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ISSUE 34

PlayStation PRO MAGAZINE

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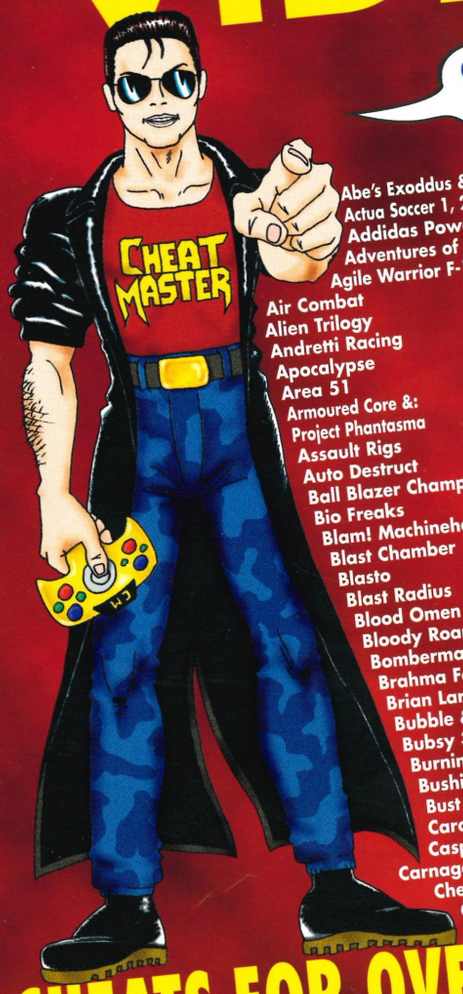

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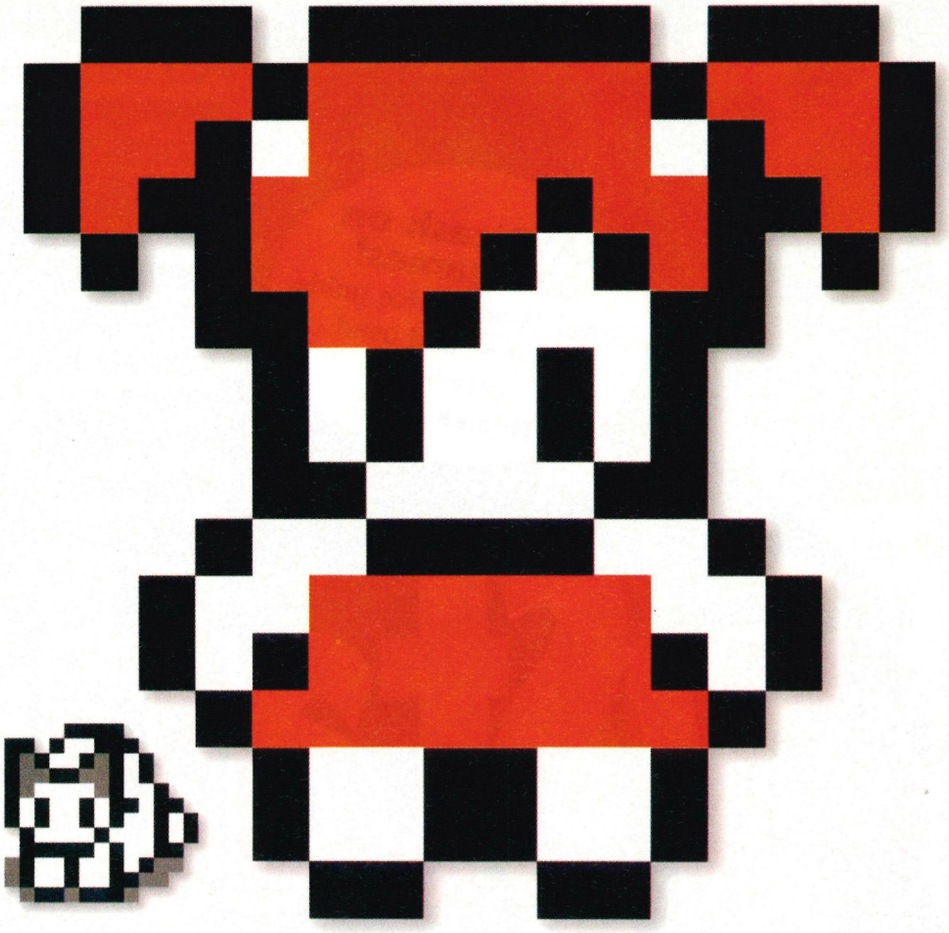

Get a life, get a PlayStation, get PlayStation Pro

Tokyo.

Advanced, vibrant, bustling, polluted and... devoid of PlayStation 2? Bollocks. Pro has just got back from the Tokyo Game Show, where Sony surprised everyone by showing eff all on its next gen console, and saying even less. At least, officially. A look beyond the surface of its big, impressive stand and the pressing of yen into all the right palms at Sony HQ ensured that PlayStation Pro secured what everyone is clamouring for - hard and fast evidence of just what's happening with the successor to the world's most successful games machine ever. Stunning new screen shots and a look at its guts are the basis of our PS2 piece this issue, and it's essential information for any hardcore fan - in fact treat that as Pro's motto and you won't go wrong. But that's in the future so what about now? Relax. Everyone who's anyone was waving dick big time in Tokyo, with enough hot software to last out the millennium well into development and ready to roll..

We'll keep you clued up and we'll save you money. Find out all about it, remember where you read it first... and come back soon.

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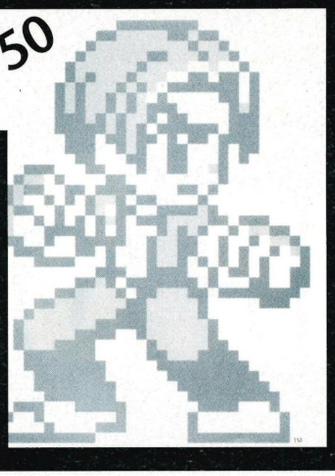
Pro invites you to join us as we take a stroll along the console hall of fame. Keep your back to the wall and you'll be alright. Promise!







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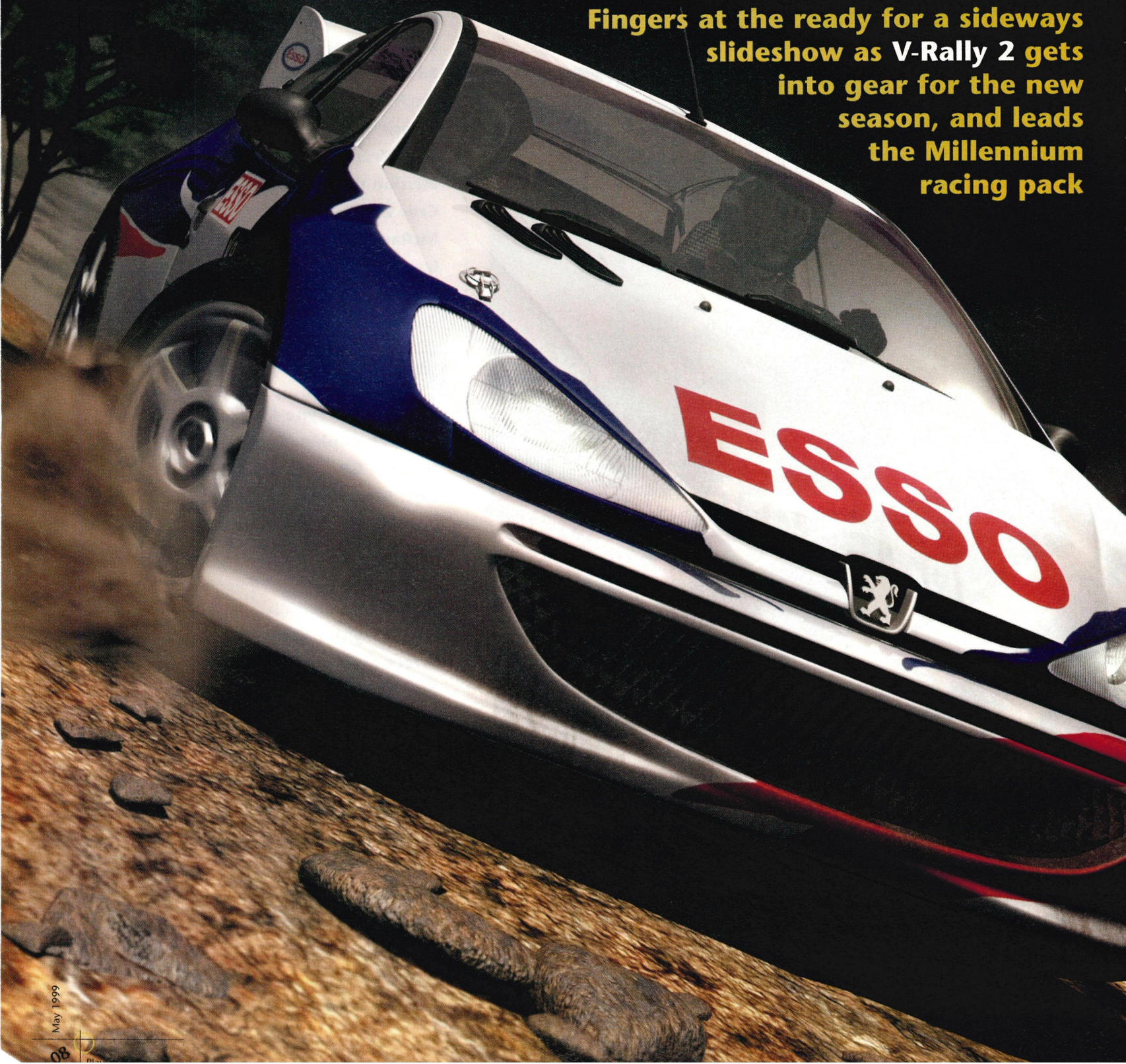
upfront COVER STORY

Open The Skidding

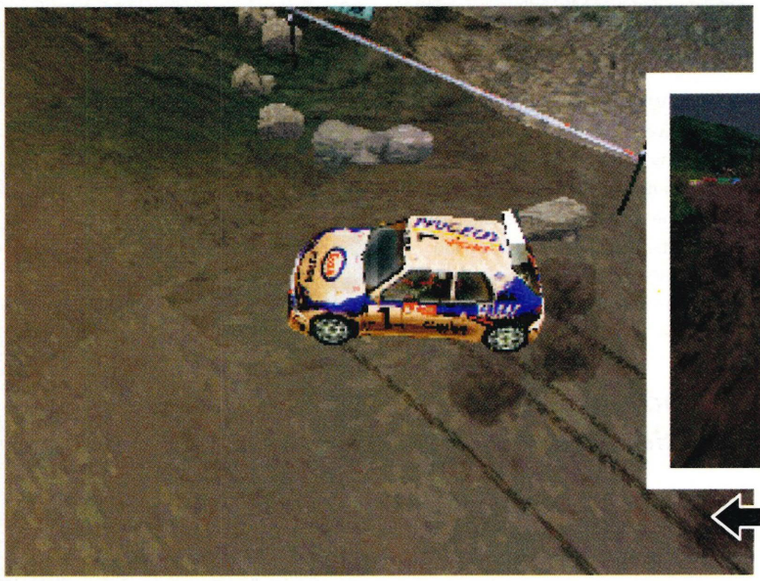
Fingers at the ready for a sideways slideshow as V-Rally 2 gets into gear for the new season, and leads the Millennium racing pack

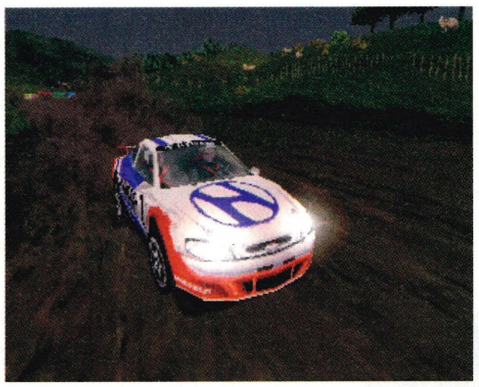


at 200!



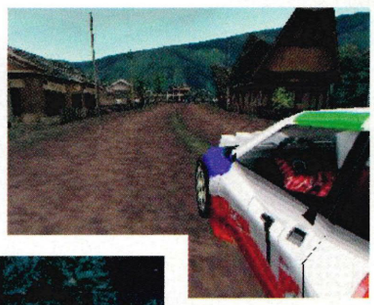
The scenery in this sequel has been upped in detail and looks far superior

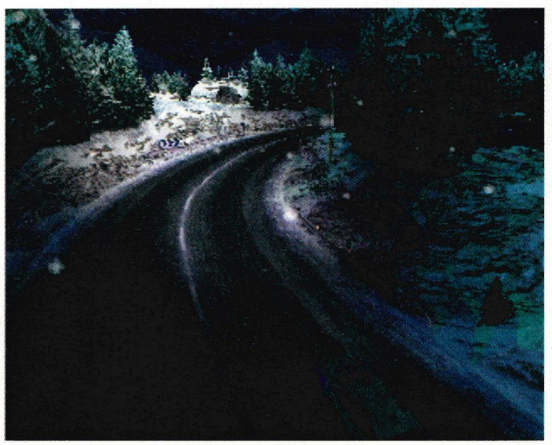




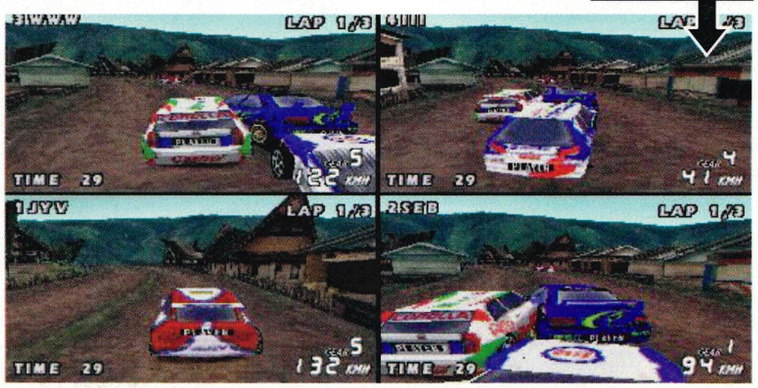
Though the control is vastly improved sideways slides will still be plentiful







A multi-tap allows four players to race at once. Unless you have some very close friends, you'll need a bigger sofa





The game that began the car racing sim phenomenon is about to turn PlayStation racing on its head exposing a grey underbelly, radically lacking in petrol power.

Thanks to a massive number of tracks, an all new loin groping line-up of hot hatches and meaty mud-honeys, and some added state of the art features, the V-Rally series is gearing up for an awesome charge straight back into every race lover's collection.

V-Rally Champion Edition 2 is steadily being pieced together at the silicon garden of French programmers Eden, and the liberal look afforded to Pro on a recent trip to the birthplace of this monstrous sequel left us soggy toed after an afternoon of jaw drool viewing. We knew publisher Infogrames wouldn't put up with any slackness from the French paradiso, but never would we have expected to find such an enticing, and over hauled up-date of the original rally roadster.

grrrr power

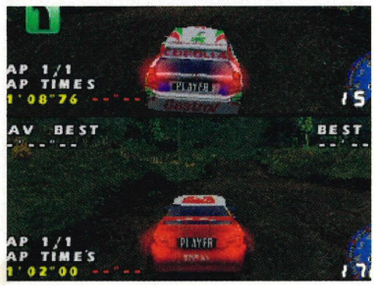
This is going to be one serious step up the racing ladder for interactivity and multi-player action, and that's surer than a Spice Girls' No. 1. Eden are preparing to cram so much onto a single CD, you may have to expand your PlayStation drive a thousand fold to fit it all in your machine. Although only a handful of tracks were ready for the Pro team to road test, we were left in no doubt that the proposed 200 will easily be achieved thanks to Eden's personal patented system for modelling each circuit.

The new system grants practically anyone the ability to make a gravel path dip deeper than Right Said Fred, or reach higher than Dennis Rodman wearing stilettos, something he rather enjoys apparently! The tool allows you to bend, stretch and shape a finished lap design in









any direction possible - giving programmers the ability to create the royalist rag-ways in next to no time. There'll also be a fully useable in-game track editor that works on the same principles, giving you more off-road options than the Hawaiian Tropic girls' dune buggy.

Of course, the current crop of cars from the WRC season will be included, as will all drivers, co-drivers and for the first time in any game, V-Rally 2 will feature female co-drivers. Obviously they're upping the sexual equality stakes with a sneak tactic, but female co-pilots do actually exist strangely enough, so Eden can claim technical accuracy too. Smart that.



'The 1981 world champ achieved Scandinavian salami-slapping ecstacy '

They were a little sketchy as to the exact number of vehicles included for all of your motoring mayhem, due to the uncertainty at the time over the real life entrance and chassis designs for a number of teams. However, the rumour is around 12 cars will be yours from the off, with somewhere in the region of 80 to one 100 to follow. This is going to have more pop and spit than a Terrets sufferer eating Rice Krispies, but only if your rally skills come up to scratch, or should that be skid?

the finnish line

Either way, the much improved handling should help unlock this gargantuan game garage; even the resident Rally expert and consultant for both titles, Finnish driver Ari Vatanen was impressed with the new amendments to the road holding and slick steering. The 1981 world champ sounded near Scandinavian salami slapping ecstasy when we asked him about these driving refineries,

"My main criticism in the first V-Rally game was that I found the cars very nervous and reacting too quickly, too viciously. The car was driving, not the driver - which is the wrong way around. But now I am really pleased to say they drive with far more stability and precision"



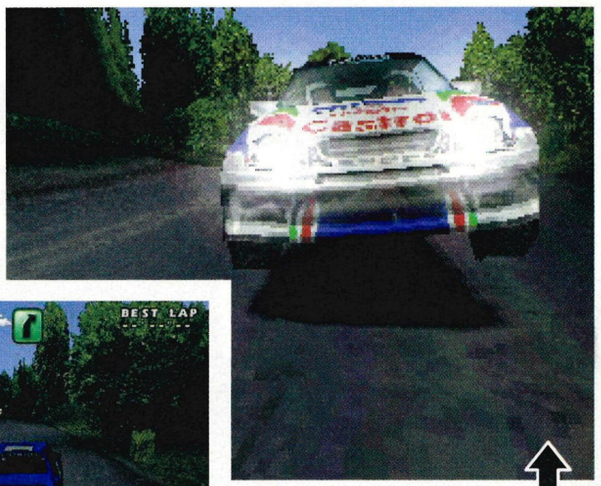
upfront COVER STORY





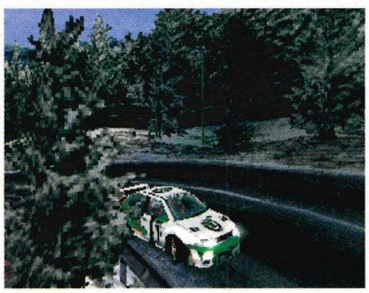
McRae's switched to a Ford Focus this year and it'll look something like this





Air time will be a more deciding factor in race positioning than it was in the original V-Rally

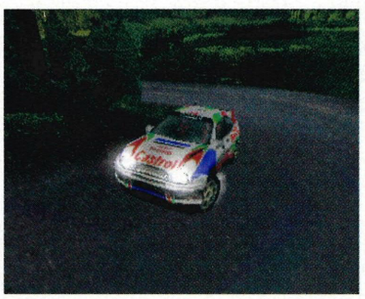












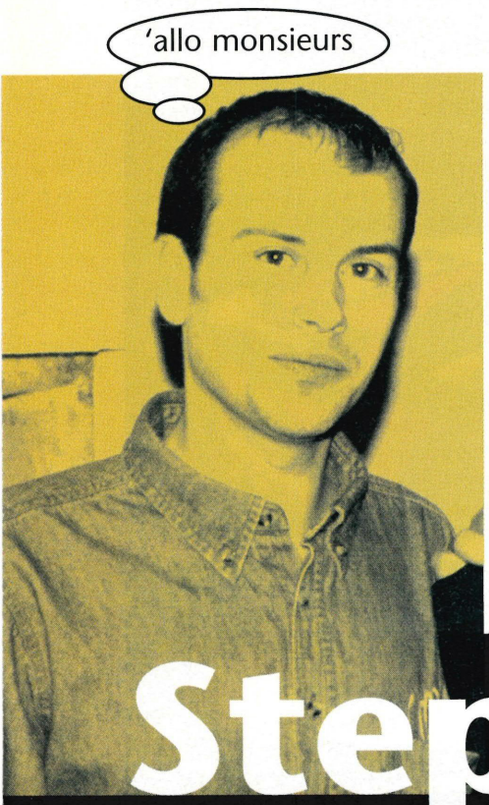


Everyone knows somebody who drives a car this colour. They're usually called Keith and typically eight to 10 years older than their mates



Hi-res graphics are present in all quarters, as you'd expect. Even when you take on the four player split-screen jobby. That's right - a four screen split, with one machine and in full hi-res! The polygon rate suffers a bit as Eden reduce the number per car by a considerable amount to keep the optimum frame rate, but the reduction in car size means no detail is lost.

It still looks more cream worthy than a Tommy Lee home video, and that's quite sticky indeed. Now you know why that drool was making a steady stain on the carpet beneath our feet. In fact, Will's still gargling with enough goz to extinguish the great fire of London, but then he always has had a bit of a problem with froth - apparently!



StephaneBonazza

producer, V-rally 2

Racers have recently had a major overhaul under the bonnet, and the resultant production of the fantastic car games from the past year have changed the genre forever. However it was the original V-Rally that got the ball, or rather the wheels, rolling. Gran Turismo, Colin McRae Rally and TOCA 2 each played a part in taking PlayStation tear-arsing into the next millenium. Eden are busy dusting off their racing tower of triumph as they're preparing to move up to the next level with V-Rally 2, and that premise has got us all gripping gonads to stop the potential spurt frenzy if they deliver such godly goods. So what exactly are Eden expecting to achieve with this off-road return? Producer **Stephane Bonazza** filled in a few of the gaps for us,

"With V-Rally 2 we hope to become the new benchmark of rally simulation on PlayStation and satisfy all the V-Rally 1 players. V-Rally 2 will be even more realistic, beautiful and have more features as we've included design features that were not included in the first game"

Such as the froth inducing prospect of the four player split?

"Yes, among those features will be the four player mode, four cars on track in four different split screens. There's also the track editor, the rally school and the car damage. It'll also include all those little innovating ideas and effects that make a game look or play better than its rivals."

You have to think that this sort of stuff would still be on some programmers electronic drawing board had the mighty GT and the rest of the pace setters not embarrassed the rest of the PlayStation racing community, however Stephane insists that is not the case. They have simply had a minor influence in certain game areas, the rest was already envisioned at had been embarked upon,

"On the whole the evolution of V-Rally 2 has followed the original path intended, but we must observe all of the famous titles, all the successes to understand what the players want. For example, V-Rally 2's development has been influenced by successes such as Colin McRae Rally and Gran Turismo for the car handling simulation. V-Rally 1 was the only PlayStation game to provide an extremely accurate car handling simulation, I don't think the teams on GT and McRae will disagree with me. But having the most accurate car handling simulation doesn't necessarily mean the best car handling for players. Therefore, regarding V-Rally 2, the handling simulation was the trickiest part - how not to frustrate V-

'With V-Rally 2 we hope to become the new benchmark of rally simulation on PlayStation '

upfront COVER STORY

Rally 1 players, the newcomers and those who hated V-Rally 1's original handling all at the same time? Even if famous titles such as GT and McRae have influenced V-Rally 2's development, its handling is still different from all the existing games and I hope it's for the best!"

PRO

In V-Rally much of the challenge was mastering the handling of the cars. What new features will we find to overcome now that's been improved?

Stephane Bonazza

There are numerous new features and challenges such as the V-Rally trophy and the new Rally Championship mode where you'll have to tackle new stages, challenges and race for new trophies. Up to four players can enter the Rally Championship mode and they all race one by one each special stage like in a real rally championship. Though they do have the choice of playing alternatively on full screen or in separate windows simultaneously; in this case, the classification screen comes only when all the drivers have completed the stage.

Then there is the Rally school, which allows the player to master the different groups of cars on the various road surfaces provided with the game, with a school program, lessons, tests and rewards, and the track editor which allows the player to freely build their own looped or linear stages. The length of the stage is the only limit and the player can build stages or use the automatic generation function, fully using the graphic elements of the game. Each created stage can be saved on memory card with the only limit of 64 tracks per memory card. They can then be played in the time trial mode or merged with already available stages to make new trophies and challenges.

Car damage and repairs are another important feature. Damages will visually affect the cars in all the game modes, but also the car physics in the Rally mode. We are in fact storing 2 car models in memory, the undamaged and the fully damaged model. When the car crashes, we morph the model between the two car models according to the strength and the location of the impact to the car's nine separate deformation areas.

'I was surprised that almost nobody complained about having only one car on track in Colin McRae! '

speaks



PRO

Colin McRae Rally was applauded for being a true representation of the sport, keeping to the single car against the clock scenario. Why did you steer away from that approach and keep opponents in the race?

SB

When I designed V-Rally 1, we had the idea to put only one car at a time in the stage like in real rally competition, but I thought it was not entertaining enough for the players and we threw the idea away. I was surprised that almost nobody complained about having only one car on track in Colin McRae! So, in V-Rally 2, we chose to make both game modes. In the V-Rally Trophy and the Arcade modes you race against 4 cars on track while the Rally mode features a real rally championship with only one car on track, super stages, practice sessions and service areas.

PRO

Gran Turismo 2 will apparently feature a useful rally option. Do you see Sony's next huge racer as a danger to your product considering their respective target release times are quite close together?

SB

I can't see their Rally section being as accurate or as complete as V-Rally 2 or Colin's sequel. I just hope it won't be too similar, because it will be better for the player's choice if we both offer a different approach of the Rally. V-Rally 2 will be on the shelves before GT2 and Colin's sequel which gives them the opportunity to overcome something better or at least to complete their game design with some V-Rally 2 features they haven't thought in the first place! But I still think the 3 game contents will be different and our schedule position is the best and if I had the choice, I would not swap it!

PRO

You're very happy with the track editor, and from what we've seen it works very well indeed. Was this a difficult option to implement - considering the poor attempts we've seen in other racing titles?

SB

For V-Rally 2, we had to find many tricks to achieve the track editor, especially in the way to define the tracks. It is relatively easy to provide a track editor generating simple and graphically repeated tracks, but the V-Rally 2 track editor shares the graphic database with the original 92 tracks of the game which will ensure the player can create the same quality tracks: This was difficult! Moreover, only 70% of the track graphics are used by the 92 tracks, the players creating their own tracks with the track editor will discover the remaining 30%!

PRO

The four way split screen option is a real achievement, especially as there isn't any slow down or obvious graphical deficiencies. How did you manage to do it so well? Have you used new technology or programming methods?

SB

The principal reason why we have reprogrammed our 3D-display engine from scratch is the 3D performance required for the 4 Player split screen mode. With the help of the new Sony Analyser development kit, we could understand much better how the PlayStation was working internally. Combined with the experience of our first 3D engine, we managed to improve the 3D display performances by 30%. We have also developed specific versions of the tracks and the cars with fewer details to make sure the 4-player split screen was not running too slow. At present, it is running at 18 frames per second, which is today the one player frame rate of many games.

PRO

France are the poorest side to ever win the World Cuporld Cup, aren't they?

SB

No comment

(On account of us asking it in the office on our return)

we're creaming!

Welcome

Pouring rain and teeming streets couldn't dampen the enthusiasm of thousands of industry acolytes when the Tokyo Game Show opened its doors from March 19-21. Pro was there in force to bag the latest statements on the greatest games and report them back to you.

What a ball-ache! Packed off to the world's most advanced nation with sufficient free cash to buy a brace of breweries (which indirectly, we did) and forced to spend three days staring at the games of the next millennium. It's enough to make even the most dedicated Pro think again about that opening on the graveyard shift at the all-night Tesco.

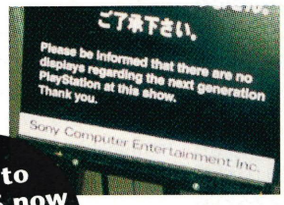
Yeah right...

Everybody who's anybody exhibits at the event. The kids sneak in and take over the halls, while stern-looking stand-jockeys battle to ensure that photography of new stuff is kept to a minimum. Sorry guys - you fail!

It's the last full year of the "olde" PlayStation and Sony's sworn everyone to silence regarding what they're up to for 2000 and beyond. All the big guns are pouring time and money into groundbreaking titles and Pro will be bringing you the lowdown on everything that matters in the coming months.

In the meantime though just revel in these half-inched screenshots of the next-gen Tekken which we're told will kick the arse of any crappy scrapper you have ever played before. We've started our expose on p46, and we'll continue to bring you the hot shit first from wherever we travel. Stick with us – it justifies our air miles if nothing else!

'All the big guns are pouring time and money into groundbreaking titles'



Turn to page 46 now for more news from Japan!

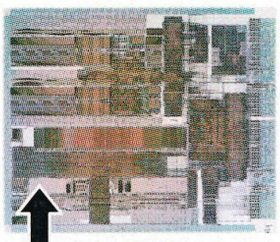
upskirt shots!

The name game

The disappointment of an absence of offerings on PlayStation 2, at the Tokyo Game Show, soon disappeared when Pro discovered the wealth of other top stuff on its way. Sony had made it clear to developers that they gave away gossip at the risk of a kick up the corporate arse... and they obeyed.

No amount of stonewalling could prevent us from uncovering a few tasty morsels though, not least of them this latest picture of the guts of the new machine.

A hard and fast name has yet to be decided, but a source close to Sony insisted that *PlayStation 2000* was "extremely unlikely. They're looking for a lifespan of at least the length of the original machine and dating the product in this way would soon make it seem old."



Ah, that'll be the thingy, which powers the wotsit...





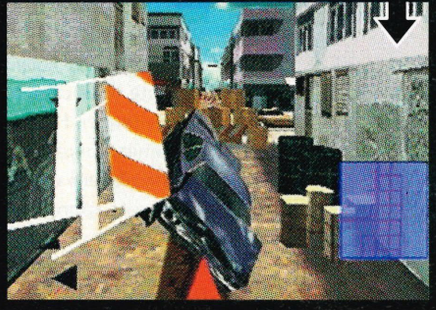
PlayStation Generation was poo-poo'd by the same source, whose advice to gamblers is that _PlayStation 2_ is the likely outcome, although don't rule out _PlayStation P2_ either. Our information suggests that a name will be announced before the end of the summer, providing the marketing machine with plenty of time to pump up the hype in the months before its likely Japanese release this Christmas.

Over the next 40 pages Pro will tell you about the essential games you'll be buying over the next 12 months. Nowhere else will you find such a wealth of information so open your mind and let's start the learning process right now...

Dino Crisis *page 27*
Oh my! What big teeth you have!



Driver *page 24*
"Is this your vehicle sir?"



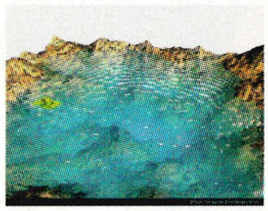




Croc 2 *page 41*
Your girlfriend's favourite game returns

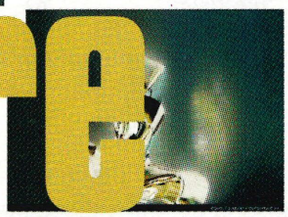








to the future





The latest news direct from Tokyo! Hot new games and exclusive PlayStation 2 info!

Firking hell!
It's Tekken on PlayStation 2!



Hard Edge *page* ***26***
Makes Resident Evil look like a pussycat







Rainbow Six *page* ***16***
Drop your weapons or they'll blow you away

Inside eyewitness

14	PlayStation 2	34	Silent Hill
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24	Um Jammer Lammy	40	Evil Zone
24	Driver	41	Croc 2
25	Ergheiz	41	The Next Tetris
26	Hard Edge	42	Colin McRae 2
28	Centipede	42	GTA: London
28	Sports Car GT	43	Guardian's Crusade
30	Gran Turismo 2	43	Puma Street Soccer
30	Pac Man 3D	43	Alien Resurraction
31	Time Crisis 2	44	Syphon Filter
32	Final Fantasy VIII	46	Tokyo Game Show
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first butchers

Rainbow

Harsher than a dum-dum through the temple, this'll kill you, dance on your grave, then shag your widow. Don't mess!

PlayStation terrorism is about to become a reality, straight from the pages of Tom Clancy's novel, Rainbow Six. It's been a smash hit on the PC thanks to an undeniably addictive game engine that employs you as a member of the crack SAS-style Rainbow outfit, then sneaks you straight to the battlefield to meet your mission objectives. It's a first-person tactical shooter – imagine Quake wearing camouflaged army khakis and a full night vision headset - and it'll be crashing through the console window in a cloud of tear gas and into your living room real soon.









Everyone in position?... "Check". Okay, let's get this party going with a bang!





SIX





If you wanna play the pain game you're going to get hurt. Well that far wall is!







Lovely place you have here. Now then, where's the shitter, I need to drop a bomb



Step into the boots of Rainbow's tactical commander and you'll be harassing local ladies, indulging in communal toilet functions and wanking on a biscuit before you can say "Ooh Sarge!" Jungle guerrilla warfare will become second nature, since you'll be the leader calling the shots.

The game's being coded by Rebellion who've created the PlayStation version from scratch, so don't expect this to be a poor PC port. A brand spanking new engine will be showing off this stealthy stunner on Sony's machine as the developers were quick to point out when discussing the difficulties they've had in making the game,

"Changing the interface was, of course, a bit of a challenge as was working within the framework of the PlayStation platform to create the best graphics possible. And because we created a new engine there was extra work involved," said a development bloke, whose name we can't give you cos it's all so very hush-hush (ooh, it is!). "We also felt the PlayStation audience was more action oriented, so we have also made the game much faster-paced, with a little less strategic planning".



Rebellion are confident of pulling off a direct hit when this Exocet of excitement takes off in July thanks to some good ground work and an engine which will offer more action than the sublime PC offering. "The development team did extensive research with weapons manufacturers, as well as Special



Scissors, paper... hand cannon! Alright we'll go again, but no grenades okay?!

Forces advisors to ensure the utmost in realism."

Just remember it's only a game. Pro doesn't want you living in a squalid pit at the end of the garden – wiping your ass with a nettle wrapped around your index finger! Unless that's how you usually live, in which case, carry on! Seems to have kept Chicken happy all these years...

Released **July**



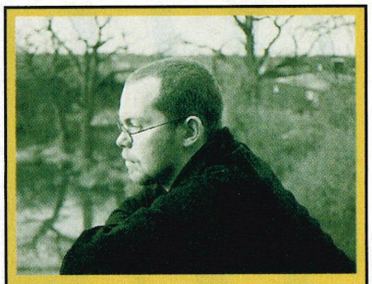








perspective



Paul McNally is fed up with his ever-lightening wallet.

There's something about the Great British attitude that allows us to accept pathetic customer service and seemingly welcome being ripped off. Take this for example. I bought a PC game (it was Colin McRae Rally incidentally) last weekend that has been out on the PlayStation for nearly a year. Cost me £30 it did - a full tenner cheaper than it's console comrade. It looks better, certainly plays as well and is generally a more polished product. So where's the justification for the extra cash? You get the same number of CDs, better packaging and infinitely more value for money. So how come PlayStation owners are forced to pay over the odds?

Another oddity is the way perceived "better quality" games cost more cash. Tekken 3 for example cost an extra fiver, simply because the publishers knew the demand would be high. Imagine going into HMV and finding out the album you wanted was going to cost an extra fiver just because it was a shit hot band instead of frigging Billie. You'd be well pissed off, and rightly so. It seems we're prepared to cough up when it comes to games though.

There was an argument for justifying the prices a while back that said game development costs were so high the prices had to be artifically huge. There was also a comment that PlayStation games sold many less copies than on the PC. Well there are now four million consoles in homes in the UK alone so who's kidding who? Of course unless everybody stops buying games nothing will change and we're not going to do that so we're the only losers. Bollocks, isn't it?

chicken@idg.co.uk

first play

Wet Dreams!

Moisten your trunks with Diver's Dream and Soviet starlet Ksenia.

Now to the naked eye this may look like a bit of an excuse to show a pretty young thing wearing next to nothing. Of course nothing could be further from the truth. Russian glamourpuss Ksenia has been saved from queueing for bread for days or spying on us by being giving the job of promoting Diver's Dream.

This swim 'em-up is the next game from Metal Gear Solid producers Konami and is a bit like the underwater sections in Tomb Raider, extended into a whole game. Originally titled Deep Blue, the name has been changed to prevent it sounding like an enormous chess simulator. It's looking pretty darn smart from what we've played and mixes frustration with surreal underwater landscapes to allegedly provide a winning formula. Released **June**



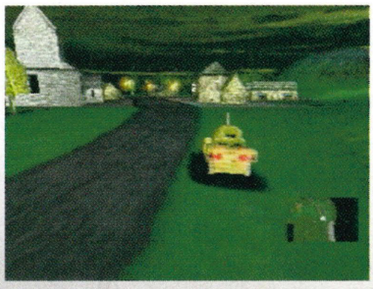
news update

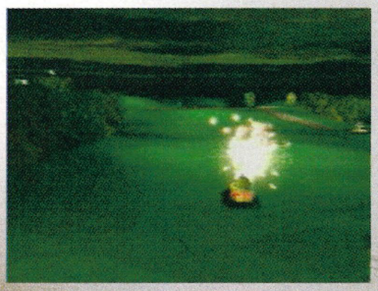
What on earth!

Spaced out action as Jeff Wayne's War of the Worlds beams in

The impressive PlayStation version of Jeff Wayne's War Of The Worlds (that's what they're calling it now) continues its spectacular sci-fi gestation, with news and rumours filtering out concerning the masterful soundtrack to Wayne's 70's musical version of this classic tale. Obviously big Jeff's compositions are bound to feature heavily in the game, but talks are currently being held with a number of massive names from club land in a bid to have a tarted up 90's dance version of the score implemented - invaders on acid stylee, if you will!

So far the rumour is that the hugely popular yank floor filler Todd Terry has given his seal of approval and will soon begin work putting Da Funk back into Wayne's compositions. Information is spread thinner than a frozen packet of Anchor on cold toast, but if all goes well you should expect to be hearing the expertly executed re-mixes of the original War of the Worlds soundtrack courtesy of some more of the planet's top spinsters. Of course if negotiations run into a brick wall it's likely Terry will be thanked but politely ignored in favour of a re-hash from the original martian musical man, the Jeff-ster himself.









You'll be breaking Tripod legs to an all new beat if the deal comes off

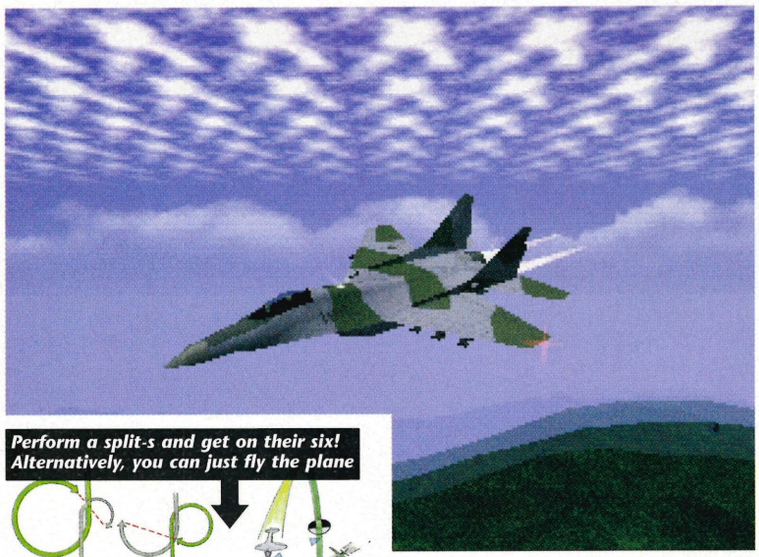
Hot Toddy

Todd Terry began his career by chucking out the 'choons' at his high school and house parties ala Kid n' Play. It was a humble beginning for a man who merely three years later was to find himself and his musical menace in great demand right across this big bad ball we call home. Since then he's gone on to produce many classic works of his own such as Weekend and Jumpin' as well as being a re-mixing success with such distinguished stars as Everything But The Girl and Michael 'every butt bar girls' Jackson. Okay, okay not a great example of the distinguished - but you've heard of them right!?

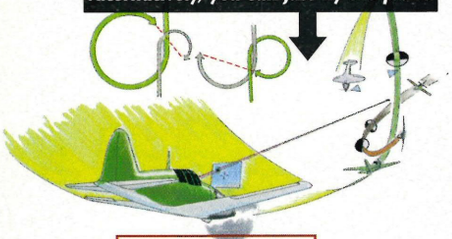


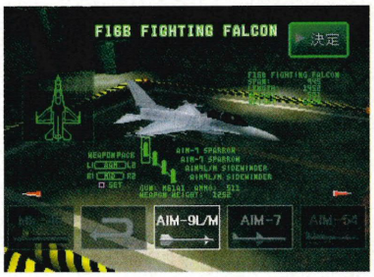


'Slowly and surely they drew their plans against us '



Perform a split-s and get on their six! Alternatively, you can just fly the plane





news update

Buzz the TOWER

Higher than a crack baby licking a toad, it's Wing Over 2

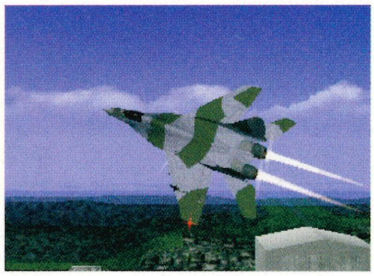
Always treat your plane like you treat your woman. Get inside her five times a night and take her to heaven and back! And now you can do it from the comfort of your chair!

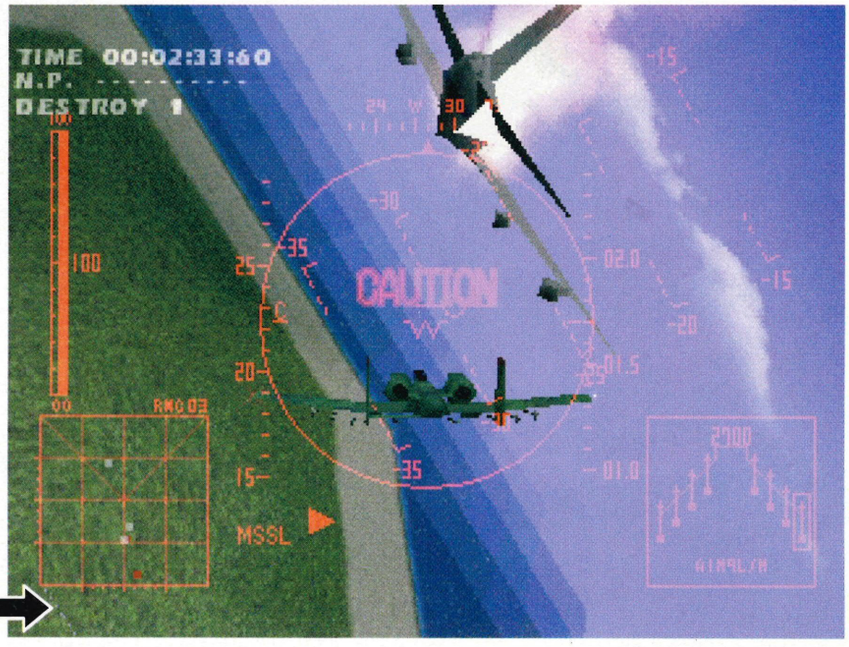
Translating a $40m fighter plane's state-of-the-art fly-by-wire system to a PlayStation's controller should be a doddle really. The soon-to-be-released Wing Over 2 is having a bash and promises to bring a number of hi-tec birds to the virtual skies (and not by putting Carol Vorderman in an F-15 either!). Engage a few rusty Migs in four-G negative dives before slipping them the bird, then clamber into a flying bucket from WW2 They're all fueled-up and ready to go. You can even generate your own missions and pit a Messhershcmitt 109 against an A10 Tank Killer (ooh that's fair!), but we'll have to wait a couple of months to find out if it soars heavenwards or just crashes and burns. Baby.

Release **May**









Take an F-16 for a trip round local areas of natural beauty. Then blow it up

weird shit

Ball baring

Get lost in YoYo's Puzzle Park



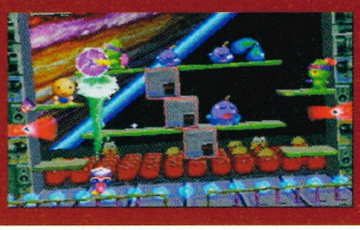
Weirder than a coach load of acid fuelled Japanese tourists, YoYo's Puzzle Park is the name and jumping on platforms and blowing up globs of anal seepage with cutesy bombs is the aim.

With gameplay that feels similar to the arcade classic Bubble Bobble and animated backgrounds which make the stargate sequence in 2001 look like a walk 'round Tesco's, YoYo looks, sounds and plays plain wacky. If you've got a pair of shades and can get your head around it, it's bound to make someone happy.

Released **May**

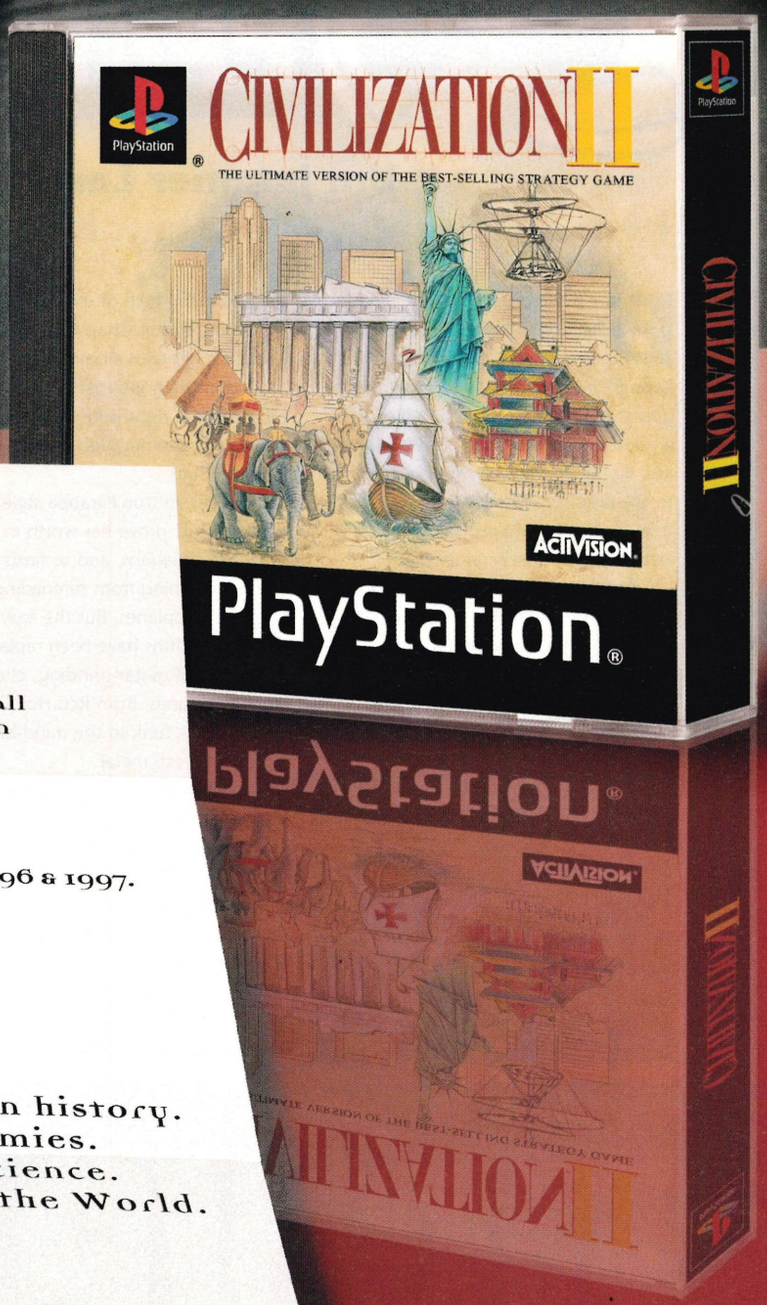


Quick! Pac-Man's escaped! The one who captures him gets a free munch.





Civilization® II conquers all on the PlayStation®



CURRICULUM VITAE

NAME: Civilization II PSX

PERSONAL DETAILS: PSX port of the PC version of the greatest strategy game of all time, which sold over 1.5 million copies world wide.

QUALIFICATIONS/ ACCOLADES FOR THE PC VERSION:

PC Gamer No. 1 game of all time 1996 & 1997.
PC Gamer 96%.
PC Format 90%.
PC Zone 90%.
Edge 9/10.

ABILITIES:

- Building empires that span history.
- Commanding powerful armies.
- Mastering Technology & Science.
- Constructing Wonders of the World.

'ERESTS:

- Competing against the greatest leaders of all time.
- Conquering the world.

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ACTIVISION®

funky sequel

Jam PACKED



Baa-ad grrrl Um Jammer Lammy bends Parrappa's fender... baby

Ever pilfered your sister's games collection in a drunken moment and stumbled upon Parappa The Rapper? If you have, you'll know that not only is it a hell of a lot of fun, it's usually a good measure of how pissed you really are. If you've ever been strangely drawn to the rapping adventures of the cracker-thin canine, you might be pleased to learn that a sequel is on its way.

Parappa has retired to make way for hot young rock chick Um Jammer. It's Um Jammer's task to master her fingering skills on the guitar before a big gig with her band Milk Can. As she hasn't quite mastered her plucking skills, she enlists the help of the equally legendary Master Chop Chop Onion, who plies her with all manner of spiritual healing in the hope that his wise words will strike the right note in her heart (or some such tree-hugging Japanese hippy crap like that).

However, in true Parappa style Um Jammer must prove her worth in a variety of situations, and so finds herself doing everything from serenading babies to flying aeroplanes. But the easy rapping rhythms have been replaced by a selection of guitar-grinding, chord-crunching tunes, from Red Hot Chilli Peppers-style funk to the mind-blowing melee of thrash metal.

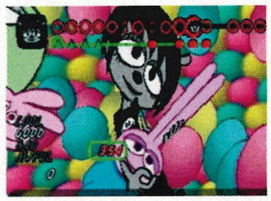
As well as new tunes to tackle, Um Jammer Lammy boasts a whole load of other new features, including a much-desired two player mode and Dual Shock compatibility. Although it's not exactly on a par with a Metallica gig in the hardness stakes, Um Jammer Lammy proves that it takes all sorts to rock and roll (or something).

Released **Summer '99**



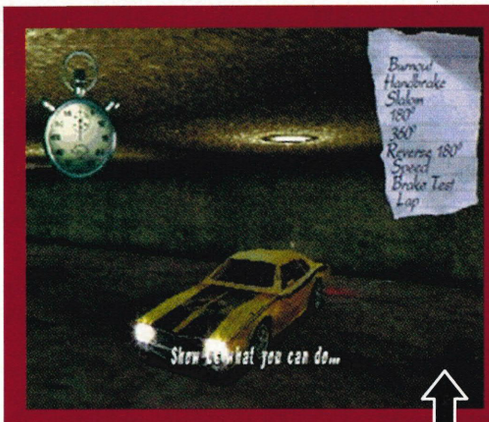
Lammy awakes to find she's a talentless tone deaf sheep. And you thought that was just Billie!











Sod the shopping list love, just get your knickers off and munch on this!

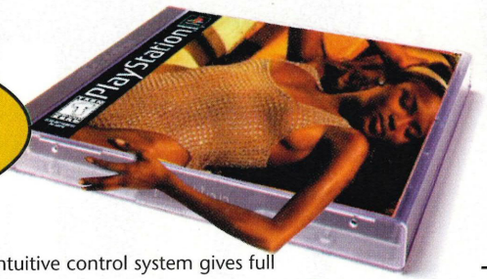
latest news

driver



Fully fuelled but the brakes stay on

gameon
It's coming soon, really!



Naomi Goes Shopping

Supermodel-cum-vacuous-fame-junkie Naomi Campbell has a problem on her hands. She's a week away from an important meeting with a Hollywood producer and, possessing as she does not one jot of acting talent, realises that in order to land the role she craves she must look her best as never before.

Arf!

As the player you control Naomi as she embarks upon the adventure of a lifetime. Outside in the real world. Where real people live.

Help her get out of bed! Show her where the kitchen is! Guide her to the bus stop and explain the concept of tendering change!

An intuitive control system gives full and easy access to an impressive range of movements with bonuses accrued for every commoner with whom Ms. Campbell successfully avoids personal contact. Beat them with your celery! Burn them with your fag!

Drench shop staff in Evian and wither them with a nasty look!

With over 500 beautifully rendered stores to explore, dozens of inoffensive "average Joes" to abuse and a realistic script containing just three phrases ("But I'm Naomi f***ing Campbell!"... "Come on you f***ing pathetic peasant"... "Do you know who I am you bloody f***ing f***er!"), it's an absolute must for all Naomi fans. Which is why it'll be selling no copies...

Next Month: Kate Moss Rollerhockey Kombat.

first play

Ringleader



Jap scrapper Ergheiz promises other beat'em-ups a good kick up the arse

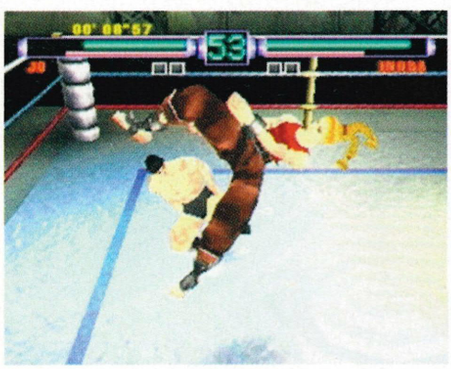
American fighting fans have recently been flexing their fists in preparation for Ergheiz, the latest beat'em-up to hail from Squaresoft in Japan. Currently gracing the US arcades and hitting the shelves as we speak, Ergheiz features a massive choice of fighters, including Final Fantasy VII warriors Cloud and Tifa. There's also a whole host of different game modes which aren't all fighting-related – the Battle Beach mode marries Track And Field and Baywatch (well, almost), while an adventure game lets you vent your anger on any enemies that get on your tits.

Although a concrete British release date isn't yet confirmed, we'll make sure you get the latest news as soon as it arrives.

Release **Autumn 1999**

Spread legs. Big pussy... you write the caption readers

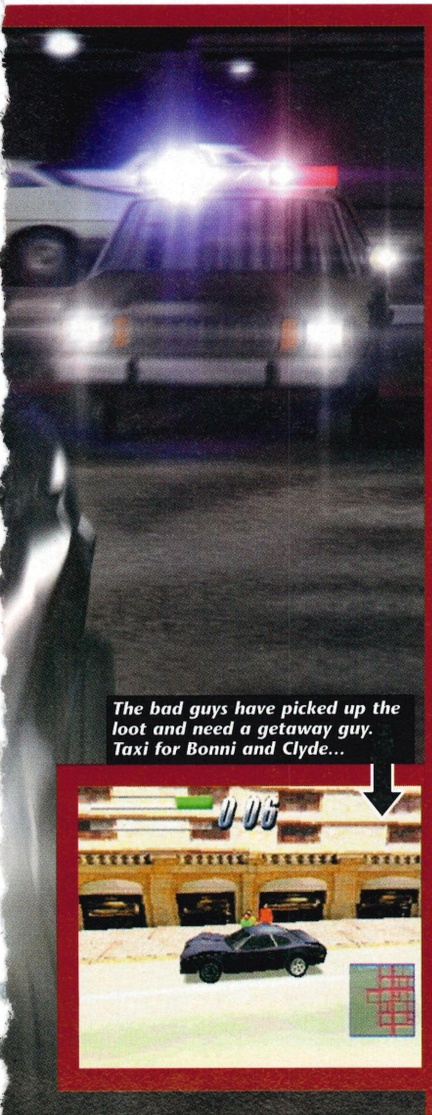






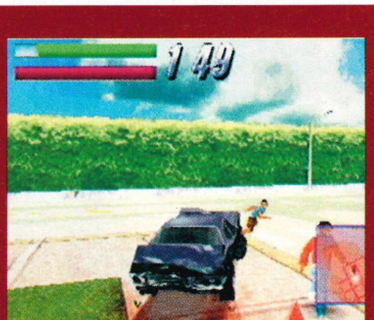
What's more satisfying than a boot in your groin? Er, quite a lot of things actually

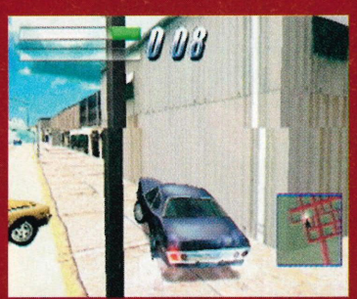




The bad guys have picked up the loot and need a getaway guy. Taxi for Bonni and Clyde...

Gear shifting getaway game Driver has been held back and given a full M.O.T. and service amid its final stages of production. It will mean a disappointing delay for the masses of eager gamers yearning to rag their way around America's inner city back streets with officer Dibble doing his damndest to stay in tow. Driver will now inevitably miss the late March release which had originally been intended, you should be expecting to wait until late April/early May before the criminal underworld invites you for a spin.





'People will soon be bored of MGS, but won't put down Driver'

Developers claim the finished game will look similar to the very impressive PC version when it eventually rolls off the ramps at their game garage after the graphics were upped to full high res. And the encouraging news that the full Miami level is now up and running with most of the missions implemented, and San Francisco and LA nearing completion too will have to keep all of you cyber-twocing funsters content for the time being.

Publisher GT is betting its bank manager will be in full ass kissing character when Driver's fine tuning is finished, console PR manager Lee Kirton is just as keen to see it on the shelves as we are,

"People will soon be bored with Metal Gear Solid, but they won't want to put Driver down. It's the best game of 1999".

Bold words indeed Lee, so can we have the game now then?

Release **May**

first look

Hard As Nails

Hard Edge intends to make other adventure games look soft as shite

Resident Evil has been the chief spook of the scare'em-up for quite long enough.

At least it has if Hard Edge has anything to do with it, 'cos it's threatening to steal some of RE's thunder and take the S.T.A.R.S. team and shake them warmly by the throat in the process.

This time, however, there's not a zombie-filled street or a spooky derelict squat in sight, because Hard Edge comes at us on a futuristic trip. Hundreds of hostages need rescuing,

'It's action served with Manga sauce and a futuristic side salad'

from the ludicrously titled Dogusabiru (Christ!), a giant supplier of arms for military and space purposes and the name of the dish which no-one dare eat down your friendly local Chinese. Meanwhile, evil dictator Michael Crowfoot needs taking down a peg or two before he has his wicked way with the world, and this is the task of police SWAT team hotshots Alex and



Michelle. The spiky-haired Final Fantasy rejects have big plans in the butt-kick department and – have you guessed it? – it's *you* who leads them on their fine and noble quest.

Tricks, traps and bloodthirsty weirdos are lurking around to hinder the daring duo's progress, usually resulting in one or both of them being brutally maimed in the process. Nice.

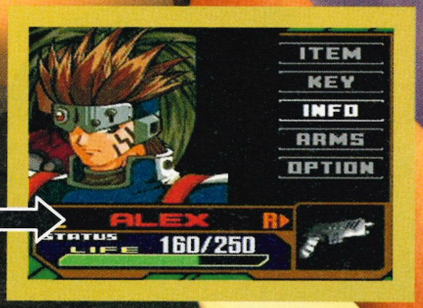


character assassins

It does possess many similarities to Resident Evil but it's fair to say Hard Edge has some unique qualities of its own. Rather than playing through a single character Hard Edge swaps Alex and Michelle around depending on where a player is up to in the game. Extra characters can also be unlocked as the show goes on and it's there's a high element of puzzlery chucked in with all the scrapping and what not.

If you like your action served with some delicious Manga sauce and a futuristic side salad, you're guaranteed to be hungry for some Hard Edge when it's served up in this country later on this year.

Released **Summer**



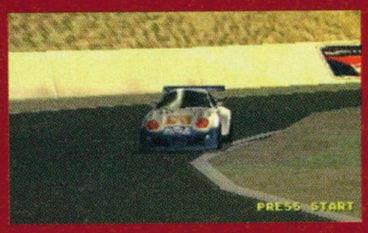
Checking out what you possess is no problem, thanks to the ACME Pocket Inventory. Watch out for the snotty tissues

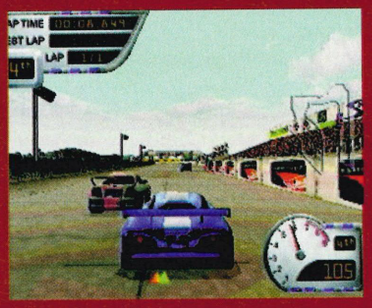


Sometimes, very weird things can happen when you smash up an enemy. This lightshow is a prime example

New game

Sports Car GT

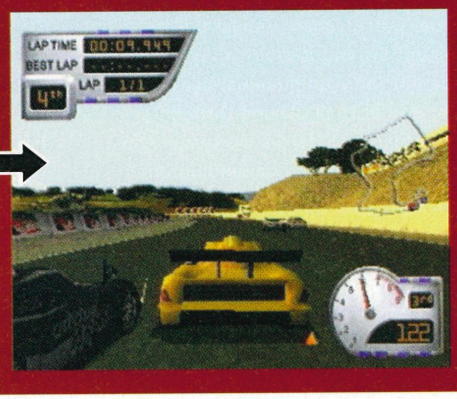




GT racing is screeching its way to the PlayStation like a whizzed-up joyrider in a Ferrari showroom, and it'll be running the lights next month. The fastest incarnations of the hottest street cars roar around realistic courses, battling against weather conditions that'd have John Kettley fingering his 'tache in fear.. Tracks include the Eiffel Tower (might be bumpy!), Cours de Triumph, Mosport Park and down in Atlanta with the good old boys. Don't forget your pointy hood. You can tune and customise your car for ultimate performance, then compete against cyber opponents designed to stimulate the driving styles of the real-life drivers. As they always do.

Expect a two player split screen mode where you can race head to head against a mate, then really take the piss by claiming his car as your own should you beat him. Over 50 cars and teams to compete for should ensure that maximum drive time is dredged from the measly seven tracks. Pro hopes so. Vroom-vroom! Etc. Released **March**





The competition on the front row of the grid is already stiffer than a porn star on Viagra. This has got some speeding up to do if Turismo fans are going to wet their kecks.

New for old

Foot fetish

Verrucas scraped and blisters burst, **Centipede** returns to stick its hairy foot in the door

The original Centipede was an insect annihilating corker – for its time. The objective was simple – crush a creepy-crawly before it could wriggle and slither its way from the top to the bottom. Everyone loved it back then, but that was when games were allowed to be shite! We expect a lot more these days, and fortunately Hasbro is on the case and determined to avoid another critical kicking on the scale of the Frogger fiasco. 3D graphics have been chucked in the mix, and the whole shebang has more of an adventure feel.

Players put their Rent-A-Kill skills to the test, taking on the bugs face to face in six new green and not so pleasant 3D lands ,the mission being to destroy the pests and also rescue Wee People, protect Wee Houses and accomplish other doubtlessly heroic missions along the way. Quite why anyone would base a game on saving what appears to be the Land of Piss is beyond Pro, but it takes all sorts and looks like a laugh so we're prepared to forgive it that. For now.



As indeed we are the name Wally, the hero of the piece and hard-as-phook commander of a custom-built Centipede-fighting vehicle which he definitely didn't find in Auto Trader (although Pro did miss a couple of issues a while back...) The futuristic spaz chariot splits into segments when it takes a hit, but just who drives which bit from there we'll have to wait and see.

Hairy palmed 'peder-philes will be glad to know there's no longer any need to go it alone, as with the addition of a nifty multi-player option they can involve three friends – willingly or otherwise – in the sordid activity.

Looking good at this stage – could be even more fun than dropping spiders down Billie's blouse. The little ruby-lipped temptress.

