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PLAYSTATION PRO

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Premier Manager '99 off the bench

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ALL-NIGHTER

Le Mans 24 hours - pure endurance

PLAYSTATION PRO ISSUE 31
LE MANS 24 HRS
RIDGE RACER TYPE 4
SOUL REAVER
POPULOUS
MARCH 1999

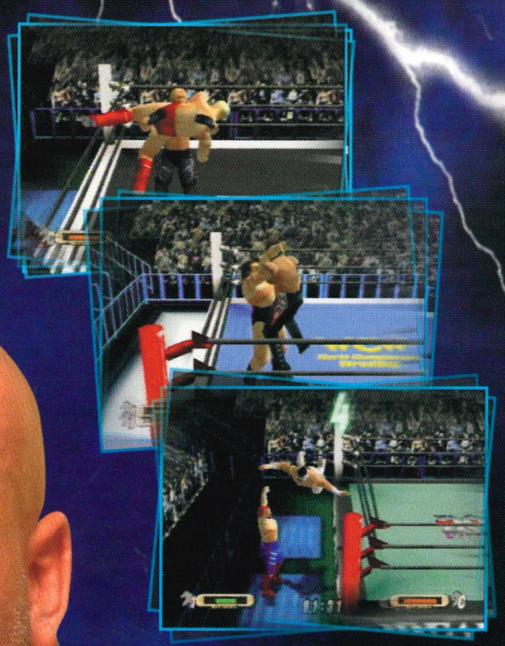
The Calm Before...

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PlayStation

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intro



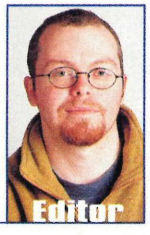
Turn to page 6 for our Le Mans exclusive

We've just got ourselves a Sega Dreamcast in the office. We thought we'd see what all the hype was about and whether this new super-console really would sound the death-knell of the PlayStation (version one at least). What do we think? Well to be honest, while impressive, it's got a long way to go to gain any ground on the Sony machine. For starters, it'll need many more impressive games available on its UK launch date than are currently available in Japan, or else it'll struggle from the beginning, just like the N64. People may point to the PlayStation and say that it has quantity rather than quality, but while everyone can name 1998's 10 great PSX games, you'll struggle to do the same for Nintendo's meagre offerings.

Rightly or wrongly, it's cool at the moment to own a PlayStation and so many people are continuing to buy them, so you can count on the fact that Sony's, machine will be around for a good while yet, Dreamcast or not (it's obviously good news for us here too on PlayStation Pro!).

New gear aside, hopefully you've all got over Christmas. Only another 300 or so shopping days until the next one! It may be that you've now inherited a PlayStation courtesy of Santa, so if you're new to Pro, hello and welcome. If you've had your machine for a bit longer, it's a fair bet that you've bought a new game or peripheral during the festive period, so hopefully you read our reviews before going out and spending your pressie money. If you didn't, well then don't say we didn't warn you.

This issue things went a little quiet on the review front because everything was put out for Christmas, so rather than printing less pages, we've managed another monster-sized issue and hopefully provided you with every tip and cheat you'll ever need. We also got top TV chick Emma Steadman dressed up to pose on the cover for our exclusive look at Infogrames' Le Mans 24 Hours racing game. How can we not love our job? Have fun and see you next month...



Chicken Editor

PLAYSTATION PRO

ISSUE 31 MARCH 1999

IDG MEDIA

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REVIEWS

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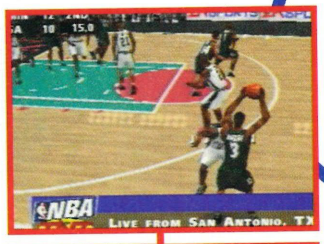
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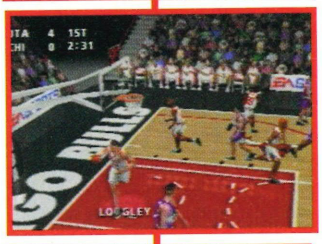
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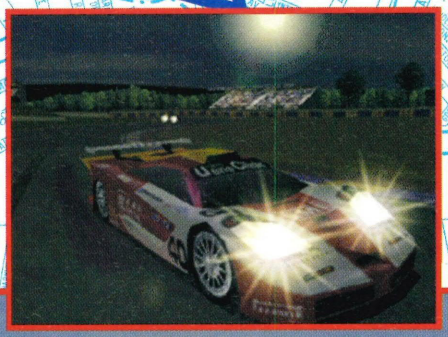
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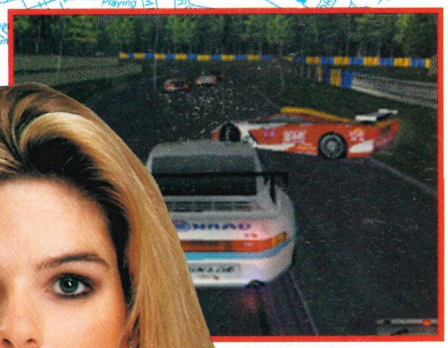
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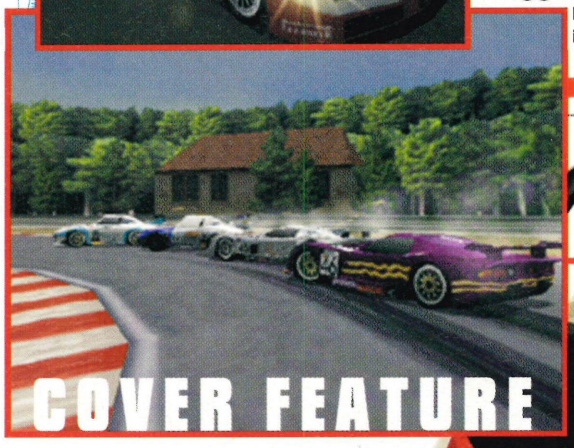


04 A-Z of Cheats
We've slaved away for nights on end to bring you the definitive guide to PlayStation cheating. Over 100 games included!

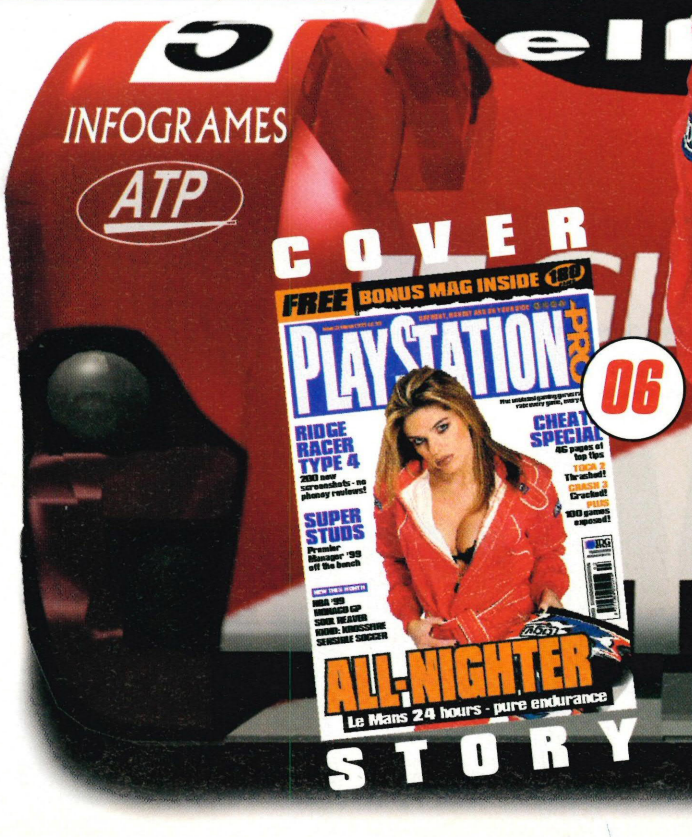
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The next in the never-ending line of great racing game from Infogrames. We look at Le Mans before any other mag in the universe







COVER FEATURE



COVER STORY

COVER

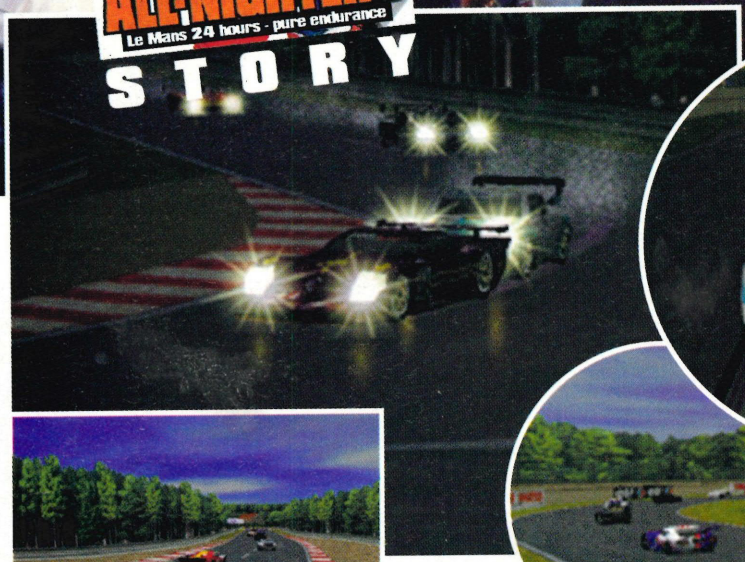


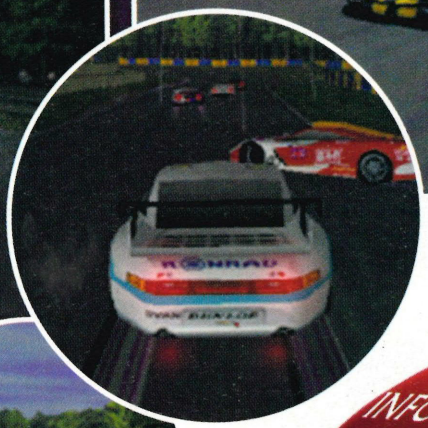
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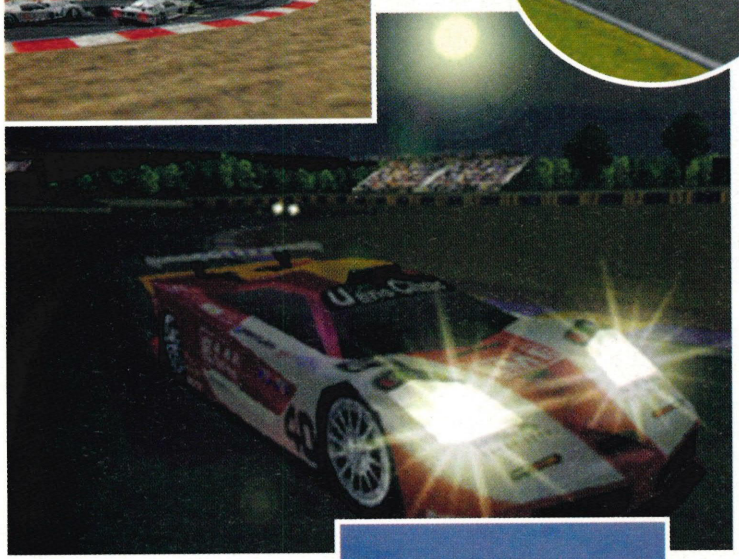




Is that a hi-res replay shot I see? Actually no, this is an in-game shot, and an early one at that. Stop drooling, they're only cars!









The cars have been modelled using over 500 polygons for each one and the realism is quite extraordinary. James should know, he nearly got run over trying to get some ream photographs at Le Mans last year



24 cars from 48 real life teams are yours to try out and a total of 16 motors will take to the tarmac for the race

Le Mans



Way back in 1906 a gang of French blokes, disenchanted with their usual weekend frog eating activities, decided to break the mould and try something a little more exciting. The petrol engine had been invented a few years earlier, and though burning oil and gasoline didn't exactly flare their Gallic nostrils in the same way as a deep-fried garlic baguette, they couldn't resist the adrenaline rush offered by motor racing. It wasn't long before the Automobile Club de l'Ouest was set-up in the Sarthe Valley, and to mark the occasion a Grand Prix covering an astounding 103km of roads around the town of Le Mans was arranged.

After coming to a halt for the First World War, the race evolved into the Le Mans 24 Hour Race, the ultimate test of racing prowess and endurance where up to 48 teams attempt to complete over 300 laps in a race that takes them through 13km of quaint French countryside. But it isn't the stunning scenery that makes this unique event such a huge spectator draw, it's the insanely fast cars which average 200 kph, the frantic pit stop repairs and the eye catching and ear popping daylight to nightlight racing.

Now this headlong adrenaline rush is soon to be roaring into your home for a more regular ragging than a once yearly event, as it's currently getting the sim treatment from the race addicts at Newcastle developers, *Eutechnyx*.

THE CAR'S THE STAR, PET

Le Mans 24 hour racing is full to bursting with the glamorous cars that tear around the Circuit de la Sarthe. You'll be able to select a ride from one of 48 different vehicles, however, only 16 will feature in any single race. Each one has been accurately scanned to produce some of the PlayStation's finest looking road going rockets, and *Eutechnyx* have spared no expense ensuring each one will handle and sound exactly the same as the real deal. They've collated enough technical stats to rebuild each car with a realism that's rarely seen (over 500 polygons for each one!).

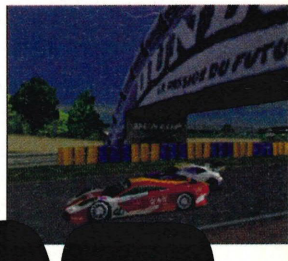
You can expect the pit lane to have more variation than a Harry Enfield Christmas extravaganza. *Eutechnyx* big-wig Paul Jobling explained why so many different models, such as the Lister Storm, Panoz, McClaren F1, Mercedes CLK and Ferrari 333SP, will be included. "Most of the cars in last year's race were Porsche 911's and we didn't really want to end up with all the cars being the same, so we took an average of the cars from '97, '98 and a couple from earlier races, as well as a few that'll be running in '99. So we have a really good cross-section of interesting cars."

Of course, you'll be able to fiddle about with all of their set-ups in what promises to be a consummate tweaking section before each race, where the day's weather conditions can be used to aid your mechanical decisions. After all, this is Endurance racing at its peak and alterations in the garage or pit lane can mean the difference between having some top racing totty draped over your hood ornament, or an embarrassing failure.

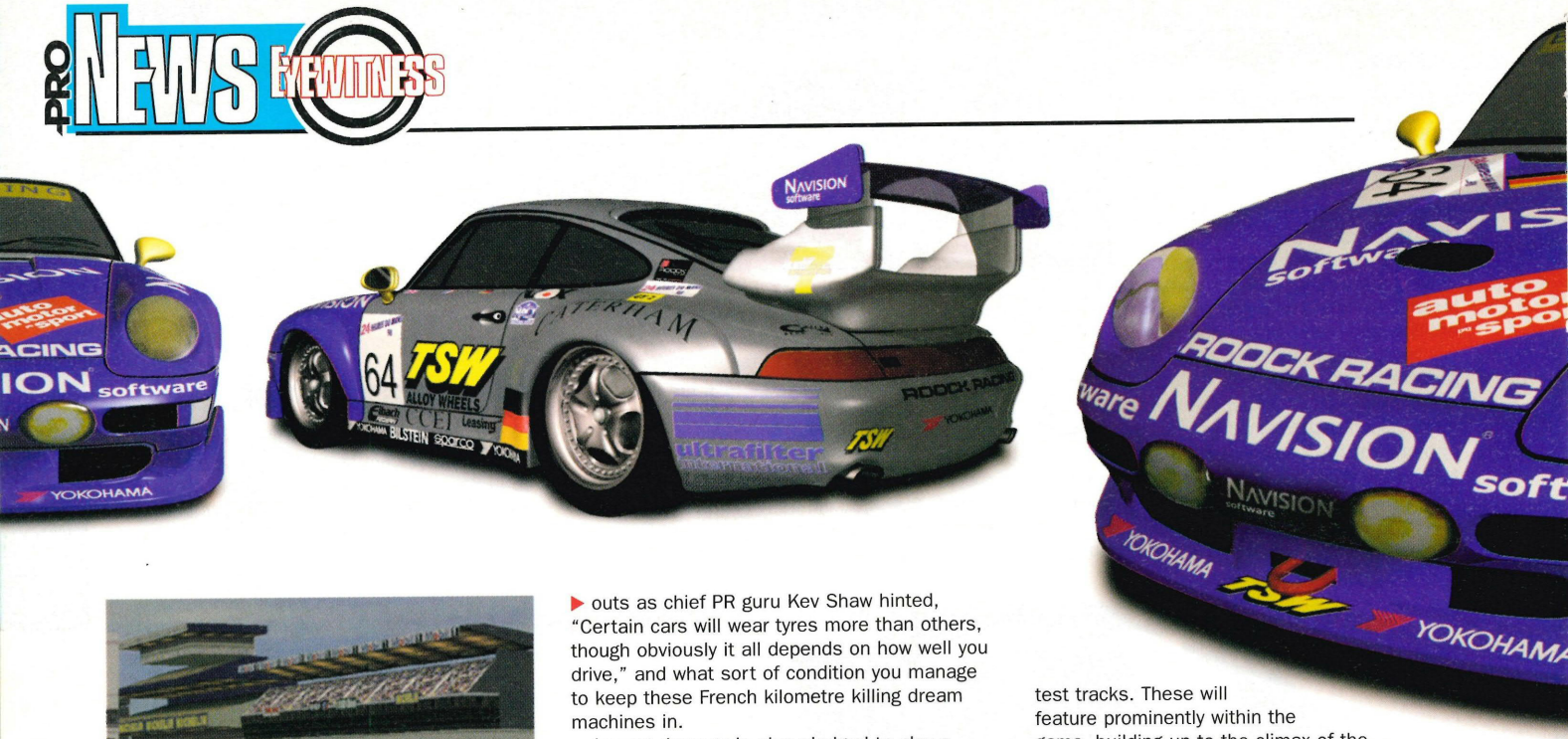
Expect to experience such hindrances as gear boxes melting, fuel line errors and tyre blow ▶

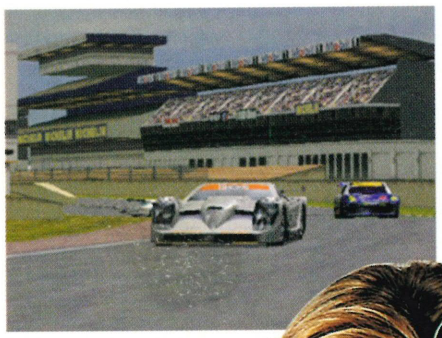


You can expect the pit-lane to have more variation than a Harry Enfield Christmas extravaganza



24 Hours







outs as chief PR guru Kev Shaw hinted, "Certain cars will wear tyres more than others, though obviously it all depends on how well you drive," and what sort of condition you manage to keep these French kilometre killing dream machines in.

Impact damage is also pledged to play a major part in settling the pack down in the most spectacular fashion. The damage will be calculated by taking into account the speed of the collision, the angle of impact and the material collided with, so your car will react differently depending on which parts of the track walls or rival cars you hit. Though if you flip and roll your motor it's going to end up looking like one for the scrapper's yard.

LAPPING IT UP

Though the real life race only features a single course, the canny lads at *Eutechnyx* have drawn on over a year's worth of in-depth research and conjured up extra circuits and test tracks. These will feature prominently within the game, building up to the climax of the season at the Circuit de la Sarthe where the real race is held.

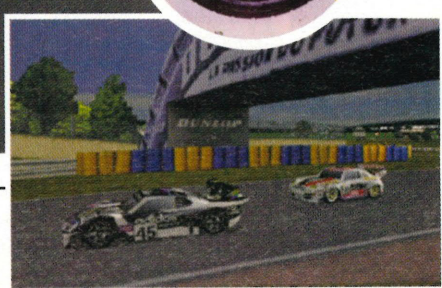
You can expect the kind of accuracy common to the tracks in the *TOCA* games across the 13k, four minute lap circuits after official Radio Le Mans commentator and self confessed Le Mans obsessive, Bruno Vandestick, ran a fine tooth comb through the game's digital recreation.

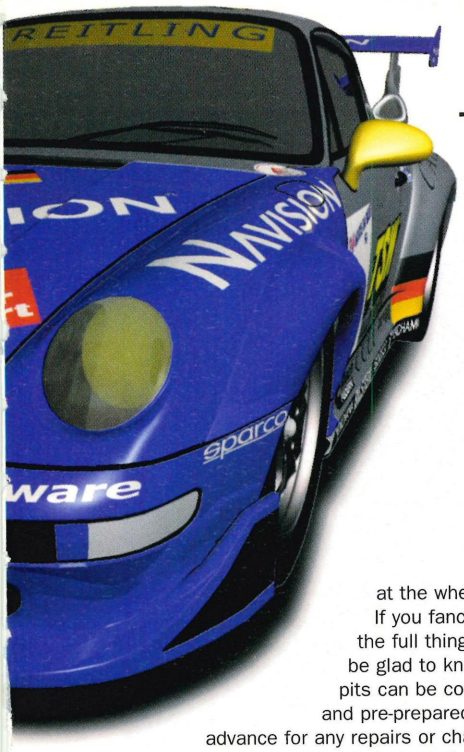
Product Manager, Malcolm Montgomery, was amazed at the Frenchman's enthusiasm for the project and stated how crucial his input was in the console construction of the massive courses, " He was so enthusiastic he even brought his own masses of video footage with him. The tracks are the largest ones we've ever had to build for a game." You'll be needing to stock up on thumb-shaped Elastoplasts for this one chaps.

ARE YOU MAN ENOUGH?

It's looking hotter than a Ralgex-smeared Denise Van Outen, and if racing is your bag then you've got a sack full of gameplay goodies coming your way too. Le Mans mode, Endurance Championships, Sprint Championships, Arcade and Practice modes encompass a wealth of challenges to sink those gear cog teeth into, including a real time 24 hour race with full damage and daytime/nightime lighting progression.

Obviously there'll be a save game option for anyone who isn't up to the strain of such a gruelling competition (well, even the real drivers get a rest every two hours, while one of the other two team drivers takes over for their stint









Eutechnyx's very own program, strangely titled Fiddler, has been utilised in the game's development to ensure that scenery pop-up is non-existent. Just look at those trees above, they go on for miles

at the wheel!).

If you fancy a go at the full thing, you'll be glad to know the pits can be contacted and pre-prepared in advance for any repairs or changes to the car set-up that will minimise any time spent under the bonnet.

Plan your races well and you could find yourself heading for a new drive thanks to the unique "Sign For Team" system, whereby rival racing teams can offer you a position on their driving staff.

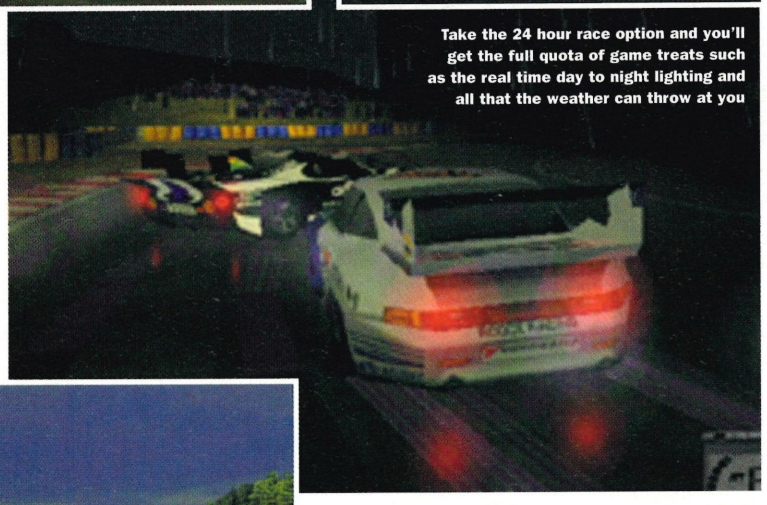
Paul Jobling explained how it all works, "You have three racing classes; the prototypes, GT I and GT II. So the way the game works is you start off driving for a GT II team and if you do well you'll get offers from other GT II teams. If you do exceptionally well you'll get offers from GT I teams or have the chance to drive for the prototype teams." Sounds like a petrol head's dream doesn't it?

FINI

This is shaping up to be one hell of a racing game that is obviously much more of a simulation compared with *Eutechnyx's* arcade racing past. But after the success of *Gran Turismo,* the PlayStation market is well prepared for the kind of gruelling test that *Le Mans 24 Hours* will provide. "We've just tried to make it as fast and enduring as Le Mans really is," says Malcolm Montgomery, so get yourself ready for another great year of life in the PlayStation fast lane!



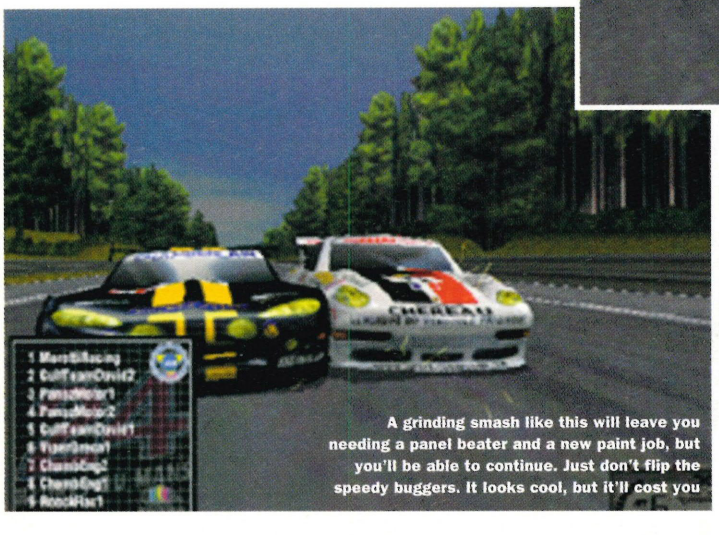




Take the 24 hour race option and you'll get the full quota of game treats such as the real time day to night lighting and all that the weather can throw at you







A grinding smash like this will leave you needing a panel beater and a new paint job, but you'll be able to continue. Just don't flip the speedy buggers. It looks cool, but it'll cost you



Sheer Lunacy

Monster hit record from the inhabitants of Oddworld – surprisingly only in Germany

The German branch of *GT Interactive* have created a monster hit based around the exploits of Abe and his boggle-eyed buddies. The record went straight into the top five of the German charts.

Comprising four audio tracks plus a video track that runs on a PC, Get Freaky features Lorne Lanning – the voice behind Abe and co. in the Oddworld games. Don't rush to the record shops yet, however, as there are no plans for a UK release so far.









It's a shame, but there're no plans for a UK release (oh, I'm devastated – Chicken)

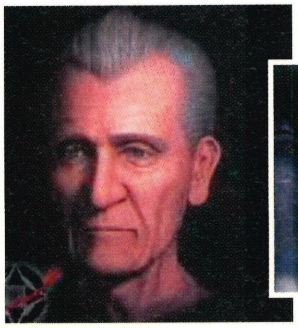
2001: A Cinema Odyssey

Prepare to be amazed by Squaresoft's Final Fantasy film feast

Movie madness has definitely hit the gaming world like an out-of-control cyclone. Amid the ongoing rumours of the *Tomb Raider* film and the recent release of *Tekken: The Movie*, *Squaresoft* are anticipating silver screen success with the announcement of an upcoming, computer-generated *Final Fantasy* movie. **Set in 2065, *Final Fantasy: The Movie* (original name) won't feature any characters from existing games,** but will definitely continue the games' idea of being "the ultimate fantasy story about life and death," according to Square's USA president, Hironobu Sakaguchi.

Using the latest in animation technology at Square's Honolulu studios and featuring the scripting skills of Al Reinert (he of Apollo 13 fame), the team are aiming to **convey human emotions and movements more realistically than any other computer-generated film**, at the same time "setting the viewer on an exciting voyage of personal discovery."

Final Fantasy: The Movie is set to be released in America in the summer of 2001 by Columbia Pictures, but rest assured we'll keep you posted on the British release date as soon as we know more.



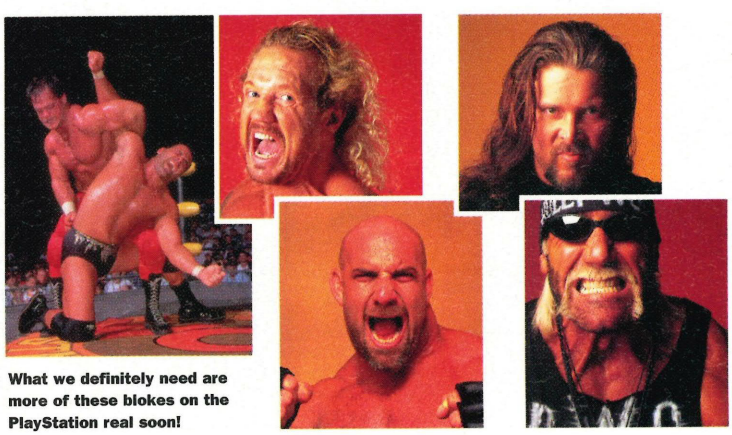


BEEFCAKE! BEEFCAKE!

Sweaty lardbuckets in stinky spandex... or genuinely misunderstood athletes?

In an attempt to provoke more jokes about big hairy men in fungus-incubating leotards (although I get the feeling that large amounts of money may also have something to do with it), ***Electronic Arts* have signed an exclusive licencing agreement with the WCW**. Previously held by *THQ*, this five-year licensing deal will also include ties with the WCW's sponsorship of the NASCAR Busch Cup Series racing team, but it's not clear yet as to whether the deal will encompass *EA's* own *NASCAR* series.

With the first release from this partnership arriving on the shelves later on this year, keep your eyes peeled for the firstborn products from this mighty (and probably very lucrative) gaming marriage.



What we definitely need are more of these blokes on the PlayStation real soon!

Crash Landing

CRASH BANDICOOT™



Can't get enough of your favourite box-bounding bandicoot and his posse of mates and marauders? Wish you could just reach out and touch them? Well, now you can, thanks to these prime plastic products from Bandai UK. Packaged together with the appropriate accessories from the game (including apples, gems and boxes), **the range includes not only *Crash* and Coco, but also bosses Tiny, Komodo Moe and the evil-eyed Doctor Cortex.**

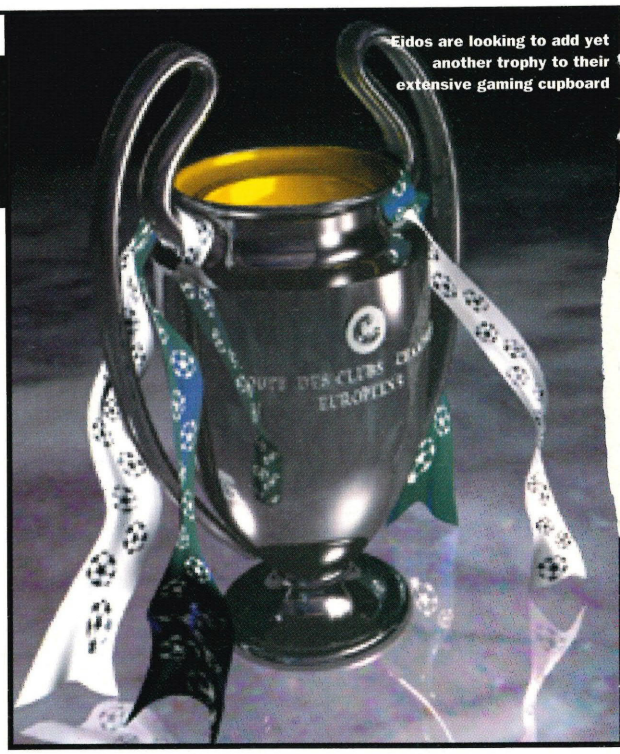
These new toys don't just feature *Crash* either – if you're into something (and someone) a little harder, Bandai's computer-related toy range also includes Duke Nukem, Quake 2 nand Virus. With **each toy costing around £9.99** from your friendly local game shop, what are you waiting for? Get collecting!

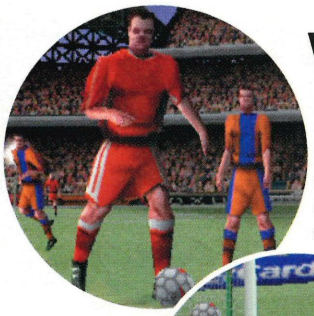






Our cup overfloweth

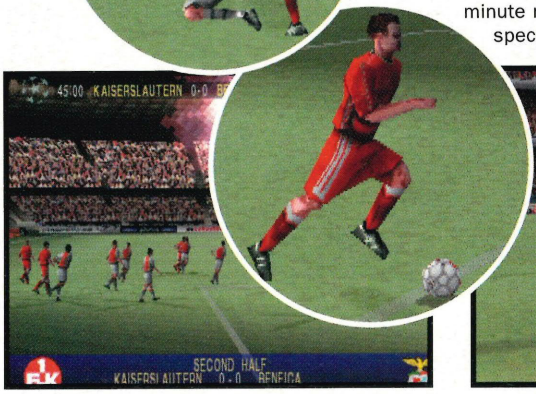

Eidos are looking to add yet another trophy to their extensive gaming cupboard

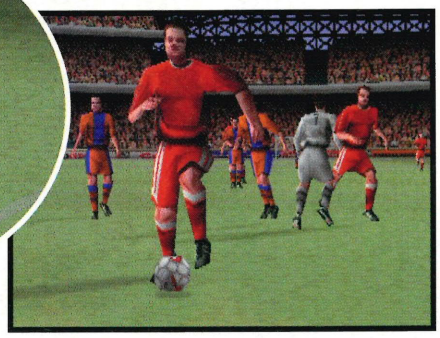




With the nation in a permanent state of football frenzy these days, it's no wonder that every games publisher under the sun is getting in on the act. *Eidos*, who recently brought us the excellent *Michael Owen's World League Soccer '99*, will soon be unleashing another guaranteed footy hit on the PlayStation. ***UEFA Champions League* promises a host of top features, including arcade quality motion-captured animation and graphics**. There will be real time, multi-commentator commentary, as well as a full replay feature to enjoy those magic moments of glory. *Eidos* also promise to include a dynamic lighting system and a unique team management option, plus an innovative challenge mode.

It looks to us as though **the Arcade Management mode may be *Eidos'* most successful innovation in *UEFA Champions League*.** This will be a totally new mode that gives the player the opportunity to create his greatest team of all time, using players from any team in the database. Be sure to keep your eyes on PlayStation Pro for up to the minute news on what's sure to be a special release from *Eidos*.







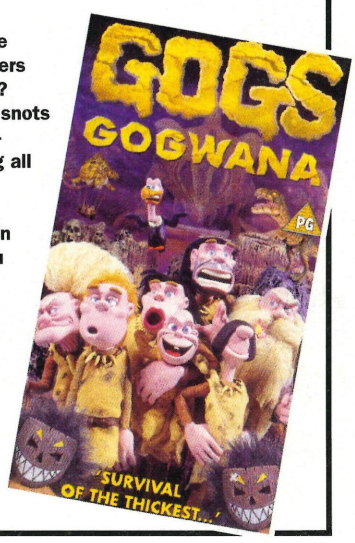
Snot Funny

Your chance to win Gogs of Gogwana videos for nowt!

Wanna win a vid starring the daftest plasticine characters since Wallace and Gromit? You've come to the right place. As snots are only a rung down on the hilario-ladder from farts, you'll be laughing all the way to the Kleenex box at this animated prehistoric farce. To put yourself in the woolly-mammoth skin hat to win one of six videos, all you have to is answer the following question –

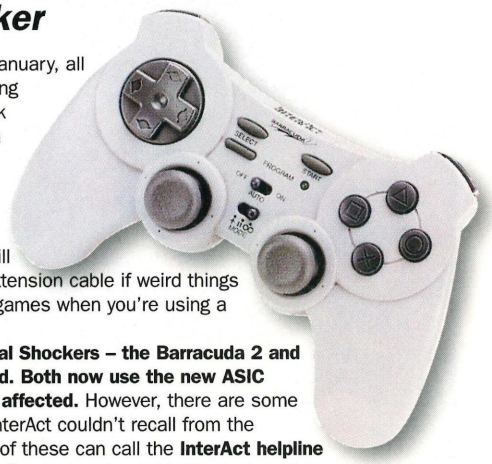
● Which animated caveman spoke not unlike that nutter out of the Police Academy series?

a) Marshall Cro Magnon
b) Sergeant Piltdown Man
c) Captain Caveman
d) Lance Corporal Monkey



Warning!

InterAct caught in PlayStation Dual Shock Shocker



Since the start of January, all games incorporating *Sony's* Dual Shock effect have been using a new Dual Shock communication protocol, changing from MCU to ASIC. Confused? You needn't be as *InterAct* will supply you with a new extension cable if weird things start happening to your games when you're using a Barracuda 2 joypad.

***InterAct* have two Dual Shockers – the Barracuda 2 and the new Dual Impact pad. Both now use the new ASIC protocol and will not be affected.** However, there are some Barracuda 2 pads that InterAct couldn't recall from the shelves in time. Owners of these can call the **InterAct helpline on 0161 702 5010** for a free extension cable that solves the incompatibility problem.

For the record, the first couple of games to use the new protocol are Twisted Metal 3 and NFL Blitz.

Speed Merchant

The *Need for Speed* series has had many critics over the years. Up until the release of *Need for Speed 3*, it is widely thought that the games really didn't live up to the hype. *Need for Speed 3: Hot Pursuit* however, introduced the brilliant idea of having police cars chase the players round the circuits, adding a much needed element of excitement.

Fans of this game will be pleased to hear that **Electronic Arts intend to release the fourth game, teasingly titled Need for Speed 4, around March this year.** Nothing is really known about the proper title of this game or the features that will be included, except that (like it or not) those pesky cops will make a return. Expect plenty of edge-of-the-seat action in this long awaited release from *Electronic Arts*. Stay tuned for more information.

Strange Memory

This magazine is no stranger to carrying the ever-increasing demands of Tomb Raider fans for the latest Lara-related merchandise. And this month is no exception, but we can't help thinking accessory aficionados *Interact* are scraping those vital last couple of centimetres from the bottom of the Tomb Raider barrel.



In what is expected to be the first of a series of character based accessories, *Interact* have produced a Lara Croft memory card. **You would be forgiven for thinking this is actually a Lara Croft doll with its legs cruelly amputated, but it is actually fully operational as a memory card.** Game players can now sit and enjoy their games with the rosy face of Lara Croft looking up at them. But hurry everyone, there's only going to be a limited number of Lara cards produced, so get your order in.

From Albert to Lara

Is there anyone daft enough out there?

Are you a bit daft? Or do you know someone who is? Daft enough, that is, to change their name to, say, Armour Jack. Or perhaps they've christened their cats Crofty and Lara? **We want to know and we're prepared to give one of five copies of Libero Grande for your troubles.** Write to PO Box 2303, London, W1A 1PX with your name-change details providing of course you're telling the truth! We'll be asking you for proof if we think you're worthy of a prize. You never know, your moment of madness may just sneak its way into the national press...



If you want to do the funky gibbon in Libero Grande, then change your name by deed-poll right away

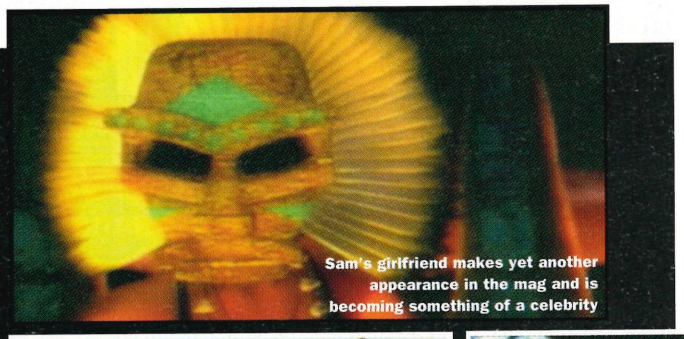
Win Libero Grande!

It's a Shaman

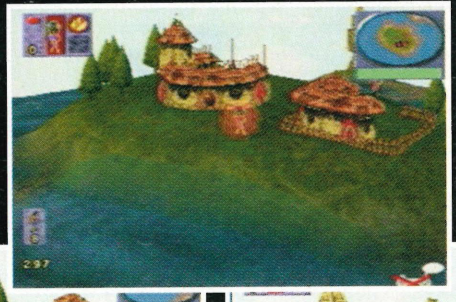
The original god sim is set to make its magical mark on the PlayStation

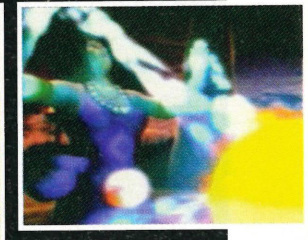
PC classic *Populous* is finally making an appearance on our hallowed grey machines. *Populous: The Beginning* sees you controlling a shaman and her tribe as they build scores of settlements in a series of worlds. Of course, there's always someone who objects to your repopulation plans, so **getting rid of opposing armies with a variety of spells and cunning tactics is par for the course** for both strategy lovers and budding magicians alike.

***Populous: The Beginning* is due out later in the year,** so if this sounds like the kind of game that you've been yearning for, we'll keep you fed with all the information on it as soon as it comes in.

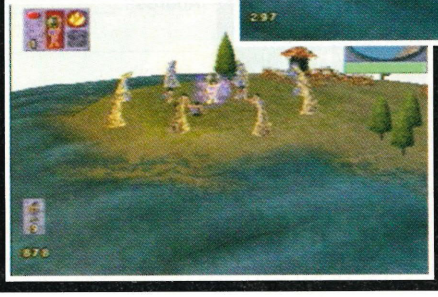


Sam's girlfriend makes yet another appearance in the mag and is becoming something of a celebrity









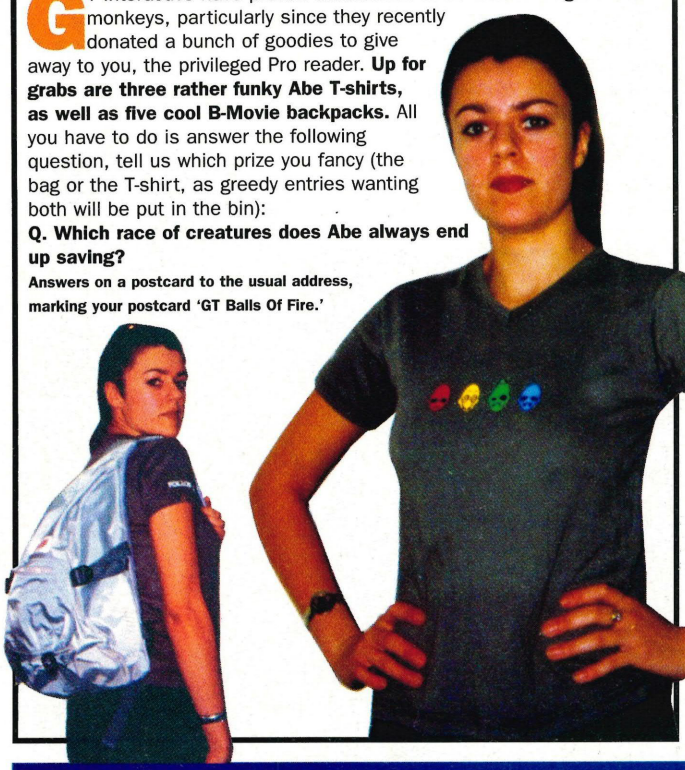


Generous to a GT

GT Interactive have proven themselves to be a band of generous monkeys, particularly since they recently donated a bunch of goodies to give away to you, the privileged Pro reader. **Up for grabs are three rather funky Abe T-shirts, as well as five cool B-Movie backpacks.** All you have to do is answer the following question, tell us which prize you fancy (the bag or the T-shirt, as greedy entries wanting both will be put in the bin):

Q. Which race of creatures does Abe always end up saving?

Answers on a postcard to the usual address, marking your postcard 'GT Balls Of Fire.'

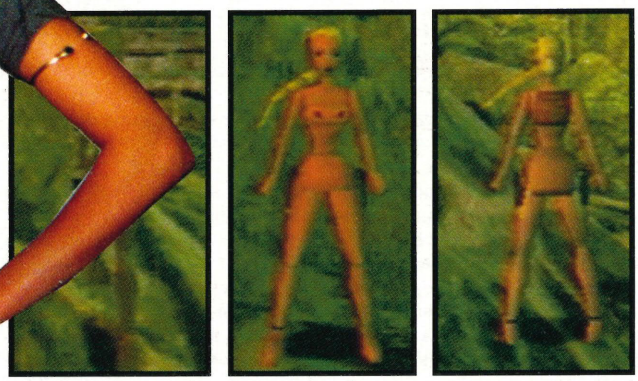


Lara in Nude shocker

It's tits oot for Tomb Raider's top totty

After years of speculation and unfounded rumour, Lara Croft has finally been given the chance to strip off in a Tomb Raider game! Those top chaps at *Blaze* have finally pandered to the needs of you panting Laraphiles and provided you with the opportunity to see Lara in all her naked glory. **OK, so she looks like she's hit the peroxide, has the weirdest nipples I've ever seen and seems to be lacking an arse cleavage, but it's the nearest you're gonna get to seeing the mighty Tomb Raiding one in the buff.**

If you want to experience this phenomenon, either get your grubby mitts on an Xplorer V2 cheat cartridge or, if you've already got one, get the codes for this wondrous cheat by either calling (01302) 325860 or hitting the 'Net at www.x-plorer.co.uk – just remember to wipe up after yourselves when you've finished ogling!



PlayStation Pugilism

Win stuff! By doing it!

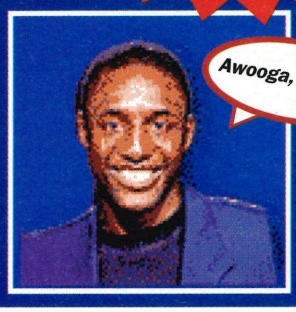
Stand up, be counted and do battle in the all-new, upcoming... Pro Gladiators!

Nothing is more greatly missed on television than the animated voice of John "Fash the Fashington Bashuna" Fashanu. The sadly departed Gladiators presenter (he's not dead, he just stopped doing it) was a joy to behold as he filled his big old Dr. Barnado's lungs and cried "Awooga!" for all he was worth. Try as he might, rugger toff Jeremy Guscott cannot recreate those golden moments of gleeful televised post-pugilistic euphoria, so it is up to us to keep the spirit of gladiatorial competition alive. Sort of.

We're looking for people at the top of the PlayStation food chain, whose knowledge of games is boundless (though we'll settle for reasonable) and whose faces won't look too scary in the pages of the magazine, to take part in our contest of epic proportions. So called more because we like the way it sounds than for anything approaching relevance.

Each month Pro Gladiators will pit reader against reader in an attempt to find out just how much you know about the PlayStation. In the event of a tie, entrants must travel to the Pro offices at their own expense to contest a naked fist-fight until one of them dies. So - If you know your PaRappas from your Bandicoots and can smell a Mortal Kombat Mythologies at 40 paces, we want to hear from you. Fill in your details below and send the form to: Pro Gladiators, PlayStation Pro, IDG Media Freepost (SK3038), Macclesfield, SK10 4YE. Every winner will receive two games of his or her choice, with a game for the runner-up.





Name: _____

Address: _____

_____

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_____ Postcode: _____

Telephone: _____

It's New, It's A Must and it's FREE
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Free And Exclusive To You The Reader

For FREE ACCESS CALL:
0161 931 1110

You will then need the four digit PIN NUMBER: 3742

Please note this PIN number will not be active until January 21st

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

Tomb Raider 3, Gran Turismo, Tekken 3, Formula One 98, FIFA 99, Spyro the Dragon, Abe's Exoddus, TOCA Touring Cars 2

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.

GET ON THE TURBO GAMES LINE

Now you can get straight to what you want on the TURBO GAMES LINE from CHEATAH LINE. A dedicated line for EVERY GAME means

***No time-wasting intros**
***No complicated menus**
***No hanging on for the games and cheats that you want**

And that saves both time and money! And there's a bonus in our superb prize competition. So get right on to the TURBO GAMES LINE.

Wild Nine	0906 220 1251	Grand Theft Auto	0906 220 1215
ODT	0906 220 1252	Tomb Raider 2	0906 220 1216
Bio Freaks	0906 220 1253	Final Fantasy VII	0906 220 1217
Spyro	0906 220 1254	Resident Evil 2	0906 220 1218
Colony Wars Vengeance	0906 220 1255	Tekken 2	0906 220 1219
MediEvil	0906 220 1256	Die Hard Trilogy	0906 220 1220
WWF Warzone	0906 220 1257	Tekken 3	0906 220 1221
Ninja: Shadows of Darkness	0906 220 1258	Crash Bandicoot	0906 220 1222
Blast Radius	0906 220 1243	Tomb Raider 3	0906 220 1223
V Rally	0906 220 1244	FIFA RTWC '98	0906 220 1224
Mortal Combat 4	0906 220 1245	Micro Machines V3	0906 220 1225
Theme Hospital	0906 220 1246	Abe's Exoddus	0906 220 1226
Crime Killer	0906 220 1247	Alien Trilogy	0906 220 1227
Test Drive 5	0906 220 1248	Intl. Track & Field	0906 220 1228
FIFA 99	0906 220 1249	Command & Conquer	0906 220 1229
Final Doom	0906 220 1250	Resident Evil	0906 220 1230
War Games	0906 220 1235	TOCA Touring Cars 2	0906 220 1231
Street Fighter Coll	0906 220 1236	WCW Nitro	0906 220 1232
Tomb Raider	0906 220 1237	Bust-A-Groove	0906 220 1259
Road Rash 3D	0906 220 1238	Duke Nukem	0906 220 1260
Colin McRae Rally	0906 220 1239	Apocalypse	0906 220 1261
Formula One 98	0906 220 1240	Madden NFL	0906 220 1262
Crash Bandicoot 2	0906 220 1241	Tenchu	0906 220 1263
Dead or Alive	0906 220 1242	Parasite Eve	0906 220 1264
World Cup '98	0906 220 1213	Pocket Fighter	0906 220 1265
Gran Turismo	0906 220 1214	NFL Xtreme	0906 220 1266

All TURBO LINE calls charged at £1 a minute

Please make sure you ask the bill payers permission before phoning!

Competition - 100 Top Games up for grabs! Win all Top 8 games this month - 92 runners up prizes of Game Of Your Choice

£5,000 PRIZE COMPO

0906 220 1233

*Star prize - £1,000 Worth of games
*Two runners up win £500 worth of games each month
*150 runners-up get the game of their choice

SEND US YOUR CHEATS COMPO

0906 220 1234

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

Winner of last month's Free Access line competition was James Carr who gets the eight games which were up for grabs. Ninety two runners up each won the game of their choice.

Winner of the £5000 Prize Compo was S. Crowther who took the top prize of £1000 worth of games. Stan Little and M. Lewis each picked up £500 in games and an additional 150 winners will recieve the game of their choice.

Winner of the Cheats Compo was John Adamson who will recieve the game of his choice.

Fasten your seatbelts and brace yourself chaps – you're in for the ride of your life...

Ridge Racer Type 4







After an 18 month absence from the racing scene, *Namco's Ridge Racer* series has finally arrived in its fourth guise, cunningly titled *Ridge Racer Type 4*. Recently thrust upon the unsuspecting Japanese public, this rev-tastic reamster has definitely proved its worth with us here at Pro Towers. As well as improved lighting and effects, *RRT4* boasts some of the most gorgeous-looking backgrounds of any racing game (check out the screenshots and you'll see what I mean).

Namco have also massively improved the whole gameplay system, putting *RRT4* head and shoulders above its predecessors. Eight spanking-new tracks are available for you to swerve and skid your way around in a wondrous choice of modes: single-player, two-player split screen, time trial and the new Grand Prix option where, for the first time in a *RR* game, you're able to work through an entire season of races.

But what about the transport? Well, the choice definitely isn't lacking when it comes to picking your dream machine – there are over 300 vehicles to collect, each one being customisable in the in-game garage. Saving and sharing your cache of cars is also made a lot easier, as *RRT4* is compatible with Sony's tiny technology treat, the Pocket Station, and is the only way to collect all the cars.

Although only on sale in Japan at the moment (and due in the US by the summer), *RRT4* is sure to give *Gran Turismo* a run for its money when it reaches our humble PlayStations in June.



Pad It Out

To compliment Ridge Racer Type 4, Namco have released the game bundled with a brand new controller. Commonly known as the JogCon, this pad boasts a dial on the top that acts as a handy sized wheel. Not only can you set the sensitivity of it, but you're also able to feel it moving and vibrating on its own, not unlike a real steering wheel.

We're not sure if this bombastic bundle will be the same when RRT4 hits our sunny shores, but we're keeping our fingers crossed.



The JogCon controller's added wheel is definitely worth getting your hands on for the ultimate RRT4 racing experience



Ridge Racer Type 4

"Like a naked choirboy in the House of Lords, Ridge Racer Type 4 is just a blur, leaving its ancient rivals for dust"


RANK
RECORD
REPLAY
*RESULT
*3rd
*CONGRATULATIONS!!!
*YOU QUALIFIED!
*LAP1 01'32"812
*LAP2 01'21"669
*TOTAL 02'54"481
*RESULT
*CONGRATULATIONS!!!
*PLAYER 2
*PLAYER 2 WON !!!
*1st PLAYER 2 WIN 01
*2nd JAMES WIN 00
SILHOUETTE DANCE
PEARL BLUE SOUL
BOUNCIN' BUNNIES
76

PRO LETTERS



It's the last year of the Millennium, so if you want to get your letters in this century you'd better hurry up. Keep sending your Opinions in to because we're starting up some lively debates already. We're also getting more and more emails, so watch out for our net presence

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



Here at PlayStation Pro we try to review all games fairly and give them to people who like the genre in the first place. Can't say fairer than that really

Right to an opinion

Dear Chicken (nice name – glad I don't have your parents)
And now a review of my own... Here goes. Kevin and Daniel (see issue 30, page 16) try zero out of 10 for a nice try, but a beautiful display of complete opinionated arrogance. The idea of a review is to be impartial – just because a particular genre of game isn't your cup of tea doesn't mean the game is worth less marks.

The reviewer's job is to judge the game not on its subject, but in terms of graphics, playability (is that a real word?) etc. as the reviews clearly point out. I may not see why a PlayStation game about 22 people kicking a leather ball about is worth a high score – but that's because I'm not particularly partial to football. But you have to respect the fact that someone else does and will want an unbiased (note that word) view of the plethora of football games available. So that when they purchase the game of their choice they don't end up wasting 35 quid.

On a more personal note, I find the comments about American Football more than derogatory – having had the good fortune to play said game for real (albeit not at a professional level) it is a more complex game than you give it credit - the closest comparison is to the game of chess (but then that would make me a spotty geek).

There is nothing more rewarding than executing a play by evaluating the opposing team's weaknesses and exploiting them – but then maybe that's a little to cerebral for you Daniel/Kevin? Unfortunately, I had the misfortune of turning my foot 180 degrees (something feet shouldn't do) playing said game for spotty Yankee softies and will never be able to play again for real – that's why games like NFL blitz or Madden '99 suit me - I can once again get onto the (virtual) field and duke it out again.

So on a closing note, keep up the good work PRO – you may suffer slightly from a fascination with the contents of ladies brassieres (don't all men?) but hell it's a free world so what the hey. Oh, before I forget, a couple of months back you sneak previewed a game called Driver, any idea what's happened to it?

