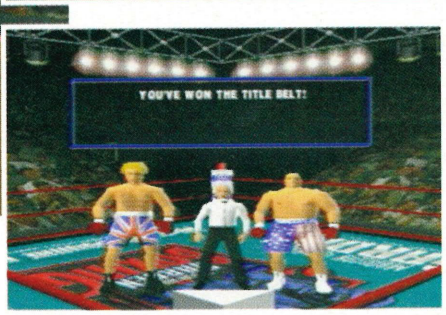


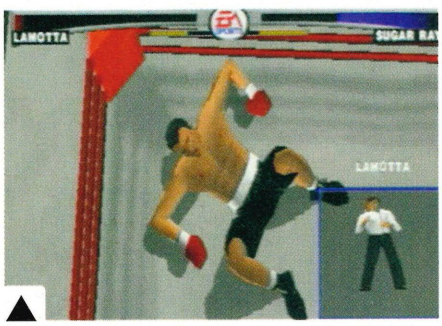




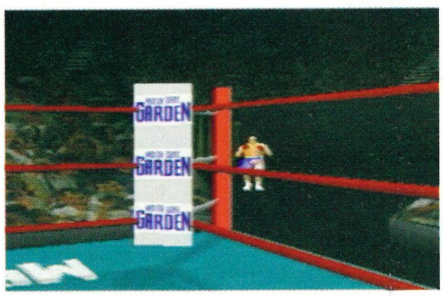








The Raging Bull is down for the count and isn't looking like making a comeback, but surely this star of the ring and the silverscreen has got some fight left in him? Come on, get up you bum!



bears more than a passing resemblance to Mickey from the first three Rocky movies.

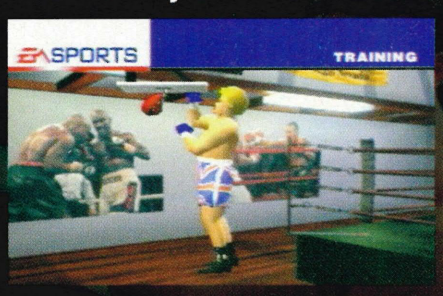
I'M THE GREATEST!

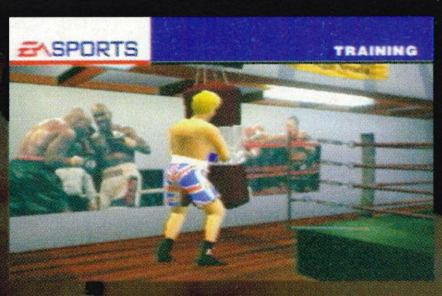
There's a little bit of taunting to be done, and if you find the time you can even get the Ali Shuffle exciting the crowd, but despite all of these impressive points, *Knockout Kings '99* is still some way off being the undisputed champ of the rising PlayStation boxing council. For instance, knocking down an opponent more often than not results in them, not you, coming back more revived from the experience. And the training section, nice though it looks, is basically just a bit of decoration. You don't do anything, just watch the guy hitting a bag or speedball.

Ultimately though, *Knockout Kings '99* is a fine looking game that has the nucleus of something outstanding, but for now there's a bit of extra work to be done in the EA gym PRO

NO PAIN, NO GAIN

After nursing your cuts and bruises get yourself down to the gym to improve your chances next time you get in the ring





To keep ahead of the game you'll need to mix work on the speed ball and the heavy bag to keep an even balance between improving your hand speed (speed ball), punching power (punch bag) and stamina (a combination of the two). The more fights you enter the more training opportunities you'll get, so stick at it and you'll be a contender before too long. Don't be a chump, be a champ!

PRO SCORE

PRICE: £44.99
PUBLISHER: EA
GENRE: Sports

MUST BUY

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EA have rustled up a fine portion of rumble pie here, the only problem is it kind of leaves the taste for more when there's only a single helping. A bit of a harsh view when you consider there's so much good stuff to crow about, but the truth is that neither this, nor the more cumbersome Victory Boxing 2 have yet fulfiled the true potential of the boxing game, though Knockout Kings '99 is undoubtedly the more convincing of the two. Expect to see a sequel, and a stunning one at that

JAMES

WHAT'S THE SCORE

GRAPHICS	9
SOUND	7
GAMEPLAY	8.5
LASTABILITY	8

8½

PRO PANEL

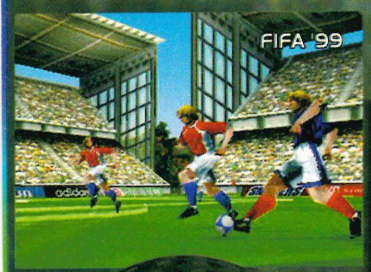
CHICKEN I really like this, but would be the first to admit it gets repetitive, gets repetitive. For me this is the best boxing game on the market and is a great achievement though

SAM This is surely the finest boxing game available for the PlayStation. All the action and historic characters are here and it's ten times better than Victory Boxing 2. Knockout

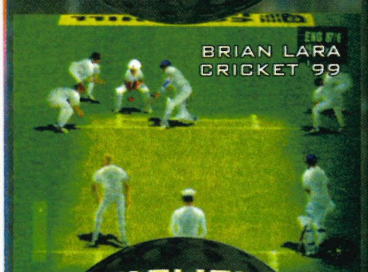
LEWIS KK'99 gives Victory Boxing 2 a fat-lip, taking the PlayStation boxing crown in a single round. There's little to do other than hammer left and then right, but what did you expect?

KAY It's a pointless sport that translates badly because of a lack of variety. Punch to the head, or erm, punch to the stomach – wow! I'll stick to Tekken 3 for my scrapping kicks

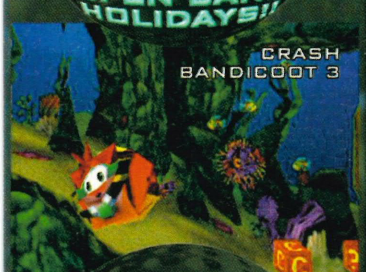
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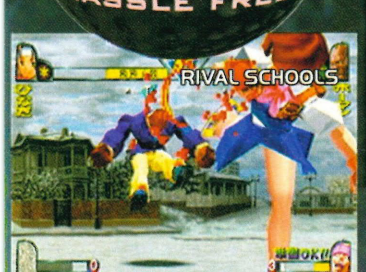
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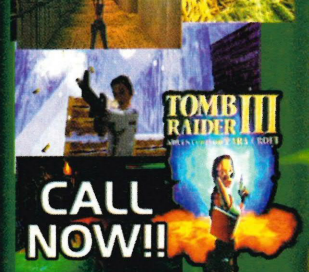
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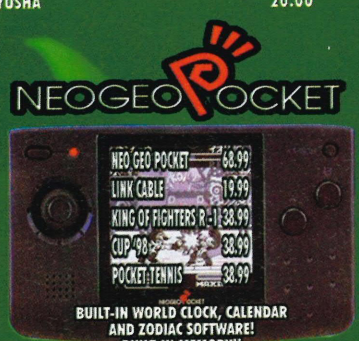
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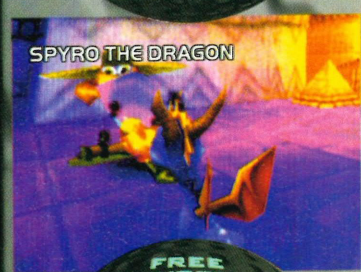


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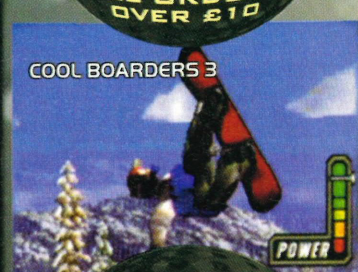
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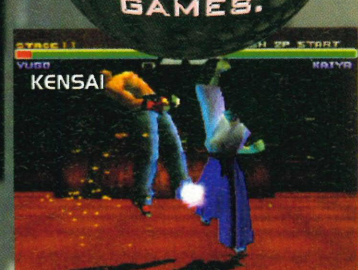
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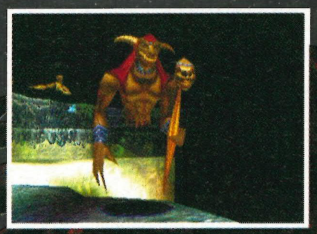
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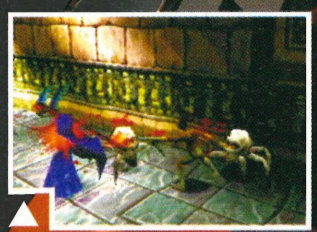
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Akuji







"You're a funny-looking spider – allow me to poke your eyes out." Akuji's tolerance level drops as he realises he suffers from a strange form of arachnophobia



"And you lot can sod off as well." Bernie Clifton and his bloody ostrich are finally sorted out good and proper – now there's something to get excited about



Skeletal leg-lacking torsos drag themselves along the floor, trailing their bloodied spinal chords behind them





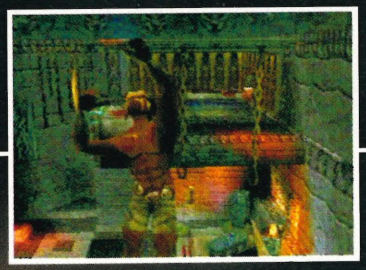




Rather than use a common-or-garden gun to get rid of those bothersome beasts, Akuji digs into his witch doctor bag for a handful of highly effective spells

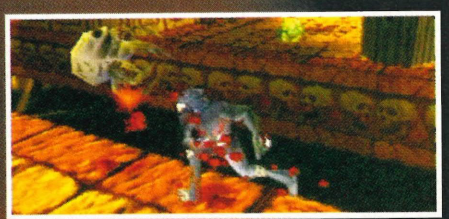
It's not all spell-casting and collecting you know – as well as a veritable posse of fiends to destroy, there's climbing, jumping and monkey-swinging to be done too





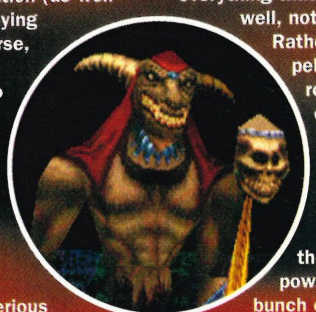

The Heartless

Hubble, bubble, toil and trouble – would you buy a strange brew from this masked marauder?



Once upon a time... action games consisted of little more than an odd pixellated blob dashing round the screen shooting other pixellated blobs, often for no apparent reason whatsoever.

As time went on, the need for more showy reasons to blast the pants off bigger and better beasts became greater, if only to stimulate the minds of the game playing population (as well as to disparage the myth that playing games numbs your brain). Of course, with all these new and more elaborate storylines, it's bound to spiral out of control at some point – isn't it?



Take *Akuji*, for example. Not content with having their hero battling his way round the game for no reason, the developers (*Crystal Dynamics*) have dropped their hero into a world which is even more mysterious than the magic associated with it.

Stuck in Hell after being murdered by his brother at his own wedding (why does this sound like a Dynasty-style plot?), *Akuji's* task is to locate the spirits of his ancestors and then use their power to escape from the Underworld and return to his homeland of Mamora. Sounds simple? Well, just try doing it armed with only a Flo Jo-esque set of talons and a bagful of spells, mate...

VOODOO YOU THINK YOU ARE?

Caught up in the recent wave of combat-based 3D adventures, your tasks in *Akuji* are, as you may expect, hardly taxing – it's simply a case of finding whatever item you need to continue and doing the required thing with it said piece of kit, all the time fending off a constant stream of pain-in-the-ass antagonists.

However, rather than being presented with a maze of dull pathways and walls to encounter, you'll find an almost platform feel to it, with elements of *Gex 3D* and even *Crash Bandicoot* showing through (check out the bizarre bulging walls and wall-incorporated sliding steps and you'll see what I mean).

SPELL CHECK

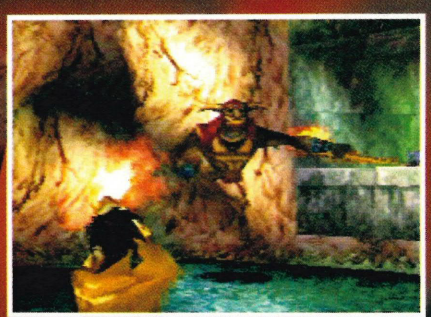
Unlike the other action titles that have materialised onto the PlayStation, you aren't simply handed a gun and expected to fill everything that crosses your path with lead, well, not strictly speaking anyway.

Rather than being handed a fistful of pellets, *Akuji* sticks to its voodoo roots and lays down some pretty evil spells (such as 'Fire Storms' and 'Doom Blasts') for you to collect and use, when scratching a bad guy's eyes out simply isn't enough.

But what kind of creatures are there to try your fine magical powers out on? Well, instead of a bunch of bloodthirsty, six-foot-plus hairy things coming at you (and I don't mean a team of basketball-playing hippies), your aggressors are fresh from the realms of the weird and wonderful.

Parading around for your torturing delight are crimson-robed warlocks and demonic dragonflies, not to mention plenty of skeletal, leg-lacking torsos which drag themselves along the floor, all the time trailing their bloodied spinal cords around behind them. And although these remnants from the pits of Hell sound pretty gruesome, they're unlikely to do too much damage, provided you retaliate with an appropriate bit of wizardry.

If you want to stray away from the usual action/combat games, then *Akuji The Heartless* is sure to bring light relief for anyone who's sick of the sight of khaki-clobbered oiks toting bazookas and looking mean and stupid. However, if you're easily influenced and not careful, you may find yourself making strange models out of wax and cooking up some strange brews in your mum's pressure cooker. You have been warned! PRO





Between each level, you're aurally beaten by the dulcet tones of Richard Roundtree (star of 70s movie classic *Shaft*) in his role as Hell's keeper

PRO SCORE

PRICE: £39.99
PUBLISHER: Eidos
GENRE: Action/Adventure

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Although Akuji provides sufficient entertainment in the gameplaying department, especially with various pick-ups and secrets to strive for, having to simply collect items and move on without time to really think about what you're doing can get a little repetitive. If you're tired of the other games of this style (such as the diminutive delights of Small Soldiers) or are trying stay away from the below-par ODT, then this is worth taking a looking at, if only for a night.

KAY

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	7

7½

PRO PANEL

CHICKEN Crystal Dynamics have a good track record, but we're all waiting for Soul Reaver really. This will pass a bit of time, but don't get too excited about it as it's only average

SAM Comes across as a bit of a desperate attempt to squeeze more juice out of a genre that's already overflowing with classic games. Try Spyro or Gex 3D for more reliable fun

LEWIS Little more than Gex 3D in one of his voodoo disguises, Akuji is a bit too simple and a bit too repetitive to keep you occupied for long. But for a night's rental it's perfect

JAMES An original story and some compelling gameplay, but it's kind of a mish-mash of genres and it shows in parts. You could do much worse though, well worth checking out

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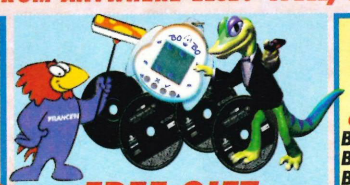
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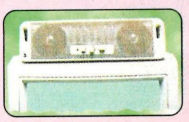
NUGEN LIGHT GUN.....£31.99

SPEAKER SYSTEMS

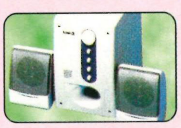
The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



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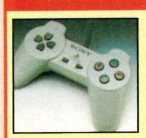


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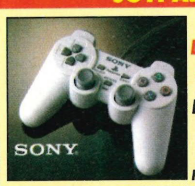
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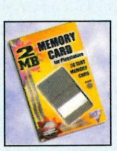


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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

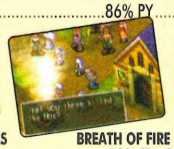
ADVENTURE / ROLE PLAYING




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**	**£32.99**
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**	**£36.99**
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	£39.99
Sentient	84% PY, 71% PP	£26.99
Treasures of the Deep	83% PY, 78% PP	£29.99
Versailles	10% PP	£19.99

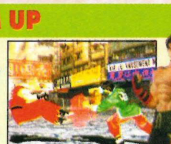


BREATH OF FIRE 3 Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.

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.



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Biofreaks	N/A	£19.99
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	£30.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Psychic Force	73% PY, 76% PP	£14.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Rival Schools	96% PY	£32.99
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	£14.99
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
X Men V Streetfighter	82% PY	£32.99
Zero Divide 2	53% PY	£29.99

DRIVING / RACING



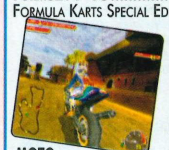
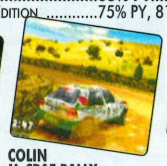
TOCA 2 The follow-up to the biggest driving game of last year, TOCA 2 boasts 1998 drivers, new stats, improved damage levels, weather effects, an all new pit lane and 10 secret vehicles, all displayed in hi-resolution. **RRP £44.99 Our price £35.99**





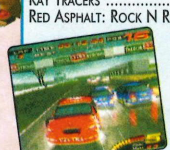
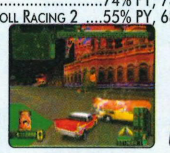
FELONY 11-79 VIGILANTE 8 MICRO MACHINES 3

Auto Destruct	84% PY, 77% PP	£19.99
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Buggy	N/A	£30.99
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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	N/A	£29.99
Explosive Racing	82% PP	£17.99
Felony 11-79	81% PP	£19.99
Formula 1	84% PY, 88% PP	£18.99
Formula 1 '97	**90% PY, 93% PP**	**£26.99**
Formula 1 '98	**68% PY**	**£35.99**
Formula Karts Special Edition	75% PY, 81% PP	£14.99

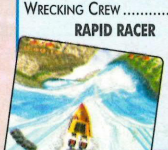
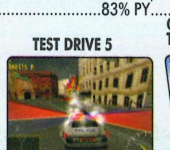

MOTO RACER 2 COLIN McCRAE RALLY FORMULA 1 '98

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
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Porsche Challenge	82% PY, 80% PP	£18.99
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Ray Tracers	74% PY, 73% PP	£14.99
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Ridge Racer	93% PY, 76% PP	£18.99
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Rogue Trip	**92% PY**	**£30.99**
Street Racer	84% PY, 79% PP	£17.99
Streak	59% PY	£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	**92% PY**	**£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	£18.99
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



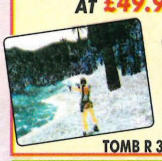
TENCHU - Set in the shadowy world of feudal Japan, the emphasis in Tenchu is on stealth and you must use your cunning to escape detection. 10 missions, 20 weapons and numerous enemies. Only the unseen survive!



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	£30.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	78% PY, 82% PP	£34.99
ODT	91% PY	£34.99
Overblood	86% PY, 76% PP	£12.99
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Resident Evil	95% PY	£18.99
Resident Evil 2	**96% PY**	**£34.99**
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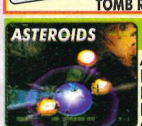
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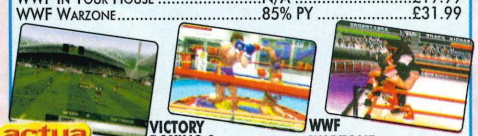
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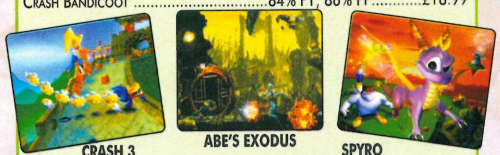
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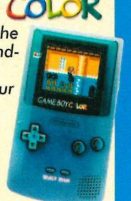


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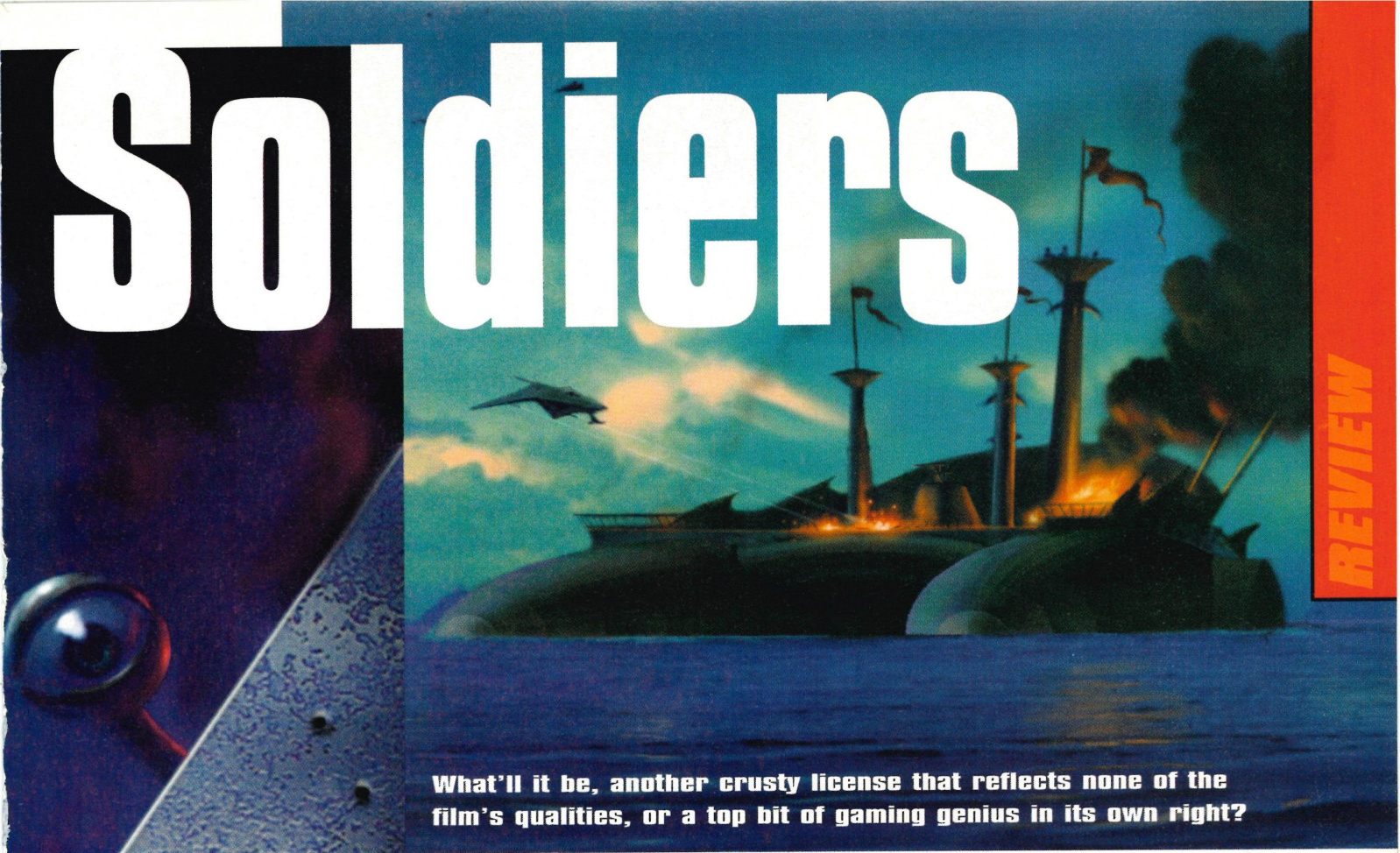


"Welcome to our world. It's a crazy mixed up place of tiny toys with big attitudes, lots of running around and shooting things with big guns"



The Commando Elite use their knowledge of military equipment to challenge your dexterity. A few blasts from the many weapons available, however, should make short work of their robots

Soldiers



What'll it be, another crusty license that reflects none of the film's qualities, or a top bit of gaming genius in its own right?



To introduce you to the world of Small Soldiers, the simple mission of freeing Insaniac from captivity is set. Insaniac will then become your friend





With the Platinum release of *Die Hard Trilogy* still out-selling many of its newly released pistol-packing peers, we are constantly reminded of how good a film-related product can be. Still, it's been a long while since we've seen the likes of *Die Hard* with games like *Judge Dredd, Independence Day, Men In Black* and *The Crow* leaving a despicable mess on the PlayStation pavement. When we received a copy of *Small Soldiers* from *Electronic Arts*, to be honest we weren't expecting anything special. Fortunately for us, *EA* have turned out a very worthy, though still flawed, companion to the hit film.

Unlike the film, the game takes place in a series of underground installations. In one player mode, you take on the role of Archer, noble leader of the monstrous Gorgonites. The militaristic Commando Elite, led by Chip Hazard, has launched a full-scale invasion on each of the Gorgonite worlds. Archer's aim is to repel the invasion, driving the Elite forces back to their war-torn homeworld and defeat them once and for all. Sounds easy doesn't it?

POCKET FIGHTERS

Each stage of the game requires Archer to complete a set mission brief, outlined comprehensively on the loading screen. Also displayed are items that will help you on your journey, and the military units that will attempt to keep you in check. Your green-gilled character is then plunged into an underworld situation prepared with a basic shooter and the necessity to kick some plastic, military short-ass.

The action takes place in a 3D world, controlled from a third person perspective. You control a relatively small character (probably a more accurate title), from your vantage point, above and behind. To successfully complete a mission, it is necessary for Archer to collect a series of gradually more effective weapons. Starting off with a regular laser gun, Archer can discover up to 13 other weapons, ranging from homing orbs, explosive fireballs and radioactive rays to full-on grenades and kick-ass lightning bolts that wipe out any enemy forces within a certain radius.

By wasting the gun turret controllers, Archer can give the bastards a taste of their own medicine

One of the most enjoyable aspects of *Small Soldiers* is the power to take over certain enemy installations. By wasting the controller of a gun turret, for example, Archer can take the enemy's place and give the little bastards a taste of their own medicine. Archer can also take control of the Elite's walkers, huge military bi-pods that can









Attacks can come from all angles. These flying saucers are real buggers for catching you unawares



fire infinite rounds of bullets and rockets, making toast of the little plastic fellas and filling the air with pungent black smoke.

All of this is great fun and provides some of *Small Soldiers'* most enjoyable moments, but there's plenty of other snazzy little details that stand out in this game. Archer has the capacity to carry around another Gorgonite creation in his pocket. On each level, a different creature is made available to him. When the going gets tough, he can pull one of these grotesque magic rabbits out of his pocket and set them on the enemy.

These crazy little mutants go at the enemy like Rotweilers after a Siamese, and often provide plenty of entertainment into the bargain by clubbing them over the head and making them look like right Charlies. With names like Scratch It, Punch It and Slamfist, most of the pocket characters' skills are obvious. Also look out for the vile Stench, a character that knocks the enemy out by filling the air with green clouds of digestive gas.

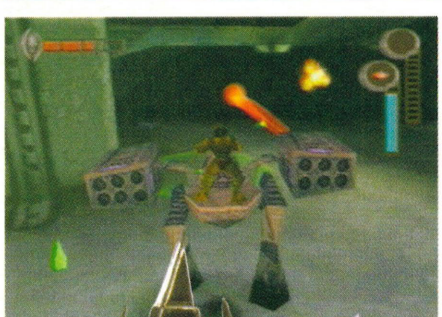
TWICE THE PAIN

An unusual addition to this package is a two player mode, an option regarded as rare in this type of game before *Duke Nukem: A Time To Kill* featured a deathmatch mode. Players have the choice of representing the Commando Elite or the Gorgonite clan (Chip Hazard or Archer, respectively) and battle it out in arenas in any one of the 14 3D zones featured in the one player game.

Archer's walk resembles something Michael Jackson did in his Bugsy Malone in space period

In my opinion, this option actually improves on the two player feature in *Duke Nukem: A Time To Kill*. The arenas are bigger than in the earlier game, and the availability of heavy machinery (the aforementioned turrets and walkers) and pocket creatures makes the whole shebang a lot more interesting.

I don't think game developers have quite cracked the idea of two player deathmatches, however. Games nearly always end up with both players facing each other and firing continuous rounds until one of them dies. Unfortunately, the art of stealth is lost in two player mode as both players can see where the other one is by looking at their split of the screen.









The powerful walkers can make short work of those plastic pigs. But, like those alien dustbins from Dr. Who, they have one failing. Stairs

In both one and two player modes, *Small Soldiers* surpasses all expectations. Whereas the unfortunate film license tag will always sell a product to those who want to remember the film, or to those who expect extraordinary quality from an over-hyped title, Small Soldiers actually provides a serious challenge and thoroughly wholesome entertainment.

Anyone expecting anything more than a fun ride may be a little disappointed, however. Some graphical features are a little below par with prominent glitches in character animation (Archer's walk resembles something Michael Jackson used to do, back in his Bugsy Malone in space period) among them.

The control system takes a bit of getting used to, Archer having a little trouble getting round corners at times. But this is outweighed by some magnificent innovative ideas and details. Just look at one of the earlier levels, set on a boat, and watch amazed as the whole scene sways from left to right. Jerry Goldsmith's music score from the film also features in the game, giving it that all important interactive movie feel PRO

POCKET CREATURES



This mighty pocket cretin will hover above the enemy and spit green fire upon his evil deeds



These two carry more knowledge in the art of kick-shitting. Commando Elite beware!



BIG PAIN



Homing missiles provide an easy way of frying those plastic opponents before they see you



By taking over the commando's abandoned equipment you can administer a little payback





The pyrotechnic graphical effects in Small Soldiers are some of the best seen. Plumes of smoke pour from the frazzled remains of plastic soldiers in true movie fashion





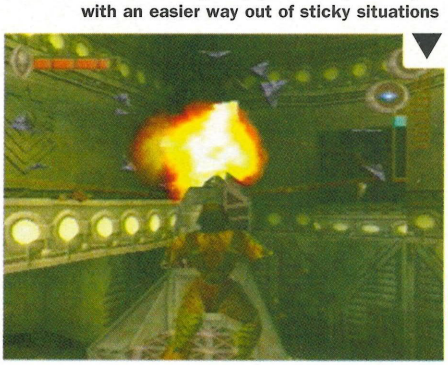


By unleashing the power of the creatures you carry in your pocket, you can go into battle with confidence





Gun turrets are strategically placed to provide you with an easier way out of sticky situations



PRO SCORE

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

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This is a wholly entertaining frag-fest with a number of obvious flaws that manage to hide beneath the sheen of some magnificent details. Don't expect a game resembling any of the scenes in the film and you should find a riveting circus of rapid action and two-player madness. Features that stand out include the peculiar creatures you can unleash on your enemies, turrets and bi-pods you can commandeer and some innovative graphical effects. Pretty good for a film license.

SAM

WHAT'S THE SCORE

GRAPHICS	7
SOUND	8
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

CHICKEN I really enjoyed the movie and the game was okay, but I get the feeling that if it didn't have the characters from the film it would be a lot more disappointing

JAMES This was passed around the office like a sack of glowing spuds, but ended up surprising the lot of us. Keeps you entertained and is a bullets bonanza in two player mode

LEWIS Initially I didn't like this at all. It was too glitchy and samey. But after a couple of hours play you get slowly absorbed into the gameplay and it doesn't let go. Try it out

KAY I thought the film was superb, but there's no sign of it in the game. The game should be played in an giant's house, instead of this gloomy dungeon. A waste if you ask me

PRO PLATINUM

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

Croc



He's short, he's green and he runs around wearing a backpack – no, he's not the queasy little brother of Lara Croft, but *Croc*, the plucky adventurer who first hit our consoles just over a year ago. If you haven't heard of him before, his mission in the game is to rescue his peace-loving (but hopefully not tree-hugging) Gobbo mates from the clutches of wicked magician Baron Dante.

