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ISSUE 36

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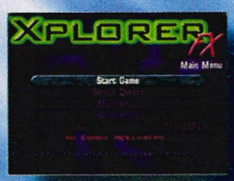
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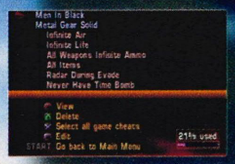
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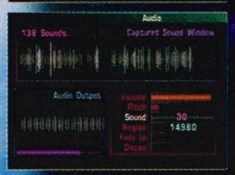














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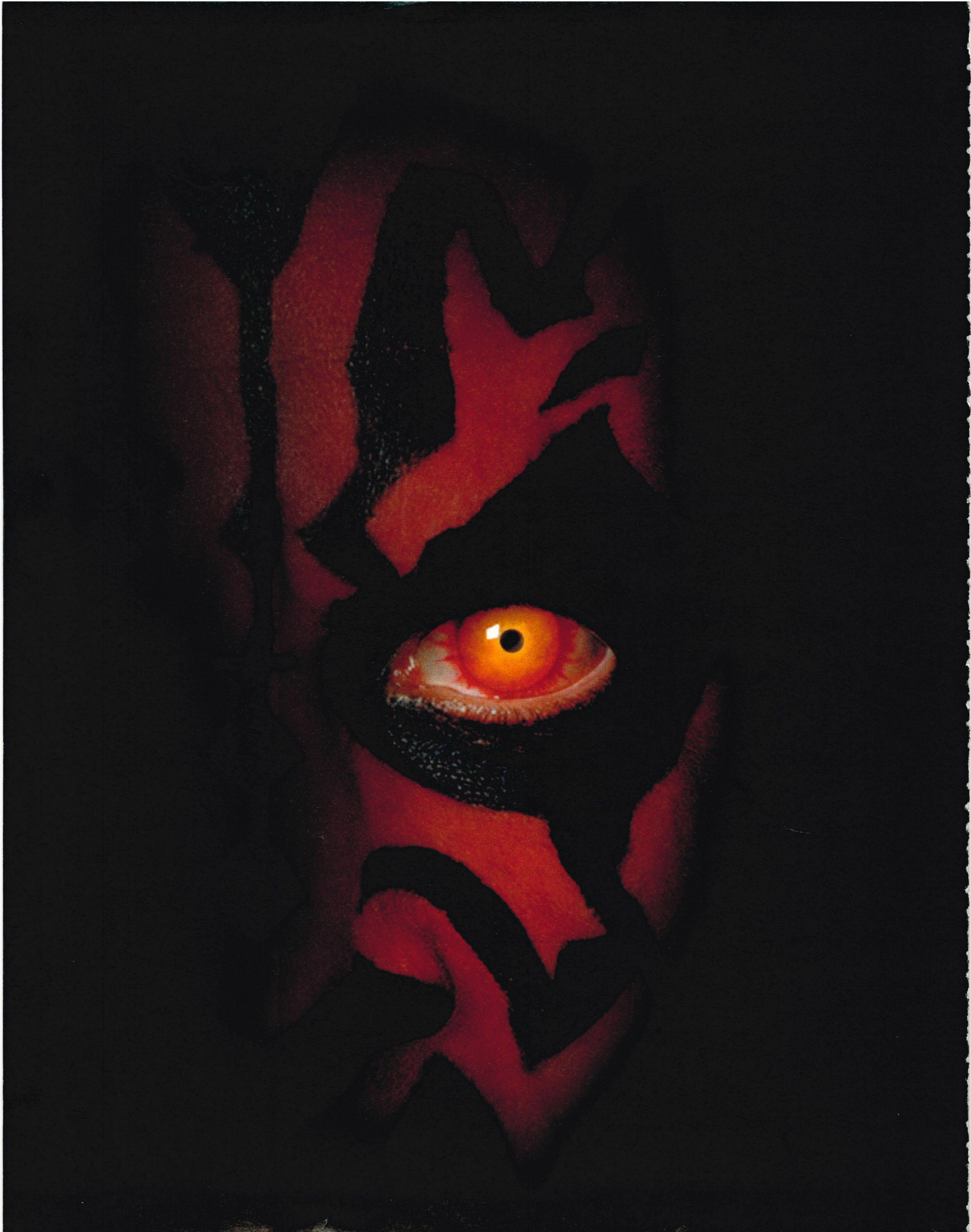


Get a life, get a PlayStation, get PlayStation Pro

Games, they say, are the new rock and roll. Millionaire programmers, high profile stars and the kind of domestic penetration rarely seen outside an Alabama trailer park. But they're not. Just as Oasis aren't the new Beatles, Ryan Giggs ain't the new George Best and gardening is most certainly not the new sex... unless you count certain less common uses for a hosepipe. What games are though, is bloody big business, as anyone at the E3 event in Los Angeles last month would testify. When Steven Spielberg turns up because his kids want to play Rayman; David Bowie gives a press conference after recording an album of game music and the producer of the Star Wars movie drops in to chat about the games, you know you're not in the realm of the hobby anymore. And it's all thanks to the PlayStation - taking the market by storm and dragging it into the mainstream of home entertainment.

Some magazines still need to make that trip, but PlayStation Pro is already there. Video games are not the new rock and roll and we don't give a shit. Games are doing just fine on their own and we're the only source you need to stay informed.

PRO



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QUIDS IN MATE! Save on over **600 games** with the **only** price guide of its kind – Dealer *p.111*

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WHIPPIN' Indiana Jones

BONDIN' Tomorrow Never Dies



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Castrol H. Superbikes

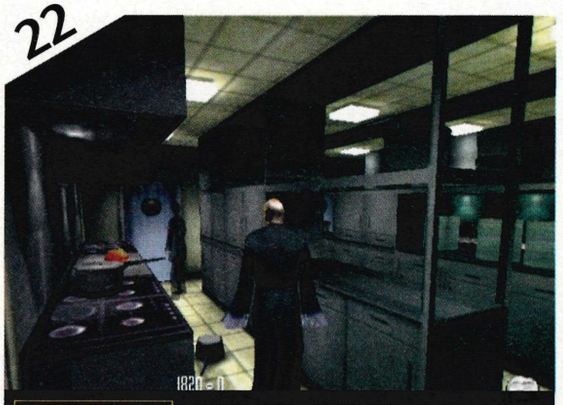
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FIGHTIN' Wu-Tang

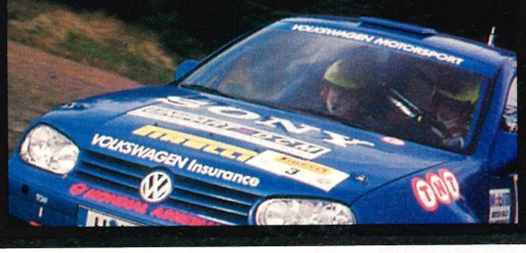


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features

P26
RALLY Vs. RALLY
Colin McRae against V-Rally 2. Champion rally driver Mark Higgins puts them through their paces and spots the fair and foul