Anon, via email

PRO We'll start with your last point first. Driver has been delayed while the developers hunted around for a publisher. Well, they've finally found one and we can exclusively reveal it will be GT Interactive.

You can read the latest Driver news in the news and we'll be taking a massive look at it next month too. So watch this space. As for your comments about our new Opinion section, well the idea is that everybody can have their own say and I guess some people who've wasted money on games might not always share your views.

I actually like American Footy and thought both Blitz and Madden were truly excellent, so you're not alone in the world.

Stop buying bloody FIFA!

Dear Chicken,
Why do people buy the same games every year? I just looked at your PlayStation chart in issue 30 (February) and found that once again FIFA is higher than every other sports game grabbing Christmas No.1. The turn of the year brings about eight new EA Sports games all with the year on them (just in case they needed to be filed away) boasting more teams, better playability, better graphics and improved stadia.

What a load of advertising crap! The start of this year EA brought out FIFA '98. This was so easy that it would have taken me longer to get a fire going to burn the money that I had wasted. Next came World Cup '98 with more buttons used than in the NASA control station.

The year before, FIFA '97, the ball moves followed by the leg, shouldn't it be the other way around and the graphics are still square. What do people see in these games?. I mean, if FIFA didn't put the year in I could have brought: FIFA FIFA, FIFA, FIFA, FIFA and FIFA. Very confusing!

What are people afraid of when it comes to change? Every year my mates buy FIFA and I'm there with a totally different soccer game or sports game. Why don't other companies spend a lot more on advertising and attempt to knock FIFA off the Christmas top spot? I know that my money will be spent on Actua Soccer 3 and unless this is as tragic as Actua Soccer: Club Edition then I won't be even picking up a copy of FIFA '99.

Onto a separate point, in your review table with Graphics, Sound etc, why don't you add an "Annoyability" section so if you don't have much patience then you will know not to get it!

Jay Nicholls, Midlands

PRO *Funny that, we've been thinking of adding an Annoyability rating to the letters pages! FIFA-wise, what EA seem to have done is created a brand that people seem to think they can trust. To be fair, the last three games have been decent enough, if a little simultaneous! With games like Tomb Raider and the EA Sports games we're seeing big companies protecting their interests by releasing sure-fire big names rather than taking a risk on little known products. That's the way of the world now the big boys are taking games seriously. Bummer eh?*

Too much spare time

Having recently bought a PlayStation on a spur of the moment type of thing, I've been sifting through a few of the more popular magazines. Then I came to yours. Just a few things that I'm not sure if other people have already pointed out.

Number of pictures of Lara Croft in the January issue (excluding screenshots) = 32. Bordering on the obsessive don't you think? And the people who wrote in asking for a 'nude cheat' (of all things) for the Tomb Raider games. HA! That'll teach you to think your mates are being serious, you young deluded fools. I should imagine you both feel a bit stupid now, don't you (tapping a spice girls tune into the game! Christ, your mates must have all the entertainment they need in you)?

Furthermore, a quick note about the use of females in the magazine. All that sexist shit aside (as that really doesn't worry me), I'd just like to point out, in a terribly pretentious way, that you can't make playing videogames sexy. Since, let's face it, at the end of the day all you're doing is sitting in front of your TV for long periods of time, cultivating piles and blisters and festering sores, while the type of girls you like to visualise in your magazine are out, well, not playing videogames. Or with you, for that matter (not that I'd attack your libido now, or your ability to pull women, you understand).

Also (as many have discovered with bitter disappointment), most girlfriends don't appreciate a boyfriend who seems to gain more pleasure clicking through the levels of Apocalypse than using his hands in a more, well, productive manner.

£2.99? You guys are getting paid too much. FHM is cheaper than that, and has more door-wedging ability (being almost three times the size of your rag). Talking of which, you're not FHM, so cut it out. Bea Havin? Such wit. Tell her to wrap up warm in these festive climes. We wouldn't want her to catch a chill now would we?

Well, have a nice Xmas, and although I know it must be a naff job, it's better than being unemployed, which is essentially what I am.

Luke Hayward, East Anglia

PRO *Ooh you're a bit of a tedious monkey aren't you? I'll just pluck out random bits from your letter in a bid to make everybody think I could be bothered to read it properly. "You can't make videogames sexy" is a good starting point. I doubt very much clubs like Ministry and all the others see them as geeky, as do a lot of the three million plus owners.*

Personally, I don't really think you could label me a games geek. I like games, but I'm certainly not obsessive about it and no, we don't all go out with glamour models, but then I doubt they go out with you either for that matter and you put yourself across as a non-geek for want of a better phrase.

Finally, How can you compare us to a mag like FHM? I tell you what, try this analogy for size. If you buy the Times it's much cheaper and it's on bigger paper, so come on FHM what are you playing at?

The so-called life-style mags take masses of advertising from Blue chip companies and the like. Count up the number of editorial pages in both them and us and there won't be such a big difference. If you want to read loads of adverts, why don't you buy Loot?

Worried over nothing

I have a question that I hope you can answer. I am a subscriber under my mother's name, as I am too young to have a credit card, and I am planning to renew my subscription. If I sign up for a 14 issue subscription and Sony suddenly introduces the PlayStation 2 early, this may mean that you will go and work for a PSX 2 mag and leave us in the slums.

If this is the case, will we get a refund or will you carry on with the mag until everyone is off the subscription? This is really worrying me because this may well be true, and I'm sure other readers will agree. Yes, you can say that the PSX 2 is not coming out very soon, but when it does, what will you do about the current subscribers?

Wai-Yip Wan, via E-mail

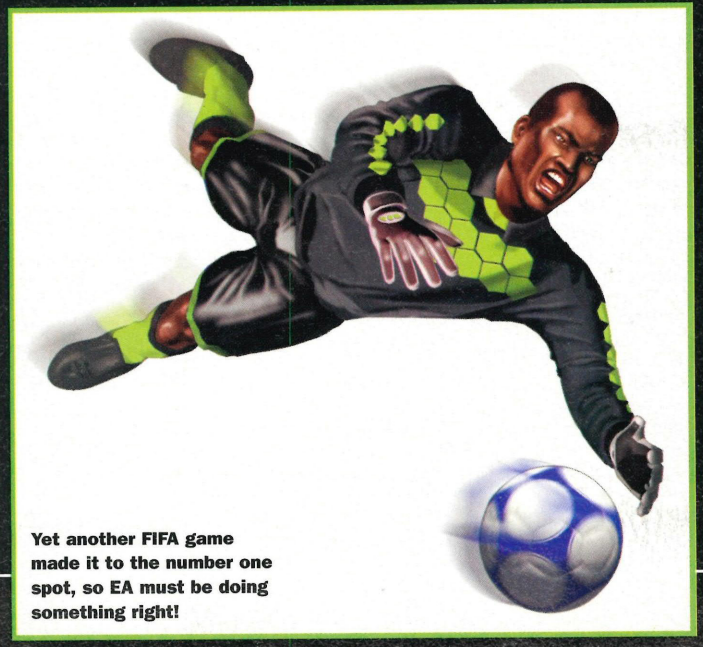
PRO *Nah, don't you worry, we're not just going to drop PlayStation Pro and start a PSX2 mag, we believe both will be able to live within the same pages quite happily for the next few years at least.*

Web of intrigue

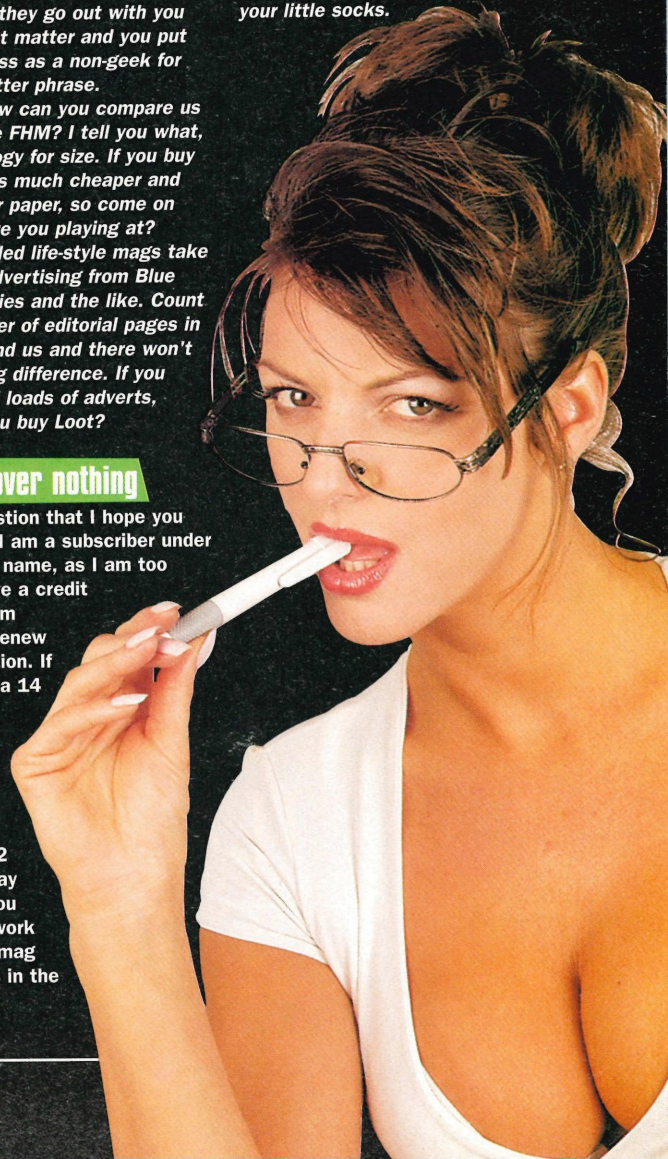
In your last issue of Pro, in the letters section, you said you were developing an internet site. Well I was wondering if Miss Bea Havin will be there in all her glory and that you could show any pictures you like of her (the good ones). I think she is very good looking and would help your site a lot.

Adam Doran, Middlesborough

PRO *Our website should have been up and running by now ,but we've decided to overhaul it before we even published it to make sure it's as cutting edge as we wanted it. Miss Bea will be there in all her glory though, so don't you worry your little socks.*



Yet another FIFA game made it to the number one spot, so EA must be doing something right!

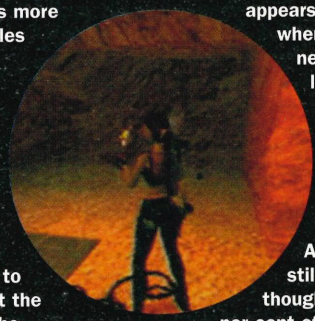


Opinions time again. It's the bit of the mag where we invite you to opine upon what we say in the reviews, or indeed anywhere else. Surprisingly, many of you seem to agree with us, which is slightly worrying, but it's early days yet...

OPINION PAGE

Dear PlayStation Pro,
Am I the only PlayStation owner in the world not to have got a stonker over the third instalment of Tomb Raider? No sooner had Tomb Raider 2 appeared in the shops than talk of the next sequel began, with everyone going ga-ga over a pixellated female who for some reason has become a cult heroine. Personally, I don't think this kind of mania is good for the future of videogames in general.

Please don't get me wrong. I'm not a Lara-phobe – I own Tomb Raiders 1 & 2 and think they're excellent games. In fact, let me re-phrase myself. The Lara-mania type occurrence may well be good for videogames because it increases their profile and consequently gets more people interested in games, so sales increase, publishers make more money and produce bigger and better games. At least they do in theory, but I don't think this is happening. If it was happening, we wouldn't have seen three Tomb Raider games in just over two years.



It seems to me that the excitement or whatever you want to call it created by Tomb Raider, got the publishers even more excited at the prospect of a cash cow, prompting them into commissioning a sequel. That's understandable. At 23 I'm just about wise enough to appreciate that this is a business, after all, and besides, there was loads more that could have been done with the game. So out comes Tomb Raider 2, which also goes down a treat, and surprise surprise, another sequel shoots out even quicker than before.

It's at this point that it all starts to get a bit tedious. Millions of copies sold, tens of millions made and the perfect opportunity to invest some of the cash and really try to push back the boundaries. Instead we get another samey sequel as Eidos opt for the lazy way to earn.

If everyone who stumbles across a winning formula adopts this kind of attitude then creativity will almost completely dry up and for all the new technology and greater opportunities to impress, the business will never progress. If I can see this, how come those at the sharp end aren't able to?

Lee Morgan, Dronfield.

PRO *Those at the sharp end can't see anything over their enormous pile of cash, Lee! I can't argue with much of what you've written, except to say that for everyone who milks a winner until the last drop drips (and I'm generalising here you understand), there is someone striving to come up with the next "latest-greatest" offering. Of course then there's the danger that this great piece of software will be overlooked because of the marketing hype surrounding the big name.*
I don't think the outlook is quite as bleak as you paint it, but it would be nice to see more profits ploughed back into the business. Anyone else got something to say on the matter...?



Dear PlayStation Pro,
I received a PlayStation for Christmas a year ago and started buying your magazine soon after. I have now come to rely upon your views and opinions when deciding which games to buy, though to begin with my reason for buying the magazine was the excellent directory section in the back. A few words and a screenshot on every game released was a great help (and still is) when buying older games. But I do have a little quibble about it.

Occasionally the person who writes this part appears to get confused, particularly when it comes to sequels, with a newer game sometimes getting a lesser score, but described as the best of the lot, or getting a higher score and being described as the same old thing, or something like that. It only happens very rarely, but I'm sure will be confusing for those who are new to the scene. And it bugs the hell out of me. It's still the best directory around though, so please keep up what for 99 per cent of the time is excellent work.

Darren Lester, Cannock

PRO *First of all Darren, let me commiserate with you on the size of your quibble. That kind of business is no fun at all mate, but anyway... You're right. A very few of the directory entries are slightly confusing. It's because we update our opinions on games in this section as and when we deem necessary.*

A game that was the dog's bollocks in 1995 might be something akin to the cat's minge in 1999, so we amend marks to give as up-to-date a representation of quality at all times. Frankly, it's a hell of a job, but we're man enough to tackle it and you can rest assured that the odd discrepancy will be ironed out.

And yes, the person responsible for this section was indeed confused. But fortunately he's dead now.

Dear Chicken,
In the January issue you stated on the cover that "over 520 games" were rated inside. Well I've counted, and can inform you that in fact you are wrong, as exactly 520 games were rated inside.

Sorry to be so pedantic, but I thought you'd want to know. I think that I need to get out more, don't I?

Caron Parris, Dursley

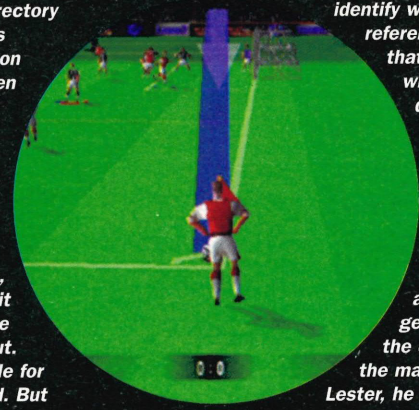
PRO *You need to get laid more is what you need.*

Dear PlayStation Pro,
It's difficult to know what to do for the best sometimes. I am referring to your January issue, in which FIFA '99 and Michael Owen's World League Soccer '99 were reviewed. Both games scored nine, meaning that each one is a game worth buying. However, the vast majority of fans of football games will not be fanatical (or wealthy) enough to the extent where they buy them both. Despite this, and with the exception of one measly sentence in the review of WLS, there is no reference to FIFA in the WLS review, and vice versa.

In a situation such as this, when two big games of the same kind are reviewed in the same magazine, it would be very useful to have, for example, a box comparing the good and bad points of both games, or maybe have one person review both games, so we're getting a straight comparison that way. Anything that would make it easier for a humble peasant surviving on £100 a week would be welcomed!
Cheers mates,

Paul Dyer, Skipton

PRO *Well the obvious thing that would help a peasant surviving on £100 would be for that peasant to get a better job. Or maybe burgle houses or peddle drugs. Be that as it may, I know where you're coming from Paul, but I believe the way we do things at the moment is fine.*
We do refer to other titles in many reviews, usually to give you a flavour of what a game plays like, by comparing it to something that a good percentage of readers can identify with. The problem with referencing two new games is that we're the only ones who've seen them so it defeats the object of the exercise.



A reference box isn't a bad idea, but again, to do this comprehensively we'd have to refer to every game of that kind still available, and you can get that information from the directory at the back of the mag (just ask Darren Lester, he bloody loves it).
So the only other option is to review each game on its own merits, and rest secure in the knowledge that, as we know what we're talking about, anyone with a dilemma regarding which gear to buy will resolve it by reading the magazine. Obviously you didn't, but as you say, you're only a humble peasant and most of our readers are dead posh.

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Global Vision Total Knowledge

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START AS YOU MEAN TO GO ON.



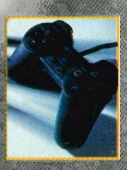
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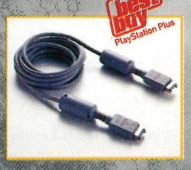
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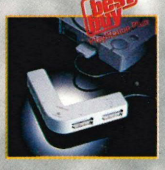
Official Mouse



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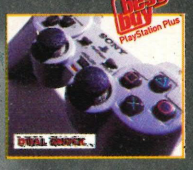
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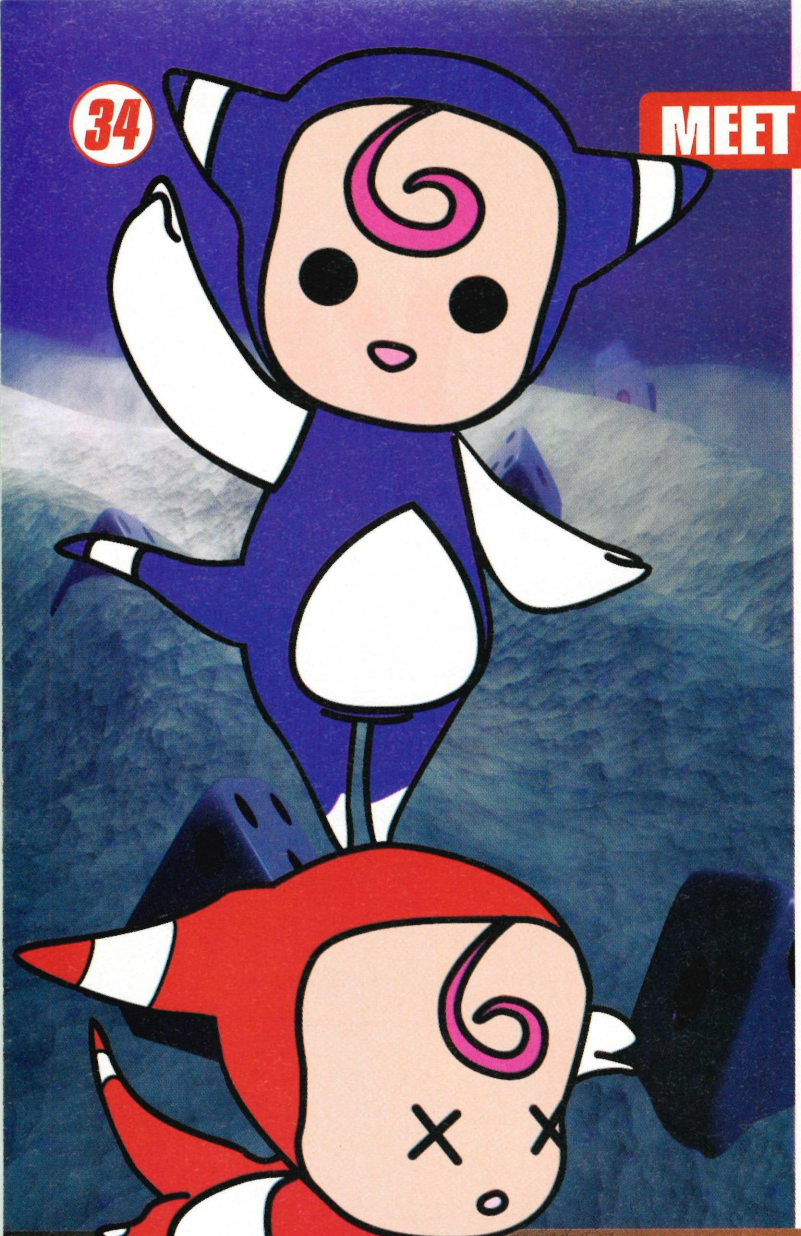
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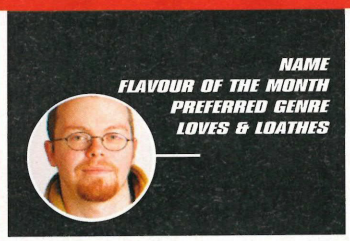
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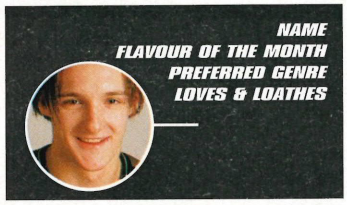


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MEET THE PROFESSIONALS



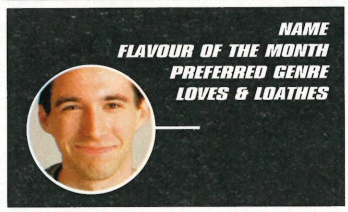
Paul (Chicken) McNally
Premier Manager '99
Simulations
Our wannabe Man City manager spent his time trying to get the Blues up the divisions this month. Sensible Soccer though made him as sick as a parrot



James Cannon
NBA Live 99
Racing
James made sure he was playing with his balls all month as well. Basketball attracted him the most but he too hated what has happened to Sensi Soccer



Kay Wellby
Premier Manager '99
Puzzles
Kay agreed completely with the boss (which is always the best thing to do). Premier Manager made it to the top of her league but well as for Sensi Soccer – insert swear words here



Sam Thomas
NBA Live 99
Action
EA Sports' basketball offering got its second vote from our Sam. However he wasn't in a very forgiving mood for the retro "clas-sic" Asteroids which, well, did rock all for him



Lewis Pek
Soul Reaver
RPGs
Eidos' offering Soul Reaver whetted Lewis' appetite the most but again he was having no play with Activision's Asteroids. Looks like they need to concentrate on some-thing new for a change

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

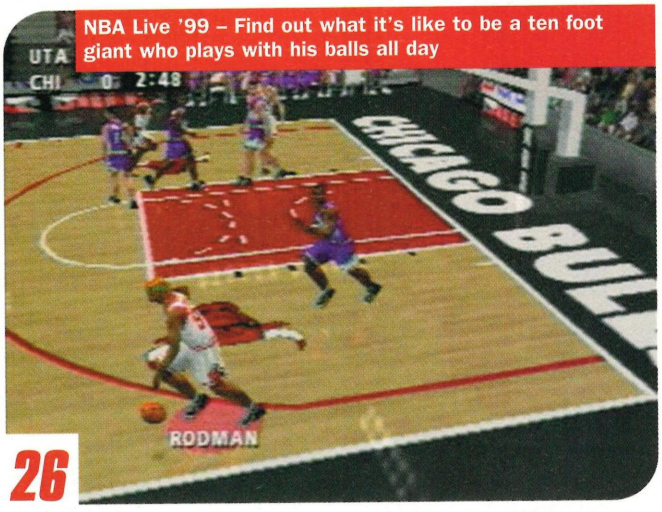
Our icons explained...

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

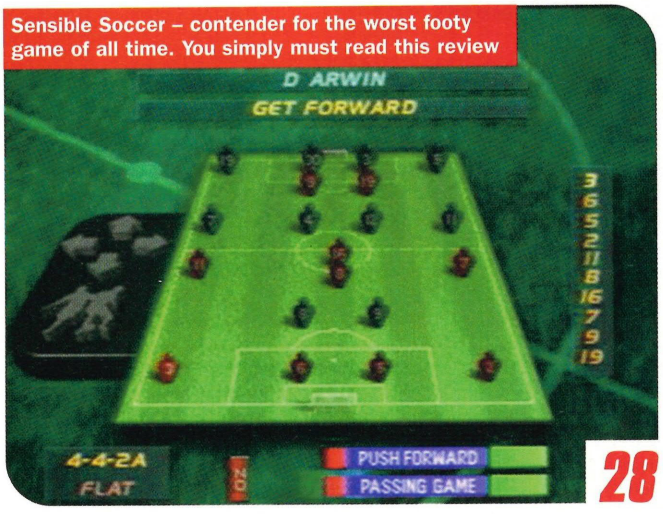
AVOID!
Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs



NBA Live '99 – Find out what it's like to be a ten foot giant who plays with his balls all day

26

26 NBA Live '99
28 Sensible Soccer
30 Asteroids
32 Legend
34 Devil Dice
36 Premier Manager '99



Sensible Soccer – contender for the worst footy game of all time. You simply must read this review

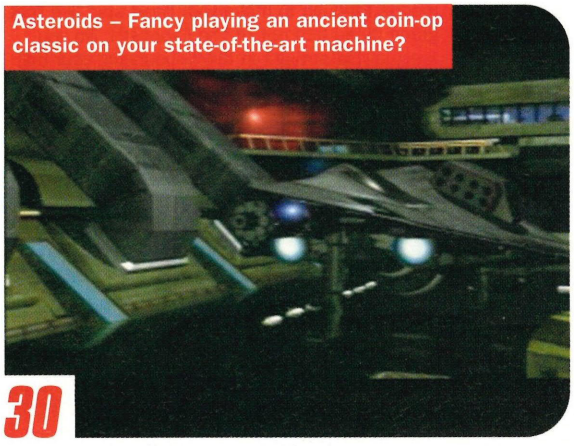
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Legend – If Xena the warrior princess/tatty old hag in bondage gear gets your juices flowing, check this out

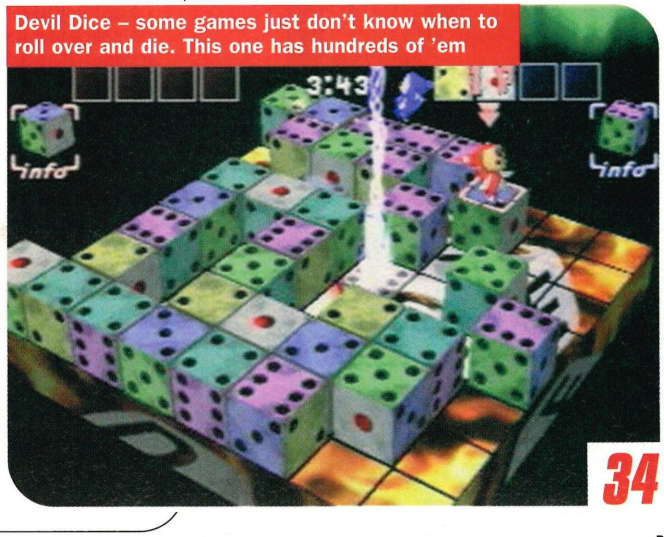
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PRO REVIEWS



Asteroids – Fancy playing an ancient coin-op classic on your state-of-the-art machine?

30



Devil Dice – some games just don't know when to roll over and die. This one has hundreds of 'em

34

NBA Live

More complete than Total, quicker than Fastbreak and even fruitier than Jam! EA Sports steals back the PlayStation B-ball, and takes it to the hole!

Live '99's slicker than an adolescent's joypad after an hour of feverishly bashing away with Lara!

Hands up how many of you lost interest as soon as you saw this game's title? Just as I thought, bloody loads of you! And now I'm in a race against time to come up with a hook to keep you reading to the end! Erm... I know, I've got the nude Lara Croft cheat for *Tomb Raider III*, but I've hidden it cunningly within this review, and you'll have to read the whole thing to find it! Ha!

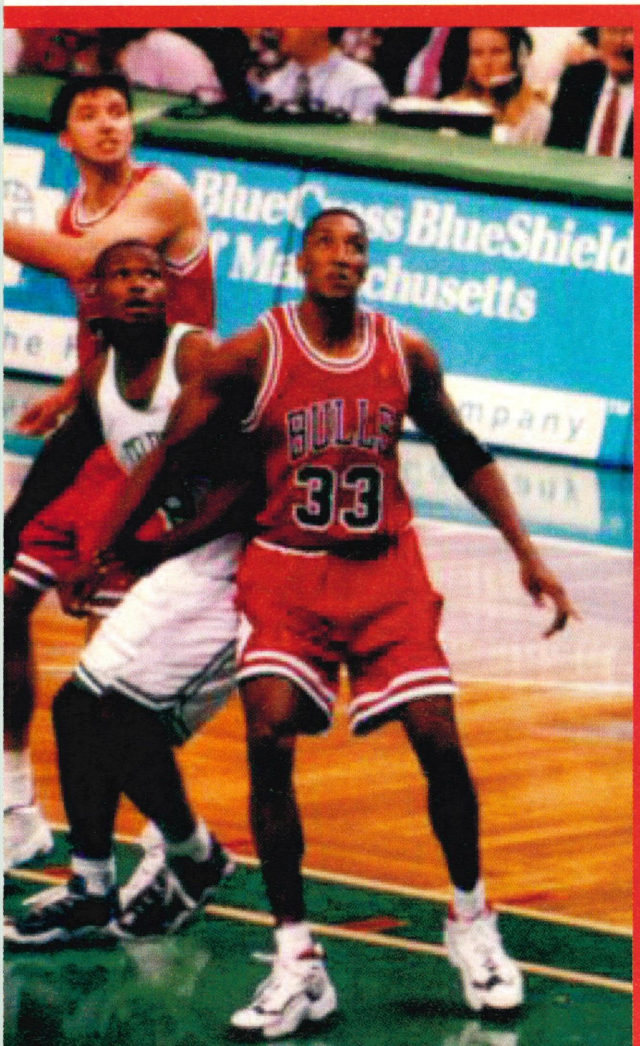
Let's press on. I know, I know, it's basketball, but give it a chance! For many of you the National Basketball Association's abbreviated title (that's NBA, for any thickos!) would be much more appropriate if it actually stood for Not Basketball Again, but *NBA Live '99* could just change your opinion of the Yank's favourite big round ball game!

Slicker than an adolescent's joypad hand after an hour of feverishly banging away with Lara, this easily sets new standards of quality – both graphical and gameplay-wise – for the genre on the PlayStation. Making giant, Shaq-length strides forward over last year's edition, this is probably as close as we're going to get to the real thing this side of PlayStation 2000!

The most obvious improvement is the redesigned – and groundbreaking - 3D engine. Characters have a very solid and realistic look thanks to advanced light-sourcing and shading. And the crowds – at least in the first few rows - are now 3D objects as well, giving a real sense of being inside a real arena.

Most noticeable though are the new animations of the athletes. Players are given a breath of life thanks to *EA's* new facial expression engine – they'll smile, frown, yell, squint and gurn like goons throughout the game – completely eliminating the eerie blank stares that have blighted sports games, well, since time began! Dunno about you, but it always made me feel like I was playing with and against teams from Night Of The Living Dead! Bit like working with some of The PlayStation Pro lads actually! Mentioning no names of course...

The AI's been tweaked as well, making the player's react more naturally, and generally behave more intelligently than ever before (rumour has it that they can now actually outsmart our Art Editor 'Gaz' nine times out of ten in a general knowledge quiz, but then that's not too hard!).



All the stars of the NBA – or at least the majority – feature heavily thanks to Live's official license. One or two of the bigger stars have opted out to sign their own deals, but most of your favourites will be in there, and all playing for the correct teams and in the right uniforms too! Groovy!

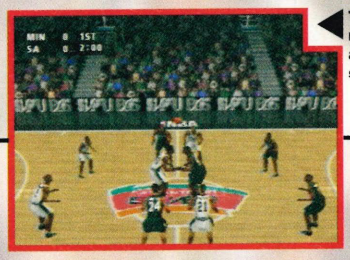
MR UNIVERSE

For the blandsters there's a detailed season tracking mode where you can keep tabs on each player, not only in a season, but also throughout his entire NBA career. And if you want to put yourself in the game, there's an elaborate character-creation mode where you can select attributes from body build and skin colour, all the way through to your very own bad-ass on court a-ti-tood! Hell yeah!

Before you're into the heat of the action though you'll have to choose one of the trillion modes (enough to make your head spin like that green faced bird out of The Exorcist!). Do you fancy diving straight in there, bouncing your ball up and down frantically before slamming it firmly into the ring (Ooh! Suits you sir!)? Well you can, thanks to the quick start modes (there's even an outdoor court for a little solo play, or maybe one-on-one. Then of course there are the more serious modes, such as tournament and season, which fully simulate the NBA in all its glory.



'99

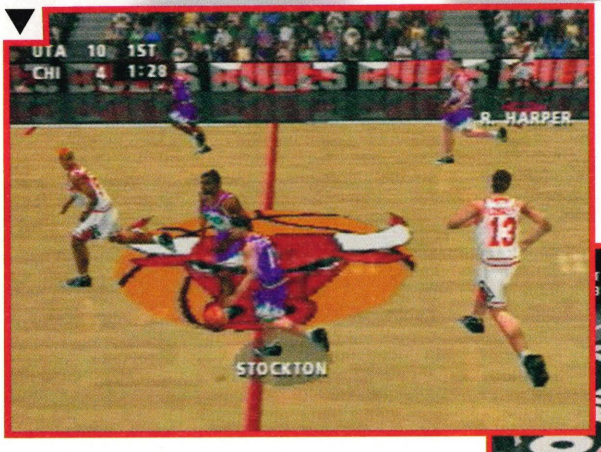


The player's new facial expressions make this as close to the real thing as we'll see before the new hardware starts to hit the stores!





EA Sports are undoubtedly the best in the business when it comes to recreating American games for the home market. And their football games are far from shoddy too come to think of it!







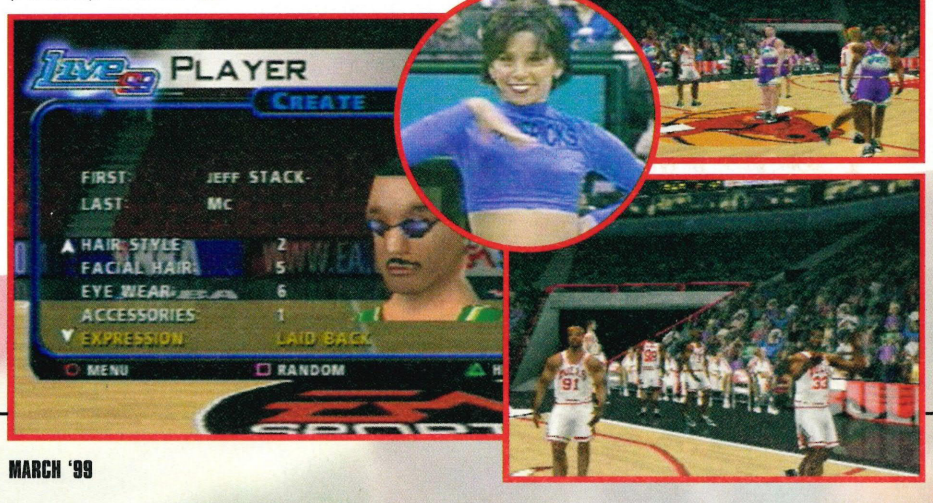


As has become traditional these days, NBA Live '99 features the ever changing hair shades of the inimitable Dennis Rodman!

As you'd expect from an *EA Sports* game these days, the presentation is spot-on, and just like it is on the telly! There are fancy graphic overlays, flash camera angles, and fantastic instant replays to give that perfect TV feel. Then there're all the expected details, like accurate player uniforms, 1997-1998 statistics, and ambient arena sound effects (that means PA announcements, crowd barracking, squeaky shoes and so on. All that Yankee nonsense!).

I'll come clean. Watching basketball is about as exciting as watching Man City play Gillingham (and that's dull, believe me, I've seen it!), but you'll have a blast playing *NBA Live '99. EA Sports* have done a top class job of bringing the sport to life on the PlayStation – both serious sim fans and arcade freaks are more than well catered for – and I can't really recommend this highly enough. Admit it, you're as sick to death of the endless conveyor of the same three football games every couple of months as I am. Give this a try, it's a refreshing change!

As for the nude Lara cheat, did you find it? No? Can't understand it! Must've got edited out (suckers!). Shame... PRO



PRO SCORE

PRICE: £39.99
PUBLISHER: EA Sports
GENRE: Sports

TRY B4 U BUY

ANALOGUE MEMORY CARD

Turn off all the fouls and out-of-bounds, and the game plays like a five-on-five NBA Jam. Even the slamdunks are exaggerated a bit – which is fine by me! Play it with all the rules on and you've got the most accurate recreation ever. The 3D engine is the best yet – and the facial expressions, while affecting the game itself about as much as sneezing accelerates the speed of the Earth, it adds life to the players. Live '99 rules the genre, and even gives footy games a run for their money!

STEVE

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	8
LASTABILITY	9

8½

PRO PANEL

CHICKEN EA get the churn out for this year's basketball effort. Again it's alright, the best of the bunch even. Buy it if you like basketball and haven't bought it before. Yawn

SAM Like the annual NHL ice hockey spectacular, this is just about faultless as a simulation and certainly provides a high fun factor. In the end though, its just basketball

JAMES Can EA really make these sims any better than they already are? It's looking nigh on impossible from where I'm standing. Top notch graphics and gameplay assured

KAY Although this is looking better than ever, I can't help thinking that it's a bit of a con, churning out yet another basketball game. Hardly an essential buy, but worth a look



The new optional viewpoint (second left) provides a different angle from which to play, but the classic view remains the best. Which, obviously, isn't saying a lot



Sensible Soccer

The Amiga's favourite son finds a new home on the PlayStation, and it turns out he's an inbred freak

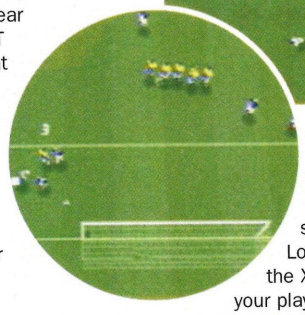
To label a game the worst PlayStation title of all time is a dodgy old business because it's a highly subjective matter. Make no mistake though, *Sensible Soccer* is way down there amongst the worst kind of filth ever farted out onto the great machine.

It's criminal. *Sensible* has appeared on just about any format you could name and, while none came close to matching the near perfection of the Amiga and Atari ST (for Christ's sake!) versions, most at least were passable pretenders, and highly playable to boot. But not this time.

It's as if some phantasmal cyber-thief has wormed its way into the code and deleted anything that threatened to contribute to an entertaining product. Or put another way, someone has created a bag o'shite game.

Sensible Soccer was never about graphics and those not familiar with the franchise will be horrified at the sight of piddly stick-men on a massive pitch and cock-all detail. But the shock could have been cushioned by gameplay that was anything close to decent. It isn't.





UTTER KECK

The smooth vertical scrolling which once perfectly matched the pace of play has been replaced by an effort so jerky it should carry a "do not adjust your set" message (must be struggling to keep up with the enormous, intricate, polygonal figures, eh?). Hoof the ball long and cuss like a trooper as it all but disappears from view to be snapped up eagerly by an off-screen defender hurtling in.

Lost the ball? Get in the tackle! Tap the X-button and there's every chance your player will slide the equivalent of 30 yards (except it's more of a leap as it happens) to get it back.

Conceded a goal? Are you sure? The scoreboard hasn't changed and, although there's been no explanation, isn't that the ball right there all set for a goalkick? (Three times in one game!)

Every action, incidentally, is controlled by the X-button and, while it worked on other, lesser, formats, players with eight buttons at their disposal have the right to expect something more. Aftertouch is easy to apply but everything else from corners and free-kicks to kick-offs, goal-kicks and passes is simply hit and miss. And because there's nothing in the way of function buttons for crossing, speed-boosts or whatever, all the action from the human point of view tends to take place within a narrow band down the centre of the field. So in that respect it's the ideal product for Wimbledon fans...

In all departments *Sensible Soccer* is shat upon from a great height by even the poorest relations in the *FIFA, Actua* and *ISS* families. And anyone who questions the validity of celebrity commentary from the likes of Motty and Moore-o need only listen to a few seconds of this effort's piss-take to humbly eat their words. What a waste PRO







The keeper's nowhere, the ball's in the net, the ref blows his whistle and nobody really gives a shit. This is replay mode, by the way



As well as the huge amount of teams available, there's a veritable stats-fest at the end of each half, which wouldn't be bad if there existed some gameplay

PRO SCORE

PRICE: £39.99
PUBLISHER: GT Interactive
GENRE: Sports sim

AVOID!

The one-time ruler of the football gaming roost (in fact, over everything come to think of it) has become a self-parody and a benchmark product on how not to create a football game. Frustrating to play and grating to watch, Sensible Soccer's PlayStation debut has afterthought stamped all over it. To an ex-Amiga owner who spent hundreds of hours with this effort's predecessors, it's like watching your first-born grow up to be a drug-addled wino chicken-rapist. (No, not that Chicken.)

PAUL

WHAT'S THE SCORE

GRAPHICS	2
SOUND	1
GAMEPLAY	2
LASTABILITY	2

1½

PRO PANEL

CHICKEN Take a gun and load a single bullet. Then make a choice, either point it at your own head or at the bloke who's responsible for this farce. The decision is yours

SAM If those mad buggers at Sensible Software think they can bring the heady days of Sensi Soccer's first release back with this piece of shit, they need their heads examining

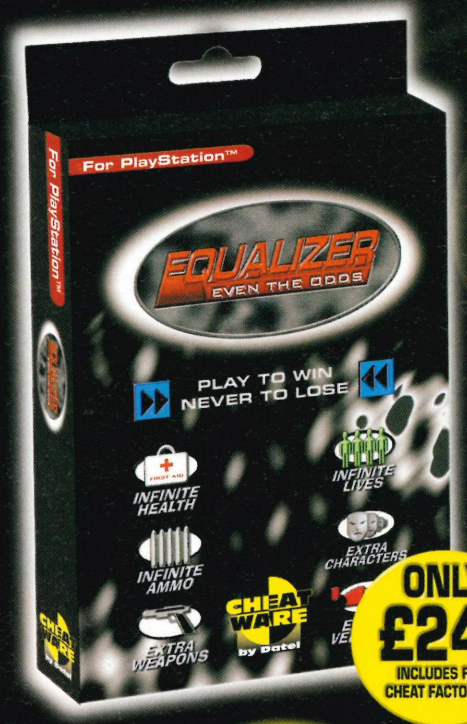
LEWIS I thought this was shite when it first came out (Amigas for God's sake!), but this really is taking the piss. Possibly the worst PlayStation game in the world... Ever!

KAY Every dog has its day, and for this fleabitten hound that's certainly the case. If you really want to see this game at its finest, invest in an Amiga, but only for old time's sake

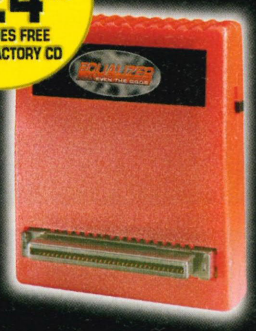
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Asteroids

Pull on those flares and prepare to shoot your load – the classic blaster is back, but does it rock?

For those of you who are too young to remember the early years of the arcade, or were too busy riding around on your Chopper, *Asteroids* was a beautifully simple blaster. The rotate left/right, thrust, shoot big rocks gameplay was so simple that it just seeped through your fingers and into your subconscious.

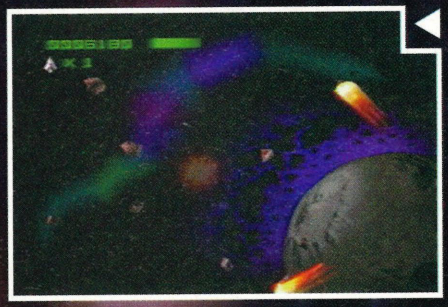
You could never beat the machine, just the high score table, and to do that you would have to unlearn all you had learned, become one with the machine and let a Zen state of mind control your body. That may seem like a load of old hippy crap, but it was true, this game wasn't programmed by a committee of businessmen, it was "sculpted" by obsessives. Now 20 years have past and *Activision* have blown off the space dust and given *Asteroids* a 90's facial, but is it all too late?

ROCK LOBSTER

Retro gaming has never been more popular. *Activision* have already given us *Battle Zone* and have snapped up the rights to *Space invaders*. What's going on? I'm sure that Sociologists can give you an explanation for this – possibly to do with the end of the millennium. But what can *Asteroids* hope to do for the modern gamer?

The gameplay is identical to the Deluxe version from 1982, which is no bad thing. The graphics are an improvement, but the green vector graphics of the original were part of the mood. Playing *Asteroids* now with its flash graphics just doesn't feel right. Part of the original's charm was the fact that the basic graphics demanded that you'd have to give the game part of your own personality, like kids playing with cardboard boxes.

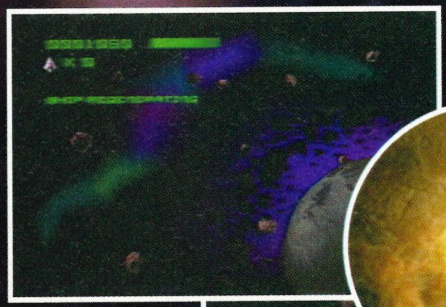
When you are force-fed fancy graphics and stereo sound it just seems like *Activision* are trying to excuse the 30 quid price tag. I'm in two minds of how to mark *Asteroids*, on one hand "IT'S ASTEROIDS!" and I love it, but on the other hand it's a basic, repetitive game that you can down load off the Internet for the price of a local call. And that just can't be value for money PRO



Same gameplay, improved graphics and rocks that can turn in to the Fiery Phoenix

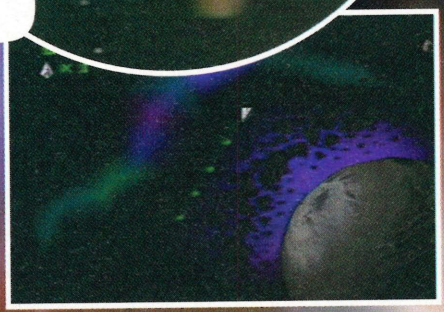








Thank god for 32bit technology, now we can play 20 year old games and remember the "good old" days. I can't wait for Missile Command 2000 – I bet it will be just like being there! (I'm being sarcastic okay)



PRO SCORE

PRICE: £27.99
PUBLISHER: Activision
GENRE: Shoot em up

AVOID!

TWO PLAYER | MEMORY CARD

By modern standard, Asteroids is extremely repetitive and the re-vamped graphics don't do anything to blind you to this. It's a bit like putting make-up on a corpse, sure it looks better, but you wouldn't want to be seen with it at the local multi-plex. You need to seriously ask yourself "do I really need a 90's re-mix of Asteroids? People who want the original can pick this up on a compilation for the same price. 30 smackers for a tarted-up version just takes the piss.

WILL

WHAT'S THE SCORE

GRAPHICS	6
SOUND	6
GAMEPLAY	8
LASTABILITY	5

6

PRO PANEL

CHICKEN Well it's Asteroids isn't it. Nothing too dramatic in the way of originality. Okay for retro fans, but it's asking a bit much to expect 'normal' people to buy it

SAM I can't say I spent too much time on the original Asteroids, but there seems little point in this revamped offering. Games have improved over the years for a reason. Tripe

LEWIS Asteroids should have been left to die along with Space Invaders and Galaxians. Dusting these down for a new audience just goes to show how easily we were once pleased

KAY Cobbling together fancy graphics and shovelling them onto an old game is such a cheap idea. I loved the original version, but I'm not impressed by this technicolour effort. Avoid

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Legend

Heads fly, guts are spilled and ancient coin-ops ripped-off, all in the name of a good story. So cry havoc and let slip the dogs d'amour... It's Legend time!

Dressing up in tight fitting leather bodices and beating seven shades out of complete strangers may sound like an expensive night out in Soho, and well it might be, but it's also a great way of telling you all you need to know about *Legend* in 15 words. Come to think of it, I could do it in just two – *Golden Axe.*

Legend takes the gameplay of the classic sideways scrolling hack-em-up and cross-breeds it with the over the top TV action of Hercules and Xena. The resulting bastard offspring has developed some fancy 3D ways of its own and has grown up bigger and stronger than its parents, having definitely been raised the Hovis way.

After the tearing of leather thongs, Legend's the hairy-bastard son of Xena, Hercules and Golden Axe

The game is best described as chunky. Smack a gargoyle upside the head and he will slam to the floor, shaking the entire screen. The varied weapons reek of chunkiness, from the short and fast fighting knives to the hefty cannon. One sword is so hefty that your hero will actually struggle to carry it, but when that baby makes contact, it cleaves its victim in half!

I'LL TAKE YOU ALL ON!

Unlike your average episode of Hercules; where the entire Carthaginian army decides to attack Kevin Sorbo one at a time, Legend constantly assaults you with hoards of Orcs, Vampires, Zombies, Werewolves and anybody else who



Axel has a few quirky character traits. Here we can see his obsession with collecting Orcs – they're just sooo cute, and they look great next to the pond



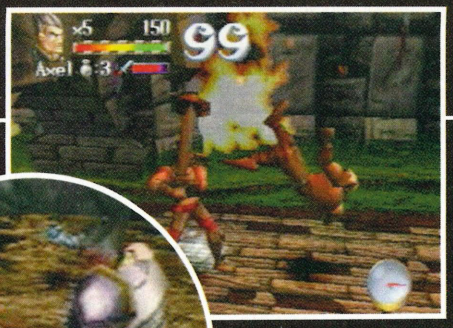






Surprise attacks aren't really that surprising. Not only does the view change to show you the bandit in the tree, a compass in the bottom right hand corner points to the next guy who's gonna feel your steel

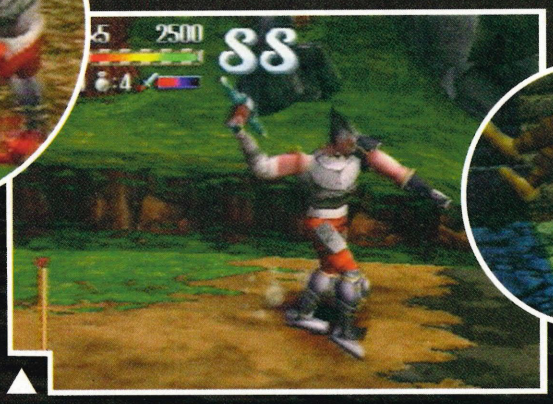














Is Legend a big fluffy bunny rabbit of a game that will keep your girlfriend happy with its clever *puzzles and cute characters? Is it bollocks! Hack and slay, hack and slay... I've veins in my teeth,* I wanna kill, kill, kill! Ooh, a shop. I'll have some herbs and potions please

Strut from left to right and put a hot one in any muddyfunster that dares to stop you. If only life was this simple



Golden Axe in all its 8-bit glory. Fancy a bit of old school gaming without any "modern" things like deep plots?..

...And you love the leather spangled antics of Lucy Lawless and her mythological chums...

...Maybe you even own a set of pump action battle breasts that thirst for the smell of battle?

Then this will be the one you have been waiting for. The maths are simple: Golden Axe + Xena = Legend!

doesn't like your particular eau de cologne.

Unable to see your self amidst all the shattering bone and squelching sphincter, blocking an incoming attack becomes a complete waste of time, with combat just a matter of frantic button presses. It would be nice to think that your survival was down to skill as well as tough button fingers, but don't you believe it.

Most of the satisfaction that you get from *Legend* is from the constant violence that bombards your senses. It's a good job too, since there isn't much else to do. What *Legend* gives you is a big hairy couple of hours entertainment; not unlike a McDonald's happy meal. It'll fill your gut with violence, but after a short time you'll hunger for something a bit more fulfiling ●

PRO SCORE

PRICE: £34.99

PUBLISHER: Funsoft

GENRE: Adventure

RENT IT

TWO PLAYER · MEMORY CARD

An enjoyably violent tour-de-force of arcade nostalgia wrapped up in a very bloody 3D bun. The action is always fast and frantic and the variety in enemy design makes you want see what lies just around the scrolling corner. But, due to its limited nature, I doubt that this will be the game that you will be playing in a month's (if a week's) time. Legend is a good solid and chunky rental release never-the-less, but I wouldn't consider handing over anything more than a few quid for a night.

WILL ●

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	6
LASTABILITY	5

6½

PRO PANEL

CHICKEN Perfect renting fodder this. I was a big fan of Golden Axe and this is certainly enjoyable for a while at least. It's all mindless violence though, purchase at your peril!

SAM This is pure short-term slash'em-up fun. As far as rental entertainment goes you can't go far wrong. Don't get too involved though, you'll soon be reaching for the off switch

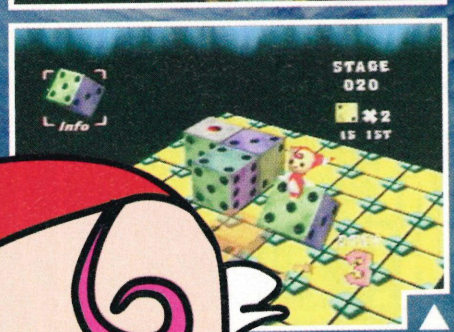
JAMES it's a retro cut-throat clash of swords that'll have your thumbs working more than your brain. Still, it's a great way to let off some steam in the old Golden Axe way

KAY More hacking and slashing than a PMT-filled convention of Lorena Bobbitt wannabes. Not bad for releasing a bit of pent-up tension, but far from entertaining in the long run

Devil Dice

The Devil makes work for idle hands – and this time he's creating labour for spotty cube lovers everywhere





Puzzle fans beware! – there's a new wannabe brainteasing blockbuster on the loose, with all the excitement of, erm, moving dice about. However, far from emulating the die-tossing thrills of Las Vegas casino rooms, *Devil Dice* resembles the pacemaker-pumping delights of a deserted bingo hall in Salford, only without the warm, pissy smell that comes with such classy establishments.

DEVIL IN DISGUISE

With the help of a tiny Teletubby-esque devil, your task is to line up the dice so that you end up with adjacent dice of the same number showing on top. Once you've collected the same number of dice as the number that's showing on the top (for example, when you've got six dice with six dots pointing skyward) they disappear, leaving room for new dice, which materialise miraculously before your eyes.

In this single-player mode, simply match up the given numbers by turning the dice within the allotted number of moves, and hey presto! You're transported to another world of die-tipping delights! Well, another puzzle anyway

Easy? Well it would be, if it weren't for the fact that you have at least one opponent (either CPU or human) to face who, as well as rounding up his own dice, is out to snatch yours by adding his own numbers to your collection.

However, if the thought of constantly battling against a gang of demonic midgets doesn't appeal to you, console yourself with the single-player puzzle which lurks within the game to draw you yet further into its grasp. These puzzles give you a set number of dice to play with, the object being to match up the numbers within a certain amount of moves. Although this will give your brain a bit of a challenge, you'll finally realise the benefits (in terms of excitement) of playing with another character on the scene.

Although *Devil Dice* is fast and infuriating, and it hardly serves as a form of entertainment, except only to give you high blood pressure and a sore throat from screaming at the console. And quite honestly, I can think of better ways to waste quality gaming time PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: Sony
GENRE: Puzzle

RENT IT

FOUR PLAYER | MEMORY CARD | MULTITAP

If you think that puzzle games are just one long round of monotony, your thoughts will be justified with Devil Dice. In a word, it's about as challenging as going down to the supermarket and chucking a few boxes around, but without that air of tomfoolery. And when it's not boring you out of your mind, it's nothing but a source of irritation as the opponent(s) steal all your dice from you. Rent it for a night, but play it for any longer, and it'll be die of a different kind on your mind.