Released **June**

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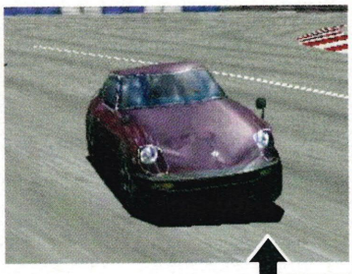
brand new shots

Gran Turismo

It's the second coming, and Christ! – it'll crucify the rest



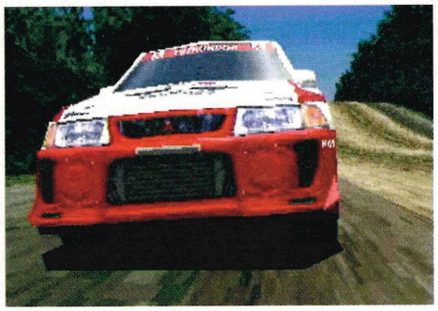




Loadsa different cars and... loadsa different tracks! Car freaks will e in hog heaven with this treat

Stunning. Everyone thought so and, when Gran Turismo hit the shops last year it left the competition dusting itself off after being served a generous helping of its dirt! It's one of the single best-selling games in the Melinda Messenger-like history of the PlayStation (short but glorious), and from what Pro has seen of number two, it's set to have even more up top than the gorgeous aforementioned Mel.

Original developers Polyphony Digital are flooring the pedal again and tell us that their "combination of unprecedented realism, graphics and amazing gameplay", is guaranteed to get the ladies moistening at the hemline. Or words to that effect (we suspect it may





munch!

Pac-Man 3D

Wakka-wakka-blip-blip, wap-wap-waah...





Pac-Man's back, and with the same appalling diet – strawberries and ghosts (if he's not careful he'll be in cardiac city before 4D arrives!). But now he's got a whole new agenda and a swanky new 3D world in which to ponce about.

The yellow one – who's now the spit of an M&M – runs, eats, flies, jumps and swims his way through 30 levels of action-PAC-ed adventuring.

"We wanted to create unique levels of gameplay, yet retain the history associated with Pac-Man," said Jason Weesner, chief Pacster.

New elements include Pac's house, a crazy fun house, a dot factory, and even an archeological dig site. This is the first time Namco has featured the popular character in 3D, making this something of a grounbreaking moment.

Fans of the original style won't be disappointed though, as all the old favourites such as Inky, Blinky and Clyde are back, along with a whole new cast of characters.

Original music and mazes ,will also be featured, and if you're anything like Chicken, you'll be creaming your already heavily-stained jeans at the prospect of hearing them all over again. Released Late summer



Christ Almighty! I've got legs! What the hell am I supposed to do with these?

2



Lancia Delta The car of the man who wishes he owned a Beemer.

have lost something in the translation!).

But whatever, Gran Turismo 2 will put you in the driving seat of 400 cars ('king hell!) from world-class manufacturers including loads more than last time from Europe and America. Go Skoda!

"There's more than 20 racing courses to push their vehicles and driving skills to their limits," said lead developer, Kazanouri Yamauchi. "I never expected Gran Turismo to do this well. My goal is to make the sequel even better." That's comforting. Cheers Kazza mate!

With handling that mirrors true car physics exactly, the driving experience of Gran Turismo 2 is to be topped with some monster graphics and sound. The television-quality visuals are achieved by maxing out the power of the PlayStation, to the point where the poor grey bastard will be on its cyber knees!

'Unprecedented realism, graphics and amazing gameplay – guaranteed to get the ladies moistening at the hemline'

Although on the face of it only 20 courses may seem like a bit of a stingefest, it's safe to assume that if the loveliness of the original is even matched, let alone bettered there'll be plenty of stained trousers cum release day! Stay with PlayStation Pro for constant updates cos we're choking for it just as much as you!

Released **Late Summer**



exclusive!

Time Crisis 2

Lock, load and spill some claret!

Time Crisis, in the arcades, is one of the greatest, most trigger happy gun games to ever grace the scummy beach venues of Britain. Many said that it was the game that could never be converted onto the Playstation, regardless of how powerful Sony's console is, it could surely never match the graphics that Namco's Super System 22 arcade board can generate.

However, it turned out to be ace and now it's time for the sequel. For the first time in 3D shooters, two players can link-up for simultaneous play, each from their own perspective. This means that you can now take along a buddy who can cover your every move, be used to flush out enemy agents or simply charge straight into the action, doubling your firepower.

Single player mode will take the form of mini missions, where multiple enemies lurk in the background just choking to be shot to shit. For added excitement, Time Crisis 2 allows players freedom to move from a fixed position in the game, enabling them to chase enemies by boat or on a moving train, continuing like the cheats they are should they fail. This follow-up features Namco's new spanker of a graphics engine, so expect some serious post traumatic stress disorder after a few plays.







The new stages, new action and linked simultaneous two player gameplay should soon sort out the peashooter boys from the magnum men.

Released **June**



USA correspondent Boyd Hummer looks to the Force...

I don't know about you guys, but over here everyone's talking about the new Star Wars movie. It's looming larger than an obese Roseanne after she's really let herself go, and I don't mind admitting I'm pretty damn excited about it myself! And just to whip us up into even more of a frenzy, LucasArts has confirmed that there'll be at least two games inspired by the movie out this year (and that's not including the heart attack inducingly exciting rumoured RPG collaboration with Square that I'm not supposed to talk about)!

One, simply called Star Wars Episode 1: The Phantom Menace (so not that simple then!) is a kind of Tomb Raider/Duke Nukem affair with lightsabers! And it looks amazing! This will be the first game and it's expected to be released on the same day as the movie in the US (May 19th) and be packed with a whopping 40 hours of gameplay! Pro will have loads more on this triple A title next issue!

The second game is a little further down the track, and a bit more of a surprise. It's a conversion of an N64 game (gag - Pro) called Star Wars Episode 1: Racer (amazingly this isn't expected to change!) and is a nifty looking futuristic race game featuring what LucasArts describe as "a series of electrifying races in sleek, turbine-driven vehicles" taken straight out of the movie! And they're not making it up! I've played the N64 version (spit - Pro) and it rocks! There's no release date for this one yet though, but I'll keep you posted!

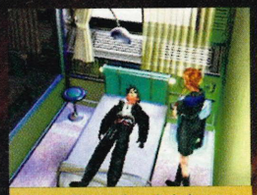
Final Fantasy VIII

What the hell's it all about then? Put the Japanese dictionary down, read on and find out...

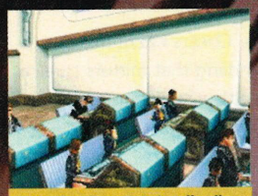
It's the Star Wars One of the gaming world, with it's relentless action, groundbreaking graphics and intriguing characters . Those with the Jap import'll tearing out hair over what the hell is being said. So here's an introduction to what all that nonsense means. Aah jabba jabba... masta!



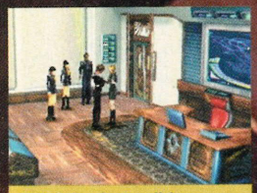
1) Our hero Squall wakes up in the Balamb Garden Infirmary, after getting knocked out in a practice battle with his classmate Seifer. Dr. Kadowaki tells him to take it easy.



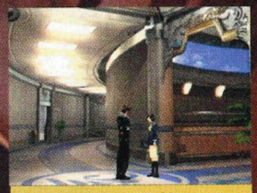
2) Squall's teacher, Quistis enters the room and tells Squall to get his ass out of bed and get to the classroom. He has his SeeD entrance exam in the evening and needs to prepare.



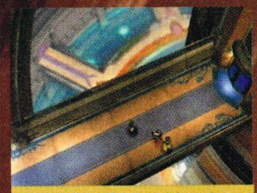
3) In the class, Quistis tells all her students that the SeeD entrance exam will take place that evening. She also gives Seifer a good ticking off for getting a bit carried away.



4) Quistis asks Squall for a private chat. She tells him he has to go to the Cave of Fire before he can enter the exam. She says that she will meet him at the main gate.



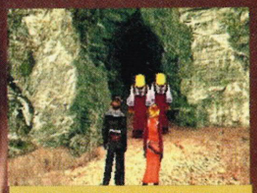
5) After studying at his computer, Squall leaves the classroom. A girl runs into him in the corridor. She's just been transferred to Balamb Garden and needs to be shown around.



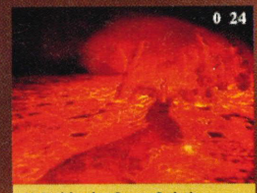
6) Squall walks the girl to the elevator and meets another student. The student offers Squall a set of cards (which can later be used in the card battle sub-game).



7) Squall shows the girl around the directory map, then leaves the girl to explore. After exploring a little himself, Squall makes his way to the main gate to meet Quistis.



8) The guards outside the Cave of Fire remind Squall of his task, to gain a low level Guardian Force in the cave. Quistis and Squall choose a time limit before entering the cave.



9) Inside the Cave, Quistis introduces Squall to a few battles with the creatures inside.



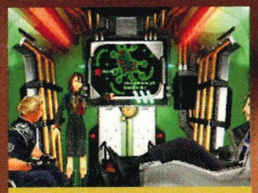
10) Back at the dorms, Quistis tells Squall that he will be paired with Zell Dincht for the exams. Squall is introduced to him.



11) Principal Cid explains the rules. The squad will engage in real combat on a real battlefield.



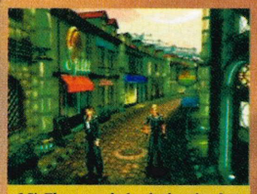
12) In the bus on the way to the battlefield, Zell asks Squall to show him his Gunblade (don't ask), before starting an argument with Seifer.



13) On the sea craft, Sue goes through the squad's mission. The squad must eliminate any remaining soldiers in the battle and free the city of Dollet from enemy control.



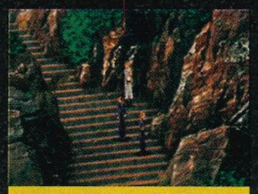
14) Squall and his squad leave the craft at the beach. Quistis informs the squad that they are in charge of Central Square



15) The squad check the city for remaining enemies. Seifer gets annoyed with a dog, telling it to get lost.



16) The dog howls and the Galbadian soldiers come down through the city. They head for a facility on the mountain top.



17) Seifer and Squall agree that they should follow the soldiers to the mountain top. They find a Dollet soldier and ask him what interest the Galbadians have with the tower.



18) The soldier says that the tower has been taken over and is a den of monsters. They are then attacked by a huge snake creature.



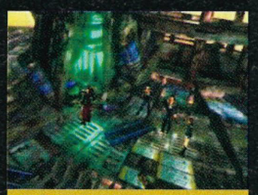
19) At the radio tower, a Galbadian soldier is checking the generator. Seifer and Squall discuss the intricacies of fighting.



20) The girl from Balamb Garden turns up again and thanks Squall for showing her round. She is a messenger from Squad A called Selphie.



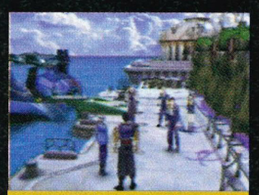
21) A red-armoured Galbadian guard called Wedge is working on some repairs. He reports to Major Biggs that there's a monster on the roof.



22) Squall's squad reaches the top of the tower. Squall challenges Major Biggs and fights him and Wedge.



23) The squad leg it out of the tower and are challenged by a giant mecha-crab. They then flee as the crab is too strong.



24) Quistis destroys the crab as everyone gets back on board the boat. She congratulates the squad back at Balamb Gardens.



25) Back in the lobby, Sue and Cid welcome them back. Cid says that the radio tower is operational again.



26) Quistis has a quiet word with Seifer. She tells him that he was wrong to head straight to the tower like that. He doesn't really listen.



27) Squall's squad are inaugurated into SeeD by Cid. He talks to each one of them individually then they head back for the party.



28) At the party, Zell tries to make friends with Squall, but he's not having it. Selphie persuades Squall to join the festival committee.



29) Rinoa, the girl from the intro, walks across the dancefloor and offers to dance with Squall. He eventually agrees to dance with her.



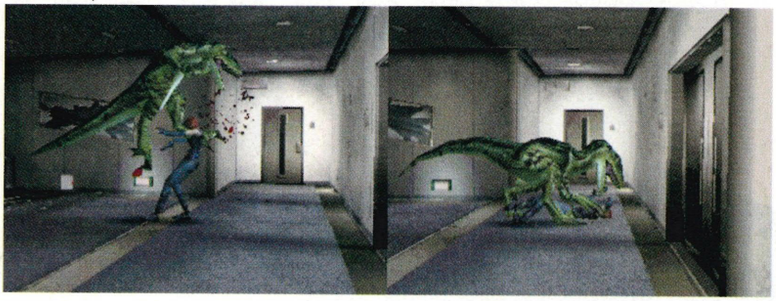
30) Squall dances with Rinoa until Quistis interrupts. She seems jealous about Rinoa and digs at Squall. The story continues...

... well that's just a miniscule part of the first section of FFVIII, but at least you know what the hell's going on now. Watch this space for more info on this massive game

Essential info

Terror-Dactyl

Dino Crisis is set to make Jurassic Park look like a petting zoo





Dino Crisis is a stegosaurus-stuffed stunner that is packed with all the blood, guts and flesh-shredding mandibles you can handle. And it comes as no surprise when you realise that the man behind this dinosaur fest is none other than Shinji Mikami, the man responsible for legendary terrorfest Resident Evil.

Set on the remote Ibis Island, this 3D adventure revolves around the efforts of a team of government agents, known collectively as Regina. This ambitious lot have the task of capturing a certain Professor Kirk, who has been more than busy creating a new (and devastating) source of energy.

The Regina team has to get the information that they need, get their man and get off the island before being ripped to shreds by a gang of rampant dinosaurs.

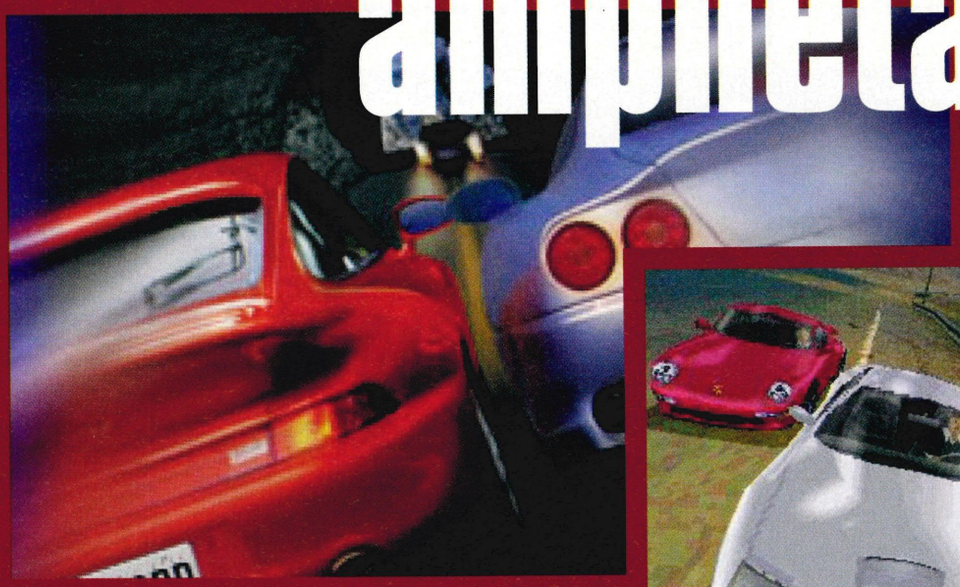
Recently announced in Japan, it's not certain precisely when Dino Crisis will be released over here, but chances are it'll be tearing your arms off and hitting you with the soggy ends when it reaches these shores towards the end of the year.

Released **Winter**

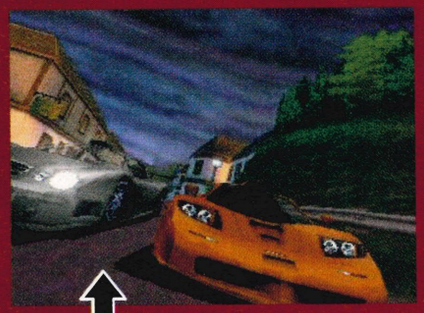
addicted to amphetamines?

first play

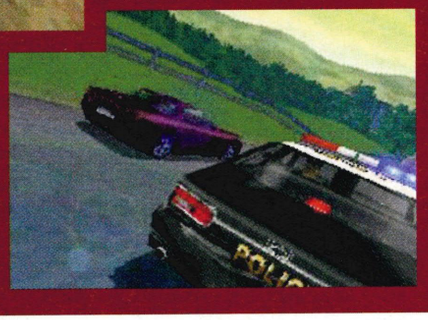
Quadruple your drug use with Need For Speed 4







Ooh, that's a tasteful car. Look out, here comes David Beckham!



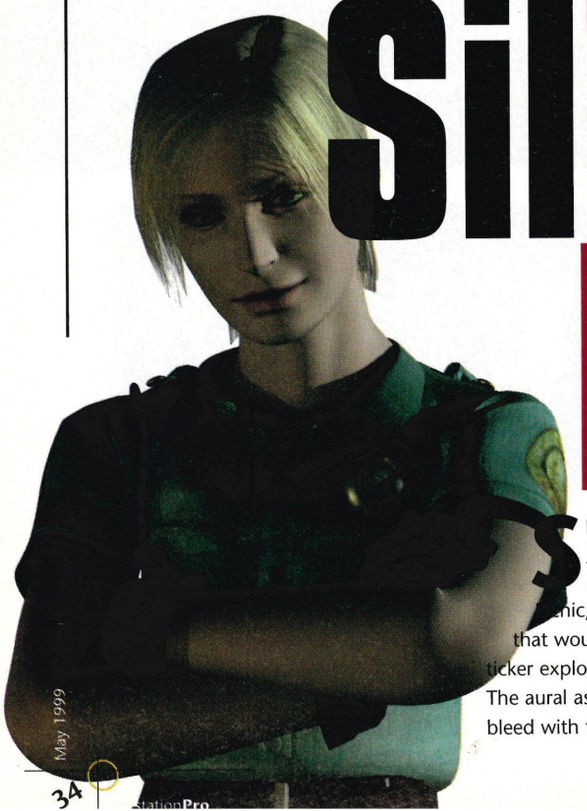
Feel the rush. Experience the high. Snort the gasoline – oh sod it, look, it's Need For Speed 4! EA's endless production line makes Henry Ford look like a piss-ant market trader, with yet another sequel set to hit the shelves like Mavis from Driving School in a combine harvester.

In fairness, the last one was the best of the bunch, and besides there's plenty of excitement at NFS Towers about the new game, just listen to senior producer, Hanno Lemke: "We are very excited about the potential about this game," (see we told you), "we're confident it'll set new standards particularly because of the Road Challenge mode; a head-to-head duel, challenging players to bet one of their highly prized cars against one another."

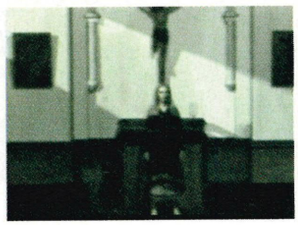
Before they can bet, players need to earn the right by winning soup-up vehicles which they then pit against one another in an illegal gambling frenzy. If you snooze you lose and there's no going back because the memory

Silent Hill

new shock pics!







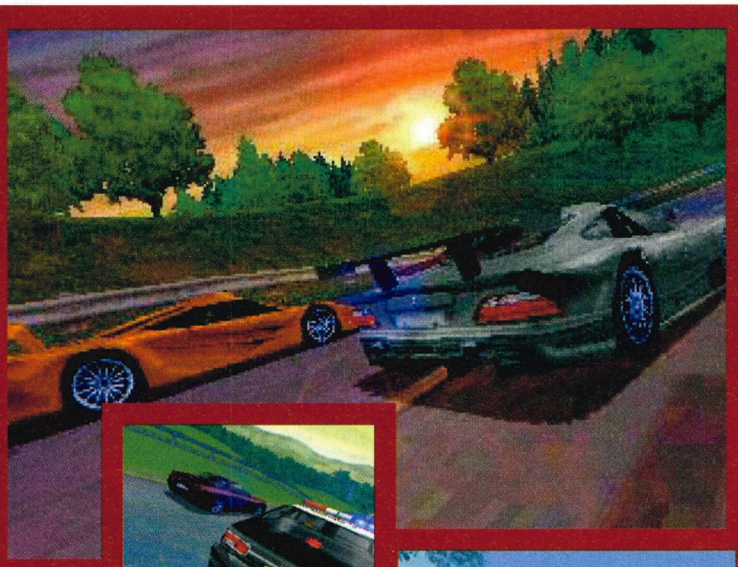


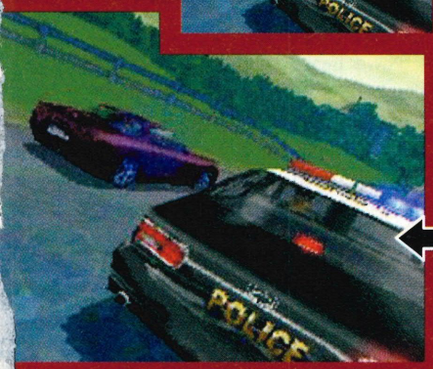
Thirsty for blood and unbridled terror?

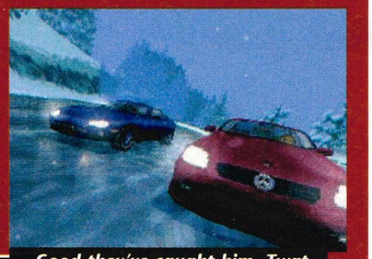
Splashing more strawberry jam about than Hellraiser's Pinhead at a Teddy Bears ...nic, Silent Hill contains scenes that would make your grandmother's ticker explode in a flurry of Earl Grey tea. The aural assault will make your ears bleed with terror and some of the images will make your eyes pop out in an attempt to wipe the blood off the oozing floor.

'This'll make your granny's ticker explode in a flurry of Earl Grey Tea'

After completing the game several times, Pro reckon it's a little bit special in the excitement department, with a plot so deep you'll be gurgling in claret long into the night. So here, for your delectation, are more fantastic screenshots to whet your appetite before







...Good they've caught him. Twat him one Rozzers, the fouling git!

random. Obviously there won't be too much in the way of johnnies, pissed-up tramps and hedgehogs, but it'd be a crying shame if we weren't given the opportunity to mow down the odd old lady.

'Johnnies, tramps and pissed-up hedgehogs'

card takes care of all the paperwork and pink slips.

The developers claim the revamp sweeps the board, with better graphics and car detail and a level of realism that throws obstacles onto the track at the British release. You'll be seeing plenty more of this action in future issues of PlayStation Pro, since we reckon it rips the throat out of Resident Evil and pisses on its grave.

Released **April/May**



Jo Brand in mech outfit tries to snog our hero. Told you it's grisly!

Released **April**

Winner!

Touch and feel your PlayStation

PlayStation has triumphed over 1000-plus entries to walk off with the allegedly coveted Best Television Commercial of the Year award. The "gong", awarded to Sony at the recent British Television Advertising Awards, was for its "Double Life" ad which clever uses poetry to powerfully convey the "PlayStation experience". And there was Pro thinking the Andrex puppies were a shoo-in...

`Anyway, with poetry seemingly riding high in the hip charts, it seems appropriate that we should all give it a go. If you have a verse which conveys your strong feelings towards any aspect of PlayStation gaming, send it in to Pro and the winner will receive a steering wheel and chart topping game.

Mark your entries "Poetry isn't necessarily gay, not that it would matter if it was because that's a perfectly valid choice of lifestyle in this day and age, and that's not being sarcastic either", and have them in by May 5th to PlayStation Pro, IDG Media, Freepost (Sk3038), Macclesfield SK10 4YE. Here, for the record, is Pro's effort...

A little grey box and a coupla pads
is the ideal tool for all us lads
who want to put the world to rights
but can't in reality 'cos we're soft-as-butter shites

Conquer worlds and win the cup
And wonder what the hell is up
When the men with monster needles
come to send us so far under
'Cos we took it far too serious and
ended up in lumber

That's enough you bloody nutcase
now lights out - it's after hours.

No, no – the nurse's outfit's the same price, you just have to supply the rubber gloves...



A glass vial lies shattered.

Oops butter-fingers! You'll never get that out!

THE Rumours ARE IN HERE

Dick work

Clinton's celebate. Aliens are having tea with Elvis. And there's an X-Files game?



Conspiracy theorists would have you believe that X-Files isn't coming out on the PlayStation. Mulder and Scully have taken longer to come out than Prince Andrew, and the whereabouts of this eagerly awaited game has been a mystery in itself.

A source from Fox Interactive, pressed up against a wall with a knife to their Deepthroat, insists that the secret project hasn't been canned and is looking amazing. The truth? Christ knows? But we're determined to find out.

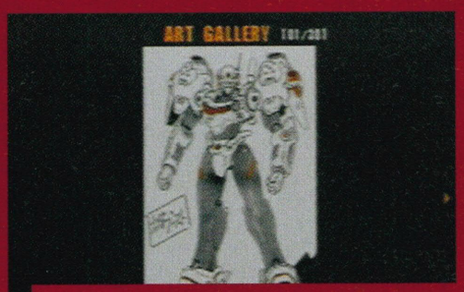
'No amount of pointing and clicking will reveal whether Scully's a true red-head or not'

Pro's great mates, Dave and Gill, have been holed up around Seattle for weeks on end and, when they weren't going at each other hammer and tongues, they found a bit of time to star in the game.

In fact, all the X-Files freak-filled cast list has been involved in the game, including the mighty Chris Carter, the twisted brain behind the TV phenomenon, who's penned part of the plot. There'll be no getting away from dark locations, rubberised midgets and a pervading feeling that we're all missing the in-joke, though Fox has promised a brand new plot and loads of treat locations (Seattle then?).

Power freaks will be pleased to know that Mulder and Scully are your assistants in the game. Sados who drool over Scully however will be gutted at the lack of chance to get "inside" her, and no amount of "pointing and clicking" on her chest will reveal whether she's a true red-head or not.

Fox told us that "Artificial intuition dares players to investigate an incricate criminal conspiracy. Mixing first-person views in a changing environment,









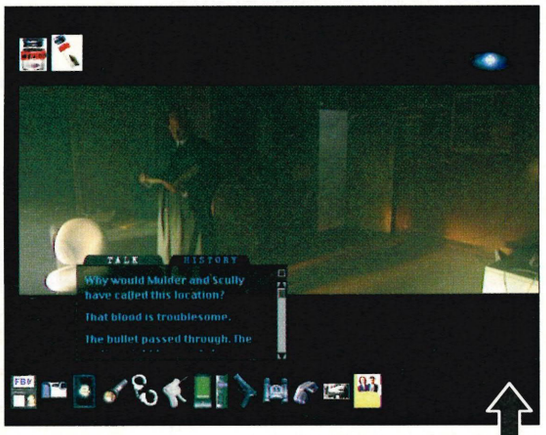
That's one helluva sneeze there fella!

OMEGA boost

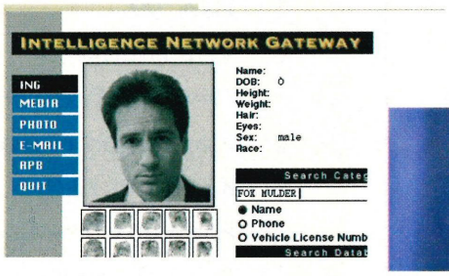
new game

Sony's big burrito at the Tokyo Game Show is riddled with E. Coli



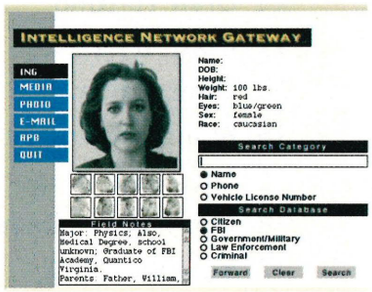


If your investigations run up a dark alley don't worry. Fox will solve everything in the last minute - just like on TV!

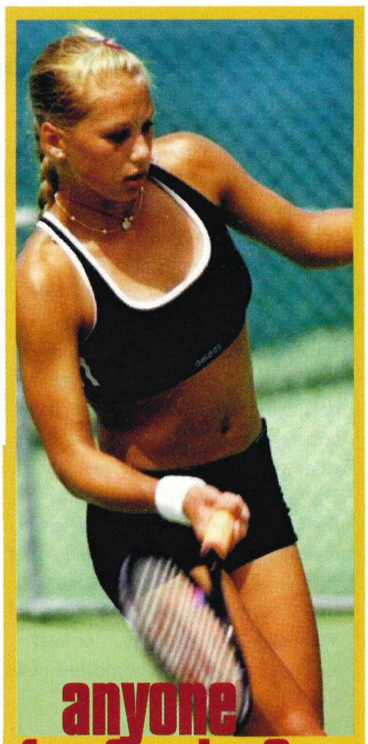




Dave Duchovny's not afraid of whipping his pistol out in public, but as for the game?







anyone for fannies?

Namco's upcoming balls'em-up Smash Court Tennis has brought on board Russian muff-chuckle/tennis starlet Anna Kournikova, and is now called Anna Kournikova's Smash Court Tennis. That's it. Move along now.

interacting and communicating with the entire X-Files cast."

Unfortunately, the PC effort was a bit of a shambles, it was a fat over bloated stinker, shuffling in on five CDs, with appalling loading times and the excitement of a paint-drying simulation in Oklahoma. So it'll take more than a sulky pout and designer suits to save this from a savaging by Pro when it eventually gets kicked from under its rock.

Released **Fox knows?**

In space, no one can put out that fire streaming from your arse









The star attraction of the Tokyo Game Show was hidden away from the public. Judging by the reaction of the frenzied little fellas jabbering to get inside, you'd have thought Denise van Outen was rolling naked with Godzilla.

'You'd have thought Denise van Outen was rolling naked with Godzilla'

We sneaked past the schoolgirls-come-security guards-come-object of our illegal desires, to snatch a play of Omega Boost in an early state. It's a sort of Asteroids meets Space Harrier, where the player is launched into space to encounter a hefty number of asteroids, space debris, enemy robots and space stations.

From what Pro saw, Omega Boost is little more than a simple shoot-em'up, but as wanky as that may sound, it is being created by the geezers behind Gran Turismo (which wasn't bad as racing games go). So hopefully it'll have more going for it by the time it's released over here.

Released **April (Japan)**

I'll swap you my Pink Power Ranger for this bland grey one



stoppress

The PlayStation version of EA's Cricket World Cup may now never see the light of day. EA are sceptical about its appeal to console gamers, but a concrete decision is yet to be made. Either way don't expect to hear anything definite until after the real cricket World Cup gets underway in May. **Other news** from EA implies that despite their overseas publishing deal with Jap giants Squaresoft, they apparently won't be having anything to do with a UK Parasite Eve release. The word is that due to poor sales in the land of the rising sun a European release has now been scratched – so if you've been waiting for that one it may be time to pay Mr. Import a visit! **This may** be a scarce year for beat 'em ups after Tecmo's bombshell news that the sequel to spank-worthy scrapper Dead or Alive won't be making a PlayStation appearance until the new PlayStation console is launched. They've opted to hold out for Sony's next impressive product, and it's a fair bet more developers may follow suit. **Meanwhile an** end of April release has been confirmed for Infogrames' five-a-side footy fest Puma Street Soccer, so we should have the tarmac togga title for review next issue and hopefully plenty of Puma stuff to giveaway! **Shiny's Earthworm Jim** is still on course to see his first 3D adventure through on the PlayStation. The delay in the stringy one's appearance has been put down to a publisher problem due to Virgin's recent acquisition of Interplay, Shiny's previous publisher. Take 2 Interactive have snapped up the brainless bird food's third adventure though, and the worm is set to turn out in August. Before then Take 2 are looking to unleash Darkstone, a medieval demonic dance through an ass-kicking RPG world. Delphine Software, the development company responsible for Fade to Black and Flashback, are expecting to have it finished before summer. **LucasArts has** finally shed some intergalactic illumination on their plans for games based on what will surely be one of the biggest movie events in history. Star Wars Episode 1 – The Phantom Menace begins its conquering of cinema audiences in America in May, and the PlayStation game of the same name should be completed and in US stores by the end of the same month. **New figures** reveal the PlayStation is officially the most popular gaming console ever! UK sales have broken through the 4 million barrier ensuring ours in the largest market within PAL territories. The continuing success has now astonishingly pushed the worldwide total above the 50 million mark. **Trouble strewn** software house Psygnosis have been granted salvation by Sony. They'll continue to develop games for both PlayStation and PlayStation 2 as a first party developer under the SCEE umbrella. **For the** fifth consecutive year the Electronic Entertainment Expo (E3), the world's largest annual games trade show come exhibition has sold all available space within it's 525,000 square feet venue in Los Angeles. Look out for a special report on the 400+ exhibitors in our July issue when there'll be a fair chance you'll be granted an eyeful at plenty of pictures of scantily clad birds with large knockers. **There's a** website running at the moment with controversial content and it's all about Sony and the PlayStation. It's location is http://sonyfraud.com. remember, we haven't made you look at it, only inform you of its existence. **Acclaim have** been up to some bizarre PR in the lead up to the press launch of their macabre looking Shadow Man. To promote the horror adventure a spooky party was held at London's Dead Side - the place where disgraced football touchy-feeler Justin Fashanu was found noosed up and blowing in the breeze. The invites were aptly accompanied by a jiffy bag of ashes which Acclaim are adamant are the real deal, so apparently we currently have a charred stiff charlie residing by Chicken's butty box. Anyone who wants to win a genuine dead dude send us a something funny on a postcard. There're no specific requests, just see what you can dig up (ho, ho). More on the party next issue... And finally.... **The countless** Nude Raider sites devoted to lopping off Lara Croft's head and sticking it onto some prime porn are about to find themselves banned into oblivion. Core Design (those responsible for Tomb Raider) are sick of seeing Lara's jubblies being flaunted across the Internet, and are desperate to close down all sites showing her image in the buff. Sorry lads - you're just going to have to use your imagination from now on...

⇩charts⇧

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1	Metal Gear Solid	⇧	£39.99
2	Rugrats	⇧	£34.99
3	A Bug's Life	⇩	£34.99
4	Rollcage	⇨⇦	£39.99
5	FIFA '99	⇩	£39.99
6	Viva Football	⇧	£39.99
7	Premier Manager '99	⇩	£39.99
8	PlayStation Megapack	⇩	£29.99
9	Knockout Kings	⇩	£39.99
10	Populous: The Beginning	⇧	£39.99
11	Gran Turismo	⇧	£44.99
12	Crash Bandicoot	⇩	£39.99
13	Tomb Raider 3	⇧	£44.99
14	Brian Lara cricket	⇨⇦	£44.99
15	Spyro the Dragon	⇩	£39.99
16	Colin McRae Rally	⇩	£44.99
17	Resident Evil 2	⇩	£29.99
18	WWF Warzone	⇧	£39.99
19	Tenchu	⇧	£29.99
20	Music	⇩	£29.99

budget price games

1	Tomb Raider 2	⇧	£19.99
2	Grand Theft Auto	⇩	£19.99
3	Hercules	⇩	£19.99
4	Mickey's Wild Adventure	⇧	£19.99
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Busting as he was, Ethan was dismayed to find both lavatory doors firmly closed. It's the sink then – if he can reach

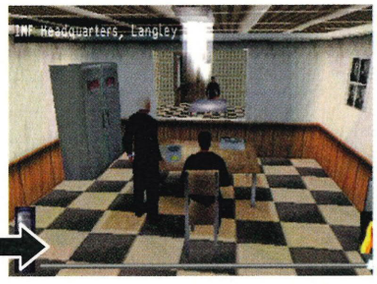
Spy

first look

Your Mission, should you choose to accept it, is to achieve the Impossible – create babies with the listless semen of an infertile midget. Ssshhh...

Light the touch paper and run for your life, this game's going to blow up in your face. Stuffing GoldenEye back up Nintendo's arse, this razor's-edge adventure puts you in the ladies-size plimsoles of Ethan Hunt (is that cockney rhyming slang?...) Mission: Impossible combines sneaking and spying with the challenge of not getting your buttcheeks blown apart.

'You'll have more stuff to do than a badger that's up to its nether regions in concrete'



...and I also play the harmonica and in my spare time dress up as an ostritch and run marathons for charity. Do I get the job?

Taking inspiration from the 1996 film, Hunt (...or is that Mike's brother?...) goes about his work with all the verve and zest of a true professional. Of course, Hunt's movements are dictated by the ever-present Jim Phelps (...Vanessa's brother?) Ethan's boss, who, with the help of his legendary exploding briefcase, gets the lowdown on each task before sending his highly-qualified lackey out to do the dirty work.

Armed with gizmos, guns and gadgets, Hunt'll be kept on his baby's toes by the many and varied impossible missions and levels that are thrown his way like a bucketful of pinless (that's a lot more dangerous then?) grenades.

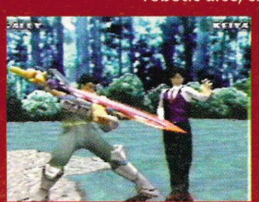
If lurking in the shadows and having more stuff to do than a badger that's up to its nether regions in concrete is your bag, we'll be slipping you more news on this as soon as we get it.

Finished reading? Memorised all the vital info? That's OK then, as this page will self-destruct in five seconds... Go on, bugger off then...

Released **June**

Evil Zone

play tested





The appeal of watching oriental schoolgirls kicking robotic arse, showing their briefs and screaming in high pitch voices is as strong as ever. Evil Zone, allows you to do this and so much more. The game has already had success in Japan under the tongue friendly title, Eretzvaju and we can expect it to hit these shores.

Bragging a unique fighting system that's suitable for players who have lost fingers in chainsaw accidents, Evil Zone only requires the use of two buttons; Attack and defend. It's all based on charging up a fight metre and, depending on how you move and how long you charge up, unleashing a collection of attacks that are best described as "silly."

So whether it's wrapping an enemy in a glowing ball and smacking them into orbit, or just triplicating yourself and attacking them on mass, you can guarantee that it will all look extremely Manga and move like poop through a goose. You have been warned

Released **June**

first look

Croc 2



"Me choppy, choppy. Make handbag, make money"

A croc of gold or a croc of shit? It's handbags at 10 paces

Snarling like a newborn kitten and with all the bite of a geriatric sweet-taster, the original Mario-wannbe sold by the truckload to kid sisters and roaring queens. However, Croc failed to impress the hardened gamer with its lighter than air gameplay, now eighteen months later the little green bastard's back!

The handbag on legs has once again found himself up against Baron Dante, the perilous peer who's asking for a good kick in the teeth because of his generally cruel and heartless nature (I don't write this shit y'know). However, defeating the bloated Baron doesn't seem to worry Croc, particularly when he's got plenty of help from his Gobbo buddies, not to mention a shedload of new-found skills (sounds like a wild ideal evening of cerebral entertainment, doesn't it?).





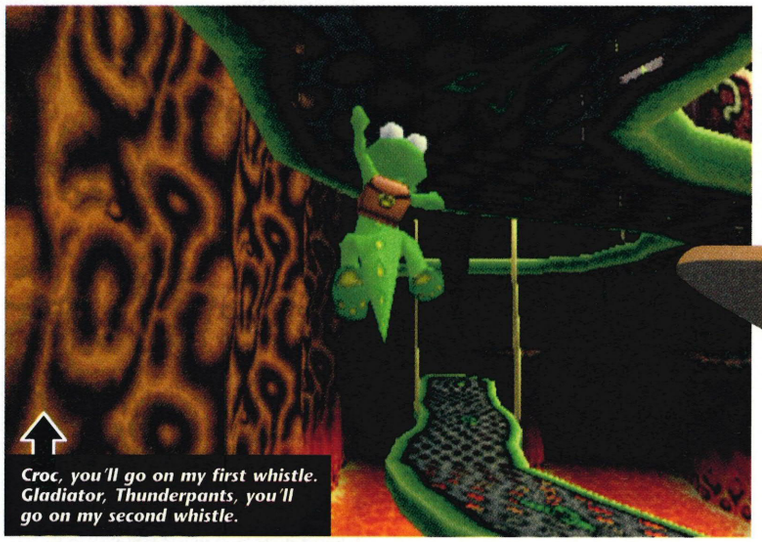
While recuperating from his last adventure, Croc spent most of his free time mastering the rudiments of hang-gliding, go-kart racing and rafting, which is fortunate, since they're the exact skills he'll need here.

Croc has also learned to use the crystals he collects through the game wisely, and will now be able to exchange them at his local shop for fags, booze and prostitutes (oops – that's what the Pro team spend their crystals on).

There're seven new bosses for Croc to batter, a rumoured "unusual" two-player game as well as four new tribes of Gobbos to hang out with. These furry funsters aren't just pretty faces either – Croc can chat to them in cute fashion in order to collect clues, and because he wants you to throw up.

Released **June**

'Eighteen months later the little green bastard's back!'



Croc, you'll go on my first whistle. Gladiator, Thunderpants, you'll go on my second whistle.







blocky graphics

The Next Tetris

The whole idea of Tetris was to build perfect walls only to see them disappear to clear a space so you can do it all again – ohh, the thrill!

The Next Tetris aims to be as equally addictive and enjoyable, and for good measure, the original Tetris is included on the disc too.

Early doors the game just looks like the same old Tetris but in fact it is a world apart. Or a small Russian state, at least. The shapes are all familiar but now they are composed of segmented colours that split from the original and fall through the cracks when strategically placed. This can result in a nice little cascade or chain reaction if you place the right piece in the right spot at the right time.

On the subject of time, everything is done against the clock – if you take too long it's game over. When in two-player mode, the time is used to provide rankings, so the quicker you clear a level the better. The graphics have been beefed up (they'd frigging have to be), with the addition of animated sequences when pieces anchor together.

Released **November**



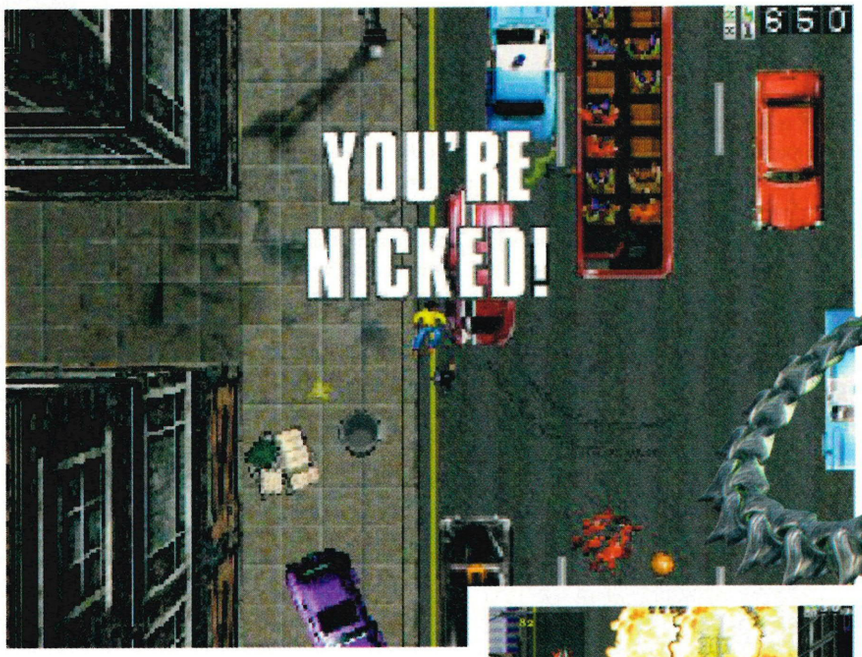
breaking news

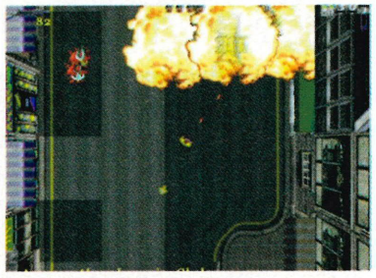
Colin McRae Rally 2

Cards were being held bosom tight by sources at current console kings Codemasters regarding the rumours of a Colin McRae Rally sequel. Whispers have been spreading with more consistency than the Spice Girls' legs of late, and the word is a much improved follow up is definitely on its way, though you may have to wait until the launch of Sony's superior 2nd PlayStation console to get back into the Highland hero's rally-o-rama.

first razz

Stop Thief!





More cars, less morals and a big bastarding clock. This is Grand Theft Auto... London style.

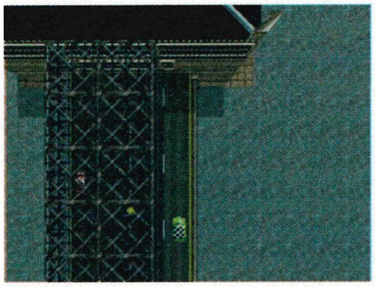
Grand Theft Auto is the spunk of Satan! It must be. Never before did a game receive so much hassle from the granny brigade as GTA. Those poor guardians of the country's innocence were up in arms over it. It was hardly surprising though, the original (now carrying a healthy new price on Platinum) featured unrelenting road death, swearing and the shooting of heavy weaponry at innocent by-standers. In fact, it featured all the elements any self respecting "geeza" craves from a game. The good news is, there's another heavy dose of highly immoral highway action on the way – this time in the form of an add-on mission pack (the first of its kind to be released on the PlayStation).



GTA London will update the successful original game, as well as adding a retro dimension to the storyline, putting a 70s London spin on the road-based violence and turning the whole thing into something of an interactive Get Carter. 32 complex multi-stage missions will be included, a funked up new soundtrack featuring 60s and 70s music and a completely new fleet of over 30 classic cars will be available to the hard-bitten gangster crims. If you've already got the original Grand Theft Auto – which you need to play this add-on – then for a measly £19.99 you can revive this classic for more shaggin' and shootin' in new locations. If you haven't got the original then you'll have to continue getting your kicks in souped-up Montegos down the local council estate, won't you?

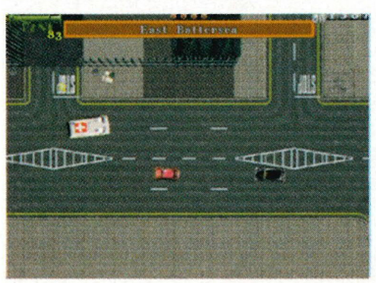
Released **May**

'A 70s spin on road-based violence, turning it into an interactive Get Carter'



Cars will be done up in the style of the times. Check out the Austin Powers chic











Mmm, I'm a bit partial to the old fur fish myself, goes well with white sauce



first look

The Cute Crusader

Pink hippos and furry fish. Guardian's Crusade is another mad-cap Jap RPG

If the thought of child labour makes you lose sleep and contemplate writing to your local MP, then spare a thought for the poor fellow in new RPG Guardian's Crusade. A young well-to-do knight with plenty of spare time on his hands, this young whippersnapper finds himself on a quest to uncover the sordid past of a pink hippo-like creature (and it's not George from Rainbow). Armed with only a friendly fairy for love and support (sounds like Will), the valiant one has to battle his way past obese bats, hairy jesters and furry fish (snigger!) in order to seek out the truth. It's funny, but I'm sure Mulder and Scully don't have this much trouble...

Although it sounds like the result of a night spent waffling disco biscuits and magic mushrooms, Guardian's Crusade is a honey-coated, fluffy fantasy tale that promises to be a cute and unusual alternative to the other RPGs. Released **April**

'The result of a night spent waffling disco biscuits'



news update

Alien Resurrection

Fox interactive have put their latest sci-fi/horror game Alien under hypersleep until at least September '99. When the game's gestation period is finally up, Alien fans can expect to play as one of five characters from the critically ignored movie. Whether Ripley's new found Alien DNA will show itself within the game, and give her suitably Xenomorphic powers, we can only hope.

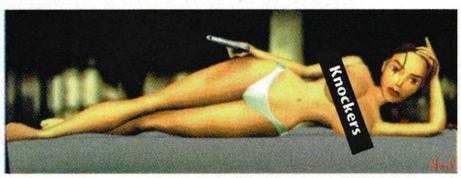
movie info

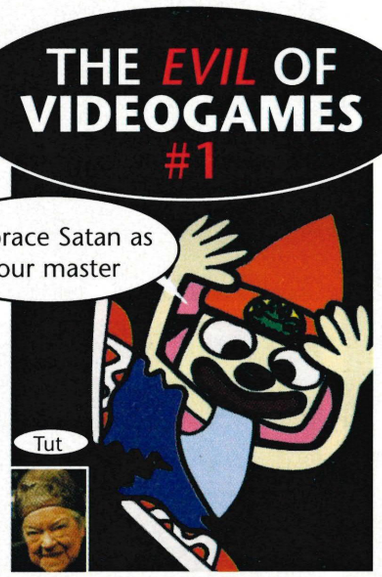
Casting Croft

The furore surrounding which bouncing bristolled actress will be pulling on the Tomb Raidering pants of gaming's biggest bird, in every sense of the word, looks like becoming one of the greatest hype drive blags of the century.

Countless stars of a buxom brunette persuasion have been suggested as the perfect figure filler of Ms Croft's trademark outfit, including the likes of Demi Moore, Catherine Zeta Jones and Elizabeth Hurley. But it now appears that the coveted role will fall to none other than... Lara Croft her very self!

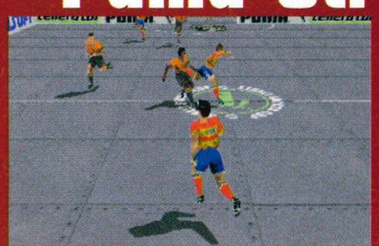
"Huh, how's that then?!" you say. Well, it seems a full CGI movie is now the favoured vehicle for the bulging tank-topped heroine, which is a crying shame! There'll definitely not be any nude scenes now! Ahhh well, at least Nell's nellies are always knocking around somewhere eh?





news update

Puma Street Soccer





Multi-national clothing giant Puma and gallic wonder-hommes, Infogrames are to put their collective toes in the big bath of football games to find out if the water's nice 'n' cosy.

Puma Street Soccer promises to take all the excitement out of playing in a World Cup by transplanting the action to shite-smeared streets. All the fun of playing for five minutes 'till someone shouts "Caaar!" will be yours in a few months. Alternatively, you could go outside, kick a few cans around and save yourself the best part of forty quid. Released **Late April**



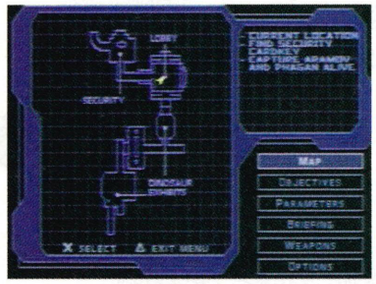
IMPORT



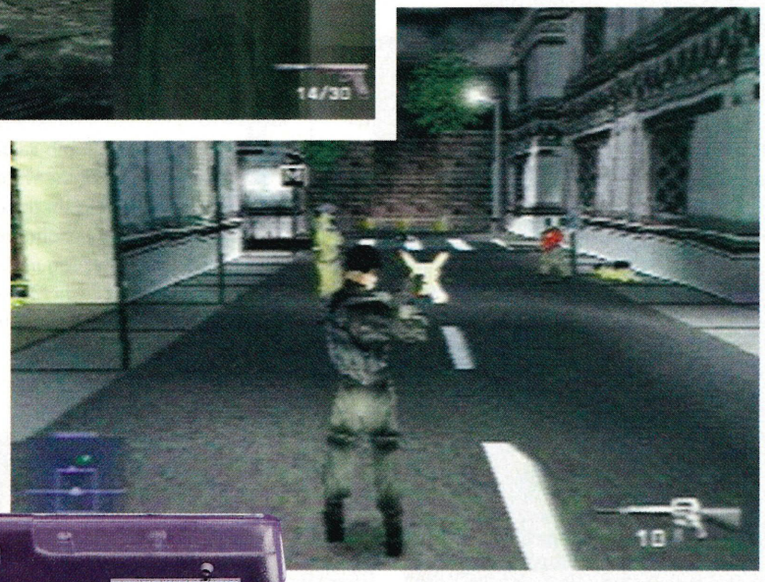
Excuse me, but why are you firing at a wall?

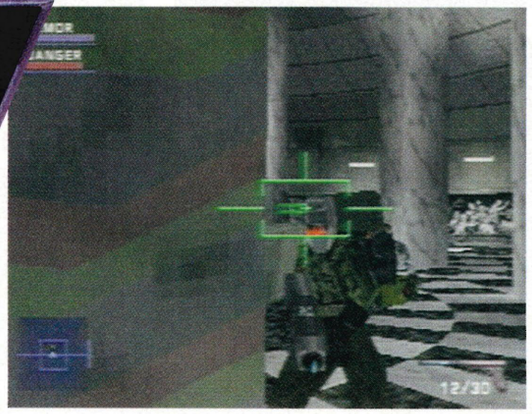
Gabriel checks to make sure his personal hygiene remains impeccable. Don't worry, you smell lovely!





I spy with my little eye, something beginning with 'S'... Is it shitbag?

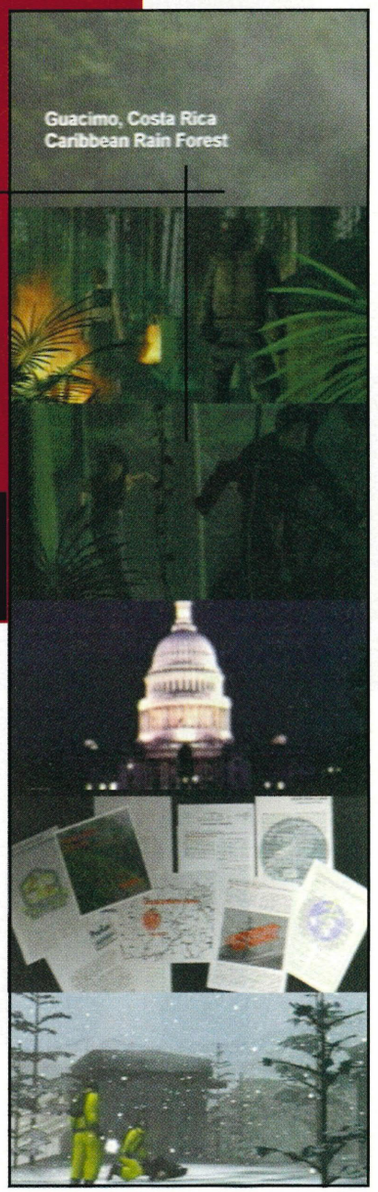




first sight

Logan's Run

A hard-arse war is brewing – Syphon Filter's Gabe Logan is out to steal Solid's thunder...



Finished Metal Gear Solid and desperate for something more meaty to get your teeth into eh? Well stop looking right now! Syphon Filter is all you want and more. Just out in America, this is so hot it's burning holes in thousands of Yankee PlayStations – much in the same way that Yugoslavs are burning holes in their flag! Shame.

Best described as a highly unethical crossbreeding of Metal Gear Solid and Nintendo's blockbuster GoldenEye, this is far from a toothless Dolly the Sheep. Special agent Gabriel Logan and his able assistant Lian Xing attempt to uncover the awful truth about Syphon Filter, a deadly virus that notorious terrorist Erich Rhoemer is planning to unleash on the unsuspecting United States. Again, shame.

Uncovering biological weapons in Central America and other unsavoury goings-on in various locations around the world, it's Gabe's job to do away with the evil Rhoemer and his army before their plans of pestilence, poison and power get completely out of hand.

big arsenals

So what's got Pro more excited than a gaggle of schoolboys in a Soho adult leisure and entertainment shop? Well, aside from the frenetic action that takes place, each mission is completely different. You could be blasting a hole in bodyguards' head one minute, and taking potshots at a helicopter the next. Well, maybe not all that different then,

'You'll be blasting holes in lard-ass bodyguard's heads and taking potshots at helicopters'

but you know what we mean!

Don't think that you'll be dealing with boring old weapons from your grandad's rifle cabinet either, as everything from M-16 assault rifles to C-4 explosives are available for some serious landscape rearranging. However, it's not always a case of storming a joint and firing off rounds randomly like a well adjusted American teenager in a school canteen – sometimes it takes sneakiness and subtlety, so sussing out the lay of the land before putting the boot in is just as important strategy-wise. But if you want to describe the intricacies of Syphon Filter's gameplay, where better to get it than from the horse's mouth?

"Syphon Filter is an amazing videogame that contains heart-pounding gameplay, the hard-hitting action of a blockbuster movie and the suspense of a great spy novel," explains Jeffrey Fox, Vice President of Marketing for 989 Studios. "You must use stealth, manoeuvring and expert marksmanship, while making decisions on-the-fly to unravel the intricate web."

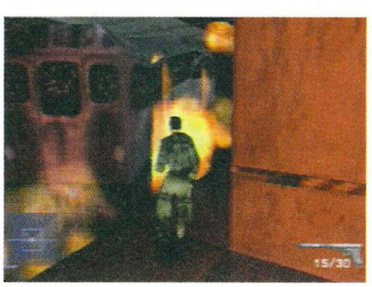
If that sounds like thing that's likely to grab you by the pants and give you a strangely-satisfying wedgie before swinging you round in the air, then keep your eyes peeled for more news. Released **Autumn**

When I said you could pick my brains, I didn't mean this

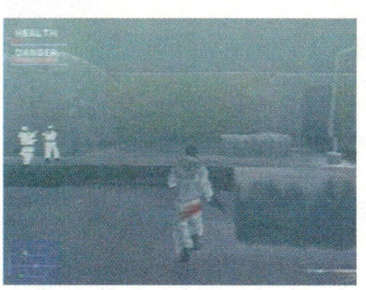


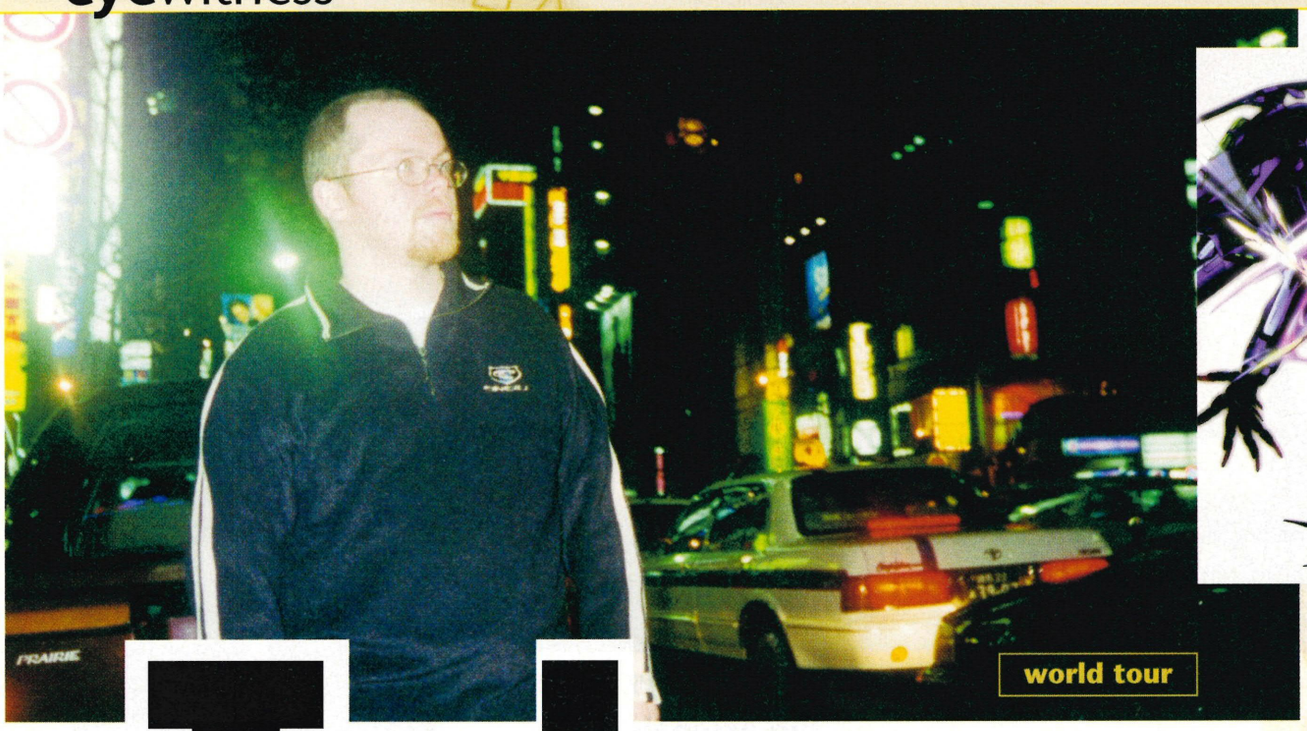
Oh shit!" Gabe regrets eating that large vindaloo with extra chilli sauce











world tour

Tokyo Game

Chicken heads East to check out the dubious strip, ahem, hot Japanese games action....





At last! A sign in English. At least we know we've not turned up at the Manga Schoolies Pants '99 Exhibition. Shame

Trudging around Tokyo, miserable as f*ck as it rains down into the grimy night, you could be forgiven for thinking you'd landed a bit-part in Bladerunner. But these stinking fumes, expensive titty bars and enormous traffic jams, merely choke, bemuse and delay your arrival to the Orient's biggest twice-yearly videogame show. And as you can probably imagine, it's some show.

PlayStation 2 had been unveiled just weeks before, and so what seemed like the entire Western games community had booked itself a flight to the land of the Rising Sun, only to greeted on day one by a sign proudly stating that Sony would not be showing anything of their next generation machine here - thank you! Arse! That'll teach us to go with just one thing on our mind. Thankfully though it gave us much more time to appreciate the stunning girls draped around the various stands. Who wants to play Tekken 4 anyway?

Despite our grasp of the lingo extending no further than "receipto," it was easy to see that this show differed from its Western counterpart, E3, in one notable way. It embraced the general public. Lines of deranged locals queued for hours for a Spyro press release while Namco and Konami made a killing with retail outlets selling everything from Metal Gear Solid collector sets to poxy Pac-Man keyrings.

Culture shock becomes the norm after a while. The lines of dancing girls and blokes dressed up as jockeys performing a tightly choreographed routine for Taito's new horse game, Gallop Racer 3, seemed natural by the morning of day two. People think nothing of dancing with a bloke dressed up as Parappa while

'Lines of deranged locals queued for hours for a Spyro Press Release'

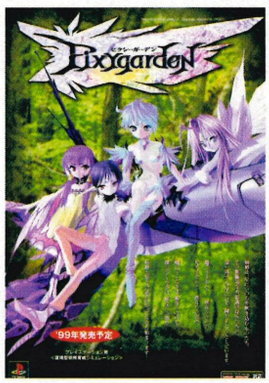
Wandering around the show all manner of rubbish is thrust into your hands. It's all in Japanese and it all looks the same. Just what we wanted!







Show '99









surrounded by sexy young strumpets playing air guitar.

Of course, the huge advantage of attending an event like this is you get to see not only games that will never be released away from the shores of Japan, but also to meet with Square and From Software in their own backyard, so you can see exactly what they're up to.

Realistically, Square's was probably the most exciting stand at the show. Final-Fantasy-weird-bird-thing-meets-Mario Kart was on display in the shape of the highly impressive Chocobo Racer. There was also a slick looking title described as a racing RPG called Racing Lagoon.

Based in the streets of Tokyo and featuring FF style characters, we can report that after a sneaky play it definitely looks the business.

From Software are one of the teams responsible for the recent stunning PlayStation 2 demos, but there could be none of that on show here so they contented themselves with Shadow Tower and Echo Night. Both of these games looked like dark and moody adventures and will probably filter here on a PAL release next year.

Sony's stand, on the other hand, was a disappointment. Spyro The Dragon (not yet released in Japan) and Um Jammer Lammy took pride of place along with a dubious looking shoot 'em-up (see Eyewitness page 36) called Omega Boost. It's being programmed by the Gran Turismo developers, but our first impressions made us think they should stick to cars.

Metal Gear Solid on the Konami stand was still holding centre stage, everyone sporting Solid Snake memorabilia in some form. However, the biggest (and

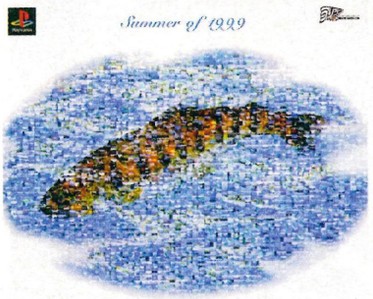


PlayStation 2?