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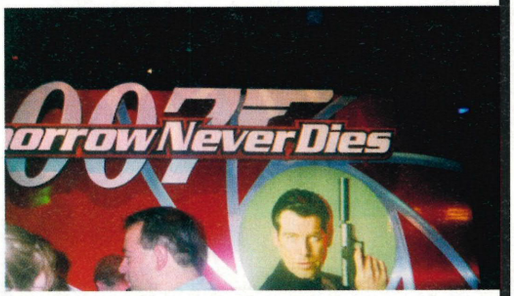
CREAMIN' millennium gaming

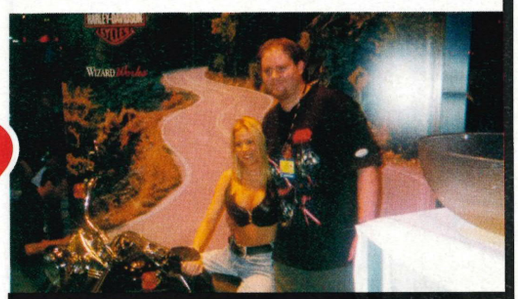
2000

PLUS SHOUTS Sell your stuff! Free! p.140

ELECTRONIC ENTERTAINMENT EXPO E3™

Sealed for secrecy – Pro uncovers the games you'll be playing into the next century





upfront COVER STORY

DREAMIN' E3 Gallery

eyewitness

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Sweet Lord – it's a software cavalcade! See p.35 for everything from E3

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...The greatest Formula One guide ever!

Gotta Wear

Pro goes to Los Angeles and even finds time to go to the biggest games show on Earth...







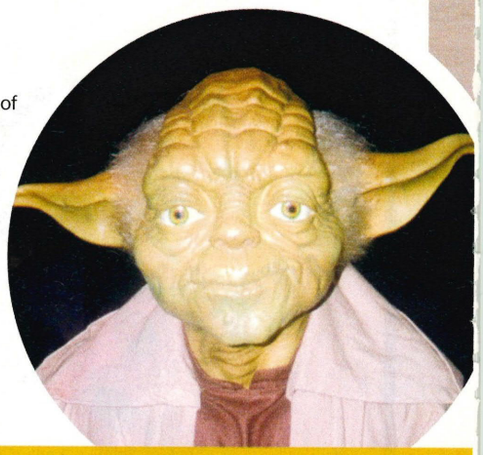
Panic over! Those of you who thought your PlayStation was going to end up obsolete when the new machine arrives, stop fretting now. We've just got back from sunning ourselves with Californian babes in Los Angeles and can tell you exclusively that things look as rosy as ever for our favourite machine.

Pro counted over 100 new titles about to be released over the next 18 months, and there are no signs of the rush relenting. The best news of all is that the line-up was massively strong with a mixture of big titles like Indiana Jones, Gran Turismo 2 and Star Wars, alongside surprise packages like EA's excellent Sled Storm, on which we'll bring you more news next time.

We've even played on the PlayStation 2, albeit in its early incarnation! (And under the watchful eye of armed pigs – we shit you not.)

Obviously Pro will be tracking all the major releases and we've already signed up for exclusive lowdowns on what we know will be the best of the bunch. So whether you decide a new generation console is for you or not, you can rest assured that the trusty old PlayStation is going to be knocking about for a good long while yet. We saw so much new, secret stuff, we just had to bundle it into 16 spectacular pages starting on **page 35**, so check it out now.

Besides eyeing up the latest talent on the game front, Pro also got chance to rub shoulders with the stars. David Bowie, Beck, Patricia Ford and the stars of the LA Galaxy soccer (sorry) team found themselves partying with us. And as an added bonus, Chicken also managed to accidentally elbow that Anakin kid from the new Star Wars movie in the face!



Turn to PAGE 35 for full story!

Over the next 40 pages of Pro you will find the essential games you'll be buying over the next 12 months. And possibly a few turds. Nowhere else will you find such a wealth of information so thank us by sending in money...

Dino Crisis *page* **14**
Gory glory! Unbelievable new shots





Castrol Superbikes *page* **24**
Feel the power between your legs

Wu Tang: Shaolin Style *page* **23**
Bitchin' gangsta rap head cracker



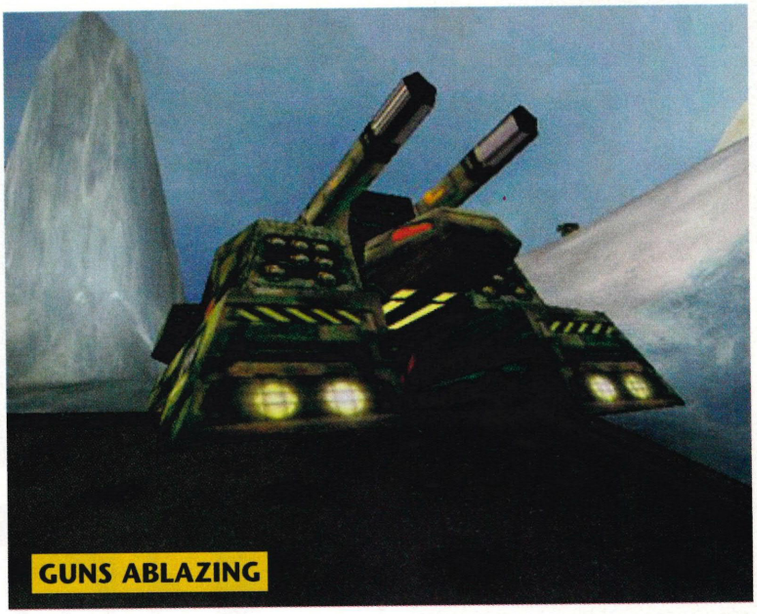


Carmageddon *page* **12**
Settle down! We give you Road Rage

Shades

WORLD TOUR





GUNS ABLAZING

War Machines

Uprising prepares to stomp the strategy upstarts... come and have a go if you think you're 'ard enough!

Set in a future bleaker than a Cast lyric sheet, Uprising throws you in at the deep end of action-strategy warfare. It's a frenetic collection of skirmish and heavy weaponry, though somewhere in all of that ballsy bullets 'n' blood action there's call for the cold, calculating level headedness of a military leader. Erm... that's you.

Recently released in the US, Uprising sees you fighting for a bunch rebels against an evil alliance across various worlds in the stolen Wraith tank, looking for countless foreign cocks to crush. It's not too far removed from the awesome Warzone 2100, except that Uprising delivers an entirely new war strategy perspective. We're talking first-person firepower people, with a whole battalion of back-up at your fingertips – provided you've set up a base camp and production facility that is.

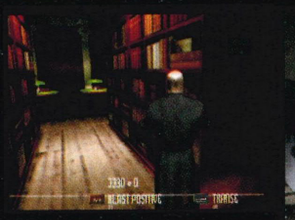
There's no doubt that the emphasis here is firmly on the action side, as your enemy's raids are frequent and nigh on kamikaze, so you'll need plenty of trooped-up tanks, bombers and air-to-air vehicles rolling off that production line. However, there's still enough grey material going on to keep things fresh and perky, just like Billie's funbags.