KAY

WHAT'S THE SCORE

GRAPHICS	6
SOUND	6
GAMEPLAY	5
LASTABILITY	5

5

PRO PANEL

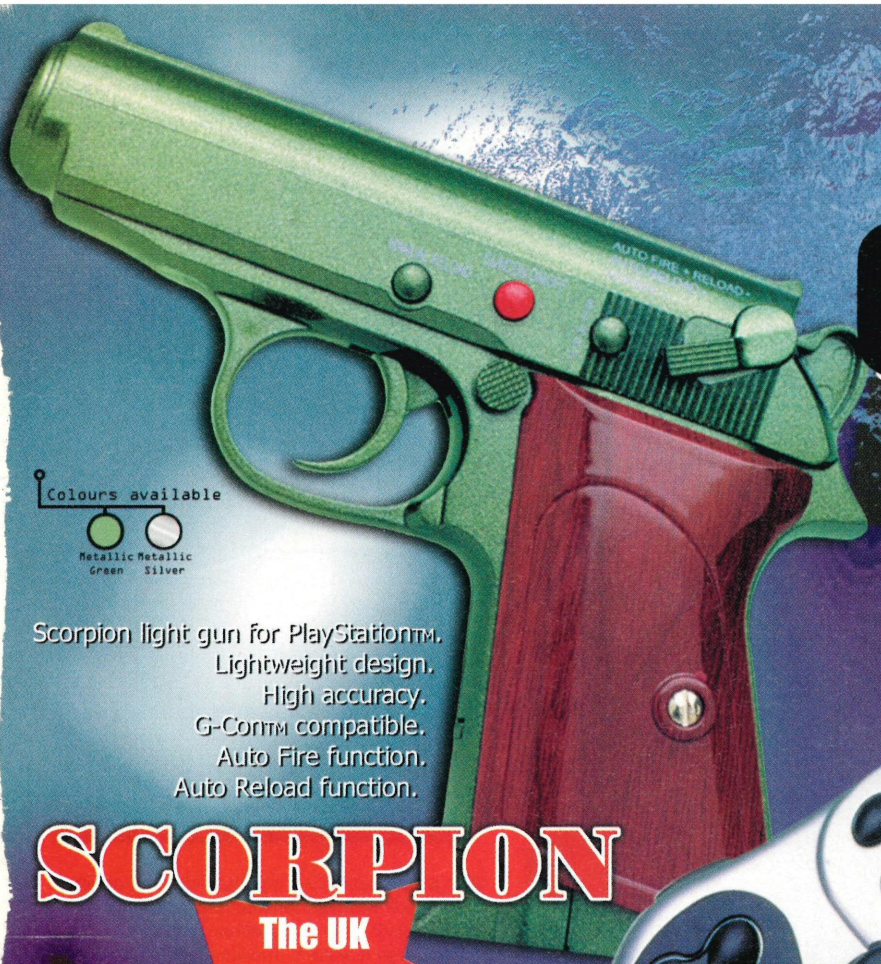
CHICKEN I don't normally knock novel ideas but this was just a bit too way out for me. I like a good puzzle game, but I'd be tempted to go for stuff like Kula World personally

SAM Running around on cubes is not my idea of fun. Handing over 35 bad boys for the privilege is just ridiculous. Do yourself a favour and don't waste your time with this toss

WILL You've shelled out hard earned cash on your PlayStation and then pay another 35 quid in order to play a game involving dice pretending they're dominos? I don't think so

JAMES No, no absolutely not. This just did my head in big time. Get yourself down the casino if you want to roll dice, you may not win but at least you won't waste your money on this crap

Total Control!



Colours available

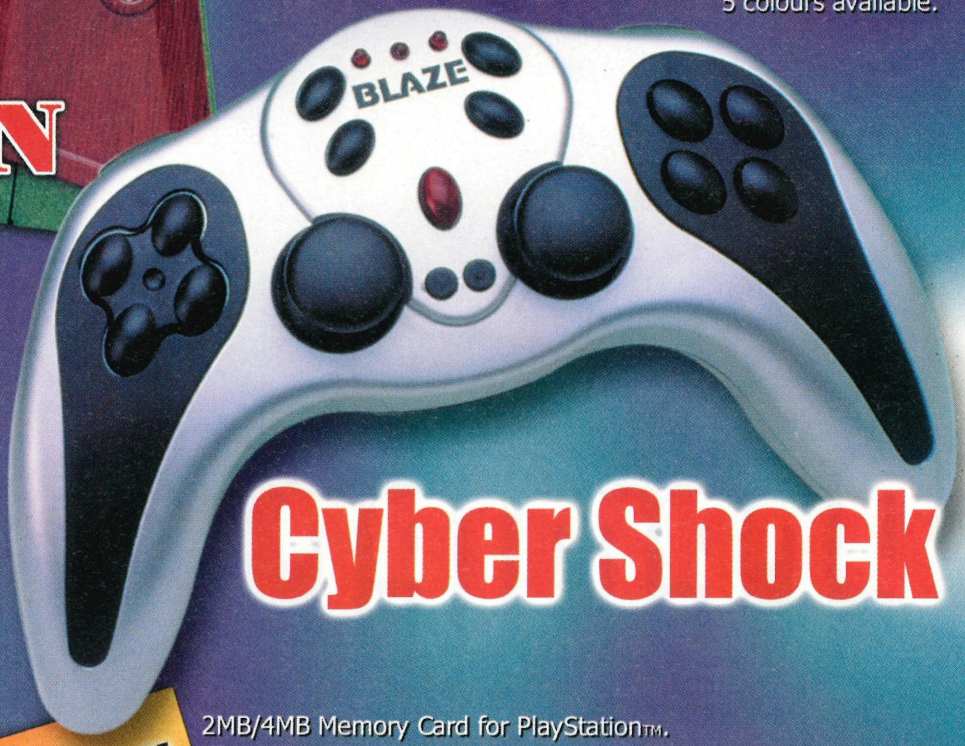
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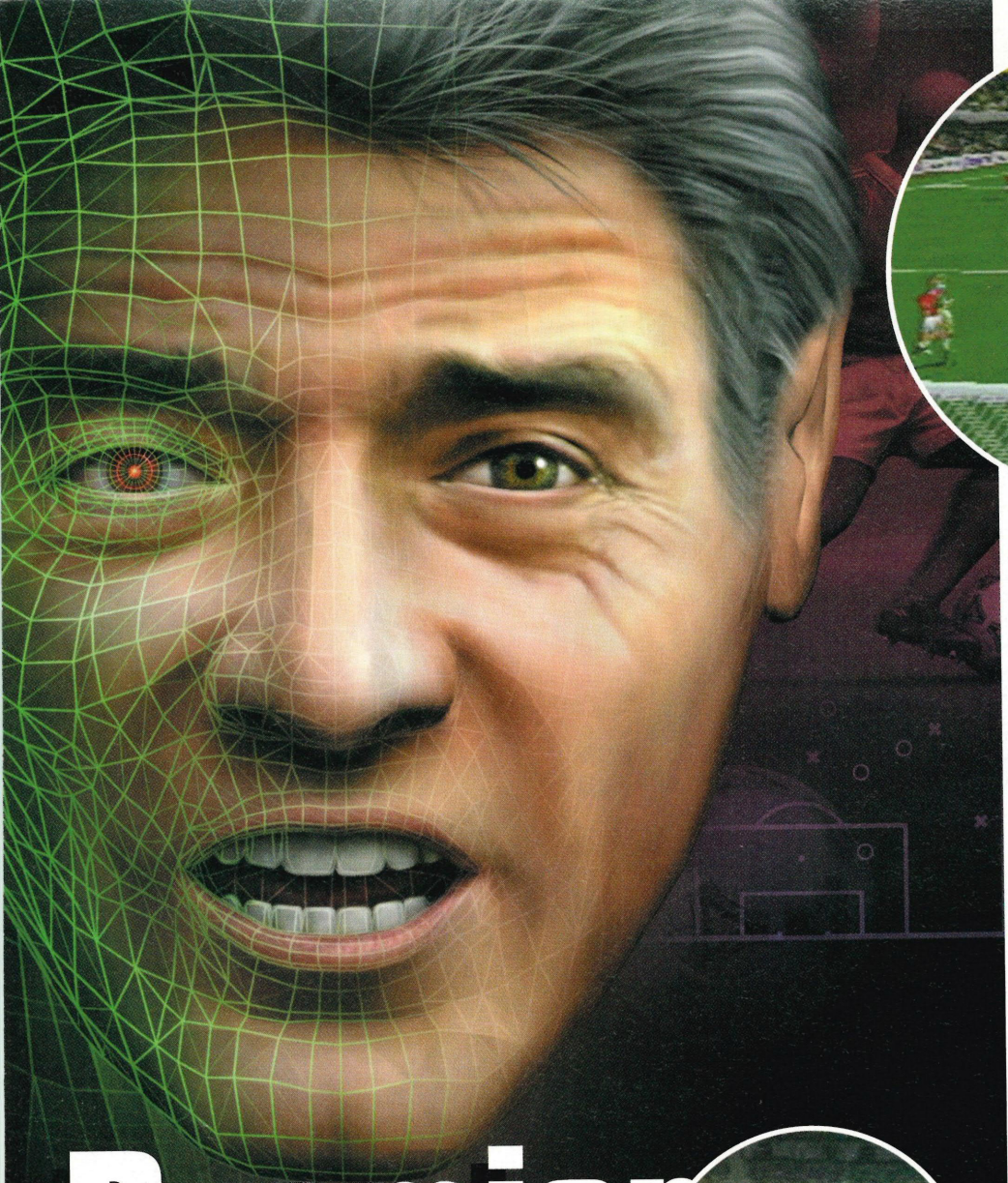
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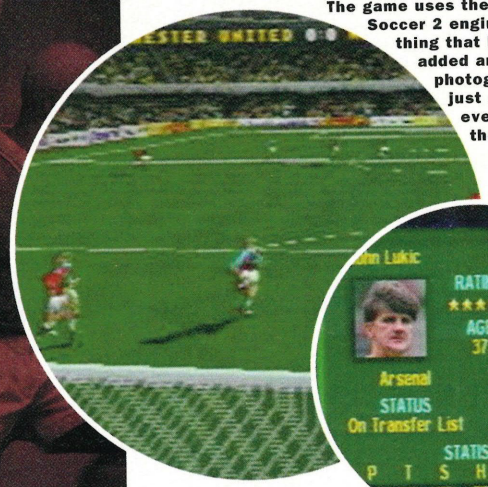
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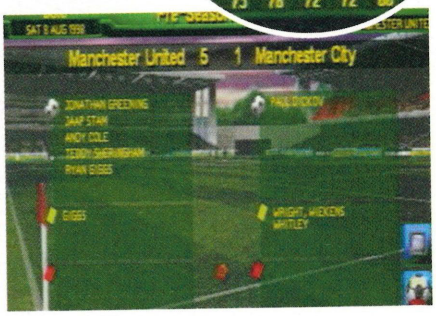
*Charttrak - September 1998

Premier Manager '99





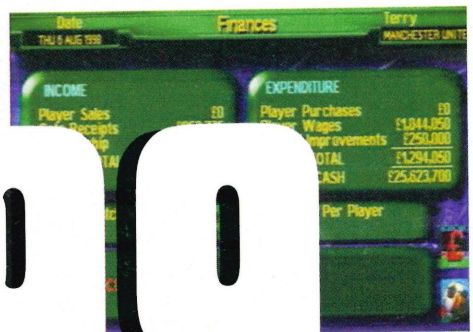
The game uses the Actua Soccer 2 engine, but one thing that has been added are player photographs of just about everybody in the world



It hardly seems six months since the original *Premier Manager* arrived in a delayed blaze of glory on the PlayStation. Er, that's because it wasn't. The world clammered for a footy management game on the consoles and when it arrived... well, let's just say it didn't fully satisfy everybody's expectations. The thing was, at face value it looked like a cracking little game, but after a couple of seasons the flaws began to show through and the limitations began to annoy.

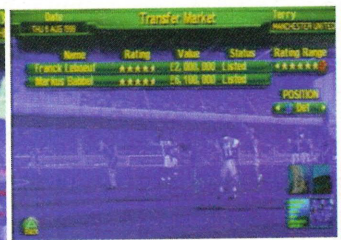
BILLY WHIZZ

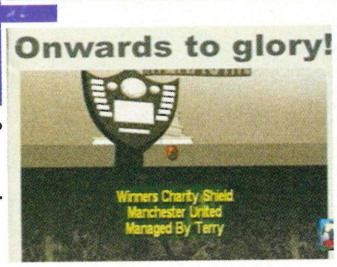
To address these problems, *Gremlin* has put together this rather speedy sequel. Whilst the more cynical of you (of which I'm probably a part) may suggest that this should therefore not be a full price product, but it's going to cost you £35 whether you bought the last one or not.





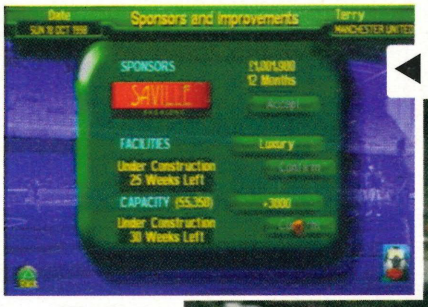
The menu system has been greatly enhanced to make accessing all areas much easier











You can choose to sort out your own advertisers and sponsors if you so wish







You can now go shopping in the Italian leagues, giving your team a little Mediterranean flavouring

To be fair the developers have addressed the complaints of Premier Manager and added a couple of nice new features to boot, so we expect this will still sell by the bucketload. Let's have a look at what they've done to it.

The two most obvious changes are a vastly improved menu and control system and the inclusion of the Italian Leagues as well as the four English divisions.

ALL YOU CAN BEAT

As far as the menus go, these have been greatly simplified so you don't have to struggle to move a pointer slowly around with the controller. No, the need for a PlayStation mouse has been cleverly removed and it's surprising how much frustration this takes out of playing the game. All the same options are there, but they've all been grouped together so your thumb will have far less work to do than before.

The inclusion of the Italian Leagues is a nice touch, if not an essential. Italian football is extremely popular on Channel 4 and with the English Premier League having so many foreign stars, the opportunity to sign the big European names for your club is an obvious bonus. Even if you choose to manage an English club, you can still go shopping in Italy, so you will be able to give Peterborough United, for example, a little Mediterranean flavouring.

There are many other little nice touches that bring *Premier Manager '99* up to scratch – the database of 10,000 players, with accurate stats, is quite an accomplishment, especially when you think that there is a photograph of each included so you can embark on a policy of not signing the really ugly ones.

Unfortunately, in the mad dash to get the sequel released (God knows why really), *Gremlin* have had to include the match highlights using the *Actua Soccer 2* engine rather than the brand, spanking new *Actua 3*. With *AS3* looking considerably better than *AS2*, this was quite disappointing, although the highlights are still pretty spectacular to watch.

There's obviously a very specific market for this kind of game. Fortunately too, it's a huge one. Any football fan in the country with a PlayStation will be interested in at least having a dabble, because everybody thinks they can do better than the real-life manager of the team they follow (and in the case of Manchester City, I must be in with a fair to middling chance!).

Premier Manager '99 is the game that *Premier Manager '98* should have been. I can't find it in my heart to excuse the rush job on this, but it's still far and away the best football management game on the consoles, hence it's good mark PRO





PRO SCORE

PRICE: £34.99
PUBLISHER: Gremlin
GENRE: Sim

TRY B4 U BUY

MEMORY CARD MOUSE

If you already own Premier Manager '98 then you'll be torn over buying this or not. It's by far the superior version, but weigh that against another big cash outlay. If, on the other hand, you've just got your PlayStation at Christmas, go and grab this immediately and you'll wonder where the hours have gone. Polished programming and not much competition make this pretty much an essential.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	9

8½

PRO PANEL

LEWIS Immerse yourself in this action, and time and daylight become strangely irrelevant. There haven't been enough changes to warrant another buy, but first timers will love it

KAY If you want to stay up for hours on end playing a game, then let this be the one. Great when you're winning, sickening when you're sacked – it's good, clean (and emotional) fun

SAM If wasting time creatively is your aim, this is one of the most enjoyable ways to do it. You'll wonder where your social life's gone, but only for the first few months. Buy this

JAMES Still the best way to get as sick as a parrot or over the moon from the comfort of your own armchair duggout. Still lacks many features though, so I can't say it's a must buy

EXPOSURE

Monaco GP 40
KKND Krossfire 44
Soul Reaver 46



Well, it's a mixed bag of goodies in here this month eh? We've the usual stack of quality sneak peeks for you. Out in front of the Exposure pack is Ubi Soft's high speed F1 beater Racing Simulator: Monaco Grand Prix, whereas Infogrames KKND ditches speed for trundling tanks and trench warfare in true Command and Conquer style. Soul Reaver is the vampiric sequel to Legacy Of Kain from Eidos and rounds off our in-depth first looks at the big hitters coming your way in the next couple of months.

Preview-wise we take a butcher's at Take Two Interactive's slant on the cult 80's TV series Monkey, though they've gone for the title of Monkey Hero for this cutesy RPG, and there's also the little treat of Sony's next Disney tied release, A Bug's Life.

And that's yer lot for this issue. Check back next time when I'll have another selection of forthcoming releases you should definitely be keeping close tabs on.



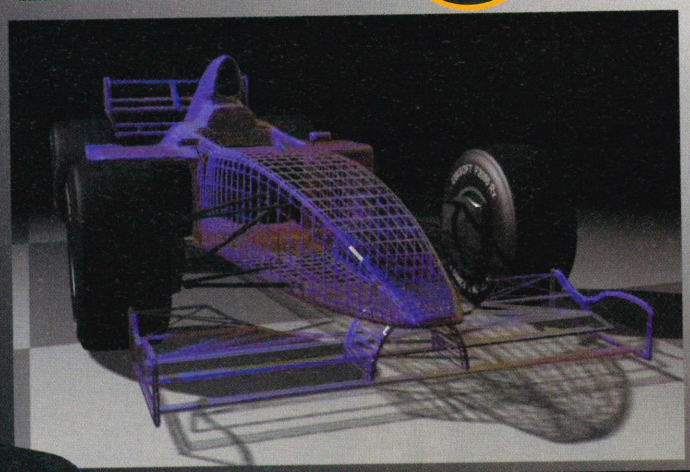
James Cannon
Reviews Editor



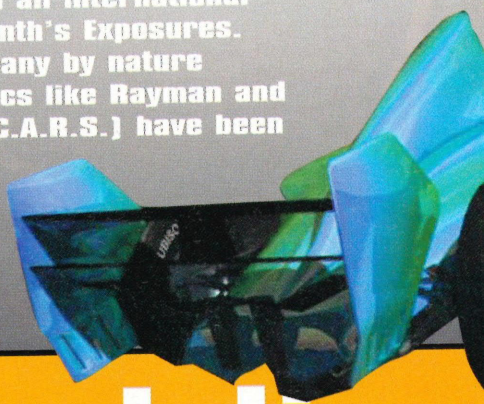
PROSPECTS

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52	A Bug's Life

EXPOSURE

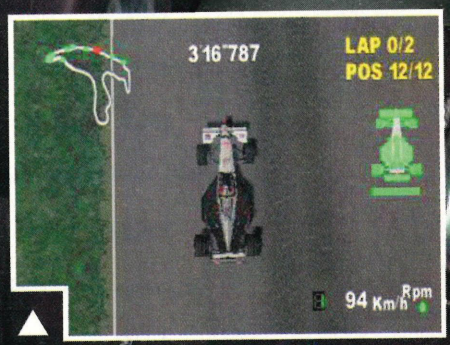


In our continuing efforts to bring you the best information from around the globe we really have crossed all international boundaries for this month's Exposures. Ubisoft, a French company by nature (responsible for classics like Rayman and recent hits such as S.C.A.R.S.) have been doing some work in China and as usual we were there to track their progress...



Racing Simulation





A multitude of viewpoints are accessible to help give you the ultimate racing experience, er, probably

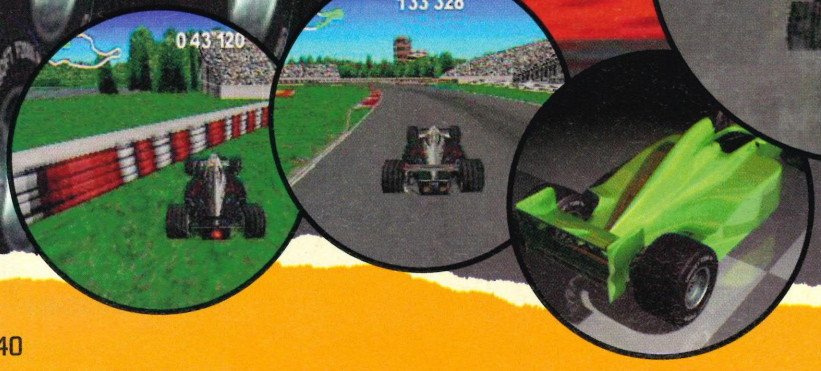
THE rather clinically titled *Racing Simulation: Monaco Grand Prix* (we personally think part of that title could have been done away with easily enough, but what do we know?) needs little explanation as to what type of game it is. Oh you cry, another racing game, but this is a "Racing Simulation after all. Anyway, we spoke to Wu Dong Hao, the Project Manager at *Ubisoft*, China to find out what it's all about.

The obvious opening gambit was to find out why they were entering such a competitive genre with classics like *Gran Turismo* and *TOCA 2* already taking people's money. Wu told us, "In this new racing simulation game, we want to give the PlayStation players a new experience. Generally speaking, we consider the console players as young, dynamic and open minded. They are always eager to try something new, exciting and challenging. A racing simulation is surely more skill-demanding than a pure arcade game, but at the same time, players will experience more fun and self-achievement."

THE WU DRIVING SCHOOL

We're all used to the more arcade style of racing game, but we thought we'd probe Wu as to what he thought was the best way to go about creating an actual simulation. "By focussing on how to simulate realistic car behaviours and by concentrating as well on the Artificial Intelligence of opponent drivers. These two features are the most important elements in a racing simulation so they're what we've spent the most time on."

What has been the most difficult aspect of programming a complex title seemed like an



As you can probably guess from the title, this game is an out and out simulation of F1 racing for the purist



A typical Michael Schumacher move is about to take place that will end up with somebody in hospital. Ah, the price of victory

Monaco Grand Prix

obvious progression, so we asked him that. "Compared to PC, PlayStation is less powerful in terms of CPU speed and RAM memory. To reach beautiful graphics and realistic AI, we did lots of testing with different optimisation models. The challenge for us is to create a game with the best graphic elements while, at the same time, guarantee the game speed. Thanks to the good work from our programming and graphics team, we can now be confident about the outcome!"

And confident *Ubisoft* are. It's still quite a task though to produce a simulation game that appeals to everyone, not just the blandsters, so we thought it would be a good idea to ask Wu how they'd gone about solving this dilemma. "It's a good question. Although our goal is to make a good simulation racing game, we don't want to annoy the players with tons of technical information and fragile cars.

"To make *RSMGP* attractive to all types of gamers, whether they be professional drivers or eager to experience the speed of powerful vehicles, lots of options are enabled in the game: five game modes, three skill levels, three damage levels and options concerning races and cars. With all these choices, adding our 'Team Editor,' thanks to which, players can chose at their own will the teams and drivers in the race, we give players the possibility of customising the game and creating their own! This means that each gamer can have their own unique experience with this game."

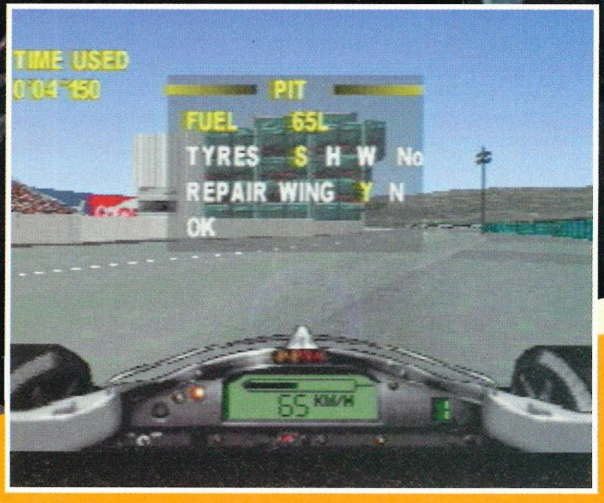
POLE POSITION

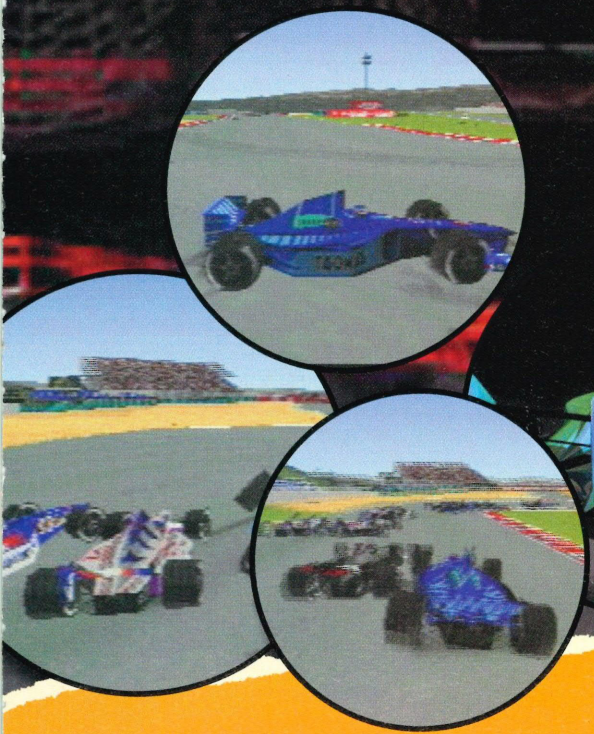
So mentioning no competitor's name, why do you think your game is the best on the PlayStation. "Well, we tried to be the best in





The in-car viewpoint provides the greatest feeling of speed as the scenery blurs past you

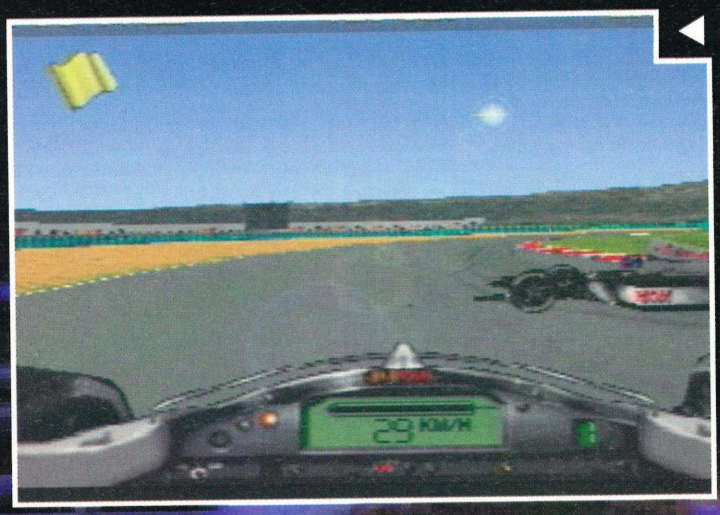




every aspect. For example, we use the highest resolution on PlayStation (512*240/256) and up to four players can compete with link cable. We also have realistic car behaviour and AI and replays with TV camera angles."

Racing Simulation: Monaco Grand Prix seems to have come out of nowhere, how long have you been working on it? "The preliminary phase started from last December with one designer, two artists and six programmers. Now we have three game designers, 12 artists and 14 programmers working for this project! And those figures do not take into account the people we cooperate with in the other production studios!"

We've had a play here and it looks pretty smart at this stage. Hopefully, we'll be able to bring you a full preview, followed by a review over the coming months, so watch this space carefully and we'll tell you if it's worth adding yet another driving game to your collection PRO



Oops. Somebody's got it badly wrong up in front of you. A clever bit of steering is required to avoid a nasty prang







MONACO Vs F1'98

(AS TOLD BY UBISOFT)

We asked the guys at Ubisoft to tell us why their game is different to the other big recent F1 release. They obliged. (please note, this is Ubisoft talking not us, although we did think F1 '98 was arse too).

These two racing games have the similar tracks and cars, but it's no doubt that they belong to different categories. Although F1 '98 aims at the 'reproduction' of this year's F1 season. It's actually an arcade game, with the real tracks, teams and drivers, but without 1) simulated car behaviour and 2) realistic artificial intelligence.

The comparison can be shown that RSMGP is truly in the simulation mould. Although there is an arcade mode to give player quick action, the racing fans will have a totally new experience in the other 'simulation modes.

Both titles use the resolution of 512*256 (PAL), but you will see bigger pixels in F1 '98, especially on the grass and sand. However, the textures in RSMGP are far more colourful.





Due to unknown reasons, the backgrounds of each of the tracks are absent in F1 '98, which makes the clipping more obvious. This clipping problem that often occurs in track games is not a distinction in RSMGP thanks to the background and an improved 3D engine. We can also see, even at this stage of development, far fewer graphical bugs in RSMGP than in F1 '98, especially when the car is off the track.

SPECIAL EFFECTS

Generally speaking, the special effects in RSMGP2 are more detailed and realistic. One example is the effect on the tyres. In F1 '98, the effects on tyres is the same whether the car is on grass or on sand. In RSMGP each surface has a unique effect on the tyres.

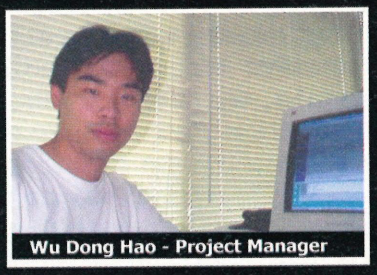
CAR BEHAVIOUR

The behaviour in F1 '98 seems to be designed only for the analogue controller. When a common pad is used, it's very hard to handle the car, especially when the car is driving at low speed, (even then, using the analogue pad won't improve things much).

The car is not stable on the track, with some



Correct timing on your pitstops is absolutely vital. Cock this up and it could be the difference between winning and losing


Wu Dong Hao - Project Manager









strange sliding occurring on the curves. In RSMGP the car's handling is smoother as well as more realistic. Although the more realistic behaviour of the car makes it more challenging to get a good lap time, the car's handling is more stable.

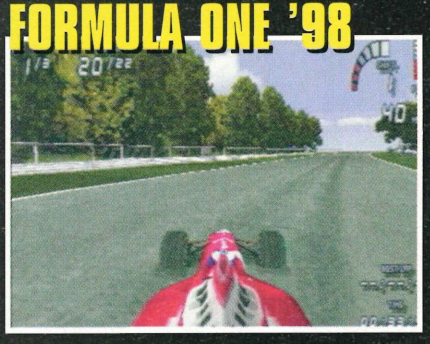
ARTIFICIAL INTELLIGENCE

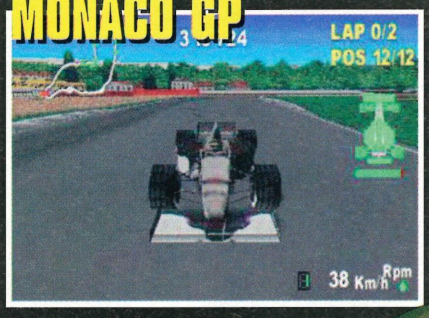
Although F1 '98 used the 'wider-than-reality' tracks to avoid any troubles for the computer opponent cars, their AI still seemed not high enough to cope with successfully dodging the player's car, this results in lot of accidents.

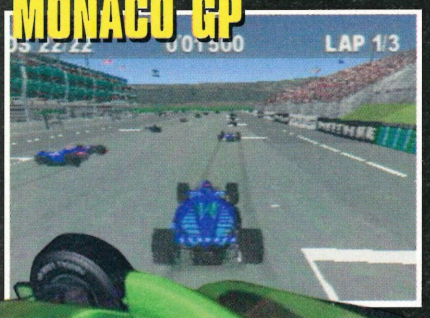
Also, it is very clear that the computer opponents have AI cars', because they have a very different performance than player's car – they never skid slide or even slow down on grass or sand. It's true that we often cheat sometimes to help the AI cars to compete with the human player, but they seemed to get the balance wrong.

In Racing Simulation: Monaco Grand Prix the high level of Artificial Intelligence performance is highly apparent as some cars will even try to block your way when you want to make an overtake them!







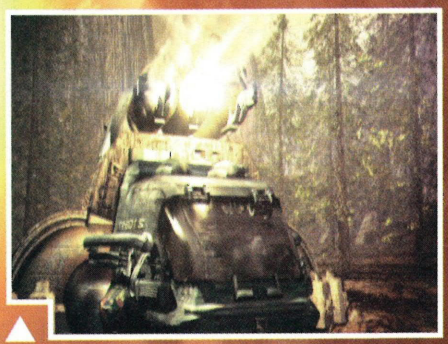


In the never-ending quest to uncover bigger and better games, we took our line of questioning Down Under and got the goss' from developers Beam International on the latest strategy spectacular to hit our machines



KKND: Krossfire





Gorgeous FMV sequences are sure to set the scene and guide you into the story so far, putting you in the mood for bloodletting and some hardcore hacking of the opposing team



After a severe drought of decent combat/strategy games on the PlayStation, the time has come for *Command & Conquer* and its counterparts to move over as *KKND Krossfire* (*KKND* standing for Krush, Kill 'N' Destroy) arrives for PlayStation.

Set in the year 2179 after a long and drawn-out nuclear war, the game sees three armies (war survivors, mutant creatures and robots) battle it out for world supremacy. Already a successful title on the PC, the big question is: has the game been affected in any way by its conversion onto the PlayStation?

If there was one man that would know, it was *Beam International's* James Halprin, producer of *KKND*: "When we decided to do *KKND* on the PlayStation, the first thing we did was to look at how other games were tackled in the real-time strategy (RTS) genre, and to be honest, we weren't too impressed. The fundamental problem was that these games had attempted to use the PlayStation controller as if it was a mouse and this just doesn't work.

"So what we decided to do with *KKND* was to completely redesign the interface around the strengths of the controller – we now use a combination of context sensitive menus combined with various button shortcuts to give you the flexibility you need in the heat of battle. The results are a more action-based game that is geared to both the strengths of the game as well as the strengths of the PlayStation itself."

However, there were bound to be some problems that needed ironing out, particularly as most PCs boast a lot more memory than the PlayStation... how did the team cope with this, and were any game elements affected?

"The limited memory on the PlayStation has certainly been a factor in the development, but not only have we made sure that the integrity of the game has not been compromised but we've in fact geared the gameplay more to the action side of the genre," explains James.

"We've done this by tweaking build times, weapon strengths, resource units etc. with the end result being a much faster game that is sure to appeal to RTS gamers as well as those players interested in more action-based games on the PlayStation."

KRUSH ON YOU

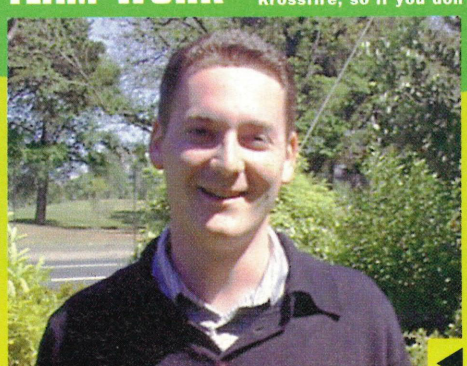
Gatecrashing the PSX strategy scene and having to follow in the footsteps of the likes of *C&C* is a hard task, but luckily, *KKND* boasts a number of new and original features. As well as the ability to choose one of three sides to fight as, players are also treated to 45 single player missions to tackle, all of which are guaranteed to be fast-paced, bloody affairs.

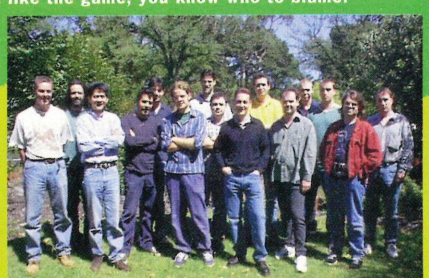
Beam International have made sure that the game is a real corker in its own right, but what makes *KKND* so different from other strategy titles?

"The interface has been specifically geared

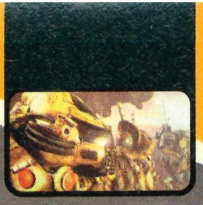
TEAM WORK

Say g'day (and other Aussie-orientated jokes) to the antipodean posse from Beam International. This motley crew are responsible for KKND Krossfire, so if you don't like the game, you know who to blame!

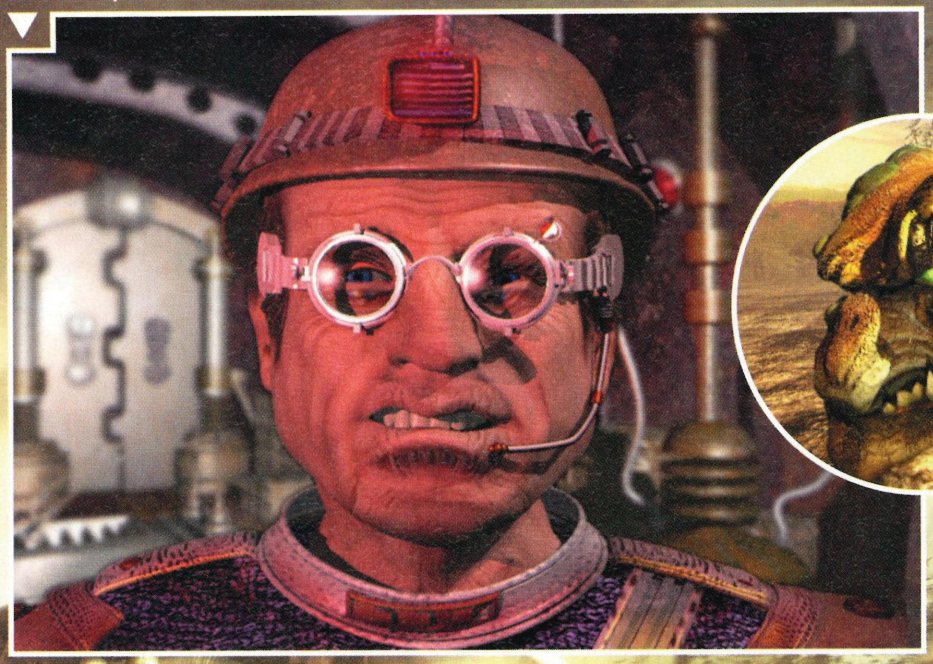




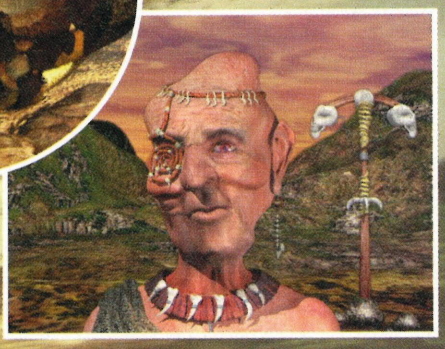
James Halprin is the man who's been cracking the whip over the 15-strong team. With new maps, split-screen multi-player modes and a new interface to work on, the team have certainly been kept busy



As with any good strategy adventure, there's always some old codger who's out to hinder your progress, and this bespectacled bloke looks like he's about to put his cat amongst your pigeons (or something)







for the PlayStation controller, meaning that players are going to feel more comfortable with it straight away. The next thing we've done is to integrate the concept of groups more into the game. That way the units you build in the game get automatically assigned to the group of your choice.

"This not only makes it easier for you to set up large scale battles, but it also allows you have your troops automatically back-up their group as soon as they're built."

Another difference between *KKND* and its rivals is that the game boasts a two-player mode that, for once, doesn't require you to wrestle with a link cable.

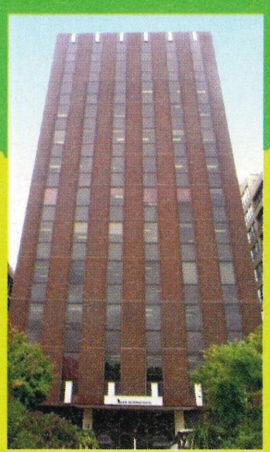
As James himself says, "In addition to the unique interface in the game, this is one of those features that really separates *KKND Krossfire* out from the pack. What we've done is add a two-player vertical split screen mode into the game and it's a real blast to play.

"As well as getting to choose whether you want to play with or against a CPU opponent, you also get the whole range of options you'd expect, including team type, resource units, tech level etc. I'm sure that this feature is going to be a big hit with the fans."

Rest assured, Pro (along with a myriad of deep-thinking strategists) will be looking forward to this when it bursts onto our consoles later this year PRO

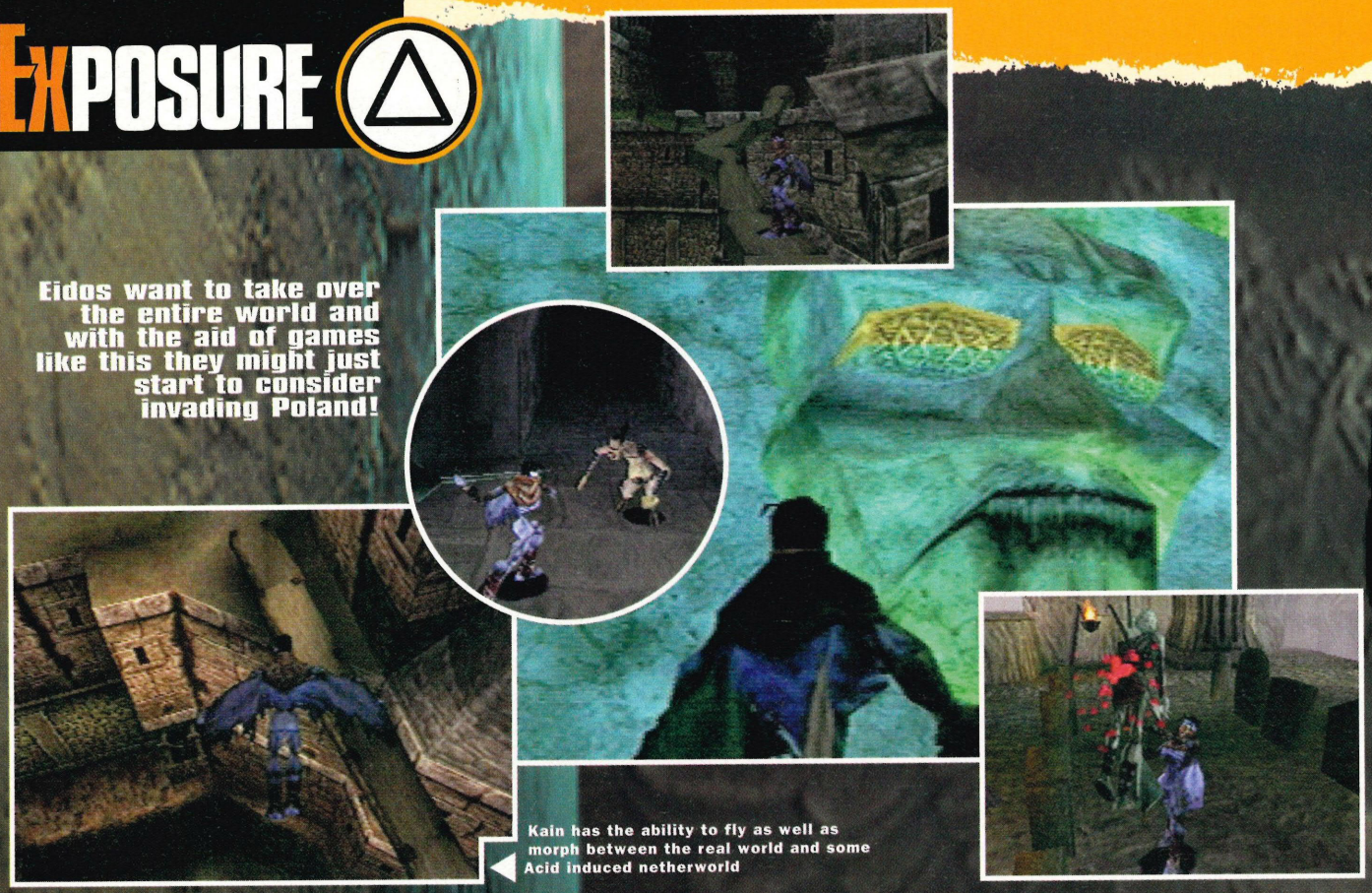


Deciding which route to take and which race to play can be a challenge, as not only do these choices affect the route of the game, but can also determine the difficulty of each level



Melbourne House (strangely enough, situated in Melbourne) is the home of Beam International who, in the past, have been responsible for such classic console titles as The Hobbit (Spectrum), Way Of The Exploding Fist (Commodore 64), Star Wars (NES) and, more recently, MechWarrior (PlayStation)

Eidos want to take over the entire world and with the aid of games like this they might just start to consider invading Poland!



Kain has the ability to fly as well as morph between the real world and some Acid induced netherworld

Legacy of Kain: Soul R

As far back as June last year we were the first magazine to be absolutely creaming over *Legacy Of Kain II: Soul Reaver* having seen it in Atlanta behind the scenes at E3. A lot has changed for developers *Crystal Dynamics* since then. For starters, they've been swallowed up by the ever-growing *Eidos* who seem intent on nothing short of world domination. Oh, and along the way they've managed to produce one of the most promising games we've seen on the PlayStation for some time.

The original *Legacy Of Kain* was remarkably popular, but this latest version, with its wonderful graphics and novel morphing special effects, is going to set the world alight. Plus, you can't really go wrong with the odd vampire here and there.

TAPPING THE SAME VEIN

We spoke to Scott Steinberg of *Crystal Dynamics* and asked him to talk us though the whole hype. "*Legacy Of Kain: Soul Reaver*, the sequel to the popular *Blood Omen: Legacy Of Kain*, has been in full production for two years. The biggest challenge the team has faced is recruiting the staff.

"The team has very high production standards. Indeed, the majority of the designers come from an art/architecture school background. It has helped them pick-up and run with our 3D tools. We had so much cool stuff planned for this since day one we needed the right people. This team is our largest ever and we've needed it.

"Gameplay mechanics in 3D space are always a tough challenge. We raised the bar for ourselves by designing Raziel's core mechanic to be soul feeding. Soul feeding is fairly easy to conceptualise (if you've seen enough movies). However, finalising the game's mechanic so it was 'satisfying' was tough. I think everyone will be pleased with the results.

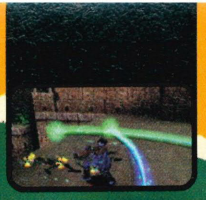
KAIN AND ABLE

"The majority of the technology challenges have been resolved satisfactorily; we've solved streaming off of the CD issues (seamless loading), plane shifting (real-time terrain morphing), and building a robust animation engine. Our biggest remaining goal was artificial intelligence. We've come up with a system where the baddies fight to survive.

"There're no mindless frontal attacks here. Enemies will flee from an encounter. If players pursue they may find that the enemy has fled to a location with more vampires. The vamps will then attack the player using all the cunning of a pack of feral dogs."

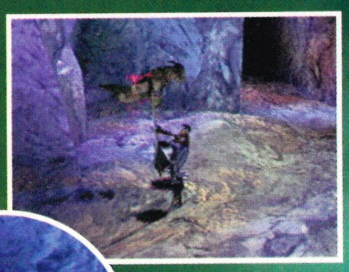
There's little doubt that *Soul Reaver* is going to be *Crystal Dynamics*' biggest game to date, even including the success of the *Gex* brand. *Eidos* know they've backed a winner, even though they hold the license to the other big third-person perspective arcade adventure series (that's *Tomb Raider* of course!). People will be clamouring to get hold of a copy, but it has been put back a month so it doesn't clash with the release of *Metal Gear Solid*, so you should be expecting a review very shortly in PlayStation Pro PRO

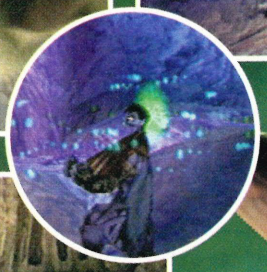




The story of Kain continues from the last episode and now Kain has risen to be one of the most powerful beings in the world









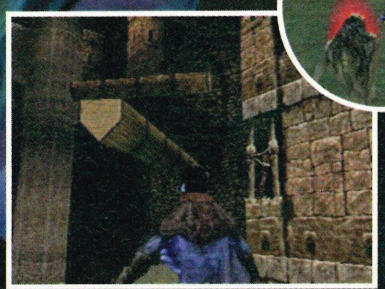


Stunning graphics are the order of day. Crystal Dynamics have had 3D artists beavering away for years

eaver

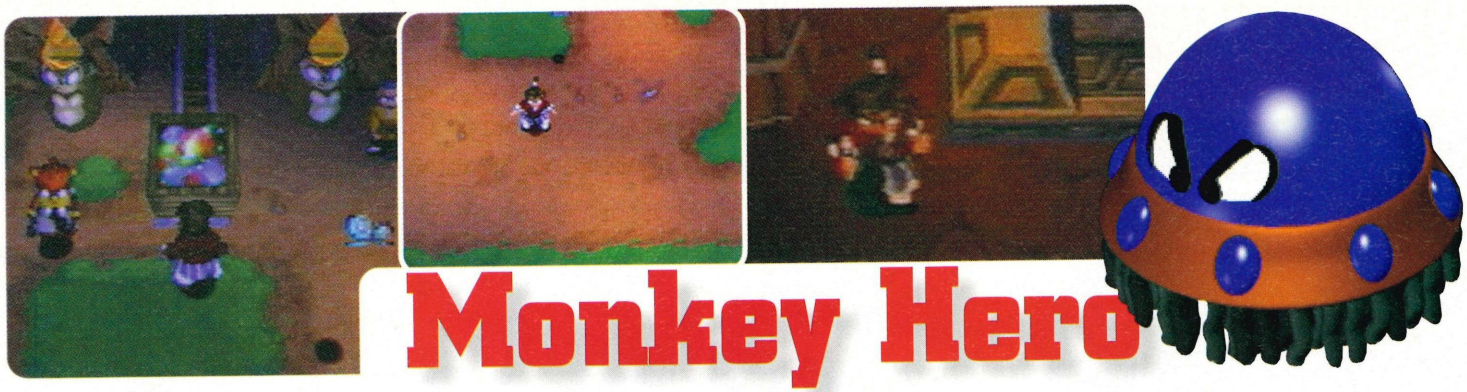
LEGACY OF KAIN: SOUL REAVER - CRYSTAL DYNAMICS







If you like a bit of Vampire action then Soul Reaver will certainly whet your appetite when it's released



Monkey Hero

From the egg came a stone monkey... and the nature of Monkey was irrepressible

What's it all about? Life in the 1980s was pretty dreadful really. The music was full of synthesized electronic noise, the haircuts were wilder than a hungry tiger and everyone was parading around in the worst clothes this side of Salford market. It was also a time when the nation tuned into BBC 2 Tuesday tea-time and prepared themselves for the truly bizarre Japanese experience known as Monkey.

Those who have missed out on the madness of Monkey missed the classical Chinese story of a Monkey King, a weird bronze-headed magician who defied the gods and was sentenced to 500 years imprisonment within a mountain. He was then released on the condition that he escort a travelling monk to the West, joined by a pig man and a sea monster. The TV show charted Monkey's fantastical exploits including some of the most insane martial arts fights ever and ultra-fast mind-blowing, but very cheap special effects.

King of the chimps

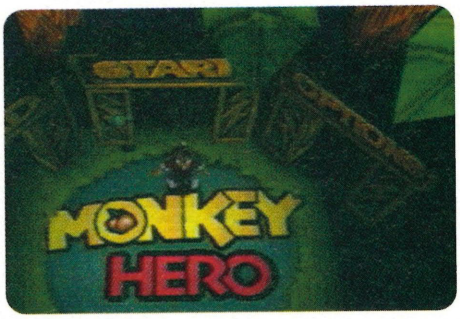
Game developers Blam! have now brought the ancient legend of the Monkey King to the PlayStation in the form of Monkey Hero, a third person adventure featuring all the magic and action interpreted in the masterful TV series.

Monkey Hero features a more cuddly, fluffy interpretation of the Monkey King tale. Our hero battles his way through over 2,500 screens of gameplay, 16 dungeons, 45 different enemies and 14 special bosses, collecting a varied motherlode of weaponry including all manner of sticks and magical items.

With the power of the brilliant Monkey King legend behind it, sumptuous looking 3D backgrounds and Final Fantasy-style gameplay, Monkey Hero could well be a surprise smash when it hits our shores later this year. Keep an eye on these pages for more info.

Who's responsible? BMG Interactive

When's it due? April



The irrepressible Monkey has skills in many areas. The use of magic and weapons will realise his full potential



The cast of characters in Monkey Hero creates an air of classic Japanese anime. Amongst the characters are a few disturbingly psychedelic mushroom-based types that save you from death by giving you suspicious drugs

Although most rooms can be completed easily, the correct use of items can lead to the discovery of further levels

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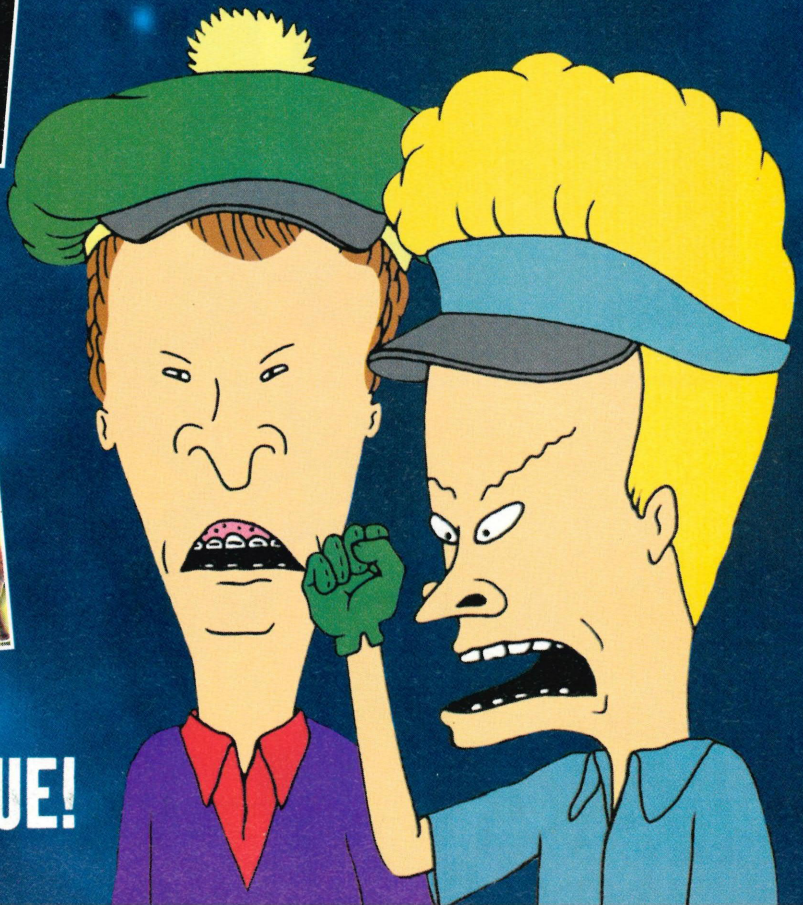


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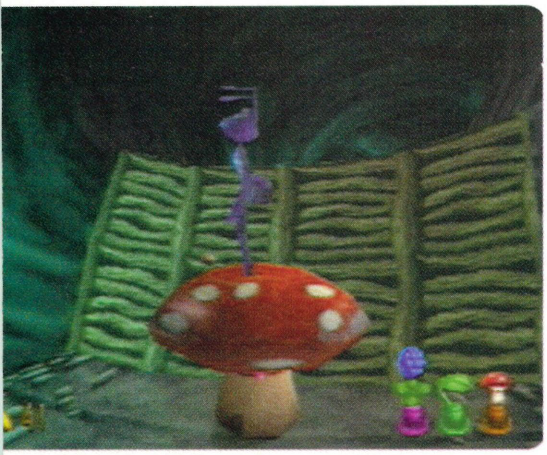


NOW THAT'S REAL VALUE!