Serio

So that's a taste of what's going down at the moment...

...but in the land of the arcade freak, it's the biggest baddest coin-ops which provide a lot of the developers' future fodder. Simone Flowers reports from Tokyo with wide-eyed wonder on the current crop, and assesses which might make it onto PlayStation... or PlayStation 2.







No world records were broken at the Japanese female weight-lifting competition





funniest) attraction here was their new music game, Dance Dance Revolution. A mat is connected to the PlayStation and placed on the floor and the player than has to dance on it to various kinds of music from R&B to Techno. It looks ridiculous, but at least it'll keep you fit.

As with all Games Shows there was plenty of girlie talent on stage speaking Japanese, no doubt saying how they loved animals and wanted to help children in Third World countries. So in their honour, we here at Pro have knocked up a quick list of awards from the show. We'll end with these lucky winners before you go and have another look at the pics of the gals!

'We watched unclad lovelies parading around the stage'

display, which takes us to the highlight of the event -the "Best Female Stand Accompaniment" Award, which was, bottom line, a beauty contest where people could watch the unclad lovelies from the stand parading around the

Game with most humourous title: Lord of Fist
Most amusing beverage title on sale at the refreshment stands: Diet Sweat, Replenishing water
Best girls: Escot chicks (they're a Jap company doing a game called Pixygarden)
Best stage routine: Taito's Gallop Racer 3
Best costume: Parappa & Lammy
Best Peripheral: The real-size train controller that goes with the recently released, Let's Go Train 2
Best rainy weather: Tokyo
Best Hotel: Not the bastard we stayed in that's for sure.
Best pissed-up fall on a Tokyo street: Chicken's acrobatic tumble downhill.
Best paid Japanese job: Our cab driver who's since retired to the Bahamas

DRIVE 'EM

Crazy Taxi, Sega
Bizarrely overlooked as game fodder, the average taxi cab driver offers enough scope for manic driving and questionable patter. Tear-arse around town in full 3D to pick up as many fares as possible and drop them off at their requested destination often not via the specified route (a la the park scene in Die Hard With A Vengeance). Points are scored for speedy delivery and not making passengers shat their load in the process of the trip.
PROspects? Unlikely. It's Sega for a start, but the idea is good and perspective-wise, this is the view GTA should have offered.

'Features a fair few professional riders – like we give an otter's cock'

Thrill Drive, Konami
Seven vehicles, ranging from sporty two-seaters to hulking great lorries, hurtle through a variety of landscapes against the clock and each other. A mindless driver which concentrates largely on speed over finesse and made all the better by the fact that you can ram pursuing cop cars off the road. Up to three full-on collisions with oncoming traffic are allowed before your vehicle decides it's not only goodnight Mr Chips, but Messrs Fish, Peas and Gravy as well.
PROspects? Actually a pretty good game that doesn't take itself too seriously and doesn't require the handling of a Schumacher to get a result from it.

RC Go, Taito
Four radio-controlled Beetle-style cars bomb round a variety of on or off-road courses that are viewed from both top-down and side-on perspectives. True to form, they handle like supermarket trolleys and a

...and so I said to the shopkeeper, do you have this in black leather with a silver codpiece?



Check Pro out next month for bags of previews on the best new Japanese releases

us coin



What more temptation to ride do you need – sugar on it?



realistic RC steering device revives gleeful memories derived from steering the things into sleeping pets.
PROspects? Not at all bad, but possibly the novelty would wear off after a while. Unlikely to trouble Micro Machines' dominance.

RIDE 'EM

GP 500, Namco

A corker of a motorbike sim for the arcade market, housed in a variety of cabinets, but each with an excellent bike unit on which to mount and make like Carl Fogarty. Licensed by official body the FIM and features a fair few professional riders – like we give an otter's cock.

PROspects? Sadly, without realistic seat and handles, games like this don't hold the same appeal when ported small scale.

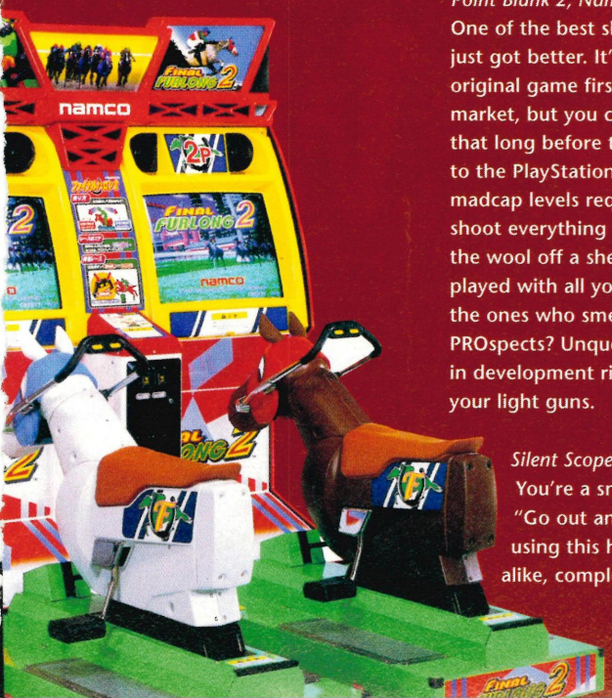
Rolling Extreme, Gaelco

Street luge. You know, lying on a big skateboard whilst accelerating down a steep hill with the primary objectives of (a) winning the race and (b) staying alive. In that order. This game replicates the thrill(?) of this sport (?!?) whilst cannoning your luge off oncoming vehicles and a variety of landscapes, avoiding such common roadblocks as clowns, dinosaurs and the Egyptian Sphinx. Not unlike driving through Ipswich, then.
PROspects? Cooler than Cool Boarders – if you like that sort of thing.

BLAST 'EM

Point Blank 2, Namco

One of the best shooting games ever just got better. It's five years since the original game first graced the coin-op market, but you can bet it won't be that long before this sequel makes it to the PlayStation. In short, 72 madcap levels require the player to shoot everything from vegetables to the wool off a sheep's back. Best played with all your mates round. Even the ones who smell a bit.
PROspects? Unquestionably. Probably in development right now. Polish up your light guns.



Silent Scope, Konami

You're a sniper with the brief: "Go out and shoot bad guys using this high-powered rifle-a-like, complete with laser-sighted scope." Pity, there's a time limit to this as you could quite cheerfully blitz just about anything that gets in your way all day long.
PROspects? If Konami released the cabinet-mounted rifle for the home market, it would be the mother of all peripherals.

TWAT 'EM

Street Fighter III: Fight for the Future, Capcom

Not yet 50 per cent complete as coin-op product, but already this looks miles better than all the others. Four new players have been added to 15 familiar ones and a grading system has been added to monitor fighting technique..
PROspects? Guaranteed to sell shedloads in the absence of a new Tekken game.

Dead or Alive II, Tecmo

Still in development when showed over here, the tightwad designers were reluctant to give anything away. But a sneak preview showed a few surprises, including some new characters with even more polished moves than the original. PlayStation 2 anyone?
PROspects? Miles better than DoA 1, this version kicks bottom.

BAFFLE 'EM

Super Puzzle Bobble, Taito

You would have to have lived on Neptune to not know what's happening here. Yep, that's right matey, that classic strategy game PB makes another appearance and with a few tweaks has served only to make the game infuriatingly more addictive. New features include extra characters, alternate sized bubbles and six surprise bubbles with varying results. Ho hum.
PROspects? Easy money., you can bet your mortgage on it.

.

Angler King, Namco

Housed in a themed fish cabinet – as all the finest games are – Angler King features authentic rod and reel action! Six aquatic stages ask players to land bigger and better fishes which are located using an audio visual guide. The degree of skill used converts to fishing grade and fish size ranking at the end of the game.
PROspects? Those who angle their mitts round a rod, fish. Those who angle their mitts round a rumble facility PlayStation joypad get an altogether better kick out of life. Probably.

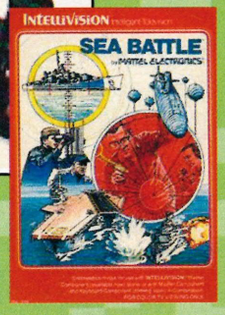


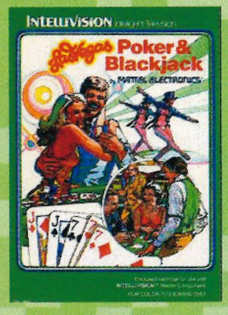
Look out for more arcade prospects in future issues

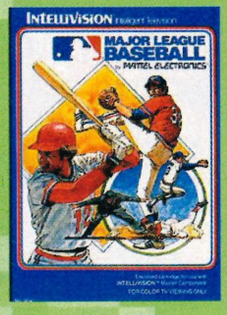












Top bastards







Those we

In the first of a well-intentioned occasional series examining the PlayStation's heritage, which will inevitably peter out after this first effort, Paul McNally does an Uncle Albert and casts his mind back to when consoles cost a lot of money and games were overpriced. Er . . .

re the days...

We're never bloody happy! We can sit vegetating 100 hours of our lives away playing Final Fantasy VII, or fall into drunken unconsciousness with our mates over a game of Ridge Racer 4, but somethings still get our backs up. The day after PlayStation 2 was announced in Japan, the Daily Mail ran a story saying how Sony were ripping kids off by bringing this new machine out. They insinuated that Sony were doing a Manchester United, releasing one of their infamous extra kits..

Whoever wrote that story, was of course, an arsehole. But then again, you can't beat the odd shocking load of bollocks to sell tabloids. The thing is, games companies have been pulling these stunts for years, so why's it still shocking the middle-of-the-road Daily Mail reading cronies?

Even with the smallest amount of research (nothing usual there), it's possible to draw parallels between the PlayStations of today and the 'whatevers' of yesteryear. The first games system I ever owned was way back in 1980 at the tender age of eight (do the maths and send my age in on a postcard to the usual address). It was called an Intellivision and the similarities between it and the PlayStation are more abundant than you might think.

It was at a time when everyone had Atari VCS consoles. You know, the black breezeblocks. They were all playing Asteroids and River Raid and constantly banging on about how great the games were, so it got my back up and I wanted to be the cool kid on the block with something different.

So I grew a hump. It seemed like the right thing to do...

At the time there was this little known system called the Intellivision. It was massive in the States, but nobody owned one in the UK because of the prohibitive expense. Fortunately, my dad's a burglar of well known local repute, and was able to secure such a system complete with a dozen games at a more than reasonable price. The Intellivision became my



Toy company Mattel were more famous for making this young lady than producing videogames

Christmas present and I was the envy of all my mates.

So what the hell am I babbling on about? Well, a company called Mattel manufactured the Intellivision. More famous in that day and age for the likes of Action Man and Barbie, somebody at the top of their tree decided there was money to be made in videogames and risked the future of the company on it. Sound familiar to a certain Walkman manufacturer that we can all think of?

The history of the Intellivision is packed with incident considering its



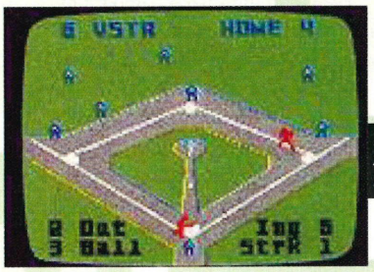
relatively short life-span. From day one it had been a stop-start project with many at Mattel baulking at the prospect of risking their jobs in such an untested area. After several halts in production it was finally the success of a hand-held console that persuaded the big wigs to sanction the release of the Intellivision and the rest is, as they say, history.

Despite the shocking lack of games mags at the time to create the hype PlayStation 2 is currently enjoying, sales of Intellivision rocketed. Mattel insisted on pushing the thing not as a toy, but rather as "Intelligent Television". One of the most popular features that supported that theory was the clever controller system used by the console.

Now we're all used to plugging our cheap third party joypads in when our mates come around, but in those days the two controllers that came with the system were hardwired into the console. None of that Port One and Port Two malarkey. The clever bit came with every game though. In each box came two little plastic overlays that slotted into the front of the control, so you'd always have a guide to explain what each button did.

There were actually 13 buttons in total and a 360 degree direction disc to control the games – way more than we get these days, so these overlays were a boon to all.

The cartridge plugged into the side of the machine and you were off. Gaming heaven. Now I'm not one of those people who constantly bangs on about how games were better in the olden days, because I know they weren't. Anybody who reads my stuff regularly will know just what I think of the current "Retro gaming" phase, but having got hold of an Intellivison emulator for my



Intellivision Baseball is still seen as one of the best versions of the sport

PC of late I spent far longer than I should playing some of my old favourites (sad git – James).

But anyway. After a couple of years of soaring profits and success, we're now approaching the time when the likes of Clive Sinclair invented the Sinclair Spectrum and Commodore were getting actively involved in the home computer market. It became apparent that the people wanted machines that could do more than just play games.

Mattel picked up on this vibe and released a series of add-ons for their machine. First came the Intellivoice, which added horrendous synthesised speech to classics like B-17 Bomber, followed by a keyboard add-on enabling you to start programming in basic.

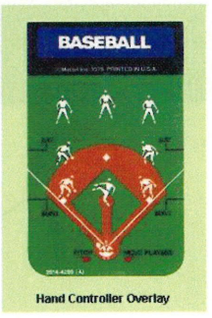
Two years after receiving the Intellivision, I persuaded my parents to get me the keyboard for Christmas. I'll never forget that Christmas Eve as I lay in bed thinking through the plot of the first game I was going to create. It was going to be ace, with barbarians and gladiators and everything.

Obviously, I'd believed the press a bit too much as a 10 year old, and my programming career got as far as:

10 Print "Paul is cool"
20 Goto 10

If I thought things were bad that Christmas, having been landed with a bum present, they were nowhere near as bad as they were going to get for the guys at Mattel over the next year.





Hand Controller Overlay



The 1983 Consumer Electronics Show was almost like a fashion contest

Within six months sales had plummeted, massive losses were posted and the entire management team had been booted out. Intellivision couldn't sign up the big name licenses. While Atari were signing up ET: The Extra Terrestrial, Mattel were negotiating for Laurel and Hardy.

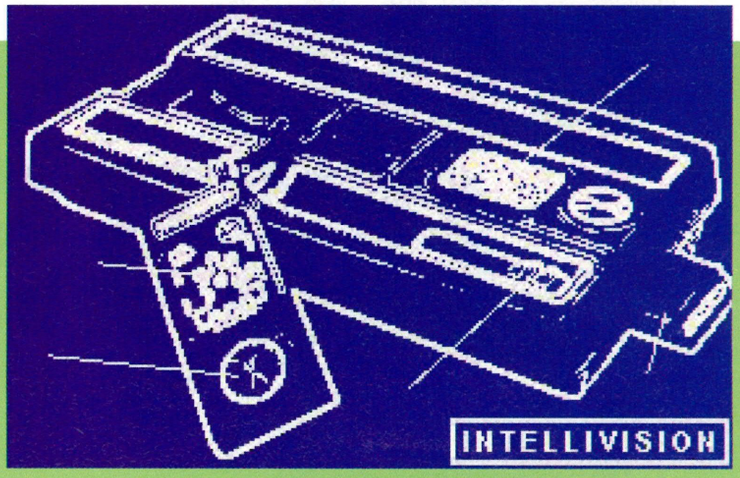
The company was up for sale, there were no buyers and within the next year there had been a further 500 redundancies as the whole lot were cleared out and one of the biggest entertainment companies in the world was forced on its knees.

New management at Mattel released further versions of the Intellivison (up to Intellivision IV, no less) but the last two didn't even make it to these shores and Mattel slowly slid beneath the waves like a great console-like Titanic.

So should Sony take heed of how the mighty have fallen? Perhaps the likes of Nintendo and Sega will be learning these harsh lessons long before the Japanese radio makers bite the dust.

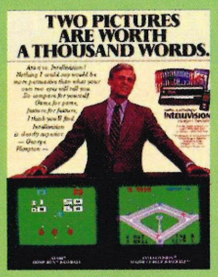
Next month: Playing the drums on a biscuit tin with drumsticks fashioned from spoons.



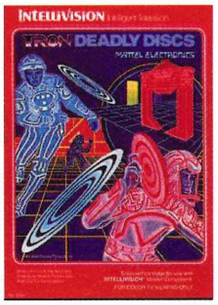








Top five Intellivision Games.
They were great!

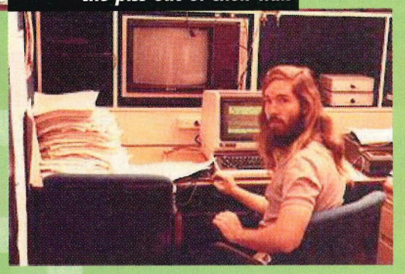


1 Tron: Deadly Discs

Based on the hit sci-fi movie, you got to chuck erm..., deadly discs at your opponents for hours on end. Timeless fun.

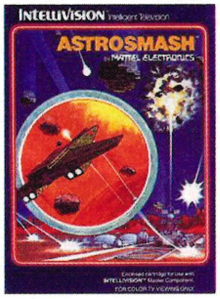


Programming was halted when they realised we were taking the piss out of their hair



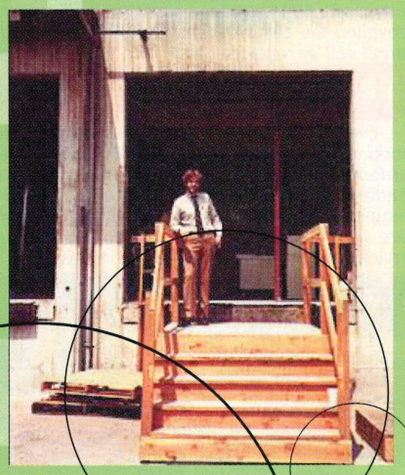


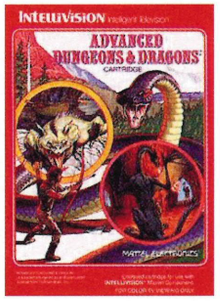
Despite being cheaper, the Intellivision 2 was never as successful



2 Astrosmash

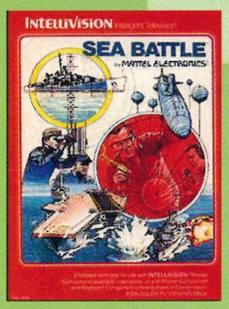
Mattel's answer to Asteroids was, in many people's opinion, far better and even more addictive. It was a cross between Asteroids and Space Invaders and was hugely popular.

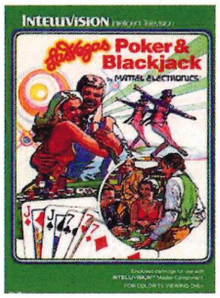




3 Advanced Dungeons and Dragons

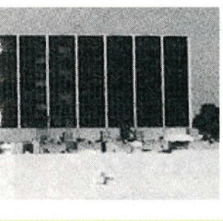
Released at a time when university students across America were huddled in rooms fighting with dice. Probably the first real adventure game, it was even scary in places.

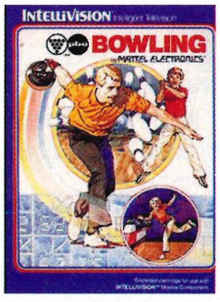




4 Poker and Blackjack

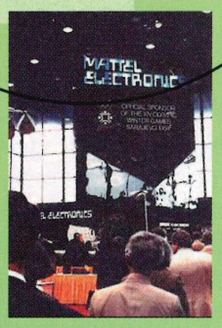
Blocky card graphics still managed to convey the glamour of a big time Las Vegas casino as the dealer took you for everything you had, time and time again. Addictive as hell.





5 PBA Bowling

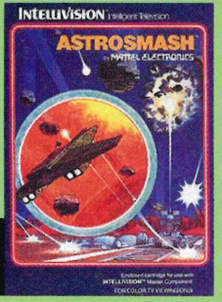
This was bowling of the 10 pin variety and not the Crown Green. With practice you could soon knock up some pretty impressive scores but the urge was always there to better yourself.



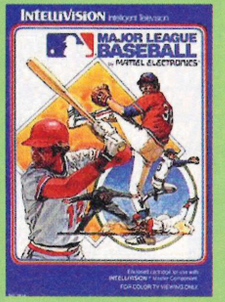
The new Star Wars characters didn't look as realistic as we'd hoped







Mattel's answer to Asteroids was nothing short of brilliant



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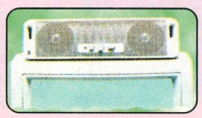

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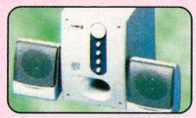

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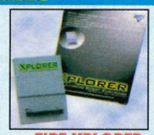

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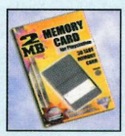



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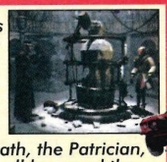

GIVE AWAY!! **We've got a signed set of Discworld books to give away! To enter, simply order your copy before 15th May and the winner will be drawn from a hat.**

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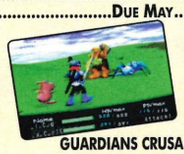

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BEAT 'EM UP



Kensai Sacred Fist *8 Characters plus 12 hidden fighters. "It certainly packs a wallop" - 9/10 Official Playstation Mag*



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TEKKEN 3



RIVAL SCHOOLS



TEKKEN 3

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Tekken 2	95% PY, 95% PP	£18.99
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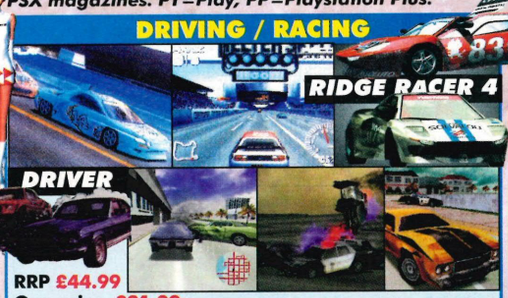
DRIVING / RACING



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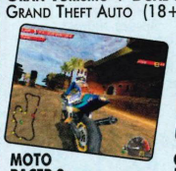
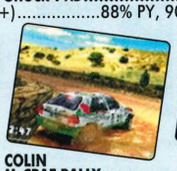


MOTO RACER 2



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Moto Racer 2	87% PY, 91% PP	£32.99
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Tank Racer	Due April	£30.99
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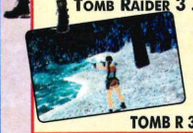
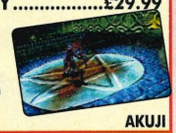


TOMB R 3



TENCHU

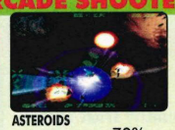


AKUJI

ARCADE SHOOTERS



B MOVIE



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Bust A Move 3	88% PY, 85% PP	£24.99
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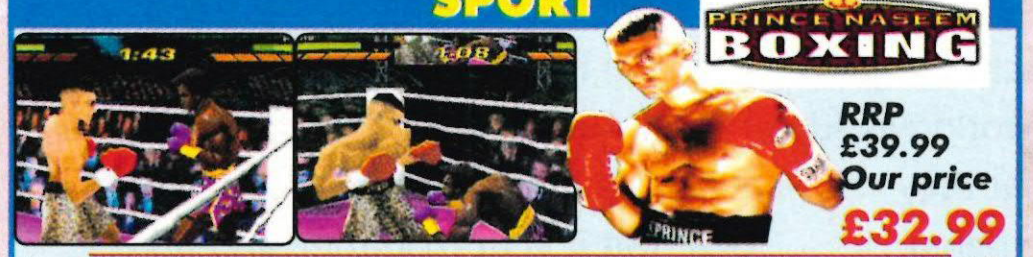

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Actua Soccer 3	**92% PY**	**£23.99**
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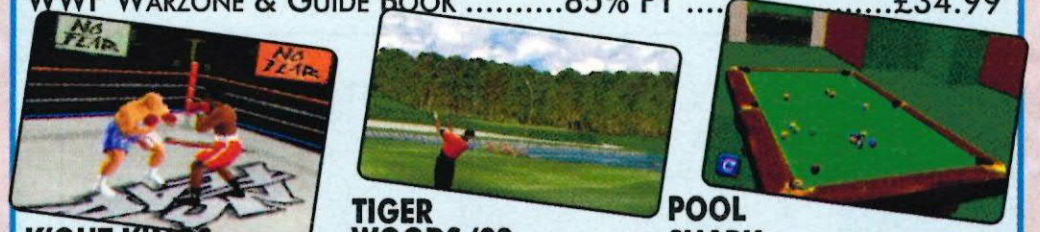
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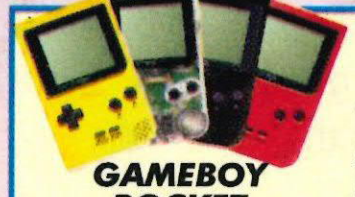

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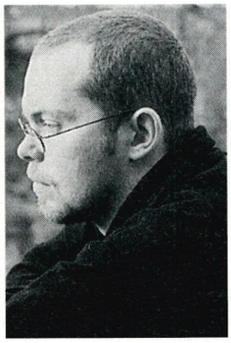


Well the magazine may have changed beyond recognition but you can always rely on your letters being printed. Write in and let us know what you think of the new Pro or basically get anything else off your chest that's bugging you. PlayStation 2 certainly seems to be on your minds this month.

End of the Dreamcast?

Well, it seems as though Sony are set to continue their domination of console-land with the recent announcement of PlayStation 2. Sega should be shivering at the thought of the fate that awaits the Dreamcast on its European launch now. Surely, only the "Must-haves" will go out and buy a Dreamcast now, most of us will hang on for the new uber-console that will arrive a few months later.

The specifications that Sony announced are everything that hardcore gamers wanted, DVD, backwards compatibility right down to the peripherals, and the power to piss on a PC. I have heard a rumour though that the DVD will not be able to play DVD movies. Is this true?

Also, when can we expect to see what the console looks like? It'll obviously look pretty trim but I'm sure I'm not the only one gagging to see what it looks like so I can start to plan where about I'm going to position it in my house without the girlfriend moaning!

Dave Ashworth, Guildford

Personally, I still think Dreamcast could do alright. Some of the games I saw over in Tokyo for it were stunning and people want stunning games. Sony have set out to damage the competition as much as possible so I guess some people will be detracted from buying Sega's offering, but it still seems like a good machine to me and even when PlayStation 2 or whatever it's called comes out, it will take a year or so before we get third party developers even scratching the surface of its potential.

We've heard the same DVD murmur as well but can't clear it up for you at this stage. It is possible that Sony are trying to keep the cost of the unit down but not giving the full DVD player as we know it. Even if this is the case, it's a pretty safe bet that somebody out there will develop a box that you shove in the back that makes it work, just like the ones that are available for Video CDs at the moment.

Finally, regarding the looks of the thing, we've no idea. Designs are obviously finalised and while every man and his dog are coming up with artists impressions in other magazines, we're not even bothering to speculate because nobody knows and you'll only end up getting disappointed. For what it's worth, what was shown in Tokyo consisted of a table about 10 feet long with four flashing back boxes on top. Haven't seen an artists impression that looked like that yet!

GT or not GT?

Now that PlayStation 2 is coming out does this mean that Gran Turismo 2 won't come out on the existing PlayStation? I've played the first game to death and it would piss me off immensely if I had to spend another couple of hundred quid to play the sequel.

Ben Toll, Ilfracombe.

We've heard nothing to suggest that Gran Turismo 2 won't be a PlayStation game. It could well turn out to be the last massive project undertaken for the console and it's also possible that a PlayStation 2 version may appear as well. There are 50 million Sony units out there at the moment so it would be insane to start neglecting them with a game as big as this one.

Things sent to try us

Do you not find it most irritating when you get letter after letter asking you to show more breasts in the magazine? It seems to me that all PlayStation owners seem to want out there are bigger chests regardless of game quality. If these morons spent a little more time worrying about some of the shit that actually gets released maybe the gaming world would be a better place. It seems that they don't care how much they're being ripped off as long as they can see "Miss Bea nude".

Let's face it, it isn't difficult to get hold of pictures of naked girls but it seems these individuals are so sad they daren't even walk into a newsagents and get something from the top shelf (assuming they can reach it of course).

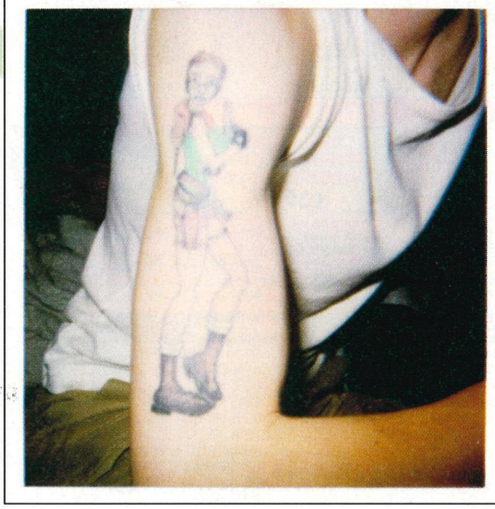
I fully understand that the PlayStation market is male dominated and accept that, but if your magazine and others continue to pander to these sad, lonely little boys I wonder where we'll find ourselves in a few years time. Will I have to read reviews that are printed in the space between a model's spread legs?

Marie Wallwork, Kendal

Revel in your own defacement

Just a quicky (oooh!) to let you all see my cool tattoo of sexy Lara. I'm 20 and in love! Am I normal? Who knows – keep up the top job, peace and I'm out.

Bobby Smith, Colchester



Cheers... Bobby. A great name for a great bloke with a great tattoo. It is indeed "cool" and we envy you as we envy no other. Does anybody else have an arm or other body part which they'd like show us a photograph of? Tell you what, let's make a sport of it. Send us a picture of a body part of your choice boasting some PlayStation gubbins and we'll send you the top three games in the chart. No need to get a tattoo – just scribble a picture of Crash on your crotch (for example) and some software could be yours. We might chuck in a picture of our arses for good measure.

Personally Marie, I find it quite funny. Sex sells, always has, always will, but the people who tend to write in asking for more nudity obviously aren't getting any. Thanks for the design ideas by the way. Expect to see the review of Gran Turismo 2 between Emma Steadman's thighs in the very near future.

ers

Club Culture

When Sony first released their PlayStation they were smirked at when they said they wanted it to find a place in every home and make it not "geeky" in the same way as the Walkman. Now that they're such a long way down the road to achieving this aim do you foresee a time when the PlayStation (or 2 or whatever) is accepted into the mainstream completely putting you lot out of a job? With PlayStations being found in more and more nightclubs do you foresee a time when you will no longer be useful, as it is doubtful people in these clubs will care whether a game is good or bad?

Kel Tanner, Frome

Hopefully not no. After all, no matter how mainstream something gets you still need somebody to tell you what is arse and what isn't. Following your line of thinking music mags and papers such as NME and Melody Maker would no longer exist. But they do. And very well they do to.

Sony have done a tremendous job in making videogames accepted to the masses, but we're just here to police the good games from the bad so you don't waste your money.

Age before beauty

As undoubtedly one of your older readers I thought I'd drop you a line to see if you have an opinion on the following. About 15 years ago there was a computer system collaboration known as MSX. The computers themselves were made by companies such as Toshiba and Philips but to the same specification so that you could play an MSX game regardless of which electronics giant had constructed the hardware. This in many ways is similar to the PC format we have now.

This was a great idea that meant that, taking today as an example, you didn't need to have a Nintendo to play GoldenEye and a PlayStation to play Tomb Raider. Do you ever see a day where the likes of Nintendo, Sony and Sega will team up to make a huge super-console standard that will play anything, in much the same as a VHS recorder will play any tape. Nice idea isn't it?

Damien Walker, Walsall

It's quite possible that one day this will have to happen. After all, that's all the PC is really – a series of industry standards that anyone can program for. Can you imagine the fuss if you had to go and hire a specific copy of Armageddon to watch on your Matsui video downstairs and a different one for your Pye one upstairs. Ridiculous isn't it? Having said that the unofficial war that rages between the big three will be difficult to sort out without some kind of NATO bombing raid so maybe it will just end up as one of those things that make sense to everybody apart from the people who can do something about it.

Tomorrow never comes

In January 1998 you had an article on Sony's 100 top new games for 1998. One which caught my eye was 'Tomorrow Never Dies'.

Already aware of the N64's GoldenEye, I had hoped it would come to the PlayStation and this was the next best thing. The expected date was March, last year, a whole year since the piece. Is this incorrect information or something else? Could you please tell me what is going on and whether this game will be brought out and when.Thanks,

George, Mawhinney, Bury St. Edmunds

We'd love to tell you when it's coming out George, but the truth is that at the moment even its publisher EA isn't sure of that.

The game is well into development and will, we're assured, get a release. We'd assume they'll have to be sharpish though as the next Bond film'll be out before we know where we are and they'll look like arses if they shuffle out an age-old license. We'll keep you posted.

Lara, Lara Love

I'm obsessed with Lara Croft. I can't even play Tomb Raider any more because it breaks my heart to see her lifeless body fall into an endless abyss [have you considered playing it properly?].
It's as if her sweet scream rings out to me, but I can do nothing about it. Please tell her I wrote – I'm nothing without her – and that I shall depart.

Jerome Bernard, no address

PS. Do you know how to get past that f*cking snake on the Marshlands in FFVII. I have a Chocobo but it just won't die.

Thanks for your well balanced contribution Jezza. You have our word that the next time Lara pops in for a visit we'll pass on your sentiments. You'll be holding your breath then, yeah?
PS. Yes we do, thanks.

PlayStation PRO MAGAZINE

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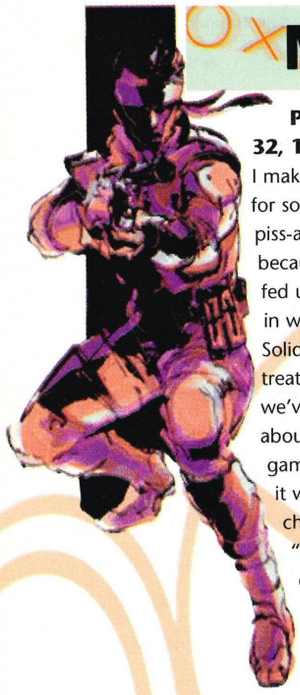
'I make no apologies for sounding like a piss-ant moaner...'

viewpoint

Got a gripe with the way we work? Impossible! - we're perfect. But if you must insist on setting us right, here's the place to do it.

Metal Gear Solid



PlayStation Pro 32, 10 out of 10

I make no apologies for sounding like a piss-ant moaner, because I am entirely fed up with the way in which Metal Gear Solid has been treated. For months we've been hearing about this "ultimate" game and just how it was going to change our lives. "The best game of all time", "the game to kill your granny for" and all the rest.

So, like about a million other people, I went and bought it on the first weekend of its release, and went home looking forward to a couple of days of beer, crisps and fantastic gaming. And what did I get? Approximately 10 hours of beer, nuts and fantastic gaming. Great. If I could look forward to the same again the next day, but I couldn't because I'd finished the f*cker! I don't care how much enjoyment I got from it - PlayStation gaming at four quid an hour is NOT good value for money, and I wonder if Konami will be releasing the rest of it in the near future.

Nick Charles, Cleveleys

Played Metal Gear Solid, have you? So have I mates. Finished it have you? So have I mates. Thought it was good, did you? So did I mates. Paid for your copy did you? No? Well I did mates, and that's why I'm left with egg on my face. We're talking about someone who got a month's life out of Crash Bandicoot 2 here! As games players go I probably fall in the middle - I can finish most efforts but it takes me a while. Funny then that I should buy MGS on a Thursday morning and complete it before I retire to bed!

I was wondering why it's been decided that this is the best game ever when it's obvious to me that what it actually is, is a very good but super-easy game which benefits from the best HYPE ever. And PlayStation Pro, I feel, was taken in.

Paul Darrow, Portsmouth

I read your reviews of Metal Gear Solid and agree with almost everything you say, especially that it still shows just what kind of punch the PlayStation can pack. But. What about the fact that it would take a blind donkey with a midget's brain less than a week to finish it? Admittedly I had the benefit of a mate's brain as well as mine as we worked our way through it, and although I'm not sad enough - not quite - to time myself, reckon that it took us less than 15 hours in total from start to finish. They were 15 good hours, but now I'm left with an obsolete game and a sense of 40 quid down the drain. You should have warned us about this, you buggers.

Stephen Catherwood, e-mail



Pro: Okay, so this the backlash then is it? You've all got a point to be fair, though we never claimed the game would change lives and forgive us, but since a midget is in fact a small person, wouldn't he or she surely have a brain superior to a donkey? But anyway, why don't we all have a read of Jonny Clarke's letter below and see if we can't agree, hmm? Saves us answering, you see.

Having waited for the release of Metal Gear Solid for what seemed like months [on account of it being months, no doubt], I joined the band of like-minded individuals who almost took the door of the local EB off its hinges on the morning of the game's release.

I'd seen the previews and I'd looked longingly at the graphics and looked forward to getting home and booting up what I was sure would be one of the most memorable experiences of my life. The game is very, very good and the graphics and sound are all that I'd hoped for. But it was over all too soon and I sat feeling empty on the evening of that same day, the game completed and my wallet 40 notes lighter. What a bloody waste of money, eh?
Well no it wasn't actually.

I'd arrived home at around 11.00 and the MGS was up and running by half past at the latest. I stopped for a meal, bog breaks and the occasional trip to the fridge, and completed it sometime between one and two in the morning. So it took me about 13 hours in total. So I'd spent £3.07 per hour for 13 hours of totally top entertainment. Can anyone tell me where else I can do better? [Myrtle's Whoreshop in Oldham, mate] The cinema costs a fiver for an hour and a half so that's about the same. Bowling costs a comparative fortune and I'm sure I don't have to work out for you the price per hour of watching a football match - whether it's live or even on Sky. And to cap it all, if I want to I can go back to the shop and probably get £15 or so to trade the game in against something else!

So, although I, like everyone else I've spoken to, would have loved Metal Gear Solid to present more challenge and last at least twice as long, I can sit here a happy man in the knowledge that my time on the game was brilliant, exciting and 100 per cent value for money.

Jonny Clarke, Hove.

Pro: And for that sir, you'll be winning the top three games in this month's Game chart. Unless one's Metal Gear Solid of course...

That Old Chestnut

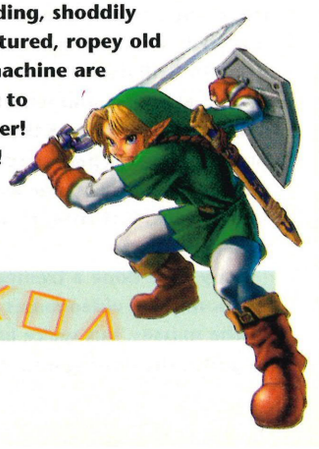
First, I would like to say how great your mag is. We are writing this letter to address the matter of how shite the N64 is, despite several sad souls in our circle of friends believing that it is superior to the PlayStation. Bollocks.

How the f*ck can Zelder be classed as the best console game ever? It's shite. We borrowed an N64 (like we'd ever buy one) and got it for a week and thought it was pathetic. Despite its marks of 97 per cent and above we'd have given it about 25 per cent if it was lucky. I mean, Mario and Zelder - not really mascots are they? We'd rather have the sexy Lara Croft, and Tomb Raider 3 is much better than Zelder. The point of this letter is to publicly announce how shite the N64 really is compared to the mega power of the PlayStation, and we're certain that you agree.

Dave and (the somehow fittingly monikered) "Garf", Glasgow.

Steve (McNally, editor N64 Pro): Lads, lads, lads. Stop it. Just stop it right now. Two things. One, you obviously don't know what you're on about, and two, if the N64's such an insignificance in the face of the 'mega power' of the PlayStation then you're just stating the obvious and haven't got much else better to do with your time. If what you say is right of course, which it clearly isn't (although I doubt you have actually got anything better to do).

Zelder (as you call it) can be classed as the best console game ever because it just is. If you'd given that 25 per cent I dread to think what you'd have given that tired old rehash Tomb Raider 3. You'd have needed a new scoring system that included minuses! Zelda (don't be confused lads, it's the same game!) was innovative, creating a whole new genre of its own. Tomb Raider 3 was the same as Tomb Raider 2, which was the same as Tomb Raider! Ooh, good effort there programmers! Okay, it's got a bird as the main character, Zelda hasn't got that, but if that pointy breasted, right angle headed old hag is the kind of thing that gets your TV screen all steamed up then you and your slow-loading, shoddily manufactured, ropey old games machine are welcome to each other! So there!



teaser
questions and what not

Answer the questions, find the words, do the rest and win yourself the top five games. Provided you're first out of the hat, naturally. Scribble your answers on the page and cut the whole thing out. Or else send them on a postcard or something – we don't really mind because we're good like that.

win! win! win!

It's like taking candy from a particularly weak baby.

q&a

If you've read the mag you'll know the score. Possibly...

1. Monaco Grand Prix, eh? It's notable because:

a. It's the only current F1 circuit to be consist of public roads. ☐
b. There's a good chance of catching a fleeting glimpse of some posh snatch watching from a yacht. ☐
c. Murray Walker consummated his relationship with Dr. Jonathan Palmer in Monaco's famous tunnel. ☐
d. Of at least two of the above. ☐

2. Gex is a Gecko. This is because:

a. The lead artist couldn't draw horses and had to make something up in his head. ☐
b. It kind of sounds good. You know, it rhymes and stuff. ☐
c. His father was a Gecko and it would be genetically impossible for him to be anything else. ☐
d. He destroys businesses and wears braces and Charlie Sheen gets a gobble in the back of his car off of Darryl Hannah. ☐

3. It's true that in the real life UEFA Champions' League:

a. The referees are all despicably biased towards Manchester United. ☐
b. He referees are in fact not, but bedraggled City fans such as Chicken insist on saying it anyway. ☐
c. Plymouth Argyll have never been in with a realistic chance of silverware. ☐
d. At least two of the above. ☐

4. Tips crumpet Miss Bea:

a. Is a self-made millionaire on the strength of her Your Plaice or Mine chip shop chain. ☐
b. Would be a very wealthy woman if she had a pound for every letter which begs to see a picture of her montgomeries. ☐
c. Parades around naked in the Pro office, juggling oranges for small change. ☐
d. Is a dirty, dirty woman who ought to earn an income from a far more reputable source. ☐

5. The Street Fighter series of games:

a. Needs a serious kick up the arse if the truth be known. ☐
b. Epitomises 2D fighting at its 21st century finest. ☐
c. Is solely responsible for the Kosovo atrocities. ☐
d. Is loosely based on the hit movie On Golden Pond. ☐

Name .....
Address .....
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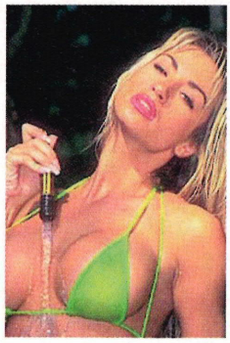
spot the difference





We've taken two identical photographs and changed them in one significant way. Can you spot what we've done?

The difference is...

word search

Hidden within this seemingly confusing jumble of letters are the answers to the perfectly straightforward questions below. They might run horizontally, vertically or diagonally. Simply find all eight and ring them – we've even given you a start by completing no.1

D	I	T	S	H	O	U	L	D	B	E	Q	U	I	
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1. If someone were to wear the same outfit as the bird in Deathtrap Dungeon in real life, this is what they'd suffer from.
2. The most appropriate obscenity when hammering full on into a wall in any driving game.
3. You can theme it, and it ain't a park.
4. Shortest ever title for PlayStation game.
5. The Granddaddy of NFL games.
6. In space, no-one can hear you sigh with tedium at the repetitive gameplay of this retro effort.
7. State of the star of Die Hard Trilogy's hairline.
8. One of only two games to score top marks in Pro.

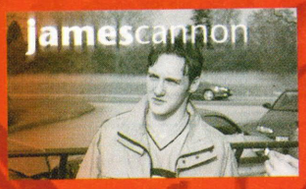
entries to teaser **PlayStation Pro, IDG Media FREEPOST (SK3038), Macclesfield, SK10 4YE**

chunder monkeys

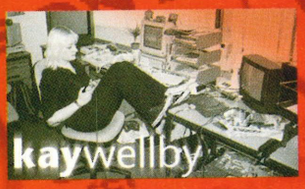
The team in order of most inappropriate place they've ever barfed up in when wankered on beer



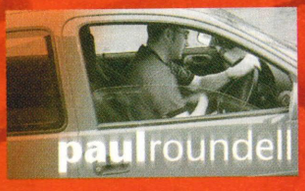
Staggering, pasty-faced into the bog of tourist-trap nightclub Equinoxe on Leicester Square after a night of advantage-taking at the free bar of an software industry party, Mr. McNally was met by Paul Roundell lurching in the opposite direction. And, covering his mouth with his hand in a half-hearted attempt to stem the tide of filth that roiled within, squirted a streamer of hot soupy vomit directly into his colleague's eye.



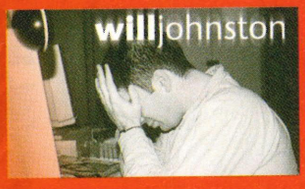
I'd been to a party and I'd had a full bottle of whisky to myself", remembers James. "You know, the sort they serve on planes." Desirous of bathroom facilities, he stealthily checked that the streets were clear and squatted to give birth. The heady combination of waste and whisky had an immediate effect and, before he could stand and aim, found his own horrid genitals dripping with multicoloured belly-juice.



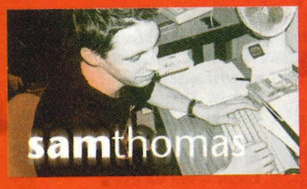
Kay had a more inappropriate moment than the following tale but refused to share the details. Which clearly means she vomited whilst having sex. The time she admits to involves a large amount of vodka and the subsequently very messy bottom deck of a number eight bus, on account of a beans on toast feast earlier in the evening. Rumour has it she was having it off on this occasion too... with the driver.



Rounders boarded the Manchester train at Euston barely able to hold down his gorge. As the engine began to rattle northwards, the lavatory beckoned. It was engaged and so too was the next one along... and indeed the next. Pulling on a window catch he pushed his head outside and let loose with a stomachful. Into the wind. At 100 miles an hour. Before returning, dripping, smelly and ashamed, to his seat and the reproving looks of fellow passengers.



Welshman Will did his bit for devolution as a student on a New York bender. "I was 18", he recalls, in a lilting accent, "and had a shitload of all sorts bought for me by Americans who 'love that accent'". Reluctantly pulled to the dancefloor by a woman old enough to be his social worker, Will gyrated obligingly until the rumbles began, but found that viewing the action through bile induced tears and puking at the floor's edge was more satisfying.



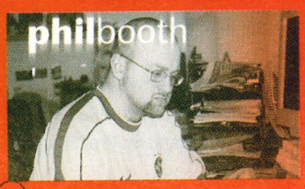
Sam's is a proud tale of the working classes striking a blow for our rights to barf in the face of capitalist oppression. "I vomited on the steps outside The Granby hotel in Manchester", he beams. A clever combination of beer-o'plenty and careful timing led to puke-covered steps just as the bar closed and a large crowd of people were leaving behind. "It was a lot of fun watching a crowd of badly dressed suits dodging my chunk-spattered puddle of shame.



Having driven into Manchester and left the car overnight, some mates and I on a lap dancing stag night of drunken stupidity. After baby-oil, blood-rushes and bathfulls of beer, we got separated from the rest, and being unable to speak, let alone remember my address for the taxi, we stumbled back to sleep it off in his car. In the morning I woke up covered in my puke, his puke and was strangely hairless from the navel up.



Near the bottom due only to the fact that it wasn't his chunder, fashion-teen Gaz alighted the waltzer at Manchester G-Mex's indoor fair. Tapping his feet to the rhythmic carousel tunes and waiting for his mates with n'er a care in the world, he was crestfallen to find his arriving mates howl with laughter at the plight of his bright white jeans. Toe-tapping Gaz had been standing in a crater of pineapple chunder and splashing himself with the second-hand mess.



A first time drinker in an Oldham theme pub (it's shameful already), 14 year-old Phil was on a bitter bender with his older, wiser mates. Naturally, the bitter was hanging and youngster Phil found his gorge rising with the bog an impossible dancefloor-and-down-the-stairs away. Undeterred, he began his journey, only to turn the floor into a tranquil sea of red bile, with the stairs and - praise be! - the lavatory suffering a similar fate.



64 Ridge Racer Type 4
70 UEFA Champions League
74 Monaco Grand Prix 2
76 Gex: Enter the Gecko
79 Poy Poy 2
80 KKND: Krossfire
82 Tai Fu
84 Tank Racer
86 Marvel Vs Street Fighter
88 Street Fighter Alpha 3
89 Street Fighter 2
90 Street SK8er
92 Platinum roundup

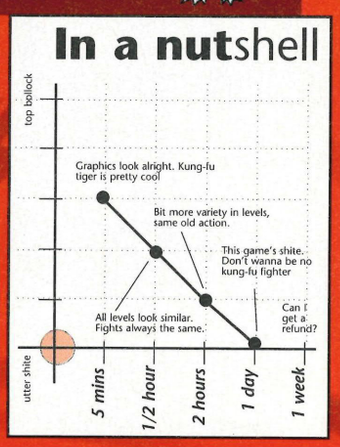
The **Pro Solid Gold Award** is given rarely, and only to outstanding games. Each member of the Pro team plays every PlayStation game, and only when we all agree is the coveted Gold awarded. If half a dozen experts all think the same, it's a game you can buy with confidence.

In a Nutshell does exactly what it says. It's here where you can quickly find out what to expect from a game in the first week you buy it, and it's created only after the reviewer has played the game for at least that length of time. And it seemed like a good excuse to slip in this shit picture of the fabulous Pro mascot: Sellafield Squirrel – he's hideously deformed!



In **The Verdict** games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad.
If something gets 90 then rest assured **Pro** could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the **Pro** team is a PlayStation expert and you'll find everything you need to know to make a buying decision within the review. If it needs saying we say it, and if it doesn't, we don't.

Pro always make an **alternative** recommendation of the same kind of game. The alternative might be better than the game reviewed or it might be used to highlight the similarities between the two. The **star rating** ☆ pertains to the Dealer section at the back of Pro, and the £ sign indicates what kind of price you can hope to pick up the old game second-hand. This is explained in Dealer too, and it's brilliantly simple, though we do say so ourselves.



The Verdict

dual shock analogue • memory card • two players

Out now £39.99

Published by Grolier Interactive

Graphics ☆☆☆
Sound ☆☆☆
Gameplay ☆☆☆
Lastability ☆☆

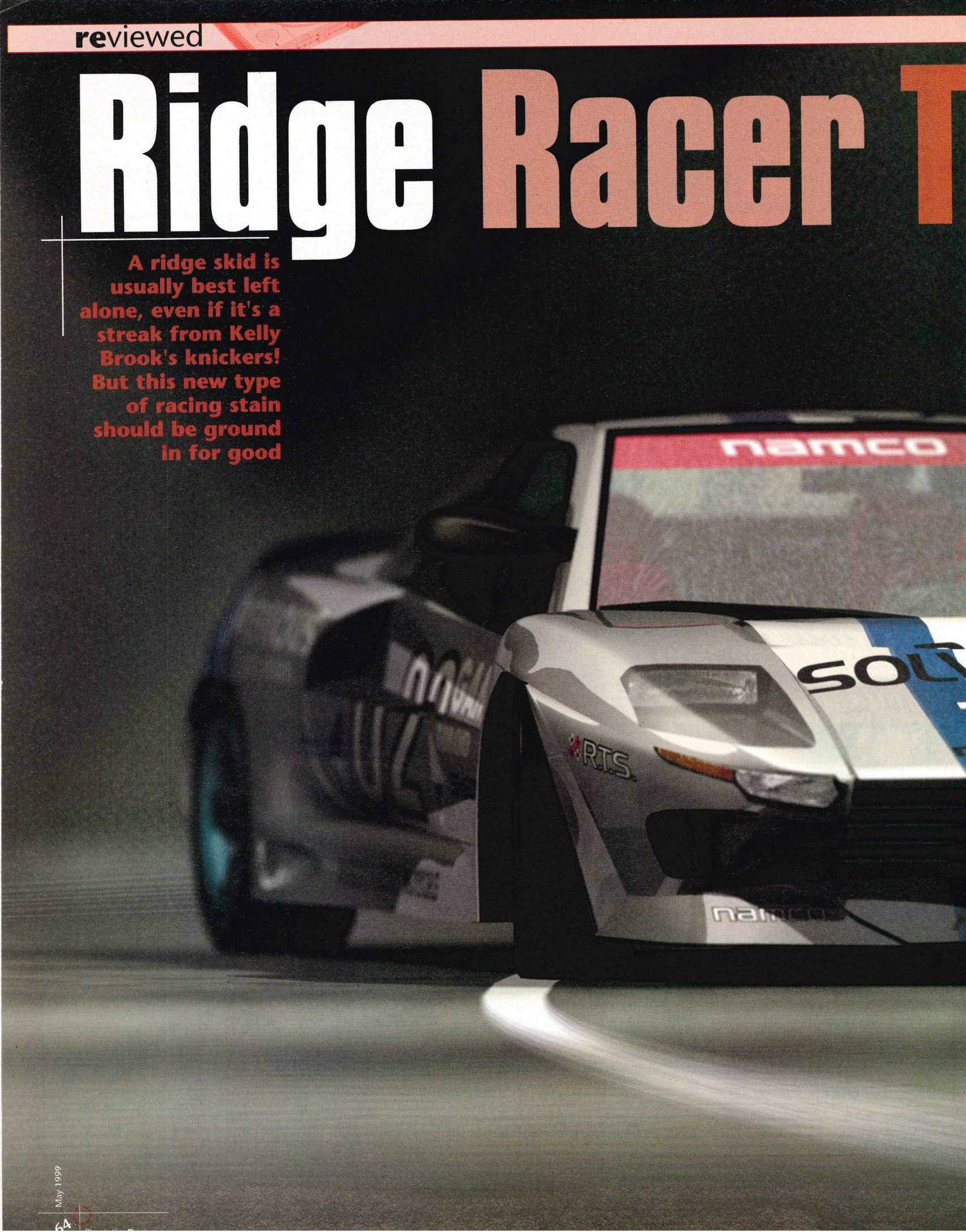
This is the bit where we sum up the game. Except not here on this page, because there's no game to sum up. So instead we'll be talking about women's arses. What about that Caprice eh – seen the peachy crack on that...?

PRO Rated 84%

Alternatively: S.C.A.R.S. £ - Ubisoft ☆☆☆

Ridge Racer T

A ridge skid is usually best left alone, even if it's a streak from Kelly Brook's knickers! But this new type of racing stain should be ground in for good



ype 4



You're hunched over your joypad, grinning like a maniac. Every muscle in your neck is twitching and your foot's violently spasming in time to the music. Check out your thumbnail. It's turned white as you've cut off the blood-supply trying to accelerate by pushing the X button through the back of the pad. Jesus Christ, you're even clentching your buttocks! It's just a game, you're not really travelling at 240kph down a 1:3 incline. Get a grip!

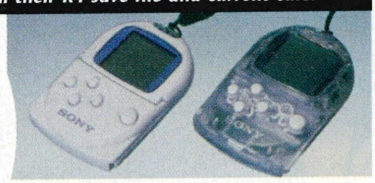
Arcade racers are all about thrill-a-second action (well you're paying a quid a minute so they've got to deliver). They've got heart-pounding gameplay, spine-jangling soundtracks and masses of multi-player hysteria. And for once, your PlayStation is going to deliver those goodies directly into your home. Forget about slowdown, pop-up and shoddy graphics, this is Gran Turismo on aphetamines, and it's a habit you'll never want to kick.

4 star spurt

RRT4's pure quality, continuing in the same well-worn funked out groove of the Ridge Racer series. However, this latest sequel will find the competition much

R4 makes fantastic use of the PocketStation technology. Save your personal garage onto this and race against a friend to steal their R4 save file and current cars!







Team managers tend to chat a lot of shit. Just ignore the drivel and drive!

You reckon she'll give me a lock of hair from her chest - for luck?



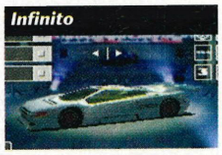
Pocket rockets

Nightmare



MAKER: **LIZARD**
TYPE: **DRIFT**
MAX SPEED: **358**KMH

Infinito



MAKER: **ASSOLUTO**
TYPE: **DRIFT**
MAX SPEED: **221**KMH

Decision



MAKER: **TERRAZI**
TYPE: **GRIP**
MAX SPEED: **319**KMH

Utopia



MAKER: **TERRAZI**
TYPE: **GRIP**
MAX SPEED: **397**KMH

Vulcano



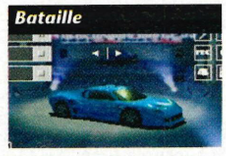
MAKER: **ASSOLUTO**
TYPE: **DRIFT**
MAX SPEED: **356**KMH

Squalo



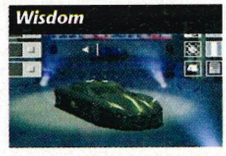
MAKER: **ASSOLUTO**
TYPE: **DRIFT**
MAX SPEED: **312**KMH

Bataille



MAKER: **AGE SOLO**
TYPE: **GRIP**
MAX SPEED: **301**KMH

Wisdom



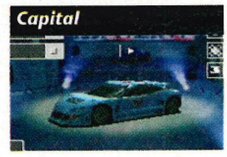
MAKER: **LIZARD**
TYPE: **DRIFT**
MAX SPEED: **312**KMH

Cataract

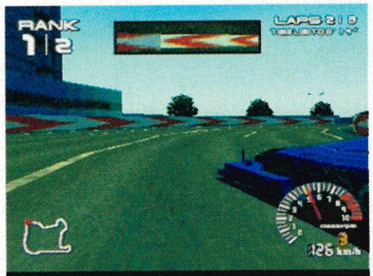


MAKER: **LIZARD**
TYPE: **DRIFT**
MAX SPEED: **303**KMH

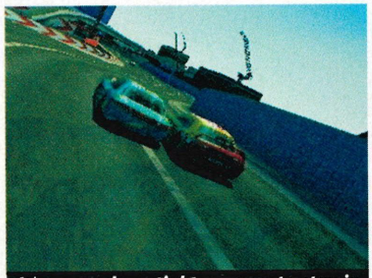
Capital



MAKER: **TERRAZI**
TYPE: **GRIP**
MAX SPEED: **230**KMH



Is that an Autobot or a Deceptacon? Beat it in the extra trial and it's yours



It's gonna be a tight squeeze to stay in the race here – put your foot down!



Two nightmares in a row! You'll get no sleep with these dream machines

stiffer than the limp car crap doing the rounds when RR Revolution hit the sales floor with a screech. The PlayStation has become consumed by an onslaught of the world's finest drive'em-ups. Gran Turismo, Colin McRae Rally and TOCA 2 are the current podium fillers across all formats. Namco have put more effort into this product than the entire Rolly Polly troop put in when hauling up their sagging drawers, and it's all paid off.

Ridge Racer Type 4 has done away with the race for cash scenario that was introduced in Rage Racer, so you'll no longer have to race to balance the figures at the bank and the local high speed auto-mart. Instead, Namco have introduced a new team racing scenario that grants you lucky buggers the chance to step into David Coulthard's flame proof pants, though you'll want to give them a good rinse out first!

There are four teams looking to hire a driver for the new season in the Real Racing Roots '99 championship Grand Prix, and the team you choose will determine whether your season is going to be raced on the easy, normal, hard or expert setting. Each team has its own background and history, plus a trademark (in Japanese games anyway!) messed up team manager who'll be having all sorts of inner battles with their own childhood problems.

This aspect does seem a little bit silly after all of the moralistic claptrap we were subjected to in Metal Gear Solid. I mean, you hardly want all of that bullshit in a racing game do you? But, it does serve as a bit of a challenge for the young hopeful intending to join them for the following season.

For instance, the Dig Racing Team (expert level) has had a glorious past, but has recently hit hard times and has a very limited budget - are you the cool, calm and collected edge of the seat driver that can take them back along the glory trail and re-install the confidence the pathetic team manager has misplaced? Or will your performances turn out to be another puncture for the inflated ego of the team owner?

circuit training

Now the fact that there are only eight races in a season at first struck me as a bit of a let down. I mean, here's a game with 300, count them – 300 cars available, but with only eight circuits for you to rag 'em on. However, when you see the graphics this game boasts, and

'Grander than **a night with Anna Nicole Smith**, Elle Macphearson and Brian Harvey's stash of **late afternoon Es**'

decals

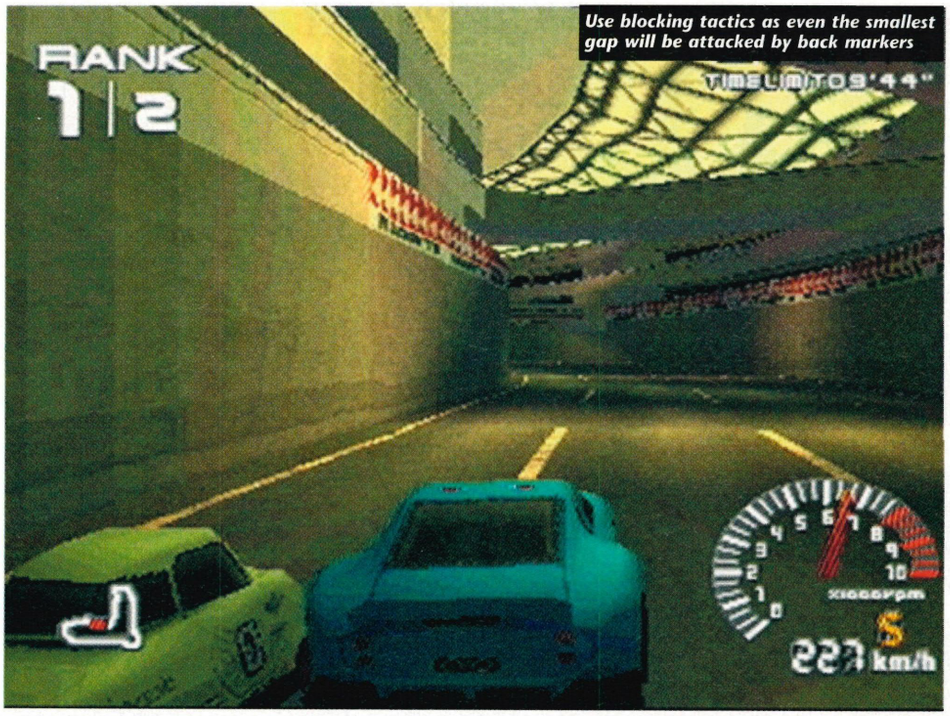








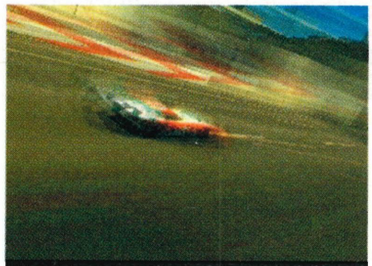
Tart up your favourite tarmac tourers in the design shop. A full palette of colours leaves you with more choice of tone than a funked up Prodigy passed graphic equaliser



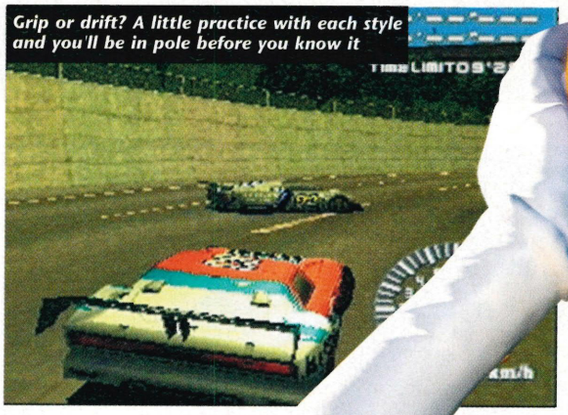
Use blocking tactics as even the smallest gap will be attacked by back markers



Some of the scenery is fantastic, with absolutely zero pop-up



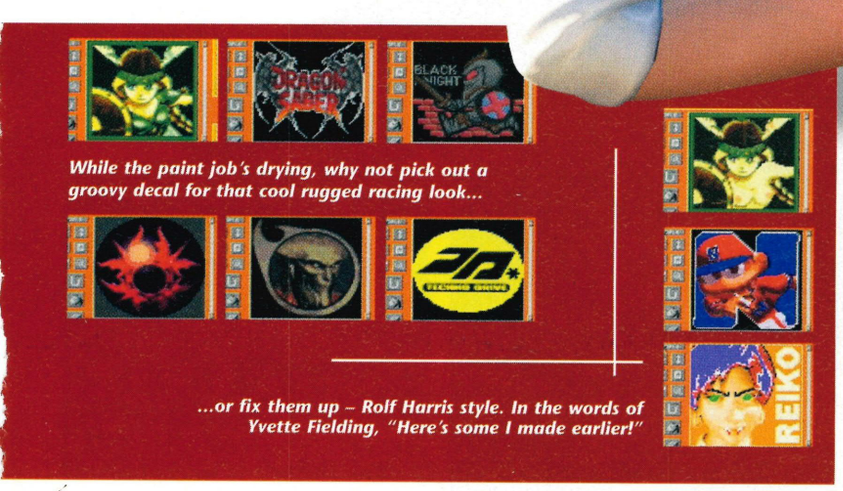
Warp factor 5! The blurred replay makes moderate cars look like rockets



Grip or drift? A little practice with each style and you'll be in pole before you know it

the lack of any pop-up whatsoever on some very detailed and distanced landscapes, it's easy to see why Namco have limited your lapping to a relatively small selection.