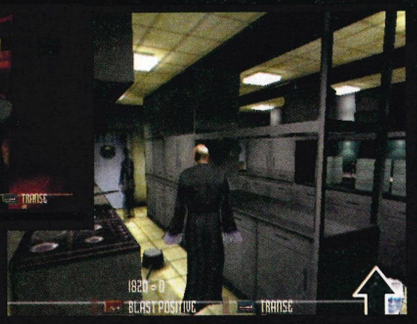
It's not the best looking overkill ride, but the gameplay is intuitive and slick enough to compensate. Think of it as packing more power hour action than a true C&C styled sim, and far more strategy than your average shoot'em-up and you'll not be too far wide of the crosshair. Or something like that.

Released **Winter**

V-Rally 2 *page* ***18***
What side of the road do the French drive on?







Guardian Of Darkness *page* ***22***
Who turned out the lights?

Inside eyewitness

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Imports supplied by **WILD IMPORTS**



Paul McNally visits LA and reckons the end of the geek is nigh...

perspective

Having spent time at the two big videogames shows this year in Tokyo and Los Angeles, I can say with some certainty that gaming is going to change big time over the next few years. In LA, I went along to the Nintendo press conference to see what the opposition were up to and witnessed the surprise launch of their new machine – codenamed Dolphin.

While it was clear that they've just taken the PlayStation 2's announced specs and added to them a little, it was equally clear that in a couple of years, picking up your joypad is going to bring with it a completely different experience.

There's huge prospective power behind the PlayStation 2 and the Dolphin, whilst Sega's as yet to be launched Dreamcast is beginning to look dead-in-the-water as they're now effectively a machine behind. It's a good machine, but it could be a case of too little, too late from the now fallen console kings.

Nintendo have also taken the step (which Sony will surely now follow) of integrating their gaming system into actual home entertainment equipment. Not only will you be able to buy their new machine (which is also DVD driven) you will be able to buy standard DVD players that will play Nintendo games, thus eliminating the need to have a console sat in your front room. Cool eh? Couple this with digital TVs receiving email and coping with multi-player games etc. and it's safe to say the innards of our homes will change drastically in the future.

It'll obviously take coders a few years to get to grips with the power at their fingertips, because talent hasn't always progressed at the same pace as technology, but once they catch up there's little doubt that games will be the dominant entertainment force of the new millennium

chicken@idg.co.uk

Birds not crap! Allegedly



Girls are not shite at games after all, it has been revealed. No, it's all to do with the role of metaphors and images in computer tasks, and the fact that they're male biased, or something.

That's the finding of new research by the Economic and Social Research Council, which blags an amazing 65 million nicker a year from the government to study such ridiculous nonsense.

The council spent a large chunk of its money asking males and females to play games with pirates in them and, on finding that males kicked the arses of females royal style, set them on with a similar kind of game which featured fluffy creatures. And the girls were just as good! Which apparently proves it.

Dr. Karen Littlejohn, who claims her findings are "particularly interesting", also said something about "by-products of gendered expectations", but it seemed to Pro as if she was trying just a bit

WALLOP

Fighting Force 2

Retro style street out of Metal Gear

The bare knuckle ball-breaker that led a solitary revival of side scrolling legends, Streets of Rage and Double Dragon, is about to wage another urban war on seedy underworld kingpin types.

A mammoth re-design has been underway for many moons now, and Eidos Interactive are getting tooled up and ready to reveal the all new hi-res

NEWS

Space Invaders

Wip-Wap, Wip-Wap, Wip-Wap – BLAM!



Well whaddya know? The 1978 coin-op smash Space Invaders (people used to pay money to play that you know) is coming to our state-of-the-art PlayStations. It's fair to expect to enjoy the classic "left, right – SHOOT" action updated for 90's gamesters. Well, the graphics have been tarted up a bit and a few other elements have been tinkered with. But basically, same shit, different shovel.

Space Invaders was a worldwide phenomenon that helped kids persuade their mums that buying an Atari 2600 would be a wise investment. Without Invaders the console explosion of the Eighties wouldn't have happened, and then where would we all be, hmm?

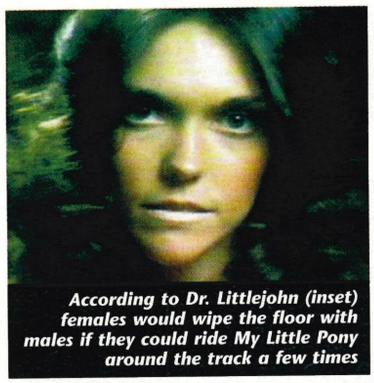
'Space Invaders is basically the same shit, but with a different shovel'



Well in our case unemployed, obviously. So, expect to pay enough cash to buy a dozen old Ataris, just to find out how far gaming has come since then. Activision have already re-vamped and re-released Asteroids, which can currently be seen cowering in budget baskets across the country. Mmmm? Sounds like a company running out of new ideas, but we suspect that it'll be a treat for the new generation when it does arrive.

Released **August**



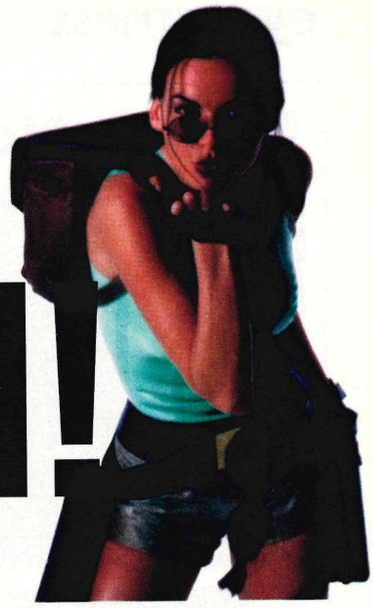


According to Dr. Littlejohn (inset) females would wipe the floor with males if they could ride My Little Pony around the track a few times

too hard to justify her enormous grant by that stage, so we stopped listening and invited her to indulge us in a game of Strip Tekken. She declined.

SKIRT

Lara is Lara, it's official!



Expot mistress of tombs, Nell McAndrew has handed in her pneumatic pump-action once and for all. Tomb Raider publishers, Eidos Interactive, have announced that Nell has signed off her contract early to make more progress in her modelling career (amongst her future projects will be a centrefold for Playboy magazine – a step in the right direction).

So 24-year-old professional model, Lara Weller, has been plucked from the mass of hopefuls to fill Croft's elastic boulder holder, and made her first appearance at this year's E3 (Electronic Entertainment Expo) in Los Angeles.

Since the first Tomb Raider, there have been two official Laras. Actress/model Rhona Mitra packed her piece for the part in 1997, but was sacked after she became more famous than Lara herself. Then it was time for glamour model Nell McAndrew to bring life to the pixellated pixie last year in time for the release of Tomb Raider III.

As Eidos prepare to announce plans for the fourth Tomb Raider game, Lara Weller will be appearing as Lara Croft around the world. She commented: "It's taken a while to sink in that I will actually represent Lara Croft, but the more I think about it, the more excited I get about the whole idea. It's actually quite amazing since in the past people have mentioned that I remind them of the Tomb Raider girl."