Set in 45 levels across four different islands (plus one secret island), Croc's travels aren't made simple in the slightest, especially with over 40 different enemies to do away with and nine particularly evil bosses to vanquish, which is easily done with a flick of Croc's beautifully scaly tail. Swishing his appendage (oo-er!) isn't all that Croc's capable of – his repertoire of moves includes climbing, monkey-swinging and swimming, not unlike the illustrious Ms. Croft in her Tomb Raidering adventures.

Although *Croc* has a cutesy image that some people may be put off by, it's worth taking a look at this to see what started the ball rolling for 3D free-roaming platform adventures. And even if you don't like it, it's sure to keep the youngsters entertained PRO









PRO SCORE

PRICE: £19.99
PUBLISHER: Fox Interactive
GENRE: Adventure/Platform

TRY B4 U BUY

ANALOGUE | MEMORY CARD | ONE PLAYER

THE PRO VERDICT

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

Time Crisis

Converted from the hugely successful arcade version, *Time Crisis* sees you taking the role of talented gun-toter and secret agent Richard Miller. This crackshot's mission involves rescuing the daughter of the President of the Republic of Cercia, who has been kidnapped by the son of a deposed king and his organised crime colleagues. However, to ensure his status as a modern-day Prince Charming, he's only got until sunset to do it, so time, as they say, is of the essence.

Of course, the main task within the game is to work your way round the three stages blasting near enough everything that moves, so investing in a G-Con gun is pretty essential. You've also got the option of ducking stray bullets by either pressing a button on the gun, or putting a joypad on the floor and stamping on it at the appropriate time (but don't try this with heavy boots on, or there'll be tears before bedtime).









Although the game does have a limited life span (despite the secret levels which are exclusive to the PlayStation, it's definitely an essential purchase for anyone with an itchy trigger finger

PRO SCORE

PRICE: £19.99
PUBLISHER: Infogrames
GENRE: Shoot'em-up

MUST BUY

LIGHT GUN · MEMORY CARD · ONE PLAYER · PRO · PRO

THE PRO VERDICT?

GRAPHICS	8
SOUND	8
GAMEPLAY	9
LASTABILITY	7

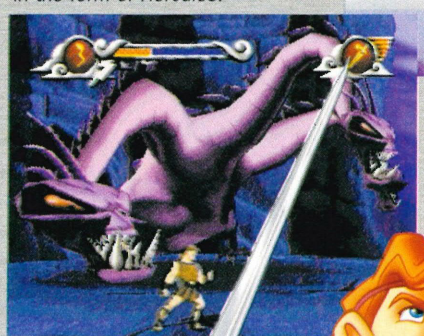
9

Hercules

After the success of Disney games on the 16-bit consoles (such as *Toy Story* and the *Lion King*), it was only a matter of time before the PlayStation boasted its own Disney-inspired title, and luckily, this came in the form of *Hercules*.









Following the adventures of the half-man, half-god himself, your job is to guide Hercules as he first trains to be a hero, and then puts his new-found skills into practice by defending Mount Olympus from Hades, God of the Underworld. However, before he can meet the man himself, Hercules has to do battle with the myriad of monsters that lurk in the three worlds featured in the game, as well as undertake a few tasks along the way.

Developed alongside the movie itself, *Hercules* not only follows the original plotline, but also features some of the character voices and music from the cinematic spectacular. With these added extras, as well as the game's environments resembling those of *Crash Bandicoot*, both platform and Disney fans alike are sure to enjoy the sword-wielding delights of *Hercules*

PRO SCORE

PRICE: £19.99
PUBLISHER: Sony
GENRE: Platform

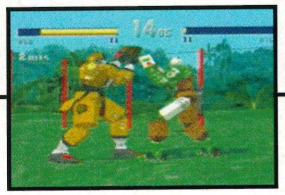
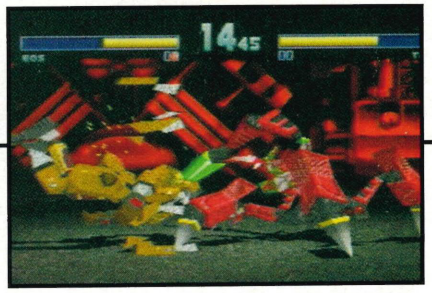
TRY B4 U BUY

MEMORY CARD · ONE PLAYER · PRO · PRO · PRO

THE PRO VERDICT?

GRAPHICS	7
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

Zero Divide 2

Kick the crap out of Metal Mickey and Dusty Bin in this steel deal beat'em-up

The PlayStation's loins have produced some excellent games, especially where fist-fights are concerned. From day one, *Sony's* machine became the standard bearer, with *Namco's Tekken* series raising the stakes in the beat'em-up genre significantly. You'd expect to see a glut of top-class competitors following, I mean you're not likely to fork out for an average title when you can get your hands on Soul Blade or Tekken 3 now are you?

Unfortunately, not everyone has the financial thwack of *Namco* where game development's concerned, but they sure do their best to compensate.



ZEROING IN

Zoom, this game's developers, haven't created a game that'll tarnish *Tekken 3's* sun-eclipsing glare, but from this latest effort, they're on the right track. As you've probably guessed *Zero Divide 2* is a one-on-one 3D beat'em-up, which is based sometime in the future where a group of hackers have inadvertently created a God-like robot known as Eve, and wouldn't you know it – she's gone on the rampage (even robots get PMT you know!).

There are 10 selectable characters (excluding hidden ones) each with loads of moves and the speed of play is surprisingly fast considering your mostly metal opponents have quite some bulk to shift around. Playing much like *Virtua Fighter,* you'll be able to pull off some interesting combo's and flashy moves in next to no time and to add to the effect the robots also fall apart leaving the place looking like Uri Geller's cutlery draw.

Another nice feature is the dramatic ring-outs where you can be knocked out of the fighting arena, but those with lightning reflexes can hang onto the edge of the apron and haul their frame back into the fight.

HEAVY METAL

Graphically it's not all that imaginative, but the characters look quite cool, especially when parts fall off, and the backgrounds also look pretty impressive too.

At the end of the day, it's just another beat'em-up which falls way short of Namco's premier punchers, but isn't propping up the rest of the pile either. If it looks like your kind of bag, give it a go. You'll be surprised PRO





That stainless steel scorpion has a hell of a sting in its tail. Expect to get run through and body slammed if you get too close to that appendage. There'll be oil everywhere



PRO SCORE

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

RENT IT

TWO PLAYER MEMORY CARD

Any fans of beat'em-ups will find something to enjoy about Zero Divide 2. It's not Tekken or StreetFighter, but it's something a little different that actually works. The robot fight thing won't be for everyone, but essentially there are a good collection of moves to perform at a frantic pace – which can never be a bad thing. Zero Divide 2 is by no means an excellent beat'em-up title, but it's well worthy of a night's rental for some battery-powered pagga. Check it out.

ADAM

WHAT'S THE SCORE

GRAPHICS	7
SOUND	4
GAMEPLAY	7
LASTABILITY	6.5

7

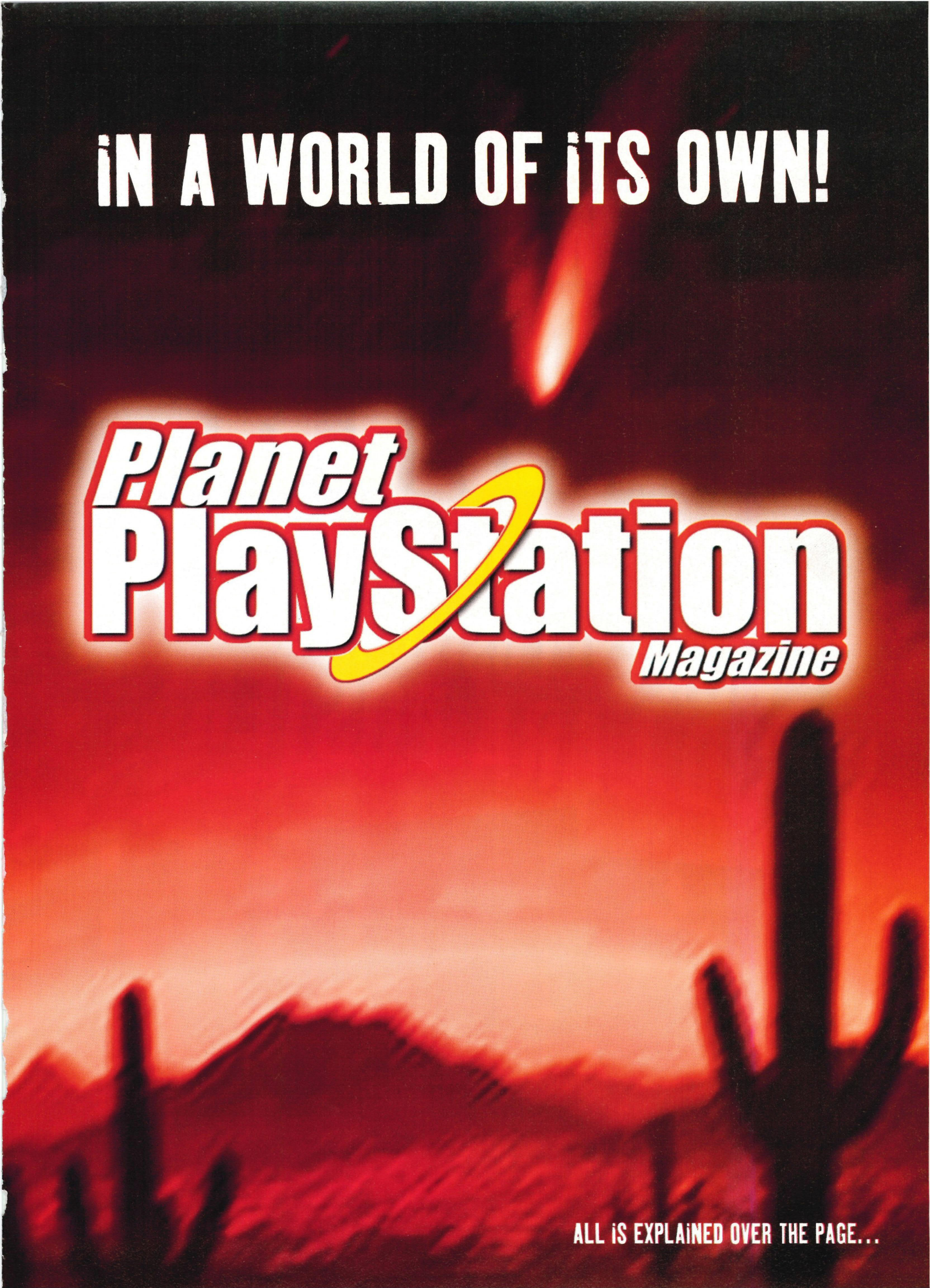
PRO PANEL

KAY Compared to the other fighting games around at the moment, this is looking a little rusty. Try it for yourself for a night, but don't expect sparks to fly – it's decidedly average

CHICKEN Average beat'em-ups certainly aren't my scene, so you won't be finding me playing this unless it's at gun-point. There's nothing wrong with it apart from a lack of originality

LEWIS If you want a little thrash metal, stick to Motorhead and kicking the hell out of dustbins. You'll find no joy here. Knock five off the score and you'd be closer to the mark

JAMES Some excellent moves don't make up for what is an average looking game lacking any depth. Rent it out, but don't even think about missing out on Tekken 3 for this


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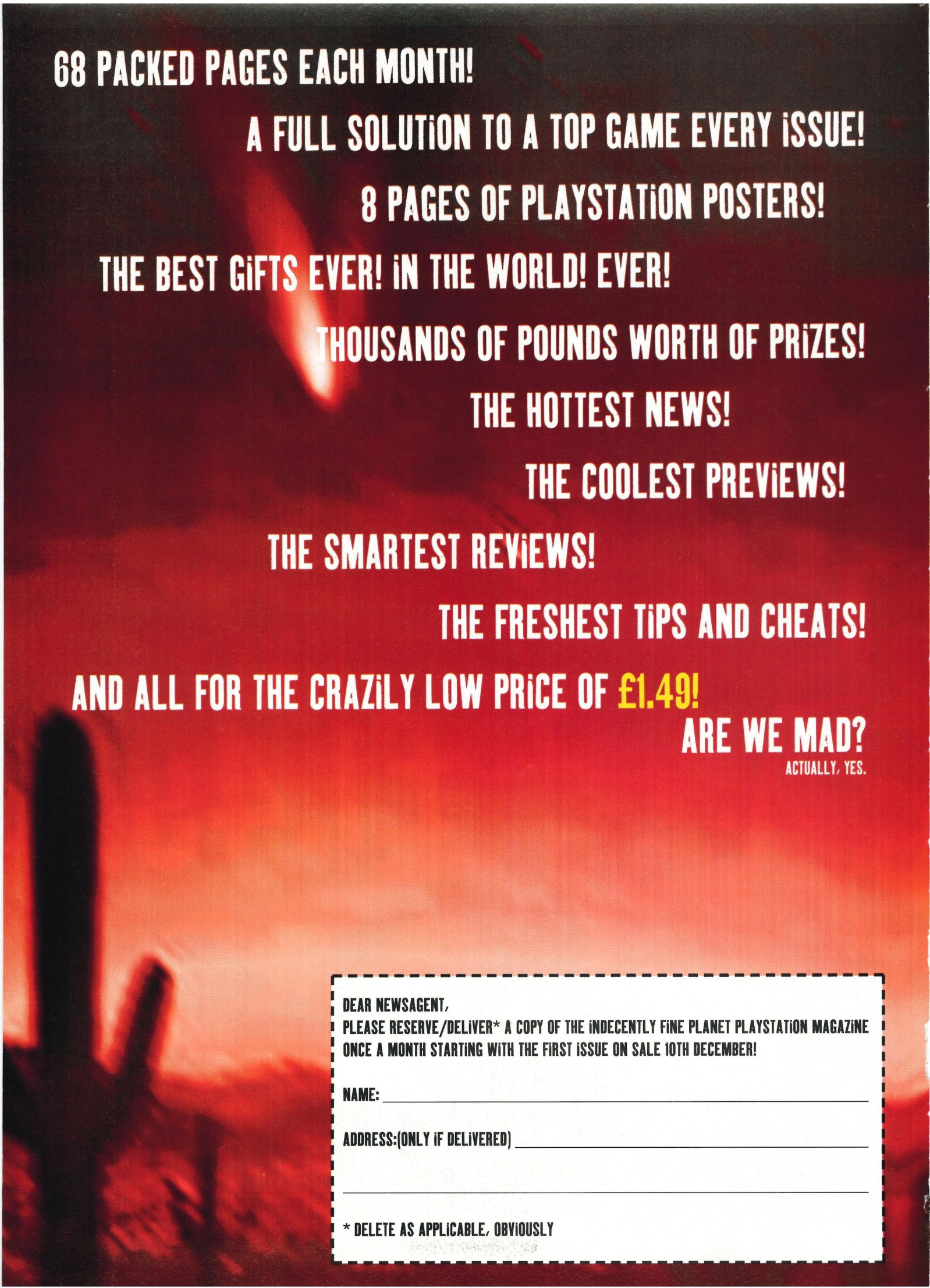


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TEASER

So, that was Christmas then? James Bond on the telly and strange relatives coming round for shares of a turkey that looks more like an ostrich's torso. Well its all over now, you can relax. We've got another 12 months before the next one and that's 12 more copies of the fantastic PlayStation Pro, and 12 more magic Pro Teasers. So, let's start the year as we mean to go on. If you get all these right you could win a fantastic bundle of PlayStation stuff. If you think you've hit the jackpot, send your answers on a postcard marked 'Teaser' to the usual address

1 The opportunity to take out your anger on tiny plastic toys is offered in the form of which of this month's new releases?

a) Knockout Kings '99
b) Fisher Price: Stealth Assassins
c) Small Soldiers
d) Grand Theft Lego

2 2) Which 'extreme' racer holds a passing resemblance to Denise Lewis' kecks?

a) Pantsdown
b) Dodgem Arena
c) Asteroids
d) Rushdown

3 The bewildering special moves in Capcom's new cute'em-up Pocket Fighters includes which of the following?

a) Exploding balls and bucking ponies
b) Exploding bulls and plucking farmers
c) Magic trees and purple midgets
d) Handstands

4 Which of the following snowboarding tricks actually exist in the real world, rather than just in my mind?

a) Chaffing
b) Shandy
c) Melancholy
d) Tromboning

5 What do the robots of Zero Divide 2 resemble when they get beaten by the art of robot war?

a) Maggie Thatcher's pottery cupboard
b) Uri Geller's cutlery drawer
c) A lot of dead robot bits
d) Chicken's desk

6 Brucey Willis battles which evil crew in Activision's Apocalypse?

a) Boyzone
b) Five angry jockeys of the Metropolis
c) Three mince pies of the diddy men
d) Four horsemen of the apocalypse

7 Which of the following retro marvels has been reborn this month in the format of Sony's grey baby?

a) Asteroids
b) Chuckie Egg
c) Space Invaders
d) Granny's Garden

8 Which of this month's chosen import Prospects features a flashback to the heady days of Ghosts 'N' Goblins?

a) Parasite Eve
b) Rival Schools: United By Games
c) Capcom Generations
d) Capcom Old Games

9 How does Bushido Blade 2 promise to make the administration of shit-kicking that much harder?

a) The players cannot use blocking moves
b) The floors are covered in marbles to introduce a slippage factor
c) Masked goblins frequently run in and tickle the players between the legs with purple feathers
d) The players have no arms or legs

10 Tiger Wood's new putt'em-up golfing circus features music by which golf-loving duo?

a) Hall and Oates
b) Chemical Brothers
c) The Golf Brothers
d) Pitch 'N' Putt

11 What feature sets this month's featured RPG Blaze and Blades away from the competition?

a) The game is set in a sweet factory
b) All the characters are homosexual
c) One of the weapons available is a magic jiffy bag full of cat's paws
d) Up to four people can play

Have a gander at the following obscured screenshots, and note down the name of each game. You will find all these games in this month's issue. (12-15)



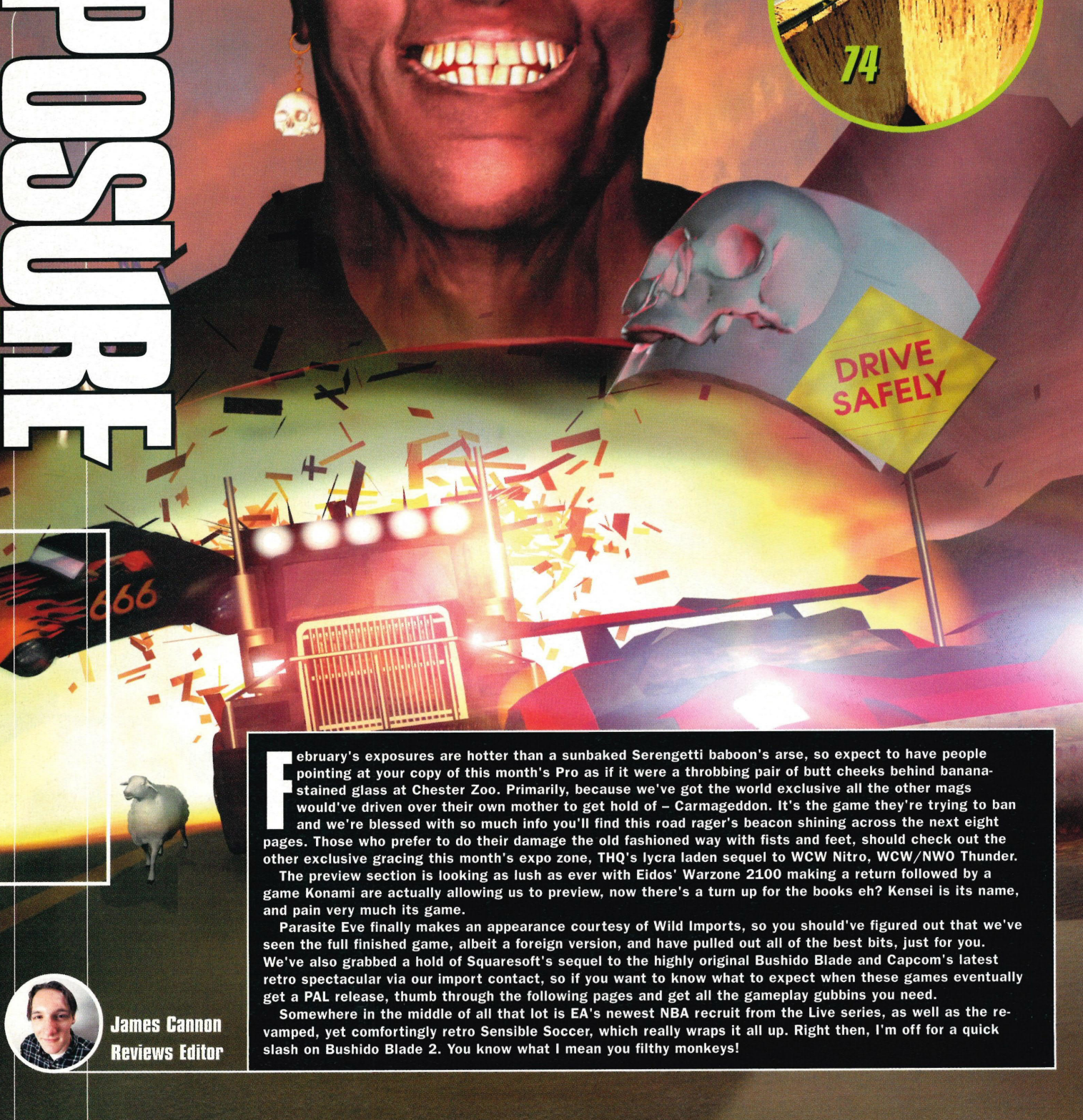


EXPOSURE

Carmageddon 74
WCW/NWO Thunder 82







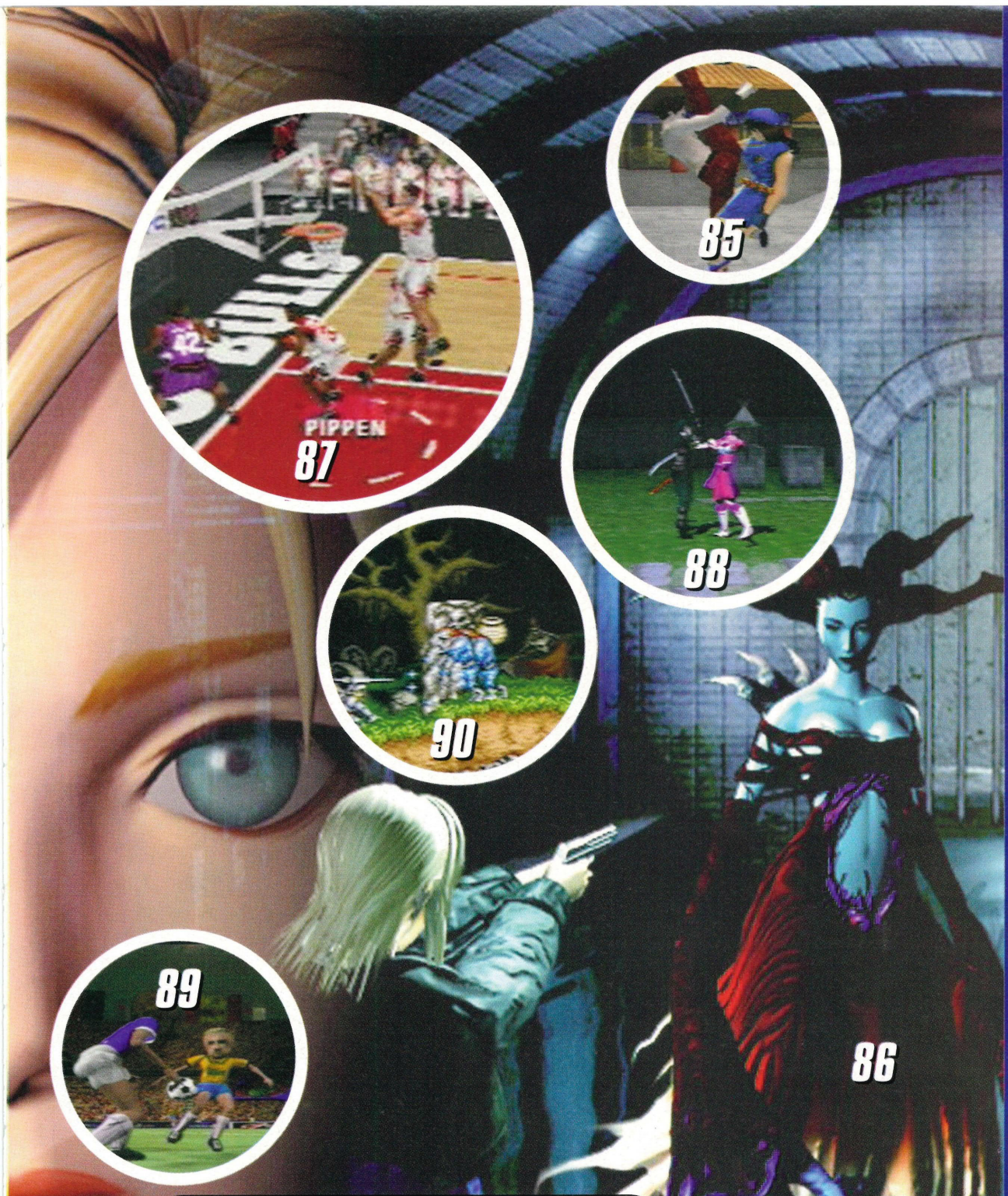
February's exposures are hotter than a sunbaked Serengetti baboon's arse, so expect to have people pointing at your copy of this month's Pro as if it were a throbbing pair of butt cheeks behind banana-stained glass at Chester Zoo. Primarily, because we've got the world exclusive all the other mags would've driven over their own mother to get hold of – Carmageddon. It's the game they're trying to ban and we're blessed with so much info you'll find this road rager's beacon shining across the next eight pages. Those who prefer to do their damage the old fashioned way with fists and feet, should check out the other exclusive gracing this month's expo zone, THQ's lycra laden sequel to WCW Nitro, WCW/NWO Thunder.

The preview section is looking as lush as ever with Eidos' Warzone 2100 making a return followed by a game Konami are actually allowing us to preview, now there's a turn up for the books eh? Kensei is its name, and pain very much its game.

Parasite Eve finally makes an appearance courtesy of Wild Imports, so you should've figured out that we've seen the full finished game, albeit a foreign version, and have pulled out all of the best bits, just for you. We've also grabbed a hold of Squaresoft's sequel to the highly original Bushido Blade and Capcom's latest retro spectacular via our import contact, so if you want to know what to expect when these games eventually get a PAL release, thumb through the following pages and get all the gameplay gubbins you need.

Somewhere in the middle of all that lot is EA's newest NBA recruit from the Live series, as well as the re-vamped, yet comfortingly retro Sensible Soccer, which really wraps it all up. Right then, I'm off for a quick slash on Bushido Blade 2. You know what I mean you filthy monkeys!

James Cannon
Reviews Editor



PROSPECTS

PRO

84	Warzone 2100
85	Kensei
86	Parasite Eve
87	NBA Live '99
88	Bushido Blade 2
89	Sensible Soccer
90	Capcom Generations


EXPOSURE
If pedestrians piss you off when you're driving now you're going to get the ultimate chance for revenge







Imagine producing a game that has been the subject of more negative media attention than anything that has gone before it. Imagine this game being the subject of a campaign to get it banned so that you could never even play it. Imagine it then being released for the PC and selling by the truck load and you could only really be describing *Carmageddon* from *SCI*.

Based around driving cars and attempting to mow people down Death Race 2000 style, you could say that the subject matter here is sicker than a 13 year old after two bottles of Hooch. Wherever your morals lie there can be no doubting this is as fine an example of "there's no such thing as bad publicity" as you're ever likely to find.

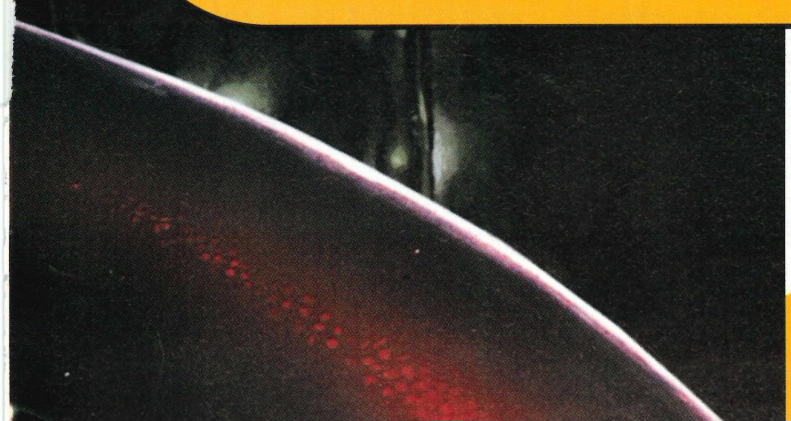
CENSOR POINT

MPs have debated it in the Commons, newspapers have slated its content and the British Board of Film Classifications (the guys who decide what age ratings films and games get) nearly choked on their Gin and Tonics when they loaded it up. Yet *Carmageddon* is still with us and is soon to make a bow on the PlayStation, which is why we're obviously here.

Following on from last month's huge *Quake II* Exposure we thought it was only right to set out and get another enormous exclusive for you to feast your eyes on. What you'll see here are the first real PlayStation screenshots published anywhere in the world. They may not yet have the cars on them yet, but believe it or not the game is actually about 80% finished already and the way *SCI* are working means that all the elements are being worked on separately and will all be welded together towards the end of the project.

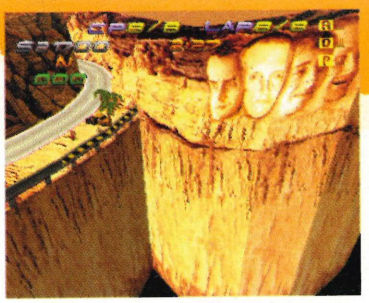
We spent a couple of days down in the ▶

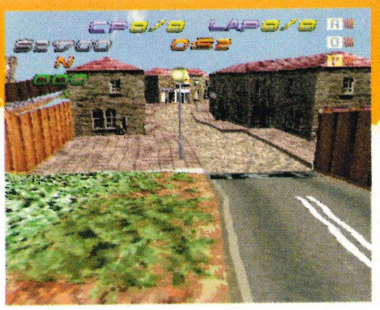
Carmageddon

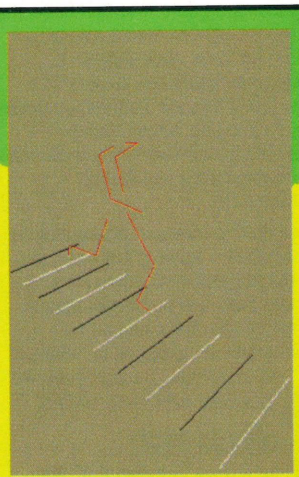


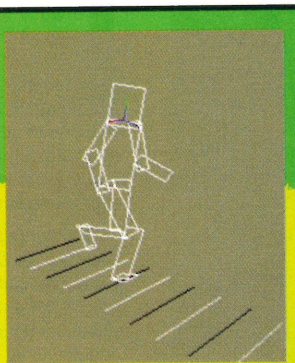


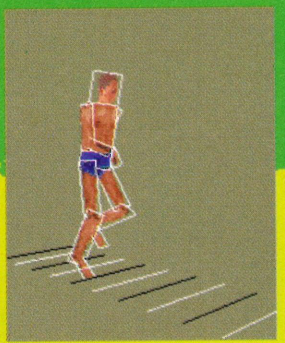
EXPOSURE











The part of Carmageddon that people seem to enjoy the most is the running over of the pedestrians or Peds as they are known. To make this as realistic as possible, a great deal of time has been spent by the animators on making their movement as fluent as possible



Producer John Court likes Star Wars a lot





▶ New Forest with the team in their lush country mansion (which, would you believe is adjacent to a Special Forces training base, so you're constantly around nutcases who are eating rats on survival courses) looking at what the PlayStation version will have to offer us in 1999.