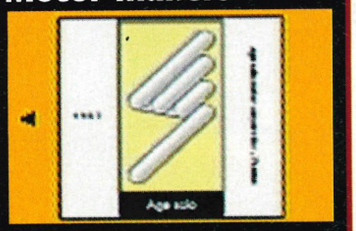
It must have taken an absolute age to construct the ones included to such a high level, and after all, Gran Turismo offered only a few more. Besides, they're a hell of a lot of fun to race around, having been designed to keep you flying as much as possible with some timely twists and turns. They can all be negotiated by a complete novice, but only a hard bitten race pro is going to be



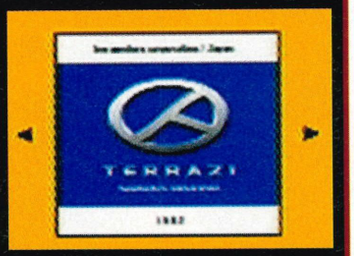
While the paint job's drying, why not pick out a groovy decal for that cool rugged racing look...

...or fix them up – Rolf Harris style. In the words of Yvette Fielding, "Here's some I made earlier!"

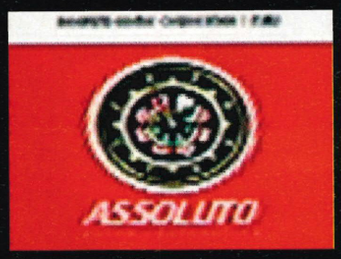
Motor makers



Age solo - Grip
This French firm's interesting designs tend to focus on compact aerodynamic body styles



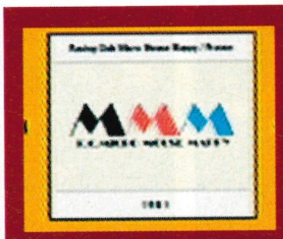
Terrazi - Grip
The cars from these Japanese makers are renowned for having varied body styles and good handling



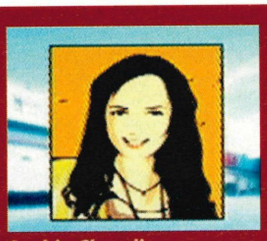
Assoluto - Drift
Their Italian car designs are characterised by fluid, sporty bodies. The tail end is known to slip depending on how the accelerator and brake are used



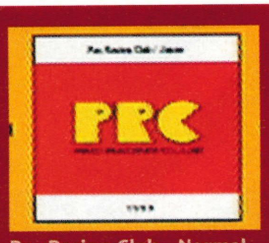
Lizard - drift
A reptilian race firm from the USA who are noted for producing dynamic and aggressive bodies with awesome lines



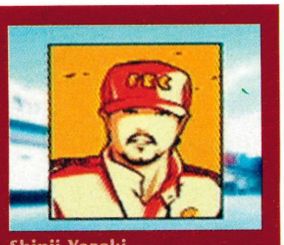
R.C. Micro Mouse Mappy - Easy
A French team with cars renowned for ease of handling. The team also has a new owner for this season – and she's also your team manager!



Sophie Chevalier
An ambitious young business woman who is having trouble coming to terms with an arranged marriage and secretly wants to play with your gear stick



Pac Racing Club - Normal
A new Japanese team with hopes of a successful debut in Real Roots Racing '99. Their cars are tuned for a balanced performance



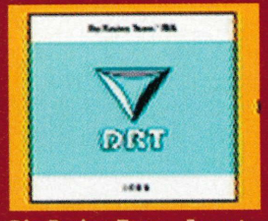
Shinji Yazaki
A brash pro who's taken the opportunity to get back into racing with Pac after the death of an old colleague



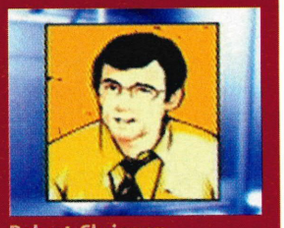
Racing Team Solvalou - Hard
An elite Italian team with a record number of GP victories. Their cars are tuned for high performance



Enki Gilbert
A jumped up perfectionist who likes to waffle about inner spirit and will to win. Wants you to drive a perfect race so he can jizz in his fire proof mechanics suit



Dig Racing Team - Expert
A winning team in the past, this American outfit is in a bit of a slump. Their limited budget will make a winning season hard to achieve



Robert Chrisman
A business type bloke whose lack of self-confidence and respect causes him to spread cheeks whenever you put in a good performance. A habitual ass licker who hates his boss

Get further into the experience with Namco's exclusive RRT4 jogcon joypad. The miniature force feedback wheel will have you driving the races of your life!

able to take them with the deft assurance needed to finish ahead of the entire pack.

Then there are the cars. All 300 hundred of the high octane buggers, most of which are packing enough horse power to transport the entire Canadian mounted police force to the moon (image the manure you'd get from them, and the horses too).

low ride pride

RRT4 contains the largest set of hot rods yet seen in a game, though none are actually replicas of real roadworthy vehicles. They're all the products of Manga imagination, though some have obviously been modelled on actual production cars. These stylised road demons have more in common with cars from the top end of the vehicular spectrum, Lamborghinis, Ferraris,



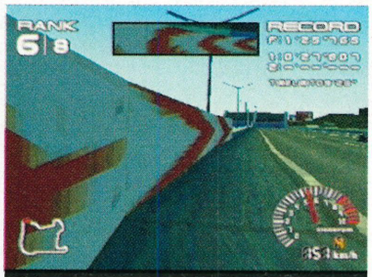
Inspired by the Jordan F1 car? Nah, it's missing Melinda Messenger's headlamps!



Such high res graphics mean you'll rarely see more than two cars at once



A crash in the Wild Boar car, and still in 7th spot. That'll make you pig sick eh?



Valuable seconds and a lot of speed are lost if you so much as clip the walls

Be wary of hitting the rear end of cars in front – it's you who'll lose control



Supersonic test vehicles - that kind of thing.

Of course, you don't begin with such powerful machines. Oh no, you'll initially be staking your claim to each team in a kind of Audi/Mondeo hi-bred. And if you manage well with that, then the rest are just around the corner. Well I say corner, but it's more like a feckin huge bend, longer and grander than a night with Anna Nicole Smith, Elle Macphearson and Brian Harvey's stash of late afternoon Es (and there should be plenty of them to go around).

The way it works is simple, in principle anyway. When you sign for a team they'll ask you to select a car manufacturer, again from a choice of four. Two produce cars with a grip driving style which'll stick to the road like shit to a shovel around all but the tightest of corners, and two go for the drift style providing all of the sideways skidding action your heart could yearn for.

new age road rage

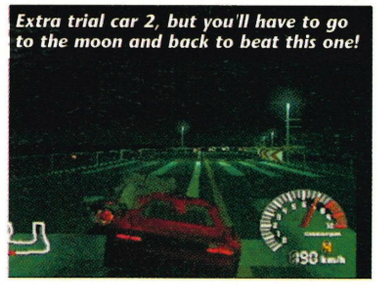
As you progress through a Grand Prix season your car will either be replaced or upgraded to remain competitive as the action intensifies. You need to place progressively higher in order to qualify for the next round and when you finish a season these newly tuned motors are added to your own personal collection. So, it's basically a case of mixing and matching all of the teams with all of the manufacturers throughout a number of seasons. Which is fine until you realise that four cars a season means you'll have to do the same eight courses about a hundred times to get your filthy fingers on them all!

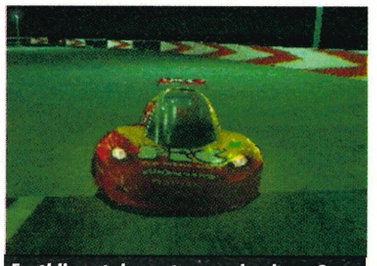
Thankfully, RRT4 is one of the hardest games to put down that you'll ever encounter. Once I'd unlocked and reaped the rewards of some of the more impressive cars I was hooked, striving to sample as many as possible. The design editor, where you can mix and match colours and badges and even design your own motifs is another added extra which sucks you further into the Ridge Racer world, with Pocket Station compatibility the icing on a cake richer than Branson's birthday bolly.

If you can ignore the hairdryer engine noises, which is the only really disappointing bit about the game, you'll soon be stuffing Gran Turismo in the loft to gather dust alongside Colin McRae and TOCA 2. This is where the motor action's now at on the PlayStation. It's arcade racing at its very finest. Come on, its from Namco, what better argument can you get than that?

James PRO

'The **Pocket Station** compatibility is the icing on a cake richer than **Branson's** birthday bolly'

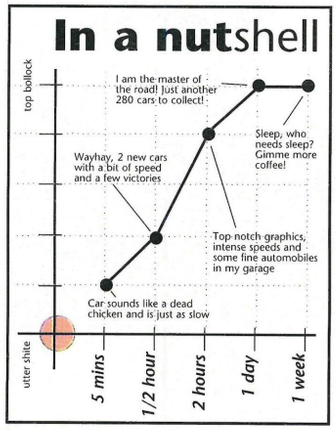

Extra trial car 2, but you'll have to go to the moon and back to beat this one!


Earthling, take us to your leader... Or the nearest Esso station at least mate!



2nd place is no place Mr! But with two laps left to go, you may just make it!

In a nutshell



jogcon • dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Sony

Graphics ★★★★
Sound ★★
Gameplay ★★★★
Lastability ★★★★

R4 is simply the finest arcade racing game you'll get your hands on for the next year and beyond. It is essentially an arcade machine you can play at home and you'd be a fool to miss out on this perfect pick up and play racer

PRO Rated 92%

Alternatively: Total Driving - Ocean ★★★

UEFA Champions

Forget Fergie's royal reds, take on Europe's finest and crown yourself king of the continent with this un-missable football fiesta



You'll need to time headers well, or your guy will end up butting thin air



Keeper! Don't just watch the bleedin' thing – kick it into row Z!



Kiddo's looking good, back when he was with a decent North West team!

If you're a fanatical follower of the soccer spectacular that is the UEFA Champions League, then this is the only place to plant your arse. Crack open a case of Amstel, start those Pringles popping and get set for the game of the century. If you miss this one you'll be sicker than a whole jungle of pissed up pecking pollies.

The actual game engine originated with World League Soccer '98, then became Michael Owen's WLS '99. But only players with enough patience to kit out an entire flock of angels and their celestial subs bench managed to find favour with the complicated control system.

moving the goalposts

The coach at developers Silicon Dreams sensed that the fans were staying away for fear of a boring draw and has taken drastic measures to ensure the crowds baying for ball action won't be disappointed this time, and that result is practically a dead cert.

'If you miss UEFA Champions League **you'll be sicker than** a whole jungle of **pissed up pecking pollies**'

Gone are the drone moves, in-game camera zoom, a zillion different headers and all the countless gameplay options that tended to clutter the controller. Instead a refined version has been implemented that still manages to retain the original feel, whilst reducing the learning curve from a month long slog to a few five minute samples.

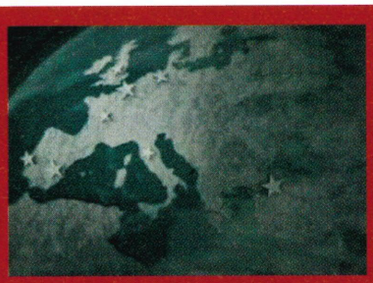
The menu screens have also had a tarting up to rival Margi Clark's alter ego from Corrie and look plusher than the gleaming toilet tiles at Buck' palace. This all serves to increase the pace and passion of what was already an intuitive game, but it's the majority gamesplayer, rather than the minority, who've been catered for.

The hook is now better placed to well and truly sink its soccer barb beneath



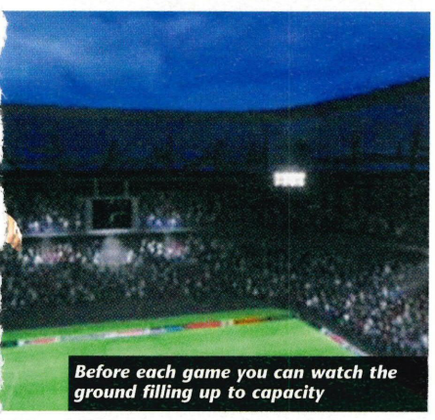
The cup overfloweth!

You can keep all of your rendered players doing keep-ups. This intro shows what football is really all about...





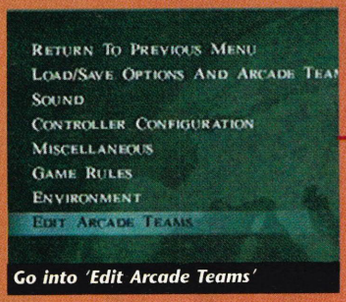
ns League



Before each game you can watch the ground filling up to capacity



made in heaven



Go into 'Edit Arcade Teams'



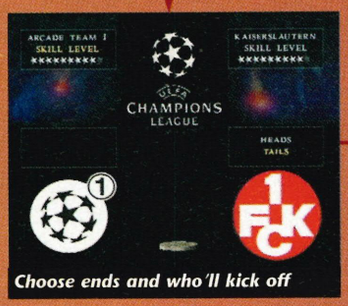
Select which team you'll change



Sort out your dream team's tactics



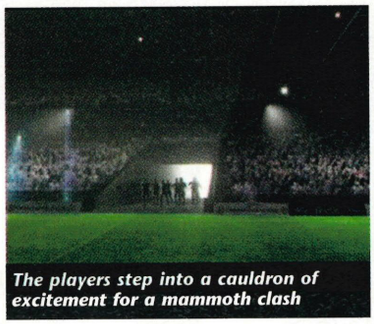
Then take your pick from the greats

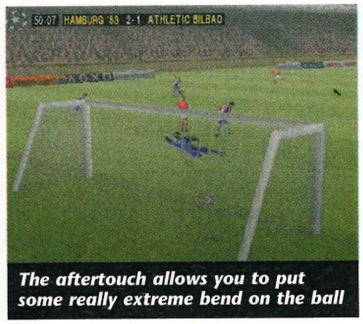


Choose ends and who'll kick off



Then it's game on. Big time!


The players step into a cauldron of excitement for a mammoth clash



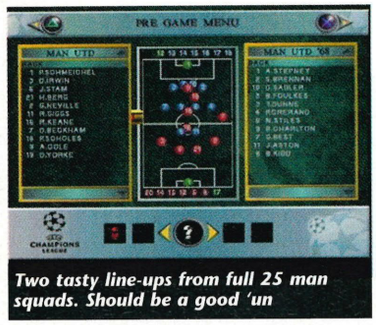
The aftertouch allows you to put some really extreme bend on the ball

your skin, only you'll be sounding a scream of ecstasy rather then the cold shrill of numbing pain.

shoot on sight

Perhaps the most encouraging aspect for new comers will be the auto aim shooting that banishes previous WLS targeting tantrums! Now sultry ball work is rewarded with a bulging net, or a fine theatrical save at the very least. FIFA followers should find the no-brain, no-effort ease of the auto-aim suits them down to the ground.

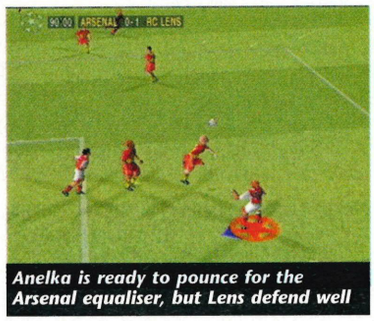
You can switch the auto-aim off should you feel skilled enough to do your own spot picking (that's spot in the net, we don't want any funky green goo dribbling onto this pitch!), which will demand some neat fingerwork faster than an itchy ring-piece. It's pretty simple once you get the hang of the tried and tested 'pull back to give lift and push forward for a low shot' method used so successfully in the Sensible and Actua soccer series.



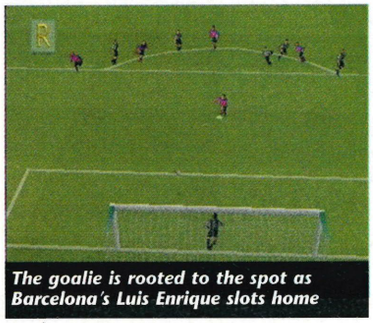
Two tasty line-ups from full 25 man squads. Should be a good 'un

As for the rest of the game, it truly is a faithful recreation. From the opening sequence lifted straight from a TV tube and burnt onto each and every game disc with loving care (complete with 'that' music from Tony Britten), to the stadia filling scenes that introduce every

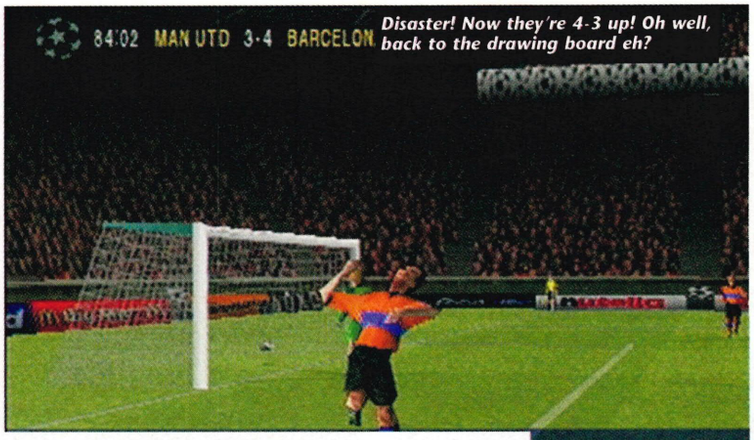
'The hook will sink its soccer barb **beneath your skin,** only you'll be sounding a scream of ecstasy **rather than cold pain**'



Anelka is ready to pounce for the Arsenal equaliser, but Lens defend well


The goalie is rooted to the spot as Barcelona's Luis Enrique slots home


Listen for the players shouting and making runs – they'll tell you when to play the ball



Disaster! Now they're 4-3 up! Oh well, back to the drawing board eh?


An odd looking bunch they may be, but they can't half play!



The Russians prepare to take a swerving free-kick. The keeper needs to be alert for this



No use beating the ground! And don't let Graham Le Saux catch you like that!

match, this gives you exactly the same buzz and real intensity that surrounds a real European Wednesday evening.

Enter the '98-'99 champs' camp and take any team from this season's competition through the group stages, past the perilous knockouts and into the final. But that's the easy bit. The hard bit is deciding which team to pick.

This season the like of Inter Milan, Real Madrid, Bayern Munich, Barcelona, Ajax, Porto, Juventus, Dynamo Kiev, Arsenal and Man Utd, to name but a few, have all embarked on the immense journey to European glory – who're you going to try to steer to victory?

veteran victory

But that isn't the only crowd pleaser. Oh no, we've only just shaved the surface of this beautiful game. Every team that has ever lifted UEFA's most coveted club prize is also inside this princely package. So, for instance, you'll be able to match up the legends from Liverpool's '84 double (or shitty treble) winners against Man Utd's greats from '68. Or how about creating your own dream team from the entire cup winners database for a tasty savoury soccer sensation.

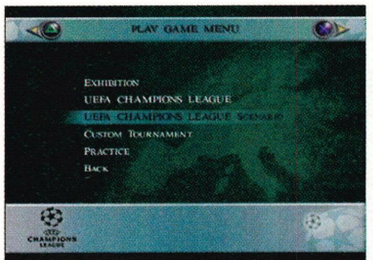
If you fancy an even greater challenge then step into the Champions League scenario mode. This throws you straight in at the deep end, trying to overturn some seemingly insurmountable scores from this year's group stages, and believe me – hauling Brondby back into contention from a 5-1 deficit with only 25 minutes left is no easy feat!

When all of the above is combined with sweetly atmospheric graphics and some fine comedy commentary from Bob Wilson, Brain Moore and 'Big' Ron Atkinson it's a pleasure to behold. Eidos surely have one of the most immersive pitch players since Subbuteo first got your digits dribbling up field. As for this season's competition, all I can say is – Come on you reds!

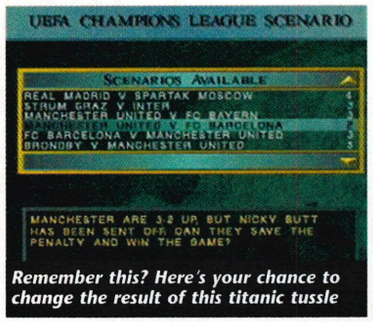
James PRO



Hamburg '83 are worthy victors – they were quite a good team apparently



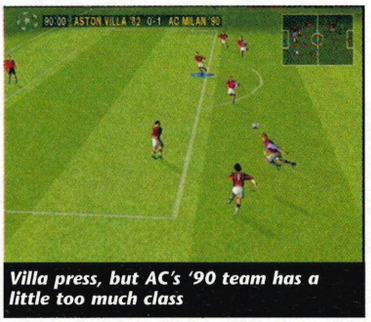
Champions League isn't the only game mode for you to contest



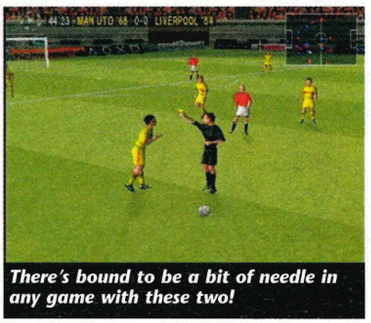
Remember this? Here's your chance to change the result of this titanic tussle

Age Old Artisans

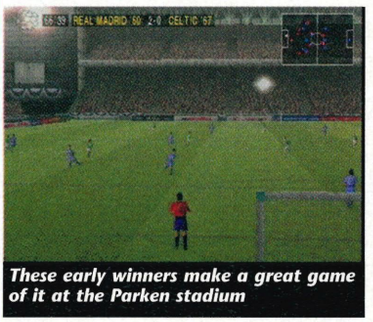
Take your pick from past European Cup winners and settle all those pub arguments about which great team truly was the greatest



Villa press, but AC's '90 team has a little too much class



There's bound to be a bit of needle in any game with these two!

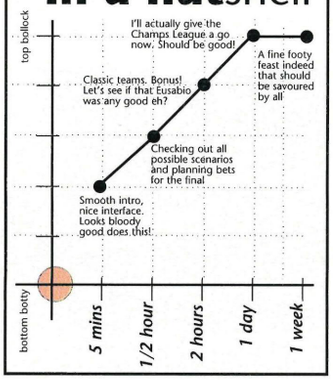


These early winners make a great game of it at the Parken stadium



The biggest teams lock horns, but who'll draw first blood?

In a nutshell



'One of the most **immersive pitch players** since Subbuteo first got your **digits dribbling up field**'

The Verdict

four player • analogue • memory card

Out now £39.99

Published by Eidos Interactive

Graphics ★★★★
Sound ★★★★
Gameplay ★★★
Lastability ★★★★

The presentation and user friendliness is second to none, and the gameplay now has the punchiness to match FIFA stride for stride. Buy the game, get into it, and you'll find a world so grand you'll never want to leave

PRO Rated 91%

Dealer alternative: FIFA '99 - Electronic Arts ★★★

Monaco Grand Prix

Graphically simple, super-fast racer with few frills



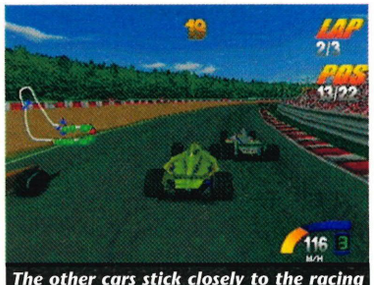
The streets of Monaco can prove tricky. No pedestrians here though!

With the hype-ridden blockbuster, Ridge Racer Type 4 bursting onto our screens this month, the quality of the challengers to the racing throne has to be pretty frickin' smooth to be in with a fighting chance. Monaco Grand Prix embraces this rubber-burning challenge with open arms.

Monaco Grand Prix doesn't have the huge cloak of expectancy that high-powered sequels such as R4 and F1 '98 have endured, but gamers will be pleasantly surprised with the result. Monaco Grand Prix Racing Simulation 2 (to give it it's proper, stupidly long title) may not have the rich presentation of the F1 series, but it certainly casts an awesome shadow across F1 '98, and boasts equally impressive gameplay elements as many of the big racing titles that we've seen.

the wheel deal

Monaco Grand Prix manages to carve out a little racing niche of its own. Like Vroom on the Amiga (back in the days when we had to pretend that we used our games machines to do homework so our Mums would buy us one), Monaco GP successfully brings bullet-fast, arcade-style racing to the screen in a simplified form. There are plenty of options to make the races more realistic, but at its most effective Monaco GP delivers a pure

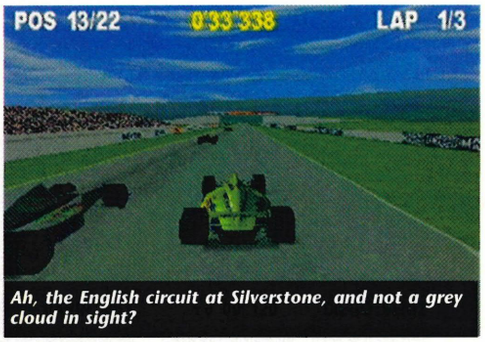


The other cars stick closely to the racing line, so it's easy to nip around them



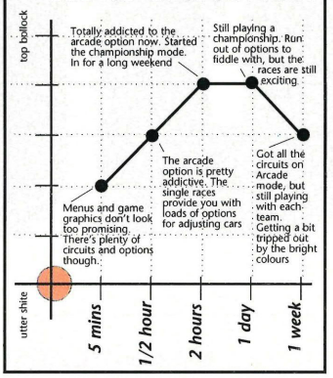


There are some nice graphical details, like the sand sticking to the wheels here



Ah, the English circuit at Silverstone, and not a grey cloud in sight?

In a nutshell



and simple racer that really does pump the adrenal gland like some crazy machine that tends to pump a lot of adrenaline.

From the first menu, players can choose to race in a one player or multiplayer race, or edit their team. One player races can take place in Arcade, Single Race, Championship or Time Attack mode, providing plenty of scope for varied races. The Arcade mode blasts the player directly into the seat of a car, giving just a choice of teams and circuits (three to begin with, another 16 unlocked one by one if you complete the races in first, second or third place each time).

The Single Race option is similar to the Arcade with a more realistic approach. This mode features the option to adjust the set-up of your car. Everything you could possibly want, from body height to brake balance and fuel quantity. All of the circuits are available here, dispensing with any of the simplification of the Arcade mode. The Championship mode goes for full-on realism, racing round all 16 tracks with the aim of winning the cup, while the Time Attack mode does exactly what it says on the tin, giving you a free run round the circuit with the chance to improve on your times.

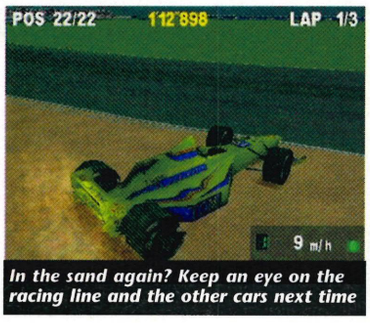
'Monaco GP delivers a **pure and simple racer** that really does **pump the adrenal gland**'

In multiplayer mode, up to four players can take part in an Arcade or Single Race. There's a split-screen option for two players, and another two can join the race if another PlayStation is linked up. There's only a slight, hardly noticeable slow down in two-player mode and no further change in game speed when the link cable is used. In fact, this is the area where Monaco GP excels. Though the graphics don't fully reflect the atmosphere of the racetrack, complex scenery has been sacrificed expertly in favour of entertainment at a breakneck speed. This mixes well with the Dual Shock capabilities and tidy selection of camera positions to accurately recreate that feeling of bulleting round those racetracks.

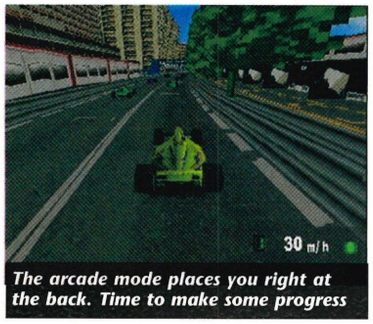
thrill seeker

If it's any more than a basic, fun Formula One racer you want out of a game, then Monaco GP may not be your cup of coffee. The lack of a Formula One license removes the "serious simulation" aspect, and even in the Single Race and Championship modes, the brightly coloured graphics lend an almost fantasy feel to the races (all of the drivers' names are those 'oh so funny' parodies of the real life drivers, and Formula One isn't mentioned anywhere for copyright reasons), but it's still a top game. It's obvious that the developers' hard work has gone mainly into the gameplay, the Arcade mode especially shows how fun and addictive Formula One racing can be, and if you do get bored with the level of difficulty you can head for the more realistic races.

Sam PRO



In the sand again? Keep an eye on the racing line and the other cars next time



The arcade mode places you right at the back. Time to make some progress



The cockpit view provides the most realistic angle on the proceedings

steering wheel • dual shock • memory card • four players

The Verdict

Out now £39.99

Published by Ubi Soft

Graphics ☆☆☆
Sound ☆☆
Gameplay ☆☆☆☆
Lastability ☆☆☆☆

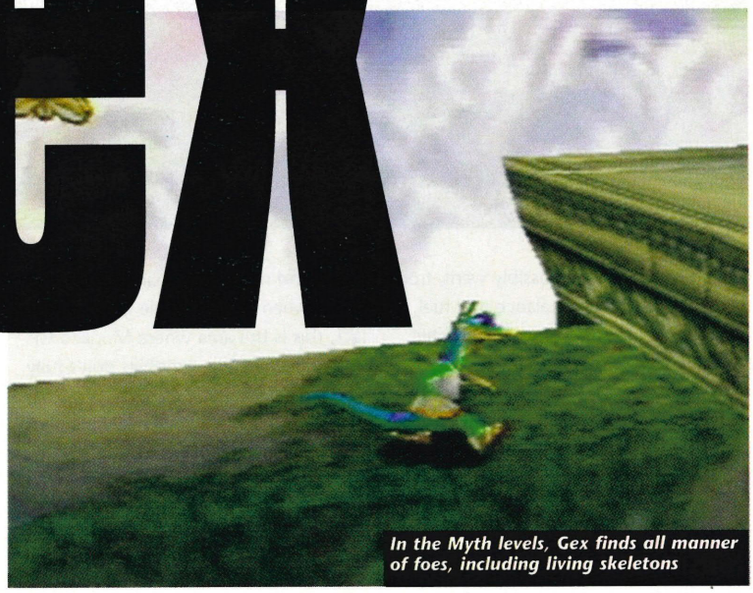
There's a wholesome tide of top-quality racers out there already, but Monaco GP 2 manages to plug the hole that F1 '98 created and left behind. Doesn't quite hit the mark in presentation terms, yet still excels as a super-fast racer.

PRO Rated 83%

Alternatively: F1 '97 - Psygnosis ☆☆☆☆

Gex Deep Cover

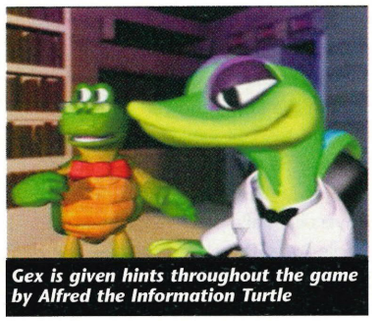
Graphically superior platform sequel, heavy on the dodgy jokes



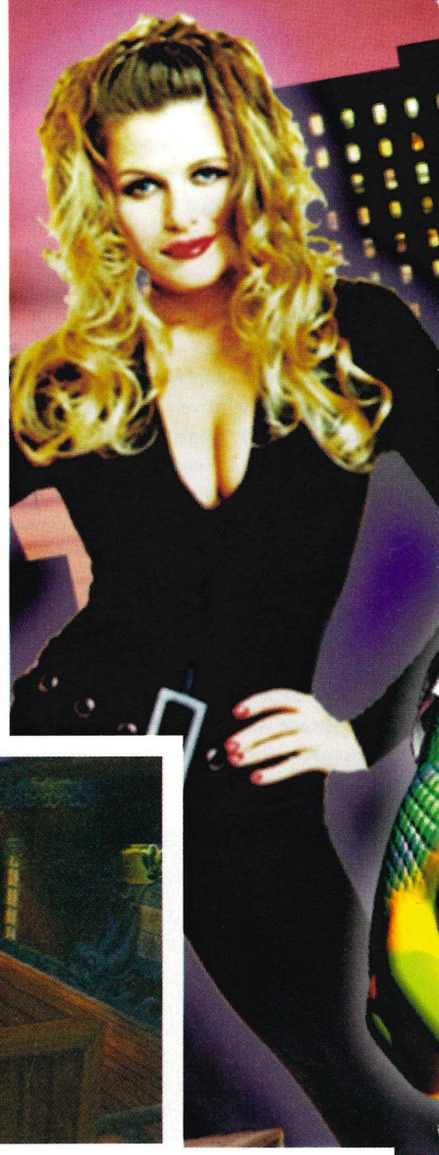
In the Myth levels, Gex finds all manner of foes, including living skeletons



This Saving Private Gex level features bags of interactive bits and bonuses



Gex is given hints throughout the game by Alfred the Information Turtle



It can't be a bad life being a gecko. Imagine having a tongue capable of satisfying an entire netball team whilst simultaneously licking out the centre out of a Jammy Dodger. The mind just boggles. Plus, he's got the added bonus of having the widest, cheekiest grin spread right across his lizardy chops. This fella must be fighting the ladies off with a stick.

Well, apparently not. In fact, secret agent Gex Gecko only has eyes for one woman. Baywatch's Marliece Andrada plays the role of Agent Xtra, kidnapped by Gex's arch nemesis, Rez and it's Gex's mission is to re-enter the Media Dimension and rescue the extremely luscious Agent Xtra.

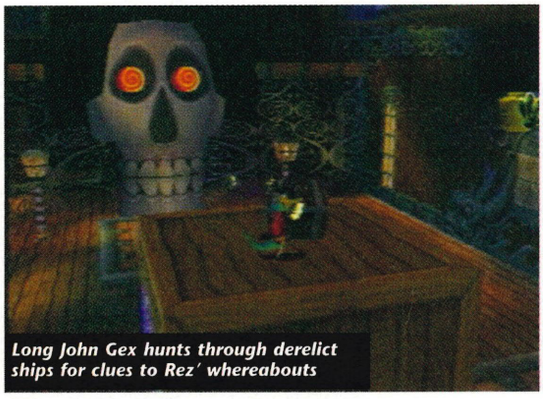
His mission is set out in beautifully rendered CGI sequences peppered throughout the game with FMV of Marliece Andrada flawlessly combined with the graphics, giving Gex (voiced this time by Red Dwarf's Danny John Jules) moral support and providing healthy targets for his endless stream of sexual innuendoes. Deep Cover Gecko's success, however, doesn't lie in its character studies (thank Christ!), but in just about everything else.

lounge lizard

Gex may not be as cute and easy on the eye as his fire-breathing mate Spyro, but he does live in a bigger, brighter and more colourful world. In all there are 24 levels in Deep Cover Gecko (12 main levels, four secret levels, three boss levels and five bonus games).

The action assails you in a similar looking package to Gex 3D, though there have been lots of additions and changes since the first release. All the graphics are now hi-res and beautifully rendered with some amazing special effects including reflective surfaces.

A massive horde of critters await to assault the glistening new gecko, with over 60 enemies making their entrance. Of course, none of these guys'll catch Gex with his trousers down, since Gex has brought along his massive travelling wardrobe including 25 new disguises. And like a reptilian Mr Ben, the cunning fella can change himself into Private Gex, Gex Eastwood, Long John Gex, Gladiator Gex, Sherlock



Long John Gex hunts through derelict ships for clues to Rez' whereabouts



This is where it all begins, Gex's batcave-esque mission control room

'Imagine having a tongue that can **satisfy an entire netball team**, and lick out the centre of a **Jammy Dodger**'

Gecko



Gex dons his MegaGex togs for the Japanese animation level



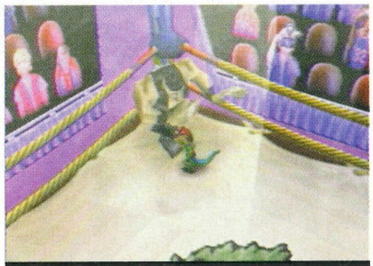
Gex treads carefully in the battlefield. He gets spotted and he's fried lizard

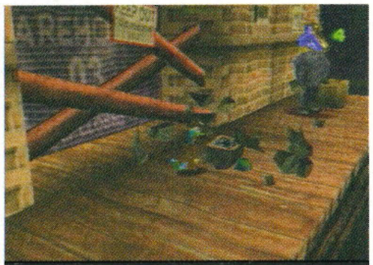

Deep Cover Gecko's own Wizard of Oz looks on as Gex finds a way to kill him


Tin Gex runs for a cannon to try and beat the wizard. Cool reflections!


The wizard gets ready to shoot fireballs whilst Gex is chased by, er, televisions


The lovely Marliece Andrada pops up throughout to give Gex moral support


Deep Cover Gecko features many sub-games, including this WWF piss-take

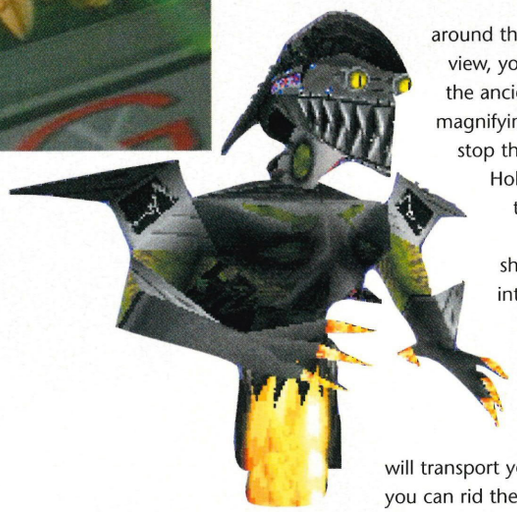

Private Gex becomes Private Dick in this fifties-style level. Time to investigate


Gex first hears about his mission when he tunes into the television news

Gex and Little Red Riding Gex in the twinkling of his slitty pupil.

Some of the levels in Deep Cover Gecko literally take your breath away. Gex's transformation into Sherlock Gex, places him in a brilliantly rendered mansion. The tiled floors are reflective, golden chandeliers hang from the ceiling and when you choose to look around through Gex's point-of-view, you see the rooms through the ancient private dick's magnifying glass. But it doesn't stop there.

'Like a reptilian **Mr Benn**, the cunning green fella can change himself in the twinkling of **his slitty pupil**'



Hold up the magnifying glass to certain objects and you will find yourself shrinking and disappearing into the object you were looking at, to find a bonus level. For example, looking through the lens at a bear's head on the wall will transport you onto its head, where you can rid the furry fella of fleas to gain a really handy bonus coin.

baron greenback

You'll be shedding bucketloads of skin playing Gex: Deep Cover Gecko, since this is no short-lived experience. And thankfully, the breathtaking amount of levels is followed up nicely with a stunning amount of variation in gameplay. Gex is now capable of performing a serious amount of tongue-dexterity.

He'll be snowboarding, gliding, army tank driving, swimming and diving, plus he can now ride camels, donkeys, crocodiles and many more unsuspecting and unfortunate dumb creatures.

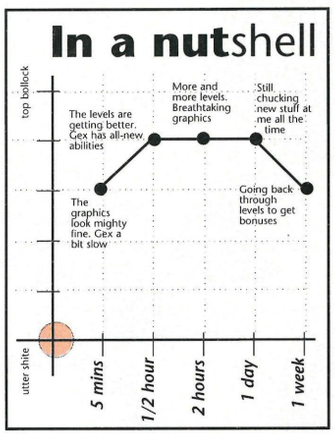
A lot of work has gone into Gex Gecko's new universe. The intricate detail and mass of tail-lashing action will keep the avid gamer happy for weeks. The only downside to the game is that Gex seems to be slowing down with age. Gex's flash new environments have taken a bit of spring from his step, dragging him down to a slightly slower pace. But really, this is only noticeable when you play for the first time and is soon forgotten.

Deep Cover Gecko is simply the best platform game on the PlayStation. The graphics are better than in any other platform game, the sound is better than in any other platform game, the gameplay is better than in any other platform game. So, that's you told.

Sam PRO



In a nutshell



Memory Card • Dual Shock • One Player

The Verdict

Out April £39.99

Published by Eidos Interactive

Graphics ☆☆☆☆
Sound ☆☆☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

We knew there'd be a sequel on the way, but nobody expected this. A gobsmacking amount of levels, enemies and costume changes just adds to the incredible mix of gameplay styles. This is the lizard's scaly bollocks.

PRO Rated 90%

Alternatively: Spyro The Dragon – Sony ☆☆☆☆

Poy Poy 2

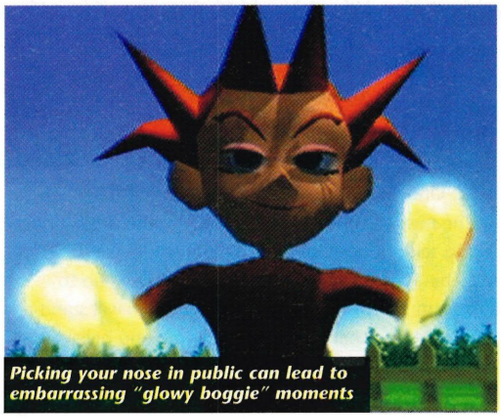
Stoning freaky looking people to death and get paid for it? Yes please!



If this guy asks if he can show you his rocks, run like bloody hell!



Get to a high point and bomb them all. If it wasn't so funny it would be illegal


Picking your nose in public can lead to embarrassing "glowy boggie" moments


Lesson one – pick up a rock... anyone will do, the bigger the better...


...and then smash your opponents' brains in. Simple, yet so-ooo effective

Future sports must be ridiculously violent, that's the rule. It's been written in blood ever since James Caan strapped on his rollerskates and proceeded to bust the opposition's balls in top sci-fi movie, RollerBall. Well, that movie's over 20 years old and it's about time the book was re-written.

'If you've got a multi-tap, **plenty of beer** and **Poy Poy 2**, you can guarantee a **top drunken night** with your mates'

stoned losers

Poy Poy 2 is probably the most stupid future sport ever committed to CD. Up to four contestants enter an arena and, with the aid of power gloves, start chucking rocks at each other. Sounds crazy? Well, we haven't even got to the really dumb bits yet.

With the aid of the gloves, the boulders can be given "super powers," which range from the hilarious to the down right bloody useless. Rocks can be made to bounce on heads, become heat-seeking or even be transformed into whopping huge mallets. You're not limited to just charging up your stones though, you can also use straightforward powers that slap other players with fire, ice and poison attacks that'll make them wish they'd stayed in bed.

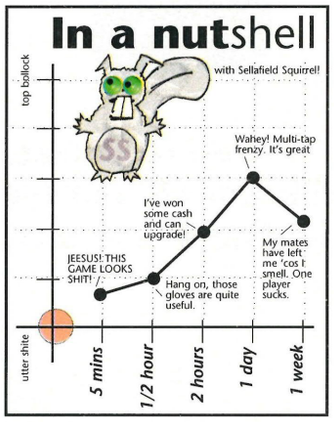
Points are awarded according to performance, so it's not just a simple question of who's left standing. Characters with the most points will win the set and eventually get the big money. When your day-glo pants are packed with credits you can boost your powers until you're one mean mutha.

rollin' stones

The cute graphics and stupidly violent gameplay will be easily recognisable to anyone who has spent drunken evenings in awe of Bomberman's multi-player deathmatches. Poy Poy fits into the same category of being great to play with mates, but only just playable as a single player game.

If you've got a multi-tap, plenty of beer, and a copy of Poy Poy 2, you can guarantee a top drunken night in with your mates. People with no friends should stay clear though. You're priorities should be: to get out more, meet people, then stay in forever and play this cool little multi-player game.

Will PRO





Watch out! This ice is slippy and can cause all sorts of chaffing type accidents

4 player • multi-tap • dual shock

The Verdict

Out now £34.99

Published by Konami

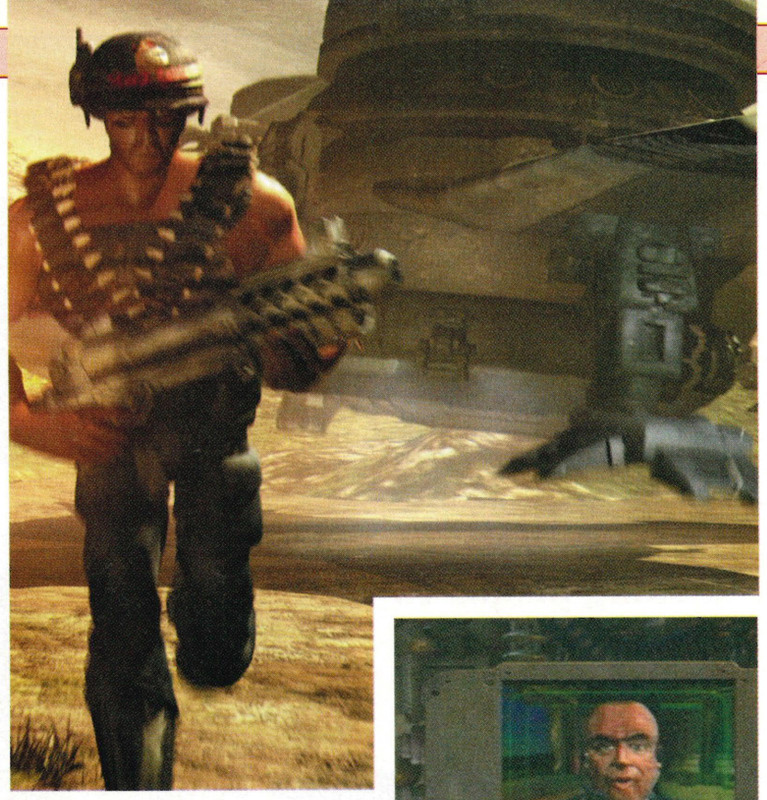
Graphics ☆
Sound ☆
Gameplay ☆☆☆☆
Lastability ☆☆

Poy Poy 2 is an essential ingredient to a great night in front of the haunted fish tank. Add a multi-tap, mix with a generous amount of beer and mates, and you'll have more fun than Dawn French in a chocolate factory.

PRO Rated 77%

Alternatively: Bomberman World – Ubisoft ☆☆☆

KKND Krossfire



There's nothing more likely to piss off a group of people than a full on nuclear strike. They just don't like the hassle of hiding away for a few decades and drinking recycled urine while the fallout monkeys its way through the environment.

KKND: Krossfire is a real time strategy (RTS) game set after just such a nuclear exchange. Three sides survived the scrap, now it's 40 years later and they're gunning for each other's blood.

three's a crowd

Real time strategy games all follow the same basic concept. Control units via a battle map; collect an energy source (crystals/wood/lucosade/whatever) and build yourself a base from which you can send forth a mighty army to bitch-slap your enemies' 'hood.

So, what separates Krossfire from other similar titles such as Command & Conquer or Warcraft? Well, it's the first one to allow two players to slug it out via a split screen mode and that, as they say, is groovy. Well, it's groovy in theory until you realise that you can always see what your mate is planning and they, likewise, can see you. It's like playing hide and seek in a brightly lit room, wearing a day-glow jumpsuit while carrying a 150 watt ghetto blaster. Oh, it's all very amusing. But it's not the best way to fight a war, is it? That being said, fighting a mate is always going to be a stress releaser, and the chance to team up with or against the CPU is a top idea, it just requires a new set of strategies.

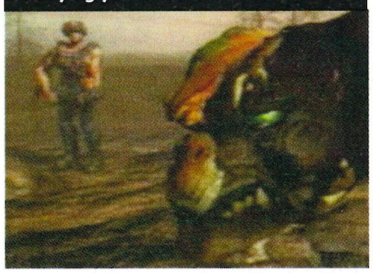
Don't expect to be given much slack in the early missions either. They start off tricky, quickly change gear into tough and before you know it, the setting has been cranked all the way to "arghhh!" Only a general who knows when to attack and when to sit back will stand a chance, so those of you who believe that happiness is a warm gun may find yourself with a bit of a headache.

Will PRO

So these are the guys who haven't been affected by the radioactive fallout

When in doubt, kill 'em all and let God sort 'em out.

Between you and me mate, your bird's bloody ugly



'It's like playing hide and seek wearing a day-glow jumpsuit'



This bird's eye view proves that in the



Why, it's just like Beggars Canyon back



Why, it's just like beggars canyon back home!

light gun • memory card • four players

The Verdict

Out now £39.99

Published by infogrames

Graphics ☆☆
Sound ☆☆
Gameplay ☆☆
Lastability ☆

Krossfire has a lot of ideas but fails to reach its full potential. It'll give you an enjoyable few hours of hot gun entertainment, but with blocky graphics and surreal weapons, it's not the all night strat-fest it could have been.

PRO Rated 77%

Alternatively: Warcraft 2 - Electronic Arts ☆☆☆

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***25 runners-up get the game of their choice**

Competition

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CHEAT hotline winners

Kris Opperman,start partying right now, cos you've won our top prize of £500 worth of PlayStation games! Also Kathy White and Simon Steward can start celebrating now because they have boosted their games collections by £250 each. Nice one you lot.

Phone our free access line compo and answer a very simple question and you could find yourself in the same position as Max Thurston who has grabbed eight top notch games. 92 lucky people have won the game of their choice.

We can't believe the quality of the cheats you tell us about but we still want more. If you come up with the best cheat of the month we'll give you a first class game that you can choose, like Rob Whittaker who has chosed the ace Metal Gear Solid.

Tai Fu

What's orange, stripy, fights like Bruce Lee and kills snakes with magic? Don't worry, it's not a trick question.





T'ai can be quite nimble on his paws when involved in a serious fight

T'ai's special moves are handy when he is faced with more than one enemy





When T'ai's chi is full, he can release his power in the form of energy balls

There's something slightly odd about Tony Tiger, Kellogs' main feline and star of this month's 3D, kung-fu platformer, T'ai Fu. He's always out there, doing his ads, pretending to be in with the kids when really he's just a seriously unhip zoo animal who's desperately trying to introduce his "Grrr-r-eat" tiger phrase into cool culture. Well, he can leap about on his feline snowboard as much as he wants, we're not falling for it. If Tony Tiger wants to prove he's worth his stripy hairs, he'll have to adopt Bruce Lee style martial arts skills and whup up some bad guys, or something. Oh my, looky here, he's only bloody well gone and done it.

Okay, maybe it isn't Tony Tiger, but T'ai (the kung-fu fighting tiger star of T'ai Fu) passes more than an uncanny resemblance to the feline father of frosted flakes we all know and love. That doesn't stop him from being a ferocious little bastard though. This cat's got more than cornflakes on his mind, with a whole exploding fistful of kung-fu clans to battle through on his way through ancient China to get to the ultimate showdown with the evil Dragon Master.

'This cat's got more than cornflakes on his mind, with a whole exploding fistful of kung-fu clans to battle through'



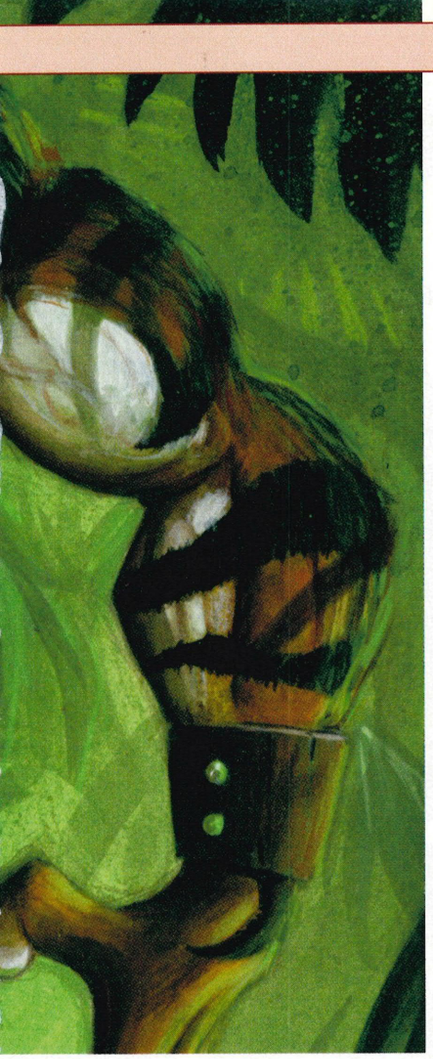
Beginning at the temple, T'ai makes his way across treacherous ancient China

eye of the tiger

T'ai Fu is a platform adventure in the style of many an age old Ninja-style fighting classic. The action is seen from above T'ai as you wander through a 3D

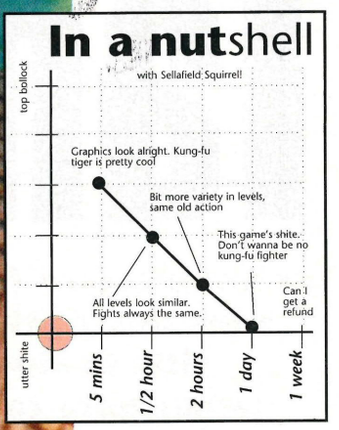


Baskets are useful for throwing at the trickier of T'ai's enemies



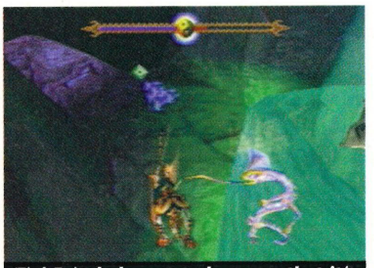


At the beginning of the game, T'ai has to escape from this Chinese village

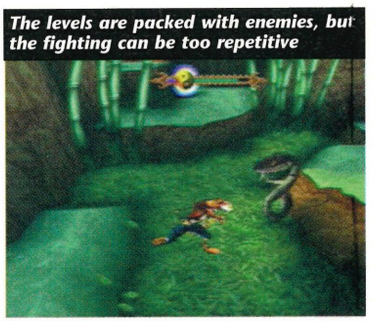




The Dragon is the hardest enemy. T'ai will have to be swift to defeat him



T'ai Fu's dodgy controls means that it's tricky to avoid the enemy's powers



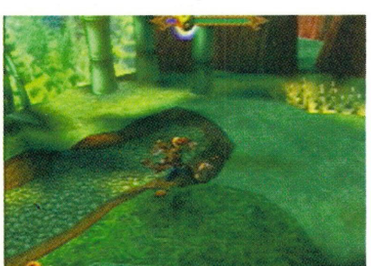
The levels are packed with enemies, but the fighting can be too repetitive



The levels become more varied later in the game. Such as on this pirate ship.

world, battling with all manner of ferocious creatures; poisonous snakes, leopards, fierce monkeys.

There're plenty of pick-ups scattered around the game area, with energy placed in strategic places and bonuses to bump up your score. T'ai will also gather extra moves as he completes levels and after the first few he gains the power to use magic in small doses to wipe out the trickier adversaries.



The sound effects are effective as T'ai runs through different environments

The Chi meter extends at the top of the screen when T'ai has become masterful in the way of magic. When the meter is full, he can concentrate his energy into a silver ball that reduces the enemies' energies by a massive amount. After some of the levels, T'ai is visited by his master, who will bless him with extra moves. By pressing a combination of buttons, T'ai can be made to perform powerful claw scratches, massive leaps and mantis moves to name but a few.

t'ai food

Although T'ai Fu comes across as a pretty original concept (it probably looked like a perfectly plausible idea on paper), it's plain to see that the gameplay is too simple and too samey. After just a few minutes playing T'ai Fu it's obvious that this is far from a perfect game.

There're plenty of ways of expanding on T'ai's original skills and moves, but most will find it a little repetitive as the levels have very similar environments and tend to be pretty flat, featuring few interactive elements. Although it's gameplay is bound to be more appealing to young children, the subject matter suggests that T'ai Fu is aimed at an audience who will not be drawn in by its simplicity. This is a young kid's game searching for an older audience, but it's not gonna get one.

Sam





Electric eels are real nasty buggers. Some of these graphics are shocking!

memory card • one player • dual shock

The Verdict

Out now £39.99

Published by Activision

Graphics ☆☆
Sound ☆☆☆
Gameplay ☆☆
Lastability ☆

T'ai Fu is filled with all the hallmarks of a middle-of the-road game. The level's are empty, and the gameplay is just boring. Younger kids are likely to get something out of this, but even they will look elsewhere after a short while.

PRO Rated 38%

Alternatively: Ninja: Shadow of Darkness - Eidos ☆☆☆

Tank Racer



And the award for most descriptive title in video games goes to...

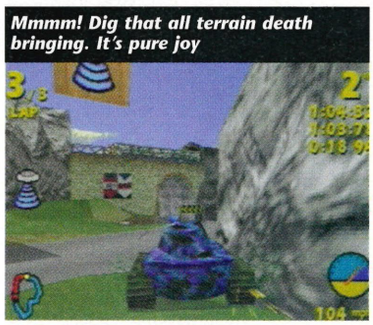
You're struggling to keep pole position, that S.O.B. is on your tail like a fly round a cow's bottom. Do you wind down your window and wave them to overtake, like the careful driver you are, or do you hit the turbo boost and let him choke on your smoke? Neither, because you're in a hoofing great tank and if there's one thing hoofing great tanks are known for, it's their hoofing great gun barrels. Hooray for Tank Racer!

There are many things out there that when combined, equal a greater idea than the sum of the two parts. Take chocolate Hobnobs for example, pure genius. Beer and crisps? Heaven sent, obviously. What about racing and knitting? No, you're right, that would be shite. Think once, think twice, think TANK. Yes! Tank racing, that sounds like an idea that's sure to light the faces (and faeces) of tank commanders and hi-octane speedsters all over.

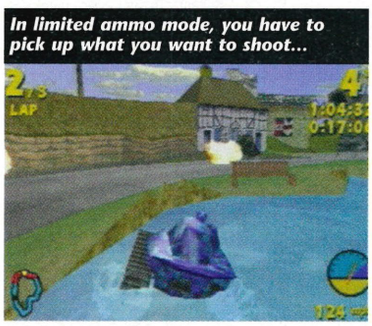
Tank Racer, naturally, is all about racing really quickly around various circuits in a tank. Funny really, tanks aren't really renown for their speed. Armour and guns, yes. Fire breathing stallions, definitely not. So what gives in this brazen re-writing of Jane's big book of tank warfare?



I think you'll find this is my parking space. But then I can park where I like



Mmmm! Dig that all terrain death bringing. It's pure joy



In limited ammo mode, you have to pick up what you want to shoot...

tough tracks

Driving a tank is a totally different sensation than, say, joining Colin McRae for a trip through the New Forest. So forget the country code and start smashing through walls, slicing through ponds and generally acting like a bull in a china shop with 15 inch armour plating. Every action that buffets your ride is smoothly translated to dual shock vibration, making It all feel like a natural accompaniment to the mad arsed havoc that's filling the screen.

Power-ups are constantly raining down on the race track/battle field so you're never more than a few moments away from one of many weapon systems. These include the obligatory guided missile and (believe it or not) an alien abduction thing-a-me-jig. It's a bit hard to describe, as it basically summons up a mini UFO that proceeds to temporarily "abduct" whichever tank you targeted. A strange weapon, but a very funky touch.

The control requires perfect coordination, since controlling the tank and rotating the barrel needs to happen at the same time. This can become confusing, but choosing to view the race from first-person perspective allows the use of a nifty gun sight that takes the guess work out of Grand Prix warfare.

This type of targeting is only available directly in front of your machine. Fair enough really, looking behind to line up a shot whilst driving forward would be a task that even Ben Hur would squirm at. The third-person view takes away the sight, but allows you a full 360 degrees of firepower.

A touch of imagination is needed to work out where the depleted uranium shells (or whatever is being fired) will land. That being said, persistent buggers trying to overtake you can be persuaded to back of with a quick 180 degrees spin of the turret and a few rounds of high explosive. Oh, for a change to the highway code.

'Forget the country code and start smashing through walls like a bull in a china shop'



..So praise the lord and pass the ammunition my friend!



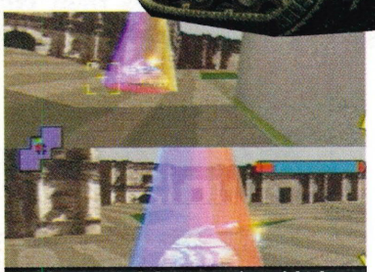
If you find yourself lagging behind, try finding a short cut

lock and load

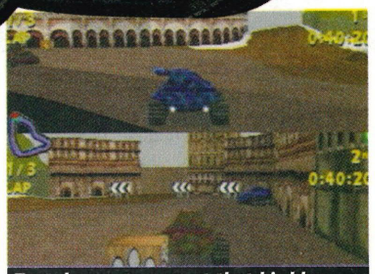
Tank Racer is not a game that takes itself too seriously, so don't expect to actually see tanks exploding and drivers catching







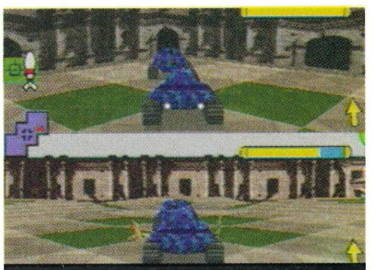
You can even defeat enemies with the power of D.I.S.C.O.