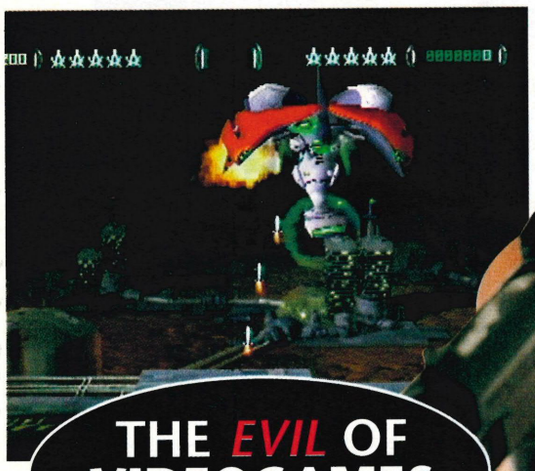
Freaky, eh? She's also kind to children and animals and would like to bring peace to the world - bless! Just you wait for the centrefolds.

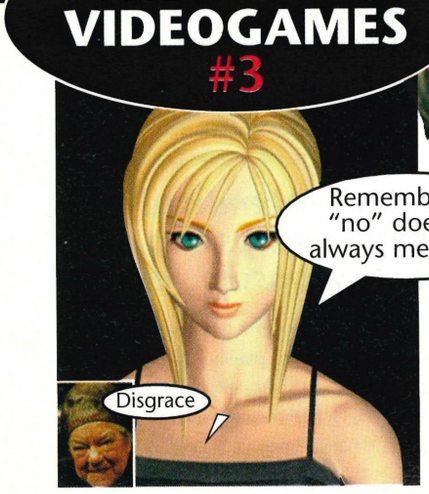
brawler returns, tearing a strip Solid's sneaking ass

3D look in time for a pre turkey carve-up that'll make Bernard 'the butcher' Matthews wince.

It's been a year and a half since the original retro rollocker moseyed into town, but don't expect the sequel to be so brash. Core are working on implementing stealth elements into the gameplay, which should rest well with current trend followers. But it's a fair bet the emphasis will firmly be on ruck 'n' roll rather than slash 'n' stash as improved enemy AI and a greater wealth of fighting moves should ensure a steady stream of pissed-off henchmen heading your way.

Released **Autumn**





French tickler







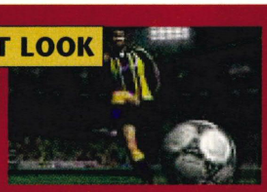


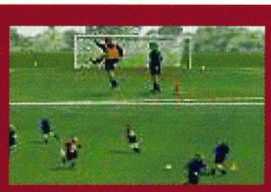
Cinematic moments like this show off the dynamic camera movement, which spins round to put you up close and personal with the T-Rex. That's just what you wanted!



FIRST LOOK

Football Manager



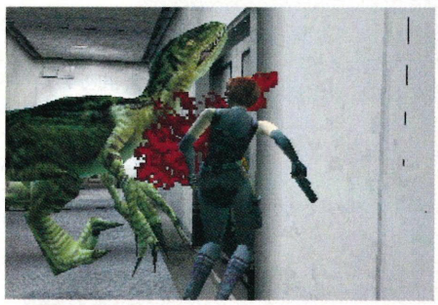


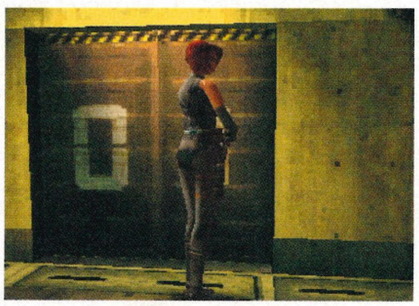
The wait for a management game was a long one, but the PlayStation finally delivered with the Premier Manager games. Almost a full year later and we're nearly spoilt for choice in the footy tactics department with Player Manager and now FA Manager (review on page 68) chipping in.

Now Codemasters are getting in on the game, giving you a tree trunk of a chopping block to place your head on in the ruthless cut and thrust of soccer management. You're bound to spot it, as it'll be called Football Manager, and is already being billed as the best of its genre. Being created solely for the PlayStation this game should be so sideline synchronised it'll come in a sheepskin box with a bonus faith healing inlay. Well maybe, anyway.

Anyway, on offer will be a choice of ten short-term challenges for one or two players as well as the full championship Monty. All the usual training, tactics and bossing options will be in there, as well as a full TV-style after match show with all the results, highlights and top punditry from the days big games.

No prizes for guessing where Barry Venison will pop up next then. Football Manager will also support the Pocket Station, so you'll be able to square up for that big canny re-match doon' at pub. Eeeeee! Released August





GRIZZLY

Dino Crisis

T-Rex is on a munching marathon, and you're the poor schmuck with the shock rod and pooper scooper

Getting the gory details for grim blood-splasher, Dino-Crisis, is proving to be more hazardous than hanging out at neutral foreign embassies, with UK publisher Virgin leaving their company dobies unfed, and only available to answer softball questions on their forthcoming blockbuster.

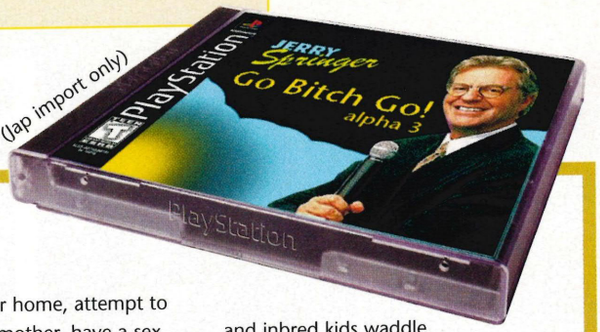
What we have discovered is that the game now uses polygonal backgrounds (ala Metal Gear Solid), ditching the traditional Res Evil rendered backdrops. This takes the previously static camera views from the zombie rippers and now cinematically shows the action from the best possible vantage points, swooping round to give the perfect, and at times most terrifying, angle on the violence.

You can see for yourself that the game is coming on in prehistoric-sized leaps and bounds, with the top lizard himself, namely the T-Rex, playing as much a part in the plot as the ubiquitous raptors – which have been ten a penny in the Jurassic Park games.

'Ditching the traditional Res Evil rendered backdrops, a cinematic camera swoops about, showing the violence from the best possible angle'

Not that veloceraptors are the type to

gameon
It's coming soon, really!

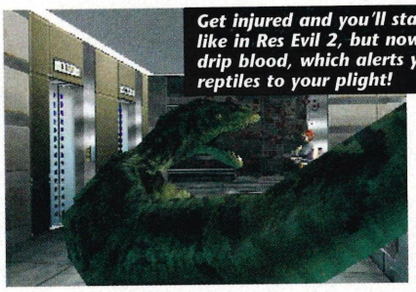


Jerry Springer: Go Bitch Go! Alpha 3

Starting of in your South Carolina trailer park mansion you have to gain enough experience points work to earn an appearance on the Jerry Springer Show. Faced with a Theme Hospital style perspective, you have to hide guns around your home, attempt to shag your wife's mother, have a sex change, become a lesbian and marry your 14 year old daughter off to a 64 year old Hells-Angel in the Chapel of the sacred Elvis. Don't waste too much time piercing your genitals and having your hair cut in a WWF-style mullet though, as soon as schools out, your overweight and inbred kids waddle home and start to search the house for Twinkie bars. Should they discover your hidden AK-47s the comedy really starts to hit the fan. And remember, no matter how reprehensible your morals are – Jerry will understand. Because, hey, we're all individuals in the eyes of the creator... and ratings count.