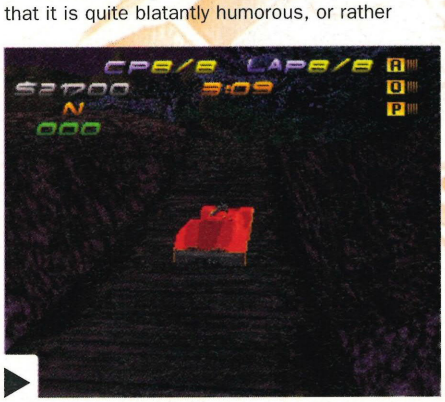
We spoke in depth to experienced producer John Court who's been put in charge of the PSX *Carmageddon* project and has hand-picked his team in order to produce this vitally important product for *SCI*.

RIVERS OF FLEM

With *Carmageddon* expected to attract a fair degree of controversy (we'd like to enter that sentence for Understatement of the Year 1998 please!) there were a whole host of things we wanted to clear up with John about where exactly *SCI* stands on the violence in videogames debate and where they see *Carmageddon* in all of that. John told us, "Where *Carmageddon* differs from many of the 'bad press' products, is that it is quite blatantly humorous, or rather black humour. There is no way kids are going to be mind warped by this game. I mean, sure you can run over a queue of people, but it is so over the top it's just not believable in anyway. *Carmageddon* is a bit 'tasteless', but only in the same way as Monty Python blowing up pretend sheep in fields, I don't believe that sketch started a spate of sheep explosions."

We don't think that's the way a lot of people, especially parents, will see the game personally but bearing in mind the fact that a lot of people may find the game more than "a bit tasteless" anyway, will our version feature green or red blood, "Well the PSX version will, like the PC version, depend on the laws of each territory, but in the UK, *Sony* requested zombies."

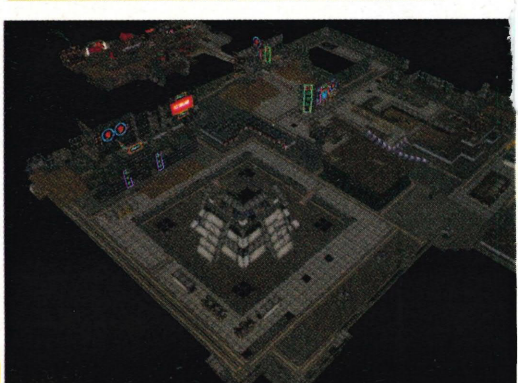
This of course means it is green that will be seen within these shores but at this stage of the game it looks like other countries such as the USA and Australia will get the full tomato ketchup treatment. Not fair you might scream and doubtless we'll have a ton of import versions being peddled, but such are the

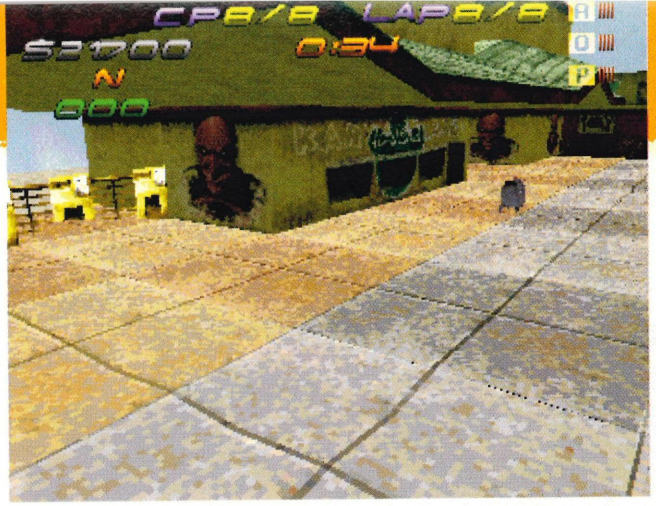


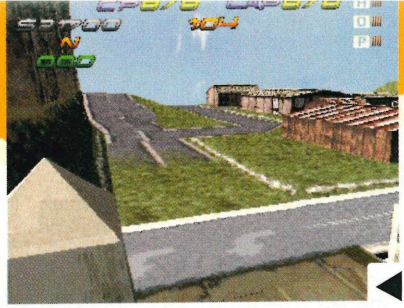
This is the first screenshot you'll see of PlayStation Carmageddon anywhere in the world. Aren't we good to you?











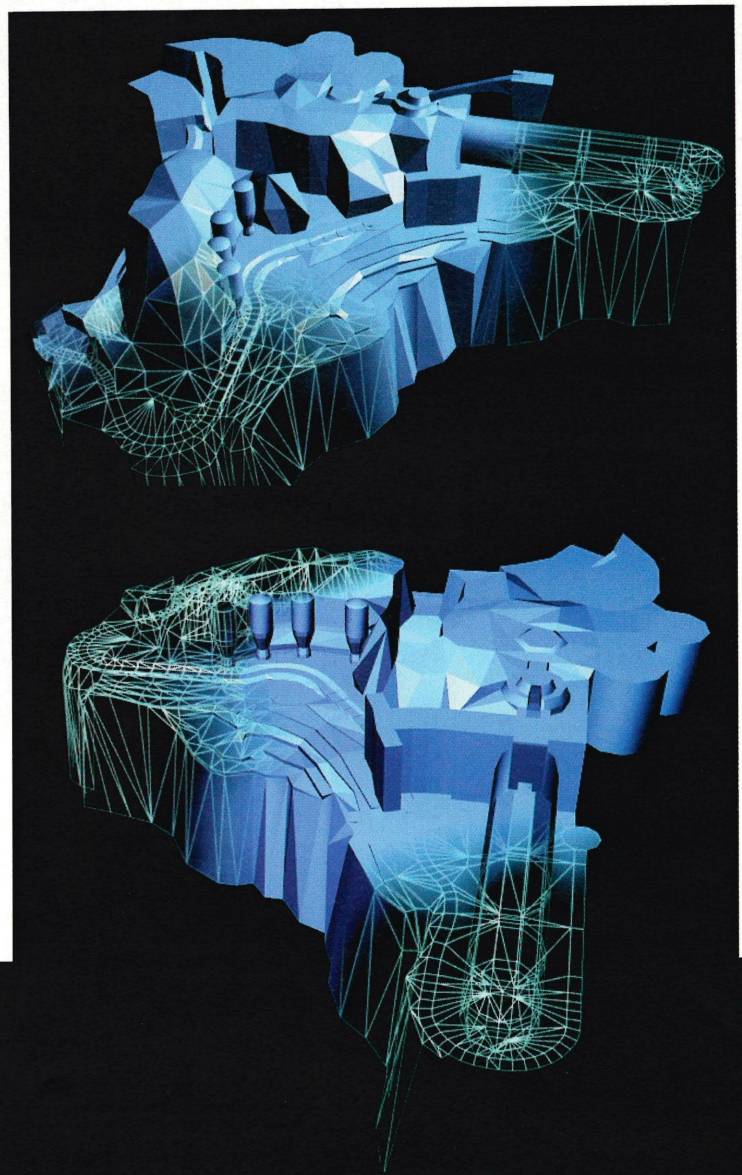


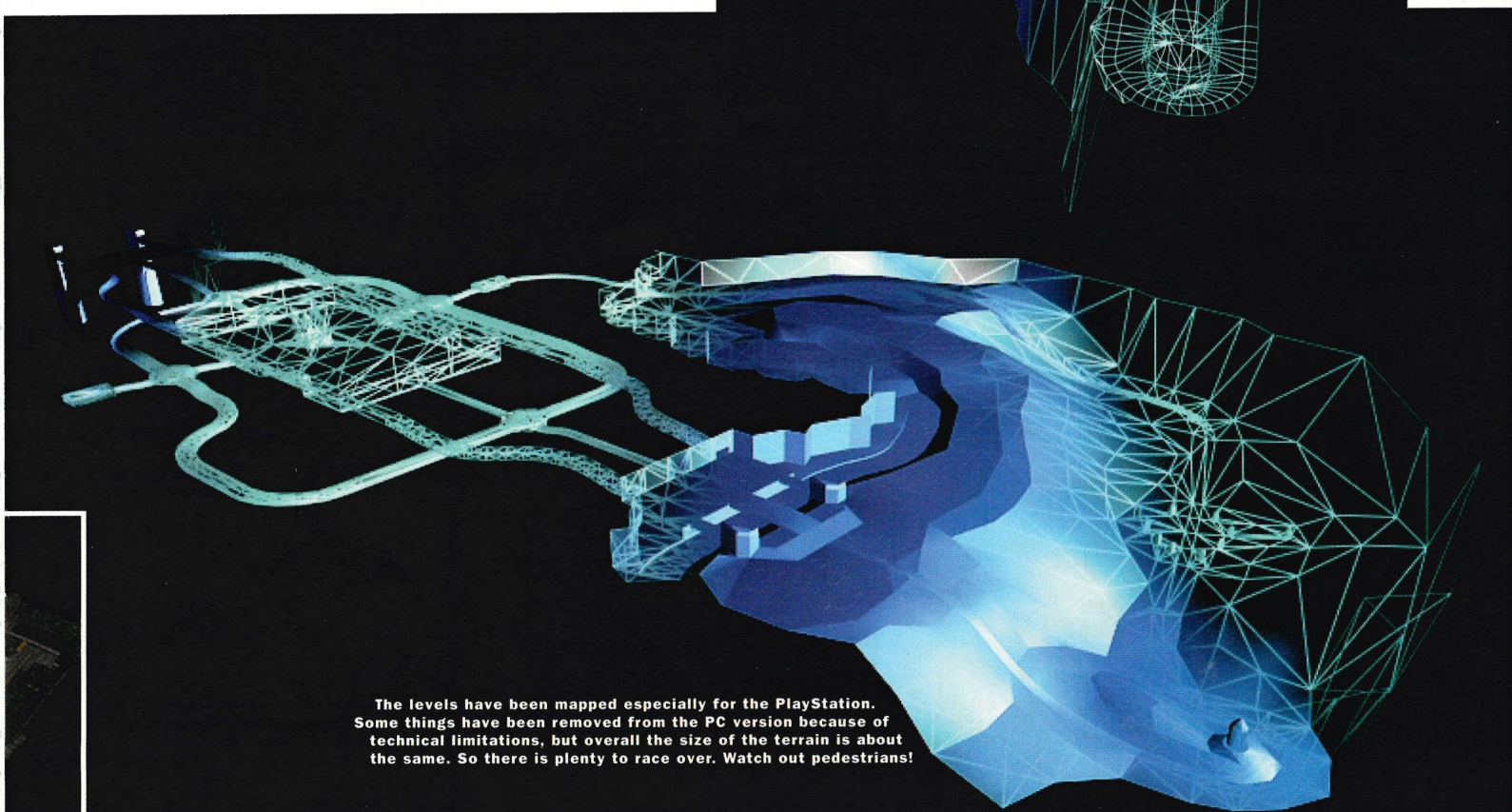
17 of the 20 levels are all brand new to the PlayStation, so even PC owners will have something new to play



classification laws in this country and *Sony* obviously don't want to pick up any more negative publicity than necessary at a time when PlayStations are going into more homes than ever before.

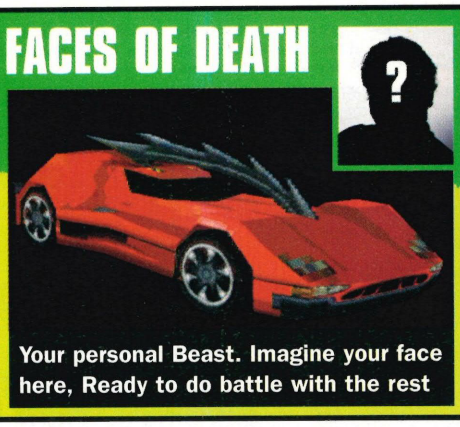
Steering away (excuse the pun) from the controversial angle, we asked John to tell us about the similarities and indeed differences ▶





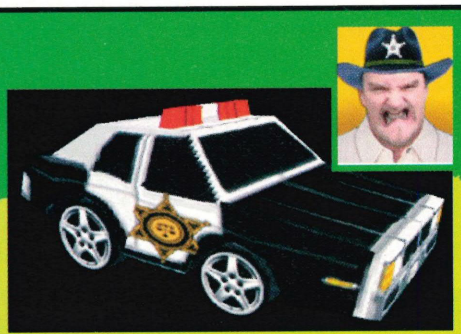
The levels have been mapped especially for the PlayStation. Some things have been removed from the PC version because of technical limitations, but overall the size of the terrain is about the same. So there is plenty to race over. Watch out pedestrians!

FACES OF DEATH

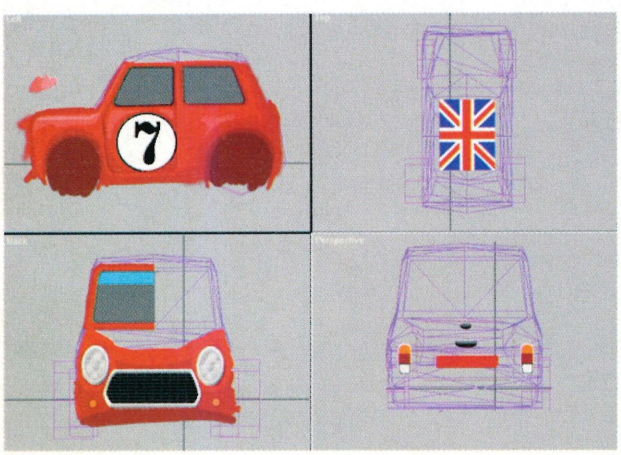


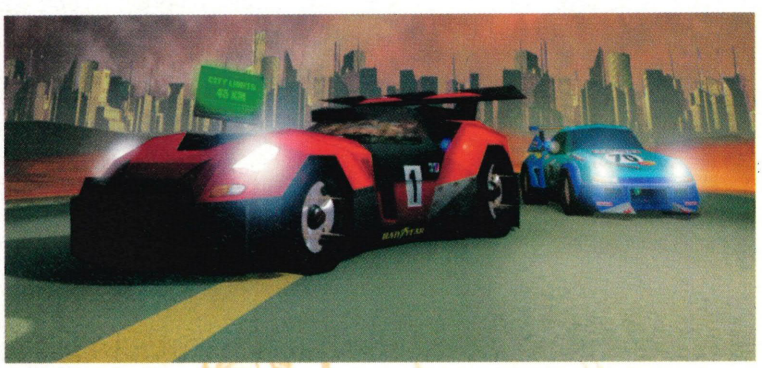
Your personal Beast. Imagine your face here, Ready to do battle with the rest



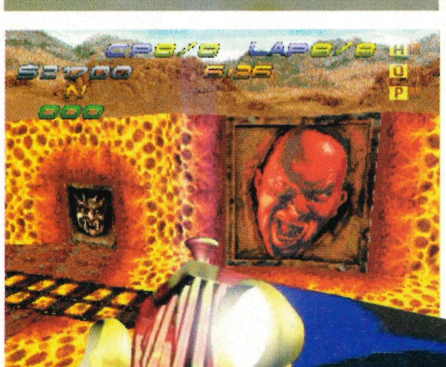


This motley crew are some of the other drivers in the race. You play the part of Max (the guy on this month's cover) and you have to score more points than











▶ from the PC versions of *Carmageddon* and the recent *Carmageddon 2: Carpocalypse Now*. Firstly we asked him if it was true that the PlayStation version will indeed be a hybrid of both previous *PC* games, "Yes, of course, we are pinching the best ideas from both versions. We have also pinched some of the best vehicles from all *Carmageddon* versions, as well as creating new ones."

So, where does it differ from it's counterparts then? "Firstly, as you can see from the screen shots, the PlayStation version has a very different look to it. It has loads of new levels. It has loads of new cars. It has new pedestrians, all with ultra smooth animation. There's also new characters as the drivers of the cars. New sound effects. Real-time lighting effecting the cars. Loads really."

John went on to tell us about the team working exclusively on the PlayStation version, "Well for starters they are all new staff, the *PC* staff have been flat out on *Carma 2: Carpocalypse Now*, although *Stainless software* – the originators – have provided useful support but there has been no real crossover of experienced *Carmageddon* staff. In total we have been developing it now for over a year and round about 30 odd people have worked on it in some form or another."

Obviously some serious work has had to be carried out on basic things such as level design taking into account the PlayStation's capabilities when compared to say a *Pentium 2 PC* with a 3Dfx card. With this in mind we asked John to tell us about the levels and what they'd done to make them unique to the PSX.

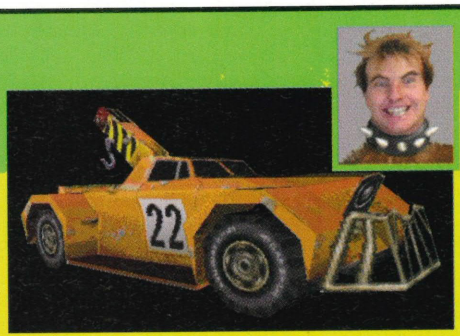
"Well for starters we'll have 30 different levels. We have 10 'areas' each one is turned into three separate races, occurring at different times of the day so you won't be able to recognise them. All but three of them are new for the console. We have used one of the areas from *Carma 2* to create those three. The others are all brand new and unique to the Playstation.

SUPER-CHARGED ENGINES

"We're very happy with the look of the game overall actually. We have spent a lot of time on lighting techniques within the display engine. It adds a lot of atmosphere to the game. Add to this the fine work from our graphics team, and I believe we have one of the best looking products on the PlayStation."









then to progress. They're all actually staff at SCI after a little photo trickery (although not that much if we're honest) and each driver will have their own car to drive so you'll be able to pick them out as you scream around the levels.

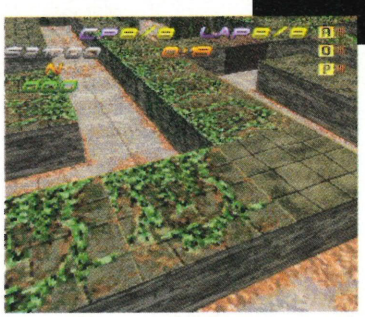


John was adamant that they'd managed to get everything that they'd wanted to into the version and that no corners had been cut and nothing had been left out, "Nope. Nothing's been left out. All our programming guys are experienced coders, and are extremely good at optimisation. They seem to be somehow managing to cram every last bit into the machine, which is quite an achievement when you consider the complexity of the original product, and the lack of constraints imposed by the *PC* platform."

Within a few weeks SCI will have their cars racing around the levels squishing people – sorry zombies – like there's no tomorrow. There is little doubt that the game is going to be absolutely huge if only because of the stink that will doubtless be kicked ▶



This is the thrilling Sports Arena level. Drive your car into here and then cause havoc by screwing around the tennis courts, the five-a-side pitch and the grid-iron area. All the local population are sporty, so there'll be plenty of people to send bouncing off your bonnet



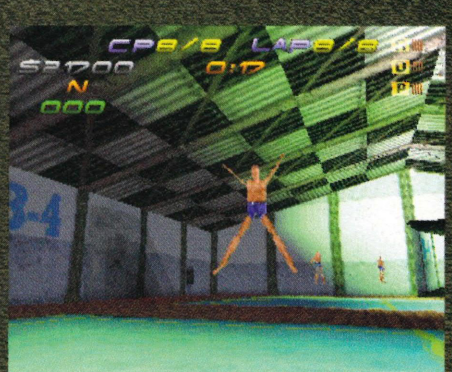




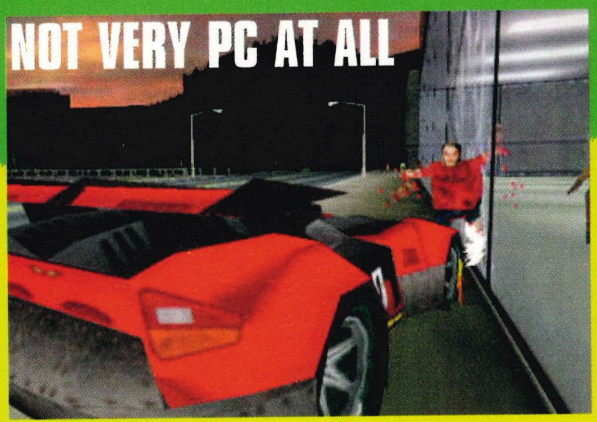


EXPOSURE





NOT VERY PC AT ALL







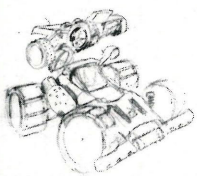
If you're unfamiliar with the PC version of Carmageddon cast your eyes over these screenshots. Initially the blood squirting from the victims was green, but with a downloadable patch from the Internet you could turn it into a more realistic (and therefore infinitely sicker) gooey red colour. A lot of the cars in the PlayStation version have come directly from the PC cousin so what you see here is more or less what you can expect to find when you eventually get to plug your joypad in for the first time.

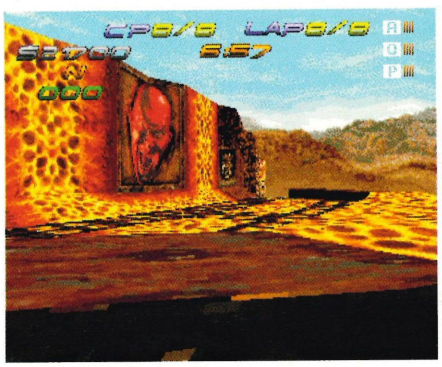
▶ up by outraged people. It's safe to assume though that *SCI* will ride the storm and quite possibly end up with one of the classic games of next year in the process.

BUTTER WOULDN'T MELT

We'll leave the final word to John who summed up the whole ethos of *Carmageddon* in a nutshell when he told us who he thought was likely to purchase it, "The people that are likely to buy our game are people who appreciate the black humour, appreciate a good quality action game, and like the idea of running over people in the street. *Carmageddon* is at it's simplest level a great, fun game!"

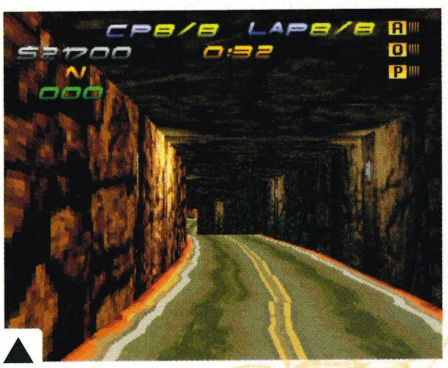
We doubt that even the do-gooders in the world will be able to argue with that. We'll have more on *Carmageddon* in a couple of months when we see how things are progressing in time for the launch PRO



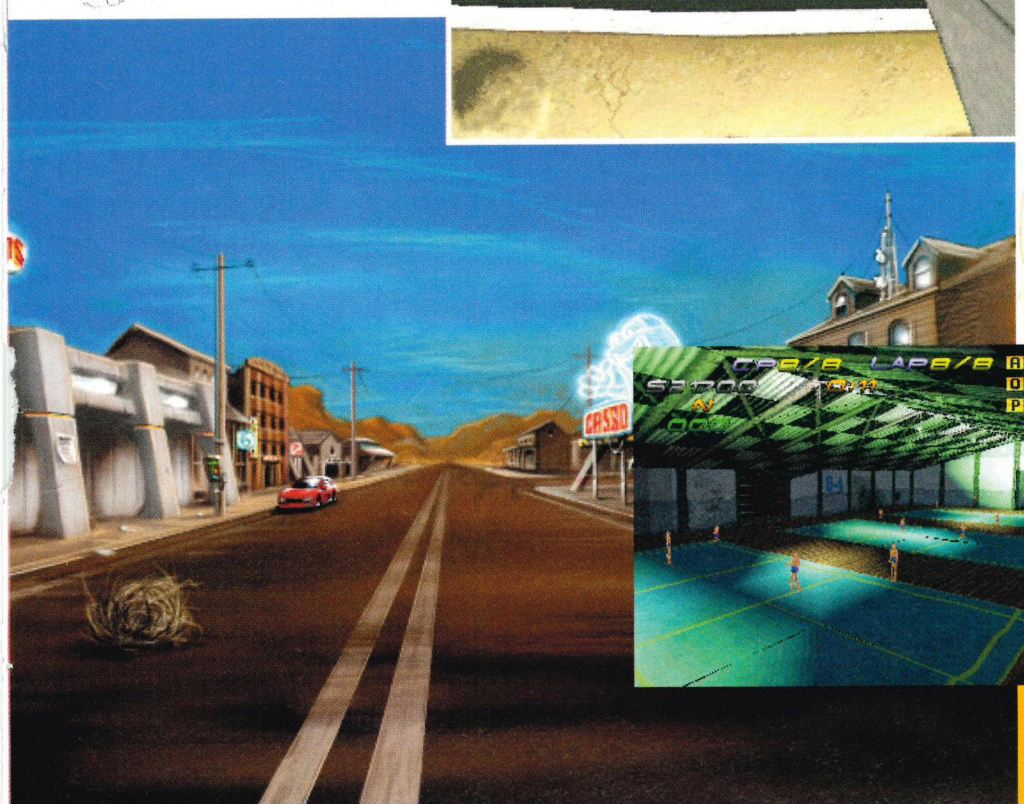






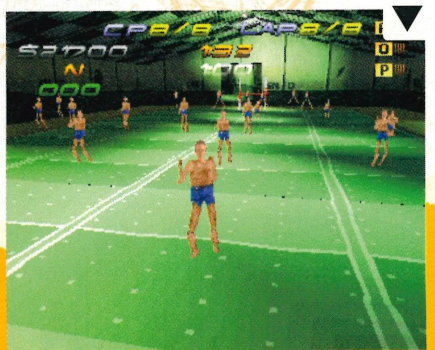


▲ **Featuring a standard of graphics you'll rarely see on the PlayStation, Carmageddon is set to wow people when it is released in the middle of next year. We can't wait!**



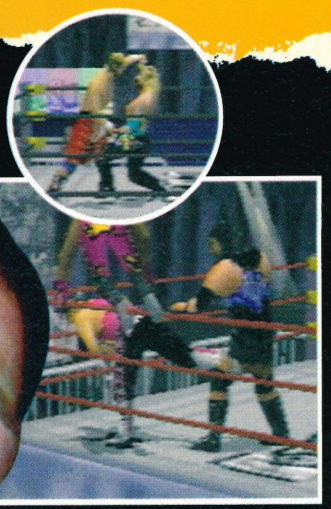
Okay, so the victims might not be the ones in the final version, but you get the idea that there'll be loads of people to run over

▼

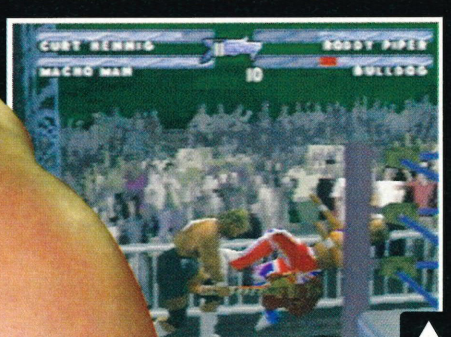


EXPOSURE

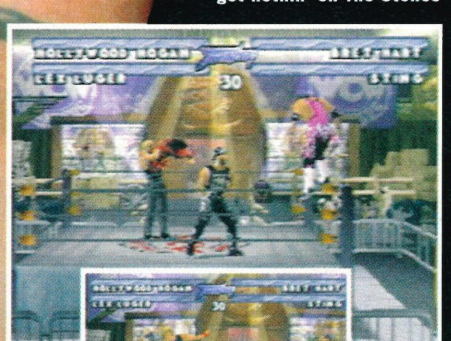
Butch men in tights may be something of a panto novelty in this country, but in the States it's one of the biggest crowd pullers. Thanks to satellite TV it has rapidly reached the same heights in the UK and we're all ready for another helping of steroid powered powder puff grappling



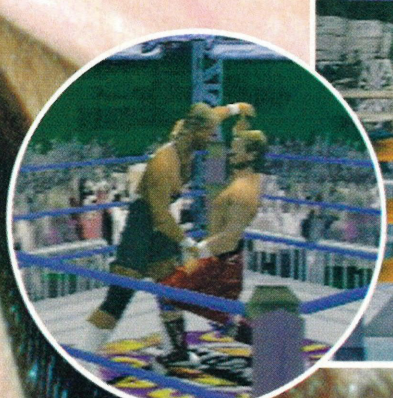
WCW

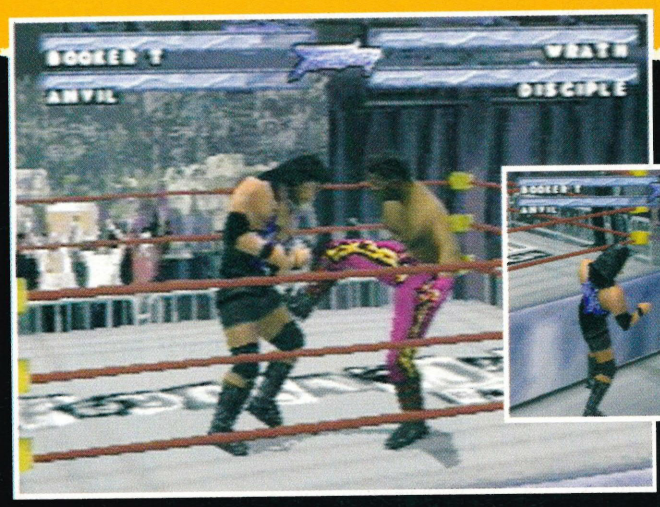


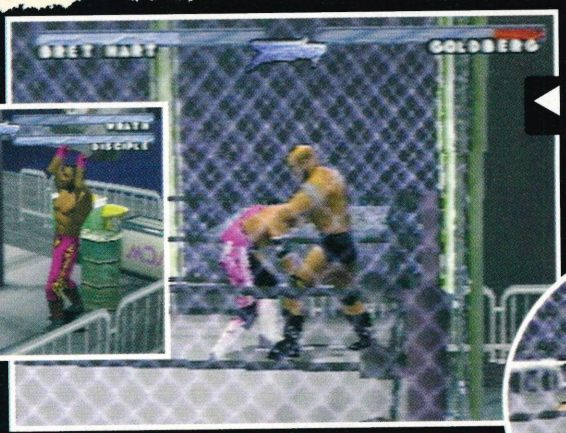
Curt Henning, formerly known as Mr. Perfect in his WWF days delivers a solid crack with his new Fender. Very rock n' roll, but he ain't got nothin' on The Stones













The cage matches are what separates the men from the... er, dames. These fights present the best way to get air and inflict pain as you climbing far higher than the top turn buckle

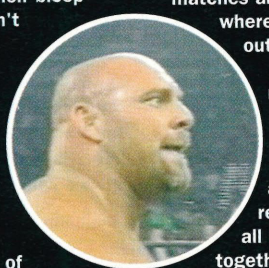


/NWO THUNDER



THQ is a company who're rapidly becoming one of the PlayStation's major players, and it's thanks largely to an upcoming stream of top quality games, many of which you can bet will feature the stars of the modern day spectacular that is wrestling.

At the time *THQ* snapped up the rights to get the likes of WCW favourites Hollywood Hogan and Brett 'The Hitman' Hart doing their bicep flexing business in pixel form, it didn't appear to be what you'd call a fantastic coup. But that opinion is changing as the sales of their first wrestle-fest show that their move into the grapple fighting market was something of a masterstroke.