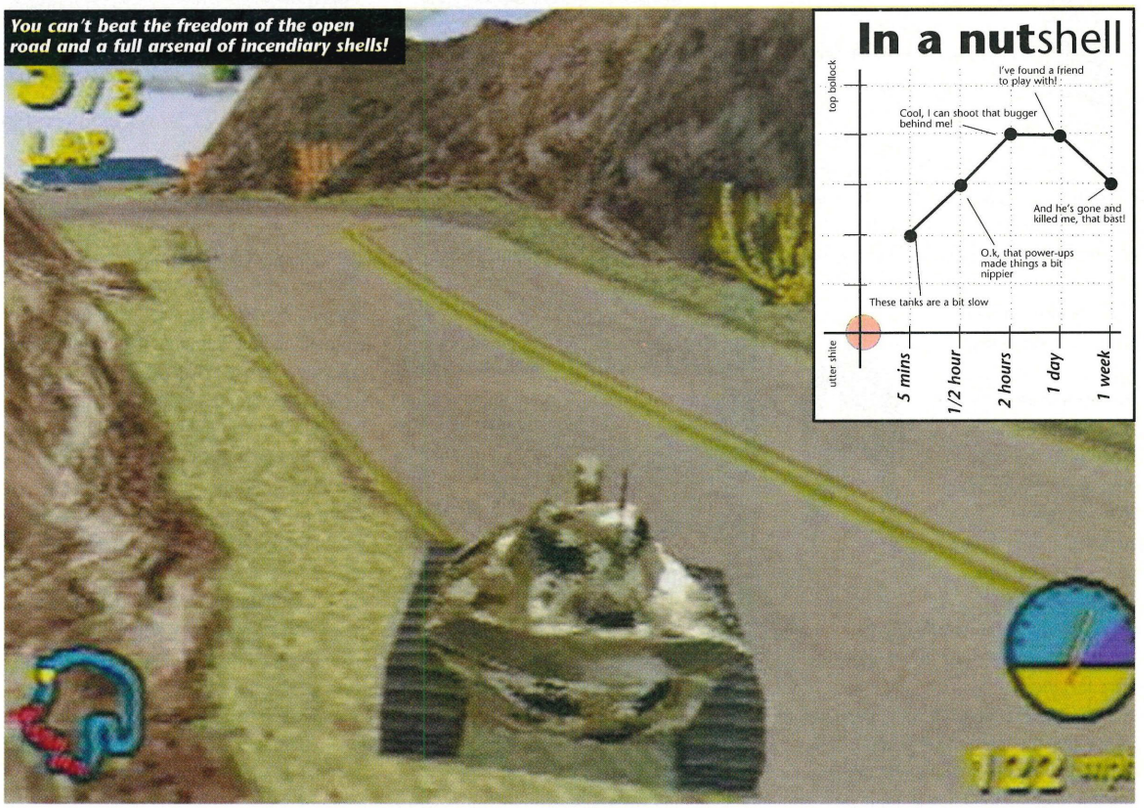
Terry began to suspect that his blue tank was somewhat conspicuous



First person view is cool for taking pot shots, as player two will vouch for



Attacking from behind can be considered rude. Best shake hands first



You can't beat the freedom of the open road and a full arsenal of incendiary shells!

fire. It's much more of a funky game that manages to disguise all its military dressings with a general feeling of one love. It's a strange concept, but it works really well.

As a one player racing and shooting game it is a world away from Rollcage's pure adrenaline rush, but then again, you're driving a chunky tank and it bloody well feels like it. In two player mode it's like a beefy version of Mario Kart, but with more destruction and no Italian plumbers with dodgey moustaches, which can't be bad.

Will PRO



Leonardo Da Vinci can be credited with the first tank design, interesting no?

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Grolier Interactive

Graphics ☆☆☆
Sound ☆☆☆
Gameplay ☆☆☆
Lastability ☆☆

If you're looking for a game that's a little bit different, but without being plain stupid, Tank Racer is it. It's a fair bet that if you're thinking "tank racing? top bollocks idea!" then you'll love it as it achieves everything it sets out to.

PRO Rated 84%

Alternatively: S.C.A.R.S. - Ubisoft ☆☆☆



Looking for

Marvel Super Heroes Vs Street Fighter

Pro kicks seven sorts out of the latest batch of Street Fighter games

RIGHT. Your eyes are watering, your jaws are aching from overclenched teeth and a large blister is weeping puss down the length of your sweaty thumb. If you've been in this situation then the chances are you've felt the joy of playing a Street Fighter game or at the very least are a serial masturbator. And frankly, there's nothing wrong with either. The unstoppable scrapping team of Ken, Chun-Li and their fist-flying friends have been punching, kicking and making unlikely noises on consoles and arcade machines for many a year, all the time managing to maintain their grasp on the beat'em-up market.



We've seen a few Street Fighter titles with similar and confusing names in the years since SFII made it to the big time and, though they all share certain qualities – such as the characters and the very bizarre gallery option – each one usually boasts something special that the other titles were lacking.



If spinning kicks, unfeasibly high aerial stunts and the occasional saucy gusset shot are all qualities you wouldn't mind getting down and rubbing your face in – or something – then this month's crop of three new(ish) titles should have your trousers bursting at the very seams.





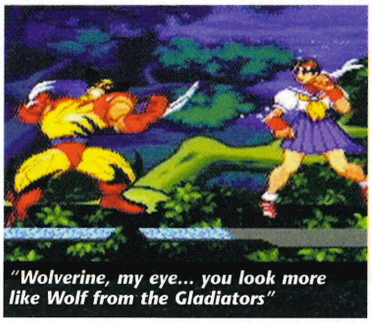
"Go on, little girlie – suck it baby, mmm (snip!)"



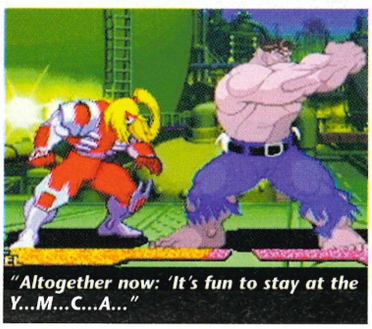
"Take that, you brute!" Sakura tells Hulk where to stick his meat and two veg



Frightened and desperate schoolgirls lost in the woods – this is every guy's fantasy, surely?



"Wolverine, my eye... you look more like Wolf from the Gladiators"



"Altogether now: 'It's fun to stay at the Y...M...C...A..."

America takes on Japan in a trans-Atlantic test of strength, style and lovely lycra leotards

It's always good to boost the success of a game with a novelty element, and the Street Fighter titles are no stranger to this. Already appearing with (and kicking the butts of) the X-Men, the well-toned Street Fighter crew have decided that the geeks from Marvel need a bloody good pasting as never before. Spiderman, Shuma-Gorath (ooh we've all heard of him/her/that) and the rest of the Marvel characters have come to life of sorts and it's the Street Fighting gang's job to take these earth-saving types and give them a good roughing up. Which seems a bit harsh considering most of them are good guys...

As well as the standard arcade and two-player modes, this effort provides a number of novel ways of getting one's rocks off to a tune of top scrappage.

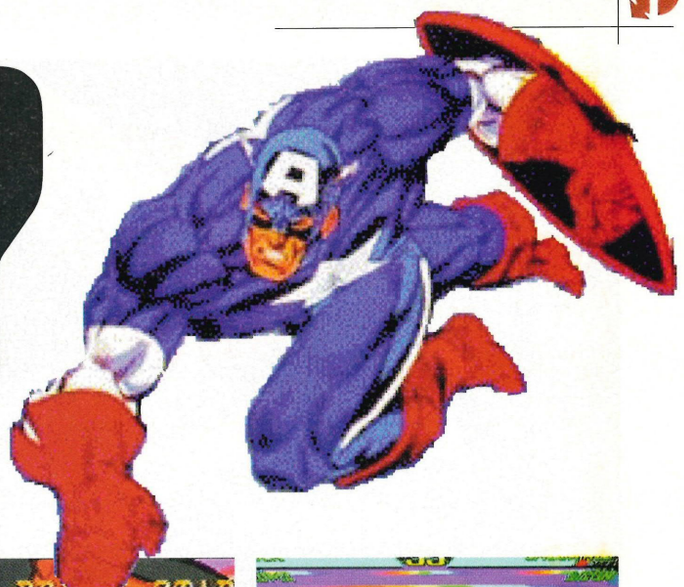
Hero battle involves picking a couple of your favourite superheroes and letting them loose on the Japanese pugilists, but if this isn't enough to satisfy the beast within, the crossover mode sees you ploughing through a series of angry young upstarts in a 'winner-stays-on' fashion. A bit like a game of pool down the local, only with more chance of getting twatted.

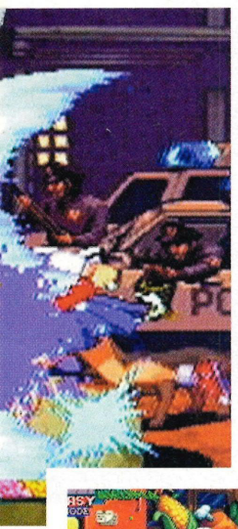
Big Daddy fans will cream at the knowledge that there's a tag team element involved in each game mode. Whether you pick your own partner or are handed him on a plate, it's refreshing to know that there's someone there to help out if needed, either by swapping characters or by bringing them in as an extra aid to your success. Teamwork – it's a wonderful thing...

With all these features, plus fantastic moves such as the Fatal Claw and Messatsu Destroyer (cripes!) to lay upon your opponents, it's fair to say that there's plenty to keep you amused, both alone or with friends.

'Like **pool** down the local **only with** more chance of **getting twatted**'

a fight?



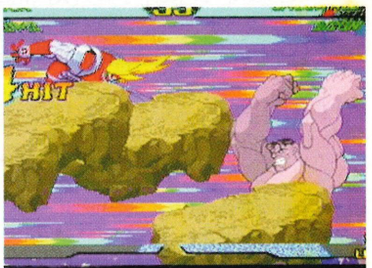








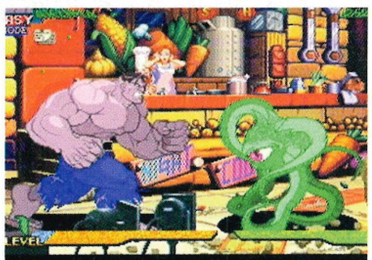
She wears studded bracelets and likes men in leotards. The kinky minx



Hulk proves he's into rock 'n' roll by lobbing debris at his opponent



"Did you call my hair poncey? Take that, scumbag!"

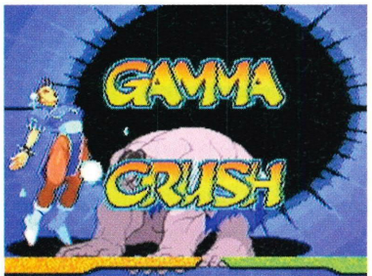


How much did Shuma0Gorath pay for his costume? Six quid (ho ho)

'Big Daddy fans will cream over the **tag-team element** in each mode'



Tag teams let characters pile into each other, creating a melee of fists



Special moves. Nobody knows what they do, but they're bloody effective

dual shock • memory card • two players

The Verdict

Out Now £39.99

Published by Virgin Interactive

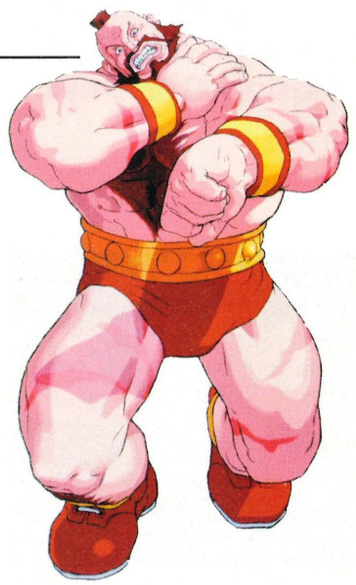
Graphics ☆☆☆
Sound ☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

Featuring a load of button-bashing qualities that are all part and parcel of the whole arcade atmosphere, you'll find it hard to resist the urge to jam 10p pieces in the side of your PlayStation.

PRO-Rated 79%

Alternatively: Pocket Fighter - (Virgin) ☆☆☆

Street Fighter Alpha 3



More crazy fighting fun from a series notorious for their even crazier names... Will this madness never end?

So here we have all the classic Street Fighter characters returning to the fold, making the selection of a fitting fighter an easy task. However, to spice things up a little, three fighting styles are available, each affecting a character's fighting spirit and decreeing whether he'll go hell for leather in a Tyson fashion, or cleverly cower and hope for a time-out in the style of lispy old Eubank.

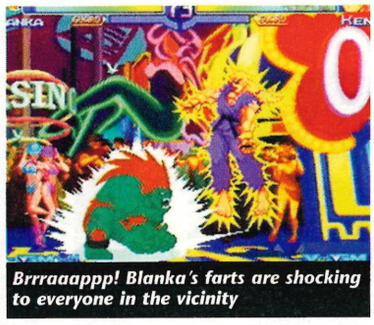
The speed of the game can also be adjusted depending on whether you fancy your fight to be a hard 'n' fast



"I'm giving you everything..." Cammy shows that what she really, really wants is to be a Spice Girl

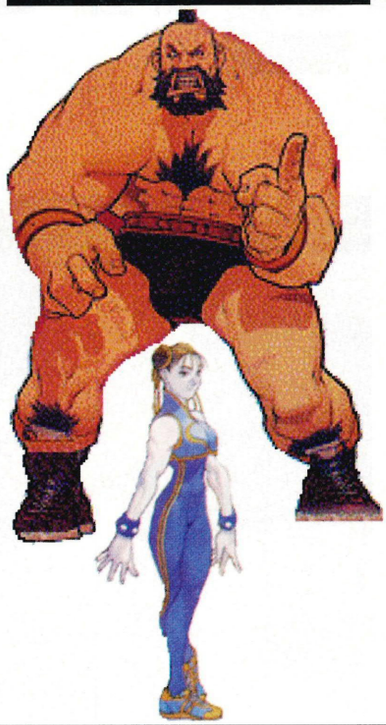


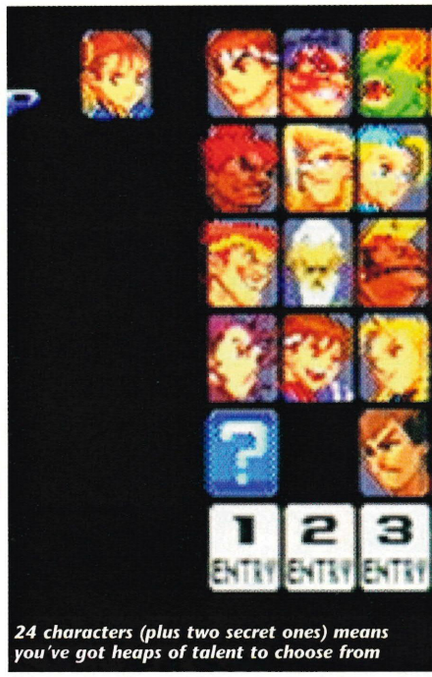
"I think I'm suffocating!" Blanka suddenly gets a whiff of ken's armpits



Brrraaappp! Blanka's farts are shocking to everyone in the vicinity







24 characters (plus two secret ones) means you've got heaps of talent to choose from

'As easy as pulling a **minging bird** at **chucking out** time'

affair or a chilled out championship.

When it finally gets down to the task of fisticuffs, defending one's territory is as easy as pulling a minging bird at chucking out time, particularly when you put into practice the new moves that each character has stashed away in their pockets of talent (a truly beautiful image). However, if fancy fistwork isn't quite in your grasp, the classic attack strategy involving long combos is guaranteed to get you on a winning streak in no time.

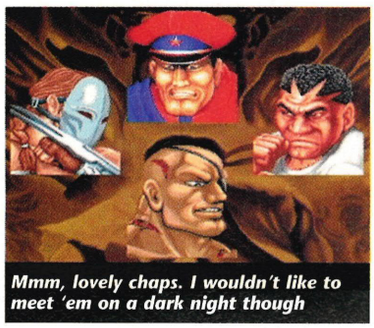
Despite there are only being a couple of game options (arcade mode and a World Tour mode), Street Fighter Alpha 3 is pretty damn playable. However, its lack of game modes means that it won't be long before this finds its way to the second-hand shop.

Street Fighter Collection 2

Liverpool could win a game of football, Hannibal Lecter was a bit peckish and Ken and Ryu were getting a bit handy. Ahhh, the Good Old Days...



A good aerial attack never fails. Shame this scene looks like an out-take from a gay porn film



Mmm, lovely chaps. I wouldn't like to meet 'em on a dark night though



'Covering up a turd in Alcan foil will **only fool** you until the wrapping comes off'



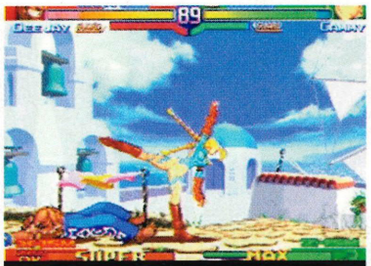
This is the bottom otter of the trio. There's only one way to describe this collection of retro wrist-wreckers, and that's lacklustre. Featuring Champion Edition, The World Warrior and Turbo Hyper Fighting games, you could be forgiven for thinking that each would be quite different in some small, but significant way. You'd be wrong.

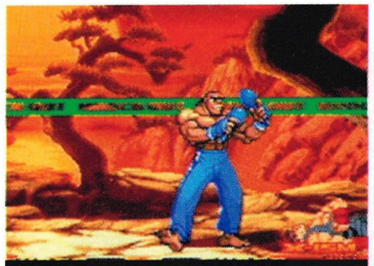
Although one or two new characters do make an appearance, each game looks exactly the same as the other two. There isn't even any variation in the gameplay: it's simply a case of choosing a character, then fighting your way around the world, coming face-to-face with a posse of familiar losers (and the same old locations) in the process.

Now, there's nothing wrong with a bit of a retrospective moment if the game remains a good 'un and still plays well. But the beat'em-up market is crowded enough (Christ! This series could happily throw its own street party) and covering up a turd with Alcan foil will only fool the Christmas guests until the wrapping comes off.



The World Tour mode is a "winner stays on" punchfest spanning the globe


In true Japanese fashion, the girls aren't adverse to showing a bit of arsecheek


DeeJay gets his maracas out for the lads in one of many bizarre winning poses


The special moves are, in true SF fashion, wacky yet effective




Each fighter's vital statistics are flashed on the screen for your pleasure. Useful?




"Shit! I'm being attacked by a shedload of Riverdancing psychos!"

'Each character's new moves are stashed away in **pockets of talent**'

dual shock • memory card • PocketStation • two players

The Verdict

Out now £39.99 — **Published by Virgin Interactive**

Graphics ☆☆☆
Sound ☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

I doubt that anyone is going to fork out for yet another Street Fighter game. It's fast, smooth and easy to control, but at the end of the day, it offers little in the way of surprises (how the bloody hell can it?).

PRO Rated 67%

Alternatively: Rival Schools - (Virgin) ☆☆☆☆



Although the three games on this compilation disc may well have been the dog's diamond-studded danglers when they were released back in 1991, it dramatically fails to impress when there are a whole heap of bigger and better scrapfests already out there on the PlayStation. Just avoid this shite!





Pick your character and you're magically transported to the fight



Normal streetlife in Japan. Note bloke choking his chicken in the background



"Oi! Stop reclining on that Top Gun plane and fight it out, you wuss!"



"It's electrifying!" Re-enacting scenes from Grease is a little sick



For some reason, kicking the crap out of a car features in this mini level



Voodoo-mad Dhalsim attempts to rip Ken's head off. Nice!



"Check out my cossack dancing, folks!" M. Bison fails to be impressed

dual shock • memory card • two players

The Verdict

Out now £34.99 — **Published by Virgin Interactive**

Graphics ☆
Sound ☆
Gameplay ☆☆
Lastability ☆

Street Fighter Collection 2 runs slower than a tortoise in treacle. Basic graphics, horrendous music and absolutely nothing in the way of pizzazz. Go out and treat yourself to something a little more current.

PRO Rated 45%

Alternatively: Street Fighter EX Plus Alpha - (Virgin) ☆☆☆☆

Street Sk8er

Don't know a 720° high-air nose-burn from a triple heart by-pass? Then let the street lessons begin!

The asphalt blurs beneath you. Your designer labels flap behind like the arms of a drowning man. Blood pumping hard, flies stuck to your teeth. Lungs ready to explode and barely enough breath to cry out "totally awesome dude!" or "Oww, I scrapped my knee!"

All this over the top language and we haven't even got to the skate park yet. What a complete poser!

gleam that cube!

Street Sk8er gives you the chance to take four of the world's leading skate punks for a spin round New York and LA, two of the world's best known Meccas of skating, and Tokyo. Each character starts the game off with a set of stats that'll improve as their skills are put to the gravity-defying test.

As more moves are mastered, more become available.

Between the four characters a ridiculous two hundred named tricks are at your fingertips. All this and the chance to hear the sort of vomit invoking grunge music that'll make you realise why Kurt Cobain sucked on that shotgun. Sounds like too big a bargain to miss, doesn't it? Well, almost.

The hot plywood action is split into two separate events, skate park and stunt arena. In the park stages you have to get from start to finish within a time limit, gain points for the most audacious stunts pulled off and generally look as cool as possible. The majority of tricks are easy to discover, just find a ramp and pull off tumbles, fumbles and twists.

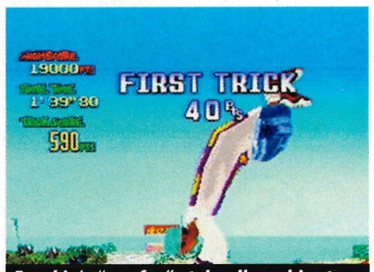
Alternatively, you can discover how seemingly innocent urban features can be sacrificed to the skateboarding God. Handrails can be glided along, quarter pipes can be ripped-up and walls can be used to break your face. Making the most of the environment is key to piling on the points. Attain a big score and you'll unlock the games hidden areas, boards and characters. Sound familiar?

The urge to make a comparison to Cool Boarders is not unjustified as it plays in a very similar way. Replace snow

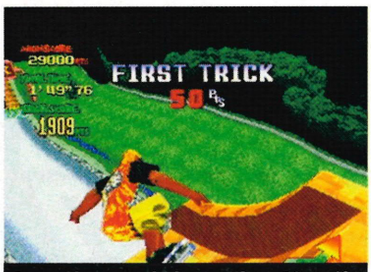
'All this and the chance to hear the sort of vomit invoking grunge music that'll make you realise why Kurt Cobain sucked on that shotgun'



The world famous "spontaneously combusting" skateboard in action

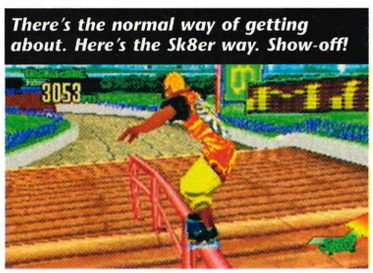


Frankie's "goofey" style allows him to pull off totally out-there moves. Dude!



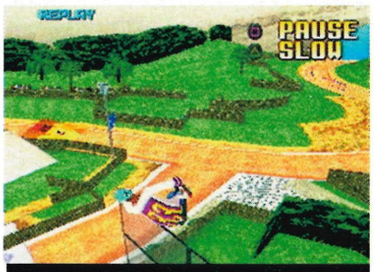
Gonna have to do better than 50pts if I want to get any further

There's the normal way of getting about. Here's the Sk8er way. Show-off!

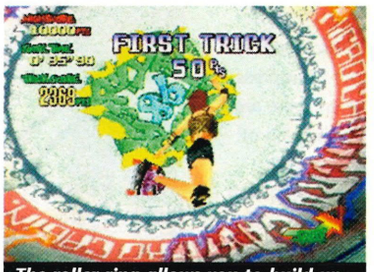




Transparent green fly-overs are the least of your problems, believe me



As you progress, more areas open up. Behold my new kingdom, impressive no?



The roller ring allows you to build up some real speed. Nice framing too!



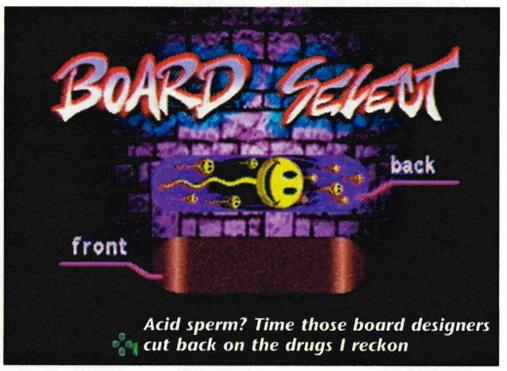
The replay mode gives a range of angles. Here's Ginger's breasts view



Do the right thing and you'll get high enough to see neighbouring cities



Some people can fall on their ass and still look good, then there's Ginger..



Acid sperm? Time those board designers cut back on the drugs I reckon



Frankie hasn't suddenly shrunk, his clothes really are that baggy


Don't try this trick at home, you'll break your neck and bust the sofa



The landscape varies from realistic parks to strange wonderland tracks



As you improve, so do your skills. Ginger's a bit crap, best practice then

'Sk8ter's arcade leanings mean that it's a touch on the shallow side and generally feels lighter than a helium bloated Kate Moss'



Riding the rails looks good and gives your butt a complete work out. Cool

for concrete and iron out the mountains, hey presto – Street Sk8er. Things aren't quite that simple though, as Sk8er goes all out to give a far more arcadey experience than its piste cousin.

A single button and D-pad direction will pull off the majority of stunts. The resulting effects vary from the obvious, to the type of manoeuvre that breaks all three of Newton's laws of motion.

Trundling around an LA Skate Park can be a thoroughly enjoyable experience, especially if you have a dual shock controller and the ability to stab the commentator every time he uses the word "Dude!" or "Radical!"

face full of asphalt

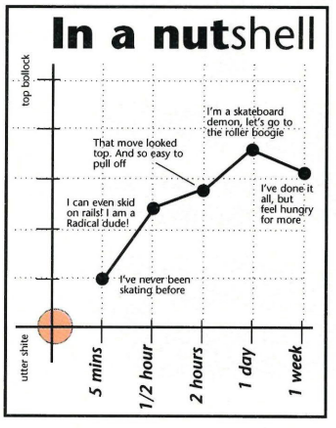
If only there were more areas to pose about in, a few more characters and a split screen two-player mode, this would be top bollocks stuff.

Street Sk8er provides a street-smart alternative to the Cool Boarder series.

Unfortunately, Sk8ter's arcade leanings mean that it's a touch on the shallow side and generally feels lighter than a helium bloated Kate Moss.

With a more involved control set-up and a greater choice of courses, you could add a further five percent to the score. As it stands, Street ricochets away from the essential purchase category and brings it to a skidding halt firmly in the worthwhile rental park. A good game that could have been a great one if it had a bit more depth.

Will PRO



The Verdict

Dual Shock • Memory Card • Two Player

Out June £39.99

Published by Electronic Arts

Graphics ☆☆
Sound ☆☆
Gameplay ☆☆
Lastability ☆☆

Before Street Sk8ter, there were no dedicated skateboarding games, so this is the best one. Without extra parks and the addition of more tricks though, this remains a justifiable rental that lacks the final polish.

PRO Rated 80%

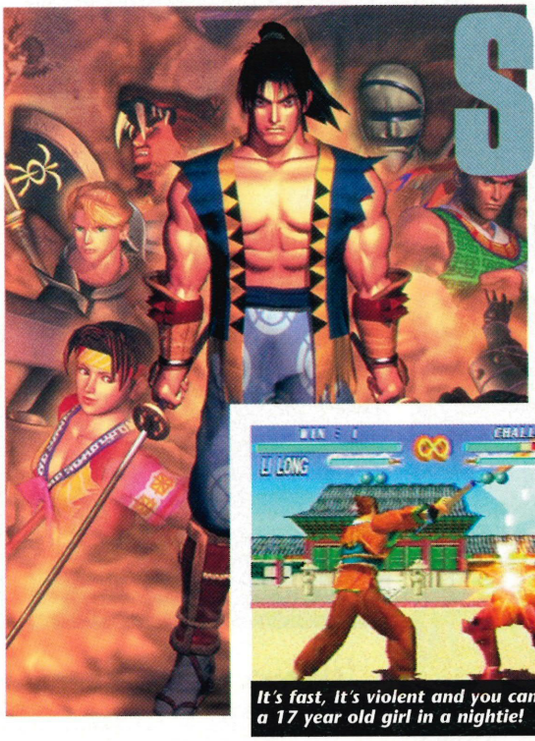
Alternatively: CoolBoarders 3 - 39.99 ☆☆☆

Platinum

Round-up

Big fat budget releases, slim-fast prices. Get 'em while they're hot, they're lovely

Soul Blade



It's fast, It's violent and you can play as a 17 year old girl in a nightie!

The world's greatest sword fighting beat'em-up at a bargain bucket price? What more proof do you need that God does, indeed, love you? There's no longer any excuse not to own one of the finest games the PlayStation has ever seen. With a gladiatorial pit full of characters, lightning fast responses and features that the parent coin-op – Soul Edge sorely lacked. Soul Blade is a fantastic game of swords, honour and bizarre Japanese storylines. This is definitely one that should be at the top of your list of "things to do with 20 quid."

Will

two player • memory card • dual shock

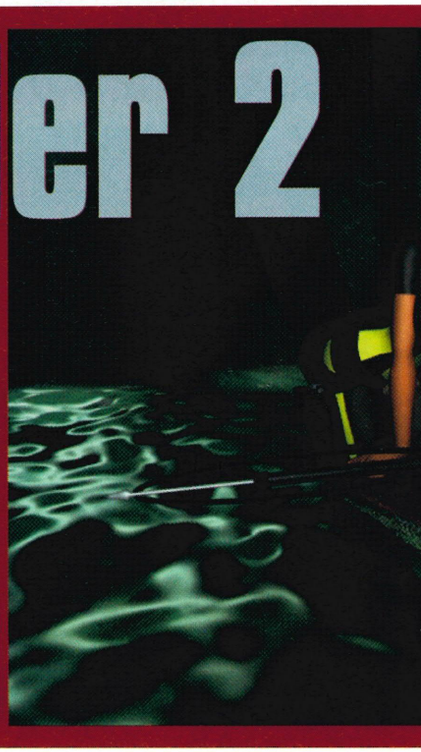
The Verdict

Graphics ☆☆☆☆
Sound ☆☆☆☆
Gameplay ☆☆☆☆
Lastability ☆☆☆

Out now £19.99
Published by Namco

PRO Rated 93%

Tomb Raider 2



Only a few months since the release of Lara's third adventure and the well endowed one's second block-busting adventure gets a Platinum release. Fans of the first game can expect tartier graphics, sexier clothing and an arsenal of weaponry that would make Ice-T go all gooey.

The tough puzzles of the first episode have been reduced in direct proportion to the increase in gun play, so expect to be thinking more with your trigger finger than before. If you've never had the pleasure of watching Lara's well formed peach-bobbing along to the sound of an AK-47, then this is the perfect chance.

Will

one player • mem ory card • dual shock

The Verdict

Graphics ☆☆☆☆
Sound ☆☆☆☆
Gameplay ☆☆☆☆
Lastability ☆☆

Out now £19.99
Published by Eidos

PRO Rated 91%

Crash Bandicoot 2

'With **jet-paks, polar bears** and, believe it or not, **snow beavers**, Crash 2 is an enjoyable **'toon romp'**

The most famous Bandicoot on the planet gets a second stab at his slap-head enemy, Neo-Cortex. Our furry little jester is now accompanied by Coco, Crash's sweet little sister, who wastes no time ranting on about your progress and generally providing some animal eye-candy (stop it, she's a God damn marsupial!).

With the inclusion of jet-paks, polar bears and, believe it or not, snow beavers, Crash 2 takes all that made the original game a beacon of smartness and goes even further. An enjoyable 'toon romp that will teach you some vital lessons in the crazy, zany fun of being a Bandicoot.
Top stuff!.

Will PRO

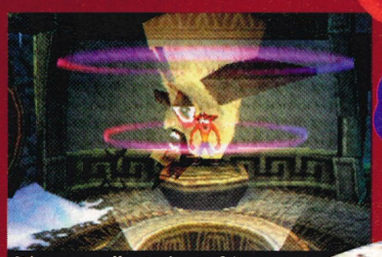


The graphics are fantastic, ranging from this pipe-filled fantasy...

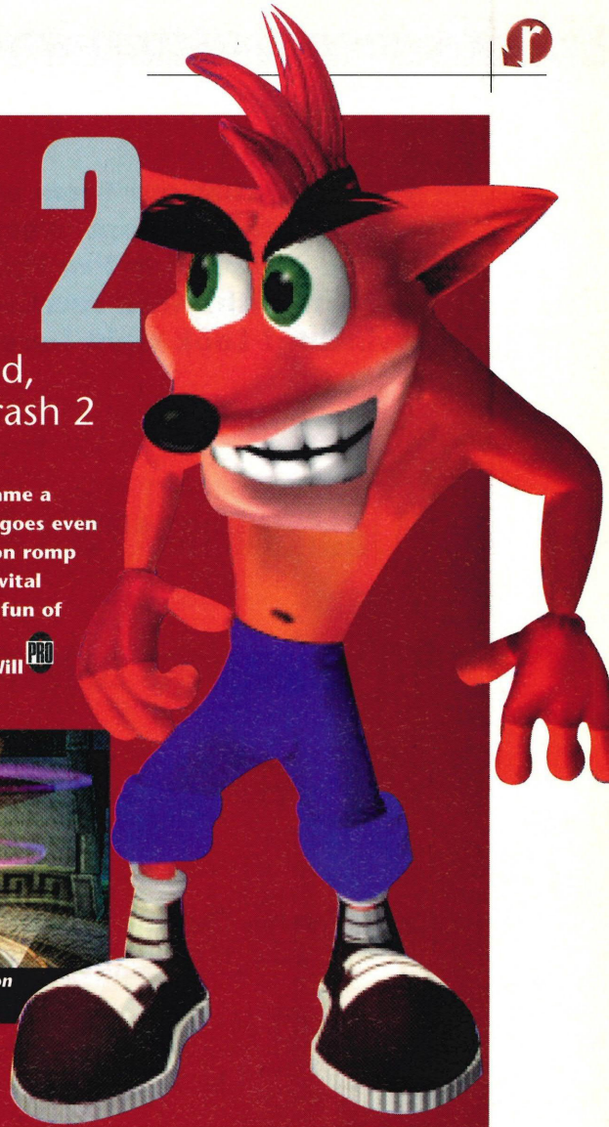


...to the infinite wonders of space. Crash can't be beaten for lushness





It's an excellent piece of 'toon time entertainment. Buy it!



analogue • memory card • one player

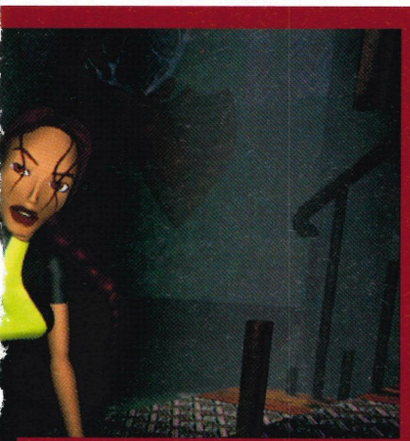
The Verdict

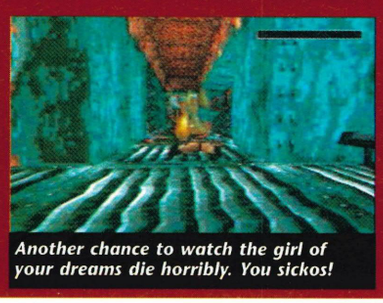
Graphics ☆☆☆
Sound ☆☆☆☆☆
Gameplay ☆☆☆☆☆
Lastability ☆☆☆

Out now £19.99
Published by Sony

PRO Rated 92%

G-Police





Another chance to watch the girl of your dreams die horribly. You sickos!



One more parking offender off the streets and now it's time for another doughnut

The shite filled skies of the future are your home in this arcade simulation fly-em-up. The beautifully realised graphics owe a lot to the future San Francisco of the sci-fi film Blade Runner, which can only be a good thing. Blend this 3D gritty shitty city with all the fun of being a hard nose future cop flying a tooled up gunship, shooting up perps. It's a thoroughly enjoyable experience that will keep you swooping around sky scrapers, bombing purse snatchers and jay walkers till you puke. Bloody marvellous!

Will PRO

'It's a **gritty shitty city** with all the fun of being a **hard nosed tooled up** future cop'

one player • dual shock• memory card

The Verdict

Graphics ☆☆☆☆
Sound ☆☆☆
Gameplay ☆☆☆☆
Lastability ☆☆

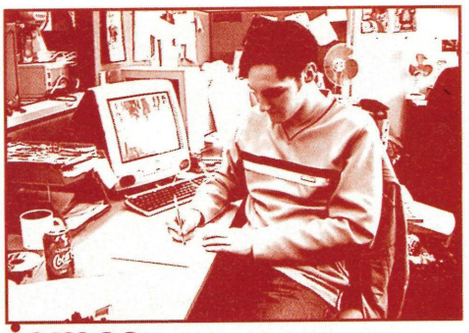
Out now £19.99
Published by Psygnosis

PRO Rated 87%

Find out what our team of experts think about every game reviewed in Pro this month. Need further convincing? Look right here!



chicken



james

Ridge Racer Type 4
sony page 64

The best arcade racing game out there. Fully deserves its Gold Award and everybody should get hold of a copy ☆☆☆☆

UEFA Champions League
eidos interactive page 70

Another effort from the World League Soccer stable. Great stats and front end make this a defining moment ☆☆☆

Monaco Grand Prix
ubisoft page 74

Highly authentic racing sim for serious F1 heads. Graphically tame, but absorbing nonetheless ☆☆☆

A better overall formula than this year's F1 disappointment. Get a grip if Grand Prix racing gets your motor running ☆☆☆

Gex: Deep Cover Gecko
eidos interactive page 76

Another installment of the lizard 'em-up arrives on these shores ☆☆☆

Gex's best bout of spy-hard costume capers yet. The voice still needs some work, but this remains a winner ☆☆☆

Poy Poy 2
konami page 79

More multi-player mayhem in this rock-throwing sequel. Bobbins in single-player mode though ☆☆

I'm still waiting for Worms 2, but until that overdue wriggle war arrives herald this latest multi-player fest ☆☆

KKND: Krossfire
electronic arts page 80

Disappointing Command & Conquer clone. Some nice touches, but ultimately nowhere near original enough to succeed ☆

This plays alright, but lacks any real depth. Cool sci-fi music and comedy kills do little for a bland looking C&C rival ☆☆

Tai Fu
activision page 82

Man with tiger's head wanders around aimlessly. Never destined to be a classic, but worth a rental at a pinch ☆

Fine for an hour's worth of undemanding platform action, but it all gets a bit stale after that. One for the kids maybe? ☆☆

Tank Racer
grolier interactive page 84

Surprisingly addictive racing game using some of the big fellas for vehicles. No R4, but worth checking out ☆☆

Any racer with weapons is going to get plenty of multi-player usage, and there's no reason why this shouldn't either ☆☆☆

SF Collection 2
virgin interactive page 86

Tiresome batch of old Street Fighter games rehashed for the sake of it ☆

A sticky pants batch of classics for gamers raised on Capcom's old trend setter, but this tired fighter makes me weep personally ☆

Marvel vs Street Fighter
virgin interactive page 87

Capcom/Virgin mix two of their best games together to turn out yet another Street Fighter clone. Yawn ☆☆

One of the best SF engines yet, but it's all a bit shitty when you've been spoilt on Tekken, Soul Edge and Dead or Alive ☆☆

Street Fighter Alpha 3
virgin interactive page 88

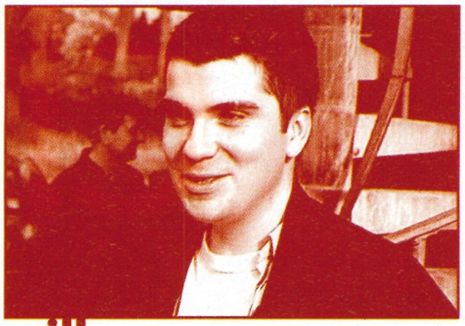
Probably the best Street Fighter game to date, but then there have been a million or so efforts up to now ☆☆☆

The Alpha games are undoubtedly SF's best incarnation, and this is the single saving grace for Capcom's senior scrapper ☆☆

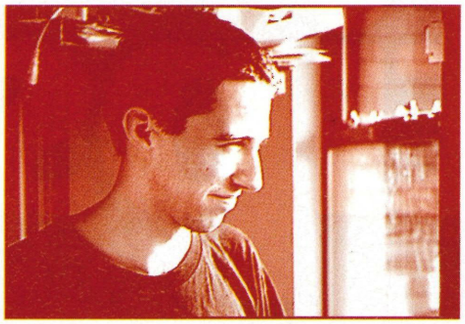
Street Sk8er
electronic arts page 90

The penchant for extreme sports continues unabated. If you like your action downhill then this is aimed squarely at you ☆☆

A surprising pick up and play delight for perfect post-pub entertainment. Not much of a star buy if you're sober though! ☆☆



will



sam



kay

will	sam	kay
The fantastic graphics are in perfect balance with the games over all sheen of quality. It's the best arcade racer bar none ☆☆☆☆	Ridge Racer 4 is a brilliant racer. The presentation is second to none and you can actually feel the adrenaline rush ☆☆☆☆	Burns tyremarks into its predecessors and mows down every other arcade racer. If you don't get this, you're a fool ☆☆☆☆
I didn't get on with this twisted ligament of a game at all. It's like playing in a field that's been flooded in treacle. Yuk ☆☆	Not much of a difference between this and the brilliant Michael Owen's Soccer. The few additions make it a winner though ☆☆☆	This has got one or two faults, but it's got plenty of options to get your head round. It's pretty damn playable ☆☆☆
All the fun of driving fragile cars round and round at high speed. boring. Give me Gran Turismo or R4, something with meat ☆☆		A bit too arcadey, but it's perfect if you like to feel the G-force grabbing you by the jowls. Or something ☆☆
Apart from the annoying quips, that seem to repeat far to often, this gecko installment offers plenty of new challenges ☆☆☆		A vast improvement on Gex's last escapade, this'll keep you amused for hours if you can put up with his incessant ramblings ☆☆☆
	A four-player mode doesn't distract you from the fact that this is another insane psychedelic mess. Send it back to Japan ☆	Crazy madness that will scramble your brains faster than a Moulinex blender. Best played under psychiatric supervision ☆☆
	Yet another C&C strategy-fest that fails to deliver the action brought to us by that classic. Worth a look, but no more ☆☆	Not very exciting, but not bad as far as this type of game goes. Shame I can't play it without seriously cheating though ☆☆
It plays like a programmer's home project that got forgotten. Running around killing plants and badgermen. YAWN ☆		This wins the Oscar for the 'Best use of tigers in a game' category. The game's not brilliant, but it's worth a look ☆☆
	Stunning graphics and surprisingly absorbing gameplay make this crazy idea an unexpected hit. Two player's good too ☆☆☆	The most fun you can have with a tank without actually joining the army. Get your mates around and kill 'em all! ☆☆☆
These games should have died a death years ago, but some mook keeps buying them. Whoever you are, STOP IT NOW! ☆	They were shit when they came out, why anyone would think otherwise now is beyond me? Avoid like the plague ☆	
Marvel Super Heroes in a fighting game? What a great idea! Using the Street Fighter engine? What a terrible waste! ☆	See above. Street Fighters come out as often as dump from a cow, and that's exactly what they are. Marvel deserves better ☆	
Someone please make these games go away. This may be the best one, but that's no excuse for rehashing tired games ☆	See what I mean, here's another bastard. It may be the best yet, but that isn't saying much. Get a life, get something else ☆☆	
	Not the extreme dirt you'd expect. Plenty of annoying arcade elements, but this is still tops. Plus it's got skateboards in it ☆☆☆	

tips & ch

Relief with

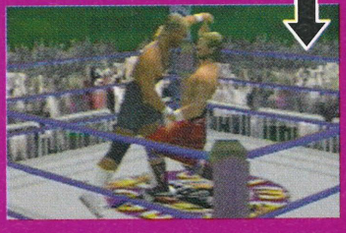
Plenty of ass-kissing, throbbing stick shifting, bra-ripping stuff in this month's Relief. And they're all game requests too! Pervert's Paradise, now swollen to ridiculous proportions, returns to shock and humiliate, whilst all the top tippy action awaits you as I reveal every tantalising cheat you could ever wish for. From WCW/NWO Thunder, to hidden extras in FIFA '99, this is the only place where you'll get real gaming satisfaction!



tips

This month's PlayStation Pro's essential tips and cheats cover all the latest best-selling games for the PlayStation, from Metal Gear Solid to FIFA '99 and WCW/NWO Thunder. Don't blink or you might miss the most important cheats of your life!

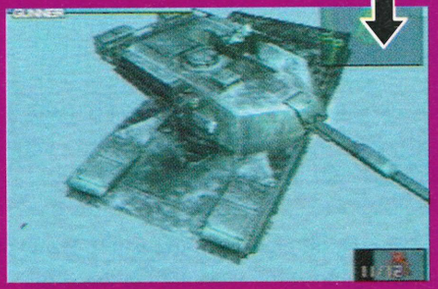
WCW/NWO Thunder page 98
Grease your mullet for this wrestling 'epic'





Max Power Racing page.99
Boil wash those skids out of your keks in MPR

Metal Gear Solid page.103
Essential tips for this stunning stealth 'em-up





eats Miss B



Resident Evil: Platinum

Q *Dear Miss Bea Havin,*
I know it's an old game, but I'm having trouble on RE1, so could you please send me all the hints and tips you have, along with a pic of you. But not nude! PS. I love PlayStation Pro so much and I'm not kissing ass! Honest!
Lance Daniels, W. Sussex

A Nothing wrong with ass kissing Lance, we've all had to do it at some point or other (some more than others obviously). And it's nice to hear from someone who doesn't want me to get my kit off (although you still don't get a picture), I was beginning to think you were all naturalists!

Double items

Highlight the "Arrange" option on the game mode screen and hold ⇨ until that option turns green. Begin game play and double the normal amount of ink ribbons and ammunition will be available. Note: This does not effect other items, such as health sprays or herbs.

Change clothes

Rescue the other two players and finish the game. The phrase "You've got the special key" will appear after the credits. Save the game. Start the game that was just saved. Enter the room with the large mirror on the second floor of the mansion. Unlock the door in the back. Enter the closet and move all the way to the end of the rack of clothes. A message asking "There is an outfit that fits you perfectly, do you want to put it on?" will appear. Select "Yes" to change your character's clothes. Note: When playing the game with the "Arrange" option, your character will not have the key, but the door will be unlocked.

Hint: Killing Plant 42

Chris can save ammunition when fighting Plant 42 by using the combat knife. Only about a dozen hits with the knife are needed to kill the bastard thing.

Tomb Raider 3 page. 103
Every cheat you'll ever need!







FIFA '99 page. 112
The greatest guide to the greatest footy game ever

Games this month

97	Res Evil: Platinum	102	Metal Gear Solid
98	Colin McRae Rally	103	Beat Mania
98	WCW/NWO	104	NBA Live '99
99	Max Power Racing	104	Tomb Raider 2
100	FIFA '99	104	Fade To Black
100	Psybadek	104	Exhumed
100	Apocalypse	105	Akuji
101	Diablo	105	Prem Manager 98
102	Tomb Raider 3	106	Prem Manager '99
102	ISS Pro '98	112	FIFA '99 guide
		116	A Bug's Life guide

Colin McRae Rally



I please have all the cheats for Colin McRae Rally?
Mike Rotch, Leics

Dear Miss Bea,
I think you are one of the most gorgeous women in the world, after a girl called Aimee Browne. I think you have lovely pert breasts and great thighs and I was wondering if I could have some bum pics? Maybe something involving vegetables and donkeys, but if not the backside photos will do. Anyway, that is beside the point, could

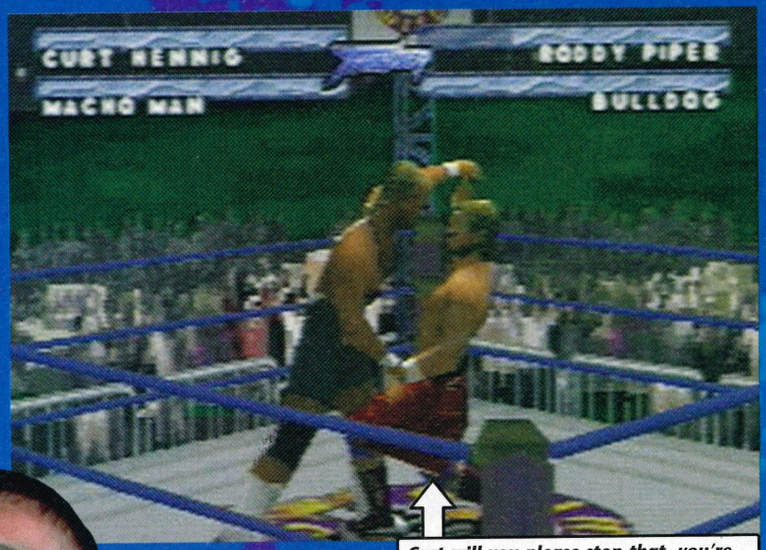
I imagine Aimee I just gagging to get her hands on you. Lucky, lucky girl. As for the pictures... didn't you read the cover? We're a PlayStation mag, we do games. And not those ones that include asses of any kind. But for all those who want the codes too, here are the cheats...

Enter your name as:
SHOEBOXES to unlock all the cars
OPENROADS to unlock all the tracks
HOVERCRAFT to turn your car into a Back To The Future style hover car
DIDDYCARS creates a Micro Machines Style view and shrinks the car to tiny proportions
MOONBOOTS increases the gravitational pull on the car
TINFOILED to wrap the entire car, plus your driver, in bacofoil
BACKFEET to get the co-driver to control the car (change view to in-car and see his hands grab the wheel!)
PEASOUPER to race all unlocked tracks in the fog
BUTTONBASH to active pedal car mode - press buttons ⊗ and ○ alternately to move the car
HELIUMNICK for a sueakily high-pitched

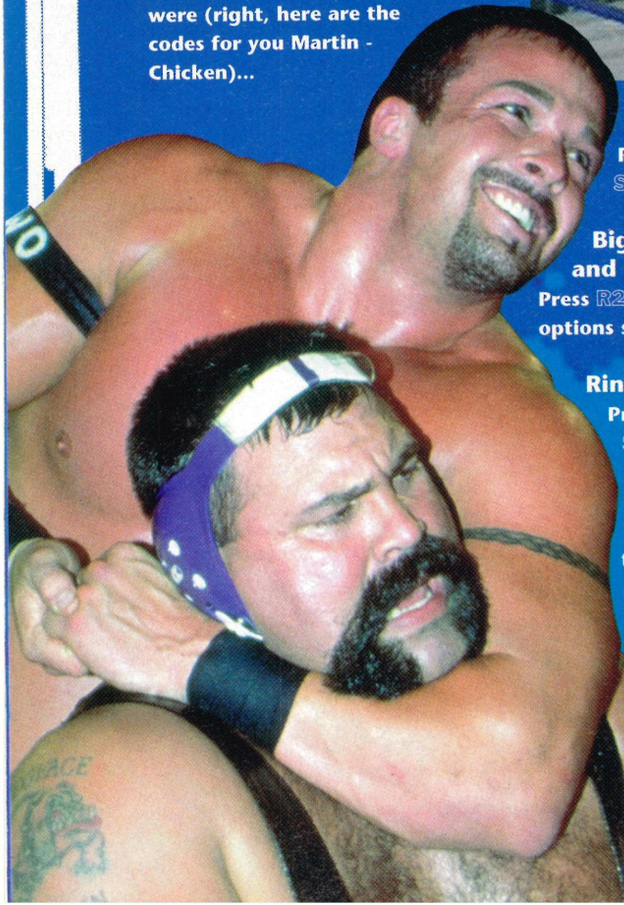
WCW/NWO Thunder

Miss Bea,
Help me! I get off by watching grown men in tight fitting underwear pummel each other in front of an audience of thousands. Can you help me with WCW/NWO Thunder?
Martin Hall, Wigtown

It sounds as though you and I have the same hobby, although I'm the one who usually dishes out the pummelings. I get paid quite nicely too (that's enough – Chicken). Oh, puritanical now, that's not what you said when you were (right, here are the codes for you Martin - Chicken)...



Curt will you please stop that, you're leading again. You said it was my turn!



Big heads
Press R1(7), R2, SELECT at options screen.

Big head, hands, feet, and weapons
Press R2(7), R1, SELECT at the options screen.

Ring select
Press R1, R2, R1, R2, SELECT at the options screen to scroll through the various screens. Every time SELECT is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 then SELECT.

Might meter
Press L2(4), R2(4), L1(4), R1(4), SELECT at the options screen. The offensive and defensive attributes of each wrestler may now by adjusted using L1, L2, R1, or R2. NB: Green indicates the strongest setting.

View FMV sequences
Press R1(4), L1(4), SELECT at the options screen. Press ⇦ + ⊗ to advance through sequences, ⇨ + ⊗ to go back, or START(2) to exit.

Bonus wrestlers (individual)
Highlight a wrestler at the character selection screen and press L1, R1, L2, R2, SELECT. A sound will confirm correct code entry, and the corresponding hidden wrestler will be unlocked.

All bonus wrestlers
Select one of the following wrestlers and win any championship to unlock the corresponding bonus wrestler. To unlock these characters, more wrestlers, and some of the Nitro Girls instantly, press R1(4), L1(4), R2(4), L2(4), Select at the options screen, character selection screen, or the main menu.

WRESTLER	BONUS WRESTLER
Hogan	Eddy Guerrero
Bret Hart	Van Hammer
Sting	Stevie Ray
Lex Luger	Scotty Riggs
The Giant	Horace
Dallas Page	Rey Mysterio Jr.
Raven	Lodi
Saturn	Sick Boy
Goldberg	Disco Inferno
Kevin Nash	Ernest Miller
Scott Hall	The Barbarian
Curt Hennig	Meng
Randy Savage	Fit Finley
Rick Steiner	Reese
Scott Steiner	Chavo Guerrero Jr.
Chris Jericho	La Parka
Bryan Adams	Eric Bischoff
British Bulldog	Gene Okerlund
Booker T.	Miss Elizabeth
Dean Malenko	Arn Anderson
Wrath	Bobby Henan
Ultimo Dragon	Kimberly
Kidman	Larry Zbysko
The Disciple	Sonny Oono
Chris Benoit	Steve McMichael
Scott Norton	Kaz Hayashi
Konnan	Jimmy Hart
Jim Neidhart	Rick Rude
"Rowdy" Roddy Piper	Mike Enos
Buff Bagwell	Psychosis
Kanyon	Juventud Guerrera
Alex Wright	Rick Fuller

co-driver (Nicky Grist on drugs?)
DIRECTORCUT to watch your replay in transition mode
KITCAR to activate turbo boost mode (press Select to activate boost when bar is green)
MOREOOMPH to double the power of your car
FORKLIFT to active rear wheel steer only mode
BLANCMANGE to make your car move like a jelly
TROLLEY to activate 4 wheel steering mode
SILKYSMOOTH - Up the framerates
WHITEBUNNY - mirror tracks

Spooky McRae

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



Max Power Racing

Cage ring in any type of wrestling match

Enter the options screen, highlight the "Random" ring selection, then, press R1, R2, R1, R2, SELECT. The word "Cage" will be spoken to confirm correct code entry. Since The Cage ring is not enabled with the "Ring select" code, this is the only to obtain it.

Dancing wrestlers

Enable the "Ring select" code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal), R1 to change the view, or L2 for a small dance move. For more dance steps, execute any generic wrestling move such as the hip toss, scoop slam, or backbreaker.

Hidden rants

Highlight any regular wrestler at the character selection screen and press ○.

Hint: Double foot stomp:
Begin a match in the USO ring. Then, go to the top rope and press △ or □.

Hint: Shooting star stomp:
Begin a match in the USO ring. Then, go to the top rope and then press the ⊗ button.

Interference

Press SELECT during a match. Another wrestler will appear and interfere with the match.



letter star



Dear Miss Bea,
*I've got myself a hot rod, it's the biggest you've ever seen. I've added go faster stripes and fins and buffed it to a sheen. Now I need a fancy chick to shift my throbbing stick, but you'll probably call me a stupid little p***k! - Oh, do you have any cheats for Max Power?*
Andrew Atkinson, Gorton

Andrew wins my Star Letter this month, (he gets a signed photo and real smacker from me) due to his fine rhyme and subtle working in of his cheat request. So for all those boy racers, keen to add yet another extension to you measly-sized appendages, here're the cheats for Max Power Racing.

UNLOCK ALL GTI CARS

Highlight Rome and enter L1, ○, R1, □, L1, □ (arcade only)

RC CARS

Highlight USA and enter □, L1, R2, L2, ○, R1

PERFORMANCE CARS

Highlight UK and enter R1, □, L1, ○, R2, ○ (arcade only)

ALL TRACKS

Highlight Africa and enter R1, R2, R1, L1, □, L1 (arcade only)

MAX POWER TRACK

Highlight Peru and enter ○, □, R2, R2, R1, R1

REVERSED TRACKS

Successfully complete all 30 tracks to race any of the courses in the opposite direction.



FIFA Soccer '99

Dear Miss Bea, I was wondering if you had any cheats for the amazing FIFA '99 like unlimited money or make the players brilliant. Also, we all know that you are very sexy, but what I want to know what your personality is like. After all, that is what really counts. I bet you're really nice. Thank you, Jonathan Fantom, Stockport



Another ball hammered firmly into the back of the net. Reminds me of home

Well, I love animals and children and if I had a wish, it would be to bring about world peace. I've tried a little modeling (which is little more than organising the dead to walk in a line), but I think I've found my home here at Pro. Cheers for asking, you warm caring type...

Finding Ronaldo

Ronaldo may be found in the game as Calcio on the Inter Milan team.

Hidden stadium

Go to create a player and put in JETSONS. Then start a game and scroll through the stadiums until you find it.

Atlanta Attack team

Win the Champions Cup as Brazil under the professional difficulty level. Then, select "Custom Cup" and choose "International Team".



Psybadek

Dear Miss Bea Havin, I recently bought Psybadek, and although I dig the cool tunes, the game itself leaves a little to be desired. Could you spice it up a bit with a few cheats, and perhaps a topless shot of your gorgeous body? Yours desperately, Timothy Garford, Bath

Why can't you lot use your imaginations and not just your left hands? Get a grip Tim, and not of your love cannon, and turn your attention to beating one of the easiest games I've ever played. I suppose you just need a good rhythm method...

Invincibility
Enter DONDAHAOS as a password.

Level select
Enter GOANYWHERE as a password.

Turbo mode
Enter DEKPOWERUP as a password.

Nine lives
Enter DONTDIONME as a password.

Turbo Dek
Enter DEKPOWERUP as a password.

Slow Dek
Enter CLAPPEDOUT as a password.



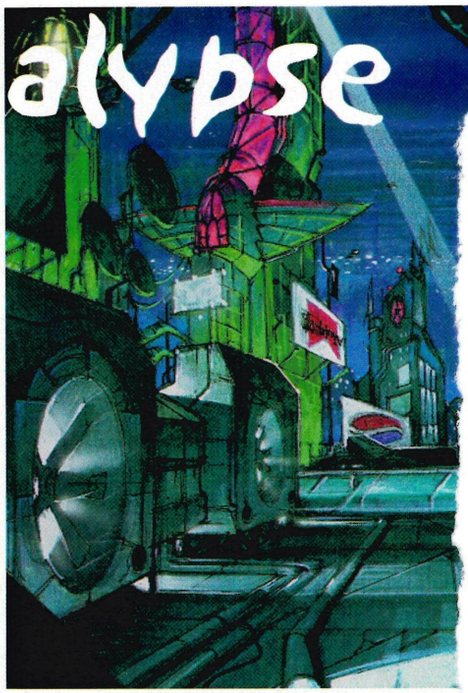
If you want to grease your dek, I'm always willing to lend a hand



Apocalypse

Dear Bea, I'm on the last level of Apocalypse and it is pissing me off! I keep dying! Please can you give me some cheats? PS. You have the nicest jugs in the world! Lyndon Fenton, Corby

I'm guessing you're that out of work bald-headed little fella from Benny Hill, who's been slapped around just one time too many and doesn't realise jugs went out with bazoomas and knickers-knackers-knockers. Nice try though...



X Games Pro Boarder

Yo rad lady, Do you have any bitchin' codes for the icy festival that is X Games Pro Boarder? And if you fancy checkin' out my moves, here's my number...(witheld - Chicken wouldn't let me) Jason Fellowes, Loughborough

I'd like to help you pull a stiffy Jason, but since I need another rad and bad lad about as much as I need a giraffe, you'll be taking the long slope down your bedpole on your own tonight...

All tracks and circuits
Enter □, △, ⊗, □, ○, ○ as a password.

Large Xako
Enter INLILLIPUT as a password.

Tiny Xako
Enter SIZOFANANT as a password.

Lunar gravity
Enter WALKONMOON as a password.

Upside down mode
Enter TOPSYTURVY as a password.

Wobble mode
Enter JELLYJELLY as a password.

Slippery mode
Enter GREASEDDEK as a password



Pervert's Paradise

Q *Hey Queen Bea,*
Right gorgeous, I have your ultimate task. I got Tomb Raider 3 the very day it came out and completed it in a week. But the other day I found out some cheats, although I've heard there is a clothing cheat. Is there one? Do you know it? Please will you tell it to me? Ta very much. PS I think you are a complete bombshell. Please send your pants signed for I want them.
Stuart, Midlothian

A Erm... I don't actually sign my underwear Stuart, I know it's mine already. Is that something you have to do? But if you want to get Lara naked, the Xplorer cheat cartridge strips her, dyes her blonde and puts saucer-sized nipples one her chest - I bet you've ruined your autographed keks already.



Q *Dear Miss Bea,*
I've heard there is a cheat for Tomb Raider that turn Lara nude. If you could manage to give me this cheat I would be very happy. PS. Could you please give me a picture of Nell McAndrew naked and a picture of you naked too?
Sean, Glasgow

A Sean, I'm only guessing now, but you haven't actually seen a woman naked have you? And don't go counting your mother because that's a nasty picture right there. You need to stop hanging around public baths and get a little fresh air, some bromide might help too...

Q *Dear Miss Bea Havin,*
I was just wondering whether I could have a real picture of you as I think you are more beautiful than Jennifer Anniston. I am 17 years old, and my friends say that Lara Croft is more sexy than you. But when I get a picture of you, I will prove them wrong.
I'm your No.1 fan
Adam, Derbyshire

A Thanks for the compliment Adam, although I think if I sent you a "real" picture of me, you'd never leave the bathroom. So instead you get a mention in my favourite corner of the mag, and I hope it stimulates you (but not too much) to write a Star Letter soon...

Q *Dear Miss Bea,*
Your breasts are so damn perfect
I dream of titty sex,
But let's get to the point before
*I *** into my keks.*
Have you any cheats for me
you gorgeous little tease
For B-Movie on the PlayStation
And can I shag you please?
Mark, Swansea

A I think that you're a loony
And should be locked away.
I'd encourage your lust for me
But I think you might be gay.
As for your B-Movie cheats
You can surely whistle,
And think of me always
Whilst squatting on a thistle.



Level select
Pause game play, then hold L1 and press △, ⇧, ⊗, ⇩. The sound of a gun will confirm code entry. Choose the "Exit" option to access the new level select option at the main menu.

Full health
Pause game play, then hold L1 and press □, ⊗, △, ○.

All weapons
Pause game play, then hold L1 and press □, ○, ⇧, ⇩, ⊗, □.

Unlimited lives
Pause the game, then hold L1 and press △, ○, ⊗, □.

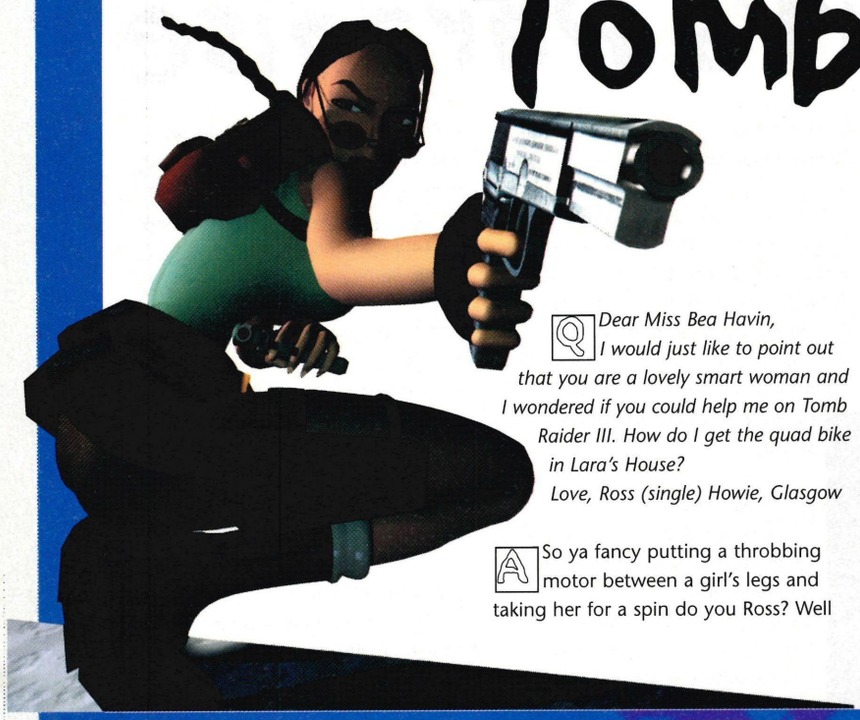
Diablo

Q ***Dear Miss Sexy,***
I Just bought Diablo for the PlayStation and it is rock solid. My mates and my girlfriend's brother keep asking me for the cheats for it, but I don't have any, so could you be so kind enough to give me them? PS. Just out of interest, what is your bra size?
Lee Clark

A **Is there anyone you know who doesn't want these codes? Your dad's sister's cousin twice removed might be interested eh? Oh, and just out of interest, they're bigger than your girlfriend's!**

Extra gold
Begin game play in multi-player mode and give all gold to one character. Save the game for the character with the gold, but not the other character. Restart the game, and the player that was not saved will have the same amount of gold present before giving it to the other character. Repeat this process to collect as much gold as needed. This also may be done with elixirs after they appear in the game to allow a character with enhanced attributes to be built. NB: Due to the limited amount of space in the inventory, only 200,000 gold pieces may be carried at one time.