A Bug's Life

Scared of spiders? Freaked by fleas? I'd turn this page now if I were you...



What's it all about? Following the success of 3D adventure games such as Spyro, Disney have decided to use the same format for their latest film tie-in game, A Bug's Life. Taking control of accident-prone ant Flik, your task is to guide him through a variety of new environments, rounding up a gang of malevolent creepy-crawlies on the way. With these warriors behind him, Flik's task is to do battle with and defeat Hopper, leader of the evil grasshoppers, thus freeing the ant queen and saving her colony.

It's not as easy as it sounds, as Flik has to encounter all manner of obstacles to complete his mission, not to mention a variety of minute maniacs that are hell-bent on making Flik's life a misery.

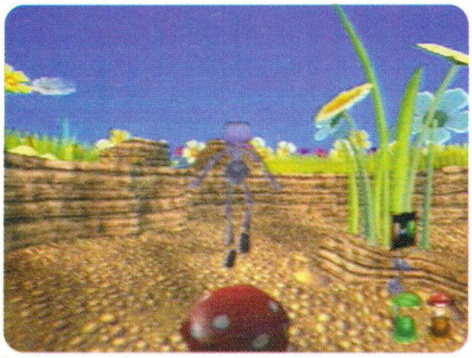
Just Buggin'

This isn't the first time Disney Interactive have made a foray into the world of PlayStation - you may remember the hulking mass of Hercules running rampant around your screens in 1997. However, unlike the hectic hoo-hah that is part and parcel of hero-like activity, A Bug's Life has a totally chilled-out feel to it, emulating the peace and tranquillity of nature (or something like that).

In complete contrast to this beautiful scenario, Flik spends his time running around like a blue-arsed fly through a maze of leaves, anthills and other assorted nature-based locations on his way to meet Hopper. However, these aren't just nice to look at - they're also full of useful bits and pieces such as instantly-sprouting seeds that will help you to reach those tricky places that Flik's spindly legs can't reach.

As well as all these fantastic features, the game boasts clips from the actual movie to get you completely immersed in the story, as well as many of the original characters. If you've seen (and loved) the film, you'd be mad not to get your grubby paws on this when it hits the streets of dear old Blighty.

Who's responsible? Disney Interactive/Sony
When's it due? April

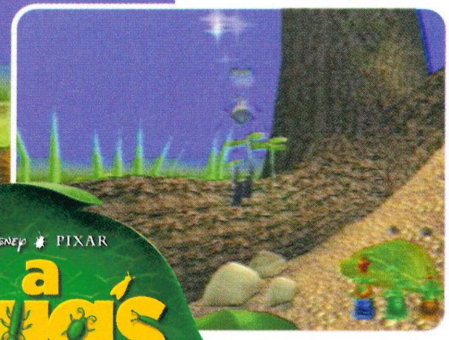




Getting the hang of grain collecting and grasshopper garotting is easily done, thanks to Flik's personal tutor



Even though he's only a tiny ant in a huge environment, Flik potters around the garden like Alan Titchmarsh on Prozac





Even bugs need to eat, so luckily you'll find plenty of leafy nourishment for Flik to get his mandibles round

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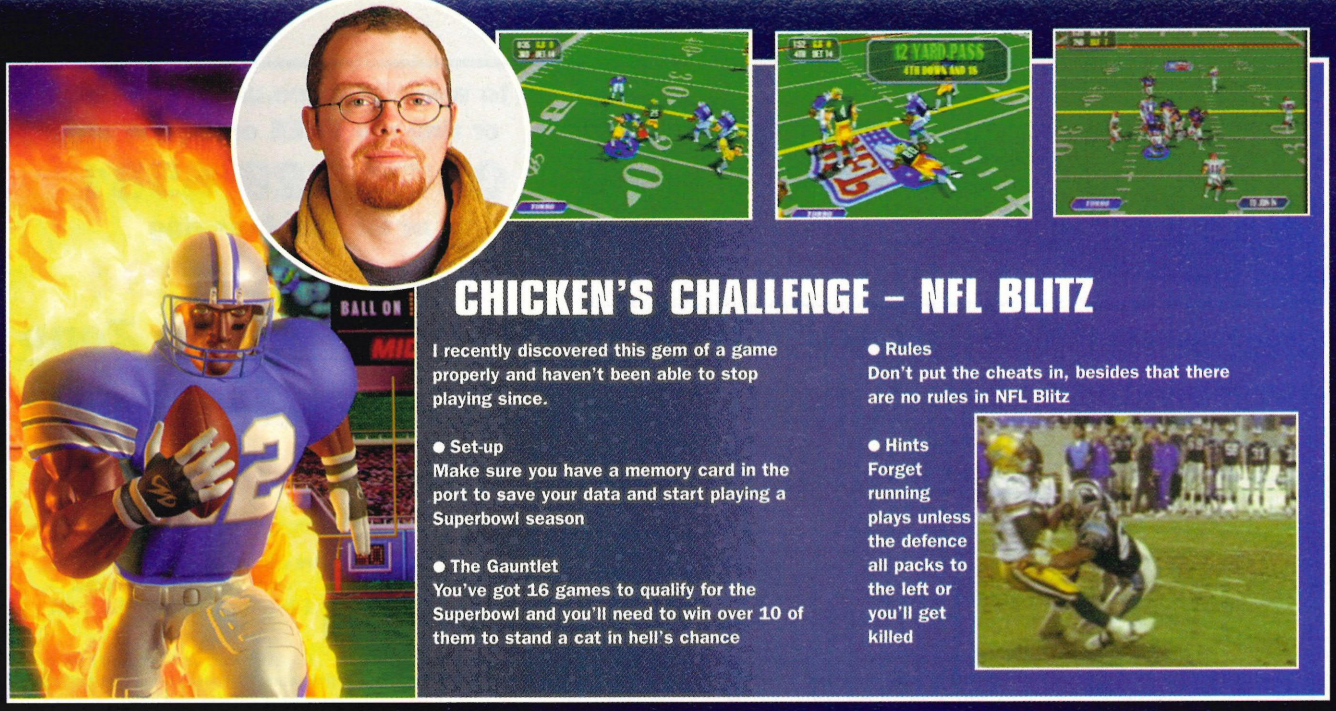
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CHICKEN'S CHALLENGE – NFL BLITZ

I recently discovered this gem of a game properly and haven't been able to stop playing since.

● Set-up
Make sure you have a memory card in the port to save your data and start playing a Superbowl season

● The Gauntlet
You've got 16 games to qualify for the Superbowl and you'll need to win over 10 of them to stand a cat in hell's chance

● Rules
Don't put the cheats in, besides that there are no rules in NFL Blitz

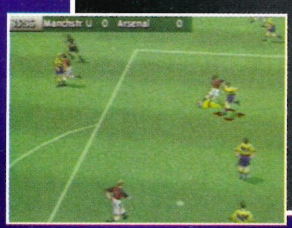
● Hints
Forget running plays unless the defence all packs to the left or you'll get killed

Pro Gauntlet

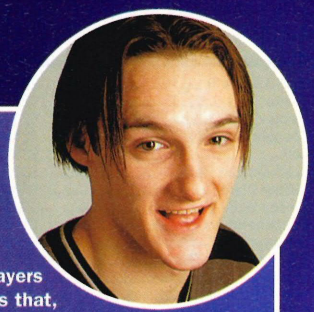
So you think you're the No.1 gamer in the country? Well, think again. The Pro team challenge our readers to take part in the Pro Gauntlet. We challenge you to beat our times, crush our high scores and defeat any weird task we set. Think you're up to it? Go on, we dare ya!







JAMES'S CHALLENGE – FIFA '99



Electronic Arts' yearly, sorry monthly, football series is as popular as ever, so there should be a fair few of you up for a cup run

● Set-up
You should have the game set on the Professional difficulty level (or World Class if you fancy your chances), and the game speed on at the fast setting (again, you can up this if you think you can take the pace). All offsides, injuries and fatigue options should be active.

● The Gauntlet
Enter the European Dream League and select the worst team available and randomise the leagues, I've gone for the whipping boys of this year's competition Brondby. Qualification from the group stages will be seen as a success, though obviously a victorious campaign is what we're really after here!

● The Rules
Formation and team set-up are down to you, but transferring players is definitely not allowed. Besides that, score a lot of goals, and er... don't let many in.

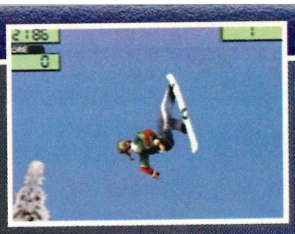
● Hints
Don't slide tackle in or around your own box as you'll soon find yourself with a few less players on the pitch and the opposition goal tally rocketing skywards.
The 'keepers on the poor teams are nothing short of shite, so keep the ball up-field as best you can.

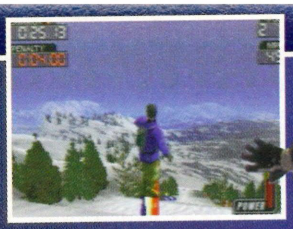


RULES: Photographic evidence will be believed over all other claims. Pictures of challengers will also help your cause, and signatures from character witnesses such as civic officials – judges, traffic wardens, dinner ladies, will all be looked on favourably. Descriptions of how you achieved your win/time 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



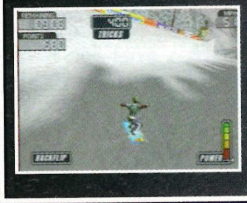






KAY'S CHALLENGE – COOL BOARDERS 3





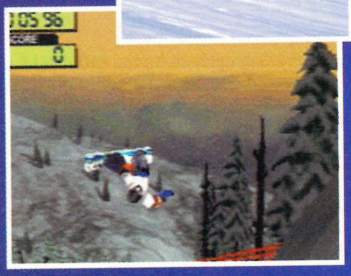
The third of Sony's super snowfests sees you able to turn more tricks and stunts than ever before, so grab your board and get on the slopes!

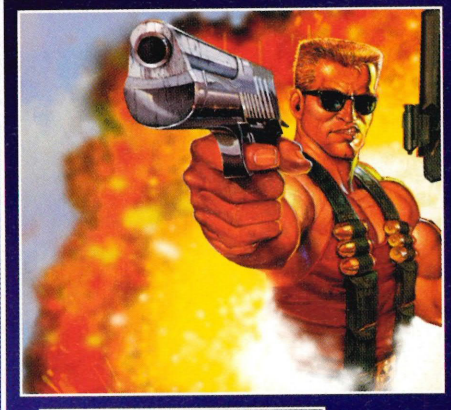
● Set-up
After you've selected a one-player single event, choose the Big Air mode on Mt Kuji.

● Gauntlet
Gain more than 2960 points over three rounds

● Rules
No rules – just catch some big air and see how many stiffies you can pull!

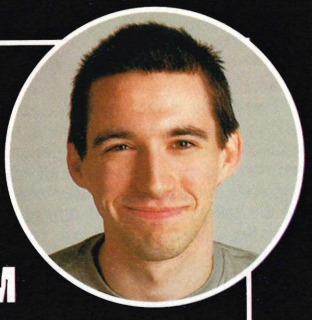
● Hints
Make sure that you get up plenty of power before the jump (but remember to take your finger off the ✖ button before you start your jump). Also, try to time your fancy jumps properly so that you don't end up flat on your arse!



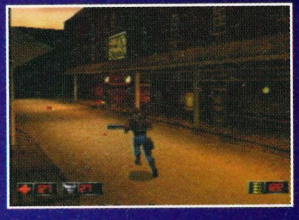








SAM'S CHALLENGE – DUKE NUKEM



This is my all-round fave of '98, an action packed shoot'em-up spectacular laced with the kind of violence that would make your mum curl up and cry, and more funnies than you can shake a wobbly, comedy stick at. As far as I'm concerned, this is the ultimate exploitation of console technology.

● Set-up
Choose a one player game, opting for the 'Get Some' difficulty option, and enter the first level.

● Gauntlet
Get all the coloured crystals and power up the teleport, finishing the level in under twelve and a half minutes without losing any lives.

● Rules
Keep your pesky digits off those cheats. Don't worry about killing everything, just avoid dying.

● Hints
Only kill bad guys that get in your way. You'll need to collect a certain number of bonuses to survive. Look out for those atomic healths.



LEWIS'S CHALLENGE – RESIDENT EVIL 2

It's the goriest and downright scariest game on the PlayStation. It sold by the mutant truck-driver load, and now it's back to take another chunk out of your ass!

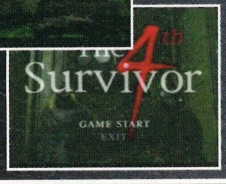
● Set-up
Either as Claire or Leon (no reason to be sexist now is there?) on the hard setting. You can only use the knife and no other equipment. Using herbs is definitely cheating!

● The Gauntlet
You must try to kill as many zombies as possible. Slash your way through the evil ones and keep a tally of your un-kills. The number to beat is 17

● The Rules
You've got to stab your way through the streets of Raccoon city without the aid of any fire-arms or health herb/sprays.

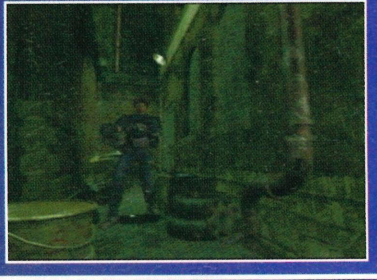
● Hints
Don't attempt to fight every zombie in the game (especially the Licker!). Take the easy lone zombies and stay away from encounters with a brain-drain posse











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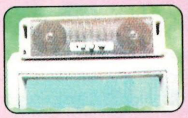
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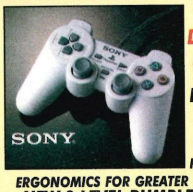
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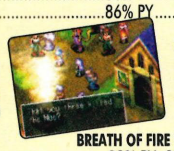
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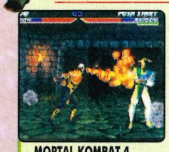


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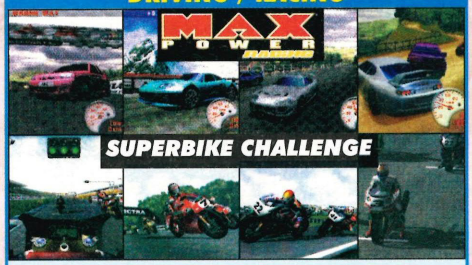




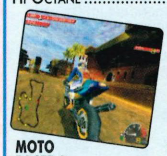
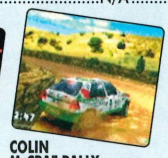
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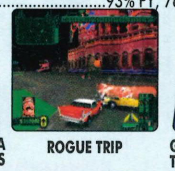


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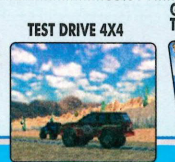

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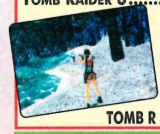

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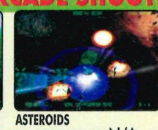
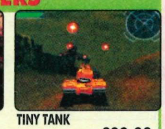
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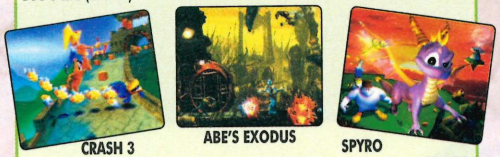
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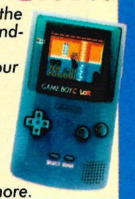


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TEASER

Are you bored with the New Year? Don't feel like partying like it's 1999? Never mind, there's always this month's magical PlayStation Pro Teaser to cheer you up. This month's PlayStation themed mind-benders are all based on the articles in this multi-papered wonder. Send your answers to be entered into the Blue Peter style tombola in a chance to win a ream bundle of PlayStation related gear. Just send your entries, marked 'Teaser' to the usual address

1 Infogrames' spanking new war circus, KKND, is due to hit shops later this year. What does KKND stand for?

a) Koconut Kakes 'N' Diesel
b) Krisps, Kicks 'N' Discus
c) Krush, Kill 'N' Destroy
d) Karaoke, Karate 'N' Death

2 According to our gaming guru Kay, what can playing Devil Dice best be compared to?

a) Picking up dwarves and throwing them at passing buses
b) Jamming ice lollies into electric sockets
c) Gripping an old lady's ankle until her veins burst
d) Throwing boxes around in a supermarket

3 The new game from BMG, Monkey Hero is based on an ancient tale of violence and fun. Which TV series, shown on BBC in the eighties, was also based on the very same story?

a) Monkey
b) The Sweeney
c) Nationwide
d) The Water Margin

4 Flik, the star of Disney's new insectoid madhouse, A Bug's Life, is hindered on his journey by all manner of obstacles not to mention a variety of...

a) Waffling lords
b) Minute maniacs
c) Purple carrots
d) Pissed up slappers

5 The Golden Axe-esque slash'em fest Legend hits our PlayStations soon. According to our review, what does the game constantly assault you with?

a) Hordes of orcs, vampires, zombies and werewolves
b) Baskets full of naked, writhing whores
c) A bag of sweets
d) Noise

6 The new Premier football manager simulation, Premier Manager '99, uses which game engine to show the football games highlights?

a) FIFA '99
b) Psybadek
c) Actua Soccer 2
d) World League Soccer

7 Sensible Software's new football rehash, Sensible Soccer reaches the height of PlayStation fashion this month. On which of the following formats was it previously released?

a) ZX81
b) Amiga
c) A4
d) P45

8 What objects is the player likely to aim for when within the gaming experience known as Asteroids?

a) Socks
b) Cocks
c) Frocks
d) Rocks

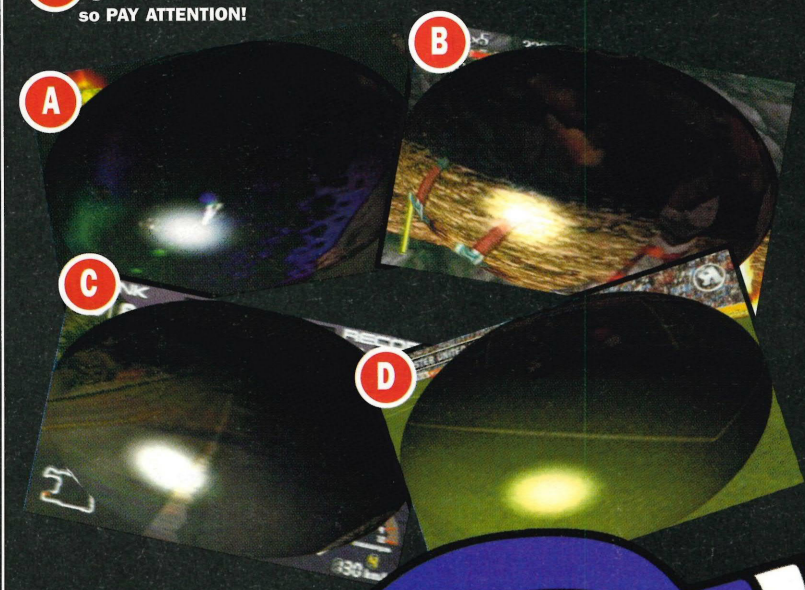
9 The long awaited motor racing giant Ridge Racer 4, has its own controller made for use with the very same game. What the bloody hell is it called?

a) Jogcon
b) Sitcom
c) Negcon
d) Modcon

10 The new basketball simulatory experience from NBA features the ability to mix-up players' faces like squids. What is the special engine used for achieving this trick?

a) Big face mixing engine
b) Feature butcher
c) Face stewer
d) Facial expression engine

11 Take a look at the following pictures and write down which game they come from. They all feature in this month's mag, so PAY ATTENTION!





Back Issues

Hurry, secure your missing mags for only £4.00 per issue, while limited stocks remain!

Misplaced one of your old issues of the mag? Stupid! Lent a copy to your mate and he won't give it back? Batter him! Mmm, it's a familiar tale, but thankfully help is at hand. For just £4.00 per issue you can obtain a brand spanking new one almost immediately.

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

The mags are limited in numbers, and as you can see, we only have a few left due to popular demand. So it's a first-come first-served basis and, unfortunately, issues 1, 2, 3, 4, 5, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16,17, 20 and 22 are sold out already!

PLAYSTATION PRO

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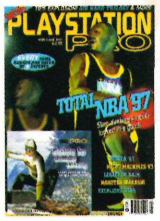
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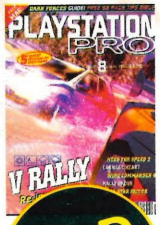
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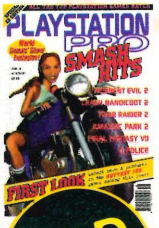
SIX
Massive reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555. Buy now!



SOLD OUT



SOLD OUT



SOLD OUT



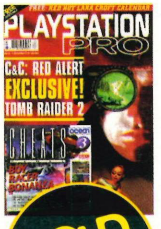
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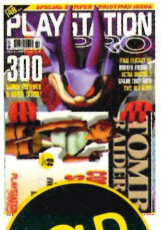
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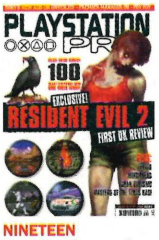
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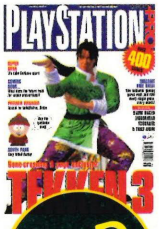
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EIGHTEEN
Men In Black exclusive first look, plus Free Adventure Game Tips Bible, Resident Evil 2, Spice World & more!



NINETEEN
Free first issue of Playstation Zone , Masters of Teras Kasi, Motorhead, Theme Hospital, Gran Turismo



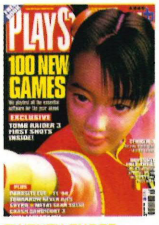
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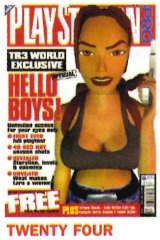
TWENTY ONE
The funkiest PRO yet featuring Vigilante 8, Gran Turismo, Three Lions, Forsaken and a free driving game supplement



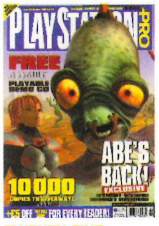
SOLD OUT



TWENTY THREE
Featuring the likes of Spyro, Parasite Eve, Soul Reaver and Tomb Raider 3. Plus FREE World Cup survival tips book!



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



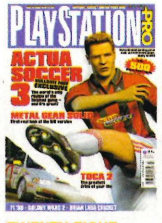
TWENTY FIVE
Abe's back and we have the exclusive to his new Oddworld adventures. Plus there's a free giant Tekken 3 poster



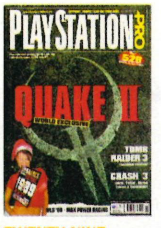
TWENTY SIX
First review of Spyro The Dragon plus Platinum Tip book worth a tenner. Also more on TR3 and Crash 3



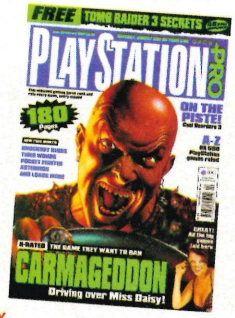
TWENTY SEVEN
Exclusive feature on FFVIII, reviews of Abe's Exoddus, Bust-A-Groove, Madden '99 and the first news about PlayStation 2



TWENTY EIGHT
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 on Quake II, reviews of Tomb Raider 3, Crash Bandicoot Warped, WLS '99, FIFA '99, and your own virtual reality babes calendar



THIRTY
CARMAGEDDON – Another World exclusive for PlayStation Pro (It's becoming a bit of a habit). Plus: Cool Boarders 3, Small Soldiers, Apocalypse and the ultimate Tomb Raider 1, 2,and 3 cheats and secrets book

A TO Z



During a steamy strip-poker party with the lads, they recognised my ample talents and agreed to give me this huge cheats special to fill with creamy cheating delights. So just follow the signs and signals to the greatest PlayStation cheats in the world...

of PlayStation cheats

ABE'S ODDYSEE

VOICE CHEAT
At any time without pausing the game, press and hold **R1**, and press ▲, ⬆, ●, ⬅, ✖, ⬇, ■, ➡. You will now be able to solve any voice puzzle with any single sound!

LEVEL SELECT
Highlight options in the main menu and hold ⬇ **R1**. Now press: ⬇, ➡, ⬅, ➡, ■, ●, ■, ▲, ●, ■, ➡, ⬅

WATCH ALL MOVIES
Highlight options in the main menu and hold ⬇ **R1**. Now press: ⬆, ⬅, ➡, ■, ●, ▲, ■, ➡, ⬅, ⬆, ➡

AIR COMBAT

ENTERING CHEAT MODE
Press **R1** + ● when the bird logo is displayed before the "Now Loading" screen. A black screen with the phrase "Now Loading" and bouncing CDs in the background will confirm that cheat mode is active. Each time a code is successfully entered, a small Namco character will appear in the lower left corner.

999,999,000 CREDITS
Enter cheat mode and press ⬇, ●, ▲(3), ●, ▲, ●, ▲, ● + ▲, then press and hold ● + ▲ again at the bouncing CD screen. Begin the game and enter the fighter selection screen. The amount of credits available will be set to the maximum.

CHANGE PLANE'S COLOUR
Enter cheat mode and press ⬆, ⬇, ⬅, ➡, ⬆, ⬇, ⬅, ➡, then hold **R1** at the bouncing CD screen. For two player mode, replace the controller actions with ⬅, ➡, ⬅, ➡, ⬇, ⬆, ⬇, ⬆, ●(2), ▲(2), then press and hold ▲ again.

WINGMAN PLANE'S COLOUR
Enter cheat mode and press **R1** + **Start**(10).

HIDDEN MINI-GAME
Enter cheat mode and press ⬆, ⬅, ⬇, ➡. Begin game play, then return to the title screen. A mini-game lasting approximately six seconds will begin while the main game loads again. The Ace Combat icon can be controlled with ⬅ or **L2**, and ● or **R2**. Press **R1** to switch between three control options. Destroy as many of the ships and missiles as possible before the small bird walks from the ⬅ to ➡ side of the screen.

EXTRA FIGHTERS
Complete the game under the easy difficulty level. Allow the credits to complete after the Boss is defeated. The phrase "Extra 10" will appear on the top ➡ corner of the title screen after it reappears. Use the plane select option to access the extra fighters.

ALIEN TRILOGY

LEVEL SELECT
Get into the carnage quicker with this code. At the password screen, enter "GOLVL" followed by the level you desire. ("GOLVL14" for level 14.) The words "Cheat Enabled" will appear if you did this properly.

ULTIMATE CHEAT
For all weapons, unlimited firepower, invincibility and access to every level, enter the password 1GOTP1NK8C1DBOOTSON.

ASSAULT

There are several cheat codes available in Assault which are accessed by typing the relevant key combination (listed below) on the 'Assault – press Start' screen within a three second period.

Once a cheat has been activated successfully, the screen will flash white with a 'whoosh' sound effect and the cheat name is displayed at the top of the screen.

GOODIES
▲, ■, ●, ⬅, ■, ▲, ■, ●, ⬅, ■.
Once activated an additional entry is placed in the options menu at the end of the list. This option allows you to skip levels, set 'infinite all' whereby the player gets all weapons with infinite ammo and view all of the FMV sequences used in-game. This cheat is awarded to the player if the game is successfully completed on PSYCHO difficulty.

NAKOMI
⬆, ⬆, ⬇, ⬇, ⬅, ➡, ⬅, ➡, Cross, ●.
This cheat flattens the mesh all of the 3D characters with the exception of the 'boss' character. This cheat is awarded to the player if the game is successfully completed on COMMANDO difficulty.

BIG HEAD PLAYERS
■, ●, ●, ■, ⬆, ■, ●, ●, ■, ▲. This cheat scales ⬆ the size of the character's head. This cheat is awarded to the player if the game is successfully completed on SQUADIE difficulty.

BIG HEAD ALIENS
■, ●, ●, ■, ⬆, ■, ●, ●, ■, ✖. This cheat scales ⬆ the size of the heads of aliens (with the exception of the 'boss' characters) and spitters.

SPEED RUN
✖, ■, ▲, ●, ✖, ■, ▲, ●, **L2**, **R2**.
This increases the speed with which



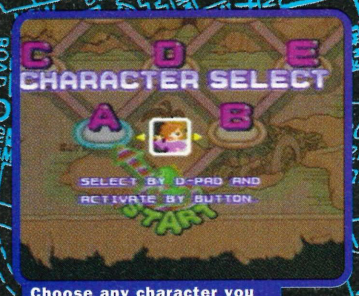


Get all the goodies then you can lay waste to the alien hordes in style



Did you say you wanted really big head or heads? I couldn't quite hear...

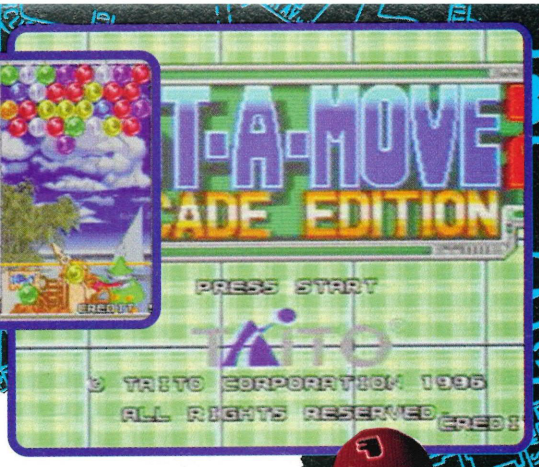




Choose any character you want on Bust-A-Move 2 – even this little totty







the player's character runs in game and is activated using the '●'. button. If the player is currently holding an item in the inventory the item will be used and then the run speed will be increased.

RETRO
⬅, ⬅, ⬅, ⬅, ⬅, ⬅, ⬅, ⬅, ⬅, ⬅.
This code activates a 'sepia' colour scheme. This cheat is awarded to the player if the game is successfully completed on ROOKIE difficulty.



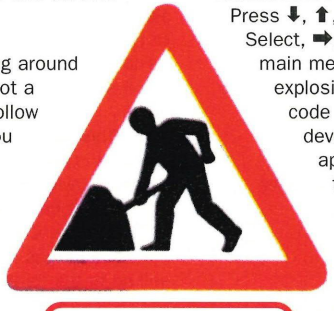
BATMAN & ROBIN

FINDING CLUES AND POWER-UPS
When your on the road and are looking for clues or power-ups, here are the best ways to get them. Go to a store called "Bookworms" which is located all over the city. This is probably one of the only stores you can break into, but the lights have to be on. There are usually power-ups and clues here.

Also, if you see a bad guy mugging someone, beat him up and you'll usually get a clue. Next, if you come across a brown door on any building, break into it and you'll find a little energy. But if there are alarms going off in front of the door, a clue will be inside. Last, if you see four mini fences surrounding a box, just drive over it and you'll get two clues.

INVINCIBILITY
To prevent yourself from losing health, press **L1**, **R2**, **R1**, **L2**, **Select**, ✖, ● at the title screen.

SUPER HEALTH
When you are driving around the city, and you spot a yellow motorcycle follow it for a while and you will get a super health.



So you want cheats to Crash Bandicoot: Warped!? Then turn to *page 67* right now!

BEAST WARS: TRANSFORMERS

WEAPON POWER-UP
Pause game play, hold **L2**, and press ⬆, ⬇, ⬅, ➡, ▲, ✖, ■, Start.

LEVEL SKIP
Pause game play, hold **L2**, and press ⬆, ⬇, ⬅, ➡, ▲, ✖(2), ▲, ➡, ⬅, ⬇, ⬆, **Start.**

HIDDEN CHARACTERS
Pause game play, and press **R1**, **L1**, **R2**, **L2**, **Select** at the options screen.

BIOFREAKS

FIRST PERSON MODE
While playing a one player game, press and hold **L1**, **L2**, **R1**, and **R2**. While holding, press diagonal ➡ ⬇. If done correctly, you should be in first person mode. Do the exact same thing to turn it off

BLAST RADIUS

ALL SHIPS POWERED UP
Press ➡, **L1**, ⬆(2), ⬇, ➡, **R2**, **L2**, **R2**, ⬇, ⬆, ⬇ at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin game play, then quit. All four ships will now be powered-up and Sector 5 will be available for game play.

WRAITH SHIP
Enable the "All ships powered ⬆" code. Then, press ⬅, ➡, **L1**, ⬅, ➡, **L1**, **R2**, **R2**, **L2**, ⬅, ➡, ⬆ at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin game play, then quit. The Wraith ship and Sector 8 will be available for game play.

ALTERNATE PLANETS
Press ⬇, ⬆, **L1**, ➡, **L1**, ⬆, ➡, Select, ➡, **R2**, **L1**, **L2** at the main menu. The sound of an explosion will confirm correct code entry. Faces of the development team will appear in the place of the planets in the first four levels. The next four levels will have other objects replacing the planets. **Note:** This code may not be enabled with the "All ships powered ⬆" or "Wraith ship" code.

BONUS LEVELS
Press **L1**, ⬅, **L2**, ⬇, **Select**, ⬅, ⬇, **R2**(3), **Select**, ⬆ at the main menu. The sound of an explosion will confirm correct code entry. Four bonus missions that feature World War II aircraft and other hidden targets will be accessible. Note: This code may not be enabled with the "All ships powered-up" or "Wraith ship" code.

BUST-A-GROOVE

LEVEL SKIP
Complete the game once with any character, then begin a game in single player mode and press **L2**+Select when a song begins. You'll now jump to the next level.

PLAY AS ALTERNATE CHARACTER
Highlight a character, then hold select and press ●.

DANCE PREVIEW
Complete the game under the easy difficulty

PLAY AS CAPOEIRA
Complete the game under the normal difficulty level

PLAY AS ROBO-Z
Complete the game under the difficult level

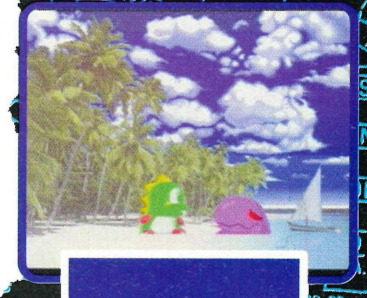
PLAY AS BURGER DOG
Complete the game under the normal and difficult levels. Select Hamm as a character and complete the game under the normal difficulty level again

PLAY AS COLUMBO
Complete the game under the normal and hard difficulty levels. Select Shorty as a character and complete the game under the normal difficulty again.

WINNING POSE CLOSE-UP
Hold ● after winning a stage



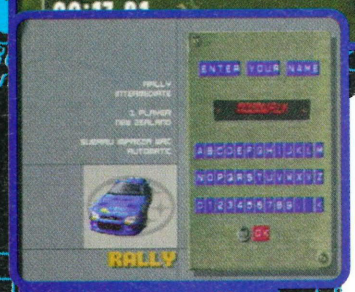




BUST-A-MOVE 2

ANOTHER WORLD
Try this code for a little variation. At





Enter your codes on this screen to send your rally car into the stratosphere

Colony Wars: Vengeance is a tough nut to crack, but I like that kind of challenge









the Title Screen, press **R1**, ⬆, **L2**, ⬇. If you did this correctly, a little green bird will appear in the lower ➡-hand corner. Start a new game and you'll see the words "Another World" in the lower left-hand corner. This code results in slightly different puzzles and a faster pointer. If you beat the computer in Player vs. Computer mode, you will be able to select characters next time around.

CHARACTER SELECT
At the map screen press ⬅, ⬅, ⬆, ⬇, **L1** + **L2** + **R1** + **R2**. A character selection menu will appear.

MORE CONTINUES
At the options menu press ⬅, ➡, **R1**, **R2**, **L2**, **L1**, ⬆, ⬇. A 30-second timer will appear in the upper-right hand corner. Press the ✖ button repeatedly to gain up to 30 credits!

CIRCUIT BREAKERS

TO UNLOCK CIRCUITS
This cheat will allow you access to every 'single player' circuit (all 32 of them) without having to qualify for any of them.

Press the START button to activate the in-game pause menu, now use the ⬆ and ⬇ buttons to highlight 'OPTIONS' and press the ✖ button to select. Now use the ⬆ & ⬇ to highlight the 'Sound' option and press the ✖ button to select. Now use the ⬆ & ⬇ buttons to highlight 'FX, now press both **L1** and **L2** simultaneously – If you have followed these instructions correctly every 'single player' circuit will now be available when you return to the game.

MULTI-PLAYER REVERSE CIRCUITS
This cheat allows you to play any one of the 16 multi-player tracks in reverse mode – effectively doubling the number of courses available!

On the circuit selection screen, choose the circuit you wish to race on and press **SELECT.** As the cars start to drive into the tunnel, quickly hold ⬇ ✖ and ■ and while holding them ⬇, press either ⬅ or ➡. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backwards.
This cheat does not stay active like the other cheats. Each time you wish to race a multi-player circuit in reverse mode, you must use this cheat.

NIGHT-TIME CIRCUITS
This cheat works on both single and multi-player circuits. On the circuit selection screen, press the following buttons simultaneously: **L1**, **L2**, **R1** and **R2**. If you get this right a picture of a headlight should be drawn at the bottom of the screen.

TURBO CIRCUITS
This cheat is only available for the multi-player circuits. On the circuit selection screen, press the following buttons simultaneously, ●, ✖ ▲ and ■. If you get this right a picture of an engine should appear at the bottom of the screen.

UPSIDE-DOWN
To activate ⬆side-⬇ mode, press the following four buttons simultaneously: **L2**, **R2**, ⬇ and ✖. If you get this ➡ a sweeping arrow should be drawn at the bottom of the information panel.

BEAN CARS
When you have chosen your vehicles and selected a circuit to race you can enable this cheat. As soon as the circuit has loaded and count⬇ has started, simultaneously press the ● and ⬅ buttons. If you get this ➡ your chosen vehicles will evaporate and be replaced with the 'Bean' cars. Hold **L1** + **L2** + **R1** + **R2** while selecting a track. A new symbol will appear on the track to confirm correct code entry.

COLONY WARS: VENGEANCE

INVINCIBILITY
Enter **Vampire** as a case-sensitive password.

ALL WEAPONS
Enter **Tornado** as a case-sensitive password.

PRIMARY WEAPONS ALWAYS
Enter **Dark Angel** as a case-sensitive password.

UNLIMITED SECONDARY WEAPONS
Enter **Chimera** as a case-sensitive password.

UNLIMITED AFTERBURNERS
Enter **Avalanche** as a case-sensitive password.

UNLIMITED MONEY
Enter **Hydra** as a case-sensitive password.

ALL SHIPS
Enter **Thunderchild**

MISSION AND FMV SELECT
Enter **Demon** as a case-sensitive password.

MULTIPLE CHEATS
Enter **Blizzard** as a case-sensitive password to unlock all missions, all ships, unlimited secondary weapons, and more cheat features.

DISABLE CHEAT MODE
Enter **Stormlord** as a case-sensitive password to disable all active cheats.

COOL BOARDERS 3

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

ALL BOARDERS
Select tournament mode and enter OPEN_EM as a 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.

CRASH BANDICOOT

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

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

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

CRASH BANDICOOT 2

First level skip
In the first level, pause the game and go to the warp room and you will skip the first level.

Free Crystal
To get a crystal in the third warp room without playing a level, go back to the first warp room and beat one of the warp tunnels. Crash will take out a crystal and toss it up, but the crystal will go to the third warp room.

MORE EXTRA LIVES
When you are on the 4th floor with the vortexes, get into the level with the bees. Now, instead of going underground to avoid the bees, hit all five of them away (it takes practice). If done correctly, you should receive two lives, if done again, one more life will be given. Do this as much as you want to (or can be bothered).

SECRET LEVEL
In the "UNBEARABLE" level, when the second bear falls off the bridge, go back and jump into the space where he fell. This should take you to a level with guys that shot bullets at you and a few turtles.

CRASH BANDICOOT: WARPED

SPYRO THE DRAGON DEMO
Press ⬆(2), ⬇(2), ⬅, ➡, ⬅, ➡, ■ at the title screen.

HOT COLD BONUS LEVEL
Go to Level 14 and ride about half way through the level to find alien crossing sign on the ⬅ hand side. Run into the sign to be transported to level 31.

EGGIPUS REX BONUS LEVEL
Go to Level 11 and take the yellow gem ride. Continue until reaching the area where the huge dinosaur chases Crash. Allow the second pterodactyl capture Crash to reach level 32.

105% COMPLETION
Collect all relics and gems, including those from the Hot Cold and Eggipus Rex bonus levels. The relics that are collected must be at least gold or platinum. Then, approach Crash's sister, next to the save spot, to find another clear gem. Take the gem to view a very nice fireworks display and finish with a 105% completion status.

CROC: Legend of the Gobbos

Unlock all secrets and put you at the last level of the secret fifth island (5-B). ⬅⬅⬅⬅⬇➡➡⬅⬅⬇➡⬇⬅⬆➡

C&C RED ALERT

MONEY
All cheats are activated by clicking the Team Buttons on the Tool Bar with the Cancel Button. If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and you can start over.

MONEY
■, ■, ●, ✖, ▲, ●

NUKE
●, ✖, ●, ▲, ■, ▲

SOYLENT GREEN
✖, ●, ▲, ▲, ●, ✖
Note: This code only works in multi-player mode

WIN LEVEL
✖, ■, ■, ●, ▲, ●

C&C: Retaliation

ANT MISSIONS
Complete the game once. Then, set the difficulty level to "Hard", select "Campaigns", and go to England to access the ant missions.

CHEAT MODE
Click on the "Teams" button menu with ● (or whichever button is currently configured as "Cancel") or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ● ("Cancel") or the right Mouse Button on each.

INVINCIBILITY
Press ● when the pointer is over "■", "✖", "●", "✖", "▲", "▲".

FULL MAP
Press ● when the pointer is over "▲", "▲", "✖", "●", "▲", "■".

PARABOMB
Press ● when the pointer is over "✖", "✖", "✖", "●", "▲", "■".

CHRONOSHIFT
Press ● when the pointer is over "■", "●", "▲", "✖", "●", "●".

MONEY IS PEOPLE
Press ● when the pointer is over "■", "✖", "■", "✖", "■", "✖".

MONEY
Press ● when the pointer is over "✖", "✖"," ■", "●", "●", "●".

INSTANT VICTORY
Press ● when the pointer is over "●", "●", "▲", "✖", "✖", "■".

INSTANT LOSS
Press ● when the pointer is over "●", "✖", "●", "■", "■", "✖".

NUCLEAR ATTACK
Press ● when the pointer is over "●", "✖", "●", "●", "✖", "■".

CIVILIANS HAVE NAMES
Press ● when the pointer is over "■", "■", "●", "●", "▲", "▲".

DEAD BALL ZONE

CHEAT MODE
Highlight Italian on the language select screen and hold **R1**+**L2**+⬆+■ for eight seconds. All the teams and stadiums will then be unlocked!

DEAD OR ALIVE

CONTROL VICTORY VIEW
Press ⬆, ⬇, ⬅, or ➡ during the winning post to change the camera angle. Press **R1** or **L1** to zoom in and out of the action.

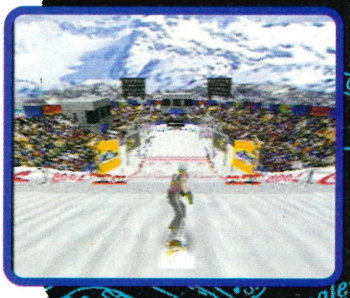
ADDITIONAL COSTUMES
Set all options to the default settings and complete tournament mode. One additional costume will be unlocked each time the game is completed.

FIGHT AS RAIDOU
Unlock all costumes for all characters. Select costume 14 (for female characters) or five (for male characters) and complete the game under the normal difficulty level and default settings to fight as Raidou.

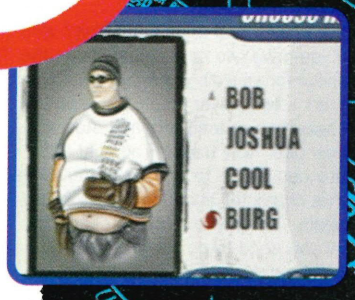
FIGHT AS AYANE
Complete the game using the Raidou under the normal difficulty level and default settings.

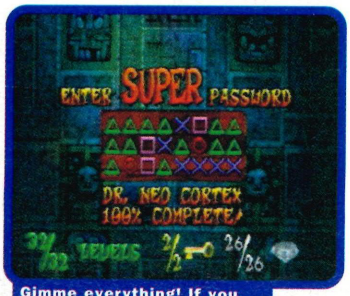
REPLAY END OF ROUND
Hold ■ + ● and press ▲ after a round ends, but before the victory pose begins. Continue to hold ■ + ● and press ▲ to replay the end of round in full.


Unlock all the tracks and your head will swell to a massive size

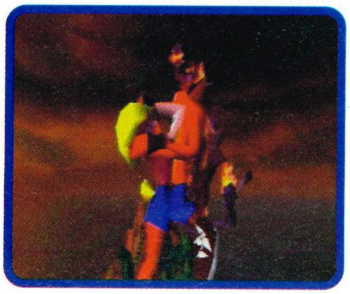


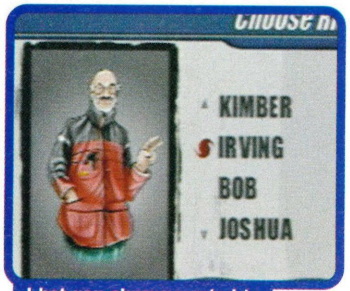

Can't get anywhere in the game? Then you'd better cheat – cos you're crap



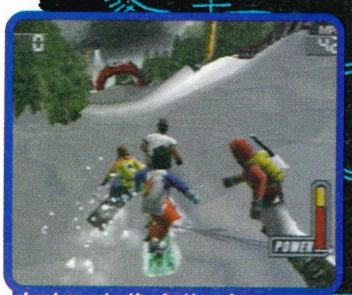


Gimme everything! If you want to get to the end with minimal fuss – here you are





I bet you always wanted to go snowboarding as an Open University professor


Last one to the bottom has to play Rushdown in the next race! Oh, that's harsh!

EXTRA CONFIG OPTIONS
The first five options under the "Extra Config" menu will appear after passing the three hour, six hour, nine hour, 12 hour, and 15 hour point in game play.

CHARACTER VOICE OPTION
Complete the "Training Mode" by executing all moves after enabling the "Command List" option first.

HIDDEN AUDIO
Play track two in a standard audio CD player to hear music and samples from the game.

DEVIL DICE

BONUS PUZZLES
Successfully complete all 100 puzzles under puzzle mode. Highlight "Random" at the stage selection screen and press ✖. Press **L2** or **R2** to select from 1000 new puzzles.

PLAY YOUR OWN CD
Replace the game disc with an audio CD after it reaches the menu screen. Press **Start** during game play to change tracks.

FAST FORWARD
In Wars mode, as soon as your life meter runs out press the ▲ button and the characters that are left will speed up their progress in the round. NOTE: This works ONLY when nothing but computer players are left in the round.

VERBAL INSTRUCTIONS
On the title screen, press ➡. The first time you do this the word "Rules" will appear, followed by verbal instructions for the game.

After the instructions are over, keep on pressing ➡ until you get back to the start screen. Press ➡ one more time and it will paint the same smear but in a different colour and it will say "Basic Technique". Then it will give you the basic techniques verbally.

DIABLO

DUPLICATE CHEAT
Need cash and equipment fast? Well if you have two controllers this is the cheat for you! All you need to do is start a two-player game and load two characters or load one and start a new one. Now transfer all gold and any equipment to one character. Save that character and start a new game again. When you load the character all you need to do is sell stuff and build a gold pile. Save again then.

ATTRIBUTE TRICK
If you don't have enough of one attribute to use a weapon, helmet, or armour then put a ring or amulet that will give you enough of one attribute to use it.

Apply the ring or amulet then put the item on then take the ring off and the item won't turn red and you can still use it. Note this only works if the item you want to use gives you points to the attribute you need to boost.

DUPLICATE BOOKS AND ELIXIR
You may duplicate books and elixir like as money: you must load a character with some books or elixir and another character.

Now the character with the items (books and elixir) must drops them and the second player must grab them. Now the second player must use all items and save the character. Then quit the game and reload the same Character.

Now repeat the trick as many times as you want. **Important:** Player one must NEVER save the character!

DIE HARD TRILOGY

DIE HARD 1
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 GUNS
Press ➡, ⬆, ⬇(2), ■, ➡. Repeat the code to get different guns and unlimited ammunition (shotgun, MP-5 sub-machine gun, assault rifle, explosive shotgun, M-60 machine gun, hand gun).

DIE HARD 2
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
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), ✖(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 ➡, ■, ▲, ⬇, ✖(3).

DUKE NUKEM: Time To Kill

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

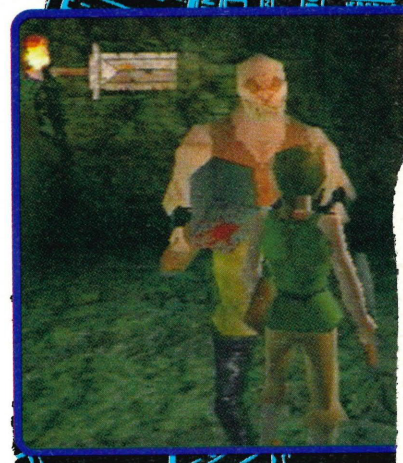
INVINCIBILITY
Pause game and press **L2**, **R1**, **L1**, **R2**, ⬆, ⬇, ⬆, ⬇, Select(2).

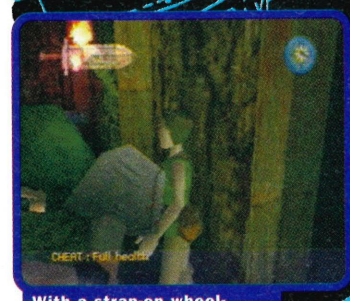
TEMPORARY INVINCIBILITY
Pause game and press **R1**, **L2**, **L1**, **L2**, **R1**, **L1**, **R1**, **L2**, **L1**, **L2**.

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

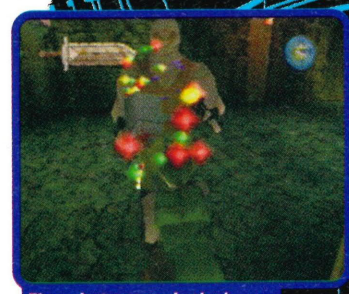
UNLIMITED AMMUNITION
Pause game play and press ⬅, ➡, ⬅, ➡, **Select**, ⬅, ➡, ⬅, ➡, **Select**.

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





With a strap-on wheelbarrow our heroine is ready for action


Throwing space dust at your enemies doesn't have much effect






Having visited South American indians, Duke's feeling a little light-headed




Piggy jelly is Duke's favourite after dinner desert – go get some



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

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

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

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

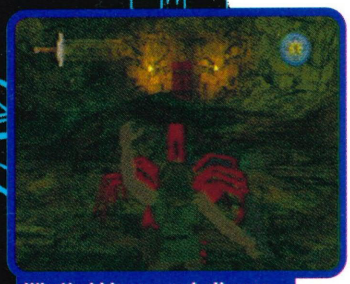
BIG HEAD DUKE
Pause game and press **R1** (9), ⬆.

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

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

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

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



What's hideous, red all over, and has eight legs? The Spice Girls' Christmas special

EXCALIBUR 2555 AD

FULL HEALTH
Pause game play and press ▲(3), ■(5), and resume game play.

FULL WEAPON
Pause game play and press ▲(2), ■(2), ●(2), ■(2) and resume game play. An on-screen message will confirm correct code entry.

DISPLAY COLLISION BOXES
Pause game play and press ●(4), ■, ●(2), ■ and resume game play.

LEVEL SKIP
Pause game play and press ■, ●, ■, ▲, ●, ▲(3).

LEVEL	PASSWORD
2 – Death Crypt	▲, ■, ✖, ●, ●, ▲
3 – The Trappings	●, ■, ✖, ●, ●, ▲
4 – The Sewer	■, ✖, ▲, ▲, ✖, ●
5 – Eco Sector	●, ✖, ●, ▲, ■, ✖
6 – Water Hold	✖, ●, ▲, ■, ●, ●
7 – Fabian Central	■, ■, ●, ●, ✖, ▲
8 – The Prison	●, ✖, ■, ▲, ▲, ■
9 – Labyrinth	▲, ✖, ▲, ●, ■, ▲
10 –Subterranean	▲, ●, ●, ■, ▲, ✖
11 – The Vault	✖, ■, ■, ✖, ▲, ■
12 – Lair	●, ▲, ✖, ●, ■, ●
13 Project Eden	■, ▲, ●, ✖, ✖, ✖

EXHUMED

ALL LEVELS, ITEMS, KEYS
All these need to be entered using controller 2. At the world map enter ●, ✖, ▲, ■, ➡, ⬇, ⬆, ⬅. Then use select to bring up the sub-menu. Then use ■ plus **SELECT** to add an item. Use ● **SELECT** to delete an item

VULTURE
Fly higher and further using the ✖ button. During play enter ● **R1** **R2** ■ ➡ **L1** **L2** ⬅. If this works you'll see a vulture icon onscreen

DOLPHIN
Swim faster and stay submerged longer During play enter ■ ■ ▲ ▲ cross cross ● ●. If this works then you'll see a dolphin icon onscreen

FINAL FANTASY VII

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

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

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

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

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

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

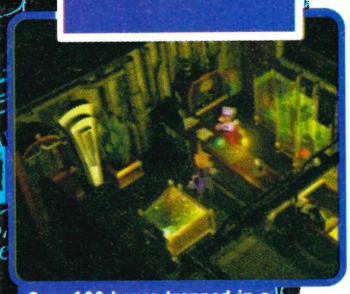
CHOCOBO TRICK
While racing the chocobos, hold **L1** + **L2** + **R1** + **R2** to increase your speed. To increase their stamina, hold **R1** + **R2**.

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

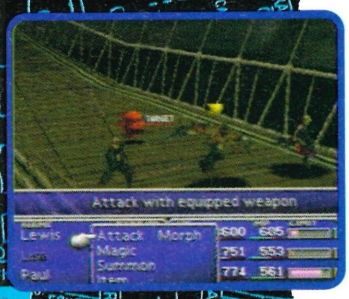
EASY AP
Go to the forest outside of Mideel. Walk around until you fight Head Hunters or Caterpillars. Equip Cloud with an Apocalypse sword and everyone with a Rune Armlet. If you fight a gro⬆ of four Head Hunters you get 340 AP. Caterpillars and a gro⬆ of three Head Hunters give you 240 AP. Equip as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

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

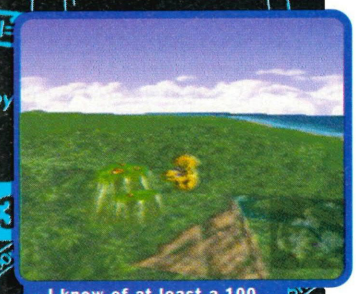
EASY MONEY AND AP
Go to the desert outside of the golden saucer and walk around for a while. Sooner or later a little cactus man will appear. You can't beat him with magic or weapons, but he can be defeated by summoning Chocobos or Mogs. If you manage to kill him he's worth 10,000 gil!