GRIPPED BY THE BALLS

It has to be said, wrestling games aren't everyone's idea of a nice cup of char, but *WCW Nitro* was the long overdue exception to the rule. Featuring more wrestlers than your average Russian beauty parlour and some really novel touches, such as the rant mode, *Nitro* even managed to sway the Pro team towards tussles in tights (not literally!).

After almost half a year in development, the sequel is gearing up for a release in all its spandex glory, and all the signs are that a large step (the kind a 6' 7" hulk of a man would make) has been taken in all departments.

UP AT THE TWO COUNT

THQ are rubbing their hands together thinking of all the mullah they'll be raking in when *WCW/NWO Thunder* hits the shelves. Soon they'll be down to only bony skeletal fingers and won't have anything left to wave their dosh about with.

The game, like *Nitro*, takes its name from the popular TV programme and according to *THQ* near enough every wrestler featured on your television screen will be primed to pummel your PlayStation. You're looking at over 60 wrestling superstars complete with rants and their trademark poses and moves as well as a tidy collection of hidden brawlers waiting to be unleashed onto the scene.

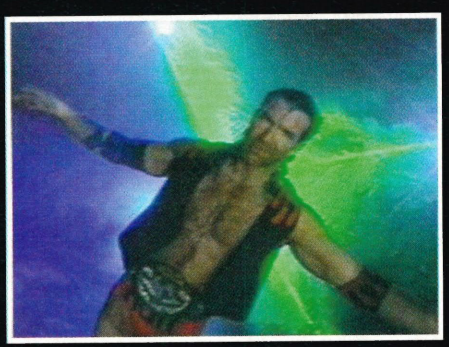
At this early stage the game is already looking like a very fine piece of programming with some spot on motion-capture upping the wrestling realism level even further, but it's the gameplay refinements that will make you goggle more than the lush graphics. For starters, *WCW/NWO Thunder* will offer exhibition, tag team, title league, cage matches and four player battle royal contests, where you'll be able to make the most out of each character's known allies.

However, if you'd prefer to match up two deadly enemies on the same team, their allegiance can be switched with the flick of a button. Not exactly PC you may argue, but come on! They don't really hate each other anyway, they all hit the gay bars and steroid dealers together after the paying public has gone home. To a non-wrestler I suppose the buddy thing is neither here nor there, but as nearly everyone owning any kind of wrestling game is a die-hard fan, I imagine this will be enough to soil your latex knickers.

CROWD PLEASING BEATINGS

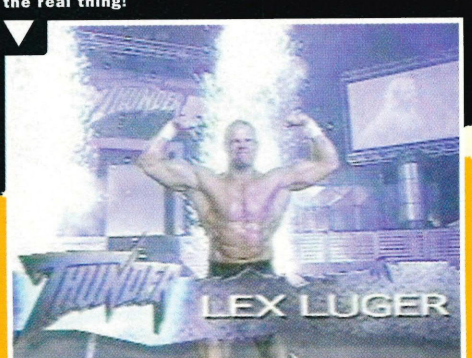
Tony Schiavone and Mike Tenay are the real life WCW commentary team that's been drafted in to provide the blow-by-blow, which we're told will whip the crowd up into a frenzy. So don't be surprised to hear a familiar chorus being belted out from the stalls when the fight swings in someone's favour. And that should be quite often if you manipulate the all new 'Might Editor' correctly. What's that? Well, it's kind of a points system based on the real life abilities of the wrestlers, though you'll be able to re-assign certain strengths to suit yourself.

Add to all of this a glut of real arenas, authentic wrestler entrances, masses of weapons from guitars, chairs and tables as well as dual shock compatibility and WCW/NWO Thunder has got all of the makings of another fantastic game. Get ready for the royalist rumble yet PRO





Each wrestler comes complete with their trademark entrance to the ring as well as their personal signature rock guitar riffs. It's more realistic than the real thing!









Warzone 2100

Protecting precious droids in a post-nuclear world? Welcome to life in the 22nd Century, boys...



Although given some vehicles to start your mission, you're able to build your own to suit any occasion

What's it all about? Looking set to give the likes of the *Command & Conquer* series a run for its money, *Warzone 2100* is a futuristic action/strategy game, set upon our own fair and seemingly tranquil planet.

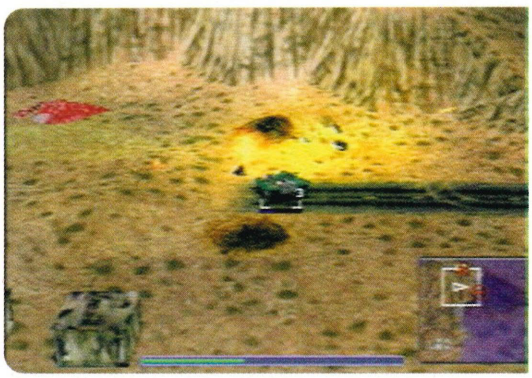
After the collapse of NATO and the eventual end of civilisation as we know it, a group of survivors from a long-running nuclear winter have taken it upon themselves to recolonise North America, as well as locate and reclaim lost technologies.

These plucky people have only a band of Command Droids to help them, which, with both training and experience, cultivate their own personalities and strengths, making them invaluable to the reclamation project.

Battle of the Planet

Developed at *Pumpkin Studios* in America, avid strategy fans will be glad to know that *Warzone 2100* has been lovingly developed under the watchful eye of Jim Bambra, whose past projects have included the *X-Com* series. However, unlike *X-Com*, each battle takes place in real-time within a true 3D environment, making face-offs with opposing factions all the more exciting.

Protecting and making use of your command droids is an integral part of the gameplay, so making sure that these are both well-equipped and highly experienced is the key to success.



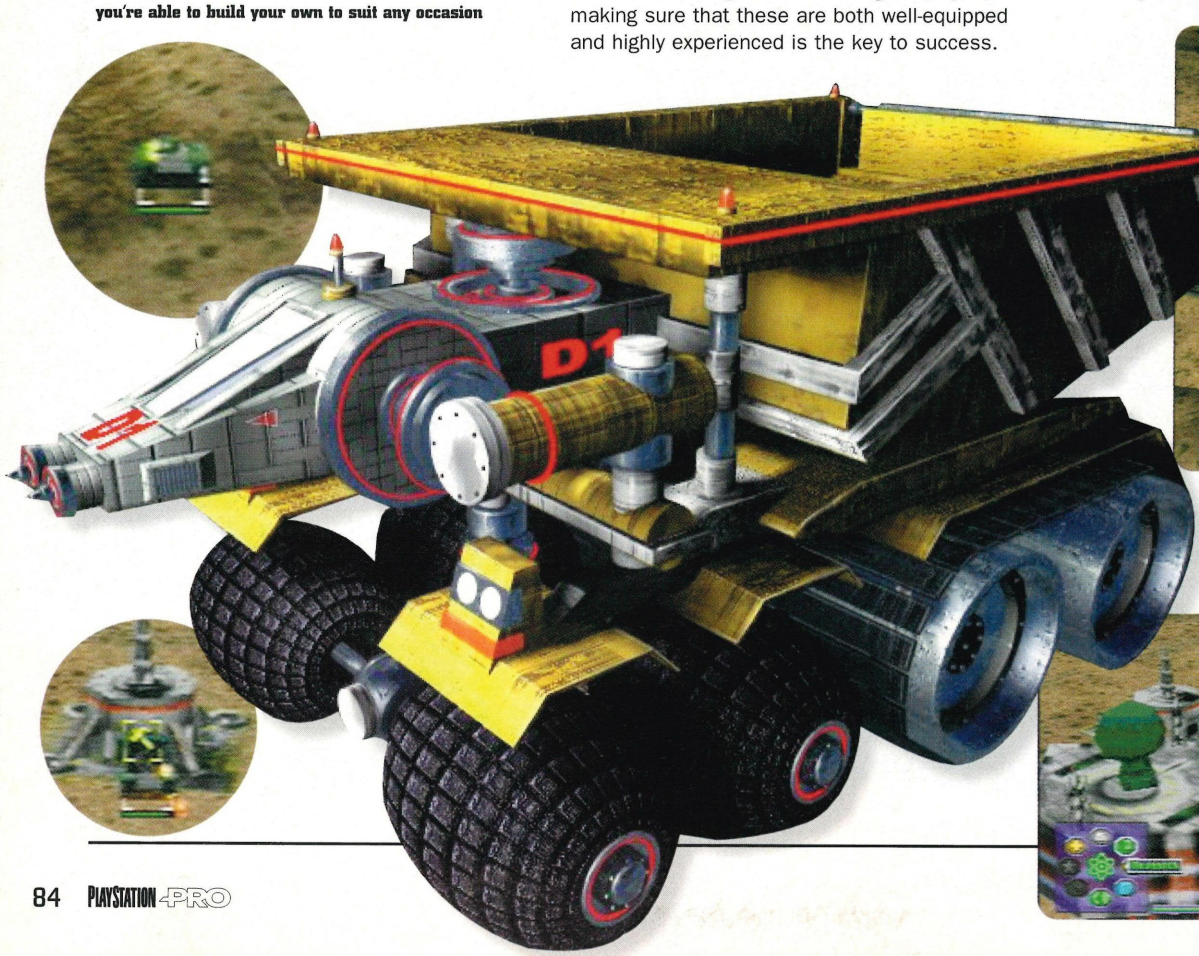
There's no messing about when it comes to defending your troops – just some good honest explosive action

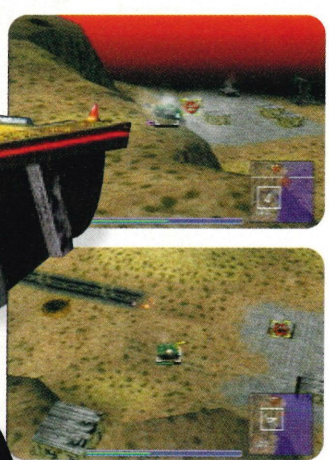
As well as these metal aides, players are also able to build a fine fleet of vehicles using a mix 'n' match system, meaning that any vehicle can be tailored to suit your needs.

With three massive campaign maps to research and battle your way through, as well as the ability to play against other tactical types (using a trusty link cable), *Warzone 2100* is bound to tempt everyone who doesn't mind combining plotting and plundering with the merest hint of khaki.

When's it due? April

Who's responsible? Pumpkin Studios/Eidos





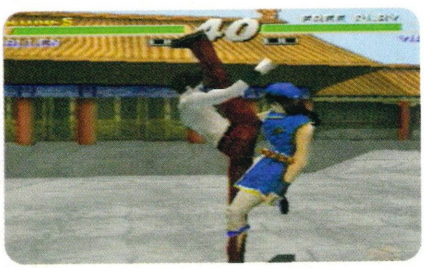
Aerial viewpoints allow you to see exactly what's in the area, such as which snide monkey is shooting at you while you're back's turned



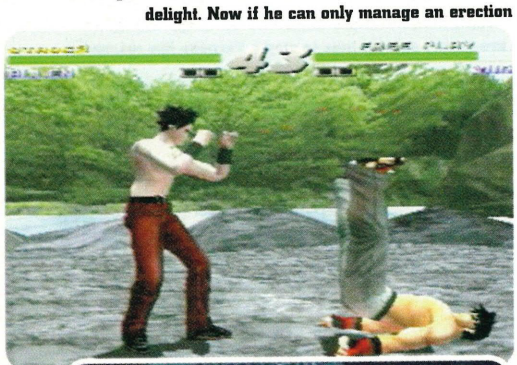


KENSEI - sacred fist

Another fighting game? When will we humans learn to get along?



Having studied the Karma Sutra, Allen manages to complete the dislocated Crane, much to his play-mate's delight. Now if he can only manage an erection





What's it all about? As anyone who has ever spent the early hours of Saturday morning picking up their teeth with broken fingers will tell you, Mr Miyagi's supposedly unblockable Crane kick isn't much cop against a guy who's just had his pint spilt.

Now while not strictly based on pissed up brawls – unless "Sacred Fist" is the name of a Chinese takeaway – *Kensei* gives you an array of groping, grappling and other dirty moves that wouldn't seem out of place on a CCTV camera opposite your local taxi rank.

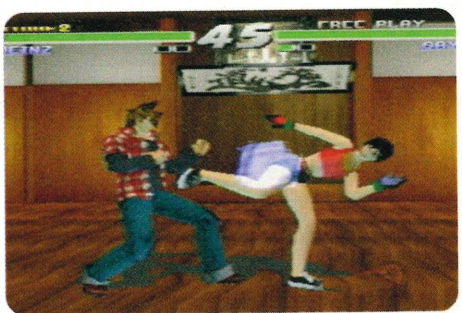
Kensei plays more like *Dead Or Alive* than *Tekken 3*, but comes without the water balloon baps (shame). But this isn't necessarily a bad thing, as one of the game's characters bears more than a passing resemblance to Steven "I ate all the pies" Segal. The idea of seeing his wiggling pecs is enough to make you nauseous.

You can expect to pull of some stunning countermoves and the usual set of combos are there, as is a blocking system that will have you performing the kind of speedy defensive arm blurring that you'd find in a Wu-Tang video.

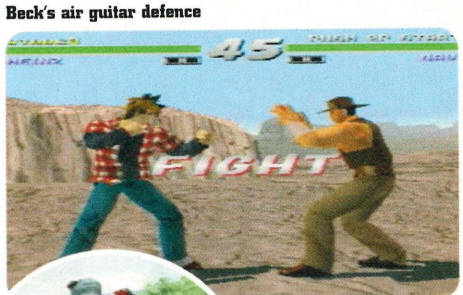
Konami have spent three years developing the game and have come up with a very smooth piece of violence. The fact that you can trip up your opponent, hoist them off the floor and then knee them in the groin should make for some heated two player grudge matches. Come February, *Kensei – Sacred Fist* could be the one that will persuade *Tekken 3* fans that there's nothing more fun than a kick in the nads.

Who's responsible? Konami

When's it due? February

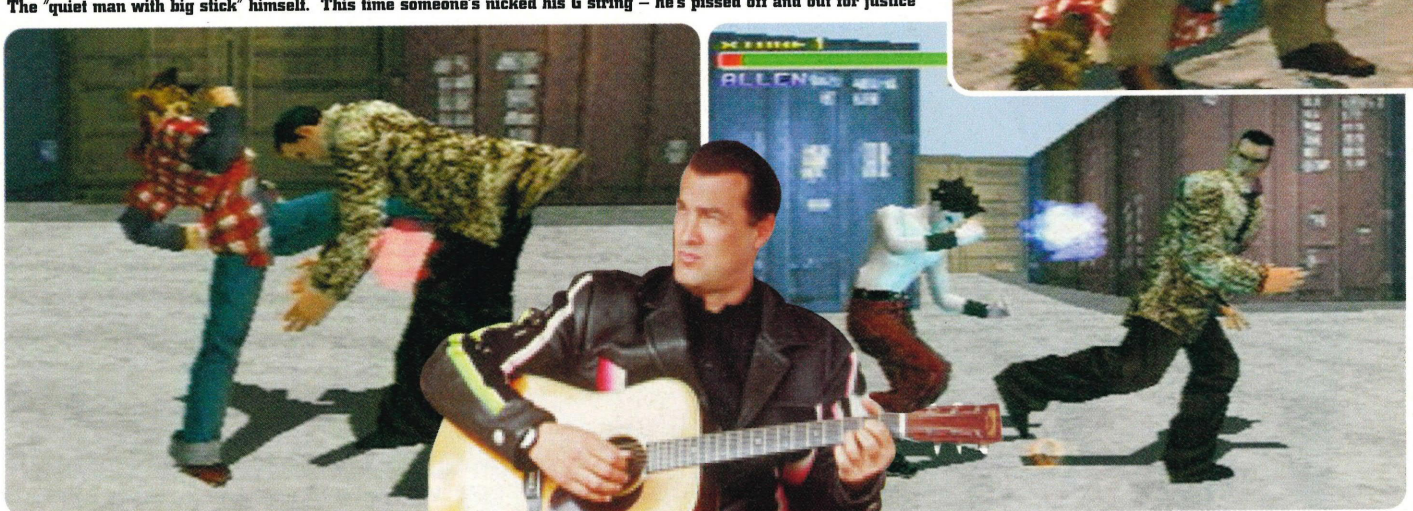


Trying to beat the low-tech songster's potent blocks, the ancient art of the blue monkey fart proved no match for Beck's air guitar defence

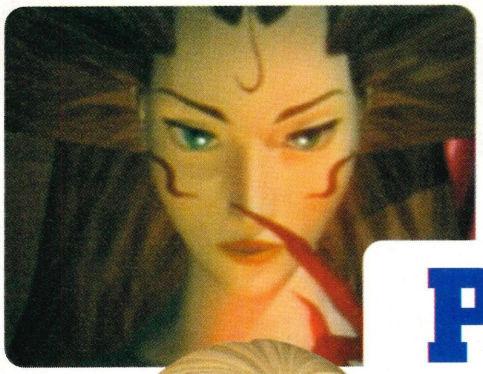




The "quiet man with big stick" himself. This time someone's nicked his G string – he's pissed off and out for justice



Unfortunately, Steven doesn't take requests that involve that guitar, a sideways thrust and his arse







Parasite Eve

The night before the morning after, was the dawn of the dead's parasite eve



What's it all about? Yes, we know it's not about to be released over here yet, but as all and sundry have been gagging for tit bits on this one, we thought we'd visit our local imports emporium and see what all the fuss was about, and from what our Japanese version has displayed so far, the hype is well and truly justified.

Disco Inferno

The game comes across as a cross between the *Resident Evil* series and *Final Fantasy VII*. It isn't an RPG, but *Parasite Eve* does borrow elements from that genre to deal with your inventory, health, equipment and attacking manoeuvres. It wasn't really what was expected and is kind of strange initially as you are eased through the introductory act. However, it soon becomes apparent that *Parasite Eve* will have much to offer.

Pitched into the mysterious plot as a young female cop with the NYPD, you're in a race against time to discover exactly what caused the mass combustion of hundreds of guests at an opera performance gone wrong, before it happens again. And why didn't your sexy character, Aya, also get char-grilled at this classical cook-off?

Cellular crone

That's just one of the many questions that will be asked over and over as the sinister plot unfolds. Apparently it's all something to do with Mitochondria, a cell within the human body that has evolved independently and has began acting like a parasite, taking over all and sundry and turning harmless animals into raging death machines, which makes Aya's hazy flashbacks all the more intriguing. Will she too fall prey to this mutant strain?

You'll have to wait for the full PAL review code before you find out the answer to that one, but we'll keep you updated with new screenshots of *Squaresoft's* genetic horror as and when we get them.

Who's responsible? Squaresoft

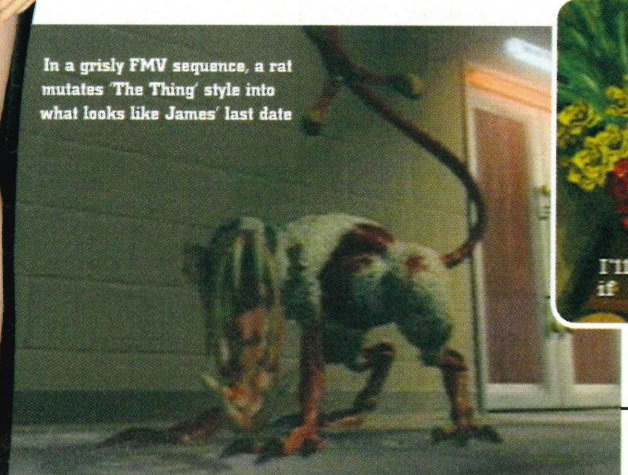
When's it due? February



Racing between locations in New York, Aya and Daniel are racing against time to stop a Parasite Eve massacre







In a grisly FMV sequence, a rat mutates 'The Thing' style into what looks like James' last date



When your body's turning into blancmange, you'll not be that fussy about your soul as it slips down the grid

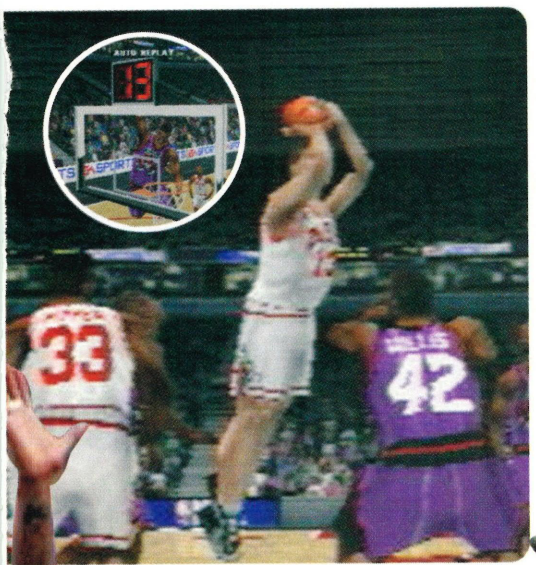


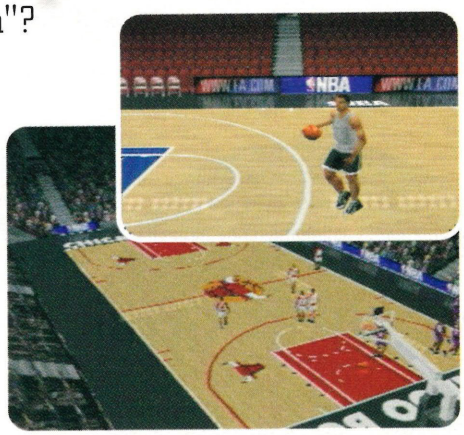




NBA LIVE 99 "Hoop of dreams"

Fancy perfecting your "one hand slam"?



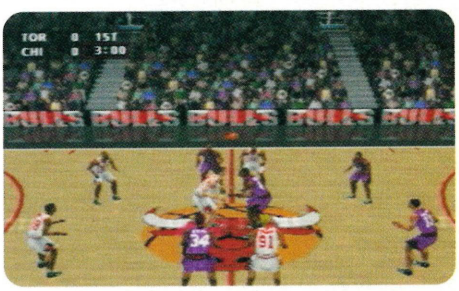


Practice your skills on an out door court... And then bring them to the finals. Nice plan. Shame I'm still crap

What's it all about? *Electronic Arts* are being a bit optimistic with the titling of the fifth game in their *Live* series. Whether the NBA will actually have a '99 season is still in some doubt. Apparently, the players want more money/game tie-ins/cocaine or something. So until the dispute is settled, the closest anyone is going to get to an NBA game is in a cyber-arena.

The new game features all the NBA stars minus one M. Jordan (Mike wasn't too happy with *EA's* pay deal and told them to go jump), and looks set to bring the anguish of being one of the planet's highest paid sportsmen to the PlayStation. Facial expressions have been keyed directly into the gameplay, with *EA* spending a lot of time identifying individual players' grins, winces and war cries. This means that when you bring in another slam dunk, you will see a smug look on your player's face as he realises that he's just secured another deal with a trading card company.



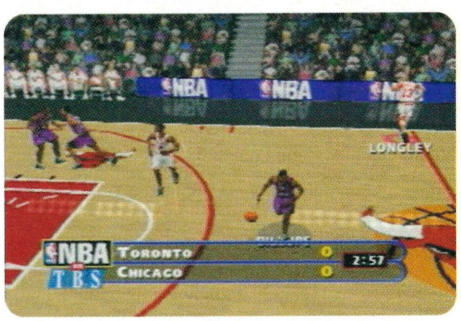


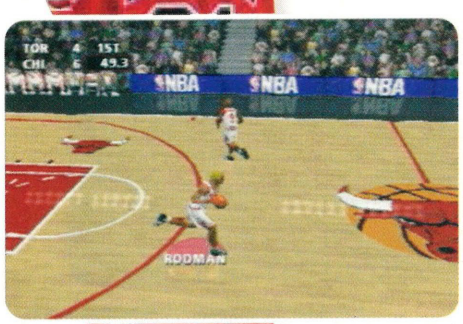
He got game

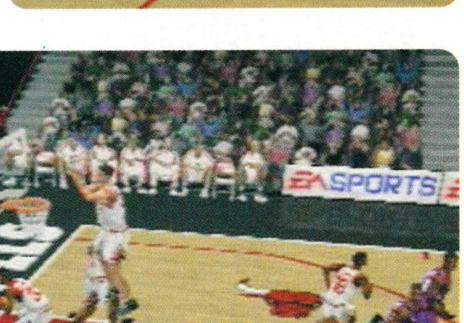
NBA fans will once again be immersed in ridiculous detail – even down to the chatter of your players and the warning screams of your coach. Boston Celtic and NBA all-star Antoine Walker has been motion-captured and has graced the game with his signature "shimmy-shake." Stats fans will drool over the amount of information available, as *Live 99'* comes complete with the current NBA statistics, which can be completely customised – or totally ignored, depending on how you want to play the game. But one feature that's missing is the "It's just bloody Netball!" mode, where you re-create a match between St Winifred's school for fallen ladies and the local comprehensive. Now that would be one to watch out for!

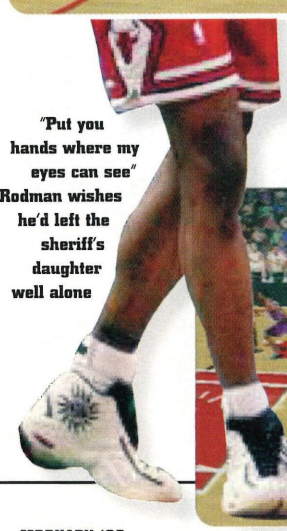
Who's responsible?
Electronic Arts

When's it due?
Autumn









"Put you hands where my eyes can see" Rodman wishes he'd left the sheriff's daughter well alone

Your players are allowed to use any NBA sponsored shampoo they want – including "Mustard and beer." Nice!







Bushido Blade 2

It's a case of slash and burn with Squaresoft's bladingly good slicefest





What's it all about? If you've played the original *Bushido Blade*, you'll know that it's a fighting game with a difference. Rather than placing fights in a ring (a la *Tekken 3*) and fighting until your trusty health bar decreases, *Squaresoft* have once more put the onus on realism with a lack of health bars as well as realistic environments in which to confront a gaggle of sword-swinging combatants.

Focusing on the long-running battle between two rival factions and their fighting schools (the Narukagami and the Shainto), *Bushido Blade 2* not only marks the final showdown between the two sides, but lets you take your team of choice into victory against the opposition.

One Hit Wonder

Even if you're not a fan of the original game, don't dismiss *Bushido Blade 2* as being just another sequel, with different characters and fighting locations being the only changes. Although you are given new fighters to find and play with, *Squaresoft* have done the decent thing and made changes to the gameplay, and in particular, the fighting system.

This new fighting style incorporates two standard attacks (forward and reverse), and no blocking system, meaning that rather than there being an easy way to prevent damage, you now have to be a lot more cunning with your moves (and timing of them) in order to counterattack. The game also works on a 'one-hit' system, where a single good slashing will sort you out once and for all.

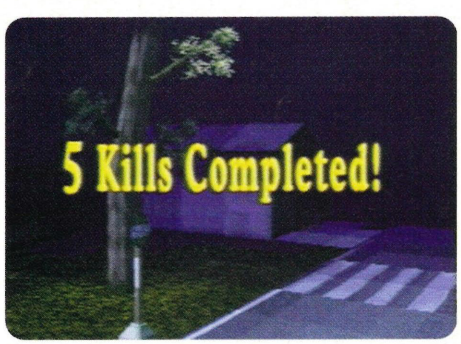
With a finely-honed cache of fighting tools, as well as some pretty nifty game options, including two-player link-up games and group battle modes, you won't be beating about the bush when it comes to *Bushido Blade 2*.

Who's responsible? Squaresoft

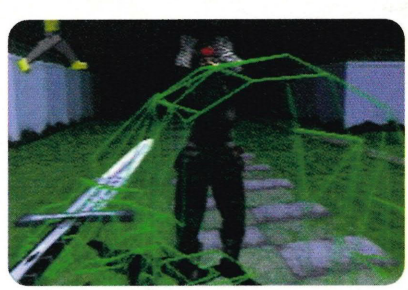
When's it due? TBA

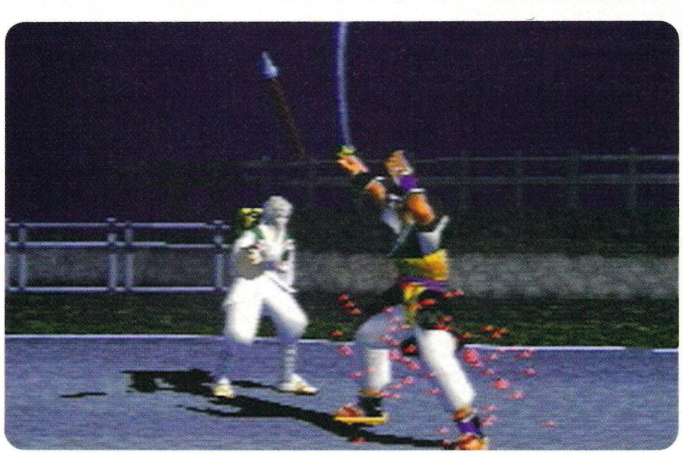
Viewing the battle from a first-person perspective is possible by using wireframes to form your character







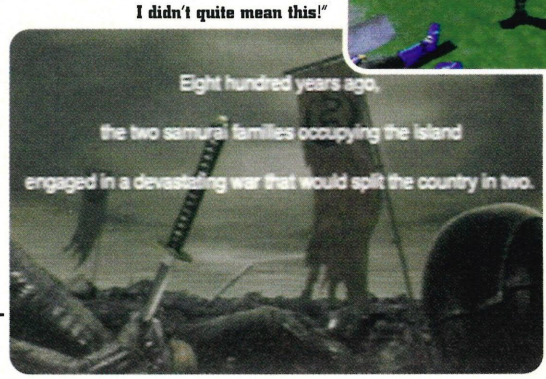




Blades collide, guards are dropped, blood spurts and enemies fall – all's well in the world of sword fighting



"When I said I wanted to go for a slash, I didn't quite mean this!"



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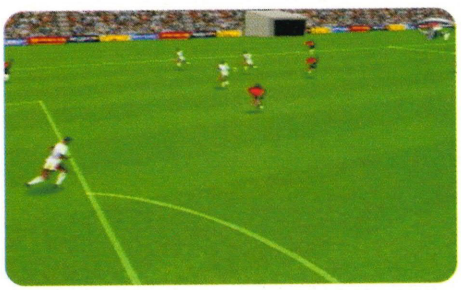


Sensible Soccer

Football is about to go completely sane



As well as classic and television camera angles, Sensi also comes complete with the "spot the ball" viewpoint





Three hours into penalties and still the score remains an awe inspiring 0,0. You can almost taste the tension

What's it all about? How many times have you dug out a game that you used to think was the mutt's nuts, only to find it's in fact a piece of worm-ridden cack? It's true that some things are timeless. But videogames definitely aren't.

When *Sensible Soccer* was released back in 1991, it was acclaimed as the best football game of all time. Well its seems that the game hasn't lost any of fans. The current PC incarnation, *Sensible Soccer 98,* has a web site that has been visited by over a million people since February. You can't say that about *Shadow Of The Beast* can you?

Krisalis/GT Interactive have decided that your favourite grey block deserves a conversion, so get out your rattles and put on that bobble hat because *Sensible Soccer* is back to force us take our footy seriously.

Golden goals

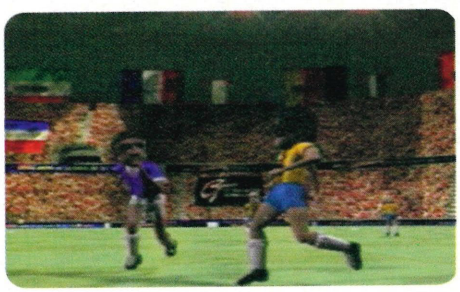
The game's original graphics consisted of *Sensi Softs* trademark squat men tear-assing around a 2D scrolling pitch. But just like ugly people, *Sensible Soccer* made up for its looks with a winning personality. However, the graphics have been totally re-done in 3D to bring them into line with the current standard. Any of you who fondly remember the old game's look will be pleased to hear that you will still be able to play the game from the "classic" point of view.