Tomb Raider III



Dear Miss Bea Havin,
I would just like to point out that you are a lovely smart woman and I wondered if you could help me on Tomb Raider III. How do I get the quad bike in Lara's House?
Love, Ross (single) Howie, Glasgow

A So ya fancy putting a throbbing motor between a girl's legs and taking her for a spin do you Ross? Well here's how to do it, just don't go holding your breath for me...

Hint: Finding Lara's basement and race course key
Go to the Library. When Lara walks in the doorway, there are two bookcases to the right. Approach the one on the left and press Action. Lara will pull a book and the fire will extinguish, allowing her to climb up the side wall inside the fireplace. After reaching the top, follow the passageways until reaching a room with two levels, with a switch on the top level. Pull the blocks in a way that a hallway leading into the attic is revealed. When Lara pulls the switch, the basement door will temporarily open. Quickly run through the attic, and down to the main hall to reach the basement. Once in the basement, walk through to the second room and look in the tank on the right side. Inside is the key to the racecourse. To collect it, pull the block in the other room to the centre. Climbing up to the hall that leads into the tank.

Dear Miss Havin,
I bought myself Tomb Raider 3 and I'm stuck on where to go after the jungle level. Are there any cheats like invincibility or level start?
John Hamilton, Fife

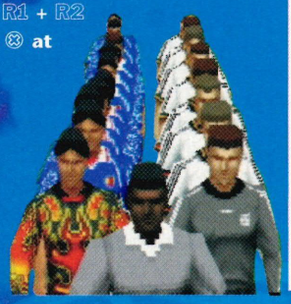
A At last! Someone who wants to play the adventure, rather than go rummaging around in Lara's knickers.

ISS Pro '98

Dear Bea,
Why did PlayStation Pro give ISS Pro '98 such a low score (7.5/10 issue 25)? It's a brilliant game and it pisses on the likes of Actua and FIFA! Do you have any cheats for this?
Adrian Dylan, Wellington

A Everyone has their own favourite footy game, some love FIFA, others prefer the studded pleasure of Actua or World League Soccer. Personally, I'd prefer to be in the changing rooms at the end of a match, since I'm more of a performer than a player you see...

CLASSIC ALL-STARS
Highlight the "Exhibition" option, then press ⇧(2), ⇩(2), ⇦, ⇨, ⇦, ⇨, ○, ⊗. The sound of the crowd clapping will confirm correct entry of this part of the code. Then, hold ○ + L2 + R1 + R2 and press ⊗ at the team selection screen.



Metal Gear Solid

Dear Bea,
I've been reading PlayStation Pro recently. Suddenly I saw cheats for Duke Nukem Time to Kill. So I am asking you to try and get some cheats for Metal Gear Solid. That's if you have time, baby!
Simon Greenfield, Wakefield

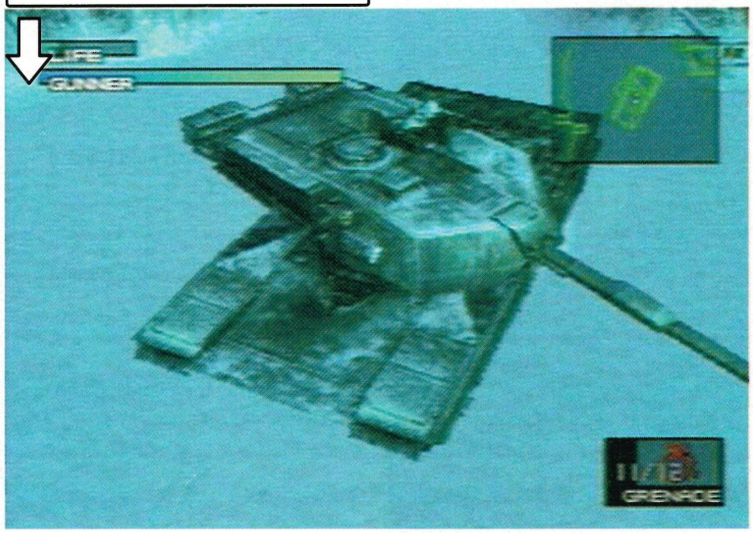
A Whoa! Tangent boy. I've got the time, but not the inclination, so here're your cheats, just to keep you quiet...

Technical demonstration mode
Successfully complete the following modes in order: "Training," "Time Trial," "Gun Shooting," "Survival." Note: Completing each mode will unlock the next mode in the sequence. "Technical demonstration" mode will now be unlocked. Use it to watch the CPU demonstrate its best time with the gun.

Alternate costumes
Successfully complete the game two times using the same saved game location. Snake will change into a tuxedo in the elevator during the next (third) time the game is played. Successfully complete the game once more. Snake will change into a Ninja costume during the next (fourth) time the game is played.

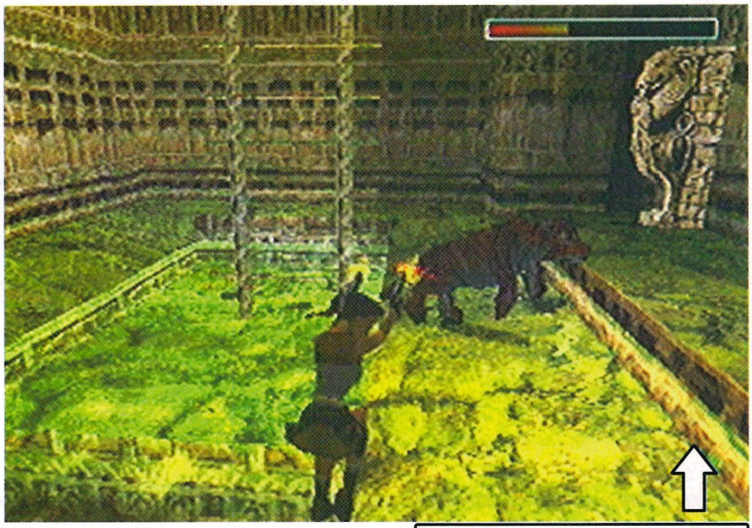
Konami game surprise
Play the game using a memory card that contains a saved game from any prior Konami title (Castlevania, ISS Soccer, Suikoden, Silent Hill etc). When Psycho Mantis attempts to read your character's mind, he will mention game titles.

Now that's the kind of firepower and cannon that a girl wants to see!



Stealth gear
Successfully complete the game under the easy difficulty level after submitting during the torture by pressing Select. Otacon will give your character the stealth gear after being saved. Allow the credits to complete, then save the game. Load the saved game to begin with the stealth gear.

Bandanna
Successfully complete the game without



Lara showing once again that she definitely has the larger pussy.

You certainly can have the cheats and my thanks to you...

All weapons, medkits, flares and save crystals

Quickly press L2, R2(2), L2(4), R2, L2, R2(2), L2, R2(2), L2(2), R2, L2(2), R2 during game play. Lara will scream to confirm correct code entry.

Level skip

Quickly press L2, R2, L2(2), R2, L2, R2, L2, R2, L2(4), R2, L2, R2(4), L2 during game play. Lara will say "No" to confirm correct code entry.

All secrets

Quickly press L2(5), R2, L2(3), R2, L2, R2, L2(2), R2, L2(2), R2, L2(2) during game play. Lara will say "No" to confirm correct code entry. Enabling this code will also unlock the "All Hallowed" bonus level.

Racetrack key in Lara's mansion

Quickly press R2, L2(3), R2, L2(6), R2, L2(5), R2, L2(2) during game play.

Full health

Quickly press R2(2), L2, R2, L2(6), R2, L2(3), R2, L2(5) during game play.

A rasping fart later and Snake's locked in with his own noxious niff. Nasty!



submitting to the torture. Your character will save Meryl and receive the bandanna. When equipped, the bandanna will allow unlimited ammunition on any weapon.

Camera

Reach area B2 of the tank hanger. At the end of the hallway to the right of the door where you fight revolver is a secret room that is entered after using C4 explosive. In the room are card 4 and card 6 doors.

The camera is in the room behind the card 4 door. Use the camera to take pictures to see various extras, such as the faces of the development team.

Red Grey Fox

Get to Grey Fox while dressed in the tuxedo.

Pantless Meryl

Follow Meryl into the Women's bathroom and reach the last stall in under five seconds. Meryl will be caught with her pants down during an FMV sequence. But you'll have to be quick if you want to get a glance of Meryl's cottony bits!

Humorous Meryl comments

Look at Meryl with the scope or camera.

Hint: Box destinations

Equip a box while in the trucks to travel to the destination on the boxes.

Hint: Annoy Cambell

Snipe the rats above where you first encounter Wolf or snipe the ravens when at your second encounter with Raven.

Hint: Naomi Cambell pun

Ever notice that Naomi and Cambell are on the same frequency? Together, their names form that of Naomi Cambell, the catwalk model.

Hint: Defeating Psycho Mantis

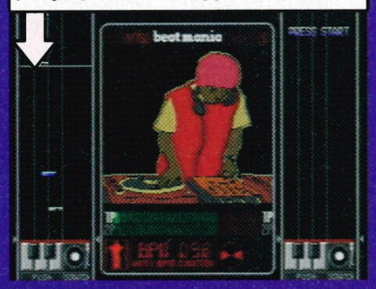
Plug the controller into port two and press any button before fighting Psycho Mantis. The word "Hideo" will appear in the corner of a black screen. Use controller two to fight against Mantis to keep him from knowing your moves. Alternatively, shoot the statues in the top corners with the FA-MAS to deny Psycho Mantis his psychic abilities.

Hint: Seeing through Psycho Mantis' eyes

Press △ when fighting Psycho Mantis to see through his eyes.

Beat Mania

You'll get beaten black and blues if you play this on a chipped PlayStation!



Q *Dear Miss Bea,*
I've got a chipped PlayStation and play loads of import games miles before anyone else over here. I recently bought a copy of Beat Mania after seeing it in Pro's prospects. It's not bad (not as good a PaRappa), and I was wondering if you had any cheats?
Francis Heath, Norwich

A **You should by bent in half and spanked with a rumble pad until you arse turns purple! Chipping PlayStations is wrong and you could bugger up your machine for good! That said, Beat Mania is a funky little game, so here are a few codes you might want to try...**

Hidden Mode 1

Hold L + R (the two back keys on the Beat Mania controller) and press Start when the menu with the "Press Start Button" selection appears. Release those buttons and press ⇦ + ⊗ (the two white keys on the left and right side). A sound will confirm correct code entry. The "Hidden Mode 1" option will now be available.

Double play mode

Hold ⇦ + □ + ⊗ (the three white keys) and press START when the menu with the "Press START Button" selection appears. Release those buttons and press L + R (the twoblack keys). A sound will confirm correct code entry. An option for double play mode will now be available.



NBA Live '99

Q *Dear Miss*
I've just got NBA Live '99 thanks to Steve's good review in last month's mag. It's a good basketball game although it needs more good stuff in it. That said, I want more cheats for it to make it even better than it already is. I think you're fit.
Giles Sanders, Altrincham

A **Glad to hear we're doing a good job Giles. It's good to hear from our appreciative audience and good news that you liked Steve's good review. Goodbye Giles...**

Bonus teams

Enter the "Rosters" screen and select the "Create Custom Team" option. Enter one of the following locations and team names to activate the corresponding team that consists of members of the development staff.

Location	Team name
Hitmen	Coders
Hitmen	Idlers
Hitmen	Pixels

Fake pass

Press L2 + ⊗ during gameplay.

Exhumed



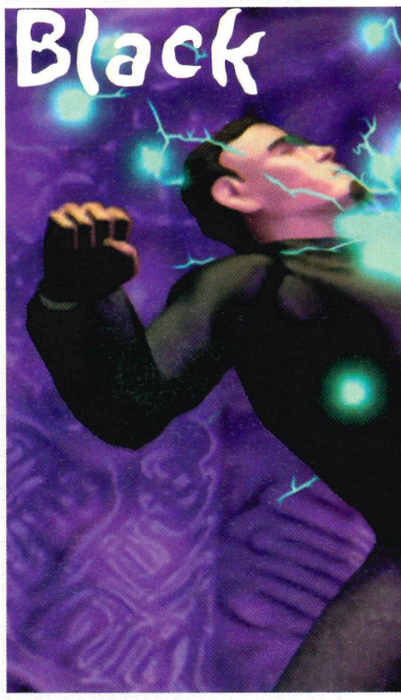
Q *Dear Miss Bea Havin,*
Please, please, please help me! I have just started buying PlayStation Pro and I am very impressed with it. Especially when I saw you. I said to myself, this woman could do wonders with that body and mind.

So back to the point, would you be able to tell me cheats for Exhumed? I've looked everywhere for them, so please could you relieve me and put me out of my misery so I can carry on with you at my side?

PS. Your body is just dandy.
Bernie, Hants

A It's the 'wonders that you could do with my mind and body' bit that scares me Bernie. You just keep you

Fade to Black



Q *Dear Miss Bea Havin,*
I am getting close to what you might call "on a bit" at 63, but after buying a PlayStation in Dec, I'm afraid I am bitten with the bug. But my problem is "Shade To Black" which I have bought and spent many hours on going around in circles. Please could you try and help me. Yours, a schoolboy again,
D. Forster, Urangan, Queensland, Australia

A As a man of experience I'm sure you could help me with a thing or two, but as for "Shade To Black", I think it's probably an Aussie accent thing (I wouldn't presume senility for a second), so here're your codes for "Fade" To Black...

Tomb Raider II

Q *Miss Bea Havin, Grrrrr...*
Please could you tell me some other cheats for Tomb Raider 2. I heard by pressing down and start and a couple of other buttons you can make Lara jump up and down, bouncing on the bed singing Wannabe. I read it in another mag, but can't find it! Miss Bea Havin Grrr... you're the best!
P. Butt, Manchester

A It seems that if you sing Wannabe at the telly's speaker, Lara can hear you and she starts dancing around on her bed, throwing her clothes (give me a break!). Here the codes for people who want to play the game... oh, and I'd stay off the Kit'e'Kat for a while...

Level skip

In game, do the following. Sidestep left, then right, then left again. Then walk one step backwards, and then forwards. Then turn around three times, left or right. Then jump forward and do a mid-air roll.

All weapons

In game, do the following. Sidestep left, then right, then left again. Then walk one step backwards, and then forwards. Then turn around three times, either way. Then jump backwards and do a mid-air roll.



Level 2: Disable timer

After hitting the switch to open the exit gate, don't climb in the boat. Instead dive down and swim beneath the room door and the timer won't start, allowing you to swin all the way to the exit, in your own time.

Level 3: Walk through fire

After arriving at the fires by the pool, dive into the water and swim into the hole nearest the last one. Get yourself out in the middle of the platform and you can safely make your way through the fire.



hands on your controller at all times when entering these cheat codes for Exhumed. And I think your body is just Beano.

ALL LEVELS, ITEMS, KEYS

All these need to be entered using controller 2. At the world map enter ○, ⊗, △, □, right, down, up, left. 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 □, □ △, △, ⊗, ⊗, ○, ○. If this works then you'll see a dolphin icon onscreen



Use these Passwords to access the following cheats. You must enter the Cheat activation code before entering the code. Ignore all invalid code signs.

Cheat activation code

□, △, ○, ⊗, ○, △.

Once entered, leave the password screen and re-enter immediately. Now enter any of the following:

Play all movies

□, ⊗, ○, △, ○, ⊗.

Infinite shield code

□, ○, ○, □, △, ⊗.

Invincibility code

△, ⊗, △, △, □, ○.

Level select:

○, ○, △, ⊗, □, □.

Premier Manager '98

Dear Miss Bea,
What can I say? A lady with brains and beauty. Well, it's your brains I'm after (I'll fantasise about the other). Could you let me have a few cheats for Premier Manager '98? Great mag, great tips page, beautiful woman. Keep up the good work.
Martin Smith, Bristol

A Bit of a smoothie Martin, but you're all out of luck. Gremlin didn't put real cheats into the game, but they did overlook a neat little scam that might bring you joy. Try it and see if you can get into Europe, rather than my knickers...

FREE TRANSFERS SCAM

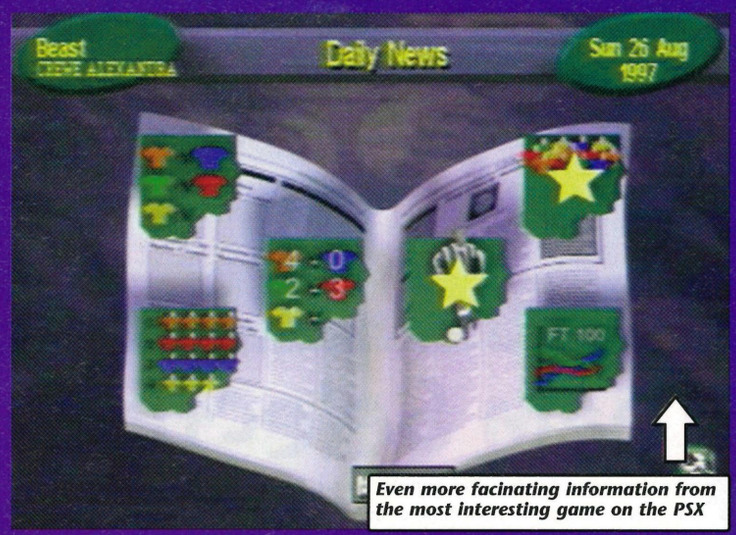
On the first screen where you choose the number of players, set the latter to four, then click on Manager. On the Name Entry screen, just keep clicking Return. On the Team Select screen, select three top Premier 'dummy' sides, then another 'real' team.

On the main menu, go to the Transfer Market. In the top-left corner, make sure that it says your real team's name (ie Player Four). Then go to the 'Select Player From Database' icon and click on it. Remember, you picked three other dummy teams, so go to one of them and choose a goalkeeper, defender, midfielder, or forward, then click on the player you want.

On the Negotiations screen, leave your offer at nothing. Set the player's weekly wage to £0, the contract term to ten years (or whatever you prefer), and bonus to none. Then finalise your offer. Straight away, the offer for the player will come up, so click on Accept. Now you have the top-class player on your real team, and you've paid naff all for him! If the board doesn't let you buy him because of the size of your squad, simply go the Contracts screen (via Squad menu) and release one or more players.

Repeat this trick to transfer more top players from the three dummy teams to your real side and you'll soon have a dream team - at all on zero wages!

NB. You may get sacked as a dummy team manager if you offload too many vital players!



Even more facinating information from the most interesting game on the PSX

Akuji The Heartless



Debug mode

Pause game play, then hold L2 or R2 and press ⇦, ⇧ (2), △, ⇨, □, ⇦, △, ⇧, ⇩, ⇨(2).

Invincibility

Pause game play, then hold L2 or R2 and press ⇨ (2), ⇦, △, ⊗, ⇧, ○, ⇦.

Unlimited Spirit Spells when acquired

Pause the game, then hold L2 or R2 and press ⇦, △, ⇦(2), ○, ⇦, △, ⇨, ○, ⇧(2), ⇩.

Premier Manager

Armchair managers of the world unite and take over!

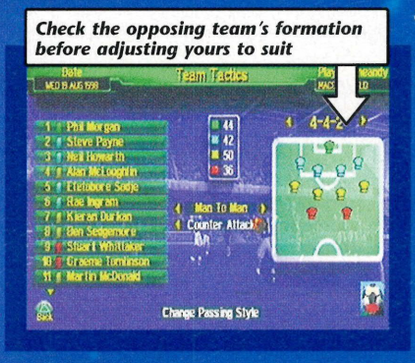


Just who do you want to be? If you're in it for the long haul go with the Career choice and choose one of the Division 3 minnows, such as Barnet or Scarborough. Feel the strain as the rain lashes down, there's no money in the kitty, no-one's in the ground except one man and his dog and your team has more donkeys than Blackpool Pleasure Beach.

Alternatively, you can select the Manager game. This allows you to be the team of your dreams, fools be warned – this ride ain't no picnic.

Pre-Season

The key here is to attain a balanced four match schedule. A heavy duty program against the likes of Ajax, Man Utd, Inter etc could result in a serious injury list and tired players before the season as started. Go towards the other end of the scale and a light schedule against the likes of Wrexham and Vicenza will leave a team with the competitive spirit of a tortoise and in a very lackadaisical frame of mind.



Check the opposing team's formation before adjusting yours to suit

Tactics

There are over 150 tactical combinations within the game. Use them to your advantage adapt your style of play in accordance to the opposition. Use the opposition icon (the magnifying glass) to your advantage. Check the team sheet and counteract it accordingly. Are your opponents playing five midfielders? You may want to play a sweeper to avoid the midfield's advancing runs from deep breaking the offside trap. Away from home, against the champions or form teams play five at the back and field a counter attacking formation. This in theory should minimalism the goals against column and get your team the breakaway goal that you planned for. However if you are a traditionalist and believe in fielding your strongest team week in-week out use the pre-season to find out your best available team and the most effective team formation.

Also use the area of play ratings to analyse your opponents strengths in these departments. These are colour coded as follows: Red = Attackers; Yellow = Midfield; Blue = Defence; Green = Goalkeeper. These positions are rated out of a hundred, so try and select a team that will out-point your opponents in as many areas of the pitch as possible.

Training

A key part of any successful team is the training. A physically well prepared team will always be one up on the opponents before the game has even started. Use the customised training option and design a training programme that is individually suited to each player at your club. e.g. with Paul Gascoigne you don't want a routine based on skill, instead concentrate on fitness. This will improve the player's ratings and your side will see the benefit, as he will have a greater influence on the teams performance as the weeks go by. After a midweek European game you may want to rest Dennis Bergkamp, ensuring he is fresh and sharp for Saturday's potential title decider.

Alternatively your very limited centre half from Wigan needs to improve his left foot. Put him into a skill heavy routine, within weeks he will be dropping 60 yard passes on to a 2p coin.

If you sign a player with raw potential from the lower leagues, design a routine over the long term, which concentrates on skill and power. After a couple of seasons you will have a player ready for 1st team action or possibly a £5million prodigy on your hands ready to sell on to the highest bidder, to your chairman's content!

Transfers

The database contains over 10,000 players from the UK and Europe. Use this to your advantage by sending your scouts to scour as many far reaching countries as possible.

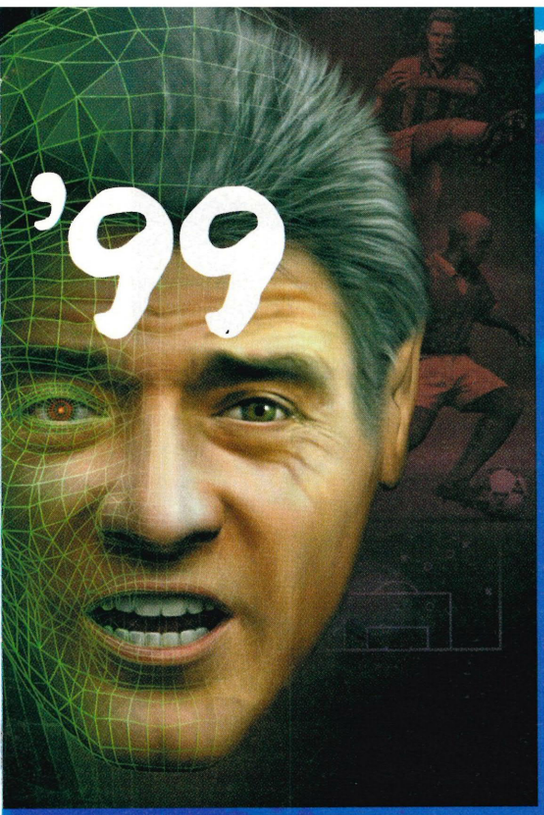
Search the hidden gem that will potentially save you millions and also earn the club few bob via a lucrative transfer. Use the Top Team and Top Scorer options as a scouting tool. Monitor it carefully to see who is scoring/performing week in – week out. Spot any early form from a player regardless of league status and you may have a bargain on your hands. If you're a newly promoted/established club the best way to entice a superstar to your club is to offer the best financial package possible. The most inciting offer to place on the agents table is a mid length contract offering a lucrative weekly wage and a get out clause if you get relegated. This way the player knows he is guaranteed top flight football on a decent whack. When tabling an offer for a foreigner, use the house and car bonus option. This will make Carlos Kickaball feel instantly at home, making it easier for him and his family to settle. Similar tactic can be used when trying to entice strikers – offer him a goalscoring bonus. Trying to get the established ageing pro to your club? Easy, offer him a long term

Team Selection

Follows on from above. If you want to Spend, Spend, Spend select the obvious teams: Man Utd , Liverpool et al, or one of the Italian giants: Juventus, AC Milan. Warning! Even though the bank vaults are brimming, the heat will be on from the directors if you fail to deliver after an elaborate spree. If you choose the Career path, your powers of wheeling and dealing must be deep rooted in dodgy East London trading history. You start off with only a few hundred thousand in the pot, use it well my son. Remember second hand, knocked off Ronaldo copies don't come from battered suitcases on street corners down the high street. You don't have to go from one extreme to the other, select middle of the road Nationwide teams or the average Premiership outfits. Club objectives vary from club to club as do the pros and cons. Remember - relish the task, relish the challenge.

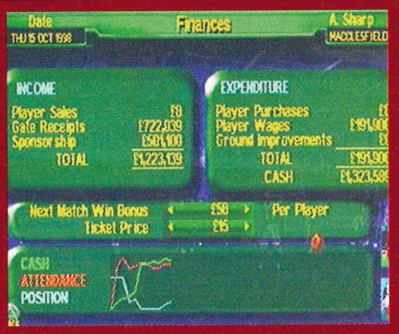


It's a good idea to check and update your team after every match



guides

Finance



Use the win bonus effectively not gregariously. Use it for the games where traditionally, players need to be motivated i.e. - The Anglo Italia Cup. Also use for event matches such as Cup finals/title deciders/relegation deciders etc. Offer too much money on to many occasions and the players will become demotivated and will accept the bonus as a right rather than as a special extra.

You need to strike a balance with your ticket pricing policy. Charge too much and the fans will stay away, charge too little and the club will operate at a loss, so offer concessions for the fans to come for Anglo Italia and League cup matches and reduce the prices so you can draw the biggest gate possible for minor games. Remember fans will pay to watch a winning team so try charging a little extra. Warning! Don't take liberties – the fans will stay away.

When commissioning ground development work (facilities or new stands) make sure you do it at a time when the income losses will be at a minimum. Start work towards the end of the season or during the summer when the ground is out of action. This means more work can be done without distraction. Also if you're certain to win promotion increase your ground capacity as soon as possible, making sure it is ready for the sure-fire attendance boom of the forthcoming season. Get your sponsorship deals sewn up quickly so you have income rolling in as soon as the season has kicked off. An obvious tip this one - don't allow the finances to go into debt for too long otherwise the directors will sack you. Keep the club operating at a loss and it's the deadly vote of confidence for you.

contract, it's just what he's after. You see the fella needs security for the wife and kids. Snap up all players you can possibly get on the Bosman ruling and sell them on for a hefty profit. Warning! Sign too many players and the wage bill will go ballistic. Director unhappy. Director will sack you.

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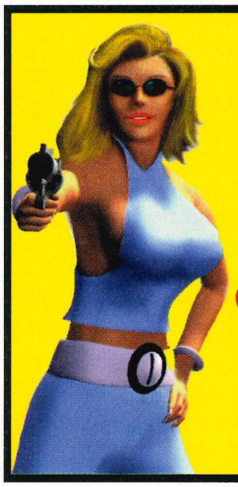

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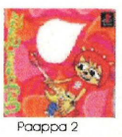

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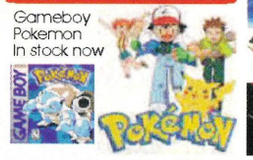

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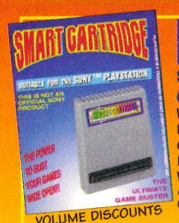

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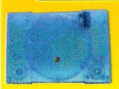
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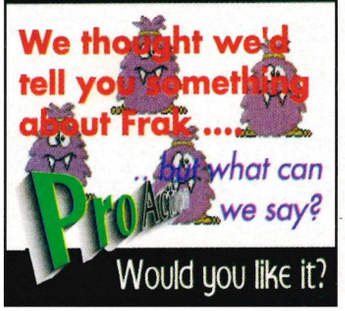

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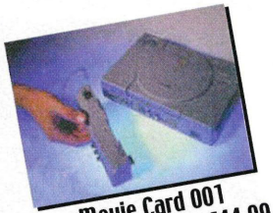

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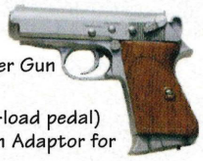

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guides

Get ready for glory with the definitive strategies

FIFA '99

For the novice player, make sure that you keep the game speed at normal and the difficulty setting at Amateur. It is a lot easier to learn how to use the various special moves and general gameplay with these settings.

Be aware of different pressure zones on the field. If you want to build up slowly you'll have plenty of room in your own third. You'll have to utilise your midfield to support the forwards as opposing defenders tightly mark them.

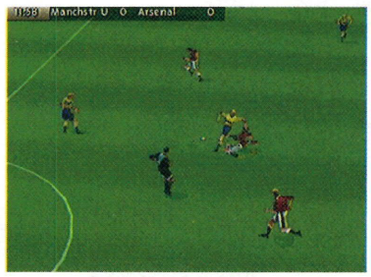
Players who hold onto the ball tend to get closed down faster than those that pass the ball. Don't try and madly smash buttons, as this tends to trigger events you don't want. Being cool and deliberate always yields the best results.

Most cool moves require holding down either the L2 or R2 buttons like a SHIFT key on the keyboard of a computer.

One time passes are good for moving the ball up the field quickly, and do not allow the opposition to have enough time to set-up tackles.

Make use of through passes to strikers/ midfielders in order to create breakaway situations. The through pass is one of the most effective ways to get into a breakaway situation.

When moving the ball up field using





one of your forward players, try passing back to one of your midfielders in order to give your forwards some extra space. This will allow you to relieve some defending pressure on your forwards.

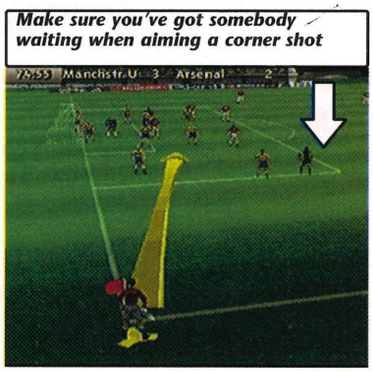
When the opposing team is on a breakaway, the new goalie charge feature is an effective method of stopping the attack. Trigger it while the goalie is still off screen to gain the element of surprise. Be aware of star players on the opposing team, they are likely to be the ones to do damage. Try probing the wings and the centre channel to see where the areas of least resistance are.

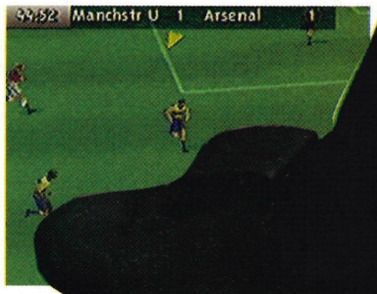
If the opponent does make it close to your box you are best off using standing tackles as these are less likely to give away dangerous free-kicks or penalties. Do not try to run the ball too close to the goal keeper. The goal keeper in FIFA '99 can read your intentions and rush you if you get too close. When on a breakaway situation, try using the hurdle move to evade the diving goal keeper.

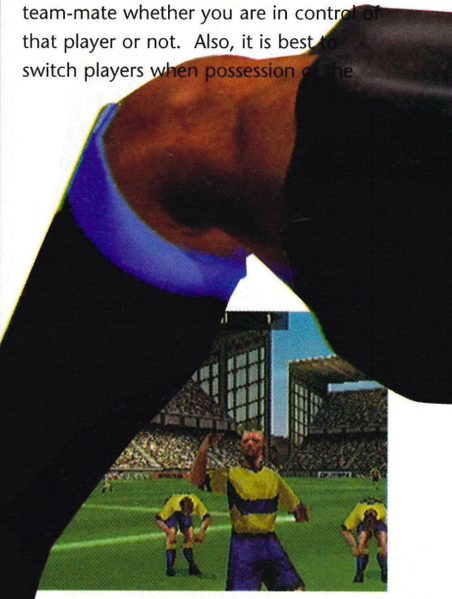
Use the skill moves to anticipate and avoid impending tackles. Certain skill moves are more effective at avoiding certain types of tackles

Try using various tackles to counteract special moves. For example, someone performing a Hurdle move can be countered with the Conservative Tackle. In Multi-player, try sticking with one player instead of trying to constantly switch to different players. The computer will give you possession of the ball if it is passed off to one of your team-mate whether you are in control of that player or not. Also, it is best to switch players when possession of the

Make sure you've got somebody waiting when aiming a corner shot

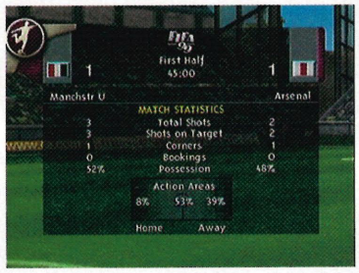








Players can get tired during games, so let them have a good kip. Mid-match



ball changes hands. You should try and get a shot away without trying to beat every defender. The goalie can't hold everything and rebounds are often the easiest source of goals.

It's easier to score if you use the goalie's momentum against him. Take a look at the keeper's position and the direction he's moving in. Try and target your shots to the side that the keeper is moving away from. If you are close to goal and there are no pass targets you can tap the X button to side foot one into the corner of the net. If you are close to goal and there are no pass targets you can tap the Square button to attempt a chip shot.

One-timer shots (using circle) are more likely to wrong foot the goalie.

Add ball spin to the free kicks and corners using the L2 and R2 buttons. More ball spin means it's harder for the goalie to judge even if the shot has less power.

Players can recover from fatigue at half time. You should check your fatigue levels so tired defenders don't get burned out.

In PROFESSIONAL MODE, turn the aggression all the way up if you like the CPU team mates to do slide tackles more often.

If you see an injury be sure to substitute as soon as possible. It is often advantageous to kick the ball off yourself so the sub can take place.

Look for visual indicators - often in closer cameras your team mates are off-screen. Check the direction of the off screen indicator as this is a signal one of your players is available to pass to.

Your CPU opponent will try several strategies to crack your defence so you should adapt your formation and strategy accordingly using the IGM Strategy feature.

If someone is right on your heels you're better off to pass the ball in the direction you're facing than try to pass to someone in another direction.

You can fake out defenders that are waiting for you to chest a ball down by holding either L2 or R2 while the ball is in the air. At the last second your player will duck out of the way and let the ball run by.

Basic skills

The most important skill for a beginner to learn is the use of the X button. Practice switching players while on defence to get the hang of controlling your team. You should switch to a player who is goal side and close over someone who is behind the play.

When you have the ball practice changing directions and looking for the pass indicator. A subtle change in direction will target a different player for a pass. Practice picking different players with the pass indicator.

Keep an eye out for the off-screen pass indicator. This will show you any passing options that are off screen. If there isn't one then chances are you'll be passing to the other team.

One-timer passes will make it difficult for opponents to chase you down. Press X while the ball is in transit and the direction you wish to send the one-timer. These require more skill and little thinking ahead.

When you are receiving a ball in the air practice shielding it away from opponents. Point the d-pad in a direction away from the opponent and your player will chest it in that direction and away from the waiting defender.

Be sure to use sprint button selectively. The best strategy is to use it as a change of pace. If you sprint a player until he can no longer keep up the pace he will take twice as long to recover had you sprinted twice but for only half the time. The key is letting your players recover. Try taking the ball up field using the flanks as these areas are harder to defend.

FIFA '99

Intermediate Skills

Try probing the centre channels as you have a better chance of scoring if you can get through. If you can't then head for the flanks. Practice using a combination of both ground passes and crossing lobs to move the ball around the field. Although ground passes are a lot more successful, you will soon find that the ability to use a combination of ground passes and crossing lobs will add to the gaming experience when playing FIFA '99. (Plus, you can pull off some pretty spectacular moves, which look really great in instant replays!!!)

On corners and Free Kicks change your view mode using R1. This will allow you to set up spectacular set plays using diving headers and bicycle kicks. That pesky goalie always intercepting your crosses? You need to target your crosses further away from the goalie.

When crossing the ball you can use your d-pad to pick areas of the field to cross to. If you hold the pad in the up direction you would cross to players at the near post. Holding left will pick players further away from the goalie.

To try a header on goal press the circle button while the ball is in the air.

If the player can reach it in the 18 yard box he'll try a diving header.

To head to a team mate press the X button while the ball is in the air. (You must press it because if you tap it you will just switch players) This is an underrated feature and can pay major dividends in terms of keeping possession of the ball. You can head the ball back across the net to team mates this way. To head up in the air to a team mate's head or chest just press the square button.

You can pull off some spectacular volley moves by double tapping the circle button. Volleys are much more likely to score but require more time and space.

Opponents trying to head or chest the ball away will more than likely beat you to the ball. If you face your player away from the net he will attempt a bicycle kick. You can also pass and lob ball on the volley by double tapping the X or Square buttons respectively.



Shooting while the goalie's tying his shoelaces is sneaky but effective



Advanced skills

Countering CPU strategy

The CPU will try different formations and strategies depending on what the score is and how much time is left. You should have a general sense of how much pressure he's exerting on your team. If he's pressuring, you can be sure he's left a few holes at the back that you exploit after a turnover. You'll want to shore up your defence and play a quick counter. If he's laying back you know you can safely move more players up to the front lines. This will increase your chances of connecting on a cross and flood more players into his 18-yard box for rebounds.



Outnumbering by line

To outnumber by line reset your 3 IGM settings to be IGM1 - super offensive, IGM2 - neutral, IGM3 - super defensive. For example:
IGM1: 3-2-5 formation with an all out offensive strategy.
IGM2: 3-5-2 formation with a neutral strategy.
IGM3: 5-4-1 formation with an all out defensive strategy.
As the play flows up and down the pitch use the Select button to outnumber your opponent in that area of the field. This



Skill moves

Flick move - This is great for beating a player who's rushing you. Hold R2 and press square and he'll watch as the ball sails over his head onto your awaiting foot.

360 spin move - This is the best way to shield off standing challenges and keep your momentum. Hold L2 or R2 and press circle or just double tap R2 or L2. A well-timed 360 on the edge of the 18 yard box will give you a great chance on net. Beware though - this move may look pretty but you can get hit really hard with a slide tackle.

Side step - Excellent for those impatient defenders who tend to slide right at you as this move will pull you right out of the way. There are 2 ways to do it - Tap L2 or R2 once or hold L2 or R2 and press X. This move won't work against a conservative tackle though.

Jump over an impending slide tackle - press L1- You can also hop over the goalie if you're good.

There are many stepovers, fakes, and ways to draw out the defenders in the game. Holding L2 or R2 and using the d-pad and sprint button will make player dribble more cautiously and pull fakes when direction is changed. Fakes will cause any tackles activated nearby to go in the "faked direction". Use these to make the defence look silly. Holding L2 + R1 will activate a stepover nutmeg, while R2 + R1 will activate a double stepover.

If you get frustrated with the defence you can always take a dive and try to draw the foul. (Hold L2 or R2 and press L1)

In PROFESSIONAL difficulty you don't always have to commit to big slide tackles to gain possession back. By keeping shape and letting the opponent come at you can force bad turnovers from passes. He'll be forced to run through areas of concentrated defence making it less likely for him to be successful in penetrating.

As a last resort you can pull down players who have an obvious chance on net. Press L1 and your player will foul the opponent. There are some cool reactions and falls. Try turning referee strictness down or doing it in training mode.



A little bit of fancy footwork will make the opposition look like inept idiots

may cause your players to fatigue a little more but if used sparingly can be a big advantage.

Passback mode

You can use passback to get one-twos going. While holding L2+R2, press R1 to pass the ball and reposition for a return pass. There is another technique called OFFBALL - while holding L2+R2, press L1 to gain control of another player and ask for a pass.



Offside trap

Holding L2+R2 and pressing square will activate an offside trap. If your opponent has pushed all his players forward and is using an attacking strategy this tactic will start to become useful. Beware with this tactic as well as CPU opponents are fairly intelligent and will try to recover to keep the play going.



Wing Back Runs

Use the wing-back run to start a quick break on one flank. While a defender has the ball, hold L2+R2 and press triangle. Look for the player with tactic indicator streaking up the wing. Move the ball away from that side to draw players away. Tactic players are easier to target than other players are so you should be able to hit that player with a through pass (R1) or a lob before he goes offside.

Through Runs

This is a great way for forwards to lose tight markers. These guys are marked extremely tightly in the opposing third. Hold L2+R2 and press X. Look for the player with the tactic indicator making a diagonal run to the back of the opposing defence. You should hit that player with a through pass (R1) as it will lead behind the defensive line. Watch out for the goalie though.

Defensive pressure

Use the attacking press tactic to force the opponent to move the ball up-field more hastily. Hold L2 and R2 and press circle. You may intercept a bad pass or catch him holding onto the ball for too long. Beware - using this tactic will fatigue your forward players making them less effective in the long run.

guides

Become top bug and squash the foul Grasshoppers with our complete walkthrough

A Bug's

Berries

Red You start with this weak and cheerless weapon. You need to connect several hits to kill most enemies, but the harder foes won't even notice these attacks. Upgrade as soon as humanly possible.

Blue This is more like it. Twice as powerful as the red berries so even the Grass Hoppers will feel the effects.

Green This is when things get more advanced. These babies home in on your enemy and have quite sharp curving ability. They are equal in power to the blue berry.

Purple Like the green berry but slightly more powerful - the second best berry you can obtain.

Gold Super berry, very powerful and completely erases baddies from the game so they don't regenerate. When you kill a baddy with these, they leave a golden berry token behind of which if you collect all of in a level you'll get much respect for.

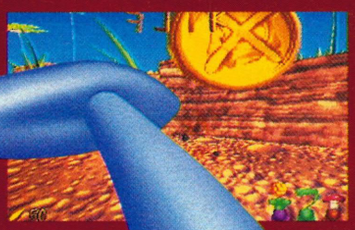
Training

You'd be best off going for a session in the training ground before starting the game proper. Here you'll find a wise Ant giving you advise in an annoying as hell English accent. Listen to the fool and when all the tasks have been completed, get used to the targeting system by throwing berries at the insects that emerge from the ground. When you've finished up just get out using the exit on the ledge.

Throw fruit: 3
Jump: 2
Arse attack: 2
Pick up/ throw seed: 3
Turn seed into plant: 2
then land on top of seed.
Pick up/dispose of plant: 3
Change plant type: 1
whilst standing next to seed.
Change plant size: 2









Plants

Brown



Grade 1: A mushroom that's useful for reaching ledges that aren't too high, just the ones that are slightly out of reach from Flik's standard jump.



Grade 2: Spinning top that can take you much higher than the mushroom. You'll be hovering up and down in the whirl of leaves. When you land you'll be automatically put into spin mode, good for bashing baddies, bad if you're trying to stay on a narrow platform.



Grade 3: Dandelion, this won't take you any higher like the previous forms of Brown plant, but touching the actual head of the plant will have you gliding down slowly as though you're on a hang glider, great for covering long distances.



Grade 4: A cannon plant, jump into the chute and it'll blast you very, very high into the sky. You can move about to so use this to cover huge distances and achieve great heights.

Green



Grade 1: Very basic little plant that serves little use throughout the game, you cannot get any higher with this than you can with a mushroom, a plant you always have access to.



Grade 2: A bigger variant on the smaller plant. Mostly these are used in conjunction with the mushroom as the second rung of a two rung ladder. You can't reach the leaf without having to use a mushroom or a grade 1 green plant as a platform.



Grade 3: Multi-leaf plant, this is very useful due to the fact that there's a leaf at the bottom of the stem so you don't have to build a platform to reach the top, like you do on grade 2 greens.



Grade 4: Like the last grade, only even bigger. These monsters will give you access to very high altitudes.

Blue



Grade 1: An items spitting plant that dishes out invincibilities.



Grade 2: Swap the invincibility's for health tokens.



Grade 3: Quite a bit different this time. A green bubble emerges. Walk into it and you've now got a shield that can take several digs for you.



Grade 4: Super jump! This pyramid shaped object gives you a much higher jump giving you access to places previously inaccessible.

Purple



Grade 1: A plant opens up to reveal the blue berry, very useful.



Grade 2: As before but with a green berry.



Grade 3: And then purple.



Grade 4: And finally, the grand old gold berry!

Yellow



Grade 1: Three plants, all aiming 120 degrees apart fire out blue berries every few seconds, very useful for wiping out enemies when they're getting too much to handle, and when you need to kill a Grass Hopper and you've only got the red berries.

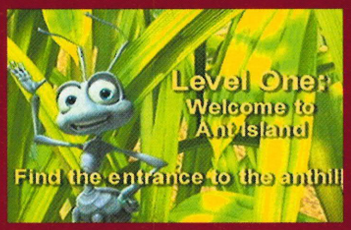


Grade 2: A single plant that fires a single purple berry up and down until an enemy gets within range, then it start bombarding it with these homing lovelies.



Grade 3: A purple plant that lies flat and does nothing, until you pick it up then it becomes the equivalent of a gold berry, so hitting enemies with it will remove them from the game world.

Anthill



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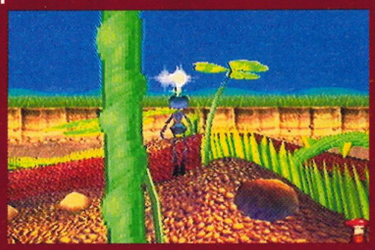

2


3


On starting, turn around and run towards the swinging green rope and use it to reach the purple berry. Throw the seed to the ledge on the right and turn it into a mushroom. Jump on the ledge and grab the L. Leave the green berries alone, they're not as powerful as the purple ones. Follow that flying thing through where the walls narrow. Watch out for the worm that pops out, three slaps of purple will sort this guy out. Keep to the right and you'll find the F hovering over a few landscape mushrooms. Grab the item spitter and sling it, take the seed over to the corner near where the F was and drop it right next to the wall, you can just reach the top of the ledge with a mushroom if you place it right. Jump up and get the I from behind the Ant Hill. Run back down to where you came from and run towards the fence. Sort the beetle out. When his shell is up the berries do loads more damage. Run through the next fence then pick up the green token. Run over to the item spitter and use the seed to create a mushroom at the side of the ledge to your left. Jump up and get the final letter (the K). Run back down and cross over to the other side next to the strawberry. Using the seed to get up and run down the side of the fence until you can go right up the Ant Hill. Run up and jump down the hole, sorted!

Tunnels

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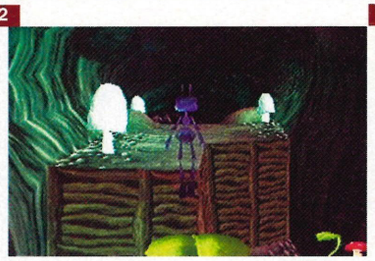

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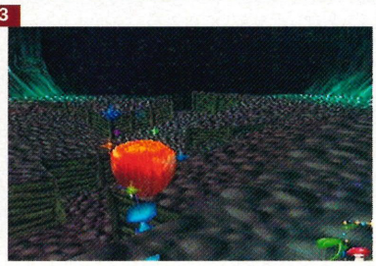



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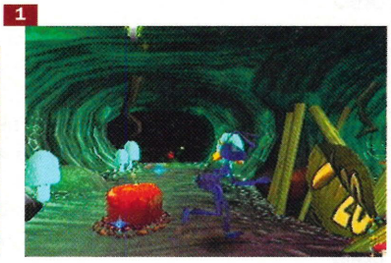

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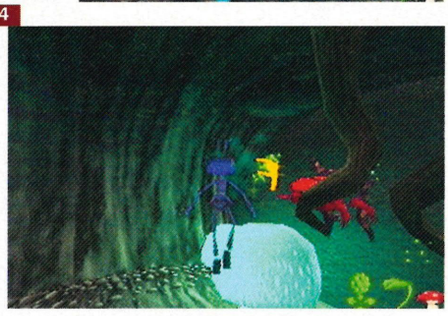
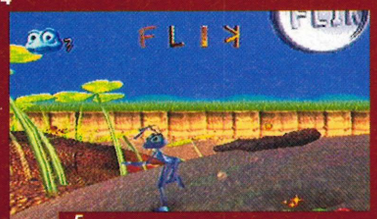


To spell FLIK in this level you have to collect a lot of grain. You don't have to go on random sub-missions to get enough, just get all the grain on the paths. Run down the tunnel constantly throwing berries to take out the enemies. Notice the barricade on the right with 20 slashed across it, you need 20 grains (or however many it says) to access these areas. Turn the seed into a mushroom and use it to reach the green icon. Keep running down and watch out for the huge beast that comes out of the wall from the left. Run past the 10 barricade on the left and avoid the worm (you can't do any harm with the red berries). You'll pass another 20 block on the right, further on down you'll encounter a green icon to high up to reach. Run down the ramp and grab the seed, bring it under the berry and mushroom it to reach the icon. Take the seed back down and turn it back into a mushroom next to the melon. Turn the melon into a big plant and use the two platforms to reach the higher ledge. Keep on down and eventually you'll arrive in a huge room. Run around and collect all the grain then pick up the seed. This bit is pretty awkward, you have to get the seed across the gap in the floor. Throw it down and try and cuddle up with the wall with the seed in your hands. Throw it aiming down and to the side to get it up to the higher level, if it falls off, just keep trying making minor adjustments, it'll go on soon enough. Take it near to the soiled in seed and turn it into a mushroom. Turn the other seed into a big plant then use it to reach the purple icon. On landing, turn one of the seeds into a purple plant then get the blue berry. Run down the next tunnel and get grains until you've got at least 17. Run back down the first tunnel and go through the 10 grain section. Get the three grains then go back and right, heading back to where you started the level. Go left through the 20 grains blockage and keep running down. Set the flare off (always set these off) and then dodge the falling rubble. Further on down you'll come to another grains block on your left, go through it and at the end you'll get the F. Watch out though, a worm thing comes through the wall behind it so time your collection of the letter. Run back and go left. A little further up turn the seed into a mushroom to gain access to the purple icon. Turn that same seed into a purple one and get the green berry. Carry that seed over to the ledge and use it to get up to the higher level. Go though the next blockade on your right and keep going down until you come to the brown thing. Use it to collect the purple icon. Run out and right, then right again. This is back to the main tunnel you start in. Run down to the big room again and take the other tunnel, but only after you've used one of the seeds to upgrade your berry to a purple form. Go left through the 20 grains thing and get the L, watch out for the grass hopper than falls from the roof. Go back and out and head further up the tunnel, always watching out for the dropping grass hoppers. Go down the 30 grain passageway and after many attacks and falling rocks you'll come to a seed. Throw it next to the landscape mushroom and turn it into a big green plant, then use the mushroom and the plant to reach new heights. Get the purple icon then drop back down to the seed. Use this seed to upgrade to gold berries then turn the seed back into the plant and get back up to where you were. At the bottom of this tunnel is the I, get it then leg it back to the other end of the tunnel, take not to collect the vastly inferior blue berry then head right. Turn the seed into a mushroom

4



1 *Use the rope near the start to get the purple berries.* 2 *Watch out for the worms, they spring out of nowhere!* 3 *Run around the back of the mound to get the letter I.* 4 *Easy stuff, your first spelling of FLIK. Things can only get harder.* 5 *Jump down to the hole for much exit action.*

5



5



1 *Forget this gate until you've more grain.* 2 *Use both seeds to climb this big wall.* 3 *See, it's not impossible to get the seed over to that side.* 4 *Watch the nasty when getting the F!* 5 *Combine the green plant with the landscape to reach new heights.* 6 *Hurray! Another spelling bites the dust.*

6



and get up the ledge. Go down the next right passage much further up (loads of Grass Hoppers and rubble around here) then pick the K up. Get out, go right and leg it to the end of the tunnel, where you'll be greeted by a load of nasties (in FMV form that is).



Council Chamber



Very easy level, all you've got to do is beat Thumper. You can't do it with red berries, so you'll have to quickly upgrade. Get the L by using the landscape mushrooms over to the left. Keep to the edges of the level and make your way around to the other side to get the I, keeping out of the centre will delay Thumper's arrival. Stick to the wall and run around to the K. Run over to the brown melon under the blue berries and turn it into a spinning top, quickly get the berries. To get the F in the middle of the level, you'll need to pick one of the few seeds up, carry it in and turn it into a mushroom. You'll have to slap Thumper a few times to drive him off for a short while, giving you time to do this procedure. Clear away any other flying freaks that Thumper sets on your arse. Killing Thumper is really easy, if you manage to upgrade to a homing berry all you've got to do is stand there firing away and he'll be dead in no time at all!

1



1 *Turn the melon type thing into a spinning top to get the blue berries.* 2 *Once you've collected the letters, it's time to get on with the Grass Hopper stomping.* 3 *The hard arse who threatened all sorts prepares to explode...into pieces thankfully!*

2



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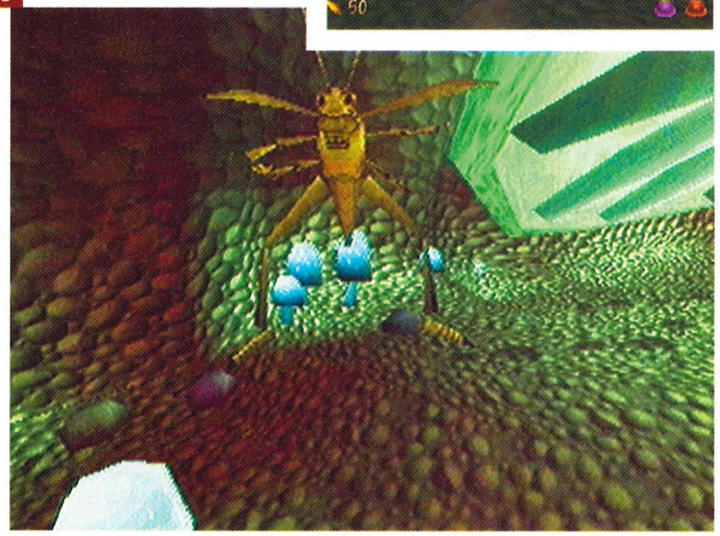

Cliffside



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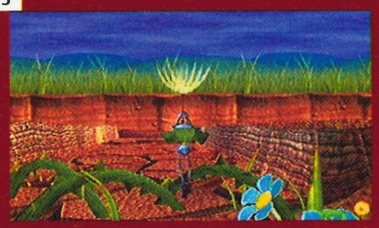

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5

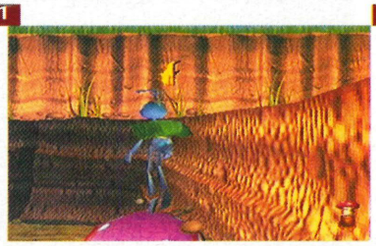


Dandelion floating action is the order of the day at the start of this level. On starting, turn the seed to your left into a mushroom and get the green icon. Get the next green icon over the stone then turn the other seed into a second stage green plant. Jump from the stone onto this and get the brown icon. Now, turn the other seed into a spinning top and jump into the flow collecting the next brown icon. To reach the dandelion head jump on the leaves at the bottom of the stem to bounce up. Float into the flow above the spinning top and float over to the F. Go back to the Dandelion and bounce out into the abyss of the canyon. Touching the floor here will result in an untimely death at the hands of a huge bird. There are several spinning tops plotted throughout the canyon, you need to use these to reach the far side where you'll be safe from the bird. After the first couple of spinning tops, you'll come across a green berry, get it then veer off to the right into the next spinner. The next one after that is left of the big light brown leaf, go into it then get the L. The next and final three spinning tops will take you over the thorns and into safety (well, safety from the bird). A bit further into the level there's a spinning top over to the left, turn it into a seed and carry it over to the other side where the I is. Turn the seed into a spinning top to get the letter then head further into the level (take the seed with you). Get the gold berry and drop down into the big gap. Take the seed over to the other side of the gap and turn it back

Riverbed Canyon



1



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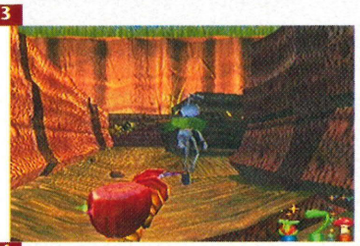

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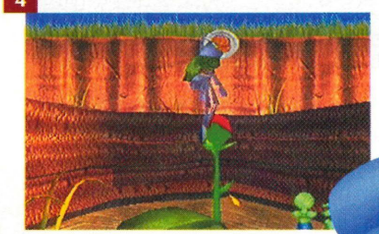


1 You need a mushroom to reach the F. 2 Urgh! Never spiders, a couple of berries and it's cat meat. 3 Hard bit this, run have to run up to the gap and throw the seed on to the shell at the last pico-second. 4 At last you've got the second brown icon, time to go back and use the spnning tops to get the remaining letters.

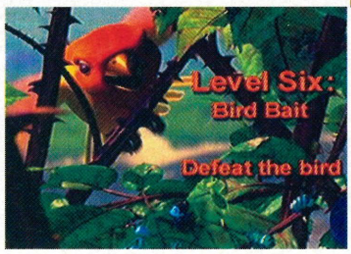
Big bad level this, there are lots of twists and turns so try and keep a mental log of your whereabouts. On starting, the F is over to your left on hovering over some higher up platforms. You can't get this yet so just run down the valley. There are a lot of nasties round these parts so keep firing berries and always get ready to brake for when worms pop up. Do a right and follow the valley around. Get the green berry and keep on round until you come to the spitting plant. Collect any needed energy icons, pick up the seed and take it back to the start of the level. Throw it up the two platforms then turn it into a mushroom. Get the F then run back down to the junction, this time taking a left. Grab the seed and avoid the blue berry. Take it round the corner and chuck the seed at the bottom of the wall. Mushroom your way up to the higher level and run down the ramp up to the T-junction. Hit the red flare and run left. Watch it down here, this place is full of wasps and ugly little beasties that pop out of the wall. Run down to the bottom and make your way up the path that wraps around that huge rock with the spider on top of it. Get the green icon and the blue one at the top and drop down (you can't get the letter yet, but remember this part) and run back to the red flare. Run across and down towards the egg shell. Jump in the shell and get the purple berry. Grab the seed and carry it down to the next green icon. Use a mushroom to the this collectable then have both seeds against the wall. Have one mushroom and the other green plant and climb up. Run down the ramp and trigger the green flare off. This is one foul section of the level, big green conkers with the spiky skins still on fall down and on contact with the floor they spill out a load of smaller spiky obstacles. Run right and keep going until you reach the next big rock that's cut out from the valley. Around here is a green icon, get it and run back to the green flare. Run back up the ramp and when you drop off, seed one of the plants and carry it all the way back past the egg shell to where the L is and turn the seed into a green plant to reach it. You don't need to take the seed back, with this bigger green variant you'll be able to get back to the green flare with just the one seed. Once back at the green flare with your F and L, turn the seed to the left into a green plant and go up the cliff face. Run round and turn the blue flare on. Go left and pick the seed up. Keep on round and do a right at the T-junction, hitting the yellow flare. Throw the seed down next to the other seed and run up the pathway to the top of the rock, picking up the green and blue icons in the process. Drop down and run back to the yellow flare. Keep on past it to the big wall and turn the seed into a green plant. Climb all the way up and get the K. Run down and turn the next seed into a green plant. Get the brown icon then run back to the two seeds you left next to the last rock you visited. See where the beetle is near the top of the path? You need to drop a seed near there and turn it into a spinning top. You then need to throw the other seed into the breeze so the seed goes flying up to where the beetle is, killing it. Follow the seed up then use the seed to get the final letter, the I. Run back to where you got the brown icon and exit

Bird Nest

1 *Tricky icon's to collect, take your time until you get it right.* 2 *You'll need to use all but the first couple of spinners to reach safety.* 3 *A close call, but you're safe from the bird.* 4 *Spin to the last letter.* 5 *Another level down, another load of pain over.*

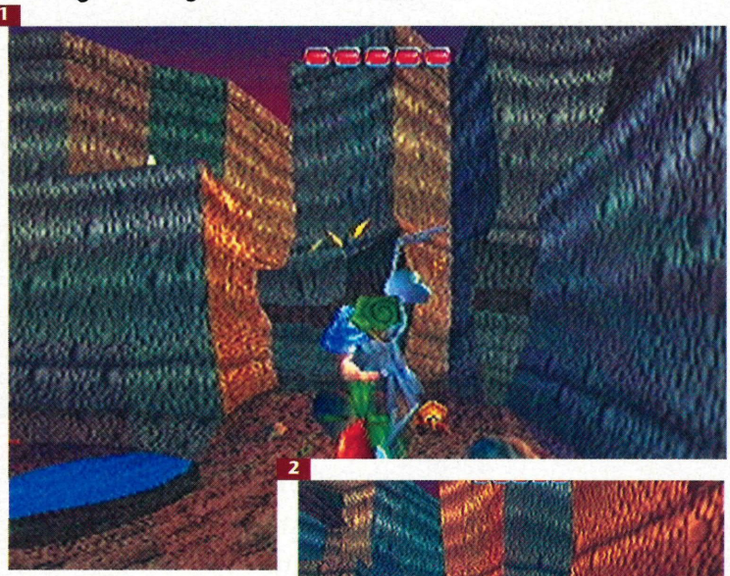


into a spinning top. Use it to climb the large wall and collect the K. Drop down and head for the leaf flag, which is the exit of the level.



You've got to give that bird a severe slappin' on this level. On the ground you'll find four blue icons, run round and get them all. Turn the seed into a spitter and you'll be given your first dose of super jump, which makes you jump higher (yeehaw!). Find the start of the pathway that runs around the wall and run up it. Jump all gaps (obviously) and get the L in the little room to the side. When you come out, jump the next gap and from that platform jump over to the island holding the yellow icon. Pick it up then jump over to the island holding the K. Jump back to the main path then jump the next gap to the next platform. When you approach the next gap, drop down to get the F. Run back to the start of the path and run back up to where you dropped down. When you reach it, get the blue berries then jump across to the next yellow icon holding island. Jump back and keep on round the path until you get the I. Keep on up to the top of the level and pick up the gold berry. Get to the island with the seed and turn the damn thing yellow for berry cannon capers, jump back to the main path and stand near the bit where a letter once was. Let rip form here with your gold berries and the foul flying beast will be beaten in next to no time.

1



2



3

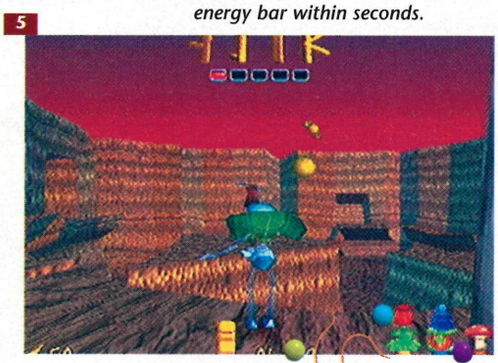


1 *Your first taste of the imposible super jump, get it quick!* 2 *This is the start of the long spiralling path to the top, you'll be back here everytime you fall off.* 3 *Drop down here and get the letter between the two platforms.* 4 *Now you've managed to spell your name again, it's time to give that pesky bird a serious battering.* 5 *Super easy, just stand here and keep firing, the gold berries will demolish its energy bar within seconds.*

4

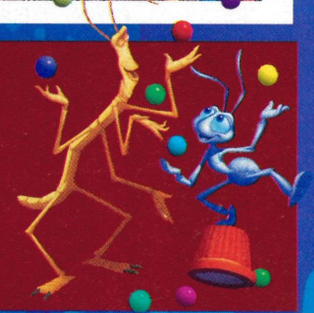


5





Next month: We bring you the second part of the fantastic guide to A Bug's Life, plus a whole load more tips, cheats and in-depth guides to tantalise, titillate and tempt you with! When it comes to gaming help, what more could you ask for?