Next Month: Oprah Winfrey's food fight All Stars



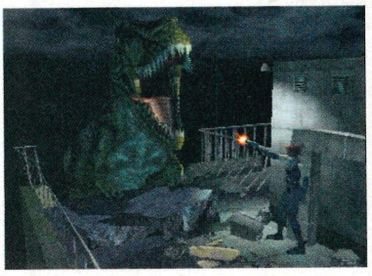


Get injured and you'll stagger about like in Res Evil 2, but now you'll also drip blood, which alerts yet more reptiles to your plight!

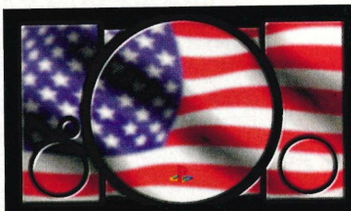


cock your leg at, unless you want your bits ripped off and eaten. But the tyrant lizard king is where the real bone crunching fear is really at, and judging by the mass of teeth appearing on this page, you're gonna need both your legs for running when you get your hands on this little beauty.

Released **June**





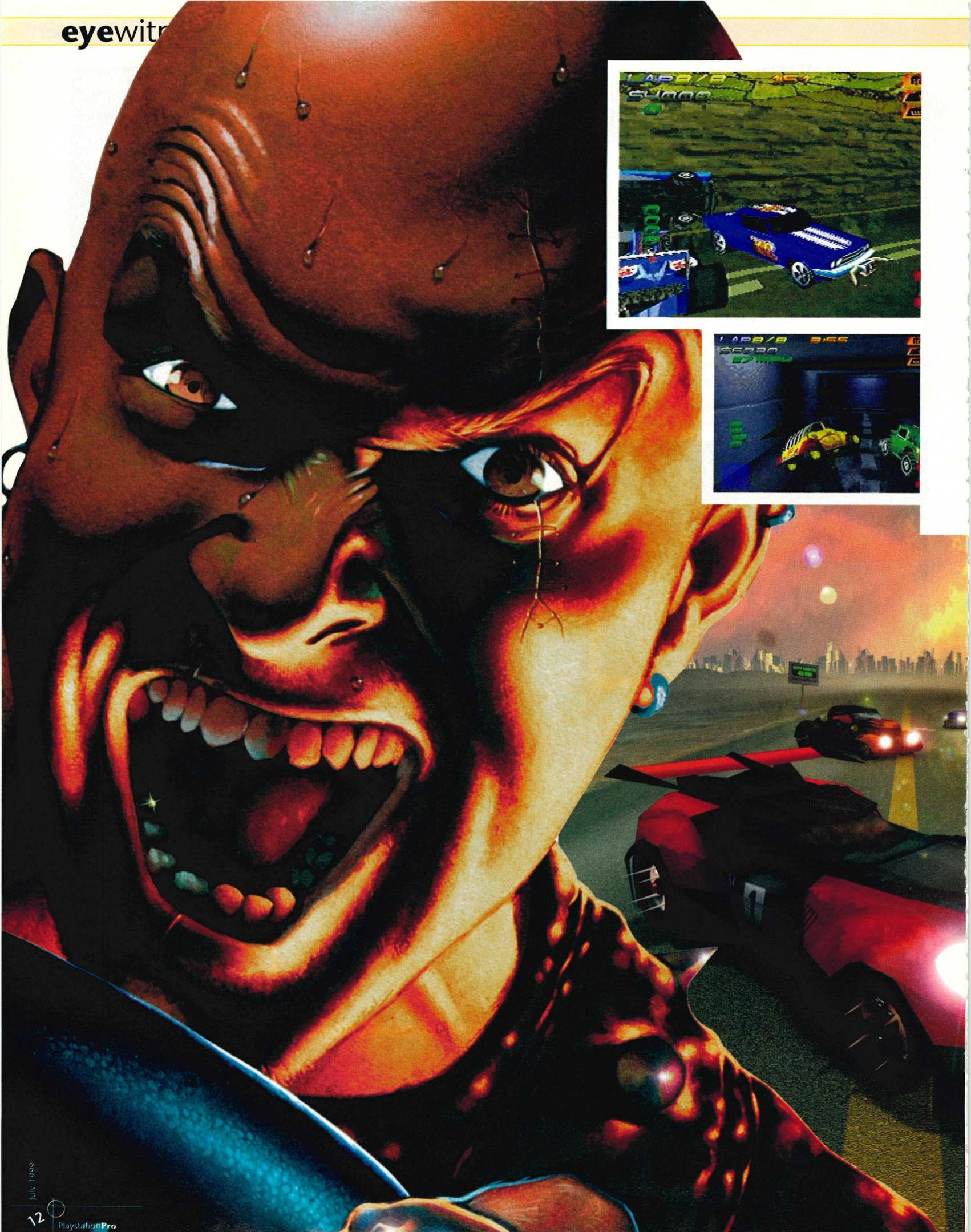


USA correspondent Harv Chippenwolf avoids being starry-eyed...

Hey there! So here I am on May 25th, or to put it another way, six days APM (After Phantom Menace). Yep, it's been on general release for nearly a week now and already I feel like the only person in the country not friendly with the events surrounding Anakin, Obi-Wan, Darth Maul and their merry bands of Star-Warring everymen. Why? I'm suffering from hype fever and I don't wanna overload! The E3 Expo in LA last week proved to be the biggest yet, and it also proved to be the least original.

The Sony stand was teeming with software and almost everything had a number behind it. Don't get me wrong, most of these sequels will be nothing short of brilliant - who can argue with Gran Turismo 2? - but at the No.1 show in the world, where everyone who's anyone is showing what they're worth, it's a little disappointing that they're obviously worth the same as last year, with bells on. So forgive me, Gran Turismo, if I'm not excited with the sequel of the decade.

But the prequel of the decade has got me going no end! Pong - the world's first videogame developed by genius Nolan Bushnell, 25 years ago, is to hit the PlayStation! Yes, the guys at Hasbro have gone so far back into the archives they've reached the beginning, and are currently working on a 3D version of the bat and ball game. It was playing in Los Angeles and was just as good as ever. It might not be Star Wars Episode 1, but it's got more history... and it'll last longer than a measly two hours. Next time...







The bigger and messier your road kills, the more points and vital seconds you rack up



LATEST NEWS

Carmageddon



Rev 16:13: And the car shall inherit the streets. And the unclean shall perish

For verily it is written that the spirit of the devil shall ride an automotive beast. And the dead will walk upon the Earth to be cut down by false prophets. Nought shall escape the carnage, for even the beasts of the fields (bovine variety) shall be risen for the slaughter, and it shall be funny as f*ck!

baptism by tyre

So this is what the end of the world will look like? Psychopathic punks riding souped-up hot-rods. Streets packed with pedestrians (sorry – zombies) all ripe to be mown down like a Flymo through a slug nest. Knee-jerk reactionaries, get ready to jerk some knee. The time of Carmageddon is nigh!

The automotive destruction takes place over 30 different landscapes, varying from an obvious Formula One circuit, to the peaceful settings of a Canadian mountain town. Races can be won by sticking to the track and driving like a pissed-up Lucifer, or alternatively you can do some off-roading and hunt down some innocents.