Over 100 hours trapped in a little room staring at the tube – what a waste...







...I know of at least a 100 better ways of using that time. And you'd lose weight!





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

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

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

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

Red- You must have all 16 summon materia at master level then talk to the red huge materia to receive the Master Summoning materia.

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

ITEM DUPLICATION
If you have the W-Item Materia, equip it and enter a battle. Use the W-Item command and select your first item you want to use with the ● button. Then choose your second item, but do not use it.

Select it so that cursors appear on the screen (either on you allies or your enemies) then cancel with the ✖ button. Select again and make the cursor appear then cancel. Repeat the selecting and cancelling of the second item over and over. Each time you do this the quantity of the first item will increase by one.

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

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

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

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

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

RACING TROPHY
When racing S-class in the Gold Saucer, You will notice many items you can't ever seem to get. Well you can get them all at once! Just win 15-20 races in a row! Ester will say: "I've never seen anyone win so much in S-class before!" She will then give you one of each item, including the coveted Cat's Bell! This only works once.

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

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

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

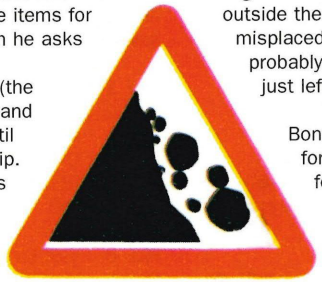
RECOVER MISSING ITEMS
Did you miss something important? Fear not. Once you get to disc 3 you can recover anything by excavating for it in the Bone Village.

RECRUIT VINCENT
In the Shinra mansion at Nibelhiem, there is a safe on the top floor. The combination is: ➡ to 36, ⬅ to 10, ➡ to 59 then ➡ to 97. Make sure you don't go too far ⬅ or too far ➡ when turning. When it opens, kill the monster, then get the stuff from the safe. Descend the spiral staircase and enter the coffin room. Vincent is in one of the coffins. Talk to him and leave and come back and talk to him to make Vincent join your crew.

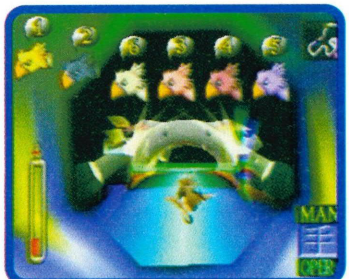
RECRUIT YUFFIE
Near the exploded Mako site there is a small forest. Wander around in it until you fight a Ninja woman. After you defeat her there will be a save point. DO NOT USE THIS or she will run away. Talk to her and tell her you don't want to fight her again. Then tell her you're terrified of her.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

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

SPECIAL BATTLE
To get to the special battle in the Battle Arena, first gain 64,000 battle points and buy the W-Summon materia. Next get 32,000 battle points and buy Cloud's level 4 limit, Omnislash. Equip Omnislash and talk to the lady at the counter in the battle arena, and she will ask you if you want to participate in a special battle.



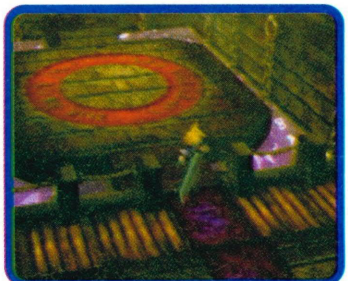
Want a landslide of cheats for G-Police? Then get your ass yo *Page 73* right now!



Although I have to admit to finishing this game myself – well I am a cheats diva!



So if you need any more help (God you're hopeless), don't hesitate to write to me



It's the greatest RPG of all time – and it's tipped to death right here!

Beat all eight enemies and get the Final attack materia. Note: You must have your Ultimate Weapon equipped to fight in the special battle.

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

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

UNLIMITED SOURCES
To get unlimited Sources (luck source, magic source, etc.) perform the following actions. Get in the submarine and go to the downed-red plane. Wander around until you get into a battle and use the morph command on the enemies.

The best way to do this is attack the enemies until they are almost dead and then use morph. In this area there are six different enemies and each one morphs into one of the six sources.

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

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

KNIGHTS OF THE ROUND
Ride the Golden Chocobo to the north-eastern part of the map. There you'll find a hidden island with a cave. Enter the cave and talk to the red light to receive the "Knights of the Round Table" spell.

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

Cloud Trade 32,000 battle points at the Golden Saucer.

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



Barret A lady will give it to you in North Corel.

Aeris Southeast of Midgar there is a small cave with a man living there. Talk to him when you have battled a certain number of battles that end in the same number, such as 122, 133, 144. He will then give you a Mithril orb. Take the Mithril to the Blacksmith's house on the south peninsula near Cosmo Canyon. He will trade you for the limit break manual for the Mithril, or you can choose to have a gold bracelet.

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

Vincent Land near the waterfall and use the green, black or gold chocobo to pass the mountain. Then enter the waterfall. (You must have Vincent in your gro⬆ and this must be attempted whilst you're on disc 2). Go forward and you'll be shown Vincent's past. Now leave. Return if you are already in disc three and you'll get not only the manual, but another weapon for Vincent.

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

THE FIFTH ELEMENT

LEVEL SELECT AND MORE
At the main menu press **L1**, **L2**, **R2**, **R1**, **SELECT**, **START**.

FORMULA ONE

MINI BUGGY
Enter this code on the practice, race and qualify screen.
Hold ⬇ **SELECT** and enter ➡, ⬆, ▲, ⬅, ⬆, ■ and ▲.
Enter quickly and the screen confirms the cheat.

MINI BIKE
Enter as above, ⬇, ⬆, ●, ▲, ➡, ⬆, ■ and ▲.

GIBBERISH
Hold **SELECT** and press ⬅, ●, ⬆, ⬇, ⬇, ➡, ●, ■, ■.



LAVA
Hold SELECT and press ■, ●, ⬆, ➡, ➡, ●, ✖.

ODD COMENTARY
Hold **SELECT** and press ⬇, ⬆, ⬅, ⬅, ■, ●, ✖.

BONUS TRACK
Hold **SELECT** and press ⬅, ●,●, ▲, ▲, ●, ⬆, ➡. With this code in place, you must start a race and then cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

FRAMEOUT CITY BONUS TRACK
Play an Arcade or Grand Prix Mode championship and finish as number one. Now you can select a car shaped bonus track called Frameout City (6 km).

FORSAKEN

CHEATS MENU
On the main menu highlight 'Options' and using the directional pad quickly press - ⬅, ➡, ⬅ and ✖. This will take you into the global option screen where you will now find a 'Cheat option' just beneath exit.

FROGGER

UNLIMITED LIVES
Pause game play and press ➡, ■, ▲, ■, ▲, ✖. A message will confirm correct code entry. Note: To quit game play after cheats have been enabled, press Start to pause, press Select, then choose the "Yes" option.

LEVEL SELECT
Pause game play and press ➡, ■, ▲, ■, ▲, **R1**, **L1**, **R1**, **L1**, ●. A message will confirm correct code entry.

ZONE SELECT
Pause game play and press ➡, ■, ▲, ■, ▲, **R1**, **L1**, **R1**, **L1**, ▲, ■. A message will confirm correct entry.

NO VEHICLES
Pause game play during a "classic" level and press ➡, ⬆, **R1**, **L1**, **R1**, ✖.





One of the most frustrating games on the PlayStation, and a must for all cheaters

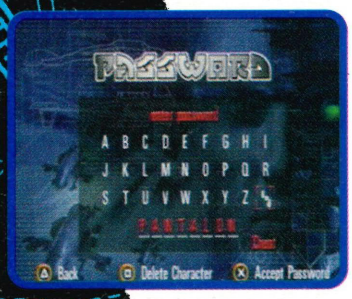


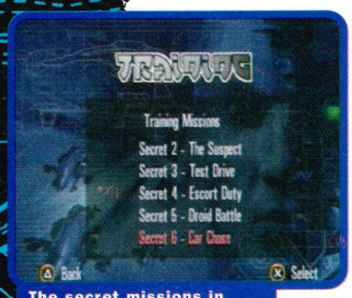
Your chance to get the ultimate revenge on the bastards who crap on you









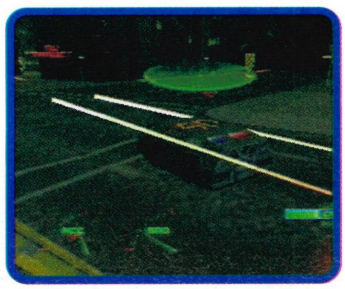


The secret missions in G-Police give you access to new vehicles



You can hammer around as a flying dustbin in the cyborg mission





GEX: ENTER THE GECKO

DEBUG MODE
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ⬅, ●, ⬆, ⬇, ➡(2), ⬅, ▲, ⬆, ⬇. A sound will confirm correct code entry. Press **START** to resume game play, then press **SELECT** to display the debug menu.

UNLIMITED LIVES
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ⬆(2), ⬇, ➡, ▲, ⬇.

INVINCIBILITY
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ⬅, ➡, ▲, ⬇, ➡, ⬅.

LEVEL SELECT
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ➡(2), ⬅, ➡, ▲, ⬇, ➡. Resume game play and press **SELECT** to choose a new level.

GEX QUOTES
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ▲, ⬅, ●, ⬆, ⬇. Resume game play and press Select to force Gex to make a comment.

RAMBLING GEX
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ⬇, ➡, ⬆, South, ➡, ⬅, ➡, ⬇(2).

LEVEL TIMES
Press Start to pause game play and highlight the "Exit" option. Hold **L2** and press ➡, ▲, ➡, ⬅, ▲, ✖. Resume
game play and return to the Media Dimension. Press Select to view the level statistics or ■ for the fastest times.

BEST ENDING
Enter the following password to start with all remotes and bonuses collected.

R1, R2, ✖, L2, ■
✖, ■, R2, R2, R2, ✖
L2, ■, ✖, R2, ■, L2
R2, ✖, L2, ■, ✖, R2
■, L2, R2, ✖, ■

GRAND THEFT AUTO

Input as name at the character selection screen

BSTARD = all guns + infinite ammo, Level-Select, 99 lives, x5 multiplier, get-outta-jail-key, armour,

THESHIT = all guns + infinite ammo Level-Select 99 lives x5 multiplier get-outta-jail-key armour

MADEMAN = all guns + infinite ammo, Level-Select, get-outta-jail-key, armour,

GROOVY = all guns + infinite ammo, get-outta-jail-key, armour,

WEYHEY = 9999990 points

EATTHIS = Wanted Level 4

GRAN TURISMO

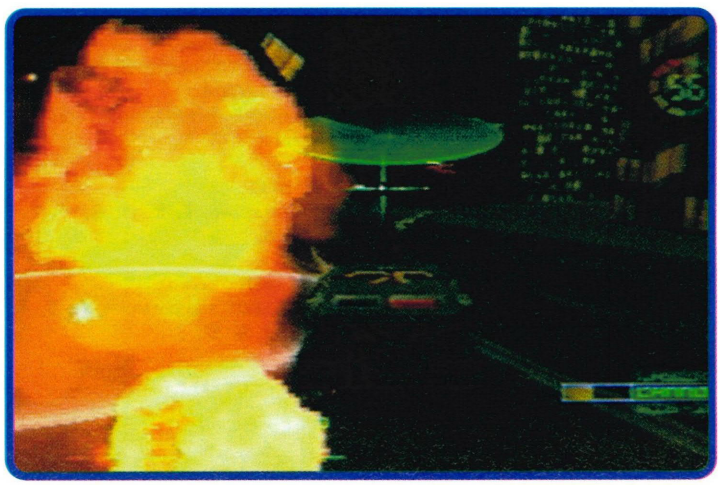
EASY MONEY
The easiest way to gain extra credits is to race and win each cup or challenge more than once, and then sell the extra bonus cars you receive.
NB: If you sell a prize car to its original dealership you'll get more money.

FREE PARTS
It seems there is a bug in GT which means you can make free duplicate copies of any parts you buy for a particular type of car. Try this:

1. Buy two identical cars.
2. Buy loads of parts for the first one - fully spec it up if you like.
3. Check out its list of fitted parts from the garage (you should see a list of what you just bought).
4. Switch to the other car and get in it (the one which you haven't fitted any parts on yet) and check its fitted parts list (it should be empty).
5. Still in the second car, go race (a spot race will do).
6. When you get options to qualify, go to Machine Setting, then Change Parts. You'll now find you can select all the parts from the other car, tyres, turbos, suspension, intercooler etc, in effect fully spec'ing up the second car.
7. Exit the race, and go back to the garage. Check out the list of fitted parts for both cars. The parts are now installed for both of them!

NB: This won't work for the Weight Reduction or Racing Mod options and a few other things (like port polishing), as these are not available from the Change Parts menu. Also, it doesn't seem to work with cars that have been won. Of course the best thing you can do with this is sell the extra cars. As it costs you nothing to increase its specs, you'll make a profit when you sell it!

HI-FI, BONUS CARS AND TRACKS
To get all the bonus items in arcade mode, which include the four other tracks (Autumn Ring, Deep Forest, SSR5, and Grand Valley Speedway), all the other cars (Toyota, Subaru, Dodge, and TVR), the ending movie, and Hi-res GT Mode, you have to beat every single track with each type of car (A, B, and C) under all three modes of difficulty (Easy, Normal, Difficult.)



HIDDEN VIDEO OF THE GT STAFF
In Arcade Mode, first get the hidden tracks, then, on every track, take 1st place with any car in A, B, and C class mode on Normal setting or higher. Then go to Bonus Items, you'll see "Staff Video" on the menu.

REALLY EASY MONEY
To get a lot of money very easily, buy the Viper GTS. Don't make any adjustments to it. Then go to the commercial cars championship under the Special Events menu. Use the Viper. You'll easily blow away all the other competition. And just for winning one race you get $50,000 and for winning the championship you get $100,000. If you place first in every race, get the Pole-position, and win the championship you'll receive $400,000 in total.

REPLAY MODE TIP
Are you having trouble beating the license tests? Well, you won't anymore. Go to the replay theatre in the main screen, and check out the demonstration movies. They will show you how to beat all the license tests!

WIN THE CONCEPT CAR
To get the Chrysler Concept car, enter the American vs. British race and place first in the championship. The second way to get the Concept Car is by earning the gold prize on each of the 7 B-Licence preliminary tests and on the final test.

G-POLICE

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

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

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

FAST CIVILIAN TRAFFIC
Enter **BENIHILL** as a password.

ENABLE SIRENS
Enter **WOOWOO** as a password.

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

H

HERCULES

Level – Password
The Hero's Gauntlet – Serpent, Medusa, Coin, Medusa
Centaur's Forest – Centaur, Hercules Silhouette, Minotaur, Archer
The Big Olive – Centaur, Coin, Serpent, Hercules Silhouette
Hydra Canyon – Coin, Gladiator Helmet, Coin, Soldier
Medusa's Lair – Archer, Pegasus, Archer, Centaur
Cyclops Attack – Gladiator Helmet, Pegasus, Hercules Silhouette, Archer
Titan Flight – Soldier, Coin, Coin, Thunder Bolt
Passageway of Eternal Torment – Medusa, Soldier, Centaur, Pegasus
Vortex of Souls – Soldier, Lightning Bolt, Soldier, Centaur
End – Pegasus, Soldier, Centaur, Soldier

I

INTERNATIONAL TRACK & FIELD

BIKINIS IN FREE STYLE SWIMMING
Highlight "100m Free Style" at the game select screen and press ⬆(2), ⬇(2), ⬅, ➡, ⬅, ➡, ●, ✖. The swimmers will wear bikinis.

HIDDEN GAUGES
Choose the start option from the title screen. Enter any event and pause the game. Hold **L1** + **L2** + **R1** + **R2** + ■ + ✖ + ▲ + ●. Keep these buttons held and repeatedly press ⬆ or ⬇ to move the gauges off the screen.

SPACE SHUTTLE
In the Pole Vault, clear the qualifying height of 4.5 meters on the first attempt. On the second attempt, set the pole to 5.0 meters and clear it. A space shuttle will fly by when the pole is set again.

TYRANNOSAURUS REX
In the Shot Put, get a distance composed of all the same digits, such as "11.11" or "55.55". A Tyrannosaurus Rex will appear behind the crowd in the stadium.

UFO
In the Javelin, tap ■ or ● button once and to begin jogging towards the foul line. When the angle meter appears, press and hold ✖ to get it over 60 degrees.. When the meter rises begin pressing the ■ or ● button rapidly. Make sure you are running at a high speed and release the javelin before the foul line. The javelin must be thrown with the maximum power at an angle of more than 60 degrees. A UFO will fall into the stadium with the javelin protruding from it.

BIRDS
In the Discus, get a distance that matches in meters and centimeters, such as "55.55" or "23.23". A flock of birds will appear over the stadium.

MOLE
In the Triple Jump or Long Jump, match the last three numbers of your distance, such as "13.33" or "19.99". A mole will appear from the location of your jump.

BALLOON
In the Hammer Throw, distance that matches in meters and centimeters, such as "1.01", "21.21", or "35.35". A balloon will appear from the crowd

BLIMP
In the High Jump, qualify in the first attempt. On the second attempt, adjust the bar more than 40cm and clear it. During the third jump, a blimp will appear.

J

JERSEY DEVIL

INFINITE LIVES
At the beginning of the game, get an extra life on the fountain. Then, pause, check your status, unpause,


He looks a little like our fine editor – he's even got the black fingernails – urgh!






Horny little devil? He looks more like Batman's willy-warmer to me






Sickly cute cat-like thing stars in puke-inducing platformer. Oh God help me!



You too can be as lucky as Luke with these level passwords to the game...

...although if you bought this froggy piece of shite, you can't be that lucky!

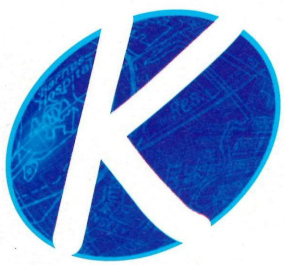
Okay, I'm a cat, that's a floating egg, but what the flying !*@k are you!



and return to the top of the fountain for another 1-Up. It's as simple as that. Unfortunately, it's the only cheat you've got.

JONAH LOMU RUGBY

BONUS TEAMS
Win the Territories Cup during normal game play. Use the "Play" option to access another league with bonus teams such as the Barbarians, British Lions, and World XV. Use the "Play" option again after winning the cup from that league to access yet another group of bonus teams, including the Codemasters, Rage All-Stars, and Team Lomu.



KLONOA

BALUE'S TOWER BONUS LEVEL
Save all 72 Phantomilians.

MUSIC TEST
Complete the Balue's Tower bonus game. A music test option will appear on the level selection screen.



CONTROL TITLE SCREEN
Press **L2** and **R2** at the title screen to blow the leaves off the screen.

LEVEL SELECT
Complete the game, then return to the title screen. Select the "Continue" option, then select "Vision Clear".

KULA WORLD

BONUS LEVELS
Successfully complete all 150 regular levels, then select "1 Player" from the main menu. Select "The Final" option that appears to play the bonus levels.



LOST WORLD

LEVEL SELECT, VIEW FMV
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.

LUCKY LUKE

LEVEL PASSWORDS
Enter one of the following passwords, listed from top-leftto the bottom-right, to start game play at the corresponding level.
Level – Password
Train 1 – [Dalton] [Dalton] [Lucky Luke] [Jolly Jumper]
Train 2 – [Lucky Luke] [Lucky Luke] [Jolly Jumper] [Rantamplan]
Pueblos – [Dalton] [Jolly Jumper] [Lucky Luke] [Rantamplan]
Mine – [Lucky Luke] [Jolly Jumper] [Dalton] [Rantamplan]
Indian desert – [Rantamplan] [Rantamplan] [Dalton] [Jolly Jumper]
Saloon – [Dalton] [Dalton] [Jolly Jumper] [Rantamplan]
Waterfall 1 – [Dalton] [Lucky Luke] [Lucky Luke] [Jolly Jumper]
Waterfall 2 – [Rantamplan] [Dalton] [Lucky Luke] [Lucky Luke]
Wagon Race – [Rantamplan] [Dalton] [Dalton] [Jolly Jumper]
Bush wackers – [Jolly Jumper] [Dalton] [Rantamplan] [Rantamplan]
Dalton City – [Jolly Jumper] [Jolly Jumper] [Lucky Luke] [Rantamplan



MADDEN '99

NEW TEAM
Enter on the add code screen just off the main menu **"WELCOMEBACK".** After entering this code, the Cleveland Browns will appear on your list of teams.

EIGHTIES' TEAM
Enter on the add code screen just off the main menu **"SPRBWLSHUFL"** to get the 80's team.

ANNIVERSARY TEAM
Enter on the add code screen just off the main menu **"THROWBACK"** to get the 75th anniversary team.

MDK

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

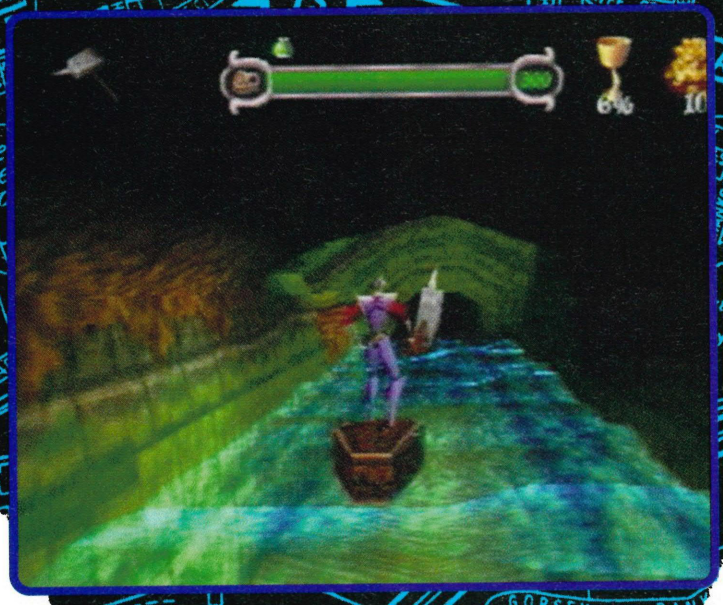
INVINCIBILITY
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and immediately pause the game again. Press ●, ▲(2), ●, ➡, ⬆, ⬅, **L1**,■.

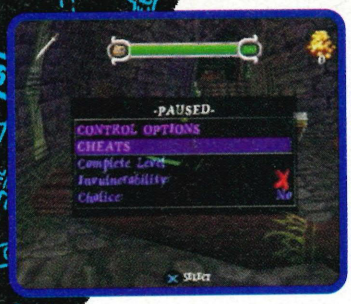
BONES SEAL
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and immediately pause the game again. Press ▲, ➡, ●, ⬅(2).

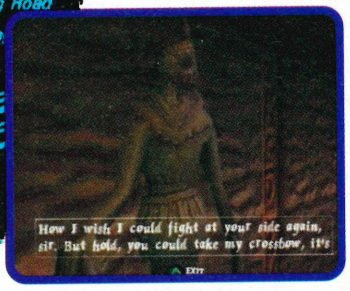
SUPER GUN
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and immediately pause the game again. Press ➡, ⬆, ⬇, **L1**, ⬇, ●, ⬅(2).

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









FULL HIT POINTS
Pause the game. Press ⬇, **L1**, ⬆, ■. Resume and pause the game again. Press ➡, **L1**, ■, ▲, **L1**, ⬇.

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

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





Now here's a guy I could definitely get along with. He's all bone!

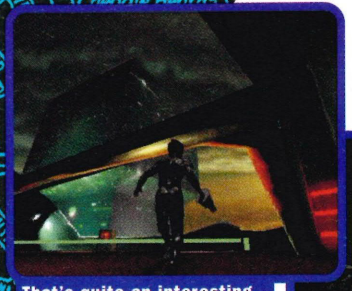
MEDIEVIL

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

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

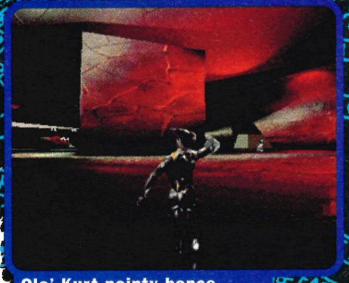
INVULNERABILITY
Will make you invincible.

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



That's quite an interesting head you have there. It could be put to better use



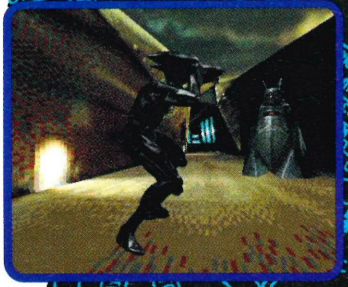


Ole' Kurt pointy bonce certainly knows how to tickle a girl's fancy

MORTAL KOMBAT TRILOGY

KOMBAT ZONE SELECT
At the Player Select screen, highlight Sonya and push ⬆+**START**. You will hear a boom and see the screen shake. Now, after you select your fighters, you can select the stage to fight on.

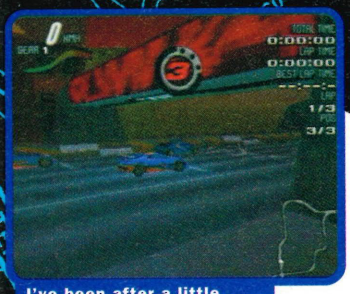
CHAMELEON
At the Player Select screen, select any Ninja. Immediately hold away +**R1** +**R2**+▲+■.





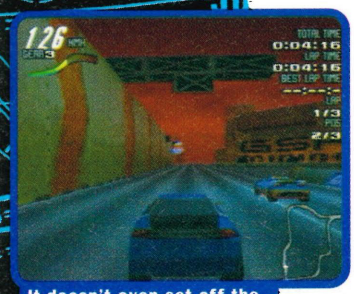






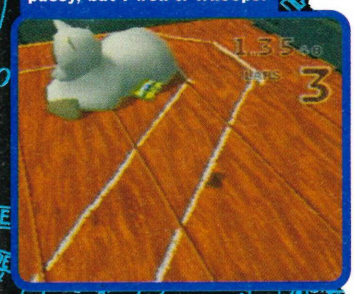
I've been after a little motorised head action for weeks, but this isn't it!





It doesn't even set off the rumble pad, so I'll get no joy from this at all!

I could make a cheap gag about driving round my pussy, but I won't. Whoops!





When the fight begins, your Ninja will explode and change into Chameleon!

SECRET KONFIGURE
At the Options screen, there is a ? menu in the middle of the options boxes. To enable it, simply hold ⬆+**L1**+**L2**+**R1**+**R2** for one second. You will hear a boom and see the screen shake. In this menu, you will be able to toggle the following options:

INSTANT AGGRESSOR
The Aggressor Meter will fill up after one hit

NORMAL BOSS DAMAGE
A boss's damage is that of a normal fighter's damage

LOW DAMAGE
The fighters' damage after each hit is extremely minimal

HEALTH RECOVERY
The health meters will replenish themselves a little after every hit

MICRO MACHINES

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

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

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

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

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

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

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

MOTORHEAD

FASTER VIEW
Enter **SOFTHEAD** as a code under the options menu. The frame rate will remain at 25 frames per second, with motion blur.

OVERHEAD VIEW
Enter **SUPERCAR** as a code under the options menu.

DIVISION 2 CARS AND TRACKS
Enter **COWRULES** as a code under the options menu.

DIVISION 1 CARS AND TRACKS
Enter **FRAGTIME** as a code under the options menu. Note: This will also enable the Division 2 cars and tracks.

NOLBY HILLS TRACK
Enter **TURBOMOS** as a code under the options menu. Note: This will also enable the Division 1 and 2 cars and tracks.

ALL CARS AND TRACKS
Enter **LASTCODE** under the options menu.

ALTERNATE DEMO
Enter **INSANITY** as a code under the options menu. The demo mode will last three minutes and feature eight cars including lots of special camera effects.

DISABLE ALL CHEATS
Enter NOCHEATS as a code under the options menu to disable all cheats.

ALTERNATE CREDITS
Hold **L1** + **L2** + **R1** + **R2**+ ■ + ● at the credits screen to change the names to those from demo mode.

BONUS CREDITS MESSAGE
Enter **SH4** as a name on the high score screen. A bonus message will scroll on the final credits screen.

TINTED SMOKE
Locate the gas station in Gold Bridge. Drive backwards around the pumps three times in 20 seconds. Your speed must exceed 40 kph when passing the door.

TURBO CAR
Find the dead end located at the start of the long straightaway within 30 seconds of starting at Red Rock. Drive backwards and make sure you exceed 20 kph.

VIEW DEVELOPMENT TEAM
Locate the long hill prior to the movie theatre and disco in Neocity. Drive through the wall of the first house to the left.

BOUNCING CARS
Locate the alley to the left of the road outside the Atlantika Central Station building. Drive from this point to the left corner on the right side of the building in less than 20 seconds.

JEEP-LIKE CARS
Stop next to the doors of The Black Lotus club for approximately 15 seconds.

LUNAR GRAVITY
Drive into the left garage door with Digital Illusions signs in Nolby Hills over 75 kph.

NEED FOR SPEED 3

ALL CARS, ALL STANDARD TRACKS
Enter **SPOILT** as a name on the options screen.

ADDITIONAL CAMERA VIEWS
Enter **SEEALL** as a name on the options screen. Additional views normally only available during replays will be available under the options screen.

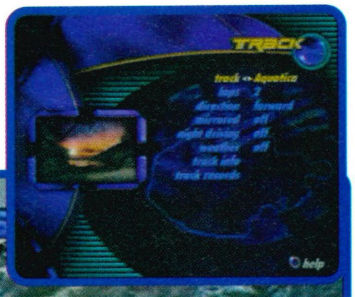
BONUS TRACKS
Enter one of the following names at the options screen to race on the corresponding track.



I do feel a need – but it isn't for a mediocre car game from EA

Just fill me up and you can ride me all night long – erm... that's the car!







Show more field1	0-2-1 ➡
No CPU assistance1	0-1-2 ⬇
Power-Up speed1	4-0-4 ⬅
Tournament mode2	1-1-1 ⬇
Smart CPU opponent3	3-1-4 ⬇
No head	3-2-1 ⬅
Weather: clear	2-1-2 ⬅
Weather: snow	5-2-5 ⬇
Weather: rain	5-5-5 ➡
Power-Up offense	3-1-2 ⬆
Invisible	3-3-3 ⬅
Headless team	1-2-3 ➡
Night game	2-2-2 ➡
Fast turbo	0-3-2 ⬅
Invisible	4-3-3 ⬆
Hyper blitz 1	5-5-5 ⬆

1. Two player agreement required.
2. Only in two-player game.
3. Only in one-player game.

ON-SIDE KICK
Hold Turbo + Jump + Pass + ⬆ after scoring.

EXTRA BLOCKER
Hold Turbo + Jump + Pass while hiking the ball.

HIDE PLAYS
Press ⬆(2) at the play selection screen to remove the pointer.

TRACK	DESCRIPTION	NAME
The Room	Toy car	PLAYTM
Caverns	Underground	XCAV8
AutoCross	Canyon	XCNTRY
SpaceRace	Space station	MNBEAM
Scorpio-7	Underwater	GLDFSH
Empire City	Bonus track	MCITYZ

BONUS CARS
Enter one of the following names at the options screen to race with the corresponding car.

CAR	NAME
Jaguar XJR-15	1JAGX
Mercedes Benz CLK GTR	AMGMRC
El Niño Supercar	ROCKET

NFL BLITZ

HIDDEN PLAYERS
Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME	PIN NUMBER
ALLEN	7911
AUBREY	6666
AZPOD	4777
BERT	8735
BRIAN	2221
BYRON	1969
DAVID	3456
FRANC	1221
FRANZ	8421
GATSON	1111
JOVE	6644
SHINOK	8337
RAIDEN	3691
JENIFR	3333
JUAN	6521

CHEAT MODE
Press Turbo, Jump, and Pass to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed.

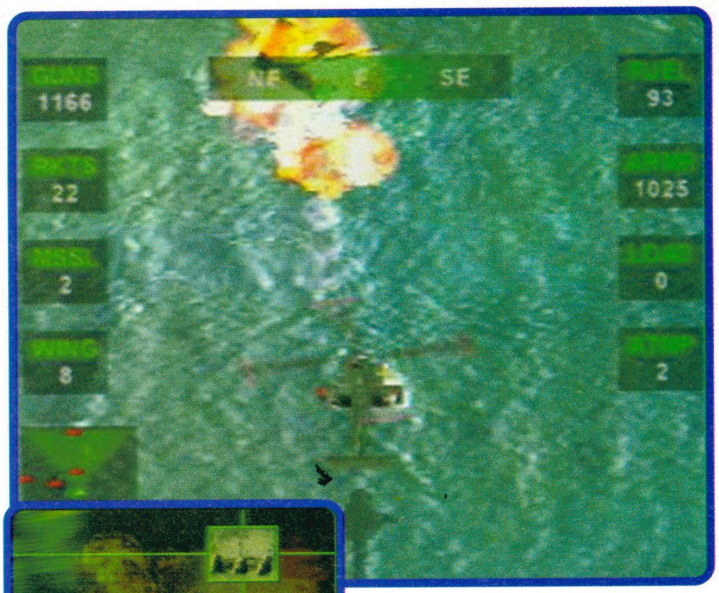
After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 ⬅, press Turbo, Jump(2), Pass(3), ⬅.

EFFECT	CODE
Super field goals	1-2-3 ⬅
Allow stepping OB	2-1-1 ⬅
Power-Up blockers	3-1-2 ⬅
Fast passes	2-5-0 ⬅
Turn off stadium	5-0-0 ⬅
Late hits	0-1-0 ⬆
Huge head	0-4-0 ⬆
No first downs	2-1-0 ⬆
No interceptions	3-4-4 ⬆
No punting	1-5-1 ⬆
Infinite turbo	5-1-4 ⬆
Super blitzing	0-4-5 ⬆
Power-up teammates	2-3-3 ⬆
Power-up defense	4-2-1 ⬆
Fog on	0-3-0 ⬇
Thick fog on	0-4-1 ⬇
Show field goal %	0-0-1 ⬇
No random fumbles	4-2-3 ⬇
Hide receiver name	1-0-2 ➡
Big football	0-5-0 ➡
Team tiny players	3-1-0 ➡
Team big players	1-4-1 ➡
Team big heads	2-0-3 ➡
Big head	2-0-0 ➡
No play selection 1	1-1-5 ⬅

NFL XTREME

Enter all these codes the name creation screen.

BIG HEAD
Enter BIGHEAD BOBBY.





FLAT HEAD
Enter COINHEAD COREY.

LONG NECK
Enter GEORGE GIRAFFE.

LONG ARMS
Enter MONKEY MICKEY.

SHORT ARMS
Enter SHRIMPY SEAN.

BIG PLAYERS
Enter BIG BEN.

SMALL PLAYERS
Enter TINY TOM.

REVERSED ANIMATIONS
Enter LAMEBOY LENNY.



If I don't get some sweet lovin' soon, there's going to be a nuclear strike alright!

NHL '99

FIGHT
When you get in a fight, do not hit the other player. Let him beat you up, and do not throw any punches. When you do this you are assessed a 2 minute roughing penalty while the other guy gets 5. That gives you a three minute power play after serving your minor penalty. Sometimes, if you do it right, the other guy will get 5 and you'll get off scott free. In both cases, the player cannot leave the box when you score, since they are serving major penalties.

USE ALTERNATE JERSEYS
Enter **3RD** as a password.





There's a fishy smell 'round here and for a change it's not me!

FREE EA AND EA STORM TEAMS
Enter **FREEEA** as a password.

VIEW STANLEY CUP FMV SEQUENCE
Enter **VICTORY** as a password.

BIG HEAD MODE
Enter **BRAINY** as a password.

BIG PLAYER MODE
Enter BIGBIG as a password.

FASTER GAME PLAY
Enter **SPEEDY** as a password.

ALTERNATE SCORING SOUNDS
Press ▲, ■, ●, or ✖ after scoring a goal.

NINJA: SHADOW OF DARKNESS

LEVEL SELECT
Load the game and press **L2**(x3), **R2**(x3) when the message "Checking Memory Card" appears. A level selection screen will appear when game play begins.

NUCLEAR STRIKE

LEVEL PASSWORDS

JUNGLEWAR	Indocine
CUTTHROATS	Islandchain
MACARTHUR	38th parallel
COUNTDOWN	Pyongyang
PLUTONIUM	Peace Strike II
ARMAGEDDON	An undisclosed archaeological dig
LIGHTNING	Secret Level

MORE PASSWORDS

PACKISBACK	Unlimited ammo, fuel, and armour
WARRIOR	5 Extra Continues
PHOENIX	4 Extra Continues
MPG	Reduced Fuel Consumption
EAGLEEYE	Reconnaissance Mode (Peace)
WARPDRIVE	Faster Vehicles
LAZARUS	Infinite Lives
GOPOSTAL	Refills weapons infinite number of times
AVENGER	No enemies
GUNSRUS	Unlimited ammo
CHAINMAIL	Unlimited armour
UNLEADED	Unlimited fuel



I have only ONE thing to say – what a pile of shite! You'll need these cheats for sure

ONE

LEVEL SELECT
Enter **HEVYFEET** as a password.

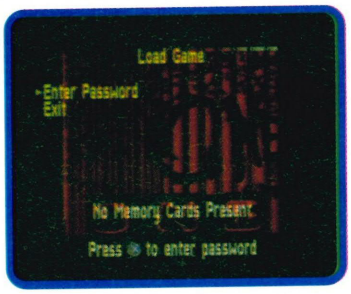
ALL WEAPONS
Enter **MAXPOWER** as a password.

DEBUG MODE
Enter **HEYBUDDY** as a password. Options to select a stage, section, invincibility, all weapons, and removing the pause text will appear.

LEVEL	PASSWORD
2	**DIYGIXRA**
3	**KCSVJTJB**
4	**RWLKLPBC**
5	**YQFZMLTC**
6	**FLZNOHLD**

OVERBOARD!

LEVEL – PASSWORD
1-2 – Ship, Skull, Fish, Anchor, Ship, Anchor
1-3 – Ship, Anchor, Skull, Ship, Anchor, Fish
1-4 – Skull, Ship, Fish, Anchor, Anchor, Ship
2-1 – Fish, Fish, Anchor, Ship, Skull, Anchor
2-2 – Skull, Anchor, Anchor, Fish, Anchor, Ship
2-3 – Fish, Anchor, Ship, Ship, Ship, Skull
2-4 – Anchor, Fish, Ship, Skull, Skull, Fish
3-1 – Ship, Skull, Skull, Fish, Anchor, Skull
3-2 – Fish, Skull, Anchor, Fish, Skull, Fish
3-3 – Fish, Fish, Ship, Skull, Fish, Ship



3-4 – Ship, Anchor, Ship, Fish, Anchor, Fish
4-1 – Skull, Skull, Anchor, Ship, Fish, Fish
4-2 – Ship, Anchor, Skull, Fish, Fish, Anchor
4-3 – Skull, Ship, Skull, Skull, Fish, Ship
4-4 – hip, Fish, Ship, Fish, Ship, Anchor
5-1 – Anchor, Ship, Fish, Skull, Fish, Ship
5-2 – Fish, Ship, Anchor, Skull, Ship, Fish
5-3 – Ship, Fish, Skull, Anchor, Anchor, Skull
5-4 – Skull, Ship, Anchor, Fish, Ship, Skull



PANDEMONIUM

LEVEL SELECT
Enter **BORNFREE** as a password.

INVINCIBILITY
Enter **HARDBODY** as a password.

31 LIVES
Enter **VITAMINS** as a password.

EXTRA HEARTS FOR HEALTH
Enter **CORONARY** as a password.

IMMORTAL ENEMIES
Enter **EVILDEAD** as a password.

ROTATE SCREEN
Enter **TWISTEYE** as a password. Hold **L1** + **L2** and press ⬅ or ➡ to rotate the screen. Press ⬇ go back.

LEVEL OUT
Enter **INANDOUT** as a password. Allows you to quit in mid game and return to the level select screen to continue or restart on another level. To return to the main screen, repeat the quit procedure on the level select screen.



Yet more one-arm went to mow down aliens, no brain violence. It should be cool

WARP BODY
Enter **THETHING** as a password. Hold **L2** + ● to cycle through different body shapes. Press **L2** + ✖ to return to normal.

SWITCH CHARACTERS
Enter **BODYSWAP** as a password. Press ▲ during game play to switch characters.

SPECIAL WEAPONS
Enter **OTTOFIRE** as a password. Allows access to special weapons that never run out of power.

PINBALL SCREEN
Enter **TOMMYBOY** as a password. Finish a level to reach a pinball screen. Note: this cannot be combined with the bonus screen code. Alternatively, enter **KNCACKDE** as a password.

BONUS SCREEN
Enter **CASHDASH** as a password. Finish a level to reach a bonus screen. **NB** This cannot be combined with the pinball screen code.

PITFALL 3D

EXTRA LIVES
Enter **GIVEMELIFE** as a password.

VIEW FMV SEQUENCES
Enter **PLAYMOVIES** as a password.

VIEW CREDITS
Enter **CREDITS** as a password. Hold **R1** to view a bonus screen after the last credit.

FLYING MODE
Enter **ZEROGHARRY** as a password.

INVISIBILITY
Enter **2DHARRY** as a password. Although Harry will disappear, he still will be vulnerable to attacks.

BIG HEAD MODE
Enter **BIGHEADHARY** as a password.

SHOW COMIC BOOK SCENES
Enter PITFALLCOMIC as a password.





NINETY-NINE LIVES
Enter **STEVECRANEME** as a password to begin the game with ninety-nine lives.

ORIGINAL PITFALL MINI-GAME
Enter **CRANESBABY** as a password. The following codes may also be entered during the mini-game.

POCKET FIGHTER

FIGHT AS GOUKI
Highlight Ryu on the character selection screen and press ⬅.

FIGHT AS DAN
Highlight Ken on the character selection screen and press ➡.

PORSCHE CHALLENGE

CHEAT MENU
Press ■, ●, ■ at the main menu. The sound of a laugh will confirm correct code entry.

UNLIMITED ATTEMPTS
Quickly press **L1** + **L2**, **R1** + **R2** + ■ at the main menu. The sound of a laugh will confirm correct code entry.

TEST DRIVER AVAILABLE
Quickly press ➡ + ■, ⬅ + **Select** + ✖ at the main menu. The sound of a laugh will confirm correct code entry.

TEST DRIVE BLACK PORSCHE
Quickly press ➡ + ■, ⬅ + ● + Select at the main menu. The sound of a laugh will confirm correct code entry.









FISH EYE LENS VIEW
Press ▲ + ■ + ✖, **L1**, **L2**, **R2**, **R1** at the main menu.

TUNE TEST DRIVER
Quickly press ⬅ + ✖, ➡ + **SELECT** + ■ at the main menu.

PLAYER'S CAR JUMPS
Quickly press ■, ✖, ■ at the main menu. The sound of a laugh will confirm correct code entry.

ALL CARS JUMP
Quickly press ⬆ + ■, ⬆ + ✖, ⬆ + ■, ⬆ + ✖, ⬆ + ■, ⬆ + ✖ at the main menu.

CRAZY RACE
Quickly press ⬆, ⬅, ➡ + **Select** at the menu.

INVISIBLE CAR
Quickly press ■ + ✖, **L2** + **R2**, ■ + ✖, **L1** + **R1**, ■ + ✖ at the menu.

SUPER CAR
Quickly press **Select** + ■, **Select** + ✖, **Select** + ■ + ✖ at the menu.

HYPER CAR
Quickly press **Select** + ■, **Select** + ●, **Select** + ■ + ● at the menu.

MIRROR MODE
Quickly press ⬅ + ✖, ⬇ + ▲, ➡ + ■ at the main menu.

INTERACTIVE TRACK:
Quickly press ⬇ + **Start**, ⬆ + **Start**, **Select**, **Start** at the main menu.

LONG TRACKS
Quickly press ⬆ + **Select**, ⬇ + **Select**, Start, Select at the main menu.

HIGH VOICES
Quickly press ⬆, ▲, ⬆, ▲ at the main menu.

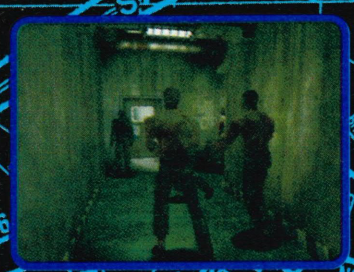


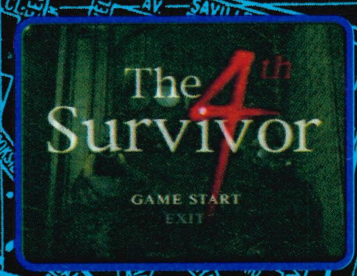






If only this pile of baseballed capped boredom was a cheeky rascal



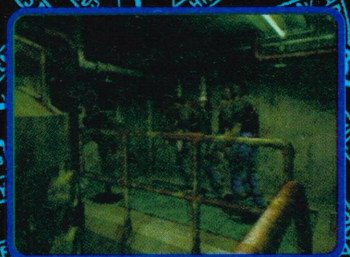


So you want a piece of me eh? What do you mean I'm a big piece of Tofu!

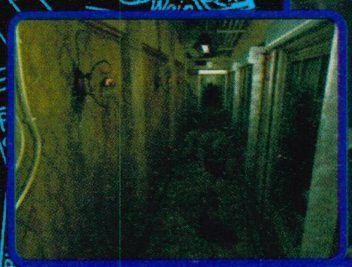












ADDITIONAL VOICES
Highlight the "Options" selection at the main menu and press ✖, ▲. Highlight the "2 Players" selection and press ✖, ▲. Then, highlight the "1 Player" selection and press ✖, ▲. A sound will confirm correct code entry. Additional voices may be selected through a new menu option.

View credits and ending sequence: Quickly press ■, ✖, ⬅ + **Select,** ➡ + **Select** at the main menu.

RASCAL

LEVEL AND ROOM SELECT
Enter **HOUSE** as a password and begin game play. Press **R1** during game play to select a new level or w to choose a room.

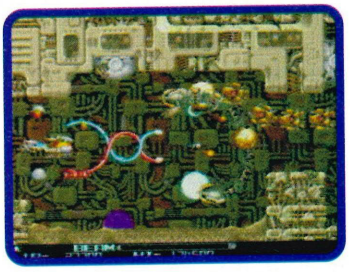
RAYMAN

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

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

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

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



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

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

RESIDENT EVIL 1: DIRECTOR'S CUT

DOUBLE AMMO
At the title screen choose NEW GAME then go down to ADVANCED but don't choose it. While ADVANCED is highlighted, hold ➡ on the D-Pad. After about 10 seconds the colour of ADVANCED will change. You may now start a game with either character. From now on, whenever you pick up a clip it will have 30 rounds instead of 15 and the ink ribbons will have six saves instead of two.

REMOVE EMBLEMS
To remove the emblems from the Doom books, examine the books and turn them on their side with the pages facing you. Press ✖ to open the books and retrieve their emblems.

Rocket Launcher with Unlimited Ammo
Finish the game with Chris in under three hours, then save the data to a memory card. Start a new game using the saved data, then check Chris's inventory. You'll find a rocket launcher with unlimited ammo.



This is one game that definitely isn't my type. But each to their own I guess?

PLAYING TIP
If you look at the pool table in the Bar Room of the Guest House, you'll notice cue balls reading 12, 6, 3, 9, a clock dial at the end of the table, and 2 cue sticks. This represents a clock; the numbers represents the numbers of a clock, and the cue sticks represents the hands of a clock, the shorter hand being the hour hand and the longer stick being the minute hand.

For Jill's storyline, it reads 3:45 and for Chris's storyline, it reads 2:15. What this tip does is that it makes it easier to open the door with the numbered key-pad lock in the beehive room. For Jill, enter 3, 4, 5 and the door will unlock. For Chris, enter 2, 1, 5, and the door will unlock.
Note: The numbers must not have been played with previously for trick to work.

RESIDENT EVIL 2

HOW TO GET AKUMA
First play through The whole game six times, during all of these you must only use the handgun and the knife and achieve an A ranking. Once achieved you will receive a clue. Then start the game for the 7th time and enter the word Akuma on the lab computer in both scenarios. This should give you access to the save screen and after that Akuma will bust through the unused Cyro tank and you can use him

ALTERNATE COSTUMES
Start a new game on normal. Don't pick up anything. When you get to the gate near the police station. Go down the stairs and head past Brad Vickers. Head upstairs and get the herb from the bushes nearest the stairs. Go in the RPD and get the bullets at the desk in the back of the room.

Head back to Brad and kill him. Take the special key from him. Head into the dark room and use the key to unlock the lockers. Leon has a smart looking biking jacket or Bruce Willis style vest and cap, whilst Claire can don a nifty looking Hell's Angels get-up as well.



INFINITE GATLING GUN
Beat the second scenario with an A or B ranking in under 2 and a half hours.

INFINITE ROCKET LAUNCHER
Beat the second scenario in under 3 hours with an A or B ranking.

INFINITE SUBMACHINE GUN
Beat either alternate scenario with a A or B rating without using health sprays.

ONE HIT GATOR KILL
At the 'gator boss, inspect the yellow light on the ⬅ wall. While the light is in the 'gator's mouth, shoot him.

PLAY AS HUNK
Beat all the scenarios with either character with an A rank. Choose to save to another scenario.

PLAY AS TOFU
Beat all 5 scenarios and save the game.

REBECCA IN BASEBALL UNIFORM
In the STARS room, keep searching the desk until you get the film, then develop the film.

RESERVE POWER CONTROL
Press ⬆, ⬇, ⬆, ⬆, ⬇.

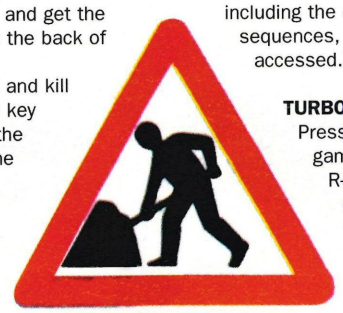
SAFE COMBINATION
2236

WEAPON BOX KEY
In any scenario, at the train that brings you to the other side of the lab, go to the side where you see something that looks like a green cannon. Walk ⬆ to it and use your lighter to set it off.

R-TYPES

LEVEL SELECT
Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press **L2**(10), **R2**(10). Begin and press Start. Any level, including the ending FMV sequences, may now be accessed.

TURBO MODE
Press **START** to pause game play in R-Type or R-Type II. Hold **L2** and press ➡, ⬆, ➡, ⬆, ⬇, ⬅, ⬇, ⬅, ●.



Take the heavy lifting out of Spyro the Dragon, turn to Page 83 to start torching those freaks

SLOW MOTION
Press **Start** to pause game play in R-Type or R-Type II. Hold **L2** and press ➡, ⬆, ➡, ⬆, ⬇, ⬅, ⬇, ⬅, ✖.

ALL WEAPONS
Press **Start** to pause game play in R-Type or R-Type II. Hold **L2** and press ➡, ⬆, ⬅, ➡, ⬇, ⬅, ⬆, ➡ followed by one of the following buttons for various weapons: ▲, ■, ✖, ●, or **R1**.

S.C.A.R.S.

CHEETAH CAR
Enter **RUNNER** as a password.

PANTHER CAR
Enter **MYSTER** as a password.

SCORPION CAR
Enter **DESERT** as a password.

COBRA CAR
Enter **RATTLE** as a password.

ALL CARS
Enter **ALLVID** as a password.

MASTER MODUS
Enter **XPERTS** as a password.

CRYSTAL CUP
Enter **GLASSX** as a password.

DIAMOND CUP
Enter **ROCKYY** as a password.

ZENITH CUP
Enter **ZDPEAK** as a password.

SNOW RACER '98

PASSWORDS
FREEZE – All the Freeride slopes
MONDO – All the Trampolines
XTREM – All the Alpine Slopes

SOUL BLADE

ALTERNATE COSTUMES
A: Default
B: Alternate default colour
A + G: Guard
B + G: Alternate guard colour
K: New Soul Blade

SWIMSUIT ISSUE
Obtain all of Sophitia's weapons in Edge Master mode to choose her armour-less hidden costume from her ending. Obtain all 70 weapons in Edge Master mode to choose Sophitia's hidden swimsuit costume from her hidden ending.

CAMERA CONTROL
Hold A: Zoom in
Hold B: Zoom out
⬆: Top view
⬇: Horizontal view
⬅: Spin counter-clockwise
➡: Spin clockwise

LAST WEAPON IN EDGE MASTER
Defeat SoulEdge and let the ending sequence complete. After returning to the map screen, press K and choose Move. The CPU will select a destination. If you lose the match, press K again and allow the CPU to select the country. The CPU will always select the location of the last weapon.

FIGHT AS SOUL EDGE
Enter ALL as a name. Alternatively, complete the game with all the regular characters on any difficulty setting or play the game a total of twenty cumulative hours.

SIEGFRIED!, SOPHITIA!, SOPHITIA!!
Win all eight weapons for both Siegfried and Sophitia to play as Siegfried! and Sophitia!. They are alternate characters that have different costumes. Sophitia's third version, Sophitia!!, will be accessible after obtaining all 70 weapons in Edge Master mode.

FIGHT AS HAN MYONG
Perform Hwang's followed by Seung Mi Na's alternate endings.

ALTERNATE TITLE SCREEN
Complete the game with all ten characters. The title screen will change to one that shows all of the characters.

ALTERNATE ENDINGS
Enter the following sequences during the ending when the black lines at the top and bottom of the screen disappear.

CERVANTES: Press B.
HWANG: Press A.
LI LONG: Press A, B repeatedly to make him stand ⬆.
MITSURUGI: Beat Tanegashima by pressing ⬅ or ➡ to avoid the bullet. Then run forward and attack with B before he reloads.
ROCK: Press B.















SEUNG MINA: Quickly press ⬇, ⬆ to make her dodge.
SIEGFRIED: Press B.
SOPHITIA: Move ➡.
TAKI: Press G to guard Soul Edge's attack.
VOLDO: Quickly press ⬆, ⬇ repeatedly until Soul Edge breaks.

SOVIET STRIKE

UNLIMITED ARMOUR
Enter **IAMWOMAN** as a password. Armour will be restored to full once it reaches zero.

UNLIMITED AMMUNITION
Enter **STRANGELUV** as a password. Ammunition will be restored to full once it reaches zero.

DOUBLE FUEL MILEAGE
Enter **VULTURE** as a password.

UNLIMITED FUEL
Enter **MOUNTADEW** or **EARTHFIRST** as a password. Fuel will be restored to full once it reaches zero.

FOUR ATTEMPTS
Enter **SADISSA** as a password.

UNLIMITED ATTEMPTS
Enter any valid level password, but press ▲ instead of Start to clear the entry. Then, enter **ELVISLIVES** as a password.

DOUBLE DAMAGE
Enter **DAVEDITHER** or **DRBENWAY** as a password.

UNLIMITED AMMUO, FUEL, AND INVINCIBILITY
Enter **MIDNIGHOIL** as a password. Ammunition, armor, and fuel will be restored to full after reaching zero.

UNLIMITED AMMUNITION, FUEL, AND ATTEMPTS
Enter **FUGAZI** as a password. Ammunition and fuel will be restored to full after reaching zero.