The PlayStation isn't shy of the odd football game, there are shed loads of them – Some good, some bad and others that wouldn't piss on if they were on fire. Whether *Sensible Soccer* will make us look back at a golden age of videogaming with a smile on our face or make us reach for a pint of kerosene – we shall have to see.

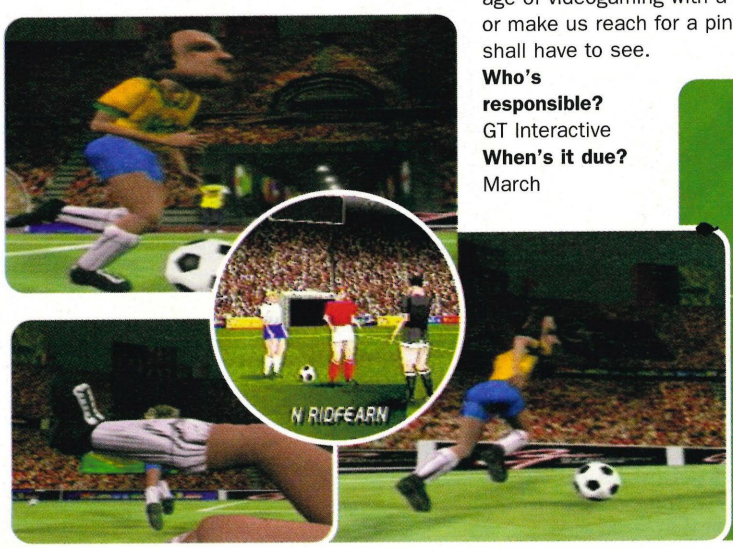
Who's responsible?
GT Interactive
When's it due?
March



The game can be customised so that you can even have a "bloaty head" World Cup.. if you really need too!



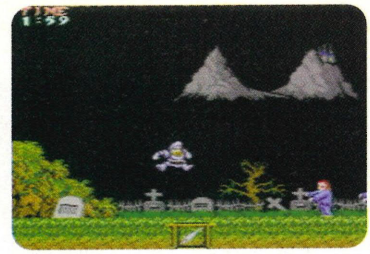








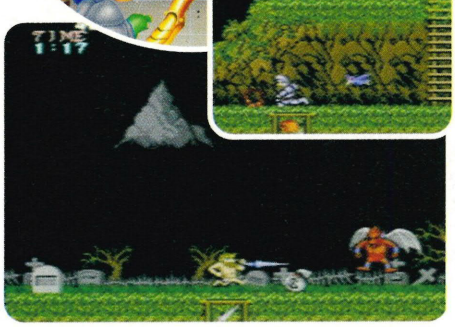




Capcom Generations 2

Capcom take us to their favourite haunts to show us the skeletons from their gaming closet





What's it all about? Adapting and re-releasing classic games for the PlayStation has been all the rage recently, and it's no different in Japan – they're currently going crazy for *Capcom's* latest series of games. *Capcom Generations 2* is the second release in their range of classic collections, and will resurrect a wealth of memories for all you ghoulish gurus out there.

If you've not already guessed from the terrible puns, *Generations 2* not only features spooky platform shooter *Ghosts 'N' Goblins*, but also its sequels. These include *Ghouls 'N' Ghosts*, and *Super Ghouls 'N' Ghosts*, which will prove a delight to both veteran ghost-busters and spectre-spotting amateurs alike.



Beware of being repeatedly attacked, otherwise you'll end up scampering around in the buff

Groovy Ghoulies

Playing as a knight in shining armour, the object of each game is simple (as was gaming's wont in the good old days): rescue a maiden from the clutches of an evil monster while jumping over a variety of carefully-laid obstacles. While on your way to relieving the damsel in distress from her evil captor, you'll also have to fight off hordes of zombies, rabid dogs and other assorted Halloween horrors, all of which are out to get hinder your heroic progress. However, help does come in the form of a variety of pick-ups left for you on the way, including new weapons, health bonuses and pouches of gold.

Although the side-scrolling, 2D format and simple graphics of these games hasn't been updated or improved for the PlayStation release of *Generations 2*, there's still a fair amount of charm to them, not to mention a hell of a lot of playability. If this appeals to you, keep your fingers crossed that *Capcom* decide to give this blast from the past a UK release soon.

Who's responsible? Capcom

When's it due? TBA



The further you get into the game, the better the weapons you'll pick up – including this sexy sword, specially designed for slicing zombies



All manner of spooks are out to get you, including a couple of ghosts that make Casper look like more of a wuss than he already is



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Perhaps you've only just joined our ever-growing army of PlayStation Pros and fancy beefing up your mag collection so you've got the full set? If that's the case, go ahead and take advantage of this incredible offer!

The mags are limited in numbers, and as you can see, we only have a few left due to popular demand. So it's a first-come first-served basis and, unfortunately, issues 1, 2, 3, 4, 5, 7, 8, 9, 11, 12, 13, 14, 15, 16,17 and 22 are sold out already. Sorry!

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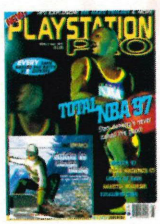
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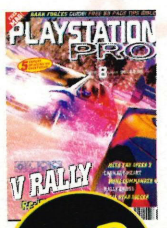
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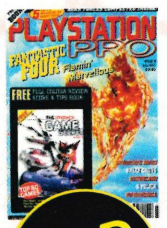
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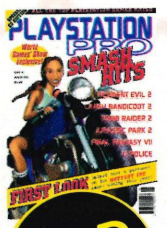


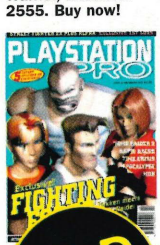
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Massive reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555. Buy now!







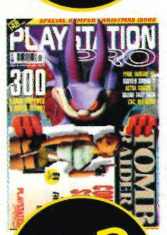






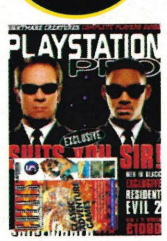


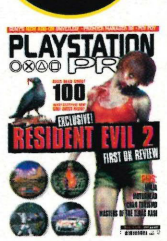














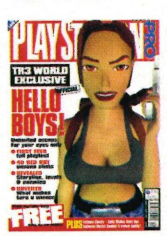
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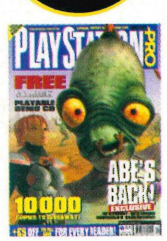
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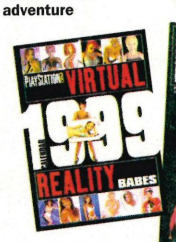
TWENTY FOUR
Full to bursting with gaming goodness including the world exclusive on Lara's latest adventure

TWENTY FIVE
Abe's back and we have the exclusive to his new Oddworld adventures. Plus there's a free giant Tekken 3 poster











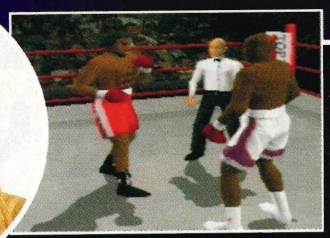
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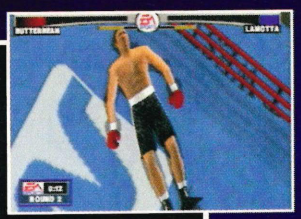
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Actua Soccer 3, TOCA 2, Brian Lara Cricket and CW: Vengeance. Plus: Free Driving book featuring V-Rally, F1 '97 and TOCA

TWENTY NINE
World exclusive first look at Quake II, plus reviews of Tomb Raider 3, Crash Bandicoot Warped, Michael Owen's WLS '99, FIFA '99, and your very own virtual reality babes calendar for the year ahead











CHICKEN'S CHALLENGE – KNOCKOUT KINGS

Boxing fans will have delighted at the chance to play a real sim of the sport and my challenge this month revolves around the use of your fist. Er, moving swiftly on, try this...

● Set-up
Make yourself a new heavyweight and set him up as a South Paw style fighter.

● The Gauntlet
Win the heavyweight title from Butterbean losing no more than one fight on your road to the top. It's a long haul, but it is very possible.

● Rules
Have the three knockdown rule switched on.

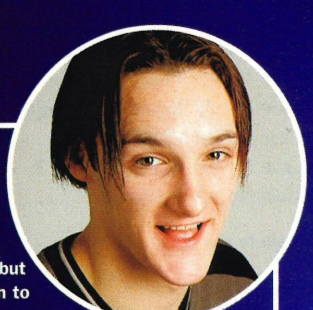
● Hints
Duck and move and work hard on your power and stamina in training



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!





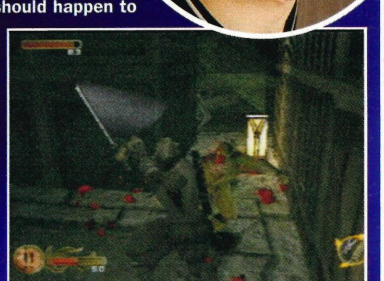
JAMES'S CHALLENGE – TENCHU

The most realistic throat slicingly good game in history has been thrilling fans of the mystical orient for months now, and thousands of budding warriors have studied the shadowy ways of the Ninja, but are you a real stealth assassin or just a Chinese chump?

● *Set-up*
Set the game to the hard difficulty setting and select Rikimaru as your character - he's slightly larger than Ayame and therefore a little more difficult to conceal.

● *The Gauntlet*
Get your sneakiest plimsolls on for this one, as you'll be taking on the challenge of mission 2 - 'deliver the secret message'. Anything less than a Grandmaster rating will be rated as a failure.

● *The Rules*
You mustn't select any equipment, but can use anything you should happen to pick up on the way. Forget about the grapple hook too, as rooftops are strictly out of bounds.



● *Hints*
Familiarise yourself with the guard routes of the enemy Ninjas and take out anyone who may hinder you later on. Making kills will award you with extra points, but only if you remain unseen throughout - if you get sighted you can forget about that elusive Grandmaster title. Patience, planning and preparation are the keys to success in this game, rush into any situation and the chances are you'll be worse off for the experience.



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

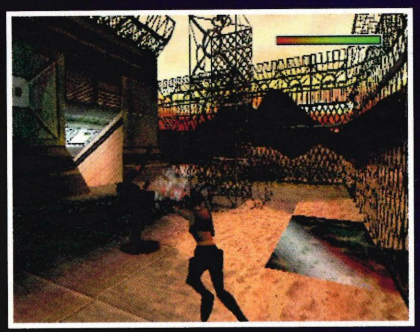


KAY'S CHALLENGE – TR3

Lara makes her third entrance into the realms of adventure, but it's not all jumping, climbing and shooting, you know - when Lara gets home, she likes nothing more than getting down and dirty on her quadbike. If you've not yet ventured into Lara's lair, then what are you waiting for?

● Set-up

Go into Lara's home, and make your way to the courtyard via the front door. Turn left, and you'll see the gate which leads you to the quadbike track. Let yourself in using the key (if you haven't got it, try the following cheat: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2), get on your quadbike and rev it up around the course!

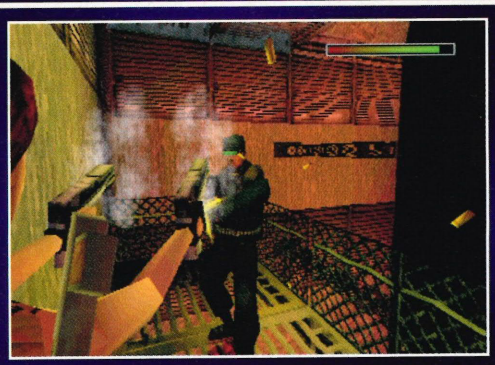


● Gauntlet

The lap time to beat is 0:41.86

● Rules

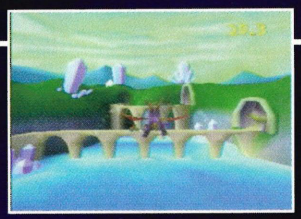
None at all - just get your ass round there as soon as possible!



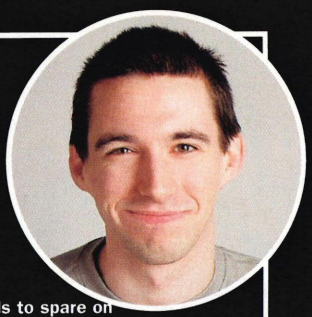
● Hints

Remember that running into things can cause damage to Lara's health, so take care! Also, when faced with a slope, the faster you approach it, the faster you'll ascend it, so a run-up is essential. And if your time isn't great on the first few runs, don't worry - just keep going round, and you'll see your best time is recorded and displayed at the end of each lap.



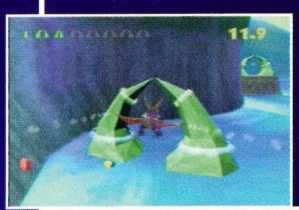






SAM'S CHALLENGE – SPYRO THE DRAGON





Most definitely the one to beat in the world of platform adventure. The graphics are seamlessly smooth, the music is by the bloke who did The Equalizer theme tune and the characters are cooler than a kennel full of reservoir dogs. It's doing well in the sales chart, so I'll expect some serious challenges.

● Set-up

In the Artisans world, go to the pond with the floating stones and step on each stone once. The stones will flash yellow and 'Sunny Flight' will be revealed. Go through the gate and sharpen those reflexes.

● The Gauntlet

Go through all the arches and destroy all the planes, chests and trains with six seconds to spare on the clock.

● Rules

Don't throw anything at the TV when you keep dying, it ain't cheap you know and since Rumbelows closed down, rental prices have hit the roof.

● Hints

It takes a while to master these flying levels. Stay way above the water and steer tight around the corners. You can fly by any route you choose, but there's going to be one that's quicker than the rest.



LEWIS'S CHALLENGE – TOCA 2

TOCA 2 is the PlayStation's greatest driving game, forget Gran Turismo, this is where it's at. It's also one of the hardest challenges you can find, but to make this even more difficult, and perhaps even impossible (unless you're as good as I am), try my gauntlet...

● The set-up

Start a single race in TOCA 2 in expert mode. Now enter MINICARS as your name. You'll be told that the cheat has been enabled. Begin a race and switch through your views until you're presented with the aerial view ala "Micro Machines V3."



● The gauntlet

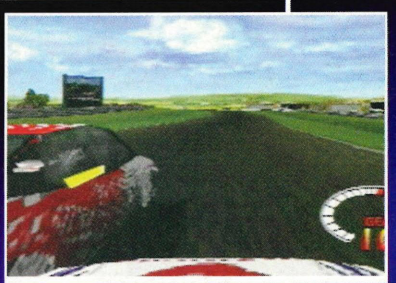
In expert you must beat the rest of the pack in 'any' car to get a placing in the top three - number one if you're good enough.

● Rules

You can't switch out to an easier view at any point. You can try any circuit you like except the US track, its right angles make it just too easy.

● Hints

Try playing Micro Machines V3 first, you may get the knack of this challenge - then again...





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DEAD OR ALIVE

Dear Titty Woman,
I know you're the kind of person who understands how important it is for an insecure student to have one over on his mates, so am turning to you for help with Dead or Alive. Basically, make me win every time. Please. Er, were my eyes deceiving me or did I see you on some dodgy digital television chat show the other day?
Mike Slattery, Manchester

PS. Any help you cna offer on Duke Nukem: Time to Kill would go down well too. Cheers

Your eyes are not deceiving you Michael, though I find that difficult to believe, because as a student I'm amazed you haven't gone blind by now for one reason or another. You surely haven't escaped the hairy palms as well. Here's a little of what you're after. It won't make you win every time but it'll give you a giggle and that's all you students are after. I Hope it goes down a treat. If you know what I mean. Eyes down for the Dukester, big boy.

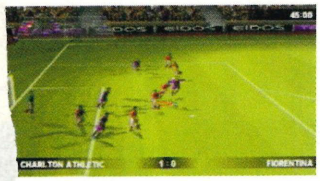
ADDITIONAL COSTUMES
Set all options to the default settings and complete tournament mode. One additional costume will be unlocked each time the game is completed.

FIGHT AS RAIDOU
Unlock all costumes for all characters. Select costume 14 (for female characters) or five (for males), then complete the game under the normal difficulty level and default settings. Complete the game with Raidou under the same conditions and you'll get to scrap as Ayane.

REPLAY END OF ROUND
Hold 3 + ' and press 1 after a round ends but before the vistory pose begins. Continue to hold these buttons and press 1 to replay the end of the round in full.



CHARACTER VOICE OPTION
Complete the training mode by executing all moves after enabling the "command list"





WORLD LEAGUE SOCCER



Q&A Dear Bea,
I've been playing World League Soccer for a couple of weeks and it's by far and away the best football game yet created for the PlayStation. Despite being fantastic and being able to kick everyone's arse at it, would like a cheat so that I can be even more impressive. What can you do for me love?
Dave R. Keane, Northern Ireland

Q&A Well first of all I can kick *your* arse for calling me love. At least I would if I wasn't sure you'd love it, you bugger. World League Soccer eh? Michael Owen can score from anywhere in my box any time he likes, the little pixie. Anyway, I can't make you any better Dave (not that I'd question your performance!) but I can offer you a little bit of something.

REAL PLAYER NAMES

Go to the option and select Player Editor. Choose English League then any team. Now edit any player's name and change it to "Teamtwo". Click on it to make a new "Default 2" option appear. Click on the latter to bring up the real names for that team. To change the names in all the other English teams, click on "Back to Teams" then on "Default 2" in that menu. As well as appearing correctly on screen, the commentator will nowe pronounce the proper names during play.

COOL BOARDERS 3







Q&A Dear Bea,
In order to become the king of the slopes you might like to follow my advice. To access all tracks, select tournament mode and type in your name as WONITALL.

To use all boarders enter tournament mode and type in your name as OPEN EM. And finally, if you want to race in Big Head mode go into the tournament mode again and enter your name as BIGHEADS.

It's that simple and it makes the game tonnes better. So what are you going to do for me?
Steve "Built" Weekes, Co. Durham

Q&A Open 'em? Big heads? Are you trying to corrupt me. Someone has beaten you to it, dear! As for what I'm going to do for you, I have to say... nothing. Well you know what they say about "built" guys don't you, Mr. Shrivel-Sack.





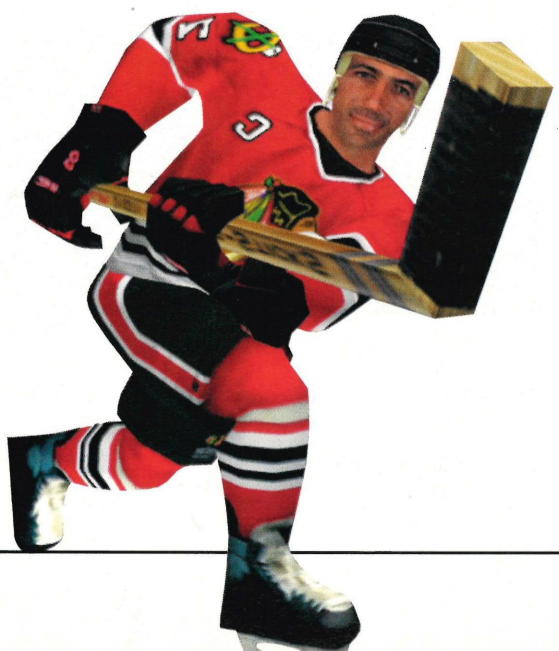


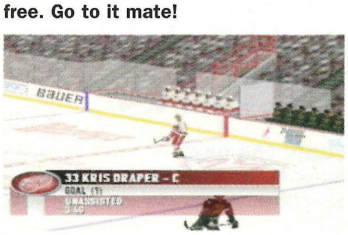
NHL '99

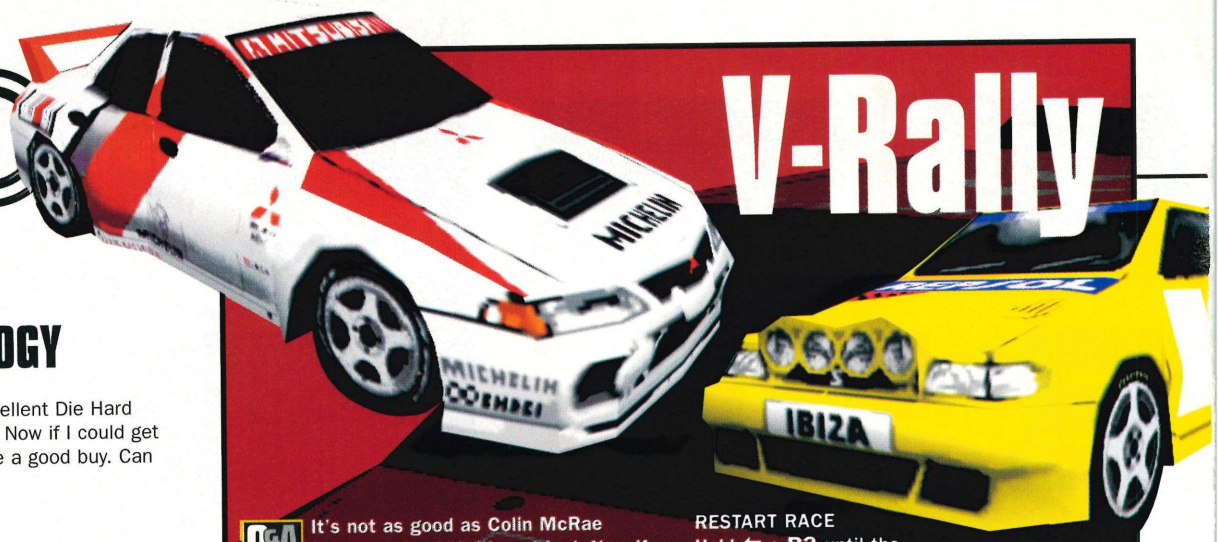
Q&A Dear Miss Bea,
I've always been a massive fan of ice hockey and naturally rushed to buy NHL '99, especially after the great review it got in the magazine.

I was wondering if you could provide any tips or hints on this game for me. Do any exist?
Karin Masanura, Barking

Q&A It's nice to get a letter from a female. Makes a change for something in my postbag not to end with a request for milk bottle (pink top variety) shots. Consequently Karin, I'd be delighted to help you out with a tip on how to scrap.When you get in a fight, don't hit the other player. Lert him beat you up and don't throw any punches. You'll find you get a two minute roughing penalty while the other violent sod gets five, giving you a three minute power play after your penalty. If you, ahem, pull it off perfectly you'll even get away scott free. Go to it mate!







V-Rally

DIE HARD TRILOGY

Dear Miss Bea,
I've recently got the excellent Die Hard Trilogy for just a tenner. Now if I could get far in the game, this would be a good buy. Can you help me?
Shaun Taylor, Gwent

That's a fine bargain buy Shaun, and since you're such a bargain hunter, here are your low-cost, frill-free cheats...

DIE HARD 1 CODES
Pause the game, highlight the quit option, then hold R2 while entering following codes.

INVINCIBILITY
Press ➡, ⬆, ⬇, ■.

FAT MODE
Press ➡, ■(2), ⬇.

TARGETS FLY TO HEAVEN
Press ⬇, ■, ▲, ⬇.

UNLIMITED AMMUNITION AND VARIOUS GUNS
Press ➡, ⬆, ⬇ (2), ■, ➡. Repeat the code to get different guns and unlimited ammo (shotgun, MP-5 sub-machine gun, assault rifle, explosive shotgun, M-60 machine gun, hand gun).

DIE HARD 2 CODES
Pause the game, highlight the quit option, then hold **R2** while entering following codes.

MAP EDITOR AND INVINCIBILITY
Press ➡, ⬆, ⬇, ■. Press **START** and select the "Use Map Editor" option to change the game.

FAT MODE
Press ⬅, ▲, ➡, ⬇.

SKELETON MODE
Press ⬇, ■, ▲, ⬇. Everyone will appear as skeletons.

EXTRA AMMUNITION
Press ➡, ■, ⬅, ●, ▲, ⬇. 99 rockets and grenades will be available.

DIE HARD 3 CODES
Pause the game, highlight the quit option, then hold **R2** while entering following codes.

CHASE VIEW
Press ⬇, ●, ⬇, ●.

VERY SLOW MOTION
Press ●, ⬇(2), ■, ➡.

999 TURBOS
Press ●(2), ■(2), ⬇(2), X(2).

INFINITE LIVES
Press ⬅, ●, ⬆, ⬇, ■, ➡.

FUZZY CAR DICE
Press ➡, ●, ⬅(2), ■, ⬇. The interior view will display two model cars or two fuzzy dice hanging from the top.

CLOUDY SKY
Press ⬇, ■, ▲, ➡.

FLYING SAUCER MODE
Press ➡, ■, ▲, ⬇, X(3).

It's not as good as Colin McRae Rally, but for £19 it's not bad. Now if you'd kindly pass on a few cheats, you tasty looking strumpet, I'll not bother you any more.
Andrew Toole, Crewe

Toole by name, tool be nature? You won't be bothering me at all when you try entering these tricky cheats...

CHEAT MODE
Quickly press ⬆, ⬇, ● + ▲ when the Infogrames logo appears. The phrase "Lock Off" will appear to confirm correct code entry. Note: Press ⬆, ⬇, ▲, ●, ⬆, ⬇, ▲ + ● for the PAL version of the game. The arcade medium and hard tracks may now be immediately selected. Additionally, one of the following codes may be entered to activate the corresponding cheat function.

UNLIMITED TIME
Hold ⬅ + **L1** until the Infogrames logo disappears. A message will confirm correct code entry. The race continues in arcade mode even if the checkpoints are not crossed before time expires.

NARROW TRACKS
Hold ⬅ + **L2** until the Infogrames logo disappears. A message will confirm correct code entry. Eighteen narrow tracks may now be selected. These tracks are usually earned by completing the arcade hard course under the Ace difficulty level.

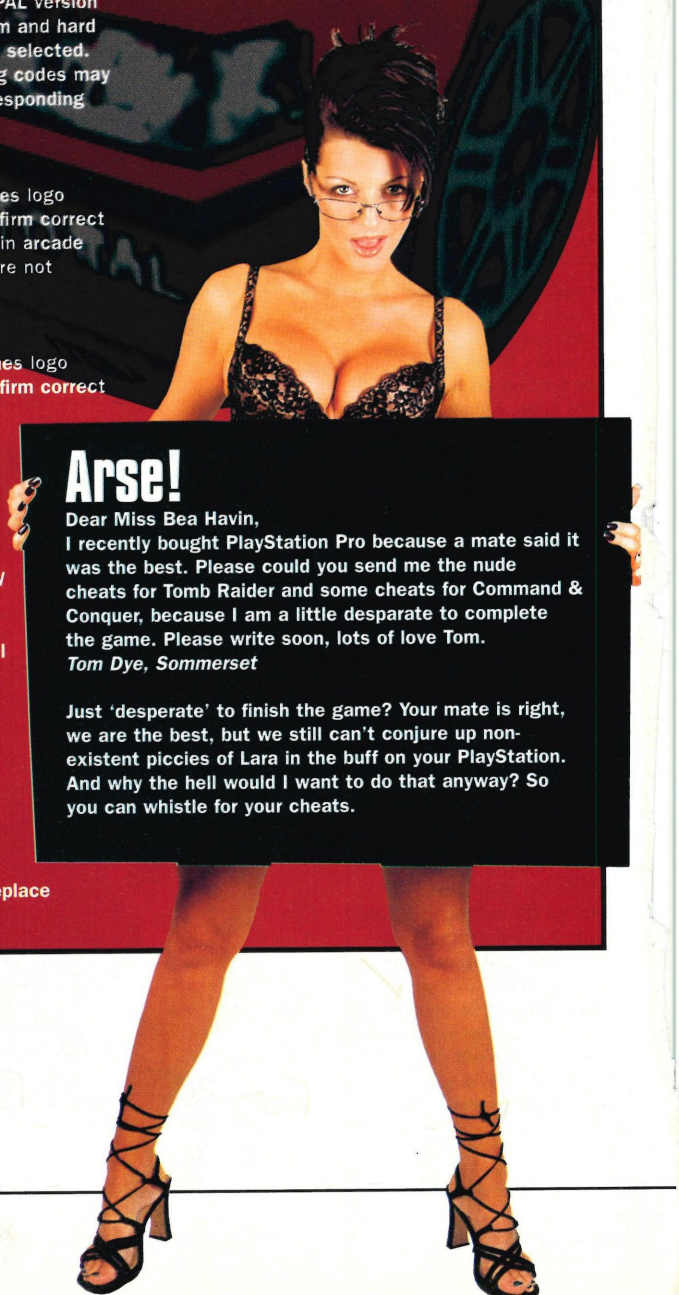
UNLIMITED TIME AND NARROW TRACKS
Hold **L1** until the Infogrames logo disappears. A message will confirm correct code entry.

JEEP AND ROLLERCOASTER TRACK
Hold ⬅ + **R1** until the Infogrames logo disappears. A message will confirm correct code entry. A small Jeep will replace the Peugeot 106 Maxi and a rollercoaster track will replace Sweden track 1.

RESTART RACE
Hold ⬅ + **R2** until the Infogrames logo disappears. A message will confirm correct code entry. Allows an arcade mode race to be restarted.

DEBUG MODE
Press ⬅, Right. Game debug information will be displayed. A message will confirm correct code entry. Press Start to access a "Memory" option that displays more information.

ALL CHEATS
Hold ⬅ + **R1** + **R2** + **L1** + **L2** until the Infogrames logo disappears. A message will confirm correct code entry.



Arse!

Dear Miss Bea Havin,
I recently bought PlayStation Pro because a mate said it was the best. Please could you send me the nude cheats for Tomb Raider and some cheats for Command & Conquer, because I am a little desparate to complete the game. Please write soon, lots of love Tom.
Tom Dye, Sommerset

Just 'desperate' to finish the game? Your mate is right, we are the best, but we still can't conjure up non-existent piccies of Lara in the buff on your PlayStation. And why the hell would I want to do that anyway? So you can whistle for your cheats.