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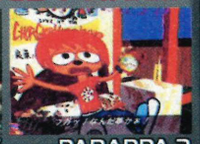
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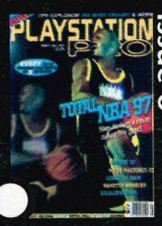

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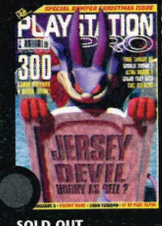

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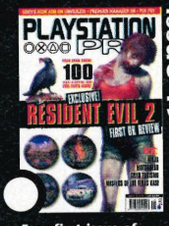

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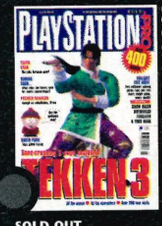

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Our Dealer girl will always make sure that you get the very best deals on new and second hand PlayStation games each and every month. SImply pay attention to the symbols and you'll be making money before you know it. Remember, when you're buying a second hand game to makes sure that everything is included in the box, especially the instructions!

flight sims

rating system

Each game gets a star rating. Four stars means you have to have the game whereas one star means that you should never, ever have own it.





KEY	trade-in value	second hand price
White	£1-3	£5
Green	£3-5	£9-14
Yellow	£7-9	£19-24
Red	£10-plus	£24-plus
Blue	£18-plus	As new

Dealer - the game buyers' bible

Welcome to Dealer. It's the kind of thing you'll think you've seen before until you start to really look.

As well as being a definitive list of every PlayStation game ever released - and it is, believe us - Dealer is an indispensible guide for any PlayStation owner who doesn't have more money than sense. It's here to provide you with the most from your PlayStation for the minimum amount of cash, and to help you avoid the ball-ache of being landed with a game which is sub-standard, mildy disappointing, or simply not "up your street". This is how it works...

Every PlayStation game is listed. Games are divided into categories and these run alphabetically. Every game is briefly reviewed and given a star rating from 1-4 based on the opinions of every game expert on PlayStation Pro. We don't include the game's original score and we don't include the date when it was originally released. Why? Two reasons. One: who cares? And two: a score of 99 per cent three years ago might not count for too much in light of developments since, just as a solid but uninspiring game three years ago may well be seen as the same today. So we give the games stars because it's fairer.

Dealer is written with you, the game buyer, in mind. In the case of sequels we advise you on which game to choose. A newer model of an older game isn't necessarily better. It might offer slightly more or be cosmetically superior, but if it comes with a hefty price tag while its sibling is available for less, then we'll tell you where to look.

And this is the point. Every single game in Dealer is given a £ value, both in terms of what you can expect to pay for it second hand, and its value to you as a trade-in. These are presented in colour-code form and can literally save you pounds. The values are arrived at with the help of Game Guide, an organisation with years of experience in advising independent game stores. Game Guide specialises in providing precisely this kind of information to those who need to make a living in the business, and now it's sharing it with you.

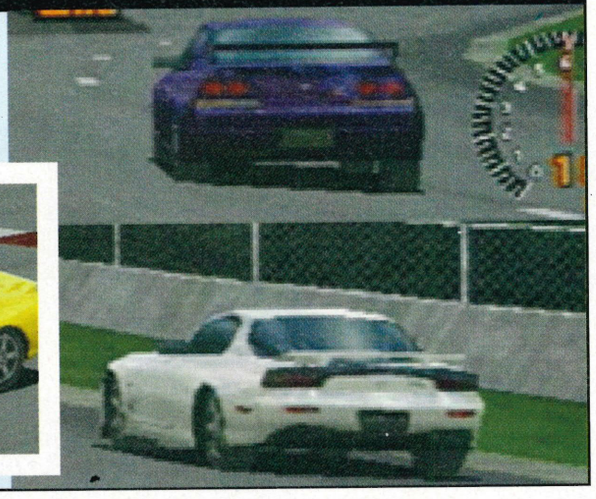
If a store is asking £20 for a used game when we say the price should be £10, then shop elsewhere - it's ripping you off. If you're offered £8 for a game we say's worth £12, then tell them thanks-but-no. Information on of the 600-plus games is updated every month, and it's always accurate. Whether you're buying, swapping or trading games, Dealer has all the information you need.

racing

£Gran Turismo ☆☆☆☆

Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.





£Andretti Andretti Racing ☆☆

Mario Andretti eh? A name you can trust when it comes to driving in the Indy 500. Just don't take his word for it when he starts sponsering average games like this. So many racing games out there and no real competation. Especially from guff like this.



£Ayrton Senna Kart Duel 2 ☆

Ayrton would be turning in his grave if he new his name was endorsing this bucket of toss.





£Buggy ☆☆

An altogether too realistic simulation of Remote Control racing that can be impossible to play.



If you've ever tried to steer one of the little bleeders in real life you'll know exactly what we're talking about. Prepare to be frustrated if you plump for this.

£Burning Road ☆

A fast paced effort which never performed as well as it perhaps should have. Check out its improved sequel Explosive Racing, rather than harking back to the old days with this. This dog never had its day in the first place so it shouldn't really start now



£Circuit Breakers ☆☆☆

Is it Micro Machines? Does it want to be? Well no and yes in that order, but this Supersonic Racers revamp does have playability in spades, and comes into its own in multi player mode. Not a must-have PlayStation title, but a fine cheap mates-around thriller



£Colin McRae Rally ☆☆☆☆

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.





£Cyber Speed ☆

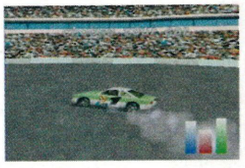
Only serial masochists will want to go near this pile of absolute shite.





£Destruction Derby platinum ☆☆

The game that sold thousands of PlayStations initially now looks dated and shoddy. Like Chris Tarrant.

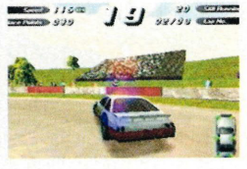




£Destruction Derby 2 platinum ☆☆☆

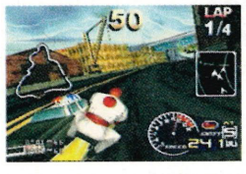
Infinitely better than the above. Faster, more polished and generally more fun. Worth checking out still.





£Explosive Racing ☆☆

Burning Road was cool enough, but this sequel manages to address the original's minor problems.



Looking a little dated by today's high standards but that's to be expected. By no means the definite motorcycle game but a nice effort.

£Felony 11-79 ☆☆

Nippy little joyriding game let down by a lack of tracks but still managing to be good fun in short bursts.





£Formula One platinum ☆☆☆

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 ☆☆☆☆

If F1 is comparable to the Arrows team, then this year's release is a Williams. Er, that means it's good.





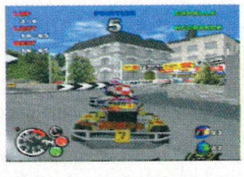
£Formula One '98 ☆☆☆

With two far better F1 games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham. We expected far more from Psygnosis but the software giant simply couldn't come up with the hat-trick when we need it most.



£Formula Karts ☆☆☆

A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche, Formula Karts is still let down by the odd glitch and frustrating gameplay. A noble attempt but there are a myriad of better racing games listed here.



£Hardcore 4X4 ☆

Well below average dirt racing game where you hammer round in jeeps and the like





£Hi-Octane ☆

Another of the original PlayStation games, Hi-Octane followed hot on the heels of WipEout with the same ideals and a similar form of gameplay. What it didn't manage to do was create from the rapid movement a genuine sense of speed or involvement. Shame. On it.



£Impact Racing ☆☆☆

Another distictly dull racing game that has no place in even the most stupid gamers collection. Why it's worth any stores time to stock tripe like this is anyones guess. Save your coppers for one of the many better games out there.



£Indy 500 ☆☆

Developers go out and get the big name licences but then come up with below par games. What's the point? To sell more games of course. Don't be fooled here, Indy 500 couldn't be more middle of the road if it was a squished hedgehog on the motorway.



£Jeremy McGrath Supercross ☆

We deduce from the title that Mr. McGrath is some kind of Supercross hero. We've never heard of him though. It's a bit like having Paul Peschilsolido's Actua Soccer 4. Sort of. Anyway if you must indulge in mud and jumps you could do worse than this. Maybe.



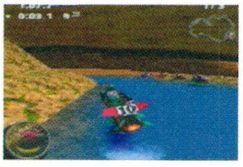
£Jet Rider ☆

This was a piss poor attempt at being Sony's answer to Wave Race64. It's no where near and deserves to be drowned. The controls arn't really there. The graphics are duff and it sounds like a minow being raped by a blue whale. Utter utter.....



£Jet Rider 2 ☆

The original was shite and this sequel doesn't exactly break the mould. More dodgy controls we're afraid.

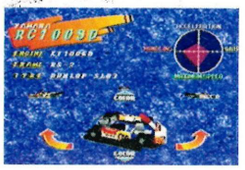




£Ayrton Senna's Kart Duel ☆

A attempt which looked the part but lacked the all important gameplay factor. Did they forget it?





£Max Power Racing ☆☆☆☆

Without the depth of the likes of Gran Turismo but then, it isn't supposed to have it. Max Power Racing sets out to give you the perfect arcade racing experience and doesn't come far short of pulling it off. Nice license, nice game. Full marks all round.



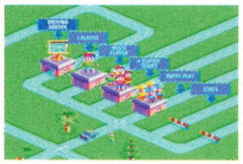
£Megaman: Battle and Chase ☆

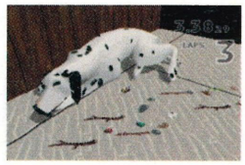
"Hands up who wants to pretend to be Mario Kart? Put you arm down Megaman, your have abolutley no idea how to pull it off." Well Mr M.Man failed to take the warnings and fair enough, this is pastel coloured carting crap with no redeaming qualities whatsoever.



£Micro Machines v3 platinum ☆☆☆☆

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.





£Monster Trucks ☆☆

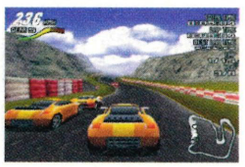
Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.



£Motorhead ☆☆☆☆

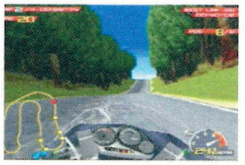
Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)





£Moto Racer ☆

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.





£Moto Racer 2 ☆☆☆

Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.



£Motor Mash ☆☆

Enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic though.





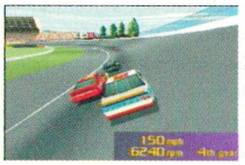
£Motor Toon GP 2 ☆☆

Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper, accurate statistics and performance. Having said that, making it a distinctly average game in other departments probably wasn't in the design spec.



£NASCAR Racing '96 ☆

The oldest game of the NASCAR trio but they're all pretty similar anyway. And not that good either.





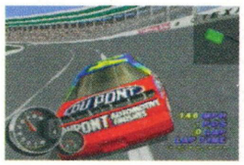
£NASCAR '98 ☆☆

An average attempt which looks and plays much the same as Andretti Racing. Rent it for the night and then decide you don't like it. Failing that just don't bother at all. Unless you're mad. Like us. Er grrr. SLAAGG. Where's the Dolly Parton?



£NASCAR '99 ☆

Keep away from this redneck-inspired rubbish. You may find yourself sleeping with your relatives.





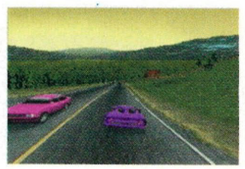
£Need For Speed platinum ☆☆☆

The original Need for Speed game was a must have title for any discerning player. The series is now in it's fourth instalment and this great grand daddy of a racer is really showing it's age. Worth picking up for a song though. A really cheap song, that is.



£Need For Speed 2 ☆☆

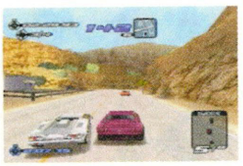
The slightly less impressive sequel to the above. More options to twiddle with, but at the expense of the





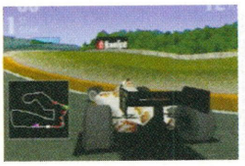
£Need For Speed 3 ☆☆☆

The series gets back on track but even so this is still far from perfect. The best of the bunch to date though.



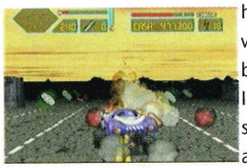

£Newman-Haas Racing ☆☆☆

Has more speed than F1 '97 yet less depth makes this a game for those who love frantic pace.




£Off World Interceptor ☆

A truly apawling fly and shooter that has no place on a Commodore 64, let alone a PlayStation. We have sent out a death squad with orders to find anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself and avoid.



£Peak Performance ☆

Under-par Performance would be a far more accurate description of this car fest from Japanese telly makers JVC. Overly Jap influence means the cars you'll be driving are more like you'd see a Tokyo Bank manager in than what you'd expect in a PlayStation racer.



£Penny Racers ☆

Quite possibly the worst racing game to date. Makes Off World Intercepter look like Gran Turismo. Serious questions should be asked of the programmers and regardless of their answers they should be dangled from a bridge by their ankles. And dropped.



£Porsche Challenge platinum ☆☆☆

The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment. Only the best stuff ever makes it to Platinum but Porsche Challenge is perhaps the surprise release in the range, A nice try though.



£Power Boat Racing ☆☆

One of two Power Boat games that arrived in quick succession. This was the worst of the two as well.




£Rage Racer ☆☆☆☆

The third Ridge Racer game is an in-depth affair. Quality action all the way but wait for R4 now.



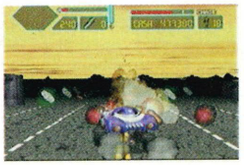

£Rally Cross ☆☆☆

A bouncy rally game from Sony that went head to head with the excellent V-Rally. And lost. Quite badly in fact. With Rally Cross 2 now with us there's no point in looking at this as both games are pretty much the same as each other anyway. Buy at your peril.



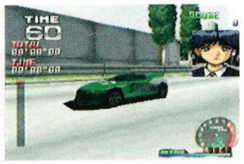
£Rapid Racer ☆☆

Good fun in the short term but again failed to be Sony's answer to the N64's Wave Race 64.



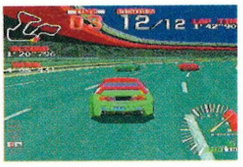

£Ray Tracers ☆☆

Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like.

£Ridge Racer platinum ☆☆

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.

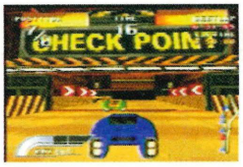
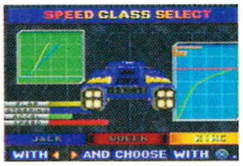
£Ridge Racer Rev. platinum ☆☆

The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic



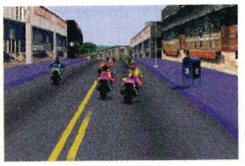

£Road Rage ☆

A poor mans WipEout in every sense. In fact a man so poor he only eats from bins. Avoid.

£Road Rash ☆☆

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.




£Road Rash 3D ☆☆

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor bike race across America while avoiding the cops and beating the opposistion with baseball bats. A great idea that fails to hit the target..



£Rock 'N' Roll Racing 2 ☆

This looks amazing until you actually start racing, then you'll find this is one of the worst games you've seen.



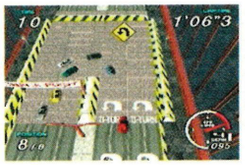

£S.C.A.R.S ☆☆

A novelty racer in the Mario Kart mould. Each car is based on the characteristic of an animal with which you have to rip around a brightly coloured track, picking up useful items and generally pissing of other drivers. Good fun in Mult-player mode.



£Speedster ☆

A racing game with a weird overhead view point. Original but largely arse.




£Starwinder ☆

What is this, clock work stars? No, its a 3D space racer that fastens you to a rail and chucks you all over the place. It tries so hard to be Wipeout, but isn't. Wa-hey! Another game for the bargain basement incinerator.



£Street Racer ☆☆

Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated. To be fair it did when it was released too. It's saving grace was its use of Page 3 "Stunnas" in the ad campaign but they're not included. Like gameplay.



£ Supersonic Racers ☆

A wacky race style romp that owes more than a passing thankyou to MicroMachines 3. Avoid this drivel and get Circuit Breakers. It's so much better than this predessesor. You can get it cheap too so you'll be saving money into the bargain. Bonuus



£ Tokyo Highway Battle ☆

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't.



puzzle

£ Test Drive Off Road ☆

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.





£ Tommi Makinen Rally ☆

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



£ 3D Lemmings ☆☆

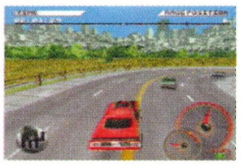
An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.





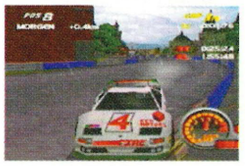
£ Test Drive 4 ☆☆

Well done boys. Creating a racing game with no two player option. It's a fair one player game, but most of the fun of the racing genre is the mano et mano rivalry. Better off looking for a more complete title really and looking around there are obviously plenty.



£ Total Drivin ☆☆☆

Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again



£ Blast Chamber ☆☆

Confusing puzzling sport from the future. Quirky, but then so is eating dog's dicks.





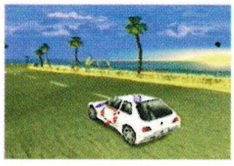
£ Test Drive 4x4 ☆

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. Then set fire to it to be on the safe side. You don't want any kids picking it up and trying to play it. It's dangerous.



£ V Rally platinum ☆☆☆☆

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.



£ Bust A Move 2 platinum ☆☆

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action. A good game for showing the little lady that PlayStations arn't just about wathcing Laras arse while slowly touching yourself. Well, not all the time.



£ Test Drive 5 ☆☆

Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.





£ WipEout platinum ☆☆☆

Not many games feature soundtracks that sell like viagra coated chocolate. Couple the top sonics with high speed graphics that will make you sea sick, and you get a classic game that made the PlayStations infancy so exciting.



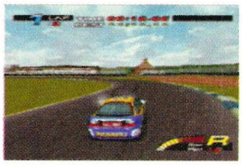
£ Bust A Move 3 ☆☆☆

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting hammered. Downside - not being able to use your PlayStation ever again cos you won't get the cow off it again. So you'll have to dump her!



£ TOCA Touring Car platinum ☆☆☆☆

A fantastic Touring Car simulation which is up there with the V-Rallys and Total Drivin's of this world.





£ WipEout 2097 platinum ☆☆☆

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.



£ Devil Dice ☆☆

Another interesting idea that looks suspiciously good on screen but actually turns out to be irritating.



£ TOCA 2 ☆☆☆☆

Simulations don't get much better than this. The original TOCA was excellent but this takes everything a step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.



£ Wreckin' crew ☆

Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



£ Grid Run ☆

Fast paced chases around a floating grid. Good fun in small doses. Very small doses. Minuscule in fact.





£Hebereke's Popoitto ☆

Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD intake. Full marks though for having the strangest name in Dealer though. That's got to be worth getting it for. No? God, what do you people want out there!



£Super Puzzle Fighter Turbo ☆☆☆☆

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.





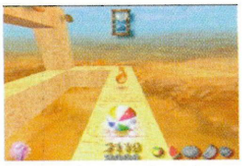
£Diablo ☆☆☆

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Most of games are designed to be played with a mouse but the developers have managed to get all the main functions onto the PlayStation controller with no fuss.

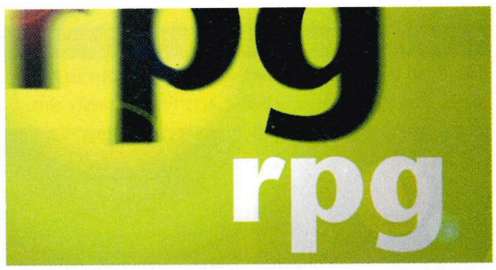


£Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.

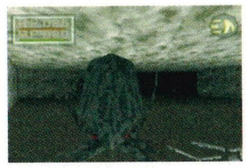






£King's Field ☆☆

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.

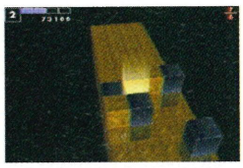




£Kurushi: Intelligent Cube ☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating but then that's the point.

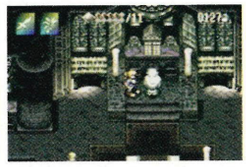




£Alundra ☆☆

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.





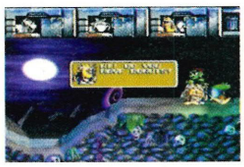
£Suikoden ☆

This one has the dubious pleasure of being the first true role playing game on the PlayStation. The game drabness drags, what was a bad game, to the levels of a really bad on. With FF8 on it's way, this can happily be avoided with confidence.



£Lost Vikings 2 ☆☆☆

Control a posse of comedy Norse men who are lost. Old idea well worked.





£Blaze & Blade ☆

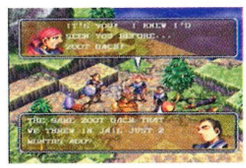
Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.





£Vandal Hearts ☆☆☆

Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.



£Oddworld: Abe's Oddysee platinum ☆☆☆☆

An excellent puzzle game.Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



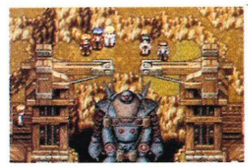
£Breath Of Fire 3 ☆☆☆

Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo. Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead.



£Wild Arms ☆☆

This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.

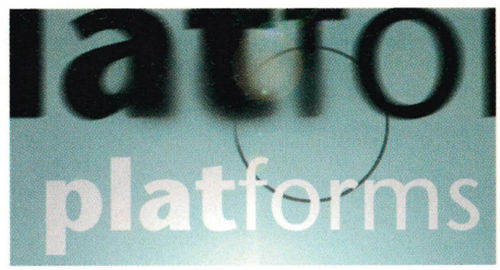




£Final Fantasy VII ☆☆☆☆

The biggest game ever! Three whole CD's full of sumptuous graphics and sleazy music. Takes about 100 hours to complete but it's certainly time well spent. Your girlfriend will learn to cope with your long periods of sustained absence. Buy her a vibe.



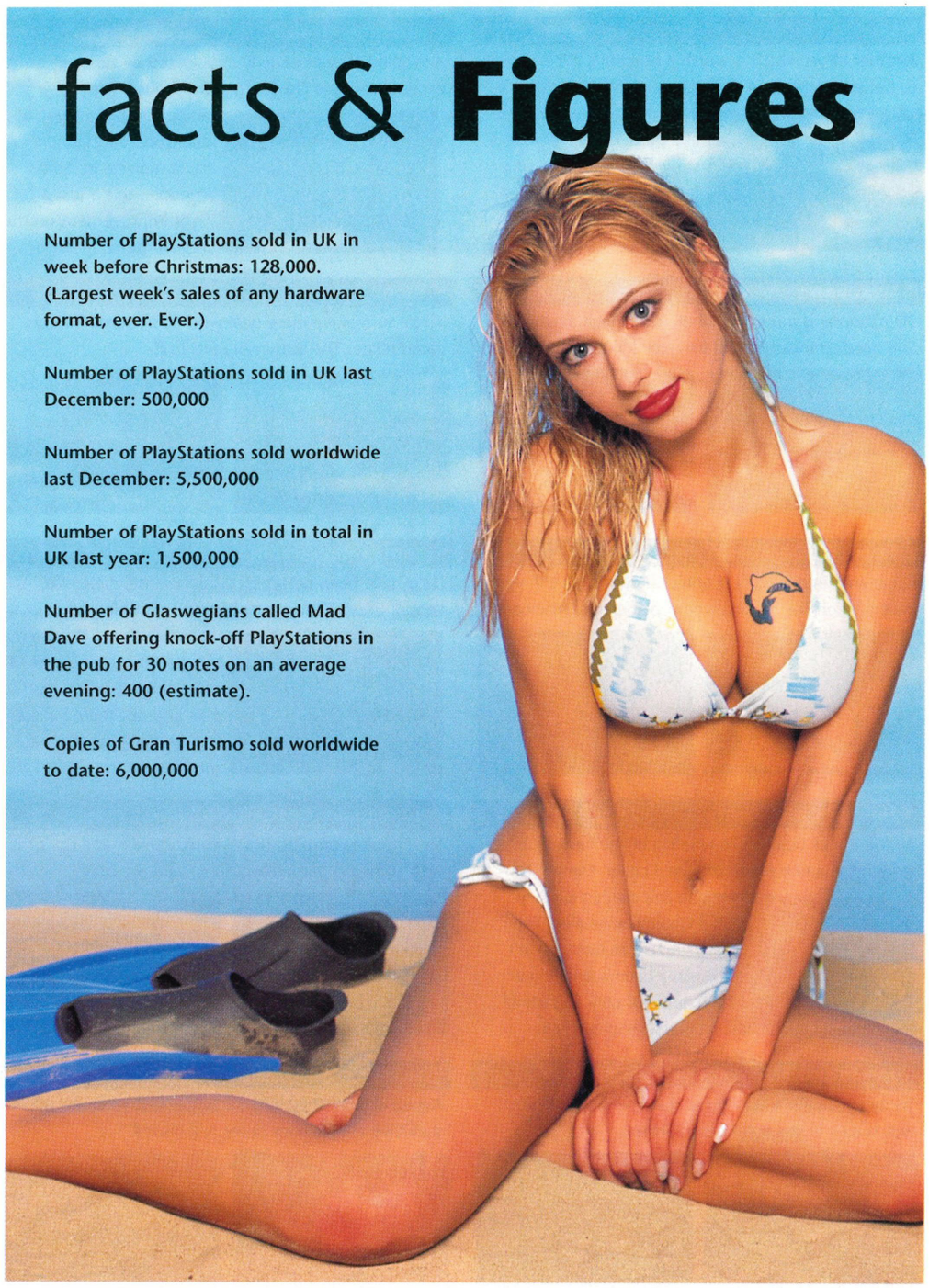


£Captain Blasto ☆☆

Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.



facts & Figures



Number of PlayStations sold in UK in week before Christmas: 128,000. (Largest week's sales of any hardware format, ever. Ever.)

Number of PlayStations sold in UK last December: 500,000

Number of PlayStations sold worldwide last December: 5,500,000

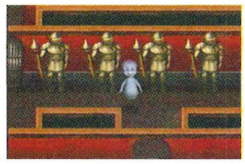
Number of PlayStations sold in total in UK last year: 1,500,000

Number of Glaswegians called Mad Dave offering knock-off PlayStations in the pub for 30 notes on an average evening: 400 (estimate).

Copies of Gran Turismo sold worldwide to date: 6,000,000

£ Casper ☆

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeaming features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?



£ Castlevania ☆

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!



£ Cheesy ☆

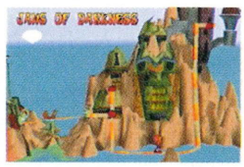
I know, let's make a game and give it an ironic title like "crap game" or something. Trouble with this one is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature.



£ Crash Bandicoot platinum ☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.





£ Crash Bandicoot 2 ☆☆☆☆

A massive improvement on the original with more variation than its predecessor. A winner.





£ Crash Bandicoot 3 ☆☆☆☆

This is how sequels should be approached. The basic idea remains the same but the gameplay is revamped and redrawn for a newer, fresher, look, with more variety in the levels and an all-round tougher challenge. One of the PlayStation's finest platformers.



£ Croc ☆☆

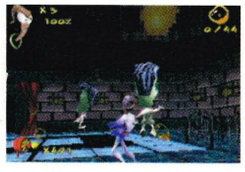
A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



£ Earthworm Jim 2 ☆

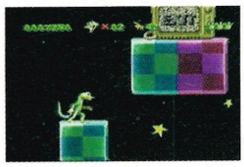
An unimpressive update of a 16bit platform hero. Dated on release and dirt now.





£Gex ☆☆

Another effort which is worth a butcher's if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one – see below) but still provides limited fun for a while.



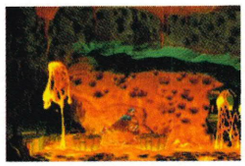
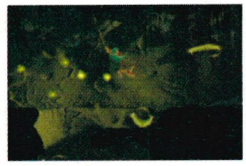
£Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.




£Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.

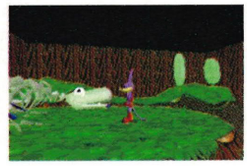
£Hercules platinum ☆☆☆

All the fun of Disney's re-writting of the famous Greek ledgend in a fine platform based caper. Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short but fun.



£Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.

£Johnny Bazookatone ☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile of as even their names make you want to double over and puke 'till you see stars. When will these developers stop wasting our time?



£Jumping Flash ☆☆

This well average platformer has nothing to do with ropey Whoopie Goldberg movies or Rolling Stones Lyrics. Shame really, as it needs some slice of insanity to take it from the realms of medicore. Easy to complete yet friendly. Inoffensive bargain fodder.



£Jumping Flash 2 ☆☆

A sequal that was eagerly anticipated by no-one except Whoopie Goldberg, who though her ropey movie had been given a second part and a PlayStation tie in. Sorry Whoopie, this is just a slight improvement on the original game.



£Klona ☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.




£Lomax In Lemmingland ☆☆

He'd have been better off visiting somewhere else, Lomax Crash Bandicoot Land, for example. It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready.



£Jurassic Park: **Lost World** ☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.




£Lucky Luke ☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.



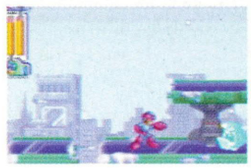

£Mega Man X3 ☆

For some reason, that we will never know, crap games seem to be the horniest and most fertile genres out there. The Mega man series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.



£Megaman 8 ☆

See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.



£Mickey Mania platinum ☆☆

Remember the days when every game liscence was converted into a platform game, no matter what? Well, Disney seem to remember and have given you lucky people this piece of retro gaming action. It's short but it's fun and it's got a six foot mouse!



£Oddworld: Abe's Exoddus ☆☆☆☆

The Gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.



£Pandemonium platinum ☆☆

A 2D platformer made to look all 3D. Not bad, but there are those which do it for real.




£Pandemonium 2 ☆☆☆

A 3D platorm game that's "on rails" but offers enough fun and frolics to keep even the grumpiest person happy. That is untill you complete it while your waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly May fly.



£Psybadek ☆☆

An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls. One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.



£Rayman platinum ☆☆

The French and limbless character will soon have his sequal and TV series. The original game offers some good and honest, no frills fun that will entertain those of you desperate to control a French and limbless cartoon character. You know who you are!



£Rascal ☆

Like we said, you could do a lot worse, and this is a lot worse. Good looking with cock all gameplay.




beat 'em-up

£ Skull Monkeys ☆☆

Awesome graphics but lacking in lasting appeal. One of the "best of the rest" if you know what we mean.




£ Spider ☆

Incey Wincey Spider, coming down the spout, Incey Wincey Spider began to scream and shout. He shouted with frustration that in his platform game, the graphics were abysmal and the gameplay was so lame. Like most spiders, this is best flushed down the bog.



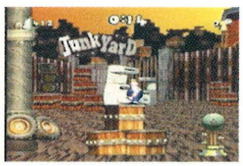
£ Spot Goes To Hollywood ☆

Another example of 16bit characters failing to make the transition into 32bit gaming.




£ Trash It ☆

Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.



£ Tombi ☆☆

Part puzzle with a spot of RPG thrown in for good measure. Put it on your list of must-buys at no. 108.




£ Wild 9 ☆☆☆

The world's first torture'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



£ Batman Forever ☆

Appaling dog's-mess of a game. The average human would be better served eating their own arse.




£ Battle Arena Toshinden platinum ☆☆☆

An early PlayStation beat-em-up that was good, but has been overtaken by the likes of Tekken 3 and SoulBlade. Tekken 2 and SoulBlade are available on Platinum so it's hard to reccomend this anymore. Good fighting for it's time.



£ Battle Arena Toshinden 2 ☆☆

By release number three, this series was begining to really show it's age. When you compare this one to the Tekken stable, there is no contest whatsoever. The graphics look dated and the controls are now a complete joke. Best let this one wander of and die really.



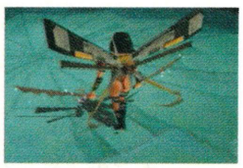
£ Battle Arena Toshinden 3 ☆☆

More magic scrapping action in the same vain as the other two. The series was struggling by this time as Tekken had been accepted as the number one beat'em-up, and something special was needed to get back the balance of power. It didn't come, but it's still good.



Bio F.R.E.A.K.S ☆

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.

Bloody Roar ☆☆☆

A good looking beat'em-up which could easily have fallen by the wayside as one of the many average efforts. It doesn't though, thanks to some great moves and the excellent morphing characters who change from human to animal form. no Tekken, but a good effort.



Bushido Blade ☆☆☆

Handy for those bereft of patience. Big twatters of swords mean the best special move wins.




Cardinal Syn ☆☆☆

Unusual game from Sony with some odd characters and interesting scenarios. Lacking in adrenaline.




£ Criticom ☆

That old chestnut about the game with good graphics and piss poor gameplay has never rung more true than with this piece of stale wank. If your one of those sad people that likes thigs this way, then buy all means buy this game and *u@! off while your doing it.



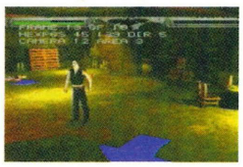
£ Dead Or Alive ☆☆☆☆

Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.




£ The Crow: City Of Angels ☆

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.

Darkstalkers ☆☆

It's not like Capcom to use the Street Fighter engine for virtually every other game they produce is it? This 2D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!



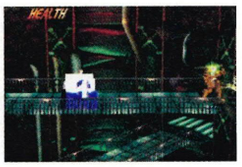
Dynasty Warriors ☆☆

If you fancy a trek back in time to ancient Japan then this average kick about fits the bill. On the other hand if you don't then it most certainly doesn't. A word of warning too - it's bloody difficult to play and you'll get your arse kicked time and time again.



Fantastic Four ☆

The most ill advised title of all time. Fantastic it most certainly is not. In fact, replace the word Fantastic with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.



Fighting Force ☆☆

Tries to mix adventure with fighting but turns up like Monica Lewinsky – a bit dull and far too easy




£Iron & Blood ☆☆

Where do they get the names from? The medieval setting makes a nice change but the game is average.




£Iron Man ☆

Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.



Killer Instinct: Arena Fighters ☆

Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It now looks dated and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.



Legend ☆☆

Novelty slash 'em up in the mould of eighties' classic Golden Axe. Only worth a look if you're going to play in multi-player mode. The single player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder



Marvel Super Heroes ☆☆☆

What more can you want from a game than the chance to pit SpiderMan against Wolverine and find out who will win. The main let own in the game is the use of the ancient Street Fighter engine. Still, it does have Marvel Super Heroes. Exelsior!



Mortal Kombat 3 ☆☆

These games rocked the orld a few years ago, but video games have a habit of aging quickly and this one is no exception. With the domination of 3D fighting, it's hard to see a place for this old timer. Plenty of blood and gore though.



Mortal Kombat Mythologies ☆

Take the worst part of the Mortal Kombat games and mix well with the shoddiest idea for an RPG, leave to fester 'till the mixture takes on a brown, crinkley and odourous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.



£Mortal Kombat Trilogy ☆

The original three arcade smashes rolled into one tiresome collection. They're all the same though.




£Mortal Kombat 4 ☆☆☆

Mortal Kombat finally gets a game worth playing as it enters the 3D era. It still struggles to keep up with its rival beat 'em ups but it is at least a noble effort that puts up more of a scrap than its less illustrious predecessors. Worth a look for fight fans.



£Pocket Fighter ☆☆☆

A cracking little game that's great fun. See tiny characters beat seven shades out of each other using a variety of secret weapons pulled out from huge pockets. Street Fighter engine again, but oodles of novelty make this a good bet to buy.



£Psychic Force ☆

If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.




£Rise 2: Resurrection ☆

Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. There was certainly no learning curve on display as far as the programmers were concerned. You lot cottoned on though and didn't buy it thankfully.



£Rival Schools: United By Fate ☆☆☆☆

Schoolies' knickers on show in virtually every fight. Does it get any better than this? Capcom unleashed this ridiculously named game and won over our hearts because it really was good. Well worth adding to your games cupboard if only for the chicks



£Soul Blade platinum ☆☆☆☆

A £20 game that simply everybody must own. One of the best fighting games to be released on any format




£Star Gladiator ☆☆☆

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)




£Star Wars: Masters of Teras Kasi ☆☆☆

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.




£Street Fighter Alpha 2 ☆☆

Oh, God. Will they ever stop doing this? Who exactly owns a Street Fighter game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot - or taxed heavily. If you want a SF game just pick any at random.



£Street Fighter Collection ☆

This does exactly what it says on the tin. Three Street Fighter games in one simple bundle. They're all the same underneath but you do get a variety of characters and special moves for your money. If you love Street Fighter then you can't go far wrong.



£Street Fighter EX Plus Alpha ☆☆☆☆

Funny that Capcom realised that the Street Fighter series needed to pack it's bags and head for 3D territory and then decided to go back to 2D. Fools. This fleshed out SF'er show how good the series could get if only they would carry it through.



£Street Fighter: The Movie ☆

Street Fighter: The piss take more like. What is going on? Game is turned into crap movie and then crap movie gets shunted back into crap game! Is it just me or is this the stupiest thing that the world has ever seen? Anyone who buys this should be bayonetted.



£Tekken platinum ☆☆☆☆☆

Now were talking fighting games. Forget your Street Fighters and your Toshindens and get this. Tekken 2 is out on Platinum too, so you'd realy be better of getting that. If it's bargain bucket toss up time, then this wins over all but the other Tekkens.



£Tekken 2 platinum ☆☆☆☆☆

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!





£Tobal No.1 ☆☆

An old and crusty fighting game that came out at the same time as Toshinden (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-em-ups and really should just shrivel up and die. Good for a museum piece.



£Wargods ☆

If Wargods was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



£Yusha ☆

If being totally of your mad assed tits was something that regarded as "good" the this offering from the "bad in the head" Japs would be a classic. Of, course weird does not equal reamness. Yusha is weird but, Jeezus is it shite. Run Away!



£Vs ☆☆

The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles. Now all that's needed is a spot of Ice Cube and we're fully sorted. Unfortunately, the Uzi's and "shanks" are missing and it's all a trifle average, homes.



£X Men: Children Of The Atom ☆☆

Standard 2D fighter from the 2D fighter masters. Worth a peek if you own ALL the Street Fighters.





£X Men Vs Street Fighter ☆

Triple X Men more like. You've a right to expect better than this half-arsed piffle.





£Zero Divide ☆☆

A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no suprise that this droid fighter is a bit on the cumbersome side. Who want's to play characters like these? People who like their games on the average side, that's who.



£Zero Divide 2 ☆☆

And the same could be said for this. The graphics in both games are the high point, although there is a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone mates...

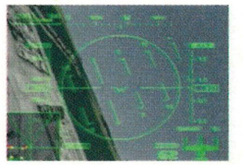


flight sims

£Ace Combat 2 ☆☆☆

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.





£Agile Warrior ☆☆

A vaguely involving fly'em-around'em-up which runs at a very reasonable speed even when the screen is full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.



£Air Combat platinum ☆☆

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.





£Black Dawn ☆☆☆

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequal to Agile warrior and has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like 'Nam. I guess.



£Firestorm: Thunderhawk 2 ☆☆☆

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!



£Tekken 3 ☆☆☆☆

Again even better than the above. Tekken 3 is the ultimate fighting game on the PlayStation and it's doubtful it'll be beaten. As close to an arcade fighting game as you could ever want. Every PSX owner should have one tucked away somewhere.



£Gunship ☆☆

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in



overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning"

£Raging Skies ☆

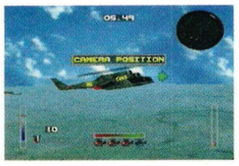
Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho ho, no but really readers,



that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...

£Strikepoint ☆

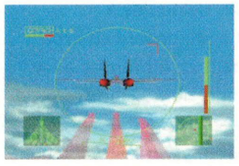
Another game that makes no real mistake other than being really dull. There are bigger, better and more



interesting fly-em-ups out there, so only pick this one up if you find it lost somewhere. It has no real place in your game collection, so best leave it.

£Top Gun: Fire At Will ☆

Thank you. We choose to fire now and we choose to fire at you, programmers, for littering the planet



with such crap. Like Strikepoint above, does nothing to offend apart from offer sack-all in the way of anything remotely new or innovative. It's a must! Yes.

£Warhawk ☆☆

An early whirlybird simulation that's basic graphics really do what is a fair game. The games one saving



grace is the fact that the missions are well designed and you find yourself needing to finnish them. Available for a tenner in bargain box. Somewhere.

£Wing Commander 3 ☆

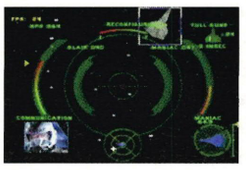
Look at these screenshots. Don't they look great? That's because they're FMV. Space dogfighting your



bag is it? - then you might dredge a morsel of enjoyment from this effort. But be warned, it doesn't look good and it doesn't play well.

£Wing Commander 4 ☆

Another Mark Hammill pay day and another tale of style over substance. Pants, with a capital shite.





£Wing Over ☆☆

Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.





adventure

£Alone In The Dark m☆

One of the original PlayStation adventure games which takes the player into a haunted house scenario and



provides it's fair share of mild shocks and light thrills. Cumbersome control and a now dated look haven't taken all the polish off this old girl. But they've tried.

£Akuji The Heartless ☆☆

Strange voodoo dealings sound promising but in fact form part of an average effort. Wait for price to drop.





£Atlantis ☆

As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.

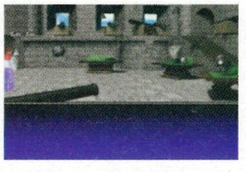




£Ark Of Time ☆

Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.





£Batman & Robin ☆

Twatman and Bobbins. Get the picture?





£Blazing Dragons ☆

this may seem like a really stupid exclamation that Robin (the boy wonder) would sqeek at Batman.



And well it might be. It's also the name of a potentialy good monster mangler that is let down by gameplay that fails to gel. Don't even touch with a pole.

£Broken Sword ☆☆☆

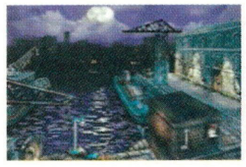
Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games



of its ilk. Well designed and written, it isn't the trickest adventure to finish but will keep any player happy for the duration of their time with it.

£Broken Sword 2 ☆☆☆

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.

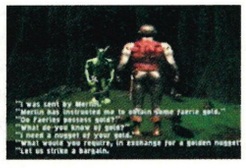




£Chronicles Of The Sword ☆

Bit of a pork sword, as it goes. Old hat, nothing new, you'd be mad to shell out for it, etc. etc.





£City Of The Lost Children ☆☆

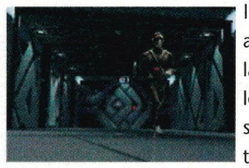
Basing a videogame adventure on a movie - oh that's new. Except it is when the movie's a French arty flick.



It would be fair to expect our share of tits and onions then, but alas none of either are forthcoming, though the semi-lush graphics provide a decent game experience.

£Cyberia ☆☆

A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat in



light of more recent achievements. Never a lasting adventure, it leaves a lot to be desired now, but shouldn't be dismissed totally out of hand.

£D ☆

Two words that make no sense. Friendly fire. Another two? Interactive Movie. This one looks



fair but you expect that from a game that is basically a movie that pauses for you to solve a crappy puzzle. Save your money and go to the Cinema.

£Deathtrap Dungeon ☆☆☆

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.




£Discworld ☆☆

A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it .



£Discworld 2 ☆☆

And the same applies to this. Far from bad but only the mad-for-Pratchett brigade will mess themselves.




£Excalibur 2255AD ☆☆

An interesting and - for the most part - involving adventure with a decent mix of action and puzzles. Despite the different setting though, this is a an effort which wants to be Tomb Raider and, naturally, fails. Not a bad buy if you can pick it up cheap though.



£Herc's Adventures ☆

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



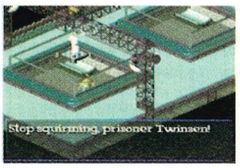

£Legacy Of Kain ☆☆☆

Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.



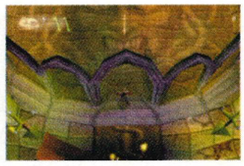

£Little Big Adventure ☆☆

A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.



£Medievil ☆☆☆

Ghosts n' Goblins is brought into the 90s in this excellent swashbuckling comedy type thing.

£Men In Black ☆

Cacky movie tie in which pseudo sticks to the plot of the film, but you won't care.




£Metal Gear Solid ☆☆☆☆

One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake. Just buy it!




£Myst ☆

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up-their-own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The Cd makes a good frizbe.



£Nightmare Creatures ☆☆☆

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.




£Ninja: Shadow Of Darkness ☆☆☆

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.




£ODT ☆

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...




JAPANESE CHART

1. Let's Go by Train 2
2. Um Jammer Lammy
3. Million Classic
4. Gallop Racer 3
5. Fisherman's Road

£Overblood ☆☆

A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



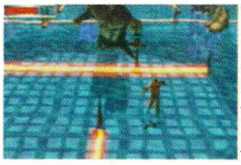
£Perfect Weapon ☆☆

Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those titles which if you make it half way through you'll lose sleep and food until you finish it. Looks great and you get to punch stuff. Christ, it's Naomi Campbell!



£Pitfall 3D: Beyond The Jungle ☆☆

Highly anticipated 32bit revamp of classic game from days of old, when, y'know, monkeys chewed stuff and that. It all worked out rather well as it goes, but since it's based on a concept of jumping over stuff and not much else, it doesn't "go" far enough. Good fun.



£Psychic Detective ☆

Ooh, could this game feature a detective that's Psychic? Hardley need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." end of game. Shite Interwanktive movie shitefest. Shite-Shite that's heavy on the crap.



£Reboot: Countdown To Chaos ☆☆

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.




£ Resident Evil platinum ☆☆☆

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Perm any four of the above and a fantastic game ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.



£ Resident Evil 2 ☆☆☆☆

Twice the adventure of the first game, Leon and Claire's battle is, shock-horror, a stunning shock-horror





£ Resident Evil: Directors Cut ☆☆☆

Justly falling between RE 1 and 2 for quality, and the chance to get a peek at RE2, which has come out now and therefore makes this version totally obsolete. If you must own RE1 then this is a better version. Just as scary, but more so.



£ Riven ☆

As an adventure game, this makes a very nice collection of moody holiday snaps.





£ Sentient ☆☆

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.





£ Spawn: The Eternal ☆☆

Actually considerably better than the film. Just as prison-rape is better than death.





£ Spyro The Dragon ☆☆☆☆

Is he Croc? Is he Crash? Is he Sonic the fer-hucking Hedgehog? He's a bit of everything and a lot of something else. If you can forgive the often annoying camera angles than this platform/adventure is a fine game to own. Looks and sounds fantastic.



£ Swagman ☆

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.





£ Tenchu ☆☆☆☆

Good stuff this. Stealth, cunning and realism required. It's a bit like shagging your mate's mum.





£ Time Commando ☆

Going back in time and monkeying about with history may have been fun for Michael J Fox, but for this clumbering brute of a game it's just a pain in the arse. If your rich and like wasting space in your game cabinet, the buy away. Everyone else, hide.



£ Tomb Raider platinum ☆☆☆☆

The game which launched a thousand magazine covers. And the same amount of pretenders.





£ Tomb Raider 3 ☆☆☆☆

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.





shoot 'em-up

£ Alien Trilogy platinum ☆☆☆

Not in the same leauge as Die Hard Triogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round Alien infested corridors. Dark, spooky and trouser browing action that will appeal to fans of the movies.



£ Apocalypse ☆☆☆

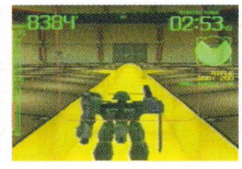
Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.





£ Armoured Core ☆☆

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid with the money you make. Fair.



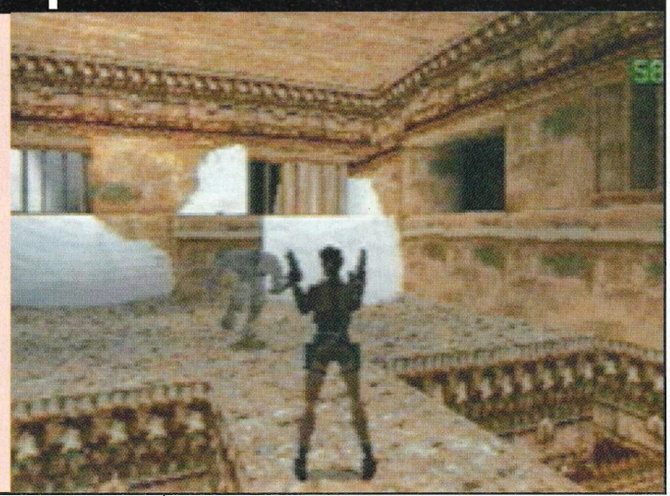
£ Area 51 ☆

No no no no no! A bland conversion of a bland light-gun coin-op. It has nothing on Time Crisis or Die Hard Trilogy so don't even think of buying. It may appeal to tossers who are in to all that Roswell autopsy guff. Why? Who cares, let the geeks waste their money.



£ Tomb Raider 2 platinum ☆☆☆☆

Run, jump, fire, hang, say "Ooh!" when you bump into things. Better than the first in every way and one of the few genuine must-have additions to everyone's game collection. A larger game with less puzzling and more shooting action than the first. Top stuff!



£Assault ☆☆☆

The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.




£Assault Rigs ☆

This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some some nice touches in what effectivly is, a Doom clone in a robot suit. Good for it's time and a worthy ten quid purchase.



£Asteroids ☆☆

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.



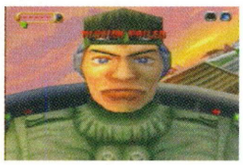

£Auto Destruct ☆☆

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.



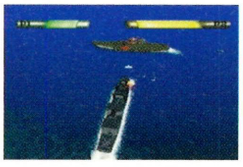
£B-Movie ☆☆☆

Alien-chasing shoot'em-up with some subtle humour to keep you amused. Tricky to complete.




£Battle Stations ☆

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.




£Beast Wars ☆

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it do you? Well you would...



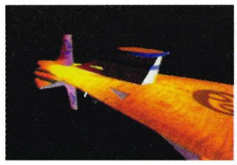

£Blam! Machinehead ☆

It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occasionaly nice graphical touches that's let down by a stupid name, over complex missions and a control system that just insn't nice to use. car boot sale purchase only.



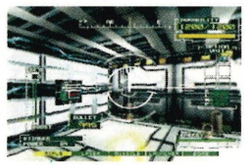
£Blast Radius ☆☆

Star Wars style shoot'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.




£Brahma Force ☆☆☆

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.

£Colony Wars ☆☆☆

All the fun of pretending to be Luke Skywalker or Starbuck out of Battlestar galactica. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The mult-ending campaign is a nice touch. Could have done more really..



£Colony Wars: Vengeance ☆☆☆☆

...and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



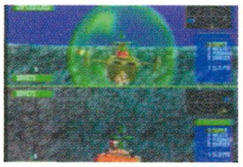

£Contra: Legacy Of War ☆

Horizontal scrolling shoot'em-up offering nostalgia at best and tits-all at worst.




£Critical Depth ☆

After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



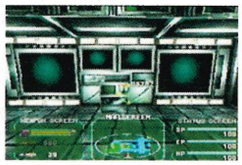

£Duke Nukem Time To Kill ☆☆☆

Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



£Epidemic ☆

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.

£Exhumed ☆☆

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.




£Fade To Black platinum ☆☆☆

A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.



£Final Doom ☆☆☆

The Doom games are classics and a landmark in gaming technology. This sequal is a goodie but a toughie that's only fault is that it runs slightly slower than a basic PC version and can only be played two-player with a link-up cable. Worth getting 'till Quake2 debuts.



US CHART

1. Hamburgers
2. Saying "You guys"
3. Britney Spears
4. Inappropriate braces
5. NATO bombing runs

£Firo & Klawd ☆

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.




£Future Cop: LAPD ☆☆☆☆

To all intents and purposes a continuation of the Strike series (y'know, Urban, Soviet and all that), this took the slightly aged gameplay to a higher level with its impressively dark undertones and atmospheric graphics and sounds. Blimey, that was serious!



£Galaxian 3 ☆

An interesting idea spawned long before the "let's do an old thing, but make it 3D" bandwagon began to roll. The beauty of Galaxian in the arcade though was its simplicity - Space Invaders with bits that fell off. This reworking was a brave idea which fell flat on its arse.



£Forsaken ☆☆☆

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.




£G.Darius ☆☆☆

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.



£Ghost In The Shell ☆☆

A comic book inspired game that never quite manages to achieve its aim. Another boot sale bargain.




£Frenzy ☆

Nothing to do with the violent Hitchcock movie, which is a real shame as this cartoony blaster is total toss. The fair looking graphics completly fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



£G-Police ☆☆☆

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.



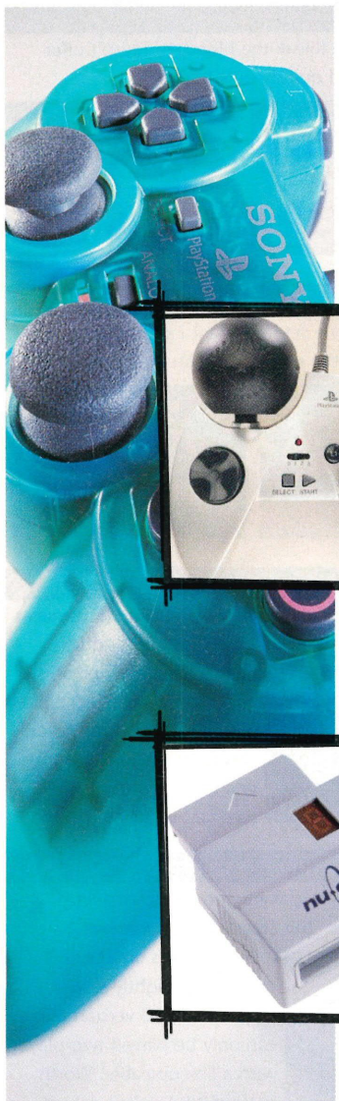
£Hard Boiled ☆

Based on the cult comicbooks of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.




Accessories

They may be just bits of plastic, but they're bloody useful

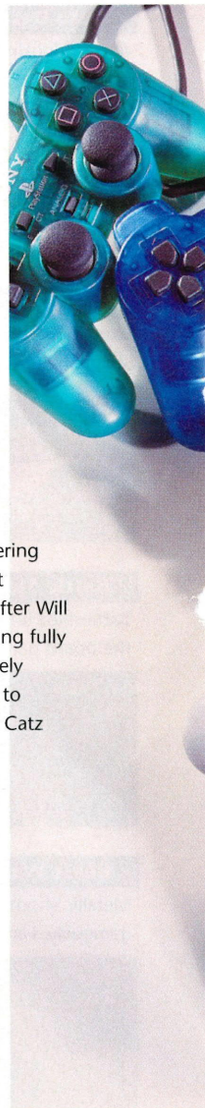


If you're after one of Agetec's bizarre-looking Sphere 360 pads but are having trouble tracking them down, you can now get one via the medium of mail order. Get your hands on a credit card (preferably not a stolen one), telephone 01923 202097 or visit www.agetec-europe.com, and this space-age piece of kit could be yours for the princely sum of **£49.99**!



The Mad Catz Dual Force wheel is a fine steering implement which features and a rumble not witnessed in these parts since the morning after Will overdosed on vindaloo and milk stout. Coming fully kitted out with pedals, a gearknob and a lovely leather-effect wheel cover for those wanting to protect those hand shandy blisters, the Mad Catz wheel costs **£59.99**.

Finding it hard to squeeze all your saves onto one card? Never fear, because Nu-Gen's Compressor is the perfect remedy. Slap this in your memory card port, bung in the memory card, and the small but perfectly formed device will squash up all existing saves to make room for brand-spanking new ones. Price: **£14.99**



£Hexen ☆

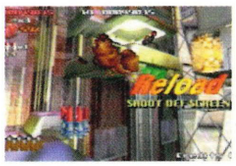
Eagerly awaited magical-blaster-cum-gorefest which pleased the Doom crowd when released for the PC.



Seems as though the programmers were wearing their "Let's Make a Good Game Shit" helmets for this version though. And believe us, those helmets work.

£Judge Dredd ☆☆

Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.





£Lethal Enforcers ☆

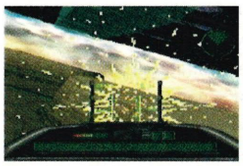
If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are

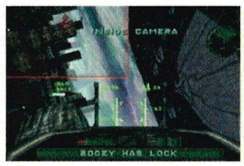


only one part of the problem with LE, since it'd fail to keep the attention of any sane person for more than half an hour. Apart from that it's a treat!

£Independence Day ☆

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.





£Kileak The Blood ☆☆

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.





£Lifeforce: Tenka ☆☆☆

Games which set their stall out by being very dark have to work a lot harder than others to make it into



the ranks of decency. This is an effort that made the grade, with crisp visuals and an effective, eerie type of gameplay which, although now old, still impresses.

£In The Hunt ☆

Underwater submarine-based (well it'd have to be, wouldn't it?) shoot'em-up with enemies to fire at and



other stuff to do. Not a fast moving concept but it could have been fine, had the submarines not looked like the work of a hook-handed three year old.

£Krazy Ivan ☆☆

Enormous robots shooting each other. In Russia. It's not a bad old game considering its age.





£Loaded platinum ☆☆☆

A fast moving isometric shoot-em-up where you get to control gun toatin' freaks. The graphics were

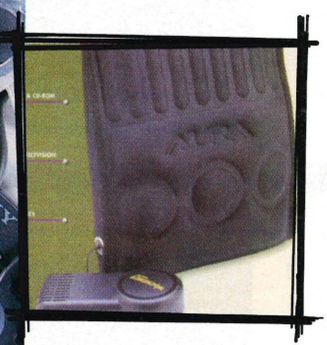


done by 2000AD's Simon Bisley and it features a top sound track by Pop Will Eat Itself. Good two player fun let down by our old enemy, repetativenes.





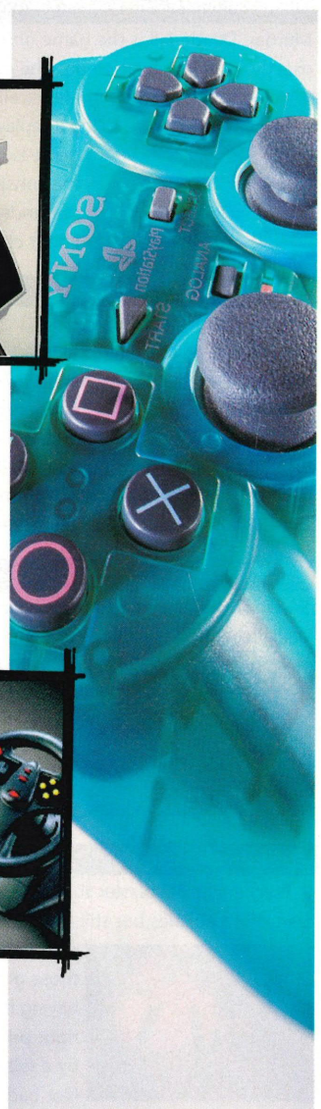
Crack shots everywhere (uh huh huh huh - Beavis and Butthead) will be able to prove themselves worthy with Logic 3's Protector 2 gun, priced at a jolly reasonable **£27.99**. This G-Con 45-style gun features twin speed and machine-gun auto-fire modes, as well as facilities for automatic reload (for lazy buggers whose 'Wanker's Arm' syndrome is so severe that they can't move it.) Also boasting a a vibrating recoil feature, it's guaranteed to put the life back into any limp limbs.



Feel the force, fellas! The Aura Sound Cushion may look cumbersome, but wire it up to your PlayStation, TV or stereo, plug it in and feel the music gently vibrate massaging your spine until you're in an whirlwind of pleasure. Costing around **£30**, they're available from LifeTools on (01260) 282001.



It's official! The V3 Racing Wheel from Interact has recently been endorsed by Sony, and it's not without reason. As well as being able to use it on a desk, on your lap or between your legs, the wheel boasts analogue and digital steering, programmable buttons, and will even save any settings you make using its internal memory. Want one? It'll set you back **£49.99**, sir.



£Lone Soldier ☆

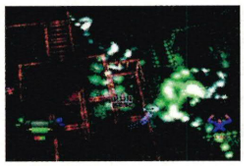
That old arcade classic, Commando is given a 3D treatment. That sounds quite good does it not?

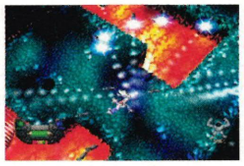


Yes, a good idea that is let down by being the worst shoot-em-up in the history of the genre. Games this piss poor arn't even worth burning. Shite.

£Machine Hunter ☆☆

3D effort which borrowed from the 2D Loaded, but fails to recapture the spirit. Worth a few quid.





£Maximum Force ☆

Following the success of the excellent Time Crisis came a wave of titles intent on cashing in. None came



poorer than this disgrace and if you see it in the dirt bucket at your local game retailing emporium, offer them a fiver just to see what we mean. Wank.

£MDK ☆☆☆

Murder, Death, kill is the name of the game and that's exactly what you have to do. The graphics



are excellent and the gameplay is novel. The game is only let down by the constant assault you're put under. Great if you can find it cheap.

£Mechwarrior 2 ☆☆☆

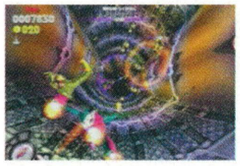
A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech



and blow the shit out of your enemies. It can get quite tough and is an aquired taste. I fun shoot-em-up that can be found at a knocked off price.

£N20 ☆

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement



through the 3D levels to a reasonable if standard soundtrack, but there's never quite enough going on. Wasted potential. The Stan Collymore of games.

£Nanotek Warrior ☆☆☆

A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate



reamness. Another one of those games that's worth having if you can find the right price, or get given it by a relative for christmas. Not bad, not that good.

£Novastorm ☆

This one harks back to the days of the original PlayStation demo disk and boy, does it show.



It plays like an "into the screen" 3D version of R-type, but with anything that would make it good removed. Times have moved on so avoid.

£Nuclear Strike ☆☆☆

This sequal to Soviet Strike improves slightly on the graphical front and has a few new touches.



Both this and Soviet are fantastic shoot-em-ups but this one just about wins out and makes a worthwhile addition to your collection.

£One ☆☆

Yawn. Another case of great graphics let down by getting really boring really quickly. The lucky thing is,



with a title as "inspired" as is, the possibility of sequels called One Two and One three is just to stupid to ever happen. Thank Allah for mercy.

£Parodius Deluxe ☆

Nothing to do with ancient Roman hambergers and a lot to do with conversions of tired coin-op shooters.



There was a time when this sort of game turned heads, but that era is over and this title is just a sad reminder of how we were once so easily pleased.

£Philosoma ☆

Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any



old effort you care to mention, Philosoma crams a lot onto the screen and mixes in some decent sound, but it's too much of a mish-mash.

£PO'ed ☆☆

Your supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and



no way challanging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be the ones who shelled out on this lumb of crud.

£R-Types ☆

Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing



flares? Seemed like a good idea until the holiday snaps came out, and the story's the same with this. Leave the crap in the cupboard where it belongs.

£Raiden Project ☆☆☆

Just as great graphics can't hide a crappy game, great playability can hide shoddy visuals. This type of all out



shooter was all the rage a few years ago. This one has all the ideas that made the genre worthwhile. Take a look if you hark back to simpler times.