UNLIMITED AMMUNITION, FUEL, ATTEMPTS, AND ARMOUR
Enter **THEBIGBOYS** as a password. Ammunition, armor, and fuel will be restored to full after reaching zero.

HELICOPTER VIEWED AS FRIENDLY
Enter **GHANDI** as a password.

HELICOPTER VIEWED AS HOSTILE
Enter **ANGRYLOCAL** as a password.

PEACEFUL WORLD
Enter **QUAKER** as a password.

CHRISTMAS SECRET
Look in the south-eastern corner of the Crimea strike map to find Santa Claus and the reindeer getting ready to depart for the holidays. Shoot the sleigh without hitting Santa or the reindeer to receive an extra life.

SPICE WORLD

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

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

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

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

SPYRO THE DRAGON

CRASH BANDICOOT: WARPED!
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.

TEKKEN 2

BIG HEADS AND HANDS
Completely finish the game by capturing all the characters. Hold Select while choosing your player in vs. mode. Hold the button until the fight begins. Hold Select when the round changes to increase size again. Voices will change to match the character's size.



Oh now that's got to leave a scar. Thankfully, Soul Blade is turning Platinum soon

ROGER OR ALEX
Reach the third stage in one player mode and defeat your opponent with very little energy remaining. The announcer will say "Great!". The next stage will be on the beach with either Roger or Alex. Complete the game for them to become selectable characters.

DEVIL OR ANGEL
Play as Kazuya and defeat the Devil. Then, press Punch to select Devil or Kick to select Angel.

PLAY AS ARMOURED KING
Complete the game as King.

PLAY AS BAEK
Complete the game as Law.

PLAY AS GANRYU
Complete the game as any character.

PLAY AS KUMA
Complete the game as Paul.

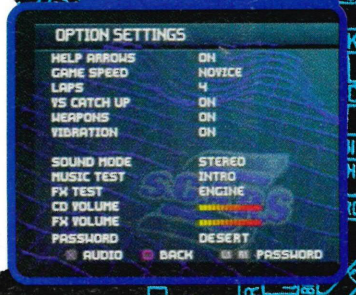
PLAY AS P.JACK
Complete the game as Jack-2.

PLAY AS KUNIMITSU
Complete the game as Yoshimitsu.



Something that won't leave a scar is this natty little racer – more of a road rash







PLAY AS BRUCE
Complete the game as Lei.

PLAY AS ANNA
Complete the game as Nina.

PLAY AS KAZUYA
Beat the Devil with any sub-boss. You must win without losing a round.

KAZUYA IN A PURPLE SUIT
Completely finish the game by capturing all the characters. Select Kazuya with Start.

PLAY AS SUB-BOSSES
Beat the Devil with each character.

WIRE-FRAME VIEW
Completely finish the game by capturing all the characters. Hold **L1** + **L2** as your character is selected. Hold the buttons until the match begins. Your character will appear as a green wire-frame. The view will be from a first person perspective, directly behind your character, towards your opponent. Repeat the code and substitute the buttons with **R1** + **R2** for a second person perspective.

WINNING POSES
After winning a round with Law, Yoshimitsu, Jack-2, Paul or Michelle, hold ■, ●, ✖, or ▲. Your fighter will perform the selected winning pose.

SKY MODE
Completely finish the game by capturing all the characters. Hold **SELECT** + ⬆ when choosing your character. Hold these buttons until the round begins. The sound of a punch will confirm correct code entry. Use an uppercut or sweep move to send your opponent to skyward.

TEKKEN 3

Each time you beat Tekken 3 in arcade mode, you'll access a new character. To do this you must use a different character each time in order to gain the new character.

WIN	NEW CHARACTER
One battle	**Kuma/Panda**
Two battles	**Julia**
Three battles	**Gun Jack**
Four battles	**Mokujin**
Five battles	**Anna**
Six battles	**Bryan**
Seven battles	**Heihachi**
Eight battles	**Ogre**
Nine battles	**True Ogre**
16 battles	**Tiger**

FIGHT AS DOCTOR BOSKONOVITCH
Complete Tekken Force Mode four times (collect the bronze, silver, gold keys, then complete that mode one final time). Defeat Doctor Boskonovitch when he appears to have him available on the character selection screen under arcade mode.

FIGHT AS GON
Defeat Gon in Ball mode

BEACH BALL MINI-GAME
View all endings of the nine different characters to enable the "Ball Mode" option.

THEATRE MODE
Unlock each character, including Panda, Tiger, Doctor Boskonovitch, and Gon, and view their endings. The "Disc" and "Sound" options under "Theatre Mode" will now be available.

ALTERNATE INTRODUCTION SEQUENCE
Complete the game with the ten different characters to view an alternate introduction featuring the characters in their two-player mode costumes. For another alternate introduction, complete the game with all characters including the secret characters.

ALTERNATE COSTUMES
Play as the desired character the indicated number of times. Then, highlight that fighter on the character selection screen and press Start: Xiaoyu's (50), Jin (50), Anna (25), GunJack (10). For an alternate ending for Gun Jack, beat the game while using the hidden costume.

TENCHU: STEALTH ASSASSINS

INCREASE ITEM CAPACITY TO 99
On the Items Screen – ■, ■, ▲, ➡, ➡, ⬆, ⬇ 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 – ■, ■, ▲, ▲, ➡, ➡, ⬆, ⬅

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

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

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.

TEST DRIVE 5

EASY HIGH SCORE
Start a drag race that heavily favours your car.

UNLOCK ALL GAME MODES
Enter **VRSIX** as a name on the high score screen, and save the game settings. Cop Chase and other game modes will now be selectable.

BONUS CARS
Enter **NOLIFE** as a name on the high score screen. The Pitbull Special, Chris's Beast and The All Mighty Maui will now be selectable.

SUPER ARCADE MODE
Enter **SPURT** as a name on the high score screen.

BONUS FMV MUSIC SEQUENCE
Enter **AUXYRAY** as a name on the high score screen. Then, select the "Fear Factory Video" option at the main menu.

THEME HOSPITAL

CLEAN HOSPITAL
Save the game and reload when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

LEVEL PASSWORDS
1 ■, ■, ▲, ●, ■, ✖, ■, ✖
2 ✖, ●, ■, ▲, ▲, ●, ■, ✖
3 ●, ●, ▲, ■, ✖, ▲, ●, ▲
4 ■, ▲, ●, ■, ✖, ✖, ▲, ●
5 ●, ▲, ■, ●, ✖, ▲, ●, ■
6 ■, ▲, ■, ●, ✖, ■, ✖, ●
7 ■, ▲, ▲, ●, ✖, ■, ▲, ●
8 ✖, ▲, ■, ●, ▲, ●, ■, ✖
9 ▲, ■, ✖, ▲, ●, ✖, ▲, ■
10 ●, ■, ✖, ▲, ■, ✖, ●, ■
11 ▲, ●, ■, ●, ▲, ■, ●, ✖
12 ●, ■, ✖, ✖, ■, ●, ■, ▲

THREE LIONS

These codes are to be entered at the team menu select screen. Go to the CPU or Player 1 section and enter the following codes and push ⬇ to choose Europe, South America etc. You'll here a dong sound and if the codes have worked you can use them in friendly matches or tournament modes.

England 1966 - **L1**, **L1**, **L1**, ➡
Brazil 1970 - **R1**, **R1**, **R1**, ➡
Germany 1990 - **R2**, **R2**, **R2**, ➡
All-Time Team - **L2**, **L2**, **L2**, ➡
Europe All-Stars - **L2**, ⬇, ⬇, ➡
Z-Axis Super Team - **R1**, ⬇, ⬇, ➡
S.American All-Stars - **R2**, ⬇, ⬇, ➡
N.American All-Stars - **L1**, ⬇, ⬇, ➡
African All-Stars - **R2**, ⬆, ⬆, ➡
Aus/Asia All-Stars - **R1**, ⬆, ⬆, ➡
Orangi Team - **L1**, ⬆, ⬆, ➡
Azzuri Team - **L2**, ⬆, ⬆ ➡

TIME CRISIS

ALTERNATE RELOAD
Press ▲, ●, ■, or ✖ on a standard controller in port two to hide or reload instead of using the red gun button.

EASY STORY MODE
Select the first mission from the mission selection screen. Time attack and story mode options will appear. Shoot outside the screen, then shoot the selection box



TOCA: Touring Car Championship

CHEAT CODES

JHAMMO	Access all tracks
CMMAYHEM	maniacs!
CMHANDY	Larger hands
CMLOCK	Lock tracks back up
PATSCREEM	Play TOCA Showdown
TANK	Horn shoots weapons
FLEXMOBILE	Pink car
CMMICRO	Micro machines view
CMNOHITS	No crashes
CMGARAGE	Two extra cars
XBOOSTME	Double speed
CMCOPTER	Helicopter view
CMSTARS	Starry sky
CMCHUN	Go-Cart view
CMDISCO	Disco fog
CMFOLLOW	Film camera view
CMLOGRAV	Low gravity
CMTOON	Cartoon background
CMRAINUP	Rain falls up
CMUPSIDE up	Upside downscreen



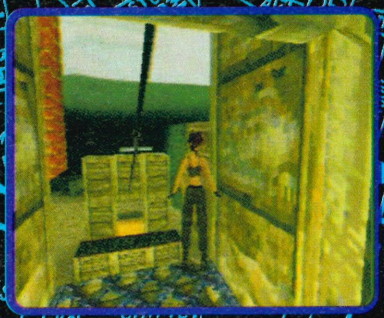


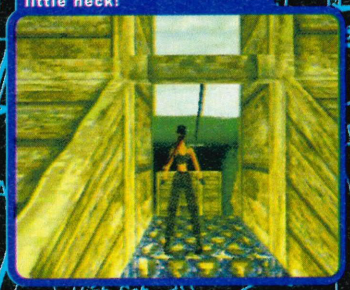
TOCA 2

Enter the following code name as your Driver's Name:

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



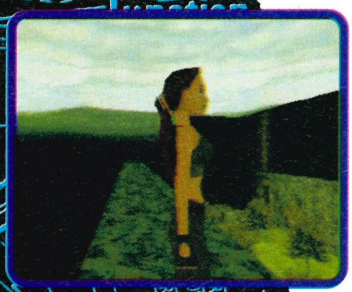




Go on you pneumatic little pixel, break your scrawny little neck!







Yes love, it's a gate. God, these toffy posh tarts are all a little on the dense side



TOMB RAIDER

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

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

TOMB RAIDER 2

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

KENTUCKY-FRIED LARA
Hold **R2** and walk one step forward, one step backward. Spin left three on the spot three times and then jump backwards. This causes Lara to explode.

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

LEVEL-HEADED
Hold **R2** and step left, step right, step left, step back, step forward. Release **R2** and spin left three times. Now execute and forwards jump turn.

SECRET ROOM IN LARA'S HOUSE
When you explore the outside of the house go to the front door and open it. Walk straight in and look at the two halls on each side of the clock. You will be coming back to the right-hand hall after you hit the switch I'm getting ready to tell you about.

Leave from the door and go to your left, head into the maze. Go left always in the maze unless your only option is to go right. When you get to the back of the maze you will see a brick wall, look down the hall and you will see two openings.

Take the first opening to the right and fall into the hole. Then go to the end of the hall and jump out, push the button on the wall and you will see a cinema of the door opening back in the house. This door is timed, so you have to be fast.

Go back the way you came in, jump out of the hole and go right. Then keep following the maze turning right every time unless you have to turn left.

Exit the maze at the end and run back into the house and through the door. It leads to the basement below, where you'll you will see several chests and windows on each side. It looks like a huge statue is on the right.

NB: When you find the lever that you have to pull to access the secret room, be sure to take the flares on the right-hand side. It'll make the journey back much easier.

GOODBYE BUTLER
Tired of the pesky butler following you around everywhere in Lara's home? Walk into the kitchen and open the freezer, go inside and wait for the butler to arrive. Once he comes in jump over him and close the door behind you. Bye, bye, butler.

POINTLESS PLAYTHING
It's possible to get on top of the perimeter wall at Lara's Home on Tomb Raider 2, and from there you can go on top of the swimming pool, maze, and even get to the other side of the main gate. What you need to do is climb up the tower in the assault course with the rope-slide on. Walk to the edge as if you were going to use the slide, then sidestep right as far as you can.

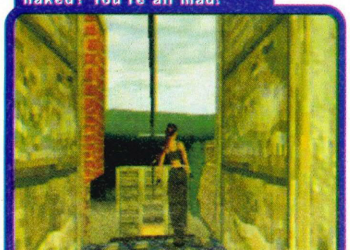
Turn right so that Lara's diagonally facing the wall. Jump straight up, and press the look button when Lara is in the air. If you're positioned correctly, on either the second or third jump Lara will somehow end up on top of the tower.

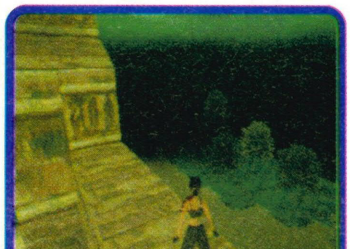
From the tower it's an easy jump onto the outside wall. There's no reason to do it, and you'll probably be unable to get back, but it still beats blowing her into bits.



World Cup '98 still giving you jip? Need a few handy hints? Then turn to Page 89

Why the hell do you want to see this skinny little cow naked? You're all mad!





TOMMI MAKINEN

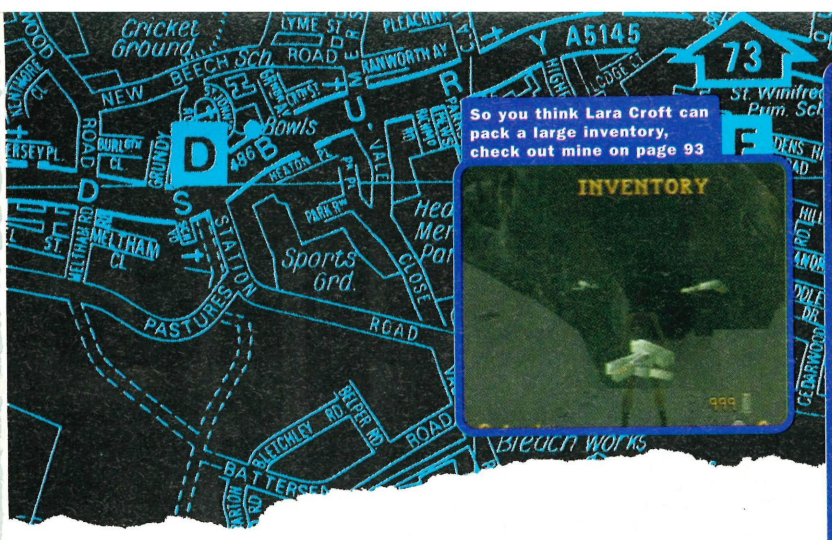
DRIVE A BUS
Enter **STRANGE** as a name, then select the "Cheats" option on the main menu.

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

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

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

DUAL SHOCK CONTROLLER ALWAYS VIBRATES





Enter **THRILLS** as a name, then select the "Cheats" option on the main menu.

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

TOTAL DRIVIN'

EXTRA LEVELS
MOSCOW 2
On Moscow 2 use the ramp to jump over the barriers. When you're clear, head for the leftside of the large building on the right. By the side of it is a bonfire. Drive into it for an extra Moscow level where the road is covered in ice, it's snowing, and the bridges are down.

MOSCOW 2
When you get to the ramp drive over it while pressing ➡, and fly over the barrier. This may take time. When you get over the fence, look for an alleyway between two buildings. The alleyway should have an orange light at the end. If you find the light, drive toward it. Be careful, though, as you only have a five second limit while you are over the fence.

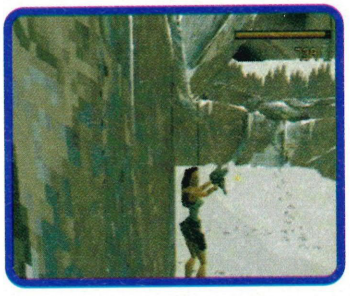
EGYPT, LEVEL 1
Drive until you come to a long left turn around a valley (with a sea in it.) Pass the wooden bridge, and watch for a temple on your right-hand side. You have to enter from the side you are coming from. The level warp is on the other side of the temple.

EASTERN ISLAND, LEVEL 2
From the start, turn you car around and drive to you can see a cruiseboat. On your left-hand side, you will find a red and white barrier, and behind that, you'll find a small road. In the end of that road, you'll find a level warp (the easiest way to go over the barrier is on the right-side.)

SWITZERLAND, LEVEL 1
Follow the track through the village and under the cable-car. You will enter a tunnel, which you should continue through until you cross a small bridge. To your left are a number of buildings. Drive off the road and around the back of these buildings. You will see a yellow and red spinning shape level warp.

SCOTLAND, LEVEL 3
As you are racing, you will enter a wooded area. Back up and drive off road, behind the crash barriers. About half-way down this hill is a spinning level warp.

TREASURES OF THE DEEP



Pause the game and enter the following codes

TURN OFF CURRENTS
⬇, ✖, ⬅, ■, ⬆, ⬆, ▲, ▲, ➡, ➡, ●, ●, **R1**, **L1**, **L2**, **R2**, ✖

BANANA SHOOTER
⬇, ✖, ⬅, ■, ⬆, ⬆, ▲, ▲, ➡, ➡, ●, ●, ✖, ⬆, ▲, ⬇

ALL WEAPONS
⬇, ✖ , ⬅, ■, ⬆, ⬆, ▲, ▲, ➡, ➡, ●, ●, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**

TUNNEL B1

ALL WEAPONS AND FULL LIFE
Press **L1** + **R1** + **L2** + **R2** + ■ + ● + ✖ + ▲.

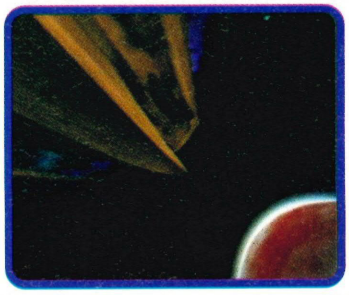
LEVEL SKIP
Press **Start** to pause. Highlight "Continue" and press **Select.**

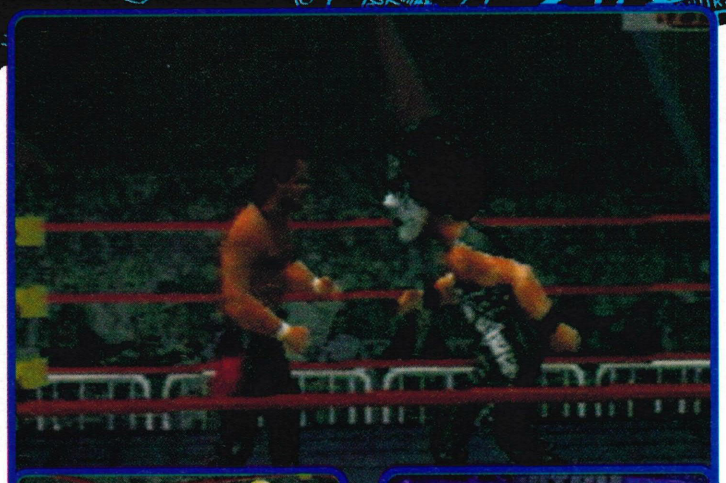


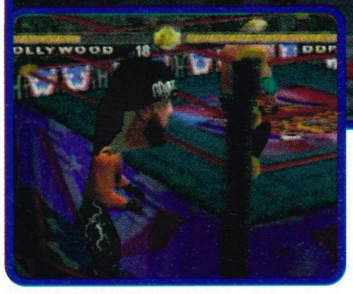






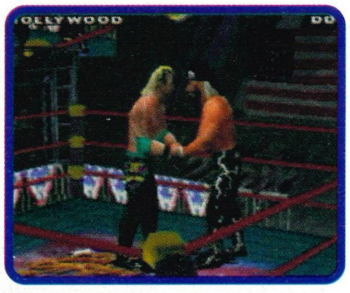


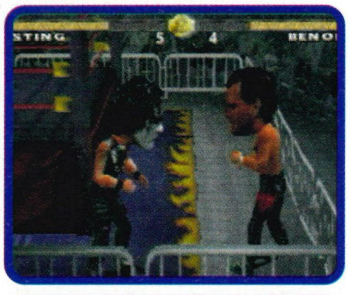














A bigger gallery of freaks than you'll find in Congleton (now that's a lot of freaks!)

THE UNHOLY WAR

BETA RAZOR-FANE
Successfully complete the game under the hard difficulty level with the Teknos. Beta Razor-fane may now be selected under mayhem mode.

SUPER-PRANA DEVIL
Successfully complete the game under the hard difficulty level with the Arcanes. The Super-Prana Devil may now be selected under mayhem mode.

BONUS MAPS
Successfully complete the game under normal difficulty level as the Arcanes to unlock The Maze. Successfully complete the game under normal difficulty level as the Teknos to unlock the Menhir Circle.

V2000

While holding the **R1** button:

FULL ON CHEATS
←, ■, →, ●, ✖, R2, →, L2

WEAPONS
■, ■, ▲, L1, L2, ✖, ●, ✖

LEVEL SKIP
✖, →, ▲, ■, R2, ▲, →, ▲

REPAIRS
←, ←, ■, ●, R2, →, ▲, L2

CARGO
■, ✖, ●, ▲, R2, ▲, →, ←

COMPLETE LEVEL
■, →, ▲, ■, R2, L1, ▲, →

COMPLETE ALL LEVELS
L2, ■, →, ▲, L1, →, R2, ✖

VILGILANTE 8

BONUS CHARACTERS AND LEVELS
Select the "Game Status" option. Choose any character, then enter **WMNNWLHTSCUCLH** as a password.

CHANGE THE SOUNDTRACK
If you'd like to listen to something different, replace the Vigilante 8 CD with your favourite music CD after you've started a level.

BONUS CARS AND MAPS
There are four secret cars: The School Bus, The Manta, The Semi-Truck, and the "UFO" Van. You will most likely encounter these vehicles while playing on the maps against the computer, and in Arcade mode you can pick to play against them. But being able to use them is a different story.
You must first go to Options and then to Game Status. If you haven't beat the game with anyone yet, all the people's faces will be black and white. This is a Tekken-style "secret".

See how there is a sort of chain with the characters an then empty slots and a bigger empty slot... Well, to get that first empty to slot, you must beat it with the 2 characters that it is connected to... Once you get the 2 secret characters in the top "chain" and beat it with them, you get the secret map. The bigger "slot" in the top "chain"...

Do the same thing with the bottom "chain" and you will get the other secret map and the two other secret characters.

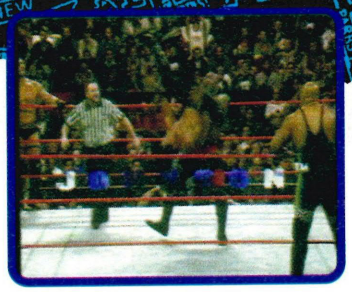
WAR GAMES: DEFCON 1

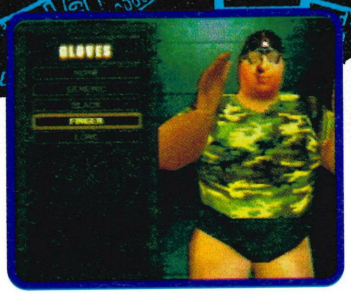
VIEW ALL FMVS
Before the title screen hold **R2** and keep on pressing the start button and you'll see all of the FMVs!

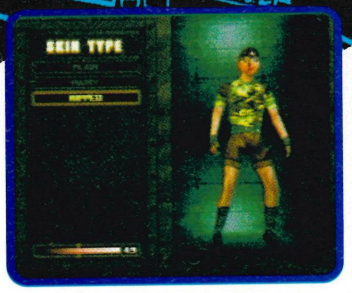
PASSWORDS
Enter these passwords:

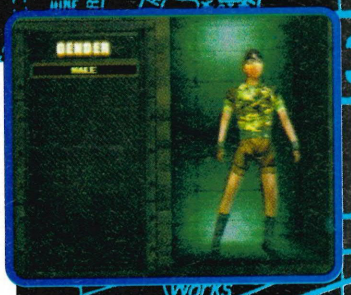
NORAD MISSIONS
02: CZECH REPUBLIC
●✖● ●✖✖ ●✖●
03: RUSSIAN URALS
✖✖● ✖✖✖ ✖●●
04: CAIRO, EGYPT
●■✖ ●●▲ ●✖■
05: CAMBODIA
▲✖● ●✖✖ ■▲●















Our resident Art Assistant Stuart 'The Beast' Cripps in his videogame debut

06: SWISS ALPS
■●● ■●✖ ✖●✖
07: LIBYA
■✖✖ ✖●■ ●✖■
08: CHANNEL ISLANDS
●●✖ ■■▲ ■■●
09: GRENADINES
■■● ▲●▲ ✖▲▲
10: LOUISIANA BAYOU
✖▲● ■●● ●✖■
11: CHINA, NEAR BEIJING
●■▲ ✖■▲▲▲■
12: SAUDI ARABIA
▲■● ✖▲● ●✖■
13: ARCTIC ●
■■▲ ■▲■ ▲✖▲
14: NEW YORK CITY
✖✖● ▲✖▲ ■✖■
15: OMAHA DESERT
●■● ✖■✖ ▲●✖

W.O.P.R. MISSIONS
02: FLORIDA KEYS
●✖● ●✖● ✖✖●
03: IRIAN JAYA
■▲✖ ▲✖● ■✖▲
04: NEW ENGLAND
✖▲● ✖✖● ●●▲
05: RUSSIA
●●■ ■●✖ ▲✖✖
06: BRUSSELS
✖●✖ ▲▲■ ●✖▲
07: SOUTH AFRICA
▲▲✖ ✖■■ ✖✖●
08: HONG KONG
■✖● ▲✖✖ ■●▲
09: MEXICO
■●▲ ▲✖● ✖✖●
10: BERING STRAIT
✖●■ ▲●✖ ■✖▲

WARHAMMER: DARK OMEN

CHAPTER SKIP
Press **R2**, **R1**, **L2**, **R2**, **R1**, **R2** at the main menu, then select the "Resume" option.

BATTLE SKIP
Press Select, **R1**(2), **L2**(2), **R1**, **R2** at the deployment screen. Then, select the "Resume" option.

MONEY
Press Select, **R1**, **L1**, **R1**, **L2**, **R1**, **R2** at the deployment screen. Then, select the "Resume" option.

INSTANT DEATH
Press Select, **R1**, **L1**, **R2**(2), **R1**(2) at the deployment screen. Then, select the "Resume" option.

FAST RELOAD
Press Select, **R2**, **R1**, **R2**, **R1**, **L2**, **R1** at the deployment screen. Then, select the "Resume" option.

SELECT OPPONENT
Press Select, **L2**(2), **R2**, **L2**, **R1**(2) at the deployment screen. Then, select the "Resume" option.

WCW NITRO

VOODOO MODE
At the 'Wrestler Select' screen press **L1** seven times, then **L2**+**Select** and you should hear a wacky sound. During the match as the wrestler takes damage his head will get bigger and bigger.

WILD ARMS

MULTIPLE ITEMS
This trick works when only one of the item to be duplicated is present. Enter a battle and perform the following actions.

1. Have the first character (typically Jack) use a healing item, such as a berry or medicine.
2. Have the second character (typically Cecille) also use the same healing item.
3. Have the final character (typically Rudy), exchange the positions of the healing item and the item to be multiplied in the inventory. Then, have Rudy use the healing item.

After winning the battle, the inventory will contain 255 of the item that was multiplied.

WORLD CUP '98

CLASSIC GAMES
Win the World Cup using any team, then select the "World Cup Classics" option from the main menu. Win the World Cup again using either classic team to unlock the next classic match. The classic games are unlocked in the following order:

Uruguay vs. Argentina (1930)
Italy vs. Hungary (1938)
Uruguay vs. Brazil (1950)
West Germany vs. Hungary (1954)
England vs. West Germany (1966)
Brazil vs. Italy (1970)
West Germany vs. Holland (1974)
Italy vs. West Germany (1982)

ALTERNATE GOAL SOUNDS
Press ▲, ■, ●, or ✖ after a goal is scored by either team.

WORLD LEAGUE SOCCER '98

REAL PLAYER NAMES
Go to the options and select Player Editor. Chose English League, then any team. Now edit any player's name and change it to "Teamtwo". Click on it to make a new "Default 2" option appear. Click on the latter to bring up the real names for that team.

To change the names in all the other English Teams, click on 'Back To Teams,' then on 'Default 2' in that menu. As well as appearing correctly on screen, the commentator will now pronounce the proper names of the players during play.

WORMS

UNLIMITED STUFF
To get unlimited sheep,banana bombs,and the minigun,you have to go to the weapons options. Then on you have to push ✖+■ at the same time eight times. They should come on to the screen after that.

WWF WARZONE

VIEW UNLOCKED CHEATS
Press **L1** + **R1** in the elevator to list the hidden features and modes that have been successfully unlocked as described below.

PLAY AS CACTUS AND DUDE
Win WWF title in challenge mode with Mankind under the medium or hard difficulty level. Cactus Jack and Dude Love will now be available on the character selection screen.

PLAY AS TRAINER
Enter training mode and select "Custom" followed by "Trainer" at the character screen.

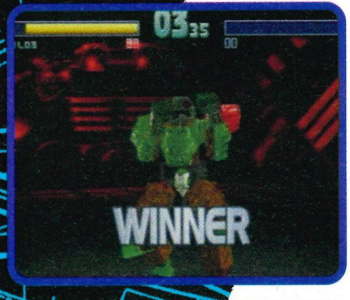
PLAY AS SUE
Win the WWF title in challenge mode with Bret Hart or Own Hart under the medium or hard difficulty level. Sue the ring girl will now be available as a custom wrestler.



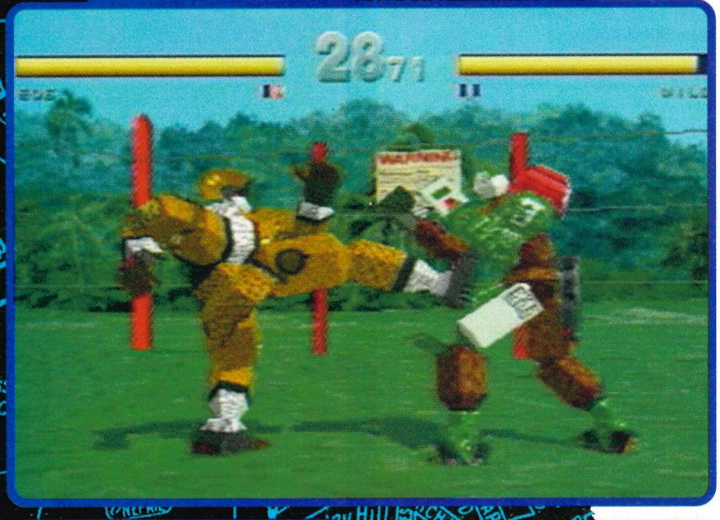


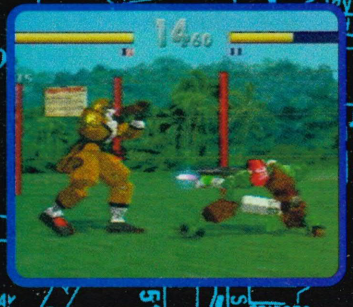


Oh I do love a good girl scrap. Lots of hair-pulling and shredding of clothes!



About as interesting as sex with Des O'Connor (alledgedly). I wouldn't know







NEW DUDS FEATURE
Win the WWF title in challenge mode with the Kane under the medium or hard difficulty level. Additional shirts, jackets, masks, pants, and more clothes will be available in creation mode.

EXTRA GOLD FEATURE
Win the WWF title in challenge mode with Goldust under the medium or hard difficulty levels. Then, hold **L2**, **R1** or **R2** while selecting Goldust on the character selection screen to more costumes, including the MarilynDust and DustyDust versions.

EXTRA COLD FEATURE
Win the WWF title with Stone Cold under the medium or hard difficulty levels. Then, highlight Stone Cold on the character



X MEN VS STREETFIGHTER

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

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

APOCALYPSE'S MOVES

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

PLAY AS CHUN-LI (SF2)
Highlight Chun-Li at the character selection screen press and hold **SELECT** for 5 seconds and press any button to play as Chun-Li with the outfit from Street Fighter 2.

EXTRA OPTIONS
At the Main Menu (where you choose Arcade Mode, Vs, etc.), quickly press: ▲, ▲, ⬅, ●, **L1**. If done correctly an option screen will appear. From here you can change to Original mode, which enables tagging in VS. Mode only. You can also set your Power Meter to always be charged.

TAG TEAM IN VS. MODE



After switching to Original Mode, start a two player Vs. game. Choose your characters and have your opponent choose the same in reverse. For example, if you choose Ryu and then Ken, your opponent must choose Ken and then Ryu. To switch characters during play, hit **L2** and **R2** simultaneously.

ZERO DIVIDE 2

FIGHT AS NECO AND MODOKI
Finish the game using Nox and Eve.

VIEW NECO'S DEMO
Successfully complete the game with any character, then hold Select + Start to restart.

ALTERNATE CHARACTER COLOUR
Hold Select on controller two and press ✖, ●, ■, ▲, **L1**, **L2**, **R1**, or **R2** at the character selection screen.

ADDITIONAL LEVELS
Two additional levels well be available after the game is completed under each of the three difficulty settings for a total of six new levels.





ACTION REPLAY

Datel' Action Replay cartridge allows gamers to crack into any game and fiddle with the innards to their heart's content. Why? Because this little beauty allows all your cheating desires to be fulfiled. But you'll need a cartridge to enter them, so don't start complaining that you can't get them to work by the power of your mind

CRASH WARPED!

Infinite lives D006EFEE 0000
80069108 6300
800B5EF8 6300

NB: You must return to the warp room to replenish lives

Have all powers 80069328 003F

Have all gems 80069160 FFFF
80069162 FFFF
80069164 09FF

Have all sapphires 80069364 FFFF
80069366 0Fff

Have all crystals 800692DC FFFF
800692DE 08FF

Open all levels 80069114 00F8
800692DC FFFF
800692DE 08FF
80069364 FFFF



ABE' EXODDUS

Infinite rocks 801F36E6 02FF

NB: When you are in the game, turn the action replay switch to "off"

KNOCKOUT KINGS

P1 invincibility 801DA626 0050
Pl1 no energy 801DA626 0000
P1 max power 801DA654 1388
P2 invincibility 801DAFDA 0050
P2 no energy 801DAFDA 0000



FIFA '99

Away team scores 10 goals
30034D44 000A
Away team scores 0 goals
30034D44 0000

Home team scores 10 goals
30034D40 000A
or Home team scores 0 goals
30034D40 0000



SMALL SOLDIERS

Infini health Lv1 800e11b2 0032
Infini health Lv2 800f7692 0032
Infini health Lv3 800e8932 0032
Infini health Lv4 800e7982 0032
Infini health Lv5 800eb982 0032
Infini health Lv6 800ef2a2 0032
Infini health Lv7 800faae2 0032
Infini health Lv8 800ea272 0032
Infini health Lv9 800e19d2 0032
Infini health Lv10 800d7a32 0032
Infini health Lv11 800eabc2 0032
Infini health Lv12 800f6282 0032
Infini health Lv13 800f9182 0032
Infini health Lv14 801465d2 0032

NB: Use only one code at a time!

2 PLAYER MODE
One shot kills (frag mode)
Dimension Temple 8011fc02 0001
8011ca72 0001
Creepy Caverns 800fcc42 0001
800f9ab2 0001
Spirit Bog 8010ec02 0001
8010ba72 0001
Hall of Patriots 8010ab32 0001
801079a2 0001
Nuclear Mine 80106412 0001
80103282 0001
Garrison Prime 800feb52 0001
800fb9c2 0001



TEKKEN 3

Infini health P1 800A95E6 0082

Infini health P2 800AAE72 0082

Theatre mode 30097EEF 0003

All movies 80097EC0 FFFF
80097EC2 FFFF
80097EC4 FFFF

Tekken ball 30097EEE 0003

All characters 80097EB8 FFFF
80097EBA 001F
80097EBC 0005

Tiger* 80097EBC 0382

No health enemies Tekken Force mode** 800AAE72 0000
800AC6FE 0000

*To select to fight with Tiger, you must select Eddy with Start button
**This code also affects P2 health in other modes

NBA LIVE '99

Home team has 222 points
8008FD5C 00DE
Away team has 222 points
800911BC 00DE
Home team can never score
8008FD5C 0000
Away team can never score
800911BC 0000
Quarter finishes instantly
80099B74 0000
Always start in the 4th quarter
80099B84 0003

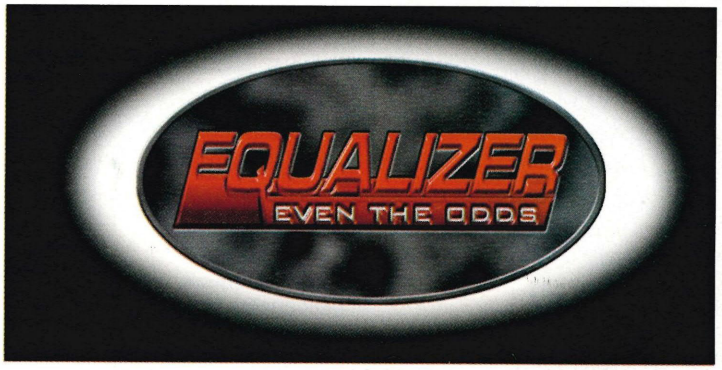


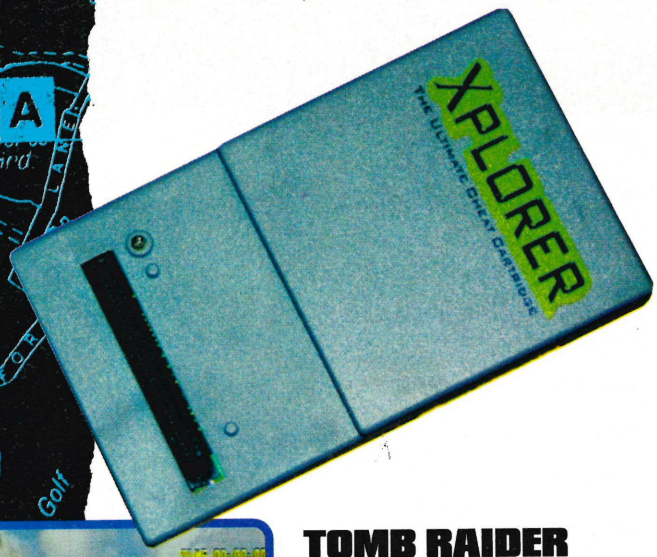
TOCA 2

Have all bonus tracks
80010160 FFFF
80010162 FFFF
Points in support Team mode
800DB6A0 0FFF
Always first in Support Team mode
800E77B4 000F
Activate Overhead view
80010170 0001
Activate better handling
80010172 0001
Activate all difficulty modes
8001017E 0001
Always first in TOCA Championship
800E7F04 000F

***NB:** Can only be used with the Peugeot 406 Team







Blaze's Xplorer cart is a fine cheating device. It's cheap, easy to use and works a treat. All the latest games are ripped apart and tipped, so don't hesitate, pick up a cart (from all good game stores) and wipe away your gaming blues with an Xplorer



TOMB RAIDER PLATINUM

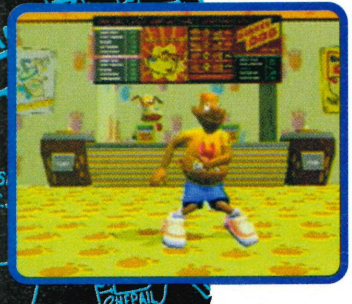
Infinite Energy All Levels
7657943AD75C
8657943AF759

HEART OF DARKNESS

Unlock All Levels
365EDC3C5962
365ED9AC595E
Unlock All Cinematics
365EDC385968







BUST-A-GROOVE

Infinite Attack P1
865CDA12595C
Infinite Attack P2
865CDA26595C
Full Power Bar P1
865CDAE8B55A
Full Power Bar P2
865CDAECB55A
***NB:** Use only ONE of the Always Win codes
Always Win P1
765CDAF0595A
365CDAF05959
865CDAF4595A
Always Win P2
7E5CDAF4595A
365CDAF45959
865CDAF0595A
Enable Dance View
36709B4A5959
Unlock All Characters
8672FFAC504F
8672FFAA504F
96608B42E99C
86608B42504F
Unlock All Stages
96608B489692
86608B48504F

V BOXING 2

Infinite Energy
865976827EA0
865976847EA0
Infinite Time
365BCED259C3
Stop Opponent Getting Up (Press Select)
765984365050
86597A344F76

SMALL SOLDIERS

Infinite Lives
765ADEDAFDBC
865ADEDA595A
Infinite Ammo
765B14DAF5BC
865B14DA595A
765B14DAF5BC
865B14DC595A

TEST DRIVE 5

Unlock All Cars
B6605756595A
1660BDDA5B5C
Unlock All Tracks
B6635756595A
1660BDF65B5C
3660BD1A595C
3660BD20595C
Always Finish 1st
36606A7D595A
Infinite Checkpoint Time
86606944705A
Start On Lap 2
76606A7A595A
36606A7A5959
Start On Lap 3
76606A7A595A
36606A7A595C
Start On Lap 4
76606A7A595A
36606A7A595B

MOTO RACER 2

Only use ONE of the "Start Lap" codes
Start Lap 2 (press Down)
7664100E500F
366179825959
Start Lap 3 (press Down)
7E64100E500F
36617982595C
Start Lap 4 (press Down)
7E64100E500F
36617982595B
Start Lap 5 (press Down)
7E64100E500F
366179825956
Start Lap 6 (press Down)
7E64100E500F
366179825955
Infinite Checkpoint Time (press Up)
7664100E503F
866256883E5A

THE NEED FOR SPEED 3

Unlock All Cars & Tracks
8668B2185C52
*Only use one of the following codes
Start On Lap 2
76653438595A
366534385959
Start On Lap 3
76653438595A
36653438595C
Start On Lap 4
7E653438595A
36653438595B



TOCA 2

TIMETRIAL AND SINGLE RACE ONLY

Enable MicroMachines View
365558c8 5959
Enable Low Gravity
365558c9 5959
Enable PropellerHead Championships
365558c4 5959
Bouncy Crashes
365558cc 5959
Exaggerated Crashes
365558cb 5959
Blurred Horizon
365558d0 5959
Wheels Only Mode
365558cf 5959
Double Height Landscape
365558ca 5959
Unlock All Cars
365558c2 5959
Unlock All Tracks
365558c3 5959

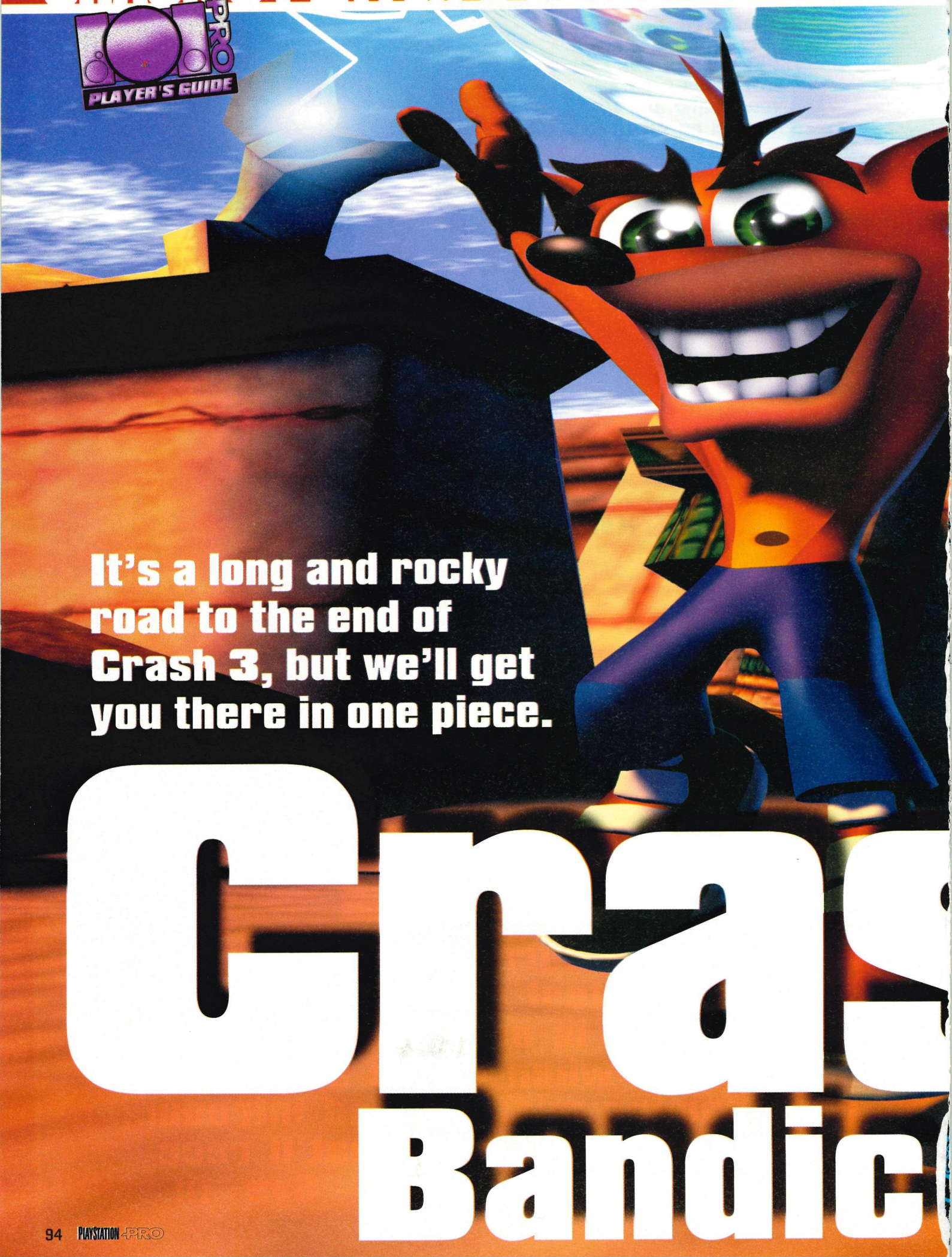
ALL MODES

Quick Acceleration
365558ce 5959
Challenge Mode Only Battle Mode
365558d4 5959
Only 1 Lap To Race
8664cf9c 59b6
Always Come First
3664cfa5 5959
Driving Offences Off
86613d24 595a



I think you'll agree that my Cheats A-Z is the greatest gaming guide of the year (well it is only January). Tune in next month when I'll be answering all your gaming queries, and introducing my star letters – ones that'll receive a little personal attention – Bye 'til then

PLAYER'S GUIDE



It's a long and rocky road to the end of Crash 3, but we'll get you there in one piece.

Cras

Bandic



Crystals: 25

Each of the twenty five levels of the game has a Crystal. These are not hard to find, the majority of them are scattered very obviously with the path Crash has to take to reach the end of the level.

Relics: 28

Each level has a time trial with a set time you have to beat. Completing the level in the given time will have you rewarded with a sapphire relic. But, once you've received the sapphire relic you'll then be given a new time to do it in, success will result in you getting the gold relic. You cannot get any of the gold relics without the running skill, which you don't get until the end of the game! So, going for any of the time trials before completing the game is a waste of time. We'll cover these in part two.

Gems: 42

Twenty five of these Gems you get just for smashing open every box on each level. Pretty simple really. The other seventeen Gems are obtained only on completion of the game. We'll cover the last seventeen in part two.

Powers: 5

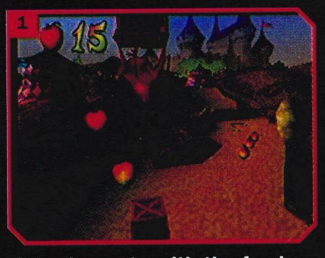
Once you've got the five crystals from each world, you then go on to fight the end of world baddy. Beat this guy and you'll be awarded with a new power.

oot 3 : Warped

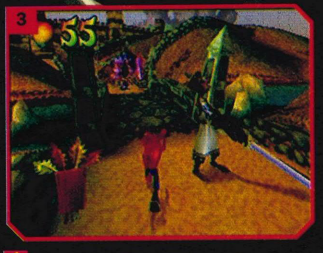
WORLD ONE

Toad Village: Crystal & Gem









As you can probably imagine, this level is a complete pushover, designed so the virgin player can get to grips with Crash's control mech. Simple run up the road to the castle jobby. Smash the crate and collect the fruit, 100 of these will result in an extra life. A bit further up and you'll come across two crates, one on the floor and one in the air. Bounce onto the lower one and bounce between the two, you'll get loads of fruit and both crates will smash (which is important!) Keep running up, jumping the benches laid across the road. Smash EVERY crate in this level. Spin into the goat for easy dispatch. Smash into the crate with the freaky head on it, this will give you a mask that floats around your head, giving you a one hit shield. Keep running up avoiding the holes in the path and you'll encounter a crate with a C on it. Smash this to enable your re-start point. The next crate toggles between Crash's head and a "?". Try and smash it while it's on Crash's head for an extra life. Next up is the frog, jumping back and forth up and down the puddle. Follow it and just before it turns around spin it away. Further up the path you'll meet a knight with a very long sword. Stand just back from the swords radius. The sword comes to a standstill for about 2 seconds after every circular swipe. As soon as it's motionless steam in and spin him away. Cross the bridge and get yourself onto the platform marked with a "?" This will take you to the bonus bit located on the side of the castle. Piece of cake this bit, simply run right and make damn sure you smash all 7 of the crates. At the end of the platform you'll find another platform marked with a "?" Use it to get back to the pathway. Keep running up the path smashing all crates and killing all goats and frogs. Just behind the next knight (kill him the same way as the last) on the bridge is your first crystal!

1 Bounce between these two crates, if you don't you will not be able to destroy the top one rendering you Gemless. 2 The games first bonus section is situated on the castle wall. Remember to destroy all seven crates! 3 This greezer will cut yer legs off, spin into him from this angle for easy dispatch. 4 Your first Gem! This combined with the Crystal will have you 98% away from being a perfect Bandicoot.

Collect and make way to the end of the level. The last two crates are flashing ones, just smash 'em. You should now have the Gem as well! Collect the Gem and jump into the warp!





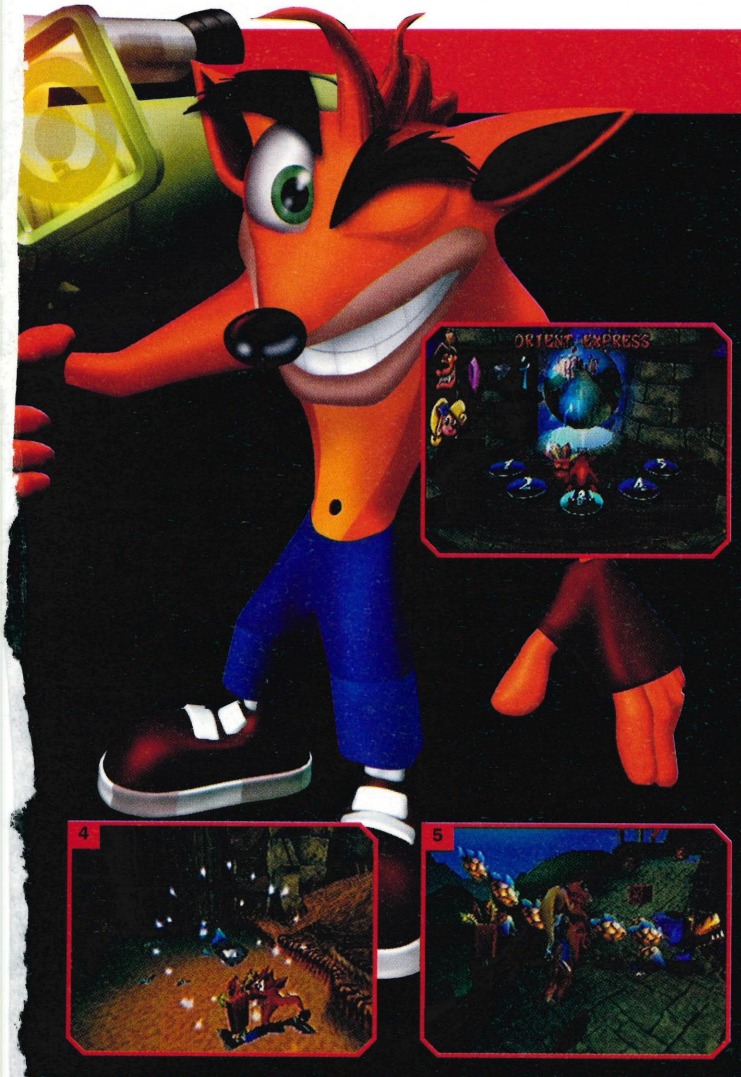




Under Pressure: Crystal & Gem

Water level, when will someone make a platform game without a water level? Anyway, swim right smashing all crates. These aren't too much of a problem, just spin into 'em but don't get too close! Those things on a chain (let's call 'em mines) need to be avoided, you can see what their range is by looking at the chain, stay the hell out of this range. Throughout this entire level you're going to have to keep going up and down, all the crates are sea-bed bound. Make sure you get 'em all. Next up is the weird shape changing fish (Spikey).

It seems fairly harmless in its scrunched up form but when it expands it's covered in Crash popping spikes, keep your distance. Keep going right and smash your re-start crate. Enter the gap in the big glass ball effort. Wait for the spinning disk (don't touch it!) to pass by then swim down through the glass tunnel. Keep going down avoiding the snake creatures that pop out of the walls. Spin into them if need be. Smash the crates, kill them then head left into the next bit of mechanical magic. Watch out for the mine and the Spikey and get the re-start sorted before going into more glass capers. This will become a tunnel that takes you down. There are platforms on both sides of the shelf crates. Smash them all before exiting onto the sea motor. Square now becomes a missile so use this to destroy mines and spikeys. You can now also destroy seaweed on the sea bed, a lot of crates are hidden behind this stuff so destroy all of it. Keep going right and enter the next water tank. You'll lose your sea-motor automatically. Smash the crates (including the re-start) and go right up to the edge. When the electrified disk passes you swim out heading to the right of the dome. When the next disk passes you on its clockwise path go right and up and follow its path around until you reach the bottom of the dome. Swim down and again



Orient Express: Crystal & gem

Getting the crate Gem on this is pretty damn hard, if you're not too hot yet, just try and clear the level with the Crystal and come back a bit later when you're better. Walk up to the tiger and you'll automatically jump on. You're forced to run forward at all points, you have to guide the tiger into the crates to smash 'em. Smash the first two then jump the gap. Further on there is no wall on the left so stick to the right. After this move left to avoid the barrel truck. Dodge all the characters here making sure you smash the crates. On the next jump is a crate in the air, don't miss it. On landing a barrel will roll down on the right, then left so dodge accordingly. A dragon will come into play next from the left. Jump it then get to the left. A trapdoor will open on the right, running into this will take you over the next tunnel, but you want to go under it to get the crates. After the tunnel you'll encounter two dragons, first from the left then from the right, simply jump 'em. After this is a crate in the air near the gap in the floor, don't miss it! Keep going up the path dodging the barrels and the two dragons. Remember not to miss a single crate. Just after the next re-start point is a dragon that goes over your head, so don't be fooled into jumping into it. The next jump is quite tricky. You need to land on the trap door because the crates are plotted on top of the tunnel. Simply run over the gap without jumping, this will project you up (if you've buggered this bit, kill yourself, the re-start point is just before the trapdoor). Smash the three crates then drop down. Keep smashing all the crates and dodging the dragons. They alternate from being on your level to above your head, you can see far enough in the distance which level they're on so act accordingly. Get the crystal which is on the right side of a gap (impossible to miss) then keep going until you reach a hill with a barrel at the top. This will roll down the right side of it so make sure you're on the left. The next big gap has a trapdoor on the other side. Miss this by doing a big jump then make your way to the end of the level! The last jump is huge but you seem to glide over, just make sure you do a jump. Collect the gem then get out of here!