TENCHU: STEALTH ASSASSINS

Q&A **Dear Miss Knockers,**
I want the tips and cheats to Tenchu, and I want them now! After that, come round here and sit on my face!
Jason Meadows, Liverpool

Q&A **Charmed I'm sure. You have the allure of Bernard Manning with thrush, so whilst celibacy fills your life, you may as well play Tenchu to keep you off the streets...**

INCREASE ITEM CAPACITY TO 99
On the Items Screen - ■, ■, ▲, ➡, ➡, ⬆, down while holding **R1**

UNLOCK ALL HIDDEN ITEMS
On the Items Screen - ■, ■, ▲, ▲, ➡, ➡, ⬆, ⬅ while holding the **R1** button

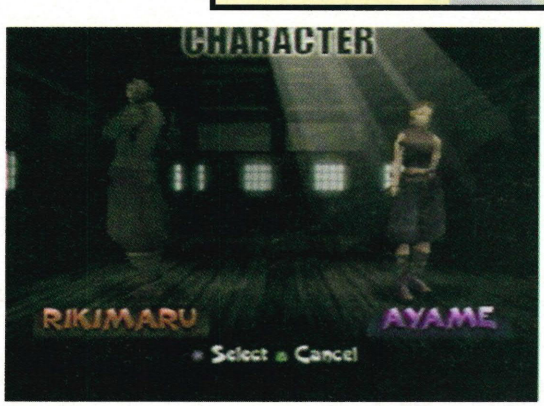
INCREASE ITEM INVENTORY
On the Items Screen - ■, ■, ▲, ▲, ➡, ➡, ⬆, ➡ while holding the **L2** button

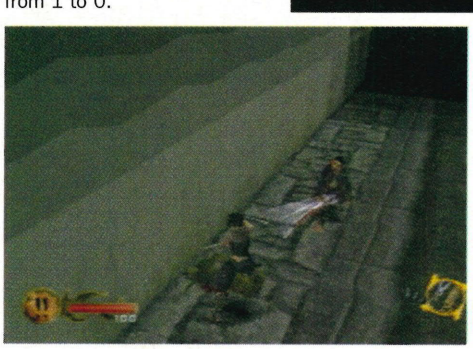
RESTORE HEALTH
On the pause screen - press ■, ■, ▲, ▲, ➡, ➡, ⬆, ⬅

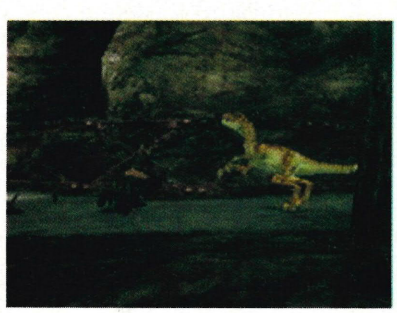
UNLOCK ALL LEVELS
On the mission select screen - ■, ■, ▲, ▲, ➡, ➡, ⬆, ➡ while holding the **R1** button

ENEMY LAYOUT SELECTION SCREEN
On the mission select screen press ■, ■, ▲, ▲, ➡, ➡, ⬆, ⬅ while holding **L2**

AYAME SEXY ARMOUR
You must be playing as Ayame. At the item selection screen with armour displayed as an option, enter ⬅, ⬅, ⬇, ⬇, ■, ■, ▲, ●. If the command is entered successfully the number of available armour will drop from 1 to 0.







TOCA 2

Q&A Dear Miss Bea,
Oh my God! This is the greatest driving game ever! But it's still as God damn difficult as the last one, so how about helping a fella out with a few cheats?
Darren Wren, Enfield

Q&A Totally agree, Darren, TOCA 2 is the best racing game available for the PlayStation. You get cheat codes by winning cups and completing races, so there's no excuse for asking for codes, unless you're a bit crap at the game. That wouldn't be you, would it Darren?

Enter the following code name as your Driver's Name to see the following special effects in Codemasters' TOCA 2: Touring Cars.

CODENAME	SPECIAL FX
MINICARS	Micro Machines camera view
PADDED	Bouncy barriers
LUNAR	Low Gravity
LONGLONG	Propeller head championship
PUNCHY	No kickout of champ.
BANGBANG	Battle mode
TECHLOCK	Lock frame rate during qualification
BCASTLE	Bouncy crashes
DUBBED	O.T.T. crashes
ELASTIC	Stretch track vertically
TRIPPY	Blur horizons
JUSTFEET	Wheels only (no car body)
FASTBOY	Faster
DINKYBIT	Oulton Park island curcuit









Lost World: Jurassic Park

Q&A Me and my mate Sam have just purchased the game Lost World. Could you please help us with some cheats? PS Miss Bea you're fit xx
Jason and Sam

Q&A **Dinosaur hunters have a spot of bother? Fear not, I'm always here to lend a rapid fire pump-action shotgun here and there. And an XX to you guys too...**

Level select, view FMV sequences:
Enter ■, ✖, ●, ▲, ▲, ✖, ■, ●, ▲, ●, ✖, ■ as a password three times. Note: Ignore the invalid password response between entries. Select the blank position at the bottom of the "Movies" menu to view all FMV sequences in the game.

Free movement:
Begin game play on the Human Prey or Hunter levels. Hold **L1** + ⬆, then press ✖ + ■. Your character may now move freely through out the level and have a rapid-fire weapon. **Note:** Your character will also be invincible while shooting the weapon.

Colony Wars: Vengeance

Q&A Dear Bea,
I bought the phenomenal CW: Vengeance as a Christmas pressie to myself. Now you could make my New Year perfect by giving me some cheats for it (and popping 'round for a quickie).
Christian Robards, Cambridge

Q&A You'll have a very merry Christmas with these cheats, but your New Year won't be so happy, as I've made a resolution not to encourage you short spurt types...

INVINCIBILITY
Enter Vampire

ALL WEAPONS
Enter Tornado

PRIMARY WEAPONS ALWAYS AVAILABLE
Enter Dark Angel

UNLIMITED SECONDARY WEAPONS
Enter Chimera

UNLIMITED AFTERBURNERS
Enter Avalanche

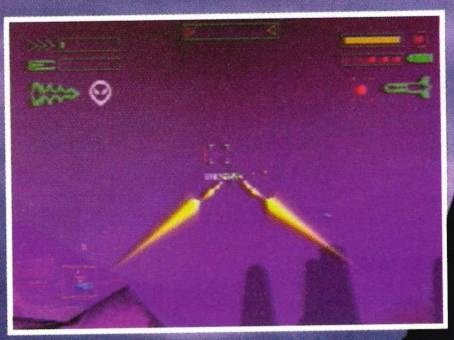
UNLIMITED MONEY
Enter Hydra

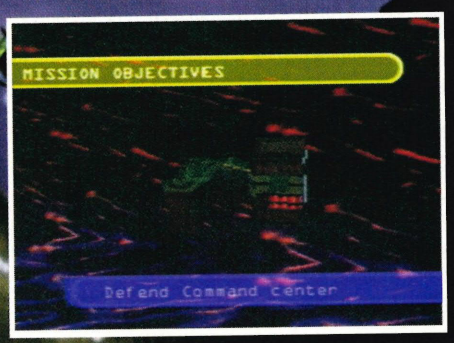
ALL SHIPS:
Enter Thunderchild

MISSION AND FMV SELECT
Enter Demon

MULTIPLE CHEATS
Enter Blizzard to unlock all missions, all ships, unlimited secondary weapons, and even more cheat features.

DISABLE CHEAT MODE
Enter Stormlord as a to disable all active cheats and start with a clear conscience









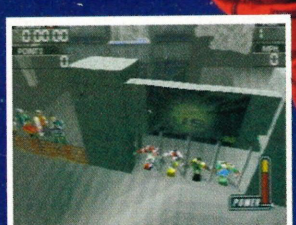
Cool Boarders 3

Q&A Dear Miss,
It's not just lads who write in to you, I think you're cool Miss Bea. You're a better role-model than Geri Halliwell at least! Now do you have any cheats for the very cool – Cool Boarders 3?
Samantha Collins, Norwich

Q&A Erm, whilst I can't encourage you to follow in my shadow, Sam, thanks for the compliment. And just for that, here're your cheats...

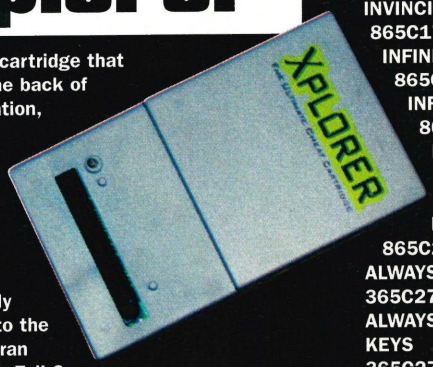
ALL TRACKS
Select tournament mode and enter WONITALL as a name.

ALL BOARDERS
Select tournament mode and enter OPEN_EM as a



Win Blaze goodies!

Xplorer



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.

NINJA
INFINITE LIVES
865C27A85C5A
INFINITE ENERGY
365C27122A1E
INVINCIBLE
865C1702595A
INFINITE SMOKE BOMBS
865C27F4595B
INFINITE MAGIC
865C2718595B
LEVEL 4 MAGIC GAUGE
365C2790595B
INFINITE GOLD
865C27BCBF5A
ALWAYS HAVE 6 GOLD KEYS
365C27AC5958
ALWAYS HAVE 6 SILVER KEYS
365C27945958

O.D.T.
INFINITE LIFE
3660F4C859B6
INFINITE MANA
3660F2A259B6
MAX ARMOUR POWERUP
3660EC4759B6
MAX WEAPON POWERUP
3660EC4559B6
MAX SPIRIT POWERUP
3660EC4B59B6

FORSAKEN
INFINITE SHIELD
865EB94C695A
INFINITE HULL
865EB94A695A
INFINITE BIKES
36622108594F
INFINITE CRYSTALS
36622107594F

SPYRO THE DRAGON
RED SPYRO (PRESS L2+T)
765B47863F4F
865B4750575A
UNLIMITED TIME
865B18685630
865B18345630
UNLIMITED ENERGY
365B4CA4595B
UNLIMITED LIVES
365B185859BB
HAVE 14000 JEWELS
865B1888870A
HAVE FREED ALL DRAGONS
865B177459AA
ALL DRAGON EGGS
865B173C595E
ARTISANS WORLD
HOME ALL TREASURES
865B340859B6

Compo

To win a massive goodie bag of Blaze treats, name one other peripheral that Blaze make for the PlayStation. Send your answer on a postcard to the usual address marked "Xplorer compo"

SPYRO THE DRAGON

Q&A

Dear Miss Bea,
Could you please help me with any tips for Spyro? Thank you,
Liam Cockburn, West Lothian

Q&A

It's the damsel coming to the rescue of the dragon, or something like that. Oh forget it, here are your tips...

CRASH BANDICOOT: WARPED DEMO:
Press **L1** + ▲ when "Press Start" appears at the opening screen.

FASTER RUNNING:
Hold Run + Jump during game play.

SECRET LEVEL:
Collect all the gems to obtain a 100% ending. Go to Gnasty's World and approach the green dragon head. The head will open to allow access to the Gnasty's Loot bonus level.

HINT: AVOID DEATH:
Pause game and exit the current level if faced with imminent death by falling. Note: This may not be done in the home levels.



name. Note "_" indicates a space.

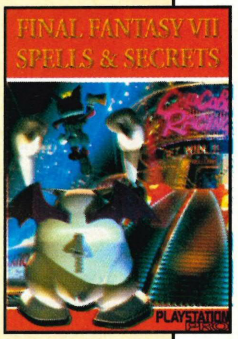
BIG HEAD MODE
Select tournament mode and enter BIGHEADS as a name.

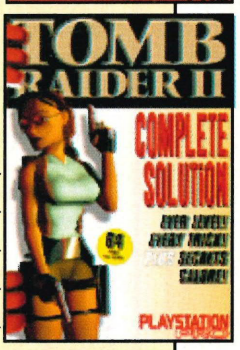
VIEW GAME PROGRAMMING DATE
Press **L1 + L2 + R1 + R2** at the menu with one player/multi-player split screen options.



Tomb Raider 2 and Final Fantasy VII limited edition book offer

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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Signed _____ ***Date*** _____

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The Dragon Spyro

PART 2

World Three - Magic Crafters

Home (3 Dragons, 300 gems)

Push forward through the blue tunnel being careful to avoid the water pools in the ground and chase the egg thief who appears as soon as you enter the first room. Once collected free the first dragon who is to the left of the entrance and head out into the main playing area. Watch out for the annoying wizards who can manipulate the ground to either halt your progress or lift themselves to safety. If you're quick you can charge them and nab their gem. Follow the path up where you will encounter a second egg thief and then go up the speed ramp to free the second dragon. Charge down the ramp to defeat the wizard blocking the cave entrance which leads to the third dragon and the bonus level gate. Go through the door on the right and quickly dash past the moving block and then defeat the wizard who is moving it (the unbreakable box there can be smashed using a charged run from the speed ramp)

Follow the path around to the Wizard Peak entrance and jump into the building behind it to find the locked box key. The locked box is in an awkward cave which needs a careful jump from the ledge at the top of the speed ramp. Take some time to collect all of the treasure and then move on to one of the world levels.

Alpine Ridge (4 Dragons, 500 gems)

Follow the path around taking out the large, but kinda cute, orange beasties with your hot fire. Time your jumps up the moving staircase and wallop the wizard at the top. Under the archway you will find the first dragon. Climb to the top of the archway using the step provided and glide across to the grassy area in the far corner. Move around and take out the three blue wizards with your fire and jump carefully up the disappearing steps. Make sure you have collected all of the treasure and then leap across to the platform with the orange beast on it. To your left you will see a



The locked box awaits but will Spyro make it?

door opening and closing so time your glide well. Once through the tunnel make your way over the large platform jumps freeing the second dragon as you do so. This is also a good place to save your game. Collect any necessaries from the hollow in the ground and the cave on the left and go up the steps to find the level exit and the third dragon.

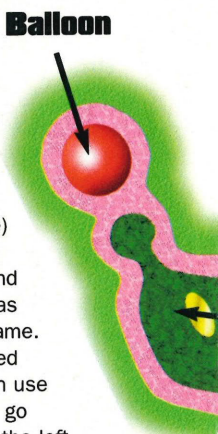
Now it is leap of faith time. Move to the pointed end of the ledge and face the entrance in the opposite mountain. It may look a long way away but it is possible. Anyway you don't have a choice so just do it! Once safely across free the final dragon and chase that blasted little thief until he drops his egg. From the cave entrance you can glide over to the platforms with the fireworks on, collect the rest of the gems and exit the level.

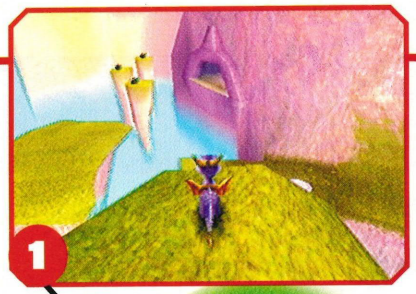
High Caves (3 Dragons, 500 gems)

As soon as you start head right into the caves. Do not attempt to attack the bugs yet as they need something a little more powerful to destroy them. When you reach the third section of the cave enter the room on your immediate left and kill the wizards. Go out of the exit and you will meet a lovely fairy who will snog little Spyro giving him super flame. Now go and crush those bugs, but be quick it does not last long. Once irradiated go out of the other door in the third cave section to find the first dragon. Go past the speed ramp and over the bridge to enter the posh little cave and collect the treasure inside, leap over to the next little cave to do the same. The third cave next to it contains another egg thief so grab that off him. Leave the cave and jump off into nothingness - this is not a suicide bid, some nice little fairies will come and catch you and drop you off at the top of the speed ramp. Charge down it and jump over to the left hand cave in the opposite mountain to find the second dragon and the level exit. Take the exit at the back of the cave and jump onto the thin ledge. Carefully work your way back around to the location of the first dragon. Use the speed ramp to enter the left hand cave this time, collect the treasure and glide sharply to the right onto the grass verge. Collect the treasure and the second egg then let the fairies take you back over the other side. Now head right back to the beginning of the level and take the path to the left this time. Head up the path using the little lay bys on the side to avoid the whirlwinds that come hurtling down. Right at the top you will find the third and final dragon.

Wizard Peak (3 Dragons, 500 gems)

Follow the route around torching any enemy that even thinks about inflicting pain on your young purple body and eventually you will encounter the first of your four crystallised comrades. Charge down the adjoining speed ramp and knock out the big blue wizards. Repeat the process with the second speed ramp. Go back up the previous ramp and use the two together to jump out of the window onto the treasure covered platform that also contains a little egg thieving rascal (he is behind the wall on the extremely thin ledge) Glide over to the opposite ledge to find the second dragon as well as save your game. If you are a dedicated treasure hunter then use the speed ramps to go through the door to the left of the second dragon and leap over to the distant platform. If not then continue right up the steps where you will find the second egg thieving varmint, the third and final dragon and the level exit.





To get the final dragon and the egg you need to glide very carefully over the entrance in the side of the cave. It may look like a long way, it is, but it can be done and it has to be done if you want to complete the game.



Use the combination of both speed ramps to build up your speed and jumping ability. Time your jump well and you can land on this platform and claim an egg from one of those little thieves.

Wizard Peak

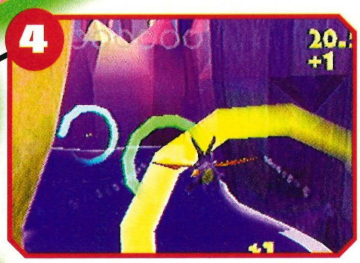
Alpine Ridge

High caves

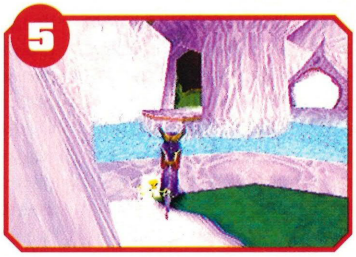
Home



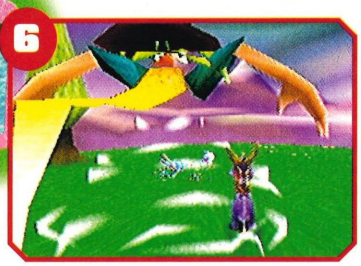
The large bugs on this level take more than just a head-butt or flame attack. To claim the gems off these you need to go and see the fairy who will give you super fire ability with a simple kiss.



The bonus level is essential if you want to complete the game entirely. Luckily this one does not need any task to be completed before it is available. It is all up and running for you to enjoy at your leisure.



Behind the Wizard Peak gate you will find the key to the locked box and, if you are wondering, the locked box can be found by jumping off the ledge behind the first speed ramp and veering to the left. You should hopefully land in a little alcove where you can collect the treasure from within the locked box.



Boss

Say hello to Blowhard the nasty little bag of wind. He is fairly easy to defeat apart from the tricky little jumps that come between you and your victorious hit. Simply hit him once and follow him into his castle and, after negotiating those well timed jumps, hit him for a second time with your flame to complete the level.

World Four - Beast Makers

Home (2 Dragons, 300 gems)

One of the things you have got to watch out for here are the electrified floors. You need to time your charge just right and then steam in to knock out the little man operating it. Defeat two of these pesky blokes to reach the first dragon. Leap over to the log platform next to the Terrace Village gate and work your way right roasting the boars as you go.

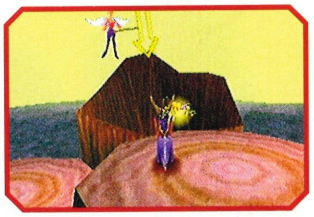


Jump down the well for the bonus level

Eventually you will come to the second dragon, a hut full of treasure and a well. Free the dragon and nip down the well to take a peek at the bonus level, just so you know where it is. Spend some time searching for all of the remaining treasure and then move on to one of the world levels.

Misty Bog (4 Dragons, 500 gems)

Make your way forward watching out for the strange rabbit-like trees. The best way to defeat these is to advance slowly towards them and when they shimmy up to you just spit some fire at them. Do not forget to check behind all of the walls for any treasure. Eventually you will come to a log platform upon which is the first of the dragons. Pick up the goodies from the grassy platform to the right and then get back on the log platform. Glide over to the wooden gang plank and jump over to the platform to the left of it. Make your way to the castle like structure in the distance and clear the pack of enemies inside before freeing the second dragon. Edge carefully around the ledge outside and glide back over to the area you started in.

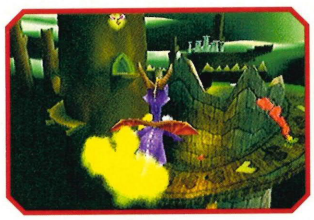


The hollow log will take you to a new part of the level

Once you have made your way back to the gang plank, follow it round and jump into the hollow tree at the end of it. The third dragon is located on the stone bridge just up ahead and the forth can be found just around the corner next to the level exit. Before you leave pick up any remaining treasure, some of which can be found by climbing up the pink ruin walls. Once you are fully loaded leave the level via the exit.

Tree Tops (3 Dragons, 500 gems)

Right at the beginning of this level you will see a green egg thief scamper away. Leave him for now cause' he is a pain to take out. At the top of the stairs jump through the window on your left and follow the path around for the key and ascend the steps. Collect the treasure from the grassy area on your left then glide from the very top step over to the first dragon. Now charge down the speed ramp and launch yourself over to the next platform. Glide over to the wooden speed ramp and use it to break the unbreakable box on the hollowed tree platform opposite and then glide over to the exit. Let the whirlwind at the side take you over to the speed ramp and go up it. Follow the passageway around and glide out of the doorway and onto the wooden platform wrapping its way around the tree opposite you. Then let the whirlwind nearby take you back to the very start of the level. This time go straight past the window you went out of last time and glide over to the platform with the archway. Once here go up the steps to free the second dragon. Charge down the speed ramp, leap over to the arched doorway in the next tree and follow the passageway around. Use the



Probably the trickiest part of the game. The speed ramp thief chase.

speed ramp to leap back over to the exit and leave the level.

Re-enter the level and chase the little green egg thief who appears right at the beginning of the level. He will jump through the window where you found the key but, if you go straight past the window you will find yourself chasing a red thief. The green one will take you to the third dragon while the red one will give you a purple gem if you catch him. Both are extremely tricky as they use multiple speed ramps making control over Spyro exceedingly difficult due to the break-neck speed. Practice makes perfect.



These geezers have got laser guns and they sting real bad

Terrace Village (2 Dragons, 400 gems)

Clear the first area making sure you search behind every building for treasure. Take the ramp up through the first room and then, after looting for treasure, head up the steps to the first dragon. Be careful of the electric floors and, to your immediate right, you can use the rocket to take out the unbreakable box. The second dragon is after the series of electric floors. Now simply collect the rest of the treasure and follow the steps up to another series of electrified floors, a high vantage point for the higher gems and the level exit.





Be careful of the electrified floors. Time a running charge just right and you can take out the enemy in control of it. Time it wrong and ZAP!

Terrace Village

Balloon

Home

Tree Tops



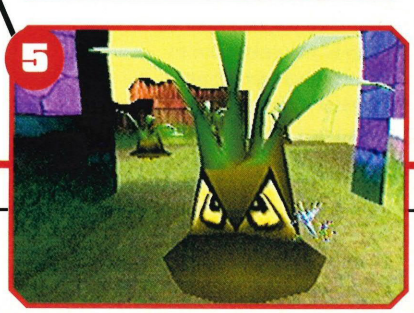
This is Metal Head. He is destroyed by breaking his electric rods in the ground. You can only smash them when they flash green so time your charges well and you will not have a problem with the big robotic brute.



The final dragon is found by following the green thief that appears at the very start of the level on a rollercoaster ride over multiple speed ramps. It is very tricky to do and you will need to practice it a few times to get it right. It is essential for game completion though.



The key on the Tree Tops level can be found right near the beginning of the level through the window at the top of the steps.



These rabbit-like enemies can be tricky to defeat. Move slowly towards them and when they charge at you give them a quick burst of your fire. If you do not time it right they will hold you in their mouth, chew you around and spit you out which can be fatal if you are near the edge.

World Five - Dream Weavers

Home (3 Dragons, 300 gems)

This is a strange level as the baddies keep changing appearance and some of them can only be destroyed when they are in a certain form. The cause of this constant enemy changing is the cannon in the centre of the level and you will need to get to that later on, but for now head for the smaller castle to the left of your starting position. Once there move through it to find the first dragon. Use the lifts to get back to your original starting position and glide over to the larger castle. Let the lift take you over to it and head through the doorway in front of you to find the second dragon. Move back out to the front of the castle and go past the two



Use the magic cannon to weaken your enemies

enemies blocking the stairs. Glide over to the grassy platform and let the fairy lifts take you up to the magic cannon and dispose of the cretin operating it. Aim it at the enemies blocking the stairs and fire it. You should see them change into smaller and more manageable foes. Jump to the platform behind you to free the third dragon and then back to use the fairy lifts. Once back on the cannon platform glide over to the blocked doorway and take out the baddies. The bonus level can be found up past the steps (you will need to negotiate some tricky timer jumps but it is there) With all of the dragons free spend some time searching for treasure and then enter one of the world levels.

Lofty Castle (3 Dragons, 400 gems)

First head up the fairy lift and pop the floating enemies balloon before gliding over to the big pink castle. Follow the right hand path to free the three caged fairies



Use the magic cannon to weaken your enemies

being guarded by the large red anti-cupids (jump their arrows and flame them) Once freed the fairies will activate the floating lift which will take you to the first dragon. From here cross the bridge onto the circular platform behind you and go through the little gap in the wall. Glide onto the long grassy platform and follow it up into the second castle. If you walk around the edge you will find an air lift which will take you up to the next floor. From here you can carefully glide down and free the three trapped fairies who will take you via the second lift to the second dragon and the key to the locked box in the first castle (if you jump through the window opposite there is a speed ramp for access to a treasure laden area) Head out of the castle and back on to the long grassy platform you entered it on. Follow the platforms up to find the third dragon and then free the three fairies dotted about the surrounding platforms. Once operational take the lift into the castle and follow the path around. Glide over to the platform with the mushroom-like structure and take the lift up to the next series of platforms where you can free some more of those fairies who will take you to the level exit.

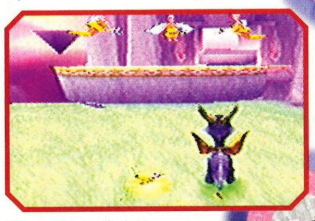
Dark Passage (5 Dragons, 500 gems)

Follow the route around and take the air lift to the first dragon. Keep pushing on toasting the enemies as you go and you will eventually come to the second dragon. After a tricky set of platform jumps you will come to the third dragon and the exit. If you look down from the left hand side of the bridge you will see a platform. Glide down to it and continue you journey. You will soon find yourself back at the location of the second dragon but now you need to jump into the greenly lit tunnel down and to the left. Once in here you can go up the air lift to light the rocket and smash the unbreakable box. Jump back down the lift shaft and move round to the end of the ledge.

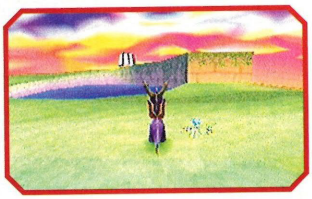
Glide down to the ledge below you, follow the tunnel round and take the air lift up to the next level. Just ahead you will find dragon number four. Dragon five is at the end of the following staircase and over a few platforms. Now simply float down to the entrance in the mountain, take the air lift up and float over to the exit. Few!

Haunted Towers (3 Dragons, 500 gems)

Charge straight up to the last room, do not attempt to attack the large knights as they need super fire which, so happens to be available in the last room in this part of the level. Once you are red hot steam back into the previous rooms and clear the area. Now go through the door on the right in the second to last room and take the air lift to the grassy platform. Again, charge through to the first dragon and then onto the castle to the left to gain some more super fire. As you charge out of the castle make sure you break down the door on the left and, once all the treasure has been collected, head through it and up the air lift. Once up

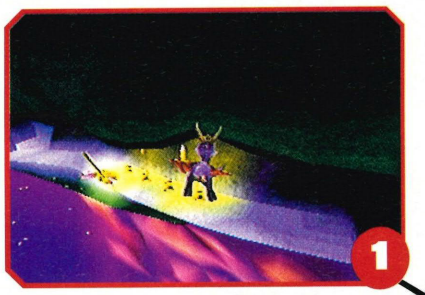


the steps charge down the speed ramp and smash through the two metal doors. Burn the wooden door at the far end of the next room to find the second dragon. Break down the door to the left to collect the treasure and then use the



Mmmm...This ramp could have its use

fairy in the third room to break down the two metal doors. The third dragon is very tricky to get. What you need to do is charge down the speed ramp and out of the door to the circular ramp. From here jump over to the ledge on the left and go through the door (you will find you are back in the same hallway) launch up the speed ramp to the third and final dragon. Easy!



You need to glide down to this passage to find the next two dragons and a stack load of treasure. Watch out though because it is covered with guard dogs.



You will need to free the caged fairies in order to reach higher parts of the level as they operate the fairy lifts. There are three to find for each lift and they are usually being held captive on platforms near to the non-operational lift.



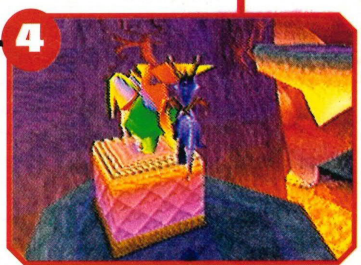
Use the magic cannon to transform your enemies into a form you can dispose of. Especially the two tall ones blocking the staircase to the bonus level.

Lofty Castle

Balloon

Home

Dark Passage



Boss

This is Jacques, a court jester type character. He will attack you by throwing boxes at your head but these can be deflected with a simple charge. Torch him once and then follow him over some tricky jumps where you can burn him for a second time.



You will need to use the super flame to take out the large knights and the metal doors that block your path. Be careful though as it only lasts a short while.

World Six - Gnasty's World



Gnorc's Gnexus awaits

Gnorc Gnexus (2 Dragons, 200 treasure)

There is not really a lot to do here except free the first dragon. The second will appear after you have beaten Gnasty Gnorc. Other than that you have two levels, Gnasty Gnorc himself and his treasure cove which can only be accessed when you complete the game one hundred percent. So what are you waiting for?



Bash those barrels back where they came from

Gnorc Cove (2 Dragons, 400 gems)

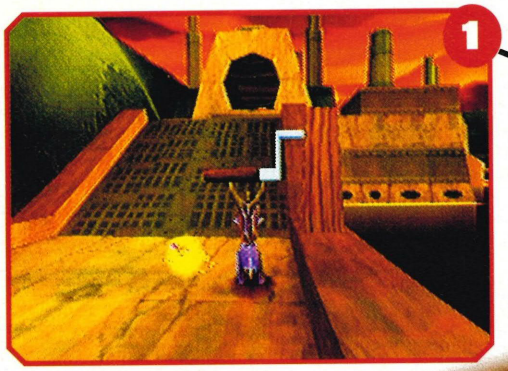
Immediately in front of you there is a rather large chap rolling barrels. Fear not. Simply time your jump well, land and then charge the next barrel he throws to knock him out. Charge the barrel standing on its own to whack the next baddie and then head-butt the next rolling barrel just around the corner. Climb onto the big grey crate and glide across to the bridge leading to the next area. Use the barrel method to dispose of the next enemy and then glide across to the next area. On this bit the nasty men are throwing dynamite barrels so simply run up to them, spit some fire to light the barrel and then scarper before it explodes. Go to the top right hand corner of the area and work your way to up to the top of the crates to find the first dragon. Get on the bridge and enter the large ship. Once through, glide across to the large cave and then over to the next area on the other side. Again walk round disposing of the barrel throwing ruffians and glide into the back of the docked boat. Go through it and, with one barrel charge, clear the bridge at the end. Cross over it to find the second dragon. Use the wooden ledge to jump over to the horseshoe shaped area. Dispose of all enemies and search every nook and cranny for treasure. Then take the red tinted tunnel to the air lift that will take you gently to the level exit.



The gun-toting enemies on this level are lethal

Twilight Harbor (2 Dragons, 400 gems)

Follow the path around head-butting the men with rather large guns as you go. You will eventually come across an air lift which will take you up to a ledge. Glide across and head down the steps into the large room. Watch out because there is a gun-toting, bullet spraying enemy in here who needs to be burnt. Head out of the room and carefully make your way along the thin ledge. Jump each wave of bullets, head-butt the offending enemy and eventually you will come across the first dragon. Push forward until you come to a draw bridge and some handles. Cross it and flame the second handle. You will see why in a minute. Carry on moving and you will find the second dragon and a speed ramp. Use the ramp to launch yourself up the raised half of the bridge and into a secret treasure area. Jump back down and carry on past the location of the second dragon. Take the right hand door and cautiously make your way to the end of the level. With this complete you can now face Gnasty Gnorc.



Raise the second half of the draw bridge to act as a ramp. Then charge down the speed ramp and launch yourself into a secret treasure area.