Running over people/zombies is not only fun, it's a vital element of the game. Each death gives you a few extra seconds of race time, and if that isn't incentive to hunt and slay, then you're probably a fully paid-up, machete-wielding fundamentalist already.

fire and bridgestones

Smash into an opponent's car and they take physical damage. Bonnets will crumple, flames erupt as if from the gaping jaws of death (Rev: way past his bedtime), seriously crippling their beloved street-beasts. The car physics has been tweaked to give the most spectacular crashes this side of an M25 black spot. The more imaginative the crash, the greater the point bonus. Chuck in a few civilian casualties and it's multi-combo points a-go-go.

You can even spend the entire race taking shortcuts and hunt down the opposition one-by-one, smashing them till they're a burning hulk that's going nowhere without an undertaker. With no other cars on the track, the race is yours.

Pick-ups litter the landscape like corpses, which can boost your speed or glue the zombies to the floor, making escape impossible. You can even collect a pick-up that changes the effects of gravity, making the smallest pot-hole a passport to some serious airtime.

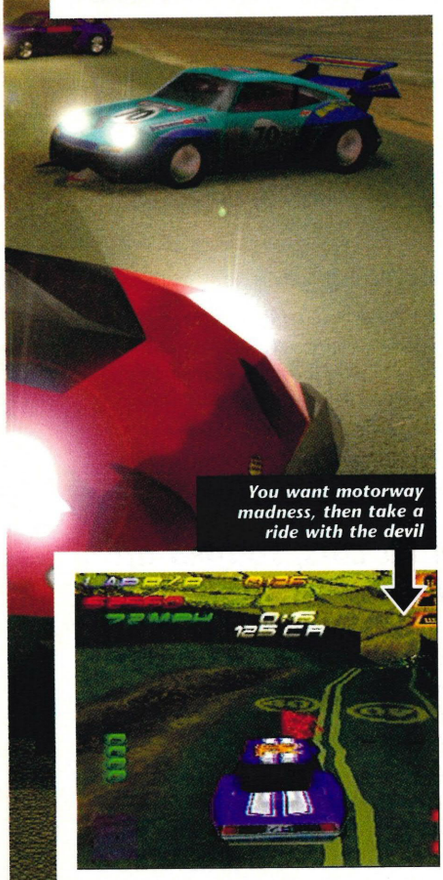
Unlike the original PC version, PlayStation Carmageddon will give you the chance to dish out speed-fuelled road rage against a mate in split-screen mode. So the possibilities of beered up crash-fests will be descending upon us this summer. Now let us all get on our knees and pray for the about-to-be dearly departed, dissected and dismembered. Amen.

Released **June**

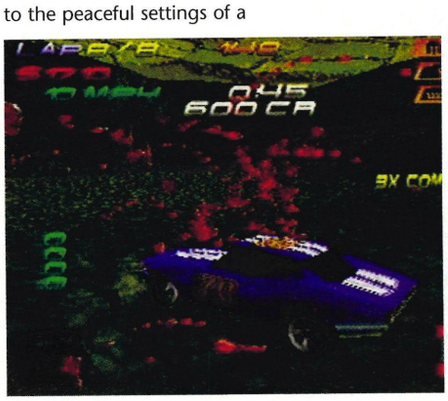
Foot to the floor and spread the most gore

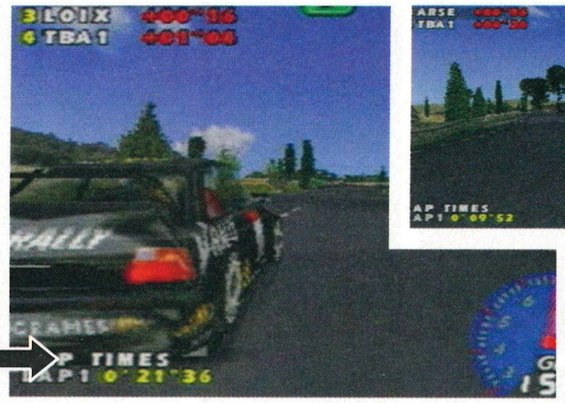


'Knee-jerk reactionaries, get ready to jerk some knee. The time of Carmageddon is nigh!'



You want motorway madness, then take a ride with the devil







With nine cars on the course and a high level of detail, it's amazing how fast this baby runs

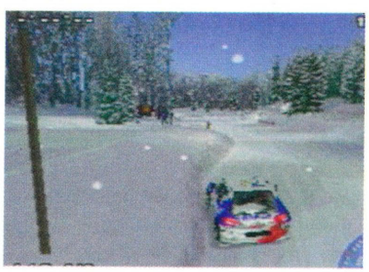


UPDATE

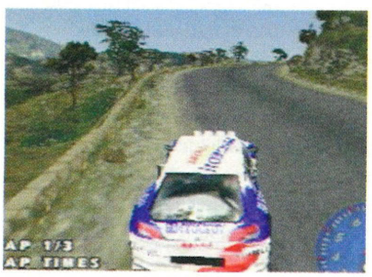
V-Ra

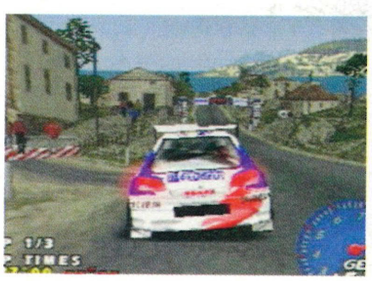


There's plenty of slippin' and a slidin' around those corners as the acceleration hits warp speed









You've seen the arse-scraping, engine welding essence of V-Rally 2 and its fine track editor. Well, don't flannel those mudguards yet baby, you don't know the half of it...

It doesn't take a genius to work out the attraction of the forthcoming V-Rally 2. 92 tracks and a fully operational track editor for endless hours mustering up the next rally spectacular. Plus, the prospect of having a four player race, all on the same screen, presents weekends of possibilities involving playmates, booze and rubberised gizmos (sorry, private thought).