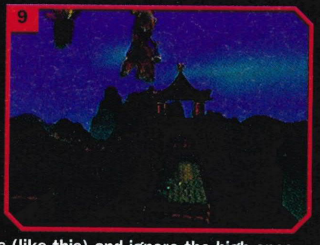
1 Time your move, that disk is riddled with lekky! Swim down when the disk is at this angle, it shouldn't cause too much of a problem. 2 Yeah! This is the stuff. The sea-motor can fire missiles and have you travelling at much higher speeds than Crash's normal pace. 3 Time your swim into the second dome precisely. When both disks are like this make the swim and follow the circular path of the disk to the bottom of the dome. 4 Another crystal! Use the missiles to smash the crates, especially the ones hiden behind moss.

watch out for the snake that jump's out of the wall. Smash the crates at the bottom and go right, dodging the mine. Get the sea-motor then wipe away all the seaweed. There is some directly below where you obtain the sea-motor. Keep swimming left smashing all crates and seaweed. Watch out for enemies partially hidden by foreground graphics, if you lose your sea-motor you can't get all the crates. kill yourself and do it again. Eventually you'll run into the crystal. Enter the glass thing and kill the shark right away. Collect the Gem then enter the warp.









5 Top dragon action, jump the low ones (like this) and ignore the high ones. It's as simple as that. 6 When you find yourself going up and down bumps, the trails of fruit give you a good indication as to where the crates are. 7 Yeehaw! Some of the tunnels need jumping on to to get essential crates. Use the trapdoors to be propelled into the air. 8 You have to go under this tunnel for the crates so do a big jump to avoid the trapdoor, the crates are more important than little bonuses. 9 Super jump! The end of the level, you'll automatically glide over this huge gap so don't worry.

WORLD ONE

Bone Yard: Crystal & Gem



Top dinosaur chase! Ace level. Run into the screen (smashing the crate) and drop down from the ledge. Smash the next three crates and start legging it, a dino's after you! Keep to the right to avoid the lava, jump the rock then keep to the left, then right. Smash the crates then drop down. The dino will take a breather so smash the crates at your own pace. As soon as you've enabled the re-start point keep legging it into the screen, the dino will jump down for round two of chase the Crash. Jump the lava and keep to the left. As soon as you've passed the dino-bird go right to avoid even more lava. Jump the next rock, smash the crates then jump the next lava. Go left to avoid the first bird, then right, then left and stay left to avoid the lava. Drop down and smash the four crates. The dino is gone for a while so chill out. Keep running into the screen and eventually the game will go into a more 2Dish platform affair. Hit the re-start and get the mask. Bounce on the single TNT then bounce off the top one of the next two. This will start a three second countdown on both of 'em, more than enough to get to a safe distance. Smash the next four crates before going back into the 3Dish mode. This is a lot more chilled, no dino and the ability to see what's ahead of you.

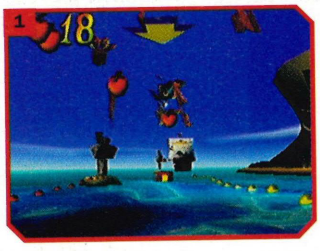
When you see a head coming at you in the water, spin into it or he'll have a go at you. Also, when you find yourself in long moss, spin to clear it away. The transparent gem you come across is totally irrelevant at the mo, it's for much further in the game. When you come to the Nitro, don't touch it or you're dead. You do have to destroy the crate behind it. Do so at a safe distance from the nitro (as in right on the other side of the normal crate). Continue running up killing the heads, jumping the lava and smashing the crates. You'll reach an another platform with a "?" on it. Use this to get to the bonus bit. Keep walking right smashing the crate until you come to s stack of five. Smash three of the bottom four so the one with the arrow is the top of a pile of two. Jump onto

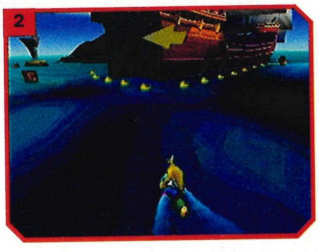




this to reach the two crates on the pile of steel boxes. Smash these two then drop down to the left, smashing the two you used as a platform. Slide and crawl under the steel boxes, smash the next two then use the platform to get back to the main level. Get rid of the moss before jumping the lava then kill then head on the other side. More 2D actions. Get the crystal then jump up the the steel box with an "!" on it. This will turn the transparent crates into solid ones. Smash the









Makin' Waves: Crystal & Gem

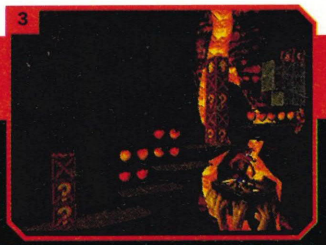
Take this course very slowly, you don't want to miss any crates by rushing ahead. If you do miss any, do a u-turn and go back to smash 'em.

The arrow at the top of the screen points you in the right direction, but sometimes you have to stray slightly to get all the crates and dodge all the obstacles. Start by going forward then take a slight left using the ramp. On landing take a slight right and smash the two crates and staying left of the mine. Next up is two ramps, use the one to the right and smash the crate in mid air. Then smash the three crates on do a right taking the next two ramps, smashing a crate on each of 'em. Go left of the island and take the next ramp. There are two crates in mid air so be going pretty fast to make sure you smash them both. You've now got a huge pirate ship to your right dishing out bombs that roll across your path. Stay in the path of the crates and reduce your speed to avoid the bombs. Watch out for the rowing pirates then while going right around the pirate ship, smash the two crates. One of these is a re-start point. Keep going up and dodge the next mine, smash the three crates and go left. Keep going up and use the ramp, this will propel you into a crate and over a rowing pirate. Further up are more crates to smash, you'll eventually be greeted by a stack of mines, to which you should hold your horses! Go right of the first three then make a sharp left and avoid the next three. Get the Crystal then head for the next ramp.

There is a mine next to it so be carefull, you've also got to smash two crates in mid air so don't go too slow either. Keep going up avoiding the mines then jump the next ramp for more crates, on landing go right and keep going smashing all crates and avoiding all mines. Take the next ramp for two crates (you might have to go back and do this jump twice to get 'em both). Watch the mines then go right. Do the next two ramps smashing their crates then slow down, it gets nasty here.

You have to take a right down a very narrow area, filled with mines! Take it slowly until the area expands. Smash the crate and keep going to the next ramp. There are three crates on this ramp so move fast or you'll miss 'em (go back!). Be careful on landing, a rowing pirate is close to your landing spot. It's now a very simple trip to the end, a few more crates and a few more mines. Just exit with your two new items!







2 Things go all 2D-ish. Get the mask and make sure you bounce on the TNT, setting a 3 second timer off so you can give yourself distance for when it blows. 3 Quality bonus section. See that stack of five crates? Only destroy the first three so you can get on one of the steel boxes. 4 Another crystal bites the dust. Make sure you bounce from this next box up and over to the very high one just to the right. 5 Near the end, you have to move like lightening to survive this bit. You have three more crates to destroy before dropping down to freedom.

1 Run away! This dino's going to use your head as shoe polish if you dally so keep moving at top speed.

crates in a jumping volley style order, one of them is too high to reach with a normal jump and can only be reached by jumping from another lower down crate. Follow the path round. Drop down and straight after smashing the re-start crate get ready for more dino action. Run into the screen like you're on a mission. Go right to avoid the bird then jump the rock. Jump the lava and run down the pathway. Keep running in (don't miss ANY crates) then keep to the right to avoid the bird and jump the lava. Avoid the three nitros then the two splotchy patches of lava. Smash the next three crates then drop down. Get the Gem then use the warp.





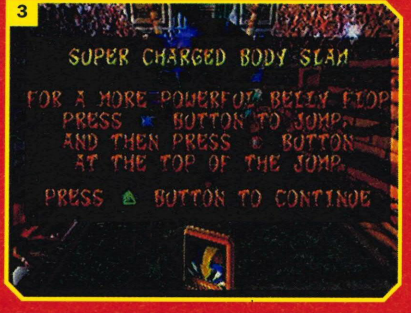
1 The bigger thay come the harder they fall. Spin ram him in the back to get him on his arse.

Tiny Tiger: Body Slam Power

Every single character that's got a tiny in its name is almost certainly going to be huge, and this is no exception. Set in a Roman Coliseum type place, Tiny breaks from his chains and goes on the rampage trying to stab you with his fork. Be stood as close into the screen as possible when this fight starts, his first jump will miss you by miles. His next one has your name on it. You've met A.I like this a thousand time before (in the Crash series alone), just don't stop running or he'll have you. Stick to a circular motion around him and after his 6th jump his fork will stick into the ground. Spin into him from behind to send him back to his stage. Get right up to the front of the screen for this next bit, an army of lions come out of the entrances below Tiny and run into the screen. Dodge or spin 'em. Time your spins well or you'll be eaten. There are seventeen in total. On surviving this, the whole process loops around twice more. Just use the same tactics you used on the first loop, he doesn't pull any new stunts on you. Once dead, pick up the Body Slam power. By pressing square at the top of a jump you smash down destroying virtually everything beneath you.



2 Never! Lion onslaught, just like in the good old days of the Roman Empire. Dodge and spin to get through these nasty little bits.



3 Power to the people! Use that slam to crush the filthy foes that stand in your way.



1 Ride them ramps. Easy bit to get you ready for, well, harder bits. 2 Make your way around the pirate ship while smashing the re-start crate. 3 Dodgy bit so slow down. Weave through the six mines and you'll be awarded with another Crystal for you troubles. 4 Get your speed well up for this jump, you need to be going top speed to get all three crates. Come back and try again if you fail on your first attempt. 5 Here we go! Simply ride into the warp to get back to the warp room. If you've done as directed you'll have anotehr 2% up your sleeve.



WORLD TWO



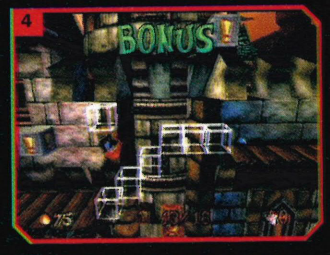


Gee Wiz: Crystal & Gem



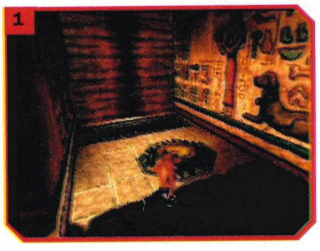
Like Toad Village but on an evening. Run up the path and smash the hell out of the crates. Watch out for the frogs, they jump a little faster in these parts. Run through the puddle and collect the mask from the crate. Stand on top of the stack of eight crates and utilise your body slam! Keep running up, dodge the nitro and kill the frog. A little further up you'll come across a wizard, and not a very friendly one at that. Jump his foul magic spells, they turn you into a frog (which ends your attempt strangely enough. might have been fun to be a frog for a bit). Spin into him then get through the puddle, smashing all crates and dodging all nitro. Waste the goat and demolish all the following crates. Set the re-start up and waste the frogs. Jump the gap and go under the bridge. Of the four crates stacked up, the highest is a 1up. Jump and spin to get it then do a power slam at the side to smash the other three. The next table crossing the path is riddled with crates so get 'em all. Little happens until you encounter another one of those sword swinging night homeboys followed right after by another wizard. Further up is another knight that swings similar to the other knights you've met, but with a slightly different resting point for his swords swipe. Make the minor alteration in your positioning then steam in with the spin. After the frog get the mask and smash the box on top of the TNT. Then bounce on the TNT and run forward over the bridge and under the gateway. Smash the boxes, jump the gap and kill the wizard. Keep jumping gaps, smashing boxes and dodging nitro until you come to the platform marked with a "?" for more bonus action. Again you're on the side of a castle but things are a lot trickier this time. Use the silver boxes with arrows pointing up to destroy all the boxes but when you come to one with an "!" on it wait. This will turn all the transparent boxes into solid ones, but you need to get that crate below 'em first. Bounce onto it and off onto the platform to the right. Do a full speed long jump back to the previous platform and hit the box with the "!" Smash the one brown crate then use the newly built platform to reach the other side. Hit the next silver box with a "!" and continue to smash all crates. Run to the end and get back to the normal path. Apart from a goat, a frog and a few knights there's nothing really much else to do here. At the end spin into the green box to explode all 15 of the nitro crates then use the warp.

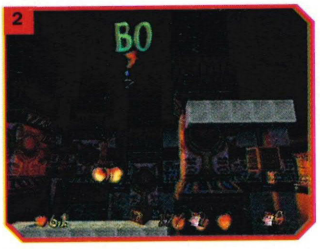




1 A good opportunity to use your newly aquired body slam power. 2 A nasty old wizard tries to turn you into a frog. Turn him into a corpse. 3 You have to bounce on the TNT to set a 3 second timer off, more than enough time to get out of the blast radius. 4 Tricky little bit, if you want the Gem, you have to bounce off this crate and land back on the solid platform. It's all good practice for the harder later levels.









1 Stand on the switch to open the door, but be quick or it'll close on ya! 2 Use the bouncy crates to reach new heights 3 This rancid flame bitch tries to burn you a new arsehole. Attack at him with your back to the wall.

Tomb Time: Crystal

The snake is very easy to kill, just spin into it and walk down into the crates (smash 'em!). Run down the ramp and jump the gap. Climb the stairs and jump the next gap when the crocodile is down. If you mis-time it and he's up, spin to get rid if it. Slide over the oil to get used to how it messes with the play control then jump on the button to open the doors on the other side of the gap. Jump this gap, smash the three crates then slide up the screen, avoiding the gap to the left. Go down the ramp, stand on the button to open the doors. Jump onto the circular platform then right away jump forward and run through before the doors close again. Smash the re-start then head forward. Run right over the sinking platforms (the green ones are OK) and when back on solid ground walk onto the bonus platform. Set the TNT off with a bounce a piece then go right. Smash the next three crates taking care not to fall down. Set the next load of TNTs off. When you reach the four stacked up, smash the bottom two then use the next two (the lower of which is TNT) to get to the steel platform. Smash the crate up there then drop down when it's safe. Smash the next two crates then leave this section. Run forward jumping the pattern blocks, they sink. Spin the "!" to set a moving platform off to the left. Use this to get over to the left then run forward. Smash all the containers, they're holding monkeys that like throwing things at you. One of them will survive, jumping on it will give you loads of fruit (if you need the extra men, do so). Walk up to the edge of the gap and wait. It's oily and a big block keeps getting dropped onto it at regular intervals. Wait until a block has dropped down the gap then jump the gap and quickly slide to the end of the oil. Kill the man on the lever then bounce between the two



Hog Ride: Crystal & Gem

Motorbike level. Well, you're on the bike and everyone else is in cars. You start in seventh and you must come 1st to receive the crystal. You also need to get the crates on the first pass because there's no u-turning here! There's only one way I can take you through this level, by listing everything in the level and stating where on the road it is. Get ready, go! Crate left, two crates middle, zip pad right, crate right, cop car right, ramp right, crate above ramp, two crates left, cop car right, crate right, cap car left, ramp middle, two crates above ramp, ramp middle, two crates left, cop car right, crate left, cop car left, zip right, zip left, cop car left, zip right, ramp from side to side then Bingo! If you missed a crate or didn't come 1st, go and do it again slow boy.







1 Hitting these zip pads is essential if you want to come first. 2 Ride it cowboy! Always use the ramps, they look cool. 3 Probably the most useless video game filth, smashing right into 'em only slows you down.

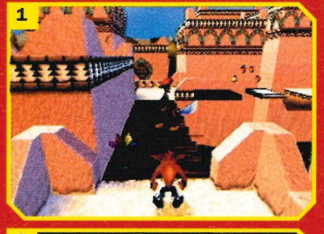
blocks to destroy them both. Get the mask then head forward again. Watch out for the three spotlights, they trigger off darts. Keep running forward smashing all crates. You'll come to a door that opens and closes, there is a gap in the platform just after it so wait for the door behind it to open. When both open, run forward jumping the gap. Hit the re-start, you'll find yourself at a forkway. Forget left, that's for later on. Go right and again bounce between the two blocks, remembering to smash the surrounding ones. Slide over the oil and jump the gap. Press the button to extend a bridge out into the big gap. Walk to the edge of it, take the door's opening and closing into consideration and jump from platform to platform until you're through the door. Stand on the next switch to open another bridge, use this to reach the moving circle platform which will carry you over the huge gap. This next bit is quite hard. There's spotlight booby traps and gaps next to 'em, you need to be quite precise to get past this bit AND smash the two crates in the middle. Further on are four more crates then stairs going up for loads more crates. Smash the re-start then wait at the edge of the gap. You now face a huge oil slick with muliple blocks sliding down it trying to push you down the gap. There's also two blocks you need to smash high in the air by getting on top of the blocks and jumping up from them. At the end (make sure you got them two crates) spin the level guy away then get ready for a new baddy, the flame thrower boy.

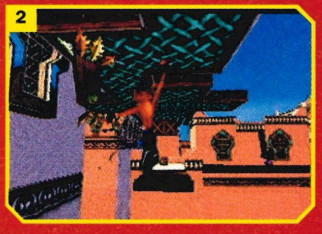
Get as close as his range will let you and stand right up to the wall on either side. When the flame passes you in the other direction steam in

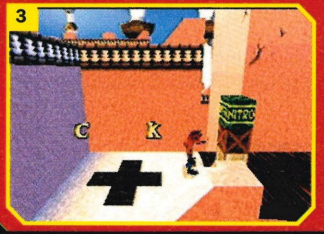
Hang 'em High: Crystal & Gem



Aladin move over, Crash is here to rub your lamp. Use the bouncy boxes and the next three canopies to get on the roof top. Smash the crates and walk up to the start of the path. Wait until the cutlass dude turns around then go after him, spinning him into oblivion. Go right and use the next canopy to reach the next platform. Smash the four crates then go forward. Kill the floating bloke before he transports you back to the start of the level. Keep going forward and bounce up a level. Jump up onto the climbing frame and smash the mask crate. Climb forward and dispatch of the scorpion with an easy spin. At the end drop off and set the re-start up. Go right and spin into the pot holder, smashing all but one that lands on his head. Spin into him again for a more permanent kind of damage. Smash the crates and the floating dude then use the canopies to reach the platform further to the right. The second one has a high crate above it so make sure you smash it. Smash the crates and bounce up a level and take care of the pot holder. Bounce your way forward until you come across another climbing frame. Very simply follow this around taking care to smash every crate and killevery foe. When you come across the crystal drop down, collect it and get on the bonus platform. Pretty hard this, you have to think and be quick. If you mess any of this up, you might as well top yourself, you'll re-start at the beginning of the bonus bit. Two of the first three crates will turn into steel unless you hurry it up. Bounce on all three of 'em so you get propelled up to the higher ones. Smash all of these steam into the next lot. Jump the gaps then jump on the flashing box when TNT comes up, this will explode triggering off the unreachable "!", solidifing the transparent box into a bouncy one. Use this to reach the higher crates then leave this bit. Use the bouncy box to get back on the climbing frame then head forward smashing all crates, killing all enemies and jumping all gaps. Hit the re-start at the right turn junction. Smash the crates under the nitro but doing a double spin then backing off. Go right and jump the gap as soon as you see the cutlass guy head right. Spin into him, smash the crates then use the canopies to reach the next platform. High above the first canopy is a crate so do a high bounce to reach it. Kill the pot man then smash every single crate including the green and silver ones. Head forward jumping the gaps, kill the flying man then exit level!







1 Attack these foul beings from behind, frontal assaults will result in Crash having his legs sliced off. 2 Make sure you get all the crates while on the climbing bits. The Scorpions are a doddle, just spin 3 Tricky, spin the two crates below the nitro then back off.

WORLD TWO

Midnight Run: Crystal & Gem









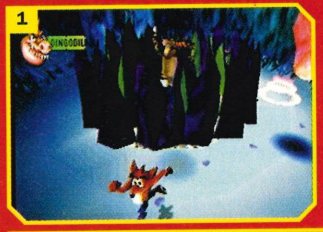
1 Always keep yer eye open for the floating crate, they're easily missed on this fast level. 2 The hardest bit of the run, stay left for the crates. 3 Errr, baddies!

Like the Orient Express but at night (super re-use them graphics with a different shading) and ten times harder. Get yourself on the tiger and go slowly forward. Take this entire course slowly except where stated. dodge the baddies then jump over the trapdoor, you need the crates below the gateway. After the four pile go left to avoid the wheelbarrow then right to get the crate. Speed up (square) because the next crate demands a high jump. On landing on the other side of the ramp watch out for the barrer rolling capers. Jump the dragon and do a bit of baddy dodging. On the next three crates is a re-start. The dragon next to hit goes over your head so don't jump! Follow the path round and do the jumps and speed up when you see the next crate, another big jumper! When you land slow down and cut into the left after the two baddies and smash the crates. Jump the dragon and stay left to avoid the wheelbarrow. Then, slowly walk into the trapdoor to land on top of the next gateway. The first crate is in the middle, then second on the left. Speed up and do a big jump off it so you hit the two floating crates on your descent. On landing try and be on the right side of the pathway and jump the dragon that appears out of nowhere. Smash the re-start and jump the next gap. This place is riddled with dragons, foot baddies and wheelbarrows so keep your cool and take your time. Some of the dragons start taking on strange flows. The first of these is just a bit further up. It leaves an arch to the left side of the pathway. Pass it by going under it at that point. The next few do the same, you can see them a mile off. Make sure you get all the crates and the next trapdoor you encounter dodge it and go under the gateway. Smash the crate on the right then jump to the left smashing the next crates. Do a sharp right to avoid the rolling barrel then left to avoid the next one. Dodge the next few obstacles, smash the crate on the left then do a high jump to get the floating one on the right. Go left to get the next two crates and go under the dragon. Keep in the middle of the thin platform and jump the gap. To the right is the cystal, pick it up, run to the end and do another gliding super jump to the end.

Dingodile: Double Jump Power



This fat fleshy fossil likes nothing more then turning Crash into cinders. Sat in the centre of the screen he rotates around in the middle of a huge barricade. Keep running around in a perfect circular path so the falling fire bombs are always behind you. After eight bursts he stops then starts rotating again, after about five seconds he'll start letting rip with his flame thrower. Make sure you're not in his line of fire when this happers or your history. He pauses for about a second whenflames come out, giving you a bit of notice. His flames demolish his barricade after a few blasts so as soon as you can jump in the centre and spin into him. As soon as you do, jump out and get right up to the front of the screen because his fuel pack is going to explode. This whole process loops around twice more. The falling flame bits get harder, they get more regular and there are more of them. When running around don't stick in a perfect orbit, try a bit of weaving and always keep your eyes out for shadows in front of you. If you do see any, weave or stop and change direction. Once he's defeated, you get the double jump power, much use for high jumpery.









1 Keep on yer toes or the flares will get you! 2 Easy bit, his flames are here to smash his defence down. Stand here when this explosionhappens. 4 Fantastic! More power to the Crash!

WORLD THREE



Dino Might: Crystal

Run up and get the mask from the crate. Smash the crate on top of the steel pile then go further on. jump the lava and spin through the moss. You'll now be faced by a weird creature that semi-resembles your good self (les's call it fishicoot). It spins like you, if you hit it spinning while it's spinning you'll be bounced off. Spin into it while it's just paddling about. Keep the left of the lava and watch out for the mini-volcano. Smash all the crates and waste the next fishicoot and jump the stone slab. Make your way through the moss and the two mini-volcanos. Kill the fishicoot and jump the lava. Smoke the head then hit the re-start. Ignore the transparent then spin the moss away. Stand to the edge of the lava and do a spin jump just after the fishicoot stops spinning. Make your way around the lava and kill the next fishicoot. Smash the crate and then the egg. Ace! A dino to jump around on. Run up the screen smashing everything in your path and dodging all lava and volcanos. Dodge the nitro and keep on forward. Eventually you'll come to a 2Dish bit where you lose the dino. Smash through the crates and trigger the "!" to create a steel path over the nitros. At the end of the 2D bit is a bonus platform. Use the body slam to smash the crates with steel edgess. When you get to the last gap you'll find three crates bridging the last gap. Walk up the the edge and do a body slam, this should smash all three but if it doesn't smash the one on the right, jump the gap and do the same on that side. Get back to the proper level and into the screen. Drop down, get the re-start and get ready for another dino chase. Use the flowing blue water to speed up and dodge all lava, dino-birds and volcanos. Drop down and exit the level!









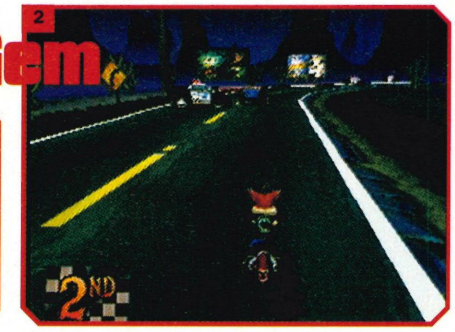
1 Fishicoot's can be a pain. 2 A nice dino for a change, ride this one for heavy duty crate crushing 3 Bounce to the "!" to create a platform across the nitro. 4 RUN AWAAAYYYYYYYY!

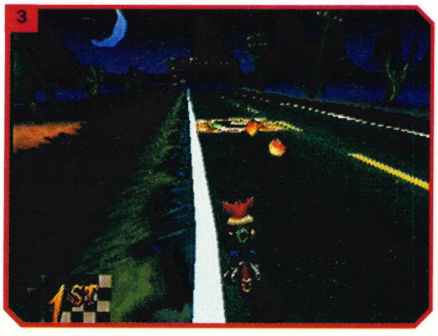
Road Crash: Crystal & Gem

Like the last racing level, I'm going to list what's on the road and where. Two crates right, hole left, cop car left, crate right, hole right, ramp middle, crate over ramp, hole right, road block left, crate right, road block right, cop car left, three crates left, hole right, two crates left, ramp middle, hole size of road, crate middle, cop car right, crate right, road block left, zip left, crate left, hole size of road, !crate left!, zip left, crate left, hole right, hole right, zip left, ramp left, road block right, cop car left, cop car right, crate left, cop car left, zip right, ramp left, cop car right, crate left, zip right, four crates right, zip left, hole left, hole right, crate left, hole left, hole right, zip left.









1 Get over this ramp or you'll fall down a hole, not good for winning. 2 You can see quite far into the distance, plan your moves around the dibble. 3 Come on! Hit the zip and the racing crown is yours for the wearing.

TOCA 2 driving guide



The greatest pure racing game on the PlayStation has never been an easy beast to master. But follow our guide to the tracks and cars and you're onto a winner!

TOCA 2: Touring Cars is a very realistic driving experience and therefore you need to drive accordingly and learn these handy TOCA 2 Commandments?

The TOCA 2 COMMANDMENTS

LEARN THE TRACKS
Practice in single race if you have to. To achieve the best lap times, you need to learn each track well, which takes plenty of practice.

LEARN THE CARS
All the cars handle and output power slightly differently, find which ones suit your driving style and get to know them. Renaults and Nissans are good all-rounders.

DRIVE WELL
Getting a good qualifying time is very important in later and harder stages. Don't mess up! You only get one lap. Even when you know you are heading for a good laptime or are well ahead of the pack, don't let up! Keep the gas on and increase your lead.

PAY ATTENTION TO YOUR CAR SET-UP
This can have a real influence on how you do on specific tracks. E.g. At Thruxton you need to max your 6th gear, at Brands hatch the default gear set-up is fine.

DON'T RUSH IT, USE YOUR BRAKES!
The most important advice for a new driver





is to use the brakes! Piling into corners at top speed may often result in spinning out . Keep the car steady down the straights, brake down to the cornering speed before you start to turn, turn smoothly into the corner and then accelerate out.

TAKE THE INSIDE
If you are approaching a corner in a pack of, take the inside racing line and use the other cars to guide you round the corner. TOCA cars are very twitchy; you MUST learn to take the corners at the appropriate speed. The Time Trial option is specifically designed for this, allowing you to gradually perfect your corners as you get faster and faster times.

WORK OUT SHORTCUTS FOR TRACKS
Some tracks have useful little shortcuts you can use to avoid nasty chicanes and corners.

PAY ATTENTION TO THE PIT CREW
Some of the Pit Crew's speech is very informative and useful. Driving into the Pit lane when your Team-mate is there is a waste of valuable time.

GET A WHEEL!
Analogue acceleration and braking is a big advantage in the wet, especially on support cars. Invest in a Steering Wheel and pedals – this is how you should play racing games, and gives the most realistic playing experience.

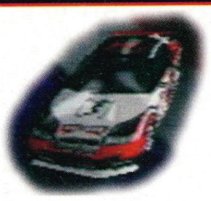
The Cars



Audi A4 – Team Position 6th
As nervous as a virgin at a rapists convention. Oversteers badly, making it difficult to control, so only Muller, with gonads like watermelons, got the best out of it. A shadow of its former great self – good-night '99.



Ford Mondeo - Team Position 7th
Massive media coverage thanks to Nigel Mansell's few races. Balance and top-end power still lacking, but a change of team and a change of drivers offer fresh hope for the 1999 season (Menu and Reid for half a million each).



Honda Accord – Team Position – 4th
Fatally flawed by a lack of rear–end grip, which meant that the tyres had to work harder, so they took greater abuse – they lost there edge, giving less traction and the downward spiral continued.



Nissan Primera – Team Position 1st
If the championship had started in May, Reid would have been champion. In only its second year, it lagged behind a fraction in development, but once up to speed, there was nothing wrong with the Primera.



Peugeot 406 – Team Position 8th
Suffered on two counts, chassis and engine. The chassis wasn't stiff enough giving poor handling and grip, and the engines were down on power and unreliable. Sadly after seven years in the championship, the team has failed to win a single race and withdraw next year.



Renault Laguna – Team Position 3rd
Should be thinking about retirement very soon. The Renault Laguna has become part of the BTCC furniture. The team seem to run out of ideas as to how to make their TOCA car quicker and so the onus then fell upon the drivers to do the work. Doesn't bode well for '99.



Vauxhall Vectra - Team Position 5th
New aerodynamic package helped in part, but the team still played catch-up from last year. Has slight grip problem, meaning that tyres lose their edge quicker, but it's slowly beginning to get there.



Volvo S40 – Team Position 2nd
Top dog. A year's development behind it, the S40 hit the ground with all wheels spinning for the first race. The rest were either still developing or were past developing. And this year everything clicked for the team.



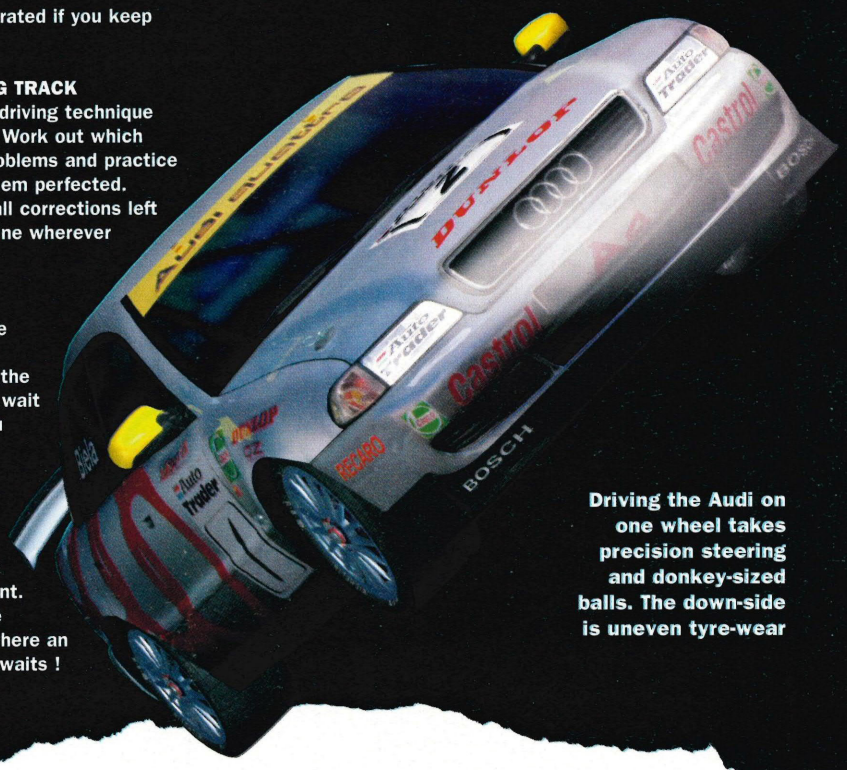
KEEP OFF THE GRASS!
Stick to the track and take the best racing line – going off track can be very detrimental to your car's performance and handling capabilities. Preventing spins is another very important aspect of the game. If you feel the car starting to spin, reduce your acceleration and gently steer back onto line. If you end up on the grass, stay in a straight line until you get back onto the tarmac. Turning sharply on grass is a recipe for disaster.

MAKES PERFECT
Practice is the name of the game. Don't just 'bomb' around the tracks, take your time and don't get frustrated if you keep losing control.

RIGHT TRACK – WRONG TRACK
Each track has its own driving technique and they need learning. Work out which bends are giving you problems and practice them until you've got them perfected. Don't make a lot of small corrections left and right. Run a clean line wherever possible.

BIDE YOUR TIME
Decide which part of the track you are most comfortable overtaking the other cars on, and then wait for that point before you make your move.

SOUND ADVICE
Keep practising, concentrate during the races, never let up even when you are well in front. You'll eventually win the drivers championship, where an even harder challenge awaits !



Driving the Audi on one wheel takes precision steering and donkey-sized balls. The down-side is uneven tyre-wear

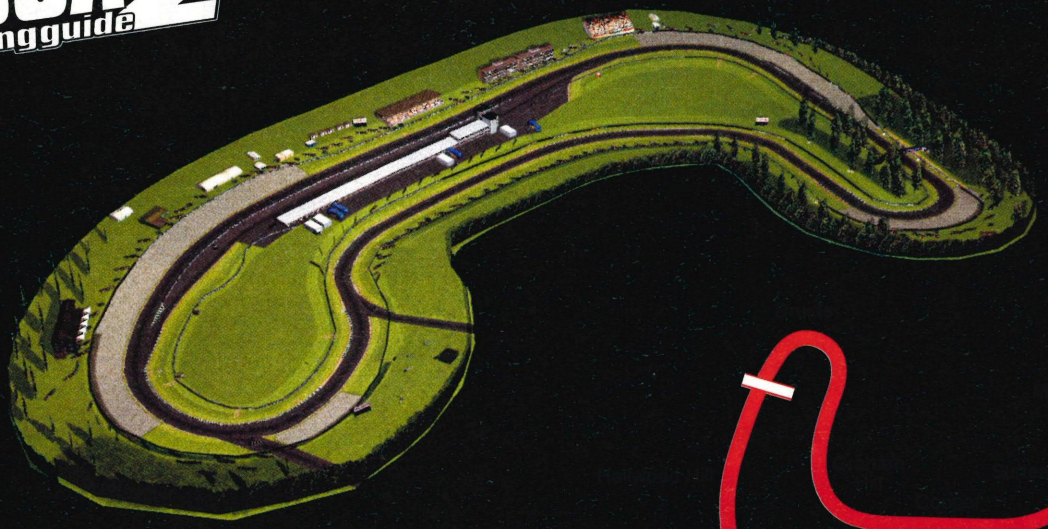
Cheats

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

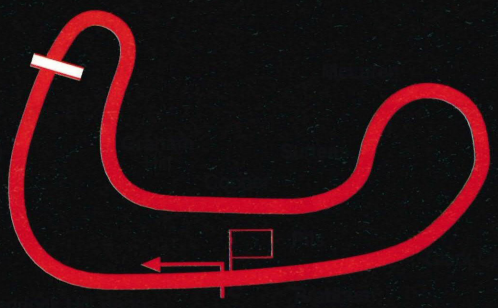
CODENAME	SPECIAL FX
BCASTLE	Bouncy crashes
DUBBED	O.T.T. crashes
ELASTIC	Stretch track vertically
TRIPPY	Blur horizons
JUSTFEET	Wheels only (no car body)
FASTBOY	Faster
DINKYBIT	Oulton Park island curcuit

*Next month Pro will be give you the cheat codes for all the bonus tracks, bonus cars and bonus track guides – don't miss it!



TRACK STATS

Record – Anthony Reid (0:44.674)
Motor racing's natural amphi-theatre. Paddock Hill bend with its blind entry and downhill exit is one of the best corners in the country. However, get Druids wrong and you can undo all your good work.



BRANDS HATCH

THE SHORTEST AND bumpiest of the tracks, with banked and off-camber sections, Brands Hatch needs to be driven with care.

The first right hander, the Paddock Hill bend drops away, and you need to get your line exactly right, braking late, heading for the right corner apex and then flooring the throttle.

Move slowly over to the left under the bridge, brake early for 180 degree hairpin turn at Druids, turn smoothly, accelerate slightly until you're past the apex and then power out.

Try to stay on the right for the next left hander, Graham Hill, moving over to the left to clip the apex, flat out if possible.

Accelerate hard through Surtees, minding the bumpy road, then stab the brakes for the sudden right kink that comes into McLaren, which climbs uphill sharply and gently takes in the final long curve (actually two separate curves); keep a constant speed and trying not to drift too much to the left.

Floor the throttle as soon as you see the pit entrance and keep a smooth, straight line ready for the next lap.

CROFT IS A VERY difficult track to master. Keep to the left on the starting straight, applying the brake a little coming into the first part of the nasty 180 degree Hawthorn Bend.

Clip the right hand apex before heading for the apex of the following left hand kink. Brake briefly again before taking the final long right hand part of the curve smoothly and powering out of the bend.

Don't bother to brake for the chicane, but be careful not to hit the barrier on the left.
Full power all the way to the Tower Bend. Brake early, to about 75mph to get a smooth inside line and then power out all the way down the next straight, through the Esses, clipping both apexes, and towards the tight Sunny double apex, right hander.
Ease off the accelerator going into the first part of this corner, and try and keep a straight centre line all the way through.

Keep the power on down to the left-hand sweeper, drift over the left, brake hard and turn in early at the very sharp right hand curve. Accelerate out, drift over to the right and brake hard, on the final hairpin take it slowly, but not too slowly, as you may be overtaken on the inside. Accelerate out for a straight run towards the line.

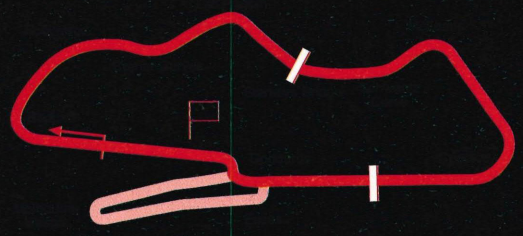


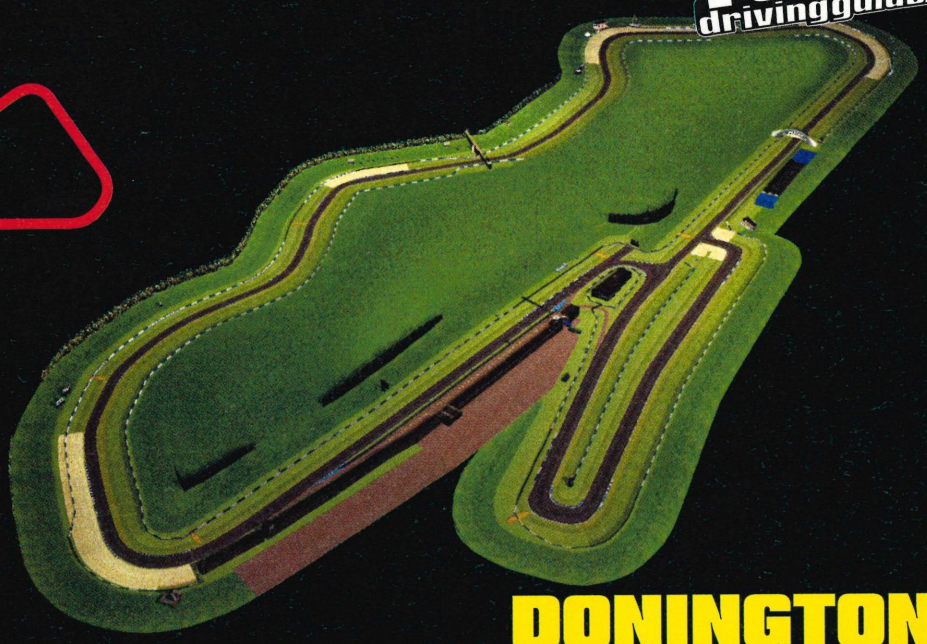


TRACK STATS

Record- Alain Menu (1:22.048)
Particularly demanding circuit with an intriguing mix of slow and fast corners, making car set-up far from easy. A circuit with everything, including an enormous and supportive crowd.

CROFT





TRACK STATS

Record – David Leslie (1:11.048)
Popular with the drivers due to its undulating, flowing nature and a real challenge with the Craner Curves and Old Hairpin being crippling corners. Short on overtaking opportunities, Redgate and the Chicane your only chances

DONINGTON

HEADING DOWN THE main straight for the right hander Redgate, you should be sitting on the left hand side of the track for better corner entry. Brake early and turn in late in order to clip the rumble strip on the right hand side and accelerate out.

Past the gentle Hollywood right hander is the Craner Curves, which needs to be taken fast and smoothly, without braking. Slow down early for the Old Hairpin, a sharp right hander, where you need to turn in early.

Under the bridge, and past some fairly easy curves is the McLeans corner, which turns sharply to the right. This turn is vital - too slow and you'll lose time, but too fast and you'll spin into the gravel trap. The next right hander, Coppice is fairly easy, and then it's fast down the straight, moving over to the right before braking hard and driving smoothly through the Esses. Braking is very important for the Esses; brake sooner rather than later, trying to avoid locking the brakes.
Take a left line being careful not to hit the computer cars that brake early, and brake before turning sharply and accelerating towards the final hairpin, Goddards. Brake late and hard, turning in late and cut across the apex before accelerating out to start the next lap.

TRY AND KEEP on the left hand side after the start line, easing off before the crucial first right hand corner.

Try not to clip too much of the inner rumble strip, as it can throw your car over to the left han side of the track.

You need to keep a good line for the following gentle left hander. Make sure you straighten up ccompletely, and brake early for the right hand McIntyre turn.
Accelerate hard out through Butchers, keeping to the left for the chicane, clip the rumble strip on the left before turning right giving it plenty of gas for the short straight.

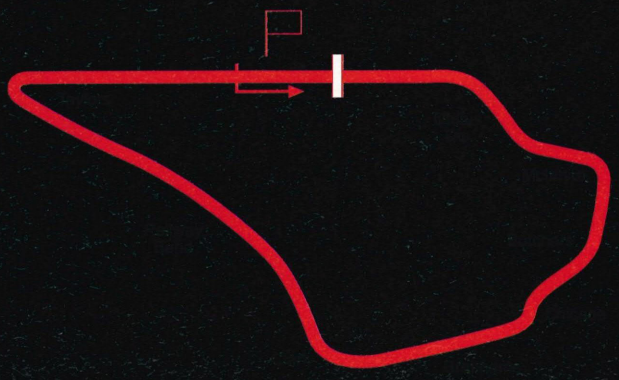
Take care at Clark, go round flat out, but cut the inside and run wide using the whole width of the road coming out.

Put your foot down in the long straight, and brake hard once you pass the 100m sign, turning late and accelerating hard out. If you've taken the hairpin perfectly, it should provide you with a good opportunity to overtake other cars before the finish line.



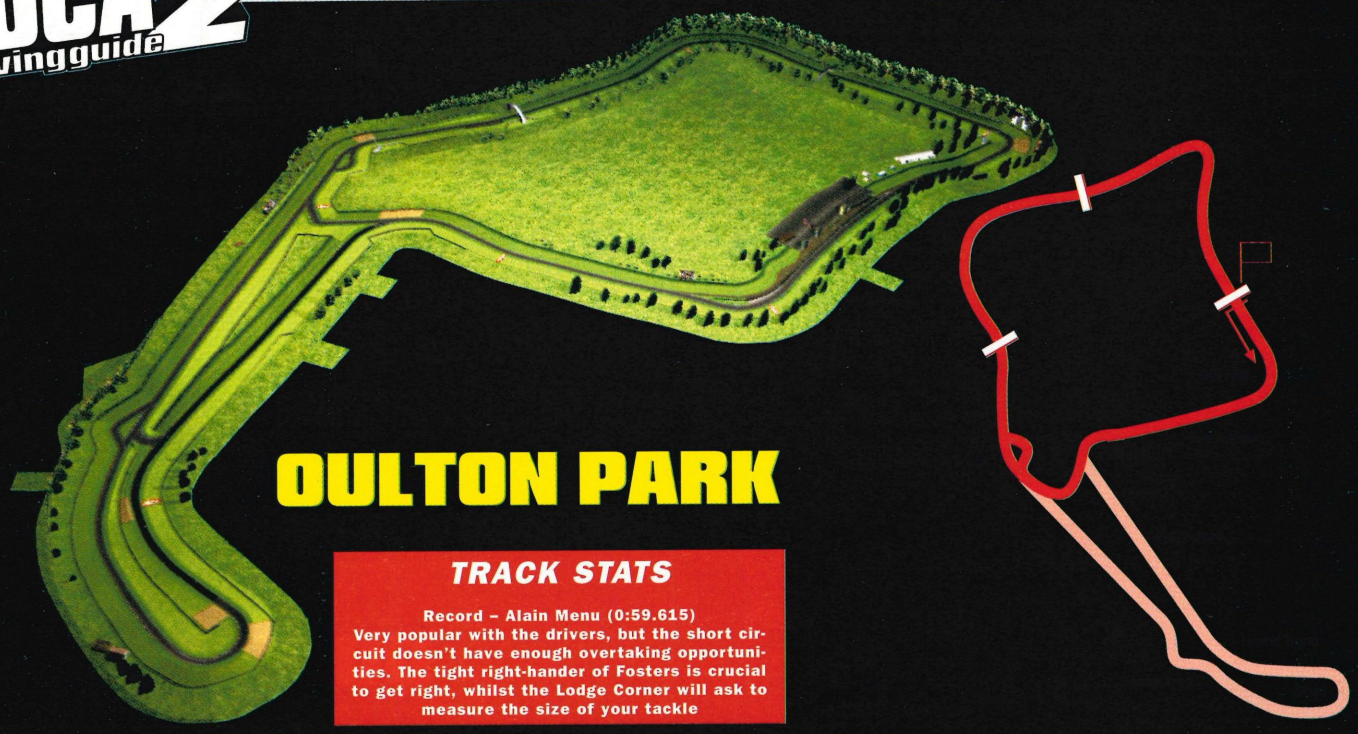
TRACK STATS

Record – Frank Biela (0:53.44)
Tight and narrow, and very short on straights, make it one of the most physical circuits of the championship. Hills, hairpins and blind brows make it a challenge for the drivers, but again it needs more over-taking places than just the hairpin



KNOCKHILL

TOCA 2 drivingguide



OULTON PARK

TRACK STATS

Record – Alain Menu (0:59.615)
Very popular with the drivers, but the short circuit doesn't have enough overtaking opportunities. The tight right-hander of Fosters is crucial to get right, whilst the Lodge Corner will ask to measure the size of your tackle

FROM THE START line, it's a full speed sprint towards the right hander, Old Hall curve. Keep your nerve and power through at full speed, clipping the inside of the curve, this requires a perfect line through the corner.

The next big corner is Cascades. Ease off the gas before sweeping round and braking hard for the tight right hand Fosters corner; it is fairly wide and allows for a choice of exit lines.

Past the corner, watch out for the bumpy track on the left-hand side before taking Knickerbrook at top speed, aiming for the rumble strips on the inside.

A shallow climb to the bridge and down, and there's the long right-hand Druids curve, which can be taken at top speed, but it's safer easing off the throttle slightly, clipping both apexes as you go through. You'll need to brake early and hard for the tight right hander, Lodge corner, where it's all too easy to lose control and spin out, or simply head straight on into the barriers.

After this, pile on the speed and head towards the start line.

THE FIRST CORNER is the fast right hander, Copse Corner can be taken almost flat out in a touring car - just a let up on the gas on the turn in, then hammer the gas on the way out, make sure you use all the road for your line up.

After Copse move over to the right of the track. It's a flat out run towards Maggotts, which is a left then right kink. Pile on the speed after exiting from Becketts, towards the Farm hairpin.

The best way to get around it is to take notice of the marker boards. Stay on the left, throttle off at the 100m marker, then brake at the 50m marker, and turn hard right. Try 'pumping' the brakes (in ABS fashion) rather than just slamming them down hard.

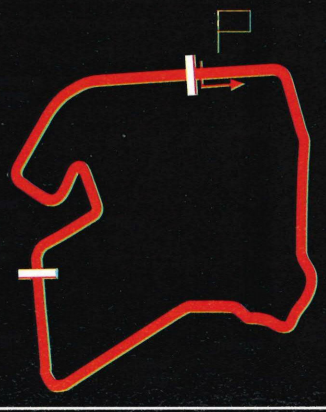
Accelerate hard as soon as you reach the apex to straighten your car up and give yourself a good run into Bridge, which can be taken flat out.

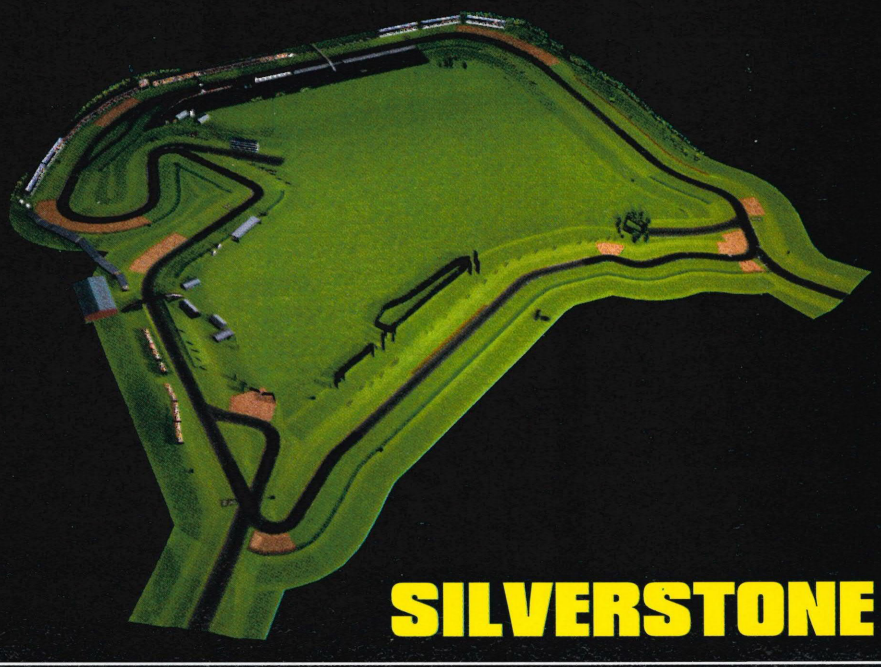
Around a couple of easy curves and under the bridge before the Priory left hander which can be taken much quicker than it looks. Line the car up for Priory by keeping to the right of the track, brake hard then turn in smartly, to come out of the corner hard on the gas and up against the right hand side rumble strips.

The next left hander is sharper, and you need to brake early and use the all of the road to accelerate out. The right hander at Luffield can be taken almost flat-out, and then it's down the straight and over the start line.

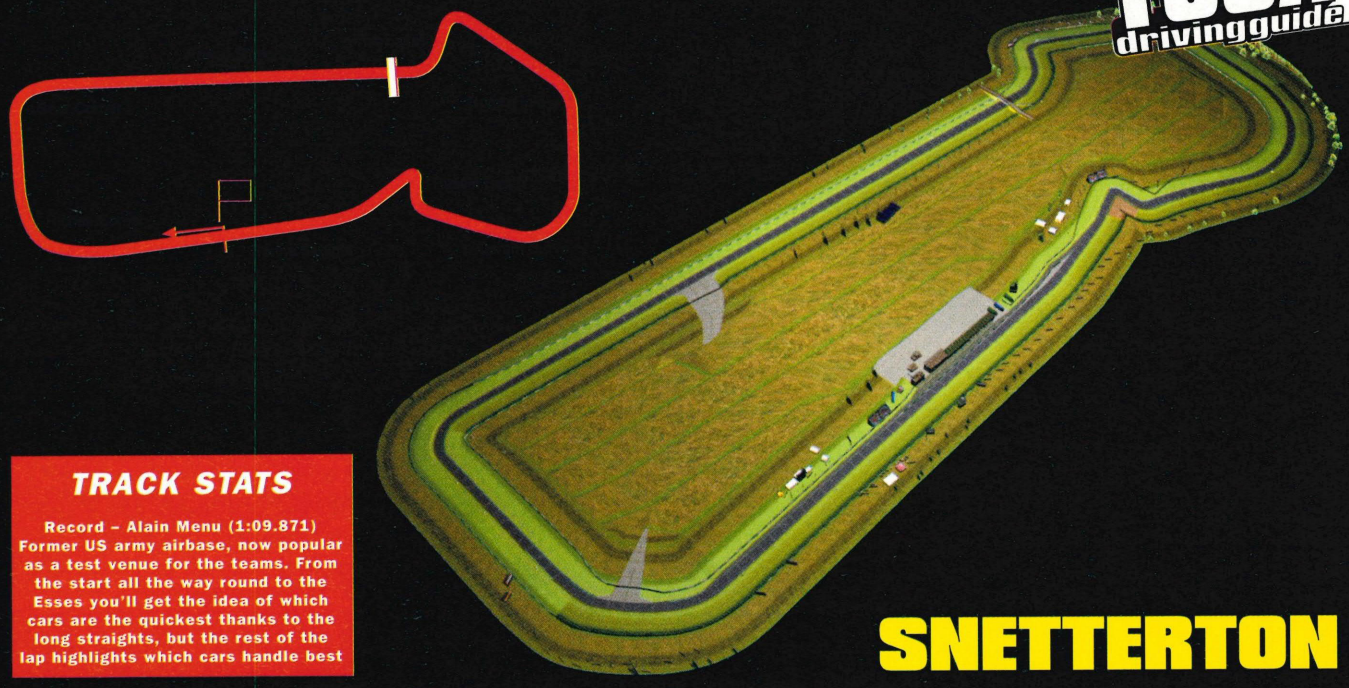
TRACK STATS

Record – Alain Menu (1:23.257)
The home of British motor racing with an atmosphere all its own. Abbey hairpin is a great place for overtaking and the daunting Bridge-bend sorts out the men from the boys





SILVERSTONE



SNETTERTON

TRACK STATS

Record – Alain Menu (1:09.871)
Former US army airbase, now popular as a test venue for the teams. From the start all the way round to the Esses you'll get the idea of which cars are the quickest thanks to the long straights, but the rest of the lap highlights which cars handle best

AFTER THE START line, move over to the left racing down Senna, and if you feel brave, take the first right hand corner at top speed, making sure you don't take it too tight to the right hand side. Or if you are a little nervous, lift the throttle a little and turn in but do not hit the first apex, but hit the second on exiting.