Gnorc's Treasure cave. This can only be accessed once you have collected everything in the game. With this open the game can be completed one hundred per cent and the true ending can be seen.

Here he is, old Gnasty himself. The first thing you need to do when you finally confront him is chase the thief to grab a key off him. The key is then used on the big gold door where a second thief is hiding. Chase him to claim the second key and unlock Gnasty's step. Run after him until he stops and spit some fire, if you hit him he will run into his underground lair. Follow him inside and quickly jump to each platform, do not spend too long on each one as they gradually get smaller. Once clear Gnasty will be waiting so run up and torch him again to complete the game.

The Bosses

World One - Artisans

Toasty the Boss
(1 Dragon, 100 gems)

Follow the level around collecting all of the treasure as you go. Watch out for the old men and their sticks as well as some rather nasty dogs. To get all of the treasure you will need to take your time and destroy everything on the level. Eventually you will find the one and only dragon so save your game 'cause Toasty is just around the corner. Actually he is not difficult at all, simply charge after him and hit him twice with you fiery breath. Now just clear the area of any remaining mutts and exit the level.



World Two - Peace Keepers

Doctor Shemp the Boss
(1 Dragon, 300 gems)

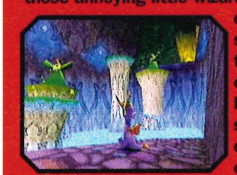


The best tactic here is to charge ahead and clear the area. You will be attacked by little soldiers sent forth by an overly large women. Charge at the soldiers then quickly flame the women. Take as long as you need to clear the area in order to pick up all the treasure. Once you have cleared the area of gems and germs then take the whirlwind, at the far end of the level, up to the second floor. Jump through the hole in the wall to the dragon and then go after the doctor himself. The basic tactic is to dodge his attack, wait till he turns his back and torch the big orange nugget on the backside. The first time he will turn before he attacks - strike one. The second time he will beat his stick on the ground then turn around -strike two. The third time he will spin his stick around so jump the stick and immediately spit some fire -St-eee-rike three! He's outta there.

World Three - Magic Crafters

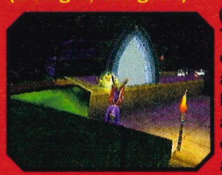
blowhard the Boss

Blowhard's level is just teaming with those annoying little wizard blokes but a quick fire burst soon sorts them out. After one hit blowhard will scurry like a coward into his castle so just carefully negotiate the tricky platform jumps and you will eventually reach the little tornado of evil. A couple more scorching blows will quickly see him off leaving you to move on to the next world.



World Four - Beast Makers

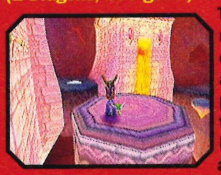
Metal Head the Boss
(1 Dragon, 500 gems)



(shot 064)
This quite a confusing level at first because you always seem to end up going around in circles. Basically the entrance to Metal Head's lair and the dragon are in the top right hand corner of the level. Take your time collecting the treasure remembering that the little banana throwing voodoo men are now armoured so they require a hefty head-butt. Once the dragon has been freed save your game and move into Metal Head's arena. The idea here is not to attack the stainless steel one himself but his power rods. Basically charge around to each rod, stop briefly as they do become electrified, and break it when the it flashes green. You need to do this a couple of times to defeat him. Voila! World complete.

World Five - Dream Weavers

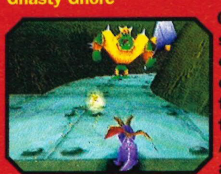
Jacques the Boss
(2 Dragons, 500 gems)



This level requires some expert timing as some of the platforms need to be raised by knocking out annoying little jesters and then you have only a short space of time to use the platform before it drops.
The first dragon is the trickiest to get as there are two jesters you need torch. The first jester is to the right of your starting position so burn him and run left to burn the next jester you see. Use the small raised platform in front of you to jump onto the wall and then quickly leap onto the lowered platform behind it. Once it raises you can glide over to the dragon on the ledge to your left. Carefully float back over and follow the right hand path. There are quite a few timer jumps on the way but you will eventually end up at a castle entrance. The second dragon is at the bottom of the steps and so is Jacques. He is quite easy apart from the accurate jumps that you need to negotiate. Charge at him to deflect the boxes he throws and then simply torch him a couple of times to complete the level.

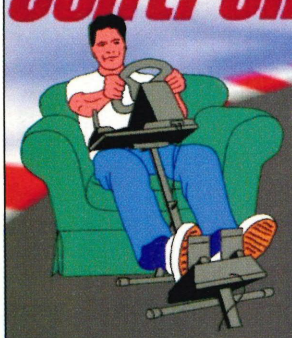
World Six - Gnasty's World

Gnasty Gnorc



Old Gnasty is surprisingly easy considering the trouble taken to reach him. Anyway there are two keys you need to get before you can attempt to defeat him and they are being held by, yes you guessed it, bloomin' thieves. Chase the first one and when you eventually get the key use it on the tall gold door. Behind that is the second little thief. When you have that key use it on the Gnorc's platform to lower the step. He'll run off so chase him. Eventually he will stop so steam in and torch him. If you hit the big bully he will then enter his lair. This is the tricky bit. There are about eight platforms to jump to and from and they are all gradually getting thinner so you need to dart over them as quick as you can and then torch Gnasty one more time to complete the game.

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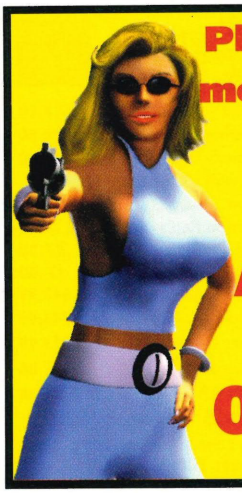
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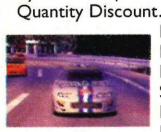
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PRO DIRECTORY

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



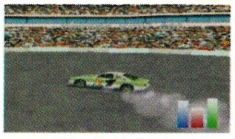
MUST BUY — A near perfect recreation of the real thing. Plays and looks better than all of its rivals and should be bought immediately

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



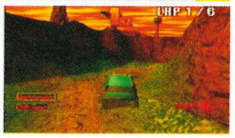
TRY B4 U BUY — Silghtly above average racer which differs to any other racing game. The speed and handling are as they should be

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



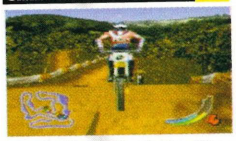
TRY B4 U BUY — More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

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



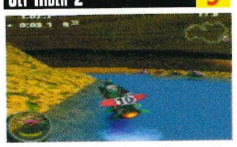
AVOID! — Dire dirt-biking disaster which offers very little in the way of gameplay. Even if you're a huge motorcross fan, don't bother

Jet Rider 4



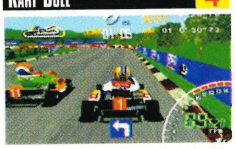
AVOID! — Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it

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



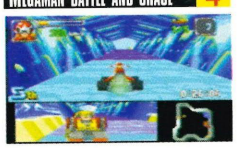
AVOID! — A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

Max Power Racing 9



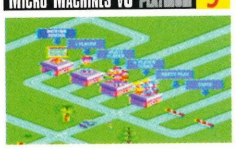
MUST BUY — The best-looking car racer since Gran Turismo, this should keep any roving revver amused for days with its classy arcade style

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



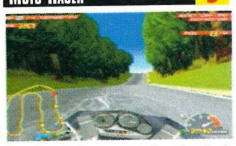
TRY B4 U BUY — Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

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

Moto Racer 2 8



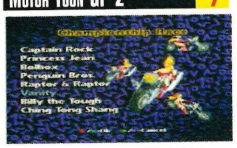
TRY B4 U BUY — Dodgy graphics and jerkiness let this two-wheeled racer down, but if you're a bit of a greasy biker at heart, you'll love it

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



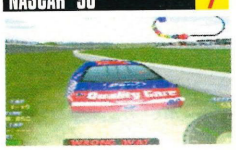
TRY B4 U BUY — A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

NASCAR Racing '96 6



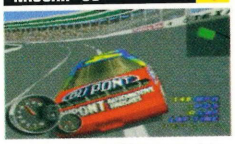
RENT IT — An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

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



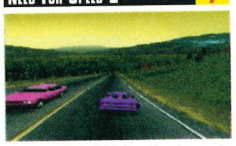
AVOID! — This racer fails to come close to the likes of Gran Turismo and TOCA 2. Keep away from this redneck-filled nightmare

Need For Speed Platinum 8



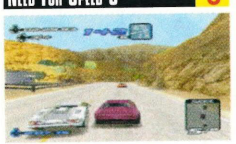
MUST BUY — One of the essential racing games for any descerning player, although somewhat dated against todays offering

Need For Speed 2 7



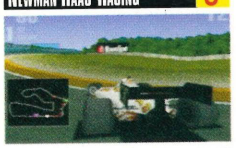
RENT IT — The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

Need For Speed 3 8



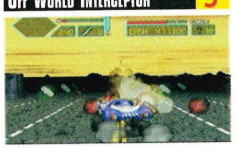
TRY B4 U BUY — The series keeps getting better, but this, and the others for that matter, are far from perfect. Check it out though

Newman-Haas Racing 8



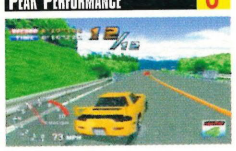
TRY B4 U BUY — Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

Off World Interceptor 3



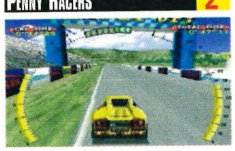
AVOID! — Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Peak Performance 6



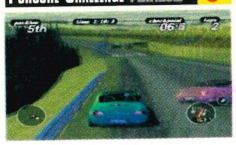
RENT IT — Another average racing game which looks decent enough but fails to impress in the grand scheme of things

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



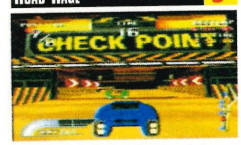
MUST BUY — The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

Ridge Racer Rev. Platinum 7



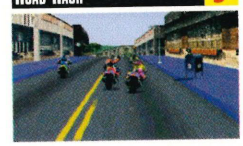
MUST BUY — The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

Road Rage 3



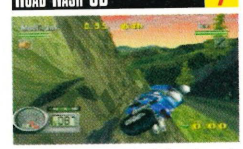
AVOID! — A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

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



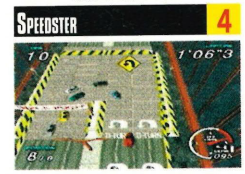
RENT IT — This looks amazing until you actually start racing, then you'll find this is one of the worst games you've ever played

S.C.A.R.S 7



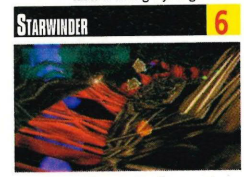
RENT IT — A novelty racer in the Mario Kart mould. You must make use of sneaky power-ups in order to finish first. Not bad

Speedster 4



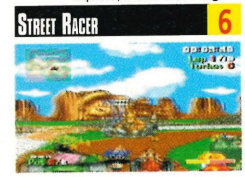
AVOID! — A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

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

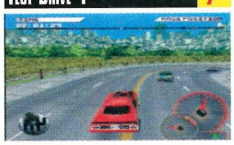
Test Drive Off Road 4



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

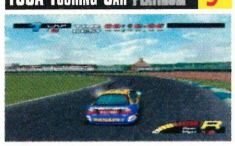
Test Drive 4x4 4



AVOID!

This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks

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

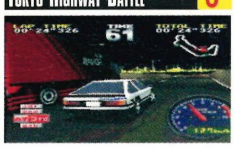
Toca 2 9.5



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

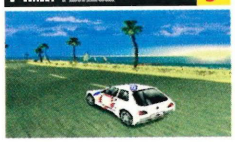
Total Drivin 8



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

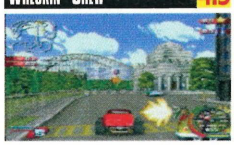
WipEout 2097 Platinum 8



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

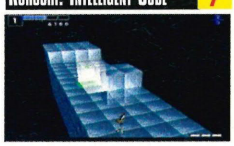
Kula World 8



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



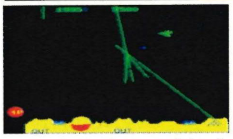
MUST BUY

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...

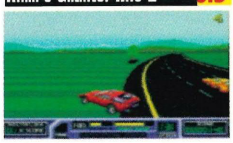
Atari Arcade's Greatest Hits 5



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

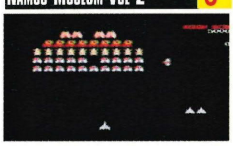
Namco Museum Vol 1 7



MUST BUY

Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

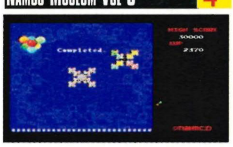
Namco Museum Vol 2 6



RENT IT

Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

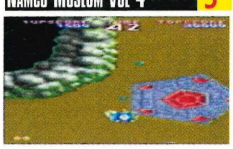
Namco Museum Vol 3 4



AVOID!

The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

Namco Museum Vol 4 5



RENT IT

Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to

Williams Arcade Hits 5



RENT IT

Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards

RPG

Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section

Diablo 8



TRY B4 U BUY

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Check it out

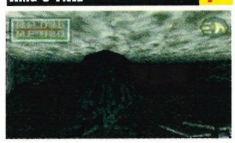
Final Fantasy VII 9



MUST BUY

The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded. Buy it now!

King's Field 7



TRY B4 U BUY

Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

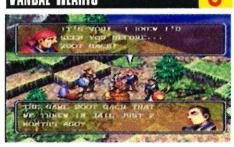
Suikoden 6



TRY B4 U BUY

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

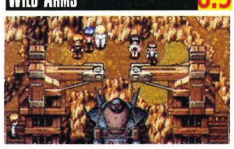
Vandal Hearts 8



TRY B4 U BUY

Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

Wild Arms 6.5



RENT IT

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

PLATFORMS

The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

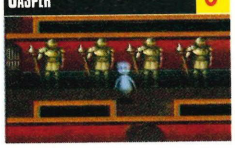
Captain Blasto 7



RENT IT

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

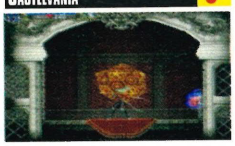
Casper 6



TRY B4 U BUY

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

Castlevania 6



RENT IT

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

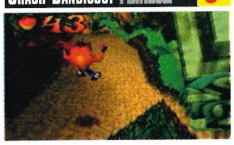
Cheesy 4



AVOID!

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

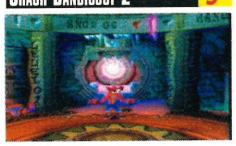
Crash Bandicoot Platinum 8



MUST BUY

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

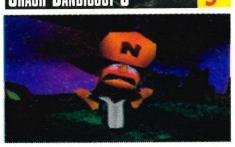
Crash Bandicoot 2 9



MUST BUY

A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

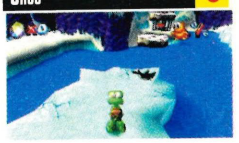
Crash Bandicoot 3 9



MUST BUY

The bushy-eyebrowed one scores a hat-trick with his latest exploits. Its new features and more level variety is sure to charm any platform fan

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

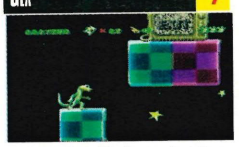
Earthworm Jim 2 5



RENT IT

An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

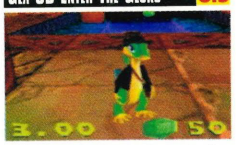
Gex 7



RENT IT

One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

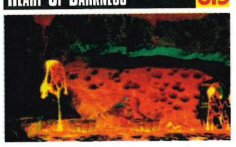
Gex 3D Enter The Gecko 8.5



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

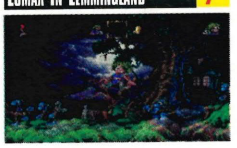
Klona 7.5



RENT IT

A real surreal Japanese deal with an airborn floppy eared feline. Well, it's Japanese, what did you expect?

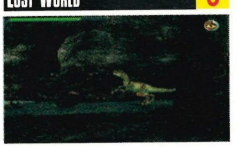
Lomax In Lemmingland 7



RENT IT

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

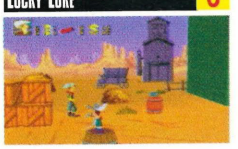
Lost World 6



TRY B4 U BUY

Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

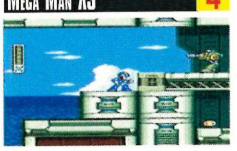
Lucky Luke 6



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!

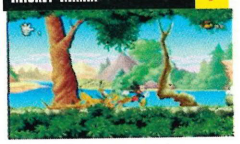
Megaman 8 5



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

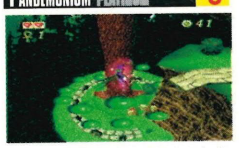
Oddworld Abe's Exoddus 9



MUST BUY

The Gimp with the gift of the gab returns with more vocals to continue his puzzle solving frolics in this superb adventure

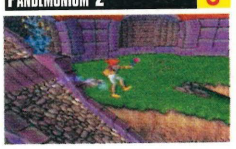
Pandemonium Platinum 8



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

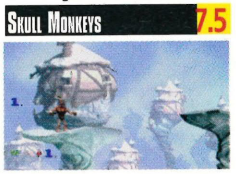
Rascal 5



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

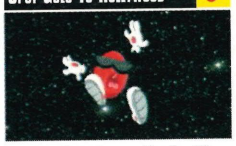
Spider 5



RENT IT

Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

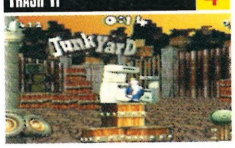
Spot Goes To Hollywood 6



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

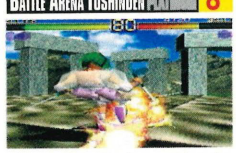
Batman Forever 2



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

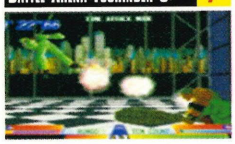
One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

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



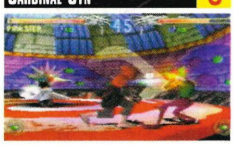
MUST BUY — A surprise hit around the office due to the morphing chrarcters who change from human to animal form throughout

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



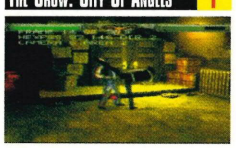
RENT IT — An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

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



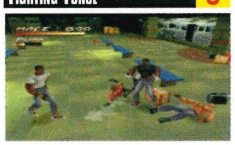
RENT IT — Costume drama beat'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

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



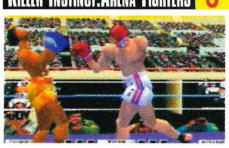
RENT IT — A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

Iron Man — 2



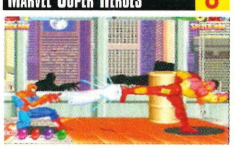
AVOID! — Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

Killer Instinct: Arena Fighters — 6



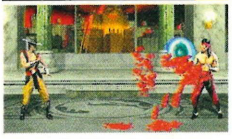
RENT IT — Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

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



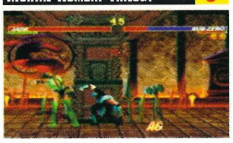
TRY B4 U BUY — The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

Mortal Kombat Mythologies — 1



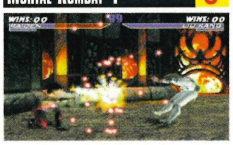
AVOID! — This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

Mortal Kombat Trilogy — 6



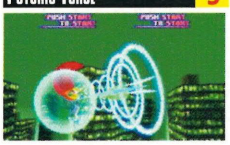
RENT IT — Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

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



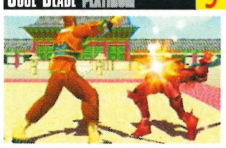
AVOID! — Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

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



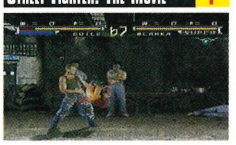
TRY B4 U BUY — An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

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



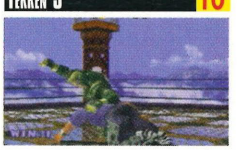
MUST BUY — Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

Tekken 2 Platinum — 9.5



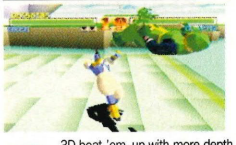
MUST BUY — The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

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



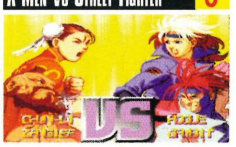
TRY B4 U BUY — Gang warfare on the streets of LA. This plays at a fair pace and has some nice touches but doesn't really do anything new

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?

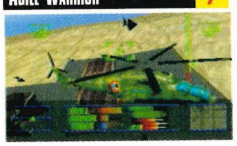
Ace Combat 2 — 8



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

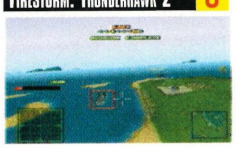
Black Dawn — 8



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

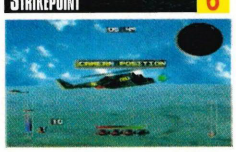
Raging Skies — 5



AVOID!

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

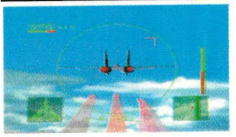
Strikepoint — 6



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

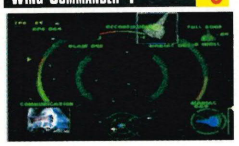
Wing Commander 3 — 6



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



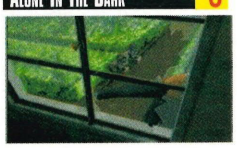
TRY B4 U BUY

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

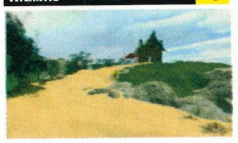
Ark Of Time — 4.5



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

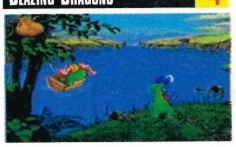
Batman & Robin — 6.5



RENT IT

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

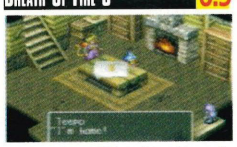
Blazing Dragons — 4



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

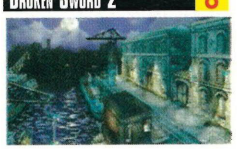
Broken Sword — 8



MUST BUY

The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

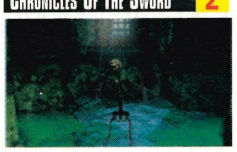
Broken Sword 2 — 8



TRY B4 U BUY

Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

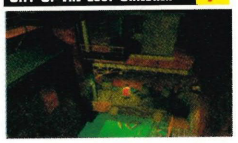
Chronicles Of The Sword — 2



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

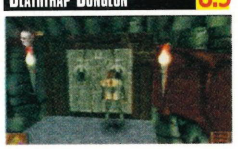
D — 3



AVOID!

An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, Avoid!

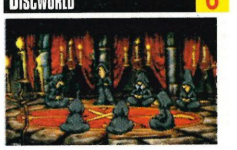
Deathtrap Dungeon — 8.5



MUST BUY

Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

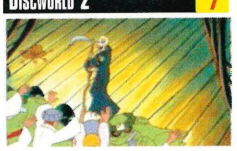
Discworld — 6



RENT IT

Terry Pratchetts finest moment transformed itself very well onto the PSX and this is simpy amazing.

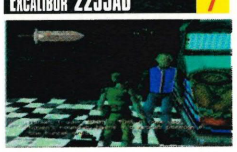
Discworld 2 — 7



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

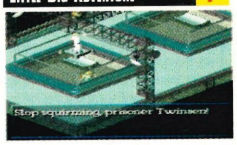
Legacy Of Kain — 8



TRY B4 U BUY

Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

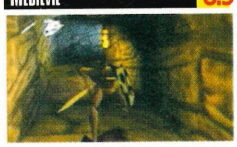
Little Big Adventure — 7



TRY B4 U BUY

This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

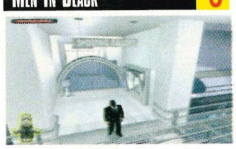
Medievil — 8.5



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

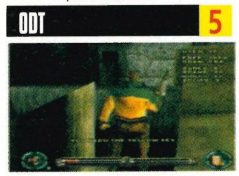
Ninja — 8.5



TRY B4 U BUY

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure

ODT — 5



RENT IT

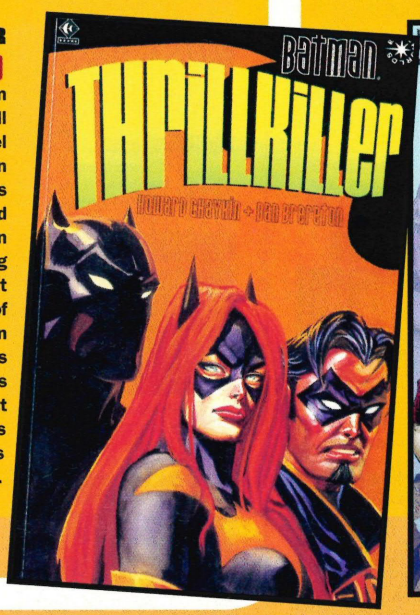
A poor attempt at creating a challenger to the mighty Tomb Raider, this is lacking in charm. Rent it and see for yourself

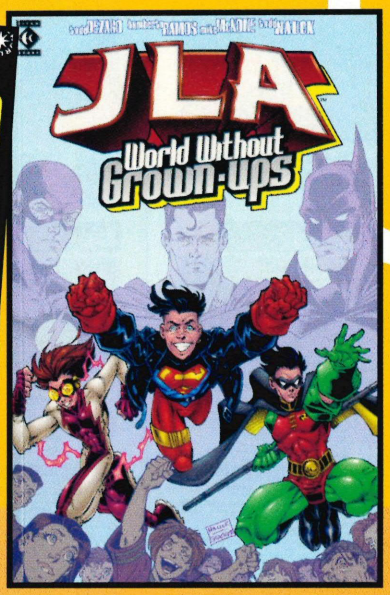
PULP FICTION

Give your tired fingers a break and give your eyes a much-needed literary treat

ThrillKiller (Titan Books, £8.99)

If you're a fan of all things vespertilian (that's bats to you and me), then you'll love this, the latest graphic novel featuring the Caped Crusader. Set in the Swinging Sixties, Bruce Wayne is assigned to uncover the secrets behind a pair of crazy kids (commonly known as Batgirl and Robin) who are running about the streets, but manages to get himself involved in all manner of intrigue, suspense and adventure on the way. Featuring the drawing talents of Dan Brereton, Thrillkiller boasts some of the finest cartooning that you're ever likely to see, and is definitely a treat for eyeballs everywhere.





JLA: World Without Grown-ups (Titan Books, £6.50)

In a time when kids didn't have street corners to hang out on (or something), they managed to amuse themselves by training to be superheroes. JLA: World Without Grown-ups charts the adventures of a band of plucky youths (including in its numbers Superboy and Robin (of "Batman and..." fame) as they fight their way out of a number of scrapes. However, the book does have one or two adult characters featured (for true Blue Peter supervisory measures only), such as seventies super-heroine Wonder Woman and Batman. If you want to know what it's like to be ten years old and running around in leotards while bunking off school, then be sure to get yourself a copy of this groovy graphic novel.

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

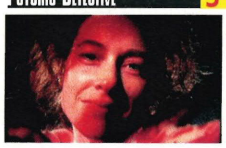
Pitfall 3D: Beyond The Jungle 7.5



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

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

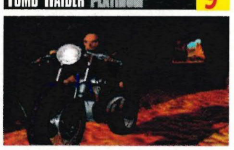
Time Commando 5



AVOID!

You travel through time in this 3D adventure although the effort really isn't worth bother. Leave this well alone

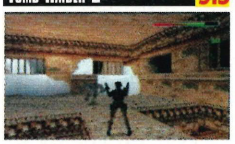
Tomb Raider Platinum 9



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

Tomb Raider 3 9.5



MUST BUY

Lara gets down and dirty in her third adventure around the world. Improved graphics and trickier puzzles make this a winner

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



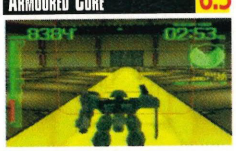
PlayStation Volume 6 Unauthorised Game Secrets (Prima, £9.99)

Colony Wars: Vengeance Official Strategy Guide (Prima, £9.99)

If it's a gaming helping hand that you're after, you could do worse than to get yourselves a copy of these fine tomes to peruse. PlayStation Volume 6 contains tips, cheats and guides for some of the best (and often most frustrating) games around, including Tekken 3, Tombi and Deathtrap Dungeon. However, if Colony Wars: Vengeance is taking up most of your time and stress levels, then check out the Official Strategy Guide for some hints on how to get the most out of this fantastic fly-by blaster. Available from all the usual bookshops, they're also obtainable from Computer Manuals (telephone: 0121 706 6000 or see their website at http://www.computer-manuals.co.uk for a free booklist).