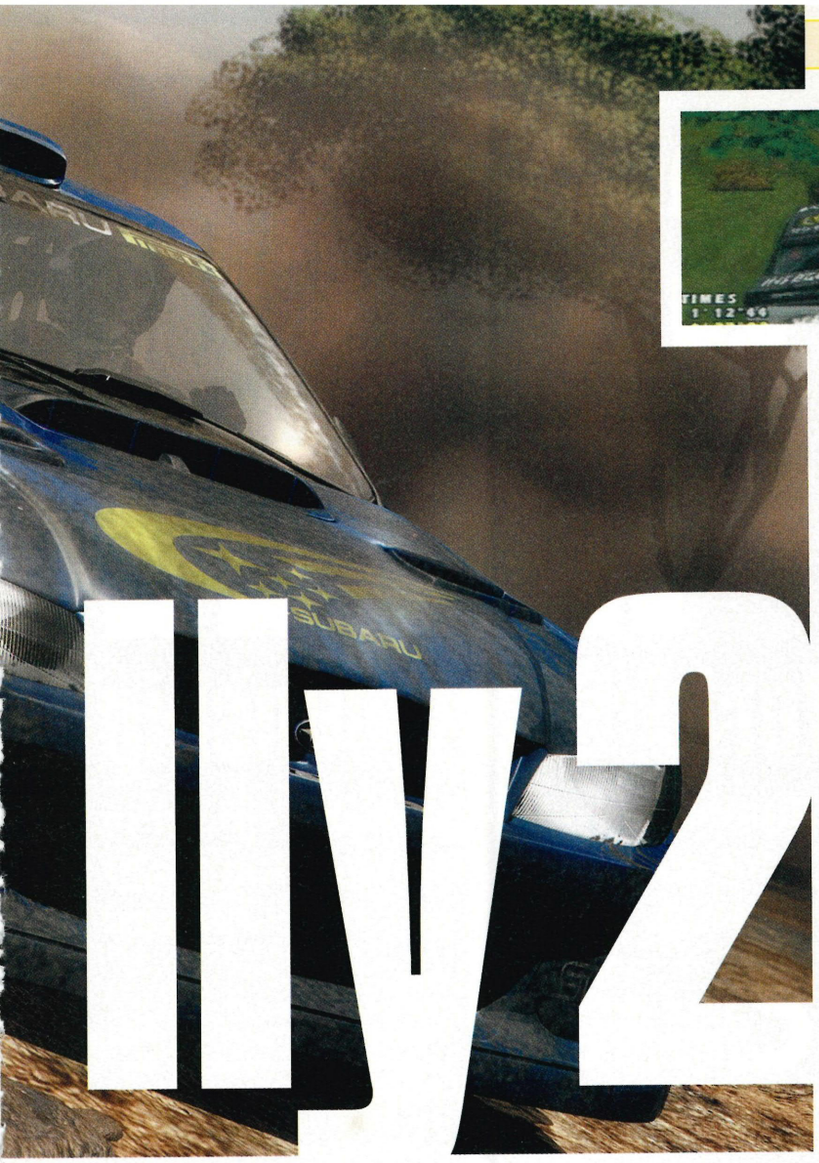
So what's the full story? Well, you're probably expecting just about the most comprehensive rally universe ever produced, aren't you? You want an enormous variety of motors with a set of four-wheel drive high performance World Rally cars. And you want a selection of kit cars (standard car models, equipped and modified for the rally stages) souped-up for a caging in the hair-stiffening rallies. Well tough...

car-mongery

...no really, tough. Ah, bollocks. V-Rally 2's Arcade mode is designed to push your motoring skills to the limits. The Arcade games are divided into three levels, each containing a number of stages. In order to gain access to the next level, you must complete the stages in a predetermined time. Of course, the levels become more and more difficult as you progress, but if they're finished in first place an extra trial will be awarded. What? You want more?

'You want a selection of kit cars, souped-up for a caging in the hair-stiffening rallies?'

The V-Rally Trophy mode consists of three different track groups (Euro stages, world stages and expert stages). Your

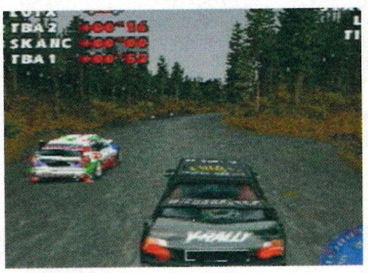


V-Rally 2





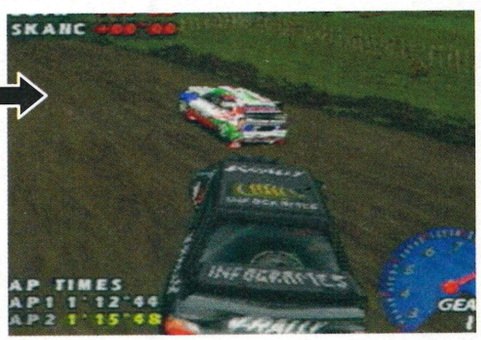
With a stunning track editor thrown in, V-Rally 2's number of tracks becomes infinite







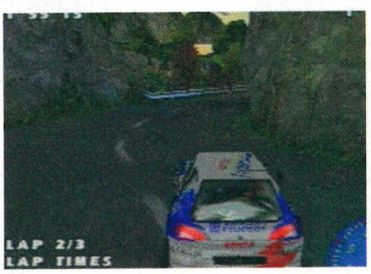


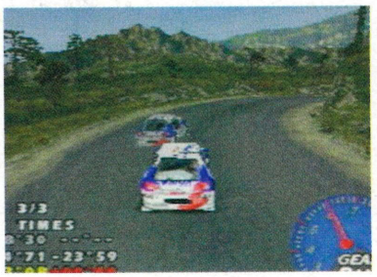


The muddy tracks will have you sliding around like old ladies on iced ponds, so expect crashes



A variety of camera views gives you plenty of choice on how you want to watch the action







time for completing all the races in a stage determines the final ranking. Finish first to progress onto the next group where you must win the expert stage to get that shiny trophy (you're sorry you asked, aren't you?). There's no time limit as in the Arcade mode and any car damage sustained, V-Rally 2 has full visual damage effects (they get smashed-to-bits), will not affect performance.

The cherry on V-Rally 2's plump Victoria sponge is the Championship mode. In a Championship race, nine players will be on the track at the same time. In multi-player mode, competitors start the race one after another on each track, just like the real thing. At the end of each rally, points are awarded depending on positions, ie. four points for 1st, 2 points for 2nd and 1 point for 3rd (and 0 points if you're crap).

Players can compete for the title of European champion, world champion or expert – which doesn't have the same ring to it, but the trophy is just as big. The Championship mode's special feature is its real-time damage, which forces you to carry out repairs. If repairs are not sorted within 30 minutes, then the rotten parts will cause trouble in the following races.

If you're as skilled behind the wheel as Sam, a full Rally School will help you acquire the knowledge. Here it's possible to whittle skills down to the knuckle by gradually moving up a list of ever more powerful cars, on different surfaces. Add to this breakneck graphics, a tremendous amount of tracks and special features, and you've got either one of 1999's winning racers, or a pile of toss. We'll decide for you, next month.

Released **June**

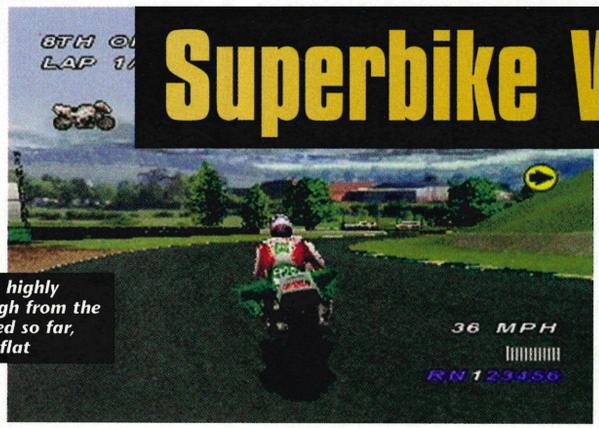


PREVIEW

Castrol Honda

Superbike World Championship

Rippin' through rubbers, caked in oil and squeezed into skin tight leather. Shame they're all blokes!





Each track looks highly detailed, although from the ones we've played so far, they're all a bit flat

Classed as a motorbike simulator rather than an out-and-out racer, Castrol Honda Superbike World Championship (for the love of sweet baby Jesus!) is gonna be a veritable dream for nut-tightening tinkerers.

Tyres and gears can both be adjusted to suit, and you can choose the amount of damage that your bike takes during a race, including tyre wear, body damage and the option to lose your rear wheel (top comedy moment that!).