£Rapid Reload ☆☆

Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects



are good and the general level layout makes for an entertaining "romp", but flat scenery and little innovation make dull too soon. Nae bad.

£Raystorm ☆☆

A fine but standard shoot'em-up. Doesn't warrant the 40 note price tag though.





£Reloaded ☆☆

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable





£Revolution X ☆

An unusual shoot-em-up in an Operation Wolf Stylee. You have to shoot up the establishment with your



CD chucking machine gun and clear the way for Aerosmith to take over the world. God save us from corporate rock and squitty arsed games like this.

£Robotron X ☆

More arcade revamp-age and another example of why the dinosaurs became extinct. Cheddary than a



horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's say highlight, single, shall we. Bottom of the food chain, this kind of thing.

£Rogue Trip ☆

Wish You Were Here meets Twisted Metal, except it's slightly unfair. We've all wanted to twat bejesus out



of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking a rep for advice.

£Shadow Gunner ☆

Robot warriors. Killing each other and stuff. As indeed they have done many times before. Better.




£Shadow Master ☆☆☆

Great-looking blaster with loads of intelligent action. Gear up your brain and this is for you.




£Shellshock ☆☆

3D tank thang where combat strategy comes into play. Worthy but dull. And dark. And did we mention dull?




£Shockwave Assault ☆

Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't like strangers round these parts. Best save the last bullet for yourself as this game is so bad, you'll feel suicidal.Avoid, Avoid and again Avoid this utter turkey.



£Slamscape ☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly..




£Small Soldiers ☆☆☆

The game of the film of surprise. Mini soldiers causing major mayhem in a well presented game. Comes into its own in two player mode where days will pass like moments, or clouds, or whatever, but a worthwhile buy for the friendless soul too.



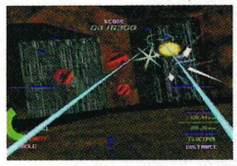
£Soviet Strike platinum ☆☆☆

These Strike games all share the same exellent quality of gameplay as they do everything else. Once you own one you've got a fair idea of all the others. Nuclear Strike is the better version, but this one shares all of Nuke's good points.



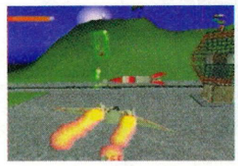
£Starblade Alpha ☆

The arcade version was terrible and this conversion brings across that feeling while, amazingly, being able to be even worse. Who thought this could be possible? The lame programmers, obviously. deserves to be ignored but begs to be strangled. Naff.



£Starfighter 3000 ☆☆

An early 3D effort with some fine but all too rare moments of action, particularly when viewed from the external angles. Speaking of which, its angular emptiness is the reason it becomes so boring so quickly. Worth a fiver for a quick blast.



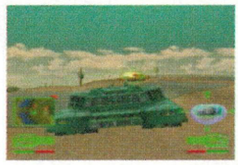
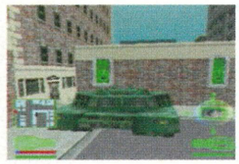
£Steel Harbinger ☆

See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



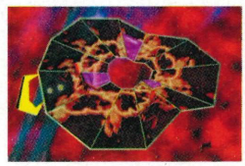
£Steel Reign ☆

Painful, that. Worse than hailstones we should imagine. So indeed is the game itself.

£Tempest X3 ☆

Three games in one, so let's do some maths. Now class, listen up. 3 x shite = triple shite.




£The Fifth Element ☆

Big news at the box office thanks in no small part to the unfulfilled promise of a spot of Mira minge. No such empty promises here, but a whole set of new ones encompassing everything from plot and graphics and gameplay and ultimately, point. Nonsense.



£Tigershark ☆

Dull nautical non-event involving blasting all and sundry in the big, deep sea.





£Total Eclipse ☆

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles. This screenshot gives the impression that the game looks okay. Don't be fooled, it looks like it plays, and it plays like Sunderland.



£Tunnel B1 ☆

Fast tunnel-based blaster that set the pace in the early days and now limps around at the back. In its day it looked the business but things have moved on considerably since then. Best left alone in this day and age.



£Twisted Metal ☆☆

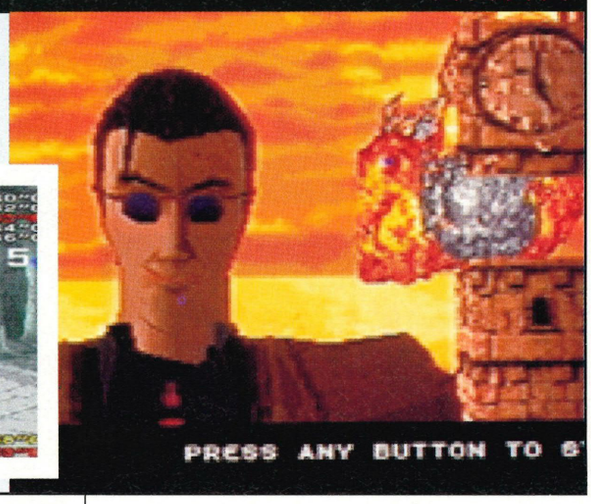
The original PlayStation road rage game was a jerky disappointment. It has now been surpassed by later games in the series which are well worth spending some more time with. Move along now to..



£Time Crisis ☆☆☆☆

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.





£ Twisted Metal 2 ☆☆☆

A superior sequal to the original which still features a bunch of cars that have been fitted with a stupid amount of fire power. Enter an arena and kill everyone you see. Much better that the first one and worth a look for anyone who suffers road-rage.



£ Viewpoint ☆☆

It may sound like a cheap Bornmouth bead d breakfast but is actually a visually attractive shoot-em-up that is heavy on the old-school shooting side. Tricky play lets down what is a fairly reasonable no-brainer gamer.



£ Vigilante 8 ☆☆☆

An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about.





£ Viper ☆☆

Good-looking shoot'em-up that offers nothing original in terms of gameplay.





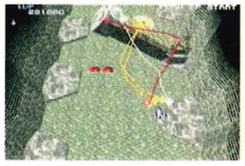
£ X2 ☆☆

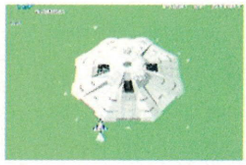
You can't beat a game with a nice and unassuming name. X2 features some pumpin' techno soundtracks and a difficaulty level that will make you rip out your, and anyone at hands, hair out. Feeling tough then have a look. Wimps stay clear.



£ Xevious 3D/G+ ☆☆

As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid. Now.





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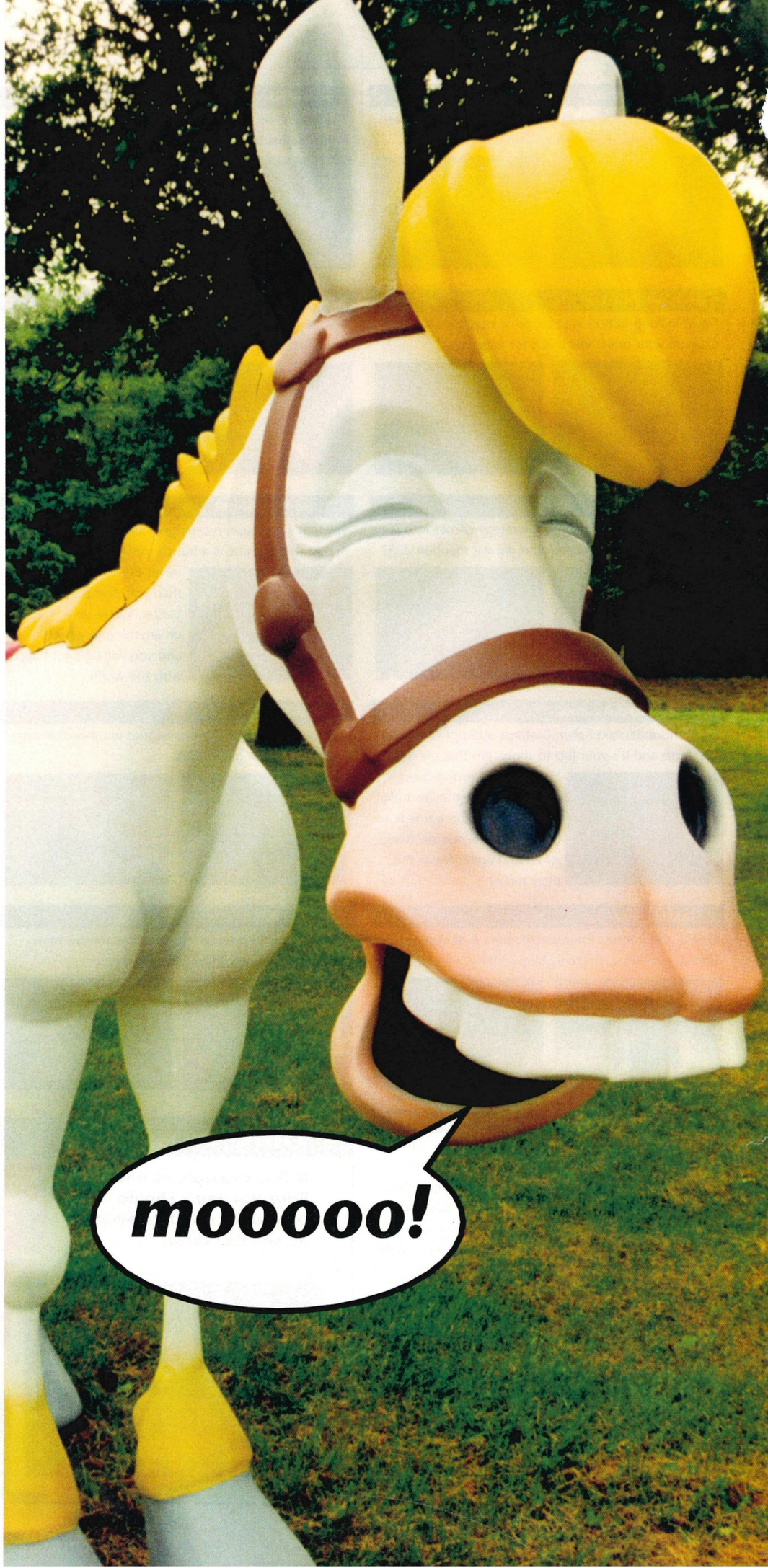

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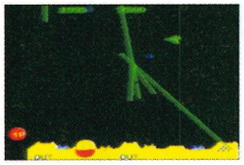
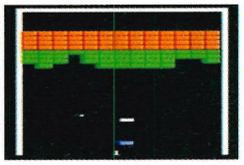
miscellaneous

£ Atari Arcade's Greatest Hits ☆

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.

£ Atari's Greatest Hits 2 ☆☆

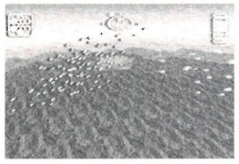
Another chance to remind yourself just how far games have advanced in such a short space of time.



Nostalgia, but little else. Certainly very little enjoyment or long term pleasure to be gained. Slightly better games than volume one managed.

£ Aquanaut's Holiday ☆

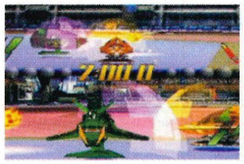
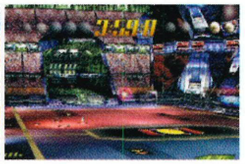
Games equal fun, that's how the equation is meant to work. This is the loosest use of the word "game" that



you will ever have the mis-pleasure to "play." Aquanauts at work, now that would be something. A truleu awefull game that has no place anywhere.

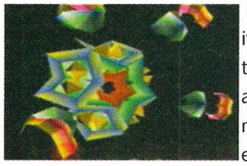
£ Ball Blazer Champions ☆

Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.

£ Baby Universe ☆

You know that sound to light flashing demo thing that you get with your PlayStation? Well now you can pay



£20 for a slightly better one if you're mad. As something to leave on in the corner of a room during a party it might be okay, as anything else it's tres poor.

£ Bust A Groove ☆☆☆

Dance yourself to death with this cool Parappa clone. Classy game packed full of annoying music that you'll



be humming for days. If anything though it's more fun to watch than play as you can appreciate the comedy of the characters more. Check it out.

£ Chessmaster 3D ☆

You can either play chess or you can't Those who can and can't find anyone else good enough to give them



a challange may find some use of this. Anyone else would be better of getting a board and playing a real person. Remember them? They look like you! Well..

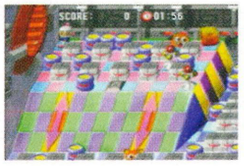
£ Courier Crisis ☆

Gameplay crisis would be a better title. A modern day Paperboy that goes badly wrong. Best avoided.




£ Bomberman World ☆☆☆

Multiplayer frag-fest that will keep you and your mates up all night long. Not much cop in single-player!

£ Dodgem Arena ☆☆

Straight out of the heart of Amsterdam's Red Light District comes this cross between WipEout and Ice



Hockey. Collect the puck and fire it into the moving goals. Bloody difficult, bloody frustrating and another of the brigade best played in two player mode.

£ Die Hard Trilogy platinum ☆☆☆☆

Thrills and spills from start to finish in this varied movie caper. Quality game well worth owning.




£ Extreme Pinball ☆

Oh no it isn't. You'd have more fun playing one of those crappy plastic pounstore pinball games than



going anywhere near this bunch of rusty balls. For god sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.

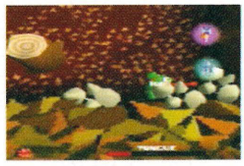
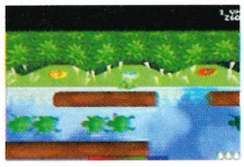
£ Fluid ☆☆☆

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



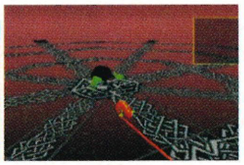

£ Frogger ☆☆

Dodge traffic with everybody's favourite slimy amphibian in this 3D remake of the classic.

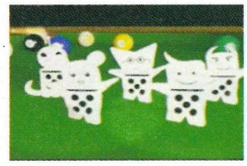
£ Live Wire ☆☆

Another old game gets rehashed. Gameplay's repetitive but the handbag house soundtracks lifts it a bit.

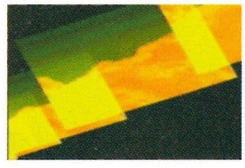
£ Mr Domino ☆☆

Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



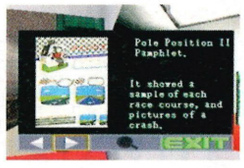

£ Music ☆☆☆

Not a game but a music making tool. 1000s of samples to patch together and great fun too.




£ Namco Museum Vol 1 ☆

Old games that look crap. And play alright. For a while. And then get drab. Understand?

£ Namco Museum Vol 2 ☆☆

For Christ's sake! Stop dredging up the deceased. Let them die in peace. Again, a better volume two.




£ Namco Museum Vol 3 ☆

The further into the back catalogue you go the fewer classic games there are it seems. Why do they still



churn these out? People obviously have rose tinted glasses when it comes to shite like this but after five minutes they're consigned to the bin. Stop it.

£ Namco Museum Vol 4 ☆

Jesus frigging wept. How many more of these games are we going to have to endure?



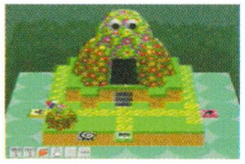

£ Overboard ☆

Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.




£ Pet In TV ☆

Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.




£ Pitball ☆

Who ever said that the majority of futuristic sports games are poorly realised bum fluff? Well this one



prooves their point in so many ways. Do anything else than play this game. And that includes walking on broken glass in bare feet. File under shit and leave.

£ Parappa the Rapper ☆☆☆☆

The most original game on the playstation that will make your Granny believe that Rap music can be



quite catchy. The gameplay is basic, but the reamness of the game shines through. You can pick it up for under twenty quid too. Bargain.

£ Poy Poy ☆☆☆

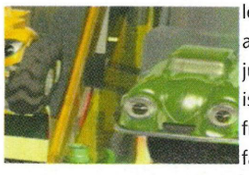
Recently beaten by the obviously named Poy Poy 2 as being the top multi-tap game for a beer'ed up night



in with "der boyz." Pick up rocks and chuck them at your opposition 'til only one survives. Fun, yet limited and only worth buying at a slashed price.

£ Pro Pinball: Big Race USA ☆

The latest unsurprisingly atrocious attempt at bringing the bar-room classic to the PlayStation. People need to



learn that we want variety and that supplying us with just a single table simply isn't good enough. Apart from that it's standard fare anyway.

£ Pro Pinball: The Web ☆

Hey, one whole table for the price of 70 games of pinball in any pub in the country. Ever get that



feeling that a games company has pushed a pipe into your bladder and is busy taking all the piss you have? Play this and you will know what I'm talking about.

£ Pro Pinball: Timeshock ☆☆

The whole Pro Pinball series has been slightly disappointing. This is the best of the three though.




£ Rampage World Tour ☆

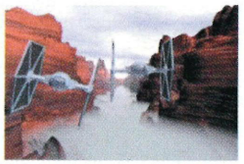
An ancient arcade conversion based on the old B-Movies. Take control of a huge King Kong or Gorilla



and smash down buildings and grab all the goodies before the others do. Frantic fun but it all gets a bit repetitive before too long. Be careful.

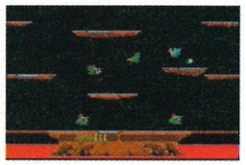
£ Rebel Assault 2 ☆

You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.

£ Williams Arcade Hits ☆

They were arcade hits but now they're something that rhymes with it. Honest.

£ Riot ☆

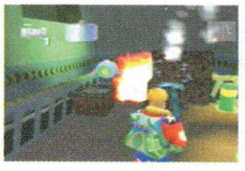
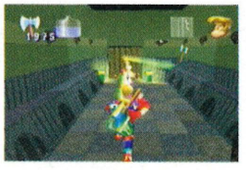
Futuristic game in crap game shock horror. It's not a new story is it, and this game does nothing to



change the age old story. It has no redeaming features and an overall drabness that will make old-time gamers hark fo the days of SpeedBall 2.

£ Rosco McQueen ☆☆

Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable extinguish 'em-up.

£ Spice World ☆

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.




£ Tilt! ☆☆☆

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.




£ True Pinball platinum ☆☆

You lot think that writing about games is a doss don't you. Well try talking about a shit load of equaly bad



pinball simulations and then see how it feels. There is only one decent pinball game and that's Tilt. This one is just as bad as the rest.

£ Treasures Of The Deep ☆☆

Eagerly anticipated underwater romp that never quite lived up to its undoubted potential.






£ 2xtreme ☆

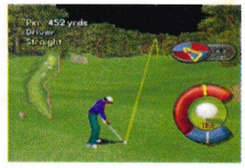
Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports at the moment



so make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there.

£ Actua Golf ☆☆

The original golf game had a few minor faults but still did the business but looks highly dated now.

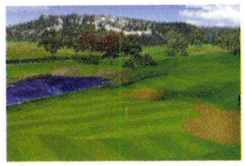
£ Actua Golf 2 ☆☆

There is nothing new here that would warrant an upgrade from the original. Those of you who come across this golf-em-up going for a song will get what you paid for so your better of hunting around for Actua golf 3 which at least has a new control system



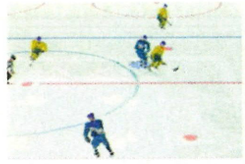
£ Actua Golf 3 ☆☆☆

Gremlin's latest club-swinger is far superior in both graphics and game options. The best of the three.

£ Actua Ice Hockey ☆☆

The Actua Sports series expands into the world of American sports. Not as good as the NHL series.

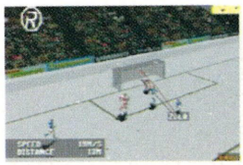
£ Actua Soccer platinum ☆☆

Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.



£ Actua Soccer 2 ☆☆

Looks extremely dated in comparison to what's below. Not really worth getting these days.




£ Actua Soccer 3 ☆☆☆☆

One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.




£ Actua Soccer: Club Edition ☆

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.




£ Actua Tennis ☆☆

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.




£ Adidas Power Soccer ☆

Another big licence that pumps to much money into getting a household name and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one, It's shite. So heed our honest opinion.

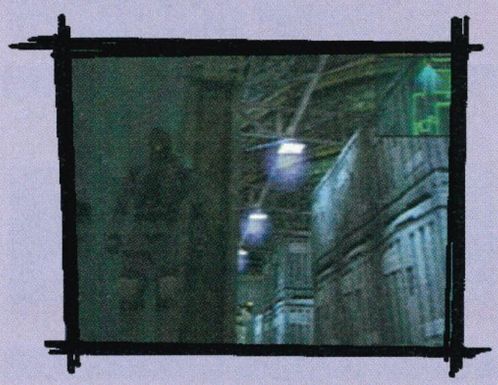


Pro Reader Top 10

Royal Mail will be delighted to know that the final date for posting your votes has passed. The results are in and we can now present the definitive list of the best PlayStation games of all time - as voted for by the expert readers of the experts' magazine. So without further ado, and in no particular order except that of a descending numerical nature with the best first, here is your top 10.

1. Tekken 3. (11.7% of total vote)
2. Metal Gear Solid (10.2%)
3. Final Fantasy VII (9.2%)
4. Resident Evil 2 (9.0%)
5. Tomb Raider 3 (8.9%)
6. FIFA '99 (8.4%)
7. Colin McRae Rally (8%)
8. Grand Theft Auto (7.4%)
9. Crash Bandicoot 3 (7.3%)
10. Tomb Raider 2 (7%)

Biggest surprise was the entry of a Tomb Raider game at a lowly number 5, and this despite the overwhelming popularity of Lara as detailed below. Metal Gear Solid comes in a solid second despite remaining unreleased until well into the voting cycle. But hang about no, no. The biggest surprise was the absence of Gran Turismo from the list



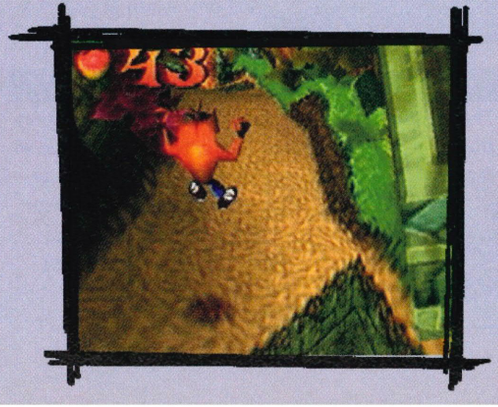
altogether. Colin McRae is the Pro readers' racer of choice wityh even Grand Theft Auto nabbing in front on the lauded Turismatron. The anal among you will have doubtless worked out that Tomb Raider in fact accounts for almost 50% more total votes than Tekken 3 but hey - you release your sequels and you waters down your chances.

BEST PLAYSTATION CHARACTER
1. Lara Croft (Tomb Raider) 51%
2. Cloud Strife (Final Fantasy) 17%
3. Crash Bandicoot (Crash) 9%
4. Jill Valentine (Resident Evil) 6%
5. Solid Snake (Metal Gear Solid) 6%

In the vote for worst PlayStation character no one individual ran out as loser. Michael Owen made an appearance as did, and we quote, "the bastard who decided you need to buy so many extras, like memory cards." And the ball in Kula World!

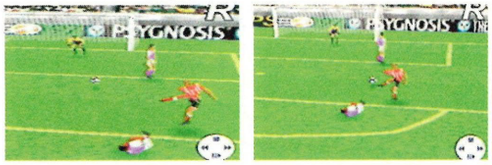
Lara Croft appeared prominently in this category despite being far and away the most popular character, and indeed topped David Kelly's list of best and worst. Good old David. According to Martyn Oliver, she's the worse character but "has big upper bollocks" Thanks there, Marty. "Little man on Devil Dice" didn't fare too well and Spyro the Dragon seems to get on a lot of people's tits, as did Rascal and "the dog in Final Fantasy" and "what's-his-name in Die Hard Trilogy". He's called Bruce Willis, Peter Miller of Kent!

Rebecca Chambers is the worst according to Stephen O'Brien from London, presumably



£ Adidas Power Soccer '97 ☆☆

Yet another pathetic footy offering from Psygnosis. Same boots, same game.Tsk.



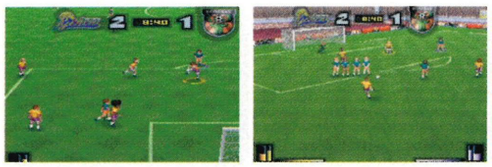
£ Adidas Power Soccer '98 ☆

The Power Soccer brand goes from strength to strength with yet another crap soccer sim.



£ All Star Soccer ☆

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



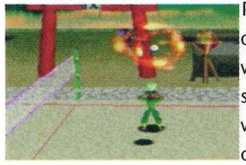
£ All Star Tennis ☆

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.



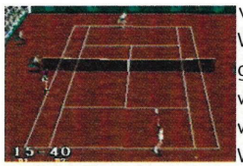
£ Beach Volley Heroes ☆☆

What a great excuse to make lots of gags about bouncing breasts. The only Volley ball game on the PlayStation gives you plenty of material to snigger at while managing to be a surprisingly good game. But who wants to play volleyball on their TV?



£ Break Point ☆

You would think that creating a decent Tennis game would be a piece of piss, they've been around since the very first consoles after all. Well, no. Break point just goes to show you how wrong you'd be. Like watching a game on Wimbledon's court 12.



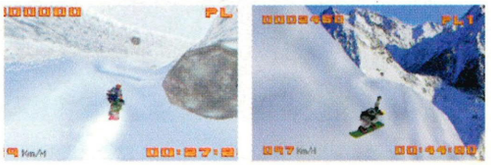
£ Brian Lara Cricket ☆☆☆☆

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.



£ Chill ☆

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to? Certainly not here.



£ Cool Boarders ☆☆

Playable but ultra short snowboarding game. It's trendy to get rad but the game never really gets there.



PlayStation games



on account of being ""shaggable but boring to talk to." Which frankly is a combination that works just fine for us.

Mankind from WWF Warzone got on Stephen Chambers' shit list whereas Craig Ritchie of Lanarkshire though the Undertaker was worse. Lord help us all.

Poor old Rayman faced Natasha Lewin's wrath, and she was one of only a handful of people not to mention Lara or Tomb Raider at all. Jealous, probably, but then that's birds for you. But perhaps the ultimate insult was bestowed upon the Rapper we all know as Parappa. Or at least most of us do. Gary Cook of Stockton on Tees despises what we assume is his father "Pappa the Rapper", while Richard Norton's vote went to Rapapa the Rapper. Jesus frigging wept.

We also asked you to talk about sequels. Twenty eight per cent of you think they're "Great"; 40% class them as "okay" while a discerning 13% believe them to be "easy money at the expense of creativity. Which leaves the 19% who spit on sequels as the "bag of shite" they are.

But it doesn't stop there. Pro wants your opinions (I)every(I) month for its ongoing Reader Top 10. So bang your faves on the coup below and send it to us for free. Three lucky winners EACH AND EVERY MONTH get a game for their troubles, but you've gotta be in to win. Or some old arse.

THE BEST PLAYSTATION GAME OF ALL TIME IS

.....

Because.....

2.....

3.....

4.....

5.....

THE WORST PLAYSTATION GAME OF ALL TIME IS

.....

Because.....

Name.....Age.....

Address.....

.....

.....

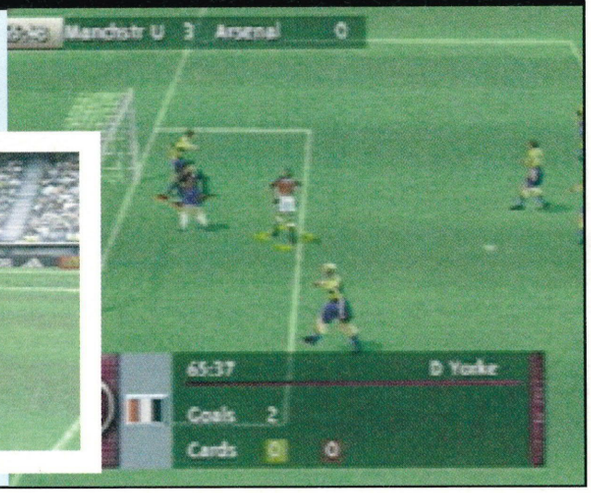
Game you'd like to win.....

Send your entry to: PRO VOTES, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4EY or emaiul me at chicken@idg.co.uk

£FIFA 99 ☆☆☆☆

Quality football game, possibly the best there is. An essential purchase for all. Away the lads.





£ISS Deluxe ☆

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.





£ISS Pro platinum ☆☆

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.





£Cool Boarders 2 ☆☆☆

Improvement on the original offering more tracks, stunts and more adrenalin fuelled gameplay.





£Everybody's Golf ☆☆☆☆

Wonderfully playable golf game that ditches crappy photorealism for playability. We love it.





£ISS Pro '98 ☆☆☆

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.





£Cool Boarders 3 ☆☆☆

The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.





£FIFA '96 platinum ☆☆

Those of you who brag about how good FIFA '99 is should look back at this earlier effort and see exactly things have come on. Obviously it's an expensive way of demonstrating how duff the '96 game is. But you get the point. It's crap. So be warned.



£Int. Track & Field platinum ☆☆☆☆

The is still far and away one of the most playable and addictive games you can play. The controls are a doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knackering as the real thing. Almost.



£Davis Cup Tennis ☆☆

A big licence tennis game that proves how wary you should be about big sponsorship games. Be patient and get yourself some strawberries and cream or something, we are still waiting for the definitive tennis game, fingers crossed for Anna Kournikova.



£FIFA '97 ☆☆☆

Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.

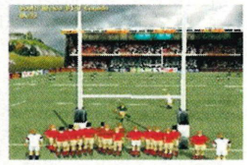




£Jonah Lomu Rugby ☆☆☆

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.





£Dead Ball Zone ☆☆☆

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.





£FIFA RTWC '98 ☆☆☆

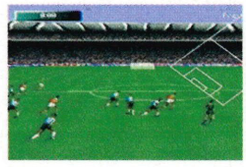
Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world.





£Kick Off '97 ☆

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.





£ESPN Extreme Sports ☆

BMX racing amongst others in a truly poor sports game. The best thing to do is to pretend that this never existed. If this was a girl you'd finish with her for being dog ugly before your mates ever found out that you'd snogged her. And took the piss forever.



£Goal Storm ☆

This was one of the first football games that was available on the PlayStation. It was created by the Japanese and, wouldn't you know it, it shows. With so many impressive footy games out there, t is hard to say who this dribble wreck of a game would appeal to.



£Kick Off World ☆

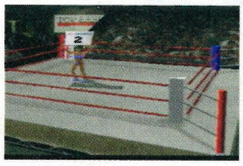
Playable enough but overtaken and overshadowed by so many other football titles.





£Knockout Kings '99 ☆☆☆

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box you ears son.



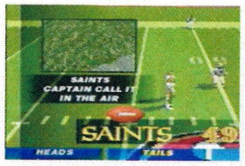

£Libero Grande ☆☆

You only control one player while the action happens around you. Not as bad as it sounds - quite playable.




£Madden NFL '97 ☆☆

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.




£Madden NFL '98 ☆☆☆

Vastly improved graphics. Largely similar gameplay.



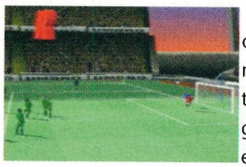

£Madden '99 ☆☆☆

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all but the most dyed-in-the-wool fans of the series would be just as well served by saving some money by picking up a prequel on the cheap.



£Michael Owen's WLS '99 ☆☆☆☆

You would think that a game that shared Michael Owen Mountain shattering charisma would be a lot worse than this one actually turns out. Thankfully, his monotonous introduction s the biggest low this top game has. A good footy effort you'll enjoy.



£Nagano Winter Olympics ☆☆

What a shame. This eagerly awaited frost-em-up turned out to be a to be more of a lame sleet shower in hull than a tourist crumpling avalanche in the Austrian Alps. There are better sport event games available.



£Namco European Soccer ☆

A truly awful rendition of the sport that every tom dick and harry tries to render on the PlayStation. Some clever people have managed it. Namco demonstrate how they're not one of them. Spit and you'll hit a better game than this.



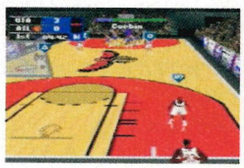
£Namco Smash Court Tennis ☆☆☆☆

...this is such a treat. The most playable tennis game on the PlayStation and among the finest sports sims.



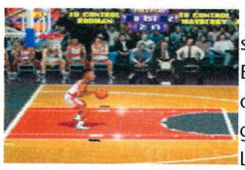

£NBA Fastbreak '98 ☆☆

With so many bazzyball games clamouring for our dough, it takes a doozer to score. This ain't it.



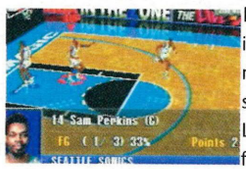

£NBA Hangtime ☆☆

This one manages to do the job without any danger of producing an interesting game. It may interest those of you who like their American sports that are actually British schoolgirl games, But only if it came free with a game that was any good. Like Spice World.



£NBA In The Zone ☆☆

Tell you what - look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did , believe us, this is not the place to start your shopping. Look for the NBA Live series and you can't go far wrong.



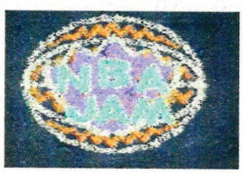
£NBA In The Zone 2 ☆☆☆

Cheers. Might as well tell you about the better of the two eh? Well it's like this – as basketball games go this is as good as you're likely to get. Depends on whether you like the fast arcade-y feel it has or prefer a more simulation-like experience. Okay?



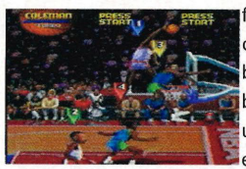
£NBA Jam Extreme ☆☆

Playable enough in an uninspired way, but does a disservice to the great old NBA Jam franchise.



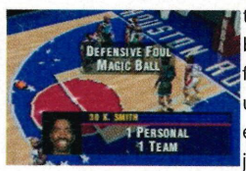

£NBA Jam TE ☆☆☆

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully charged and a fantastic cheesy commentary featuring every bazzy cliche and a few more besides. Additional power-ups make for a treat in either one or two-player.



£NBA Live '96 ☆☆

An extremely well received version of the net-ball impostor. It attempts to simulate the game far more than it's 'Jam counterpart but has been superseded by four years of superior updates. Just consider how embarrassing it would be to just have the old stats.



£NBA Live '97 ☆☆☆

Improved and updated with all the league players and a greater feeling of control. Really good effort.



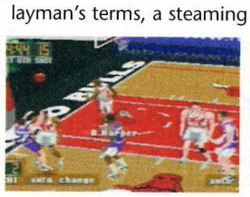

£NBA Live '99 ☆☆☆

The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



£NBA Pro '98 ☆

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.




£NFL Gameday ☆☆

It's up there with the earlier Madden Football games but only manages to offer a slightly different perspective. It's no less offensive than the rest of the series, but it sure as buggery isn't any better so you need to watch out before spending your money.



£NFL QB Club '96 ☆☆

Thanks to the huge demand of American Football, we can expect to see more and more of these piss average games. If only people refused to buy the naff ones, then the publishers would be forced to release only good games. Simple eh? Nah, it's never happen.



Shoptalk

Lurking near the erotic CDs with a telephoto lens.

CounterMonkeys

Name: "I'm not saying, and you can't take my picture either",
Shop: Electronics Boutique
Pro: Is Metal Gear Solid selling by the shed-load?
Yeah, it's doing realy well. Don't ask me how many units though
Pro: Why, is it a secret?
Yes.
Pro: Okay. So, anything not selling as well as expected?
No comment.. I'll get into trouble.
Pro: You will if you don't start co-operating you miserable get. Current Best Seller?
Championship Manager 2
Pro: And what about perihperals?
Dual shocks are hot, and your memory cards of course.
Pro: Our memory cards aren't for sale
You know what I mean
Pro: Yes, we do. Which is selling more, Actua 3 or FIFA '99
FIFA. Actua stinks - it's the worst game ever.



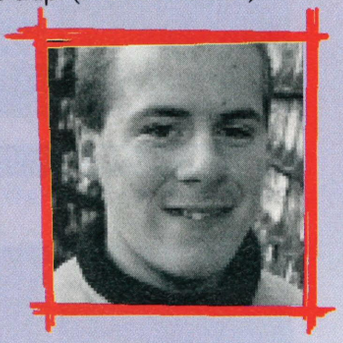
Name: Gareth Wright
Store: Virtual Minds
Pro: Bet you're selling shed-loads of Metal Gear Solid, aren't you?
(Grins) Oh yes.
Pro: Well that's ideal. Anything not selling as well as expected?
Akuji the Heartless. I thought it would do really good.. And Rollcage hasn't done too well either.
Pro: Current Best Seller?
Metal Gear Solid
Pro: And your best selling peripheral?
Standard really. Dual Shocks and memory cards.
Pro: But your own eh? Not ours
What
Pro: Never mind. Which is selling more, Actua 3 or FIFA '99
FIFA, by a long way.

Name: Not saying, and don't take my picture!
Store: Game City
Pro: Coo, thanks. Is Metal Gear Solid doing the business for you?
Yes.
Pro: Got anything that you expected to be doing a bit better?
Yes.
Pro: You are the chirpy one. Such as...
Populous..
Pro: What's flying of the shelves at the moment?
Championship Manager 2
Pro: And your best selling peripheral?
Er, I don't know... memory card?
Pro: It's not a test
What?
Pro: Never mind. Which is selling more, Actua 3 or FIFA '99
FIFA
Pro: Thank you. You've been very forthcoming.

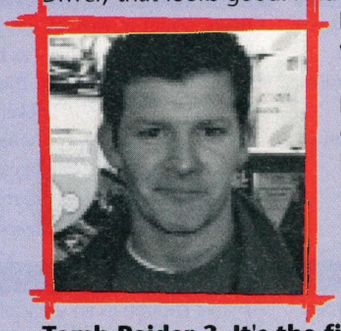
ThePunters



Name: Mark Stodd
Occupation: Student
Pro: What have you just bought?
Grand Theft Auto
Pro: How can you afford that on a student grant? Us taxpayers are funding that you know.
Pardon?
Pro: Never mind.
Why did you buy it?
I played it and it was so addictive, so I got it.
Pro: What's game sugers your tea?
Spice World and Bust-A-Move 2. I like to play girly games
Pro: What's the biggest pile of toss?
WCW, NCW, WWF all that bollocks, they're crap. (and too macho!)
Pro: What game are you busting to play?
Parrapa 2



Name: Not telling you!
Pro: we'll only make one up if you don't
You can do.
Pro: Okay...
Name: Bernard Penis
Occupation: No!
Pro: Okay, same goes for this...
Occupation: Kiddy fiddler
Pro: What have you just bought?
Tomb Raider 3
Pro: Why did you do that?
I looked really good.
Pro: You looked really good?
No, "it". That was a typing error up there.
Pro: Very well. What game makes you want to live for ever?
Grand Theft Auto and Tomb Raider
Pro: That's two games Captain Maths.What's the stalest pile of tuna?
Can't remember, but it was really shit.
Pro: Well done. What game can't you wait for?
Driver, that looks good. And that Resident Evil 3 one.



Pro: Resident Evil 3!? You'll be waiting a while.

Name: Marcus Baker
Occupation: Student
Pro: What have you just bought?
Deathtrap Dungeon
Pro: Why did you do that?
I like role-playing games and this looked good. It's not really an RPG, but their aren't many on the PlayStation.
Tomb Raider 2. It's the finest.
Pro: What's worse than an Orcs armpit?
Can't remember, but it was really shit. Some pool game.
Pro: Is this shop close to a memory drainage facility or something? What game do you hunger for?
Driver, Championship Manager 3 and Gran Turismo 2
Pro: Thank you. You look very nice today.

£NHL '97 ★★

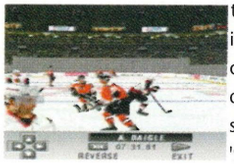
The NHL series stand out as the best ice hockey games. This early version looks old now though.





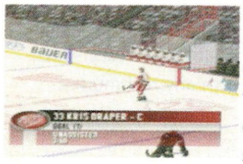
£NHL '98 ★★★

And with this game the sport known as Ice Hockey was brought to the PlayStation. And it most satisfactory too. It's a pity that the sport isn't as popular in this country. This one deserved to do well. At least until the superior '99 incarnation. Now '99 is out, this is pointless.



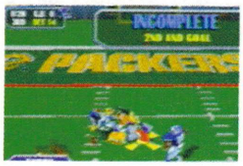
£NHL '99 ★★★★★

Easily one of the most perfect sports games released on the PlayStation. Just about everything you could ever wish for. Realism, action and brutality in abundance mixed in with top graphics and the best commentary heard in a sports game.



£NFL Blitz ★★★★

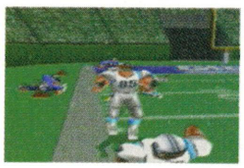
The rules have been abolished and Blitz is out and out violence. Fantastic stuff all round.





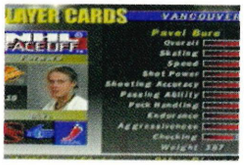
£NFL Xtreme ★★

Similar to Blitz but not quite as fun. The rules are still missing but so is some of the gameplay.




£NHL Faceoff ★★★

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.





£NHL Faceoff '97 ★

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



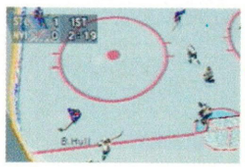

£NHL Faceoff '98 ★★

Of the three Faceoff games this is the second best and is infinitely better than the above. It's still a long way from being an excellent game though. It does tend to offer a slightly different gameplay option to stuff like NHL 99, but that isn't necessarily a good thing.



£NHL Powerplay Hockey ★★

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.




£NHL Powerplay '98 ★★

This NHL puck-fest shares the same fate as its predecessor, it looks like a good hockey game but for so many reasons, isn't. Oh dear. Another title for the longs list of games that's just about worth stooping over a bargain bucket for. But barely



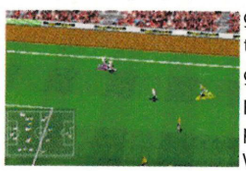
£Olympic Games ★

Finger numbing Track and Field style games like this have always been popular. This poor example doesn't really help the cause though. Not worth spraining your forefinger for and doubtless they'll be a Sydney version in the near future to pay for.



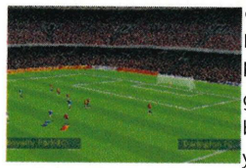
£Olympic Soccer ★★

One of the early attempts with a rather silly license. Back in the day it played like a dream but now it's getting a little old in the tooth. Still plays a good game of footy although the programmers have progressed to the likes of World League Soccer.



£Onside Soccer ★★

This wasn't the best football game when it came out all that time ago, which shows just how bad the competition must have been It's now been totally eclipsed by the latest FIFA and Actua games. Don't bother because you'll be wasting your time.



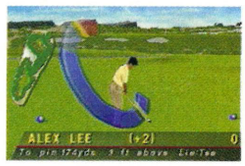
£Open Ice ★

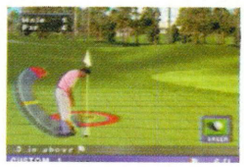
Comparatively poor attempt at capturing the speed and brutality of the sport.




£PGA Tour '96 ★★

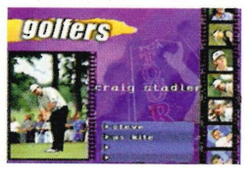
Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.





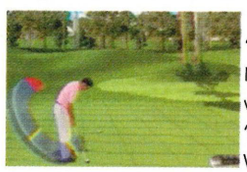
£PGA Tour '97 platinum ★★

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.

£PGA Tour Golf '98 ★★★

An update for the sake of it, but one which managed to go a little further in terms of graphics and – for want of a better word – "atmosphere" of the game. Not worth paying double what you'd pay for '96 or '97 though. See also Tiger Woods, the '99 sequel.



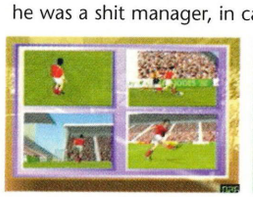
£Phat Air Snowboarding ★

Bandwagon-jumper with a few nice touches which fail to increase longevity beyond minutes.




£Player Manager ★

The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you're wondering.




£Pool Shark ★★

Novel game if only because the rarity of its subject matter. Far from bad, but fairly workmanlike.




£Power Move Pro Wrestling ★★★

A slightly above average wrestling fest with a few neat touches. No-one's first choice.



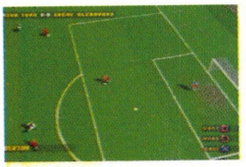

£ Adidas Power Soccer 2 ☆☆

An ever oh, so slight improvement on Adidas Power Soccer Bear in mind that the original was pretty bad too and that should give you some indication that this is well worth avoiding. Like the plague...or an ex girlfriend you know has herpes.



£ Premier Manager '98 ☆☆

Plenty of stats but not much excitement in this just-above par management game.



£ Premier Manager '99 ☆☆☆

Unneeded sequel to the above which does well to provide a complex and involving experience given the the PlayStation's limitations when it comes to memory/stats-hungry software. Improved presentation could have made it even better.



£ Rushdown ☆

Three extreme sports in one great package, a marketing man might have said. He'd have lied...



£ Sampras Ext. Tennis ☆☆

That will be Tennis with hand grenades then. A brave attempt to stop Smash Tennis being the best Tennis games there is. It was a close competition, but Sampras fails to win the cigar by the smallest of margins which is a crying shame.



£ Sensible Soccer ☆

Don't be fooled by the fact it looks shite. It plays even worse. The crappest football game available, really.



£ Slam 'n' Jam '96 ☆☆

Look at the age of the poor thing. It tries so hard so hard to be acceptable but fails pathetically. A bit like an old smelly springer spaniel really so go to the vet and get it put down immediately. Then get a hamster, cos they're cute and cheap



£ Snow Racer '98 ☆☆☆

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.



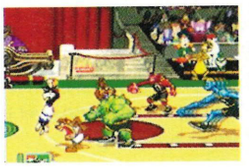
£ Soccer '97 ☆☆☆

Updated version of Olympic Soccer with league teams. Looks good and plays well.



£ Space Jam ☆

Basketball-cartoon combo with a movie tie-in. Go on mates, have a worse idea, we challenge you.



£ Streak ☆☆

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.



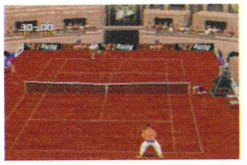
£ Striker '96 ☆

Look at the age of this for Christ's sake. It may have been one of the first Football games to impress, but will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



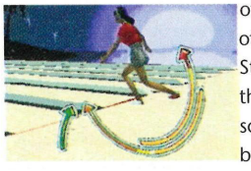
£ Tennis Arena ☆☆

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.



£ Ten Pin Alley ☆

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.



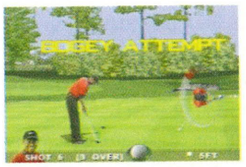
£ Three Lions ☆☆

Talk about football coming home. This average effort should have stayed there.



£ Tiger Woods '99 ☆☆

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.



£ Total NBA '96 ☆☆

A fair bit of hangtime is available here. It's getting to the end of its lif though and there are now better basketball games out there. Another case of "worth a bargain buy" really. Not worth any real money.



£ Total NBA '97 ☆☆☆

What? WHAT? Go away. Read the next one. It's identical



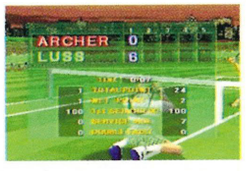
£ Total NBA '98 ☆☆☆

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the "Total" bunch. It sounds good too, and is in fact well worth checking out.



£ V Tennis ☆

Substandard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?



£ Victory Boxing ☆☆

Build up your boxers face pummeling skills then let him loose in the ring. You can't fight any real life virtual fighters (does that make sense?) and it has been bettered by it's sequal. There are better pugilistic games in the stores so get them instead.



£ Victory Boxing 2 ☆☆

More involved than the first. Take your fighter through the ranks. Mostly the same game though.





£ Virtual Golf ☆

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



£ Virtual Pool ☆

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take and at least you'll get an enjoyable game. Tell him no face hits though.



shouts

...and indeed, let it all out. Whether you're selling a game or simply hell bent on scribbling poppycock and seeing it in print, send your Shouts in to Pro and we'll make you immortal. Which is to say we'll print them. Keep 'em short, keep 'em sharp and keep 'em coming. It's free you know.

Gamester dual force steering wheel for PlayStation (boxed), instructions, as new. Part package in price [whatever that means readers] £50. Phone ansaphone 01524 833506. William Rigby.

Investors wanted for private film venture based on a popular game. Any investment will be returned, plus royralties earned. Write to A. R. Khugyani, 164 Lawrence Avenue, Manor Park, London E12 5QP for further details.

Will swap Tommi Makinen Rally, Destruction Derby or V-Rally for Need For Speed 3, San Francisco Rush or Music. (Two games for first two mentioned and all three for Music!). James Connor, 12 Beechcroft, New Costessey, Norwich, Norfolk NR5 0RS. Tel 01603 747490.

Hey Simon Double-yew - you know who you are! Call Natalie on the number on the back of the beermat with the picture of the pub on the front (you know what I mean). Leave it too long and forget it! Caz says "Nice arse!" Call or forever wonder what you missed. Nat x.

Madden '99, Kurushi and Atari Collection II for sale or swap. Also, I'm probably the world's greatest photographer and love my little R [yes mate, if you like] Oh! And I'm desparate for decent Exhumed and Armoured Core cheats. Ciao Daddio. T-Bag, 30 Nermandie Tower, Rouen Road, Norwich NR1 1QR. Tel 01603 610065.

People who eat pixies should be aware of the purple carrots which have been known to sneak up on people from India, in which I breed many geese to eat the gollywogs which sobotage the vipers in the spring just for the sake of all their orange men [see readers, we'll print any shite mostly]. Peter Butler, The Coach House, Manor House Farm, North Newbold, York, YO4 3TD. Tel 01430 827170 [and like... say what?]

Wanted: Tomb Raider related items: figures, mouse mats, mag covers, mag freebies etc. Must be in good to new condition. Contact Amina, 38 Bredon Road, Croydon CR0 6JH.

I would like to get hold of a game called Magic The Gathering. Must be as cheap as possible, or possibly swap for another game. Also, I'd like to know what kind of high scores anyone's getting on Diablo. Phone J. Crossley, 07971 940801.

Send to: Shouts, PlayStation Pro, FREEPOST SK3038, Media House, Adlington Park, Macclesfield, SK10 4YE.

One word per box only

Name:.....

Address:.....

.....

Tel no (if for publication):.....

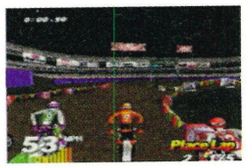
How often do you buy PlayStation Pro? (every issue; most issues, occasionally).....

How old are you, if we may be so bold?.....

How many games do you own?.....

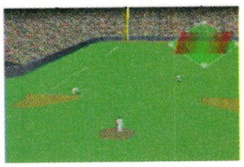
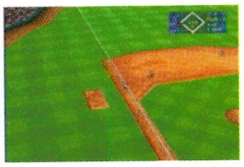
£VMX Racing ☆

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.

£VR Baseball ☆☆

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...

£VR Baseball '99 ☆☆

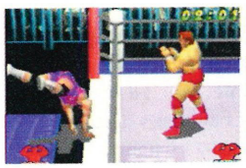
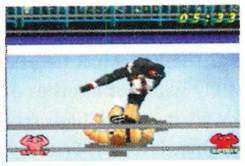
No one wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



What you end up with is half a game and not a bad one at that. It's got plenty of statistics for the geeks and plays well. No chance to spit on the bases though.

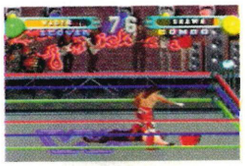
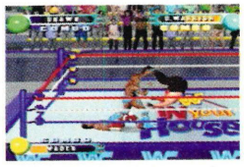
£WCW vs the World ☆☆

The truth is that these games are so much alike. This is a better example of the genre though.

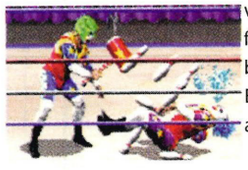
£WWF In Your House ☆

Where as this is an atrocious one. And where's Big Daddy? What do you mean he's dead?

£WWF Wrestlemania ☆☆

Good enough fun if you enjoy taking the piss out of this so called "sport." There are plenty of moves



which are let down by some fiddley controls. Not the best of the wrestling games. But there all a bit shit really, aren't they?

£World Cup '98 ☆☆☆

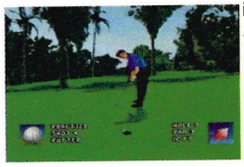
The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving



too many new features. a different style from the recognised brands such as FIFA and Actua, and worth a look for those whose who own a couple of the above.

£World Cup Golf ☆

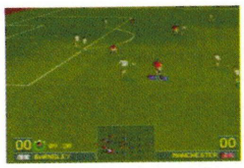
The ever poplular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour.



ilnfact, they should all get together and club this bollocks to death with some nine irons. Now that would be an interesting game to play. This isn't.

£World League Soccer ☆☆☆

This is what they called it before Mikey Owen came on board. See M for details and make your choice!




£WWF Warzone ☆☆☆

Well officer it was like this. There I was, doing my best to present the acceptable face of the undeniably

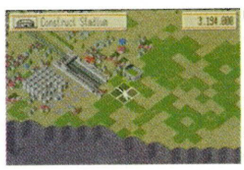


professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.

strategy

£AIV Evolution Global ☆☆

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself



up to Richard Branson proportions. It's all done in a Sim City style that will have strategists and trainspotters soiling their y-fronts for weeks.

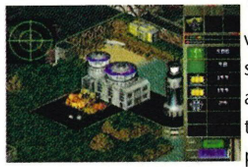
£Allied General ☆

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.




£Bedlam ☆

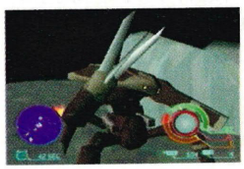
Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate



Wars too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.

£Carnage Heart ☆☆

People seem to think fighting robots are a good idea. Just look at Robot Wars, that's equally as poor as this.




£C & C platinum ☆☆☆

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.




£C&C: Red Alert ☆☆☆☆

The second installment of C&C is a huge improvement with more action and strategy than ever before




£C&C Retaliation ☆☆☆

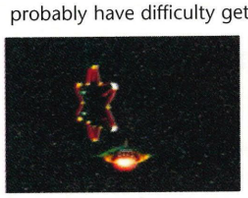
Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult



to play and you will need to be a hardened Command & Conqueror already to prevent you getting mightily hacked off with the thing.

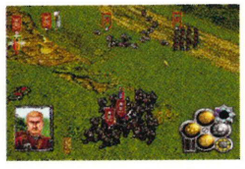
£Darklight Conflict ☆

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.



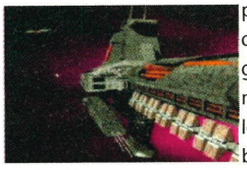

£Dark Omen ☆☆

If you like going into Games Workshop then this is definitely for you. Orcs galore here.

£Defcon 5 ☆

This ones all about being strategic in three whole dimensions. Wow. There is nothing here that will



persuade arcade fans that deep thought is the way to go. There's even less to make hard corp thinkers load it up to make their brains glow. Boring

£Grand Theft Auto ☆☆☆☆

It had the conservative press up in arms, which makes it worth a look on one count alone. Run around a city,



Stea cars, do jobs for the mafia, kill innocent by-standers by accident or for fun and generally do all the bad stuff that goes with being an original G. Great.

£Lemmings ☆☆☆

One of the classic puzzle game that cost a generation many, many hours of worthwhile activity. Saving the



green-haired rodents became an obsession and now you can play it all again. Plus Oh no! More Lemmings is chucked in for free too. Bargain!

£Magic Carpet ☆☆

They chance to play the PC hit that featured so heavily in Neighbours. What a treat. Fly a carpet around



mystical kingdoms an this very strange blend of action and strategy. A fair game that seems a bit on the ancient side itself. Curly toed slippers are optional.

£Monopoly ☆☆

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing



including the little scotty dog that everyone wants to use. Well this bits removed actually, but everything else is faithfully reproduced. Pointless.

£Panzer General ☆

Take control of Ernst Rommel as he attempts to bltzkreig his way across western europe. The screams



of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.

£Populous: The Beginning ☆☆☆

Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.





£Return Fire ☆

These strategy games that pride themselves on heavey detail rather than sexy graphics are only shooting



themselves in the foot. What's the point of recreating it on the PSX if it isn't going to have any visual qualities whatsoever.

£Risk ☆☆

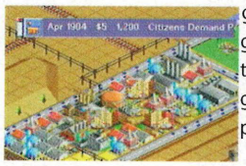
Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



and arguing over plastic soldiers. Why bother putting in on your telly? Maybe you need the floor space, or maybe you are just very silly.

£Sim City 2000 ☆☆☆

Planning and building a city can be fun. No reall, it can. Designate zones for commercial or industrial



growth and watch your city grow. There's more to it than that and you will either get highly addicted or never play it again. worth a look.

£Space Hulk ☆☆

It's sub headed Vengence of the Blood Angels, which will make a great deal of sence to some of you.



For those of us who don't spend every spare hour hovering around Games Workshop stores, there is little to recommend about this man V alien thinker.

£Syndicate Wars ☆☆☆☆

Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass

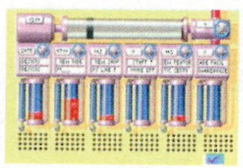


weaponry and some cool mission, all done in a Bladerunner style. It's begining to look a bit old hat now, but is still a classic strategy title

£Theme Park ☆☆

Alton Towers 'em -up. Watch out for people chucking up all over the show and make sure you clean it up!





£Theme Hospital ☆☆☆

If your one of those people who chortles at the sound of a fart, then this NHS-em-up will be the one for you.



It's all about making money by treating as many puking patients as possible. make a mistake and vomit will flood the corridors. Quirky fun.

£Transport Tycoon ☆☆

Absorbing light rail network 'em-up that will have you hooked, especially if you're a bit of a spotter.





£Warcraft 2 ☆☆☆

Easily playable Command and Conquer-alike that offers more hours play than a bucket of Viagra.





£Wargames ☆☆

Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and



unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.

£Warhammer ☆☆

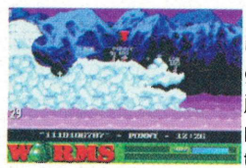
But then so is crapping in someone's letterbox. Oh sorry, we're onto something else now. Er, very nice.





£Worms platinum ☆☆☆

Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best mult-player game



available and does not even need a Multi-tap. The graphics are terrible, but this just goes to show you that playability will always shine through.

£X-Com: Enemy Unknown ☆☆

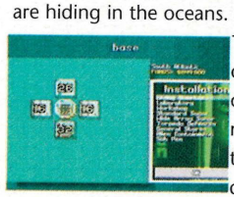
Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the



crash site for the little critters. Nick their technology and discent their bodies to build bigger and better weapons. Atmospheric and even scary.

£X-Com: Terror From The Deep ☆☆

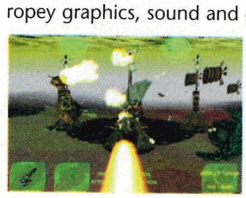
The sequal to the exellent UFO. This time the invaders are hiding in the oceans. Somebody call StingRay!

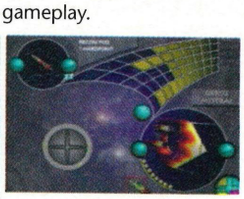


The difficaulty has been cranked up to "no-way" and owning a mouse would really make things a lot easier. Want to swim? get this. Want to be dry? Get UFO.

£Xenocracy ☆

This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay.





Silent Hill – scarier than your girlfriend's dad on Halloween! – Reviewed

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Anna Kournikova's Smash Court Tennis 2
Driver
And loads more!

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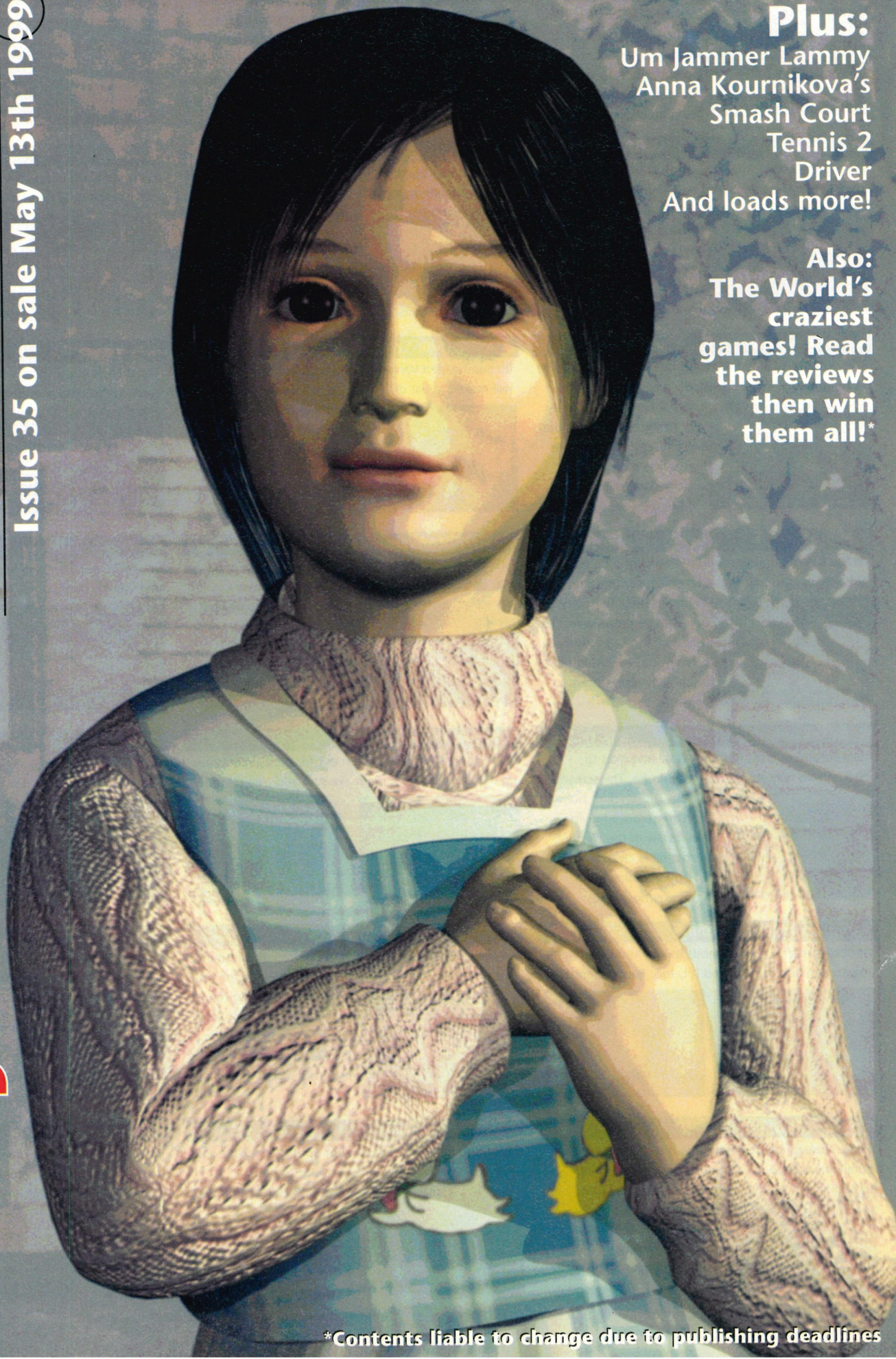

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next month

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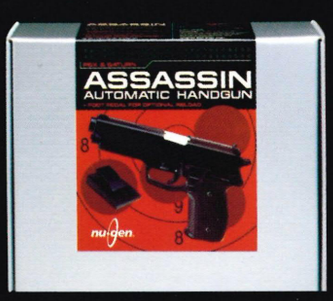

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