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



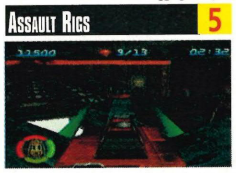
AVOID! — This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

Assault 8



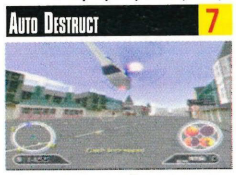
TRY B4 U BUY — The best elements from classic shoot'em-ups have been combined with a few fresh ideas to create a fast fragging frenzy

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

B-Movie 8



TRY B4 U BUY — Alien-chasing shoot'em-up with some subtle humour to keep you amused. It's pretty tricky to complete though, so try it first

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



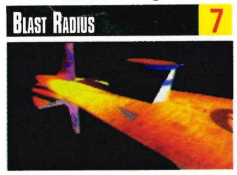
AVOID! — Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

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

Colony Wars 8



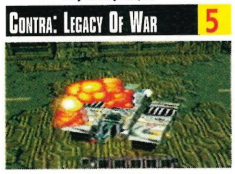
TRY B4 U BUY — A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

Colony Wars: Vengeance 9



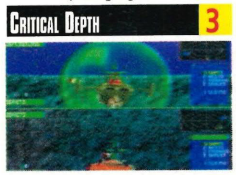
RENT IT — Big ships, big guns and a whole load of more complex missions collide to make this shoot'em-up a very worthy sequel

Contra: Legacy Of War 5



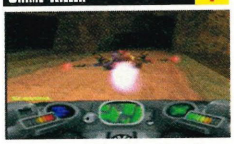
RENT IT — A 96 remix for the bland horizontal scrolling shoot'em-up from yesteryear. Nothing special going on here

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



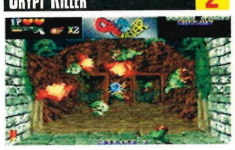
RENT IT — Law and order courtesy of armoured vehicles and a mandate of zero tolerance in this futuristic driving shoot'em-up

Crusader: No Remorse 7



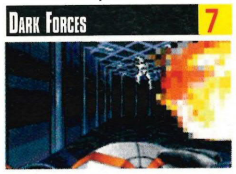
TRY B4 U BUY — Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

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



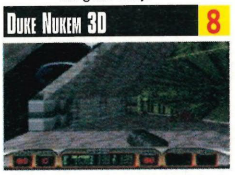
RENT IT — A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

Doom 9



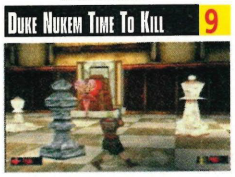
MUST BUY — The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

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



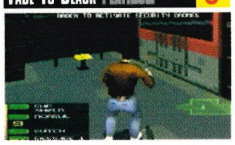
RENT IT — The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

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



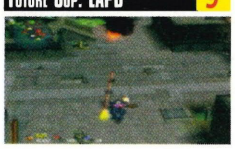
TRY B4 U BUY — Cool graphics and action aplenty in this blast from Acclaim. It's an acquired taste, but quite juicy and enjoyable

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



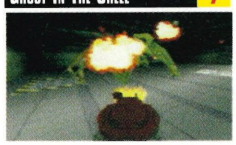
TRY B4 U BUY — Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

Galaxian 3 4



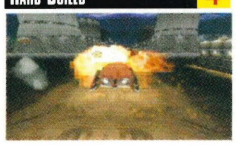
AVOID! — Dull shoot 'em- up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

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



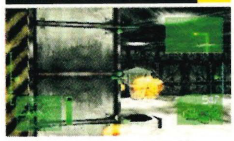
AVOID! — Underwater shoot 'em- up where you piss around in badly drawn sprite-based subs. Another one to avoid

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



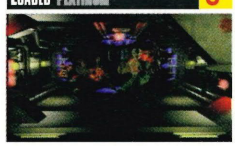
AVOID! — If filth could be transformed into a game then this is as downright stinky as you could go. A contender for worst game ever

Lifeforce: Tenka 8



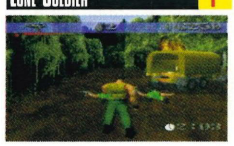
TRY B4 U BUY — Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. But maybe long in the tooth now

Loaded PLATINUM 8



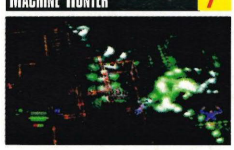
MUST BUY — An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

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



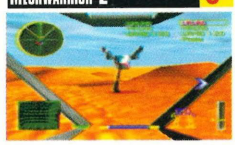
AVOID! — Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

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



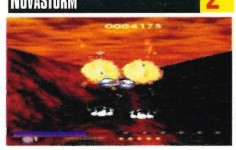
RENT IT — Bizarre backdrops, psychedelic colour schemes and frantically fast gameplay make this an eye and brain straining affair

Nanotek Warrior 8



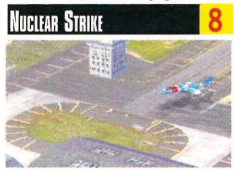
RENT IT — A psychedelic shoot 'em- up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

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



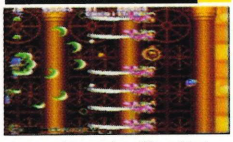
TRY B4 U BUY — The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

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



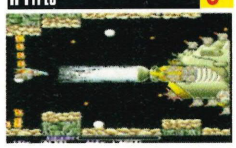
AVOID! — A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

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



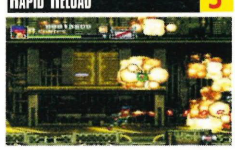
RENT IT — The classic shoot'em-up joins the PSX's galaxy of games and is left looking very average, if not a little shitty. For hardcore retro fans only

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



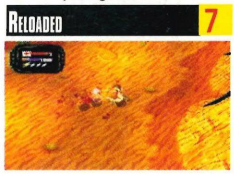
AVOID! — Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 6



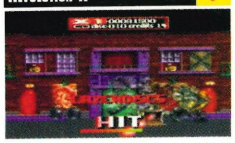
RENT IT — A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

Reloaded 7



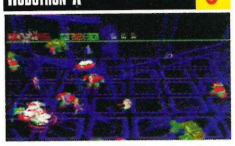
RENT IT — The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

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



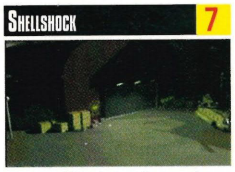
RENT IT A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

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



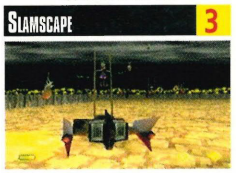
TRY B4 U BUY Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

Shockwave 3



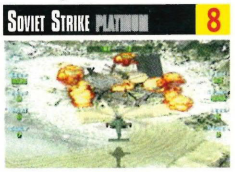
AVOID! Kill the alien invaders before they take over the world in this shoot 'em- up that first appeared on the 3DO

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



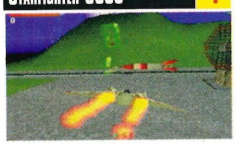
MUST BUY This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 4



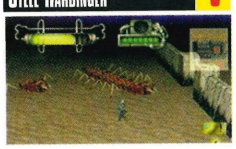
AVOID! A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

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



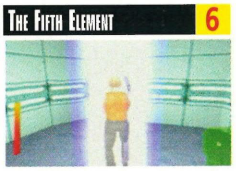
RENT IT Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

Tempest X3 5



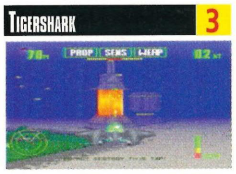
RENT IT Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

The Fifth Element 6



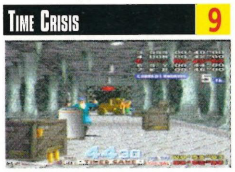
AVOID! Willis may shine at the box office, but this is just another hollow movie license which hints at what it should have been

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



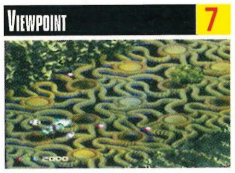
RENT IT The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 8



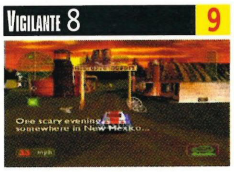
TRY B4 U BUY The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

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



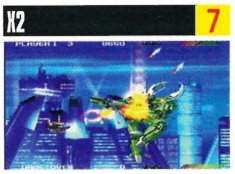
MUST BUY An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about, and we love it

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

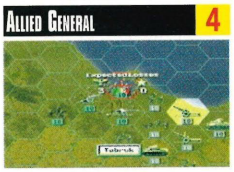
Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV Evolution Global 6.5



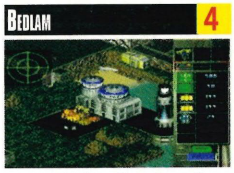
RENT IT Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

Allied General 4



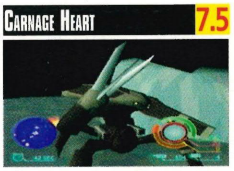
AVOID! A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing, We didn't

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



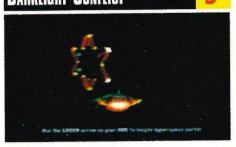
MUST BUY The second installment of C&C is a huge improvement with more action and strategy than ever before

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



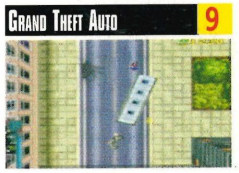
TRY B4 U BUY A high standard of wargaming is achived by EA with their goblin basher. An aqcuired taste mind, be warned

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



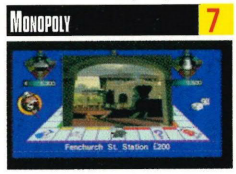
RENT IT This may be over-rated, but it's still a classic, even if the graphics aren't up to much. Worth playing, if only for a night's reminisce

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



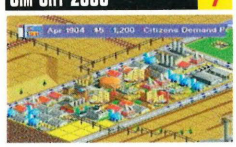
RENT IT Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk 7



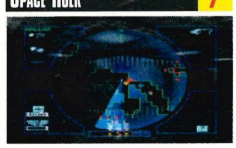
RENT IT Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

Sim City 2000 7



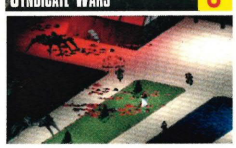
TRY B4 U BUY The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

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



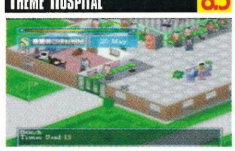
TRY B4 U BUY The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

Theme Park 7.5



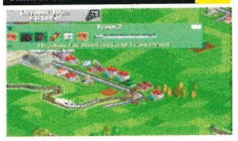
TRY B4 U BUY Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

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



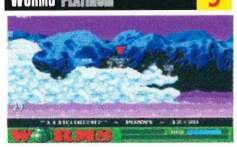
RENT IT Shallow and mindless strategy title with little in the way of excitement for onr player, but it's great for blasting your mates

Warhammer 7



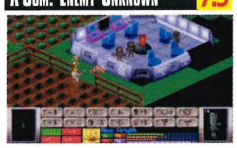
TRY B4 U BUY Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

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



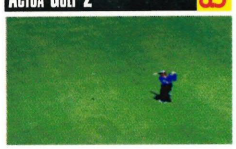
AVOID! Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

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 85



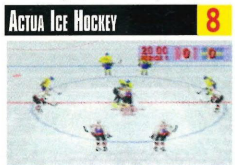
TRY B4 U BUY With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

Actua Golf 3 8



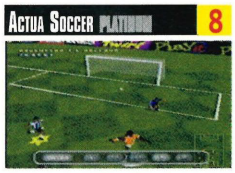
TRY B4 U BUY Gremlin's latest club-swinger is far superior in both graphics and game options. If you like golf, this will suit you to a tee

Actua Ice Hockey 8



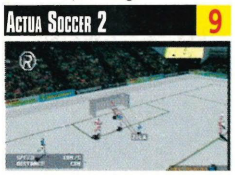
RENT IT Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

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



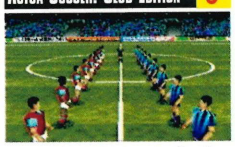
MUST BUY If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

Actua Soccer 3 9



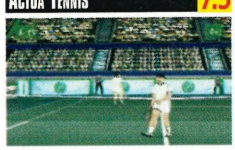
MUST BUY Nice graphics, great commentary and up-to-date players collide to make this the best Actua Soccer title yet

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



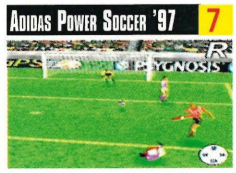
RENT IT Another addition to the Actua series further swells Gremlin's sporting library. Not the best of its genre, but far from the worst

Adidas Power Soccer 5



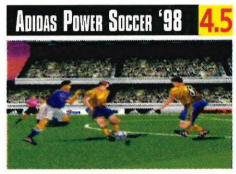
AVOID! Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 7



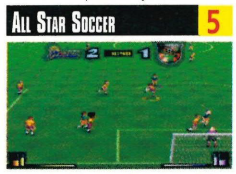
RENT IT More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

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



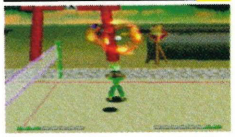
AVOID! An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

All Star Tennis 6.5



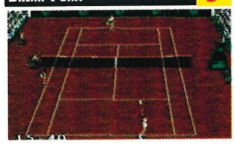
RENT IT Novel features and eight-player gaming options make this an unusual tennis title which sadly lacks in the sparkle department

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



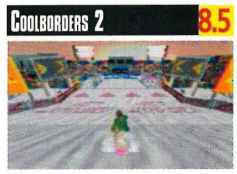
TRY B4 U BUY Awful snowboarding cash-in from Eidos. Nice graphics but where did the gameplay get to Certainly not here

Cool Boarders 7



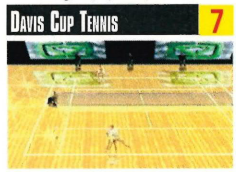
RENT IT Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Coolborders 2 8.5



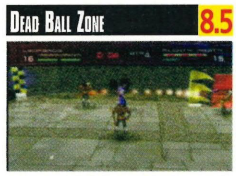
MUST BUY Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

Davis Cup Tennis 7



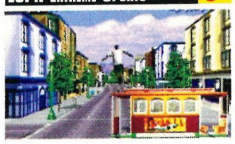
RENT IT Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

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

FIFA '99 8



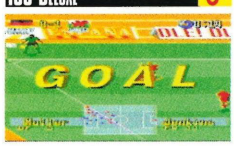
TRY B4 U BUY EA have scored again with their latest soccer spectacular, but it may not be to everyone's tastes. Try before you buy

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



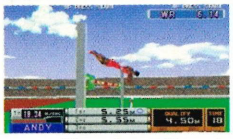
RENT IT Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

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



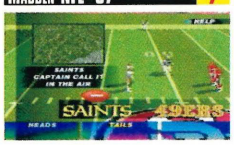
AVOID! Tries a little too hard to be something special but ends up being as dull as they come. Should be better

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

Michael Owen's WLS '99 9



MUST BUY Endorsed by the boy wonder himself, new moves and control system make this a huge improvement on the original

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



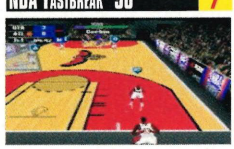
AVOID! Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

Namco Smash Court Tennis 9



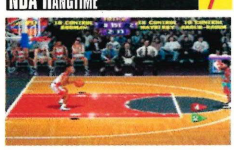
MUST BUY The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

NBA Fastbreak '98 7



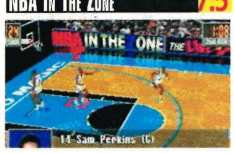
TRY B4 U BUY Gt Interactive look for some hang time with this offering. Looks the part but complicated gameplay lets it down a little

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



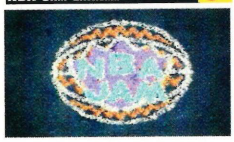
RENT IT Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

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



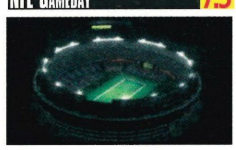
TRY B4 U BUY Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NBA Pro '98 5



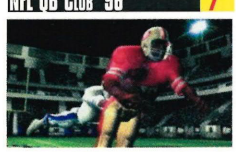
RENT IT Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

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



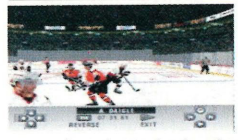
RENT IT The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 7.5



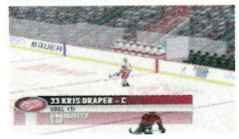
RENT IT Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98 9



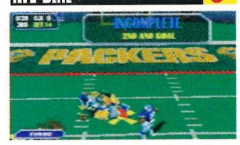
MUST BUY Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

NHL '99 9



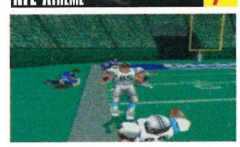
MUST BUY A fast and furious puckfest which is sure to appeal to experts and ice hockey virgins alike. This definitely won't provoke an icy reception

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



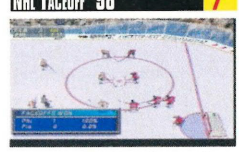
TRY B4 U BUY Fantastic ice hockey game that made a valliant effort to stand out from the crowd. Almost made it too

NHL Faceoff '97 6



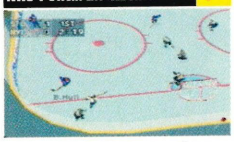
AVOID! This sequel was a real disappointment when you consider the quality of the original. Steer clear

NHL Faceoff '98 7



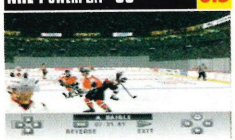
RENT IT The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

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



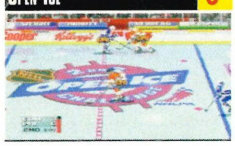
RENT IT — In short this has got just about the lot except for real player names. Top footy fest, but it's a little dated now

Onside Soccer 7



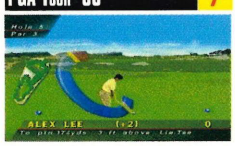
RENT IT — Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

Open Ice 6



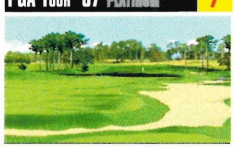
RENT IT — Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

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



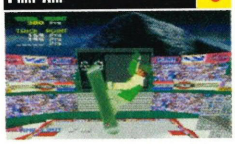
MUST BUY — The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

PGA Tour Golf '98 8



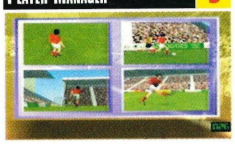
TRY B4 U BUY — Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

Phat Air 6



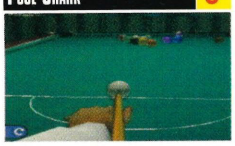
RENT IT — Cool Boarders 2 clone that has some nice touches but ultimately fails to impress the judges. Big Air with little else

Player Manager 5



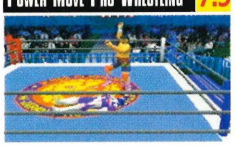
AVOID! — Unimpressive and flawed attempt at footie management. Buy Premier Manager '98 instead of this

Pool Shark 8



TRY B4 U BUY — Pool games may be rare on the PlayStation, but this one is definitely cued up for success. Go and check it out today

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



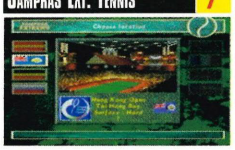
RENT IT — An improvement on Adidas from Psygnosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

Premier Manager '98 8.5



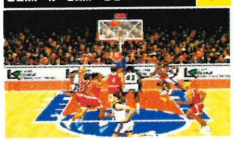
TRY B4 U BUY — The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy

Sampras Ext. Tennis 7



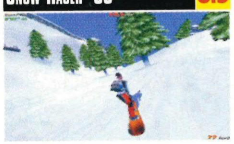
RENT IT — Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes

Slam 'N' Jam '96 7



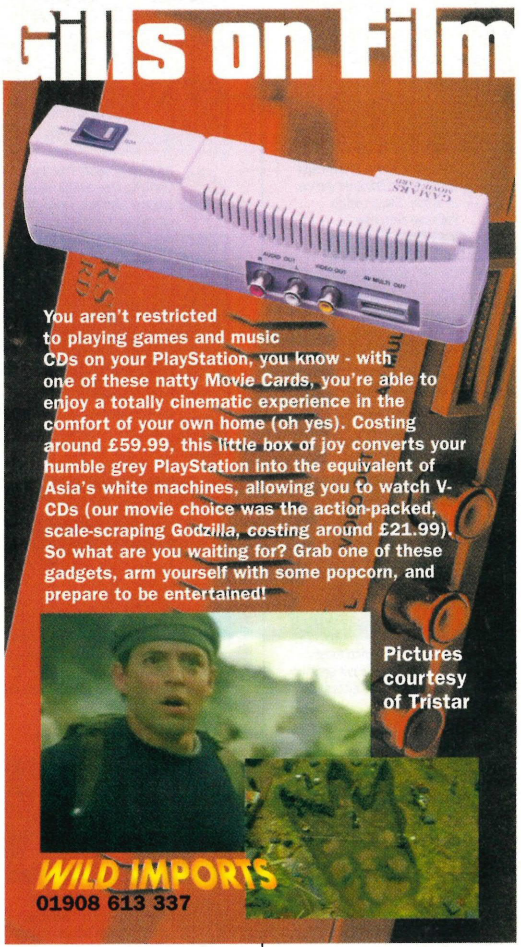
RENT IT — Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

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

Gills on Film



You aren't restricted to playing games and music CDs on your PlayStation, you know - with one of these natty Movie Cards, you're able to enjoy a totally cinematic experience in the comfort of your own home (oh yes). Costing around £59.99, this little box of joy converts your humble grey PlayStation into the equivalent of Asia's white machines, allowing you to watch V-CDs (our movie choice was the action-packed, scale-scraping Godzilla, costing around £21.99). So what are you waiting for? Grab one of these gadgets, arm yourself with some popcorn, and prepare to be entertained!

Pictures courtesy of Tristar

WILD IMPORTS
01908 613 337

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

Streak 7



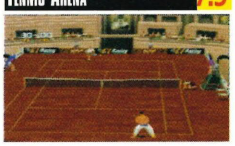
RENT IT — Surfing cyber-punks on futuristic boards make this an interesting concept in racing games, but it's shelf life is pretty limited - rent it

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



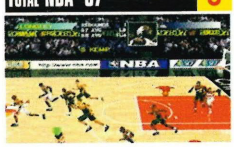
TRY B4 U BUY — This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about

Total NBA '96 7.5



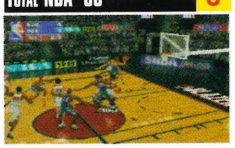
RENT IT — Perhaps basketball's finest moment until its sequel. This is now a little redundant thanks to the '97 update

Total NBA '97 8



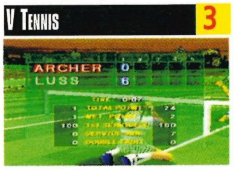
TRY B4 U BUY — Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

Total NBA '98 8



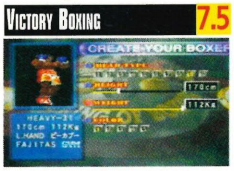
RENT IT — This can't quite match the cool of the earlier games in the series but is still a fine hoop shooting fest none-the-less

V Tennis 3



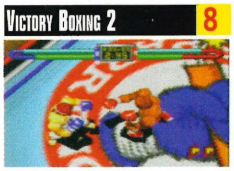
AVOID! — Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing 7.5



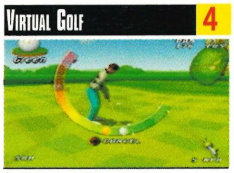
RENT IT — More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Victory Boxing 2 8



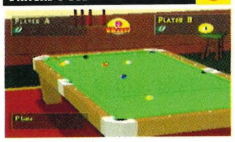
TRY B4 U BUY — An improvement on the original sees you struggling to take your fighter through the ranks to the top of this brutal profession

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



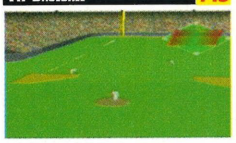
RENT IT — The only true pool simulator available. It's not much cop though but you can't have everything all the time

VMX Racing 2.5



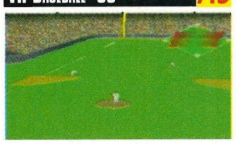
AVOID! — Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

VR Baseball 7.5



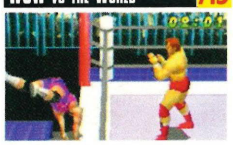
RENT IT — Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

VR Baseball '99 7.5



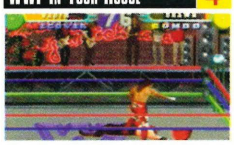
RENT IT — This makes a fine pitch for baseball on the PSX, but will only appeal to fans of this statistics orientated sport

WCW vs the World 7.5



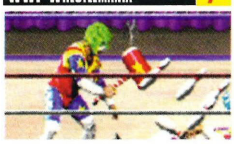
RENT IT — You know what to expect when you play these things. This is better than most but does that tell the full story?

WWF In Your House 4



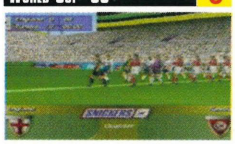
AVOID! — Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH?

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



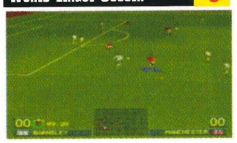
TRY B4 U BUY — EA's RTWC upgrade offers a couple of new moves but, sadly, they can't compensate for RTWC's overall superiority

World Cup Golf 4



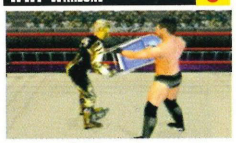
AVOID! — Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

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

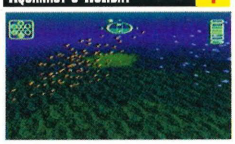


TRY B4 U BUY — Loads of new options and features make this wrestlefest flesh-slappingly good. Ideal for a good night's gaming with your mates

MISC

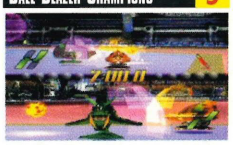
Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

Aquanaut's Holiday 1



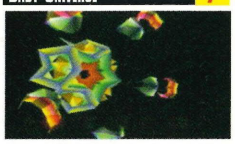
AVOID! — Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

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



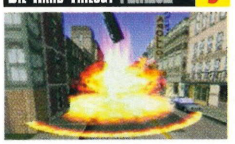
AVOID! — The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

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



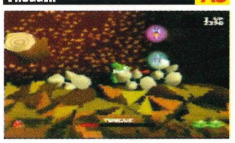
AVOID! — Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Fluid 8.5



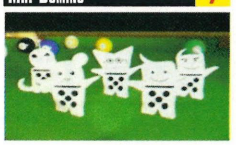
TRY B4 U BUY — Flipper gets funky in this bizarre yet highly original and playable music mixer from Sony. Tunes and tuna fish all in one game

Frogger 7.5



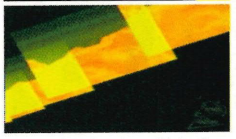
TRY B4 U BUY — The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

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



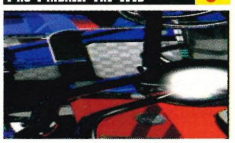
MUST BUY — The most original game on the PlayStation to date. You've never seen anything like this before – beeatch!

Poy Poy 8



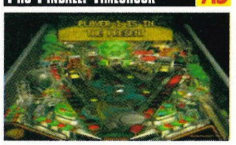
RENT IT — Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other

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



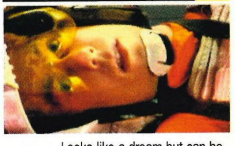
TRY B4 U BUY — As a pinball game, it does the job, as a addition to your collection perhaps you should check it out before paying cash

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



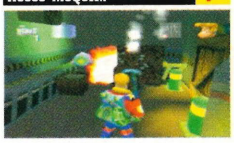
AVOID! — Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess

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



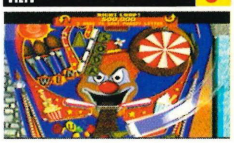
RENT IT — Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable d ousing fest from Sony

Spice World 5.5



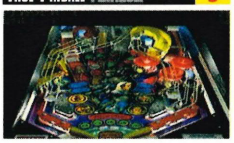
TRY B4 U BUY — Fun for alco-pop boppers of the Spice Girls persuasion, but everyone else should leave this alone or die laughing, literally

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

Well, well, well, Tomb Raiding Lara losing out to a footy game, she won't be happy about that. FIFA '99 was always likely to go straight to the top, but does it show that the Tomb Raider series may be losing a little of its usual selling power? Less of a surprise is Spyro still close to top

1	NEW	FIFA '99
2	NEW	Tomb Raider 3
3	▼	Spyro The Dragon
4	NEW	Abe's Exoddus
5	▲	Tekken 3
6	▲	TOCA Touring Car Championship
7	NEW	TOCA 2 Touring Cars
8	▼	Formula 1 '98
9	▼	Crash Bandicoot
10	▼	V-Rally
11	▼	Grand Theft Auto
12	NEW	Hercules
13	NEW	Small Soldiers
14	▼	Tomb Raider
15	NEW	Apocalypse
16	▲	Rayman
17	▼	Tomb Raider 2
18	NEW	Mickey's Wild Adventure
19	▼	Colin McRae Rally
20	▲	Croc
21	▼	Die Hard Trilogy
22	NEW	MUSIC
23	▲	Premier Manager '98
24	NEW	Cool Boarders 3
25	▼	Gran Turismo
26	▼	Resident Evil
27	▼	WWF: Warzone
28	▲	Time Crisis
29	▼	Tekken 2
30	▼	Spiceworld
31	▼	Tenchu: Stealth Assassins
32	▼	Crash Bandicoot 2
33	▼	FIA Formula 1
34	▼	Worms
35	▲	Heart Of Darkness
36	▼	World Cup '98
37	▼	Micro Machines V3
38	▼	Resident Evil 2
39	▼	Command and Conquer
40	NEW	Lemmings / Oh No More Lemmings

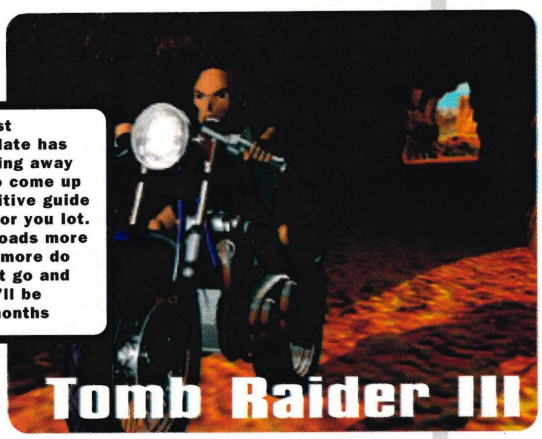
The official PlayStation Top 40 was brought to you by the informative fellas at...

ChartTrack

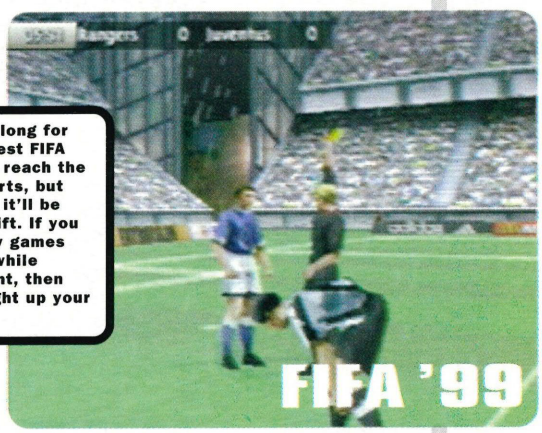
PRO Playmates

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

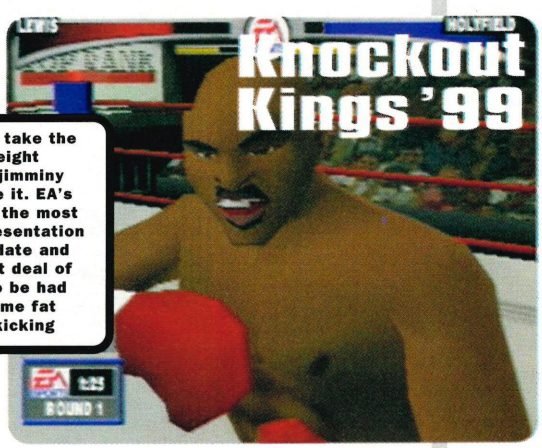
The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. These are the select titles that have tickled our particular fancy into near 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!



Lara's greatest adventure to date has had us beavering away while trying to come up with the definitive guide to the levels for you lot. Much bigger, loads more puzzles, what more do you want? Just go and get it and you'll be laughing for months



It didn't take long for EA Sport's latest FIFA incarnation to reach the top of the charts, but now it's there it'll be difficult to shift. If you like your footy games easy to play, while looking brilliant, then this will be right up your alley, er Des



We set out to take the World Heavyweight Crown and by jimminy did we manage it. EA's boxing fest is the most accurate representation of the sim to date and there's a great deal of satisfaction to be had from giving some fat bloke a right kicking

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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Carmageddon is going to be increasingly in demand as it nears its release date in the middle of 1999. It's also going to kick up a hell of a storm because the subject matter is less than savoury, but either way we know it will be well received. Check out our exclusive Exposure on page 74 in this issue of PSXPro



Next Month

- **WCW/NWO Thunder**
- **Le Mans**
- **Ridge Racer Type 4**



PlayStation Pro starts the New Year with a bang featuring exclusives on some of the hottest PlayStation titles for 1999. We'll also have everything you need to beat the best games of 1998, plus loads more. Don't miss out!

March issue on sale January 21st 1999*

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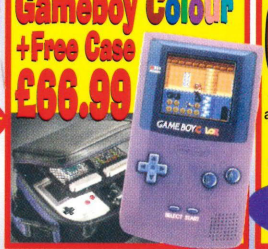
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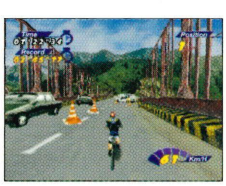
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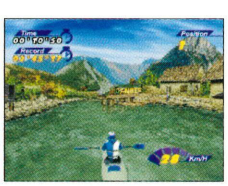
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