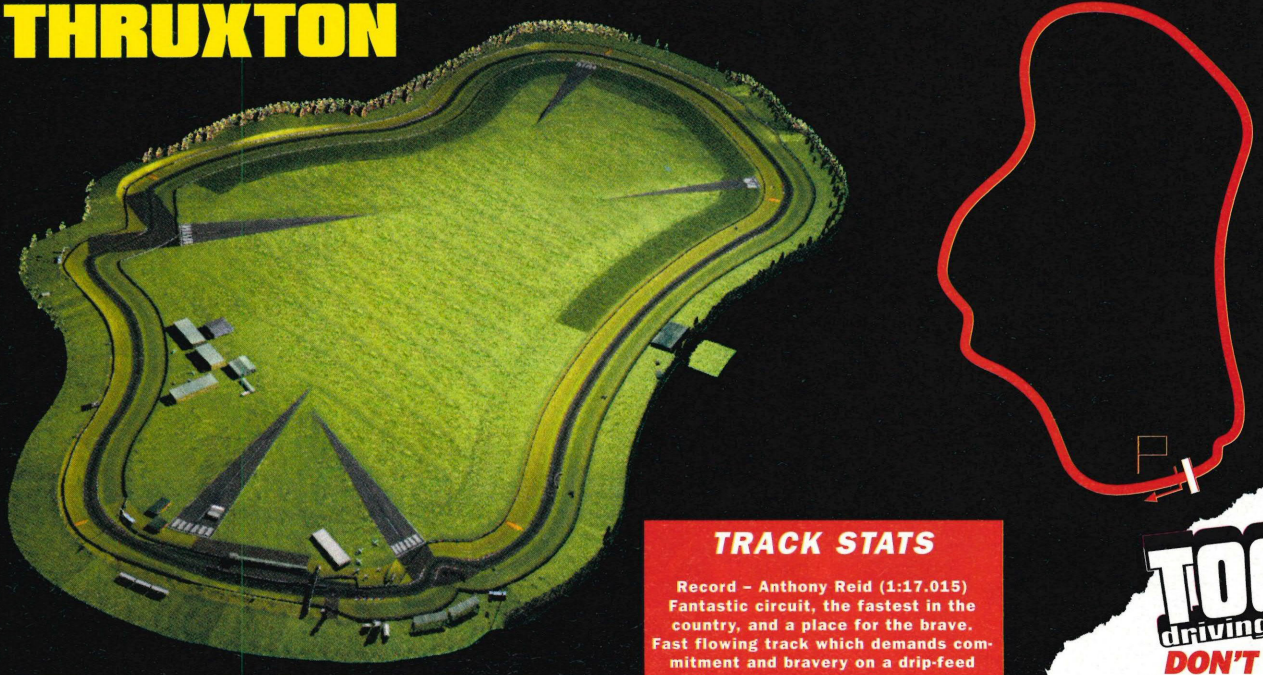
Brake hard for the Sear corner as it comes up fast, turn early and clip the apex. Try to avoid running wide and clipping the left hand barrier.

Pile on the speed for the fast straight before braking hard well before the left hand kink and slowing right down for the tricky left/right hander (you could always try a shortcut straight across the grass to the right of the barrier and try and make it back onto the track at top speed).

Full throttle out of the Esses and power through the next two easy right handers, Bomb Hole and Coram. Brake hard again for the final chicane, Russel Bend, making sure to slow right down and make a quick right then left turn.

Watch out for the pack bunching up here. Then accelerate as soon as possible and you might just have a chance of overtaking another car before the finish line.

THRUXTON



TRACK STATS

Record – Anthony Reid (1:17.015)
Fantastic circuit, the fastest in the country, and a place for the brave. Fast flowing track which demands commitment and bravery on a drip-feed

AFTER CROSSING THE start line the track curves to the right through Allard, tightening somewhat before turning to the left and running downhill. Keep to the right through Allard then ease over to the left.

Getting braking right here is absolutely critical. Brake, turn in, accelerate out all the way; turning left through Cobb to clip the curve then into the right at Seagrave which opens out and climbs uphill only very slightly.

The left hander at Noble is easy, but it does appear quite suddenly. Full gas and keep a smooth line.

Then it's a long gentle curve through Goodwood, into a slightly tighter curve at Village.

From here on it's full acceleration all the way, making sure to keep the steering smooth. It's very easy to spin out at top speed.

After the gentle, top speed curves comes the sharp Club chicane. Make sure you brake early and head straight through, clipping both apexes. This can be taken quickly if your line is correct. Make sure you don't clip the left-hand barrier. Then it's full power towards the start line.

TOCA 2 driving guide

DON'T MISS NEXT MONTH'S PRO FOR THE CONCLUDING PART OF

Bruce Campbell

Interview

Since the release of the horror spectacular 'Evil Dead' during the early eighties 'video nasty' brouhaha, Bruce Campbell has become something of a legend. He's had his faced splashed across the posters of two more Evil Dead films since then, as well as making untold appearances in both the Hercules and Xena TV series' (both made by Evil Dead director Sam Raimi's production company). Bruce's immortal macho image has recently proved irresistible to the developers of PlayStation games, who have realised his potential as a real-life Duke Nukem and used his voice in several PlayStation hits. He was also motion-captured for Activision's Pitfall 3D. With this tenuous PlayStation link at our disposal, we took the opportunity to throw a few challenging brain-teasers at the man Campbell.

1 **Do you have your own PlayStation. If you do, which game gets the most hammering in your household?**

I do – it was recommended by the tech geeks who recorded "Pitfall 3-D"... plus they gave me one! My son likes "Crash Bandicoot."

2 **You haven't quite got the recognition amongst the youth of England that you have in the States, but you're rapidly getting there by invading kids' innocent minds via the art of PlayStation. Do you take your appearances in games like Broken Helix and Pitfall 3D seriously, or is it just a reliable source of quick cash?**

I take all work seriously and with a reasonable amount of professionalism. Beyond that, let's not kid ourselves...

3 **We heard on the grapevine that a Xena/Hercules PlayStation game is in the pipes. If there's any truth to this, will you have a finger in this potentially nutritious pie?**

Don't know anything about it...

4 **Do the words Evil Dead send shivers down your spine?**

No, just the people whose vocabulary consists solely of "Evil Dead..."

5 **No doubt it has been asked before, but can you see an Evil Dead game exploding on the PlayStation in the near future?**

Nope. Hey, I could lie to you... when I wake up in the morning, I think about breakfast... not the Evil Dead flicks...

6 **Your relationship with Sam Raimi has given the world some of the weirdest, twisted works of genius we're ever likely to see without injecting drugs. Do you know if the mighty Raimi plans to inflict the same heady confusion on gameplayers?**

Not to my knowledge...

7 **Finally. We have an artist in the office, who we fondly refer to as 'Beast'. Considering you've defeated The Evil Dead, how do you rate your chances against the might of The Beast?**

I'd kick his red, rashed ass!

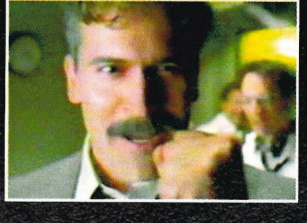
Best, Bruce

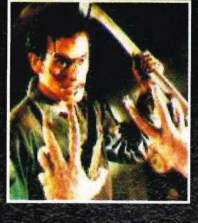














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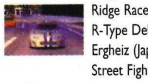
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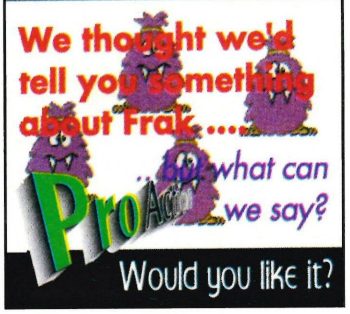
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PRO DIRECTORY

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
2	SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED
3	VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF
4	WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS
5	AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE
6	NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
7	CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
8	A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES
9	AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
10	THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY

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

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

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

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

RACING

Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

Andretti Racing 7



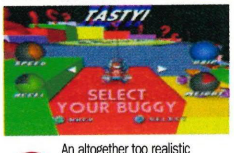
RENT IT — Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

Ayrton Senna Kart Duel 2 4



AVOID! — Amazingly poor racer that should never have been ressurected. Ayrton would be turning in his grave!

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



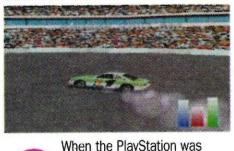
MUST BUY — A near perfect recreation of the real thing. Plays and looks better than all of its rivals and should be bought immediately

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



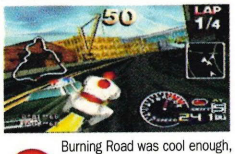
MUST BUY — When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

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



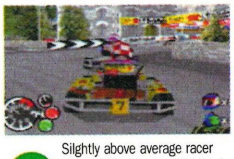
MUST BUY — If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again

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



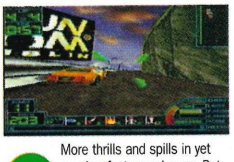
RENT IT — Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

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



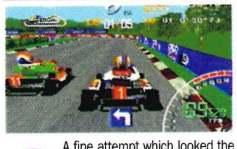
AVOID! — Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it

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



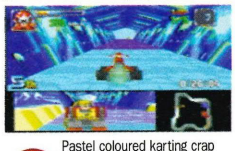
AVOID! — A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

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



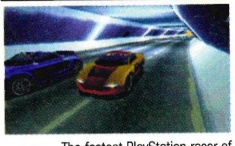
MUST BUY — Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

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



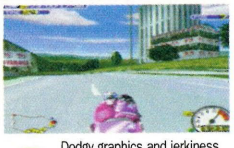
TRY B4 U BUY — The fastest PlayStation racer of all time. Gremlin will be well pleased with their first game coming out of Sweden

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



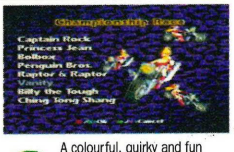
TRY B4 U BUY — Dodgy graphics and jerkiness let this two-wheeled racer down, but if you're a bit of a greasy biker at heart, you'll love it

Motor Mash 7



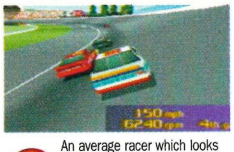
RENT IT — Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

Motor Toon GP 2 7



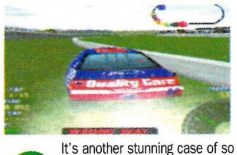
TRY B4 U BUY — A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

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



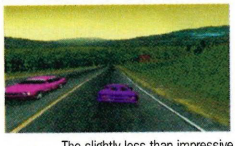
AVOID! — This racer fails to come close to the likes of Gran Turismo and TOCA 2. Keep away from this redneck-filled nightmare

Need For Speed Platinum 8



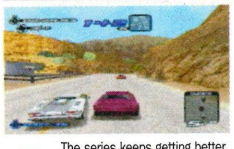
MUST BUY — One of the essential racing games for any descerning player, although somewhat dated against todays offering

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



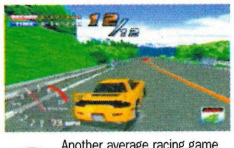
TRY B4 U BUY — Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

Off World Interceptor 3



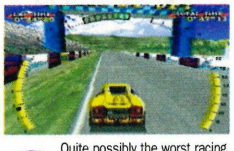
AVOID! — Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

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

Race 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



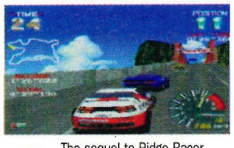
RENT IT — Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

Ridge Racer Platinum 7



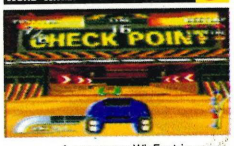
MUST BUY — The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

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



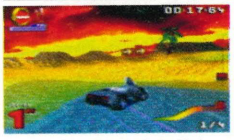
TRY B4 U BUY — More two wheeled road rage in this enjoyable third instalment of the popular Road Rash series from EA

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



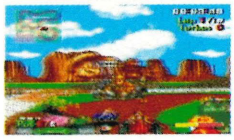
AVOID! — A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

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



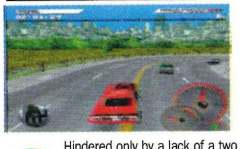
RENT IT — Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

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



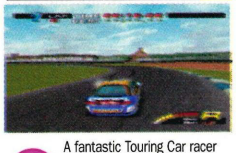
AVOID! — This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks

Test Drive 5 8



TRY B4 U BUY — Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like. Only for the obsessed racer

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



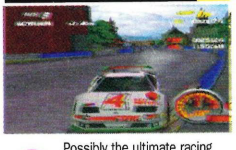
RENT IT — A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

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

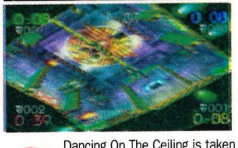
Quirky brain teasers or bizarre Japanese head-scratching affairs – the puzzling choice on the PSX may be limited, but there's something here for everyone

3D Lemmings 6



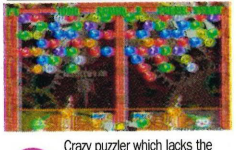
TRY B4 U BUY — An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

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



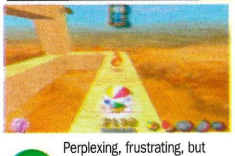
TRY B4 U BUY — Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto 3



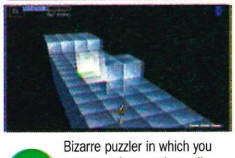
AVOID! — Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

Kula World 8



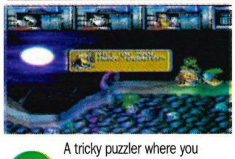
TRY B4 U BUY — Perplexing, frustrating, but enjoyable puzzle game which features a pill popping beach ball. Nuff said

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

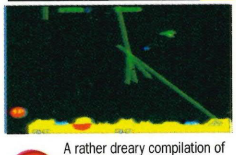


MUST BUY — A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

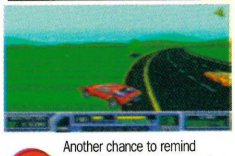
Here we have the ancient arcade beasts brought back from the brink of extintion. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

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



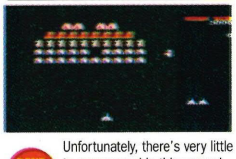
RENT IT — Another chance to remind yourself just how far games have advanced in such a short space of time. Nostalgia, but little else

Namco Museum Vol 1 7



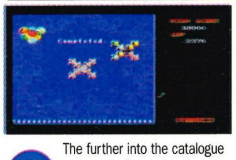
MUST BUY — Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

Namco Museum Vol 2 6



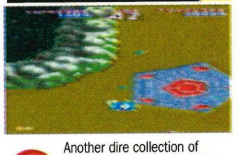
RENT IT — Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

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

Alundra 7.5



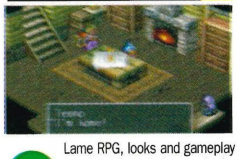
TRY B4 U BUY — Falling into the same leather booties as Zelda on the SNES, Alundra is a painting by numbers RPG that will win no new fans

Blaze & Blade 5



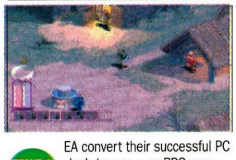
AVOID! — Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma. Keep away from this

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

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



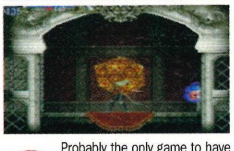
RENT IT — Basic platform action that amuses and entertains without excelling at either. You could do much worse, so take a look

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



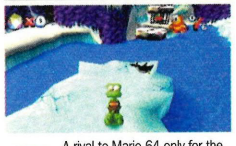
MUST BUY — A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

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



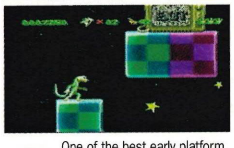
TRY B4 U BUY — A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. A must buy for the youngsters out there

Earthworm Jim 2 5



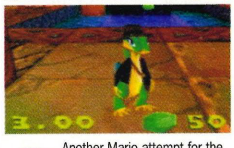
RENT IT — An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

Gex 7



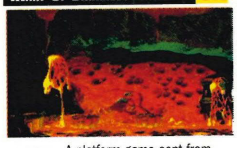
RENT IT — One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

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



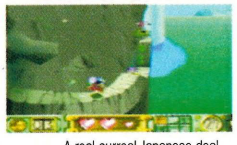
RENT IT — An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

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



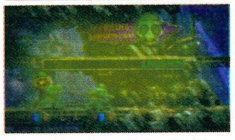
RENT IT — Megaman hasn't changed since its SNES days and is badly in need of a makeover. It's time Megaman called it a day

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



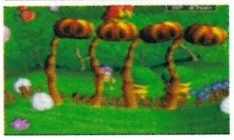
RENT IT — Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

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



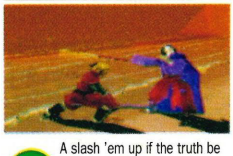
RENT IT The third member of the Tohshinden family gives you everything the other two games did and lots more

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



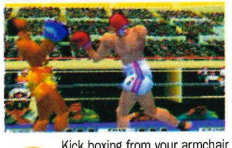
RENT IT A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

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



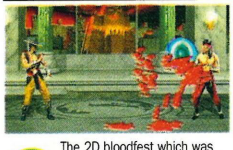
RENT IT Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Marvel Super Heroes 8



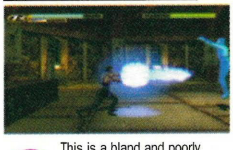
RENT IT Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

Mortal Kombat 3 7



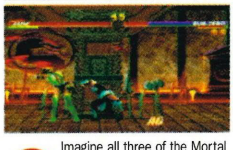
TRY B4 U BUY The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

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

Pocket Fighter 8



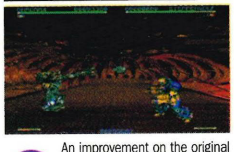
TRY B4 U BUY Small-fry scrapping packs a big punch with its crazy fighters and even crazier special moves. Not one for fighting purists, however

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

Rival Schools: United By Fate 8.5



TRY B4 U BUY Re-live those halcyon days of extra-curricular punch-ups (and see plenty of girls' panties) in Capcom's larcade-tastic scrapper

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



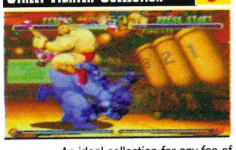
MUST BUY Technically Soul Blade with Stormtroopers, this offers some good solid gameplay with the favourite blokes in the universe

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



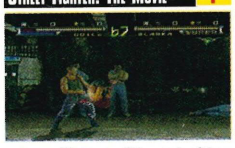
TRY B4 U BUY An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

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

Zero Divide 2 7



RENT IT More metal meatheads punch it out in this rather rusty attempt at a beat'em-up. Not bad, but you could do a lot better

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



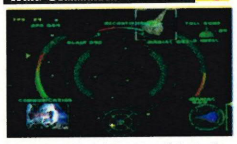
TRY B4 U BUY An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' airborne missions

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



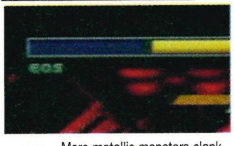
RENT IT More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

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

Zero Divide 2 7



MUST BUY More metallic monsters clank and rattle their way to victory in this disappointingly rusty and lacklustre scrapping sequel

ADVENTURE

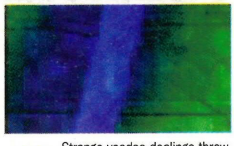
Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

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

Akuji The Heartless 7.5



RENT IT Strange voodoo dealings throw themselves at poor old Akuji as he finds himself trapped in this pretty mediocre adventure

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



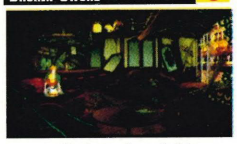
RENT IT A potential monster that grossly undersells itself with many good gameplay elements which, sadly, don't really gel together

Blazing Dragons 4



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

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



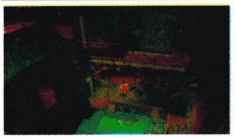
TRY B4 U BUY Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

Chronicles Of The Sword 2



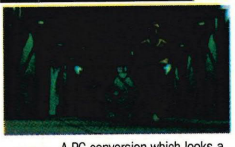
AVOID! A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

City Of The Lost Children 7



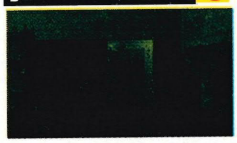
TRY B4 U BUY An epic adventure based on the average French arthouse movie of the same name. Well worth a look, if only for the graphics

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

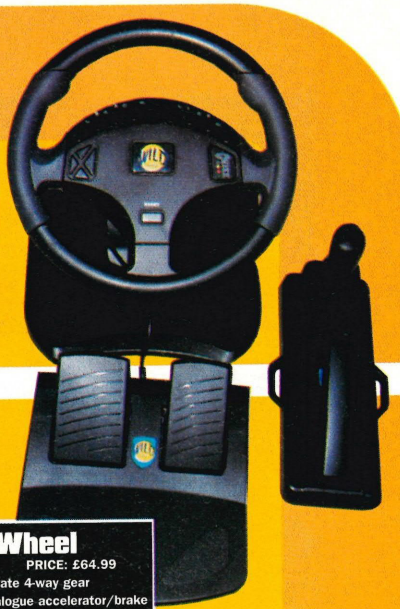
Legacy Of Kain 8



TRY B4 U BUY Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

Wheels

Your guide to the essential kit for speed demons everywhere





Formula Race Pro

FROM: Thrustmaster **PRICE:** £69.99

FEATURES: Pedals, gear stick shift, rubber-covered wheel. Clamps to table or perches on your knee

COMMENT: This has a nice chunky feel to it, with a nice steering action. However, the tiny pedals might prove to be a bit of a challenge for those with large tootsies.

Turbo Race Wheel

FROM: Wild Things **PRICE:** £64.99

FEATURES: Vibration, separate 4-way gear stick/handbrake panel, analogue accelerator/brake pedals

COMMENT: Whether you've got it on the table or between your legs (even better when it's vibrating!), this wheel not only steers well, but you've got the added bonus of being able to perform handbrake turns with an actual handbrake!



Official Jordan Grand Prix Racing Wheel II

FROM: Joytech **PRICE:** £49.99

FEATURES: Pedals, in-built gearstick shift, vibration, F1-style control layout. Fixes onto the table with suckers.

COMMENT: Although the pedals seem a bit weedy, the wheel (with its rubber covering) feels nice to hold, but isn't very accurate when it comes to steering.



Race Station Shock 2

FROM: Guillemot **PRICE:** £59.99

FEATURES: Pedals, three modes (Vibration/Digital/Negcon). Can sit between legs or be placed on the table.

COMMENT: The wheel wobbled worryingly and the pedals don't look as if they'll take much stamping, but aside from that, the wheel is pretty nifty, particularly with the sensitive steering.



Race 32 Compact

FROM: Guillemot **PRICE:** £39.99

FEATURES: No pedals or vibration, but the flippers on wheel are ideal for changing gear). Clamps to table (as long as it's not too wide)

COMMENT: Lightweight wheel which, if you've got it on your knees rather than a table, is quite tricky to keep control of. It steers well though, making it a good choice for those short on cash and space

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

Ninja 8.5



TRY B4 U BUY — Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure

ODT 5



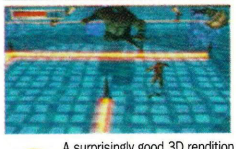
RENT IT — A poor attempt at creating a challenger to the mighty Tomb Raider, this is lacking in charm. Rent it and see for yourself

Perfect Weapon 7



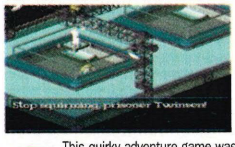
RENT IT — A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

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

Little Big Adventure 7



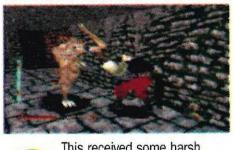
TRY B4 U BUY — This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

Medievil 8.5



MUST BUY — Ghosts N' Goblins is brought up to Nineties' speed in this excellent swashbuckling comedy adventure

Nightmare Creatures 8



TRY B4 U BUY — This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

Overblood 7



RENT IT — A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

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



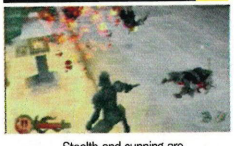
MUST BUY — Spyro's the coolest, cutest, kick ass free roaming hero this side of a Crash/Croc hi-bred. Amazing graphics, scorching gameplay

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



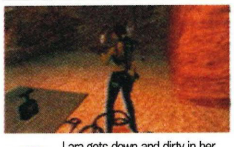
MUST BUY — The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

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



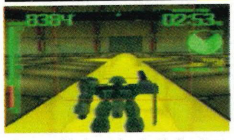
MUST BUY — You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

Apocalypse 8



TRY B4 U BUY — Average shooter with annoying in-game comments provided by Bruce Willis himself. Not bad, but far from Oscar-winning stuff

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



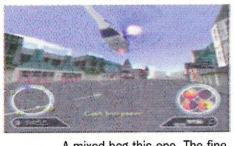
TRY B4 U BUY — The best elements from classic shoot'em-ups have been combined with a few fresh ideas to create a fast fragging frenzy

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



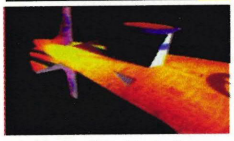
AVOID! — Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

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



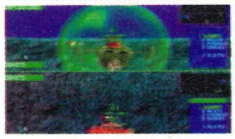
RENT IT — Big ships, big guns and a whole load of more complex missions collide to make this shoot'em-up a very worthy sequel

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



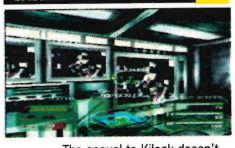
MUST BUY Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

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



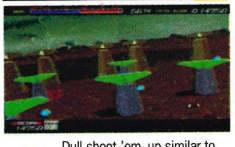
RENT IT Classic arcade-style gameplay and stunning visuals make this highly playable, but don't expect any long-term satisfaction from it

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



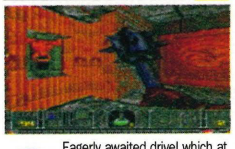
TRY B4 U BUY 'Another comic inspired Sony game that never quite manages to make it to the big time. A nice try though

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



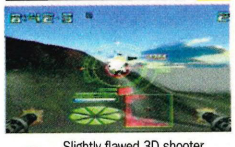
RENT IT Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

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



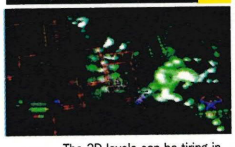
MUST BUY An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

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



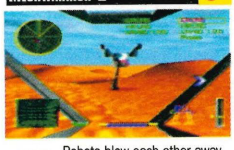
AVOID! Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

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



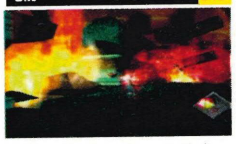
AVOID! An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

Nuclear Strike 8



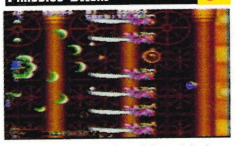
TRY B4 U BUY The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

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



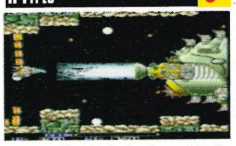
AVOID! A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ed 5



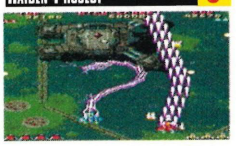
AVOID! Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

R-Types 6



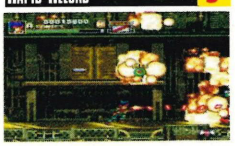
RENT IT The classic shoot'em-up joins the PSX's galaxy of games and is left looking very average, if not a little shitty. For hardcore retro fans only

Raiden Project 8



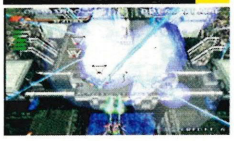
MUST BUY One of the great shoot 'em-ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

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

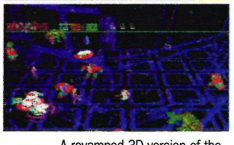
Revolution X 1



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

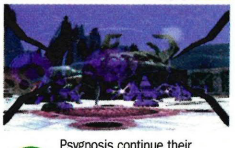
Shellshock 7



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!

Small Soldiers 8



TRY B4 U BUY

Midgets make the most of their mechanisms and troll about in this fine fragfest. Grab a mate for some top two-player action

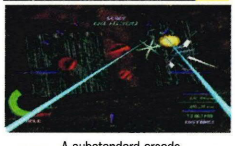
Soviet Strike Platinum 8



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!

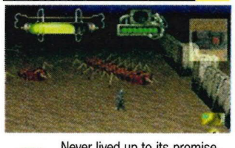
Starfighter 3000 4



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

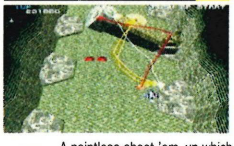
X2 7



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

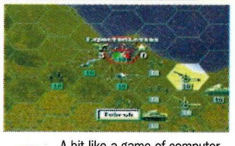
AIV Evolution Global 6.5



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

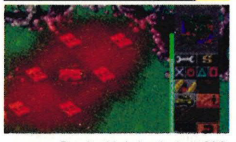
C&C: Red Alert 9



MUST BUY

The second installment of C&C is a huge improvement with more action and strategy than ever before

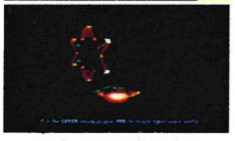
C&C Retaliation 85



TRY B4 U BUY

Despite this being the best C&C incarnation to date, the originality has disappeared. Only for the most dedicated C&C fans

Darklight Conflict 5



AVOID!

Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Dark Omen 7.5



TRY B4 U BUY

A high standard of wargaming is achived by EA with their goblin basher. An aqcuired taste mind, be warned

Defcon 5 4



AVOID!

3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto 9



MUST BUY

Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

Lemmings 8



RENT IT — This may be over-rated, but it's still a classic, even if the graphics aren't up to much. Worth playing, if only for a night's reminisce

Magic Carpet 7.5



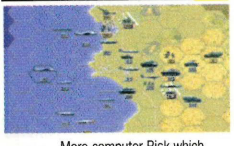
TRY B4 U BUY — Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

Monopoly 7



RENT IT — It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

Panzer General 5



AVOID! — More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

Return Fire 6



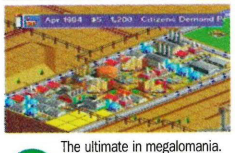
RENT IT — Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk 7



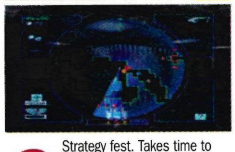
RENT IT — Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

Sim City 2000 7



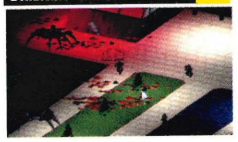
TRY B4 U BUY — The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk 7



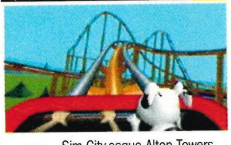
RENT IT — Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

Syndicate Wars 8



TRY B4 U BUY — The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

Theme Park 7.5



TRY B4 U BUY — Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Theme Hospital 8.5



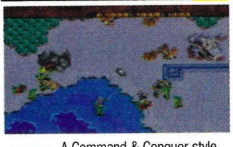
MUST BUY — Those of you who loved Theme Park are gonna go crazy over this. So if you fancy it, go out and buy this today

Transport Tycoon 7



RENT IT — The best ever train'em-up to hit the Playstation. Build a successful infrastructure and win a fortune

Warcraft 2 8



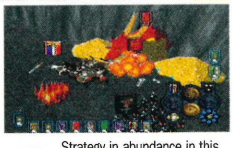
TRY B4 U BUY — A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

Wargames 7



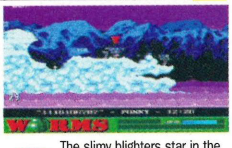
RENT IT — Shallow and mindless strategy title with little in the way of excitement for onr player, but it's great for blasting your mates

Warhammer 7



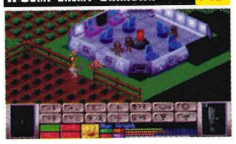
TRY B4 U BUY — Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

Worms Platinum 9



MUST BUY — The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

X-Com: Enemy Unknown 7.5



TRY B4 U BUY — The aliens have landed and need a damn good hiding in this strategy fest. Go get 'em tiger and send 'em home

X-Com: Terror From The Deep 8



TRY B4 U BUY — The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

Xenocracy 4.5



AVOID! — This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay. It offers nothing worthwhile

SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2Xtreme 3



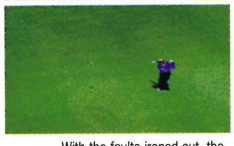
AVOID! — Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

Actua Golf 8



RENT IT — The original golf game had a few minor faults but still did the business for the sport on the PlayStation initiall

Actua Golf 2 8.5



TRY B4 U BUY — With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

Actua Golf 3 8



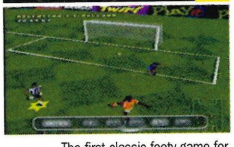
TRY B4 U BUY — Gremlin's latest club-swinger is far superior in both graphics and game options. If you like golf, this will suit you to a tee

Actua Ice Hockey 8



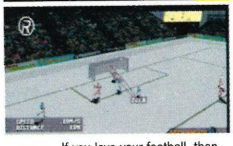
RENT IT — Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

Actua Soccer Platinum 8



MUST BUY — The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

Actua Soccer 2 9



MUST BUY — If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

Actua Soccer 3 9



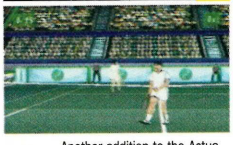
MUST BUY — Nice graphics, great commentary and up-to-date players collide to make this the best Actua Soccer title yet

Actua Soccer: Club Edition 6



RENT IT — Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

Actua Tennis 7.5



RENT IT — Another addition to the Actua series further swells Gremlin's sporting library. Not the best of its genre, but far from the worst

Adidas Power Soccer 5



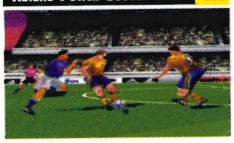
AVOID! — Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 7



RENT IT — More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

Adidas Power Soccer '98 4.5



AVOID! — The Power soccer brand goes from strength to strength with yet another crap soccer sim. Keep well away from this one!

All Star Soccer 5



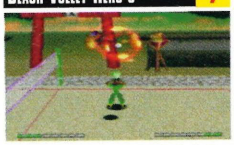
AVOID! — An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

All Star Tennis 6.5



RENT IT — Novel features and eight-player gaming options make this an unusual tennis title which sadly lacks in the sparkle department

Beach Volley Hero's 7



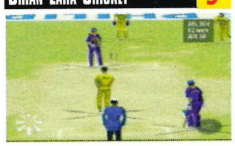
TRY B4 U BUY — As yet the only volley ball title for the PSX, and well worth checking out. Originality and playability in one neat package

Break Point 5



AVOID! — Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

Brian Lara Cricket 9



MUST BUY — This has got to be the best version of a cricket game yet, but unless you've got some knowledge of the game, you'll be stumped by it

Chill 4



TRY B4 U BUY — Awful snowboarding cash-in from Eidos. Nice graphics but where did the gameplay get to Certainly not here

Cool Boarders 7



RENT IT — Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Cool Borders 2 — 8.5



MUST BUY — Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

Cool Boarders 3 — 9



MUST BUY — Pull off even more cool stunts in the third instalment of Sony's super snowboarding spectacular – last one on the piste's a wimp!

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



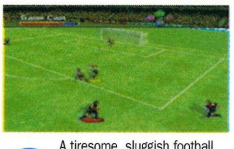
AVOID! — BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

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 — 9



MUST 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



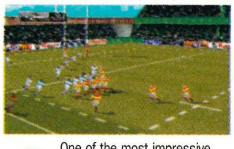
RENT IT — Despite being a big improvement on its predecessor, this fails to stand up to the competition and lacks in the longevity stakes

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



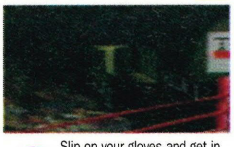
AVOID! — Tries a little too hard to be something special but ends up being as dull as they come. Should be better

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

Knockout Kings '99 — 8.5



MUST BUY — Slip on your gloves and get in the ring with EA's pugilist party. Even if you're not a fan, this is definitely worth checking out

Libero Grande — 7.5



MUST BUY — This first-person football fiesta may not look the best, but it makes a pleasant change to the regular third-person approach. Check it out

Madden NFL '97 — 7



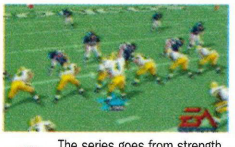
TRY B4 U BUY — Looking very dated, this has been bettered in just about every department by Madden '98. Get the sequel instead

Madden NFL '98 — 8



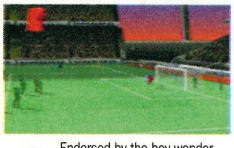
TRY B4 U BUY — As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

Madden '99 — 8.5



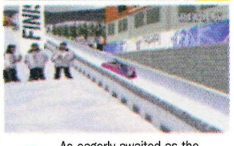
RENT IT — The series goes from strength to strength. This is the finest incarnation yet, but just rent if you've got an earlier game

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



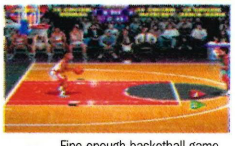
MUST BUY — The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

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



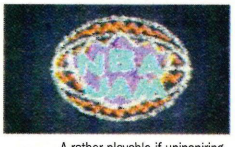
RENT IT — Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

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



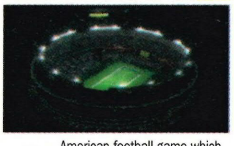
TRY B4 U BUY — Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NBA Pro '98 — 5



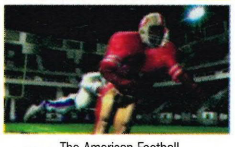
RENT IT — Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

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



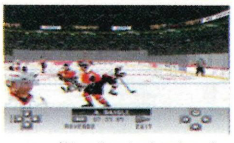
RENT IT — The American Football bandwagon continues to bring average games like this along with it. Good eh?

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

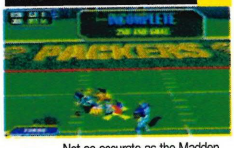
NHL '99 9



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

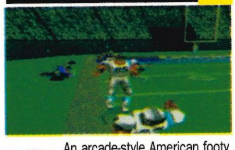
NFL Blitz 8



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

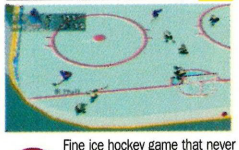
Nhl Faceoff '98 7



RENT IT

The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

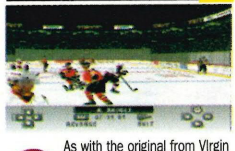
NHL Powerplay Hockey 7



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.

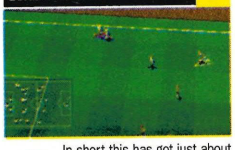
Olympic Games 4



AVOID!

Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

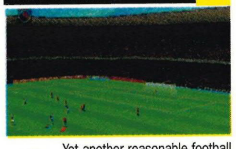
Olympic Soccer 7



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

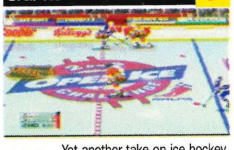
Onside Soccer 7



RENT IT

Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

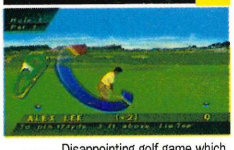
Open Ice 6



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

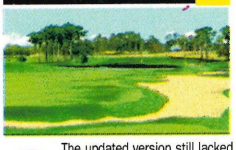
PGA Tour '96 7



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

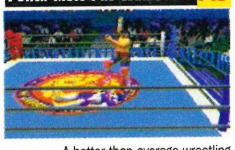
Pool Shark 8



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

Rushdown 3.5



AVOID!

3 extreme sports have been cobbled together to create this very non-thrilling piece of dirt. Don't insult your PlayStation by getting it

Sampras Ext. Tennis 7



RENT IT

Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes

Slam 'n' Jam '96 7



RENT IT

Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

Snow Racer '98 8.5



TRY B4 U BUY

The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this

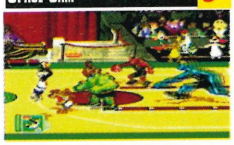
Soccer '97 8



MUST BUY

Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

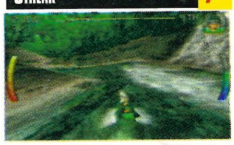
Space Jam 3



AVOID!

Movie license shenanegins which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

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

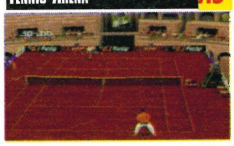
Striker '96 5



AVOID!

The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

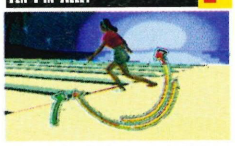
Tennis Arena 7.5



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

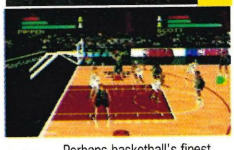
Tiger Woods '99 6.5



RENT IT

The latest PGA putter fails to live up to everyone's expectations with its dodgy graphics and jerkiness. Go for Actua Golf 3 instead

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

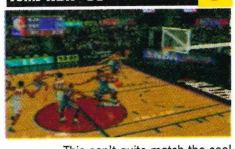
Total NBA '97 8



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

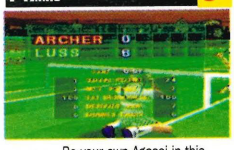
Total NBA '98 8



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

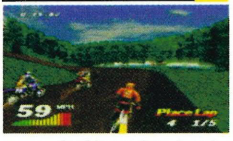
Virtual Pool 5



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

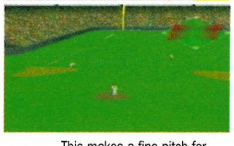
VR Baseball 7.5



RENT IT

Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

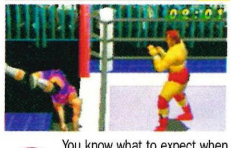
VR Baseball '99 7.5



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?

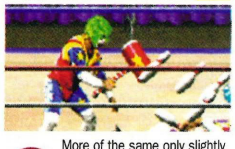
WWF In Your House 4



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?

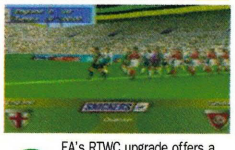
WWF Wrestlemania 7



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

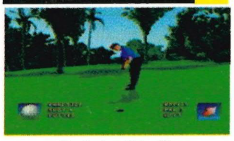
World Cup '98 8



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

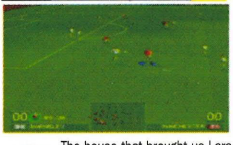
World Cup Golf 4



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



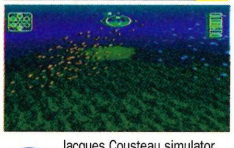
TRY B4 U BUY

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!

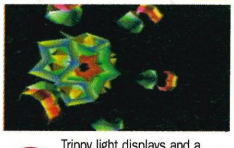
Ball Blazer Champions 5



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?)

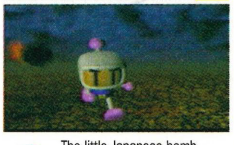
Courier Crisis 3



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

Dodgem Arena 7



TRY B4 U BUY

Futuristic, WipeOut-style dodgems in puck-firing frenzy battle it out to see who can score the most goals. Not a classic, but worth a look

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

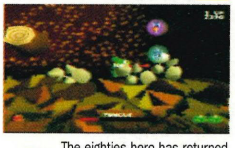
Fluid 8.5



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

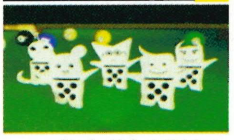
Frogger 7.5



TRY B4 U BUY

The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

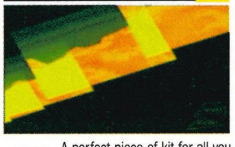
Mr. Domino 7



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

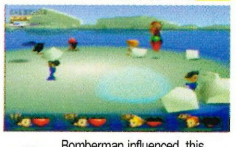
Parappa the Rapper 9



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

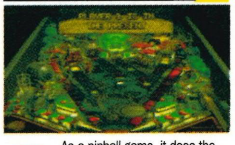
Pro Pinball: The Web 6



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

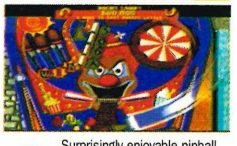
Spice World 5.5



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

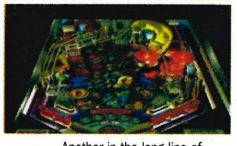
Tilt! 8



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

PRO CHARTS

If anyone doubted the popularity of the beautiful game, it seems the PlayStation game-buying public are out to prove them wrong. Crash 3 er, crashes into the charts at number two behind FIFA, whilst Brian Lara Cricket makes a surprisingly confident debut at number seven

1	-	FIFA '99
2	NEW	Crash Bandicoot: Warped
3	▲	TOCA Touring Car Championship
4	▼	Tomb Raider 3
5	▲	Grand Theft Auto
6	▲	Crash Bandicoot
7	NEW	Brian Lara Cricket
8	▲	V Rally
9	▲	Rayman
10	▲	Resident Evil
11	▼	TOCA 2 Touring Cars
12	▲	Die Hard Trilogy
13	▲	Tekken 2
14	▲	Gran Turismo
15	▲	Tenchu: Stealth Assassins
16	▲	Time Crisis
17	▲	Croc
18	▼	Abe's Exoddus
19	▼	Spyro The Dragon
20	▼	Colin McRae Rally
21	▼	Tomb Raider
22	▲	Cool Boarders 3
23	▼	Tekken 3
24	▼	Hercules
25	▼	Apocalypse
26	▲	Worms
27	▼	Mickey's Wild Adventures
28	▲	Knockout Kings
29	▲	Micro Machines V3
30	▼	WWF: Warzone
31	▲	Command and Conquer
32	▼	MUSIC
33	▲	Oddworld: Abe's Oddysee
34	▼	Tomb Raider 2
35	▲	Theme Park
36	▼	Formula 1 '98
37	▲	Resident Evil 2
38	▼	World Cup '98
39	▲	Actua Golf 3
40	-	Lemmings / Oh No More Lemmings

The official PlayStation Top 40 was brought to you by the informative fellas at...

ChartTrack

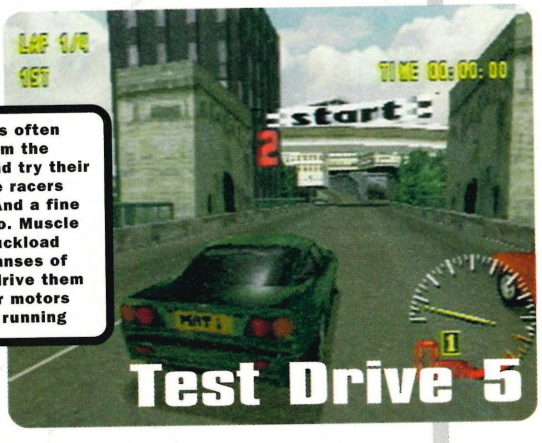
PRO Playmates

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

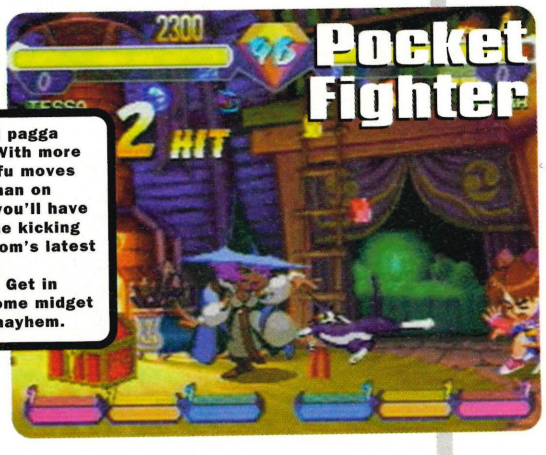
The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. These are the select titles that have tickled our particular fancy into near 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!



Sony's no holds barred snowboardin' romp has kept our frosted fingers warm through the winter months. It still has more tricks than Penn and Teller and now has the looks to match. If you've not got air with this game you're missing out big time. Radical man



Electronic Arts often steer away from the sports sims and try their hand at arcade racers such as this. And a fine job they do too. Muscle cars by the truckload and mass expanses of open road to drive them on has had our motors well and truly running



It's pint sized pagga and it rocks. With more comedy kung fu moves than Jackie Chan on laughing gas you'll have a hell of a time kicking ass with Capcom's latest one on one extravaganza. Get in training for some midget martial arts mayhem.

Directory Enquiries

All your essential phone numbers, addresses and website details for everyone who's anyone in the wonderful world of the PlayStation can be found right here. Wondering about a release date or availability? Don't ring us, call these guys...

ACCLAIM ENTERTAINMENT
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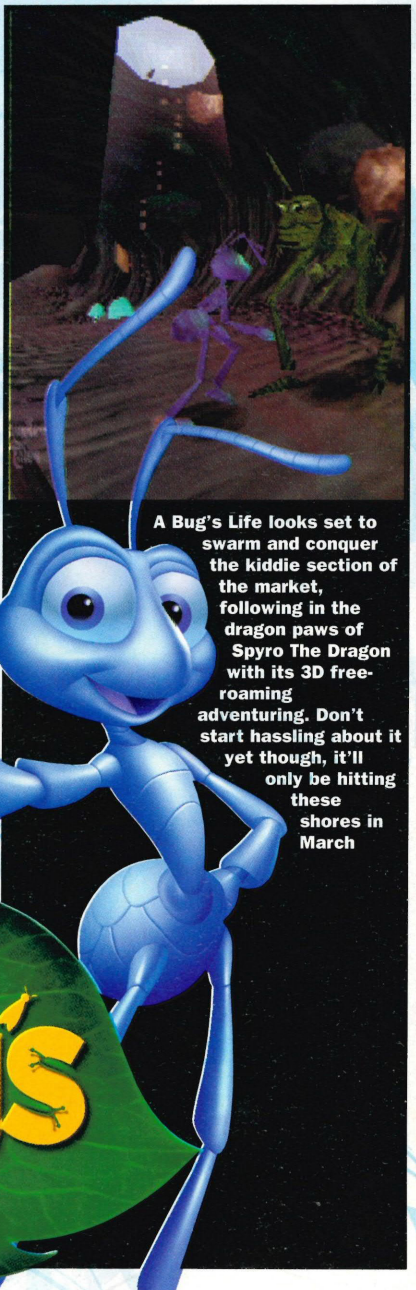
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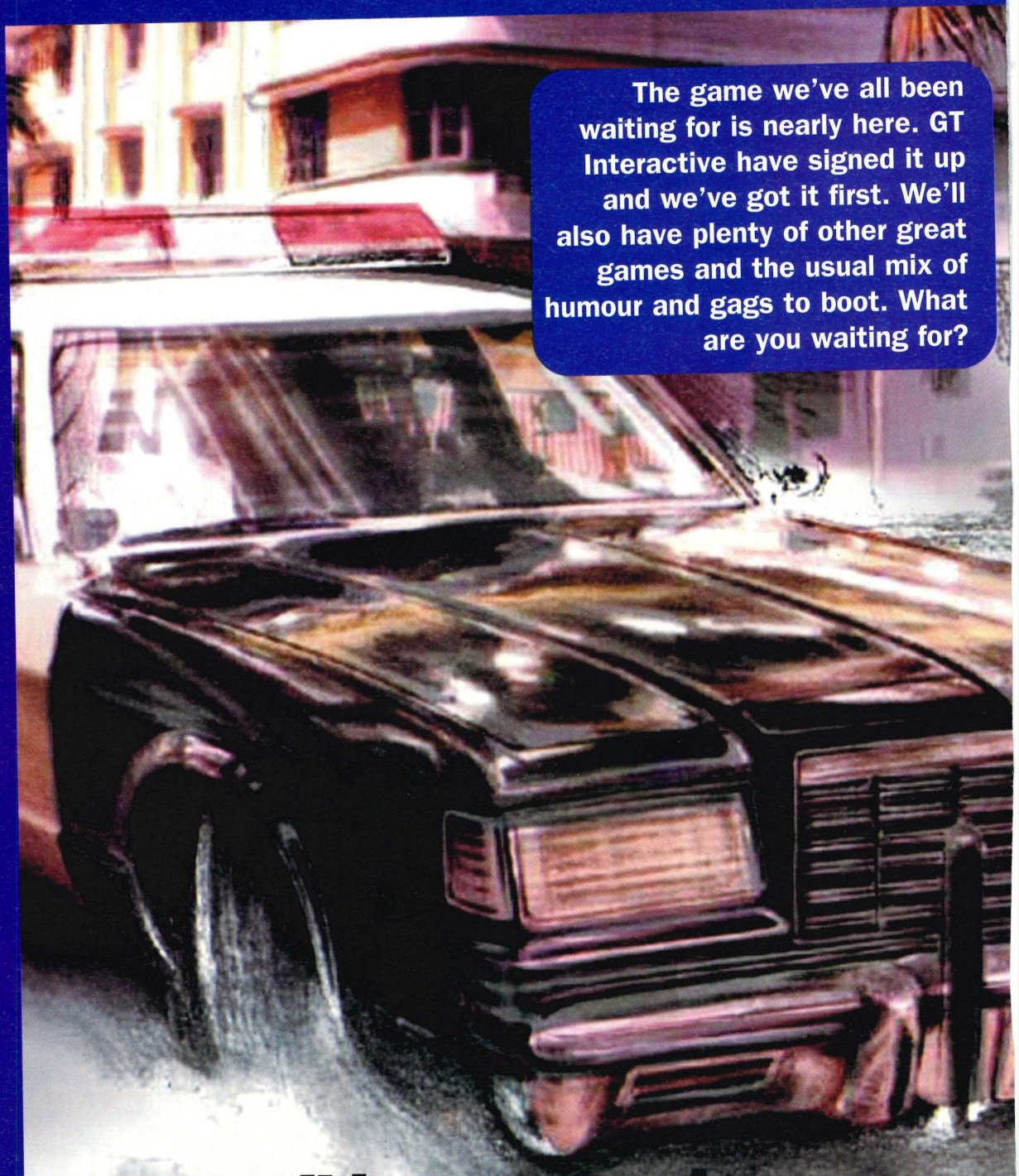
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A Bug's Life looks set to swarm and conquer the kiddie section of the market, following in the dragon paws of Spyro The Dragon with its 3D free-roaming adventuring. Don't start hassling about it yet though, it'll only be hitting these shores in March

Next Month

- Driver (at last!)
- War Of The Worlds
- RC Stunt Copter



The game we've all been waiting for is nearly here. GT Interactive have signed it up and we've got it first. We'll also have plenty of other great games and the usual mix of humour and gags to boot. What are you waiting for?

April issue on sale February 18th 1999*

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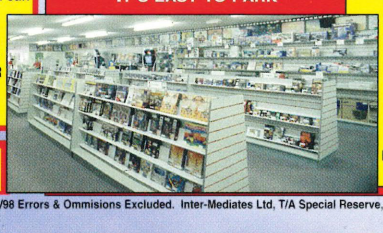
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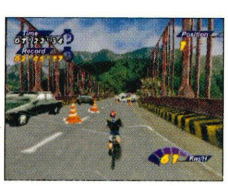
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