This makes racing a far more challenging affair, as even the smallest hit can bugger up your prized two-wheeler beyond belief and play havoc with your steering. So ploughing into the barriers every five minutes is definitely out of the question!

Once you've reached the racing stage, plenty of legendary superbike





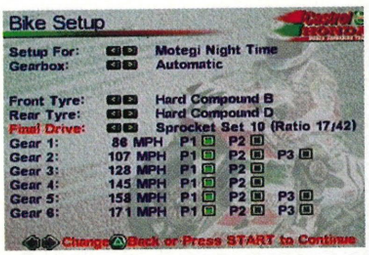
MAN OF STEEL

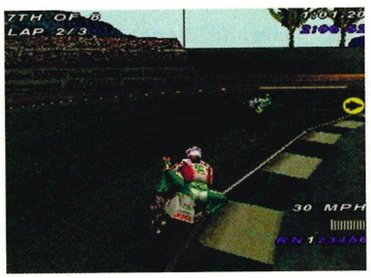
Superman

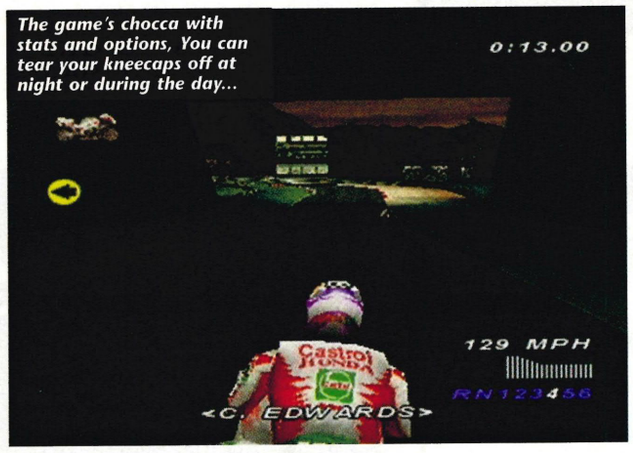
Faster than a speeding bullet he may be, but when it comes to saving PlayStation owners, Clark Kent and his amazing alias have misfired and missed the target by a mile. They're taking the slow train to town.

It's been so long since we first got a sniff that the man mountain's branded britches would be leaping this way, we'd almost forgotten the kiss curl was coming. In fact, we'd kind of given up hope on the big guy.

However, we've been told by a reliable source that the Man of Steel will definitely be winging his way into Sony's Metropolis of mayhem before that other flying do-gooder with the fluffy white beard arrives and starts fiddling with kiddies footy socks. Released November







The game's chocca with stats and options, You can tear your kneecaps off at night or during the day...



CHSWC (work it out!), features the biking talents of two of the world's most up-and-coming two-wheeled talents. 24 year-old Colin Edwards and teammate Aaron Slight are hot contenders in this year's Superbike (!) World (!!) Championship (!!!). With previous wins including events at Brands Hatch and Monza, it's a pretty good bet that they're gonna be thrashing the opposition with big whips and chains!

tracks are available to wipe your skidmarks across: North Allerton and the Motegi Honda test circuit to the national courses of Austria and the USA. You'll be up against 23 opponents; your aim is to piss on their fire and not your pants as you hurtle round the course on your Honda RC45. However, if you prefer to play with a human, there's plenty of split-screen action on offer too.

Although Castrol Honda Superbuggerit... isn't quite finished, it's looking like it's going to be better than our chances of writing a motorbike news piece without mentioning the phrase "something hot and throbbing between the legs"... damn!

Released **July**

FIRST LOOK

Ring Pull

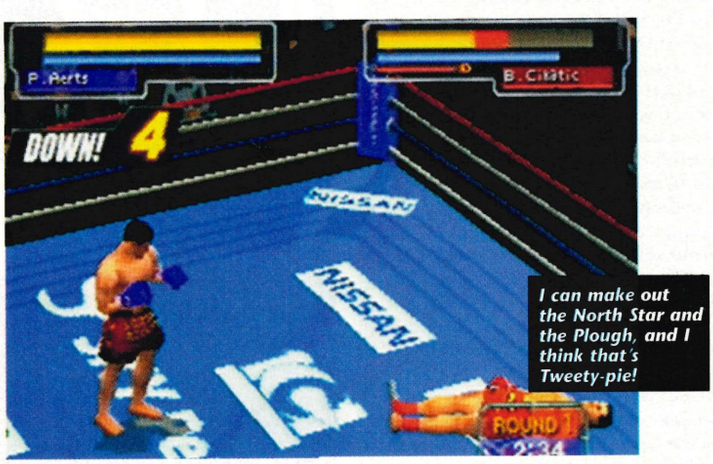
Will K1 Grand Prix: Fighting Illusion prove to be the ultimate fighter?

Featuring the talents of 16 world-class fighters, including previous real-life champions Peter Aerts and Andy Hug (you've got their posters haven't you?), the kickboxing gameplay falls somewhere between precise gloved fist-fighting and a shit-kicking free-for-all.

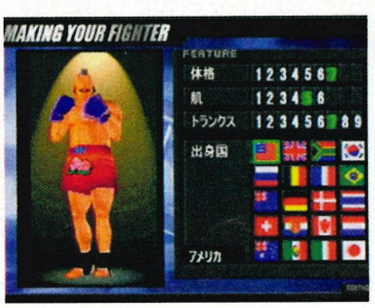
Arcade, two-player and knockout modes are all available to those that fancy themselves as the next Muscles From Brussels, with the obligatory training modes coming in very handy if you don't know your arse from your elbow-to-the-temple when it comes to kickboxing. There's also the chance to build your own straight-to-video star, who can be trained in a variety of fighting styles before he's let loose on the ring to cause a little multiple haemorrhaging.

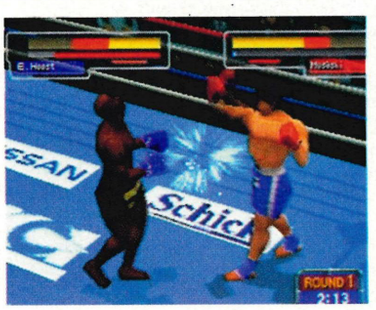
This punchbag of delights has been kicking about Japan for some time, but we're hoping that this twist on the fighting genre will be making some fancy moves in this direction soon.

Released **TBA**



I can make out the North Star and the Plough, and I think that's Tweety-pie!





wider world

Arcades and beyond with Marcus Webb

Sony Computer Entertainment played it coy about officially confirming that arcade videogames will use licensed versions of PlayStation 2 hardware next year, but it's true. Namco and Taito have already reported such plans; reliable sources report Capcom -- and possibly Konami – will do likewise.

A Sony arcade licensing program makes perfect sense; after all, Namco, Capcom and Tecmo released arcade games using the original PSX platform, and popular arcade titles often make the hottest console games. (It's also a good way for Sony to combat Sega's DreamCast/Naomi strategy - Naomi being the arcade version of Dreamcast technology) PSX-based arcade games included all the Namco "Tekken" titles and Capcom's Street Fighter EX and EX2, Rival Schools, Plasma Sword and Tech Romancer. Namco's first PSX2000-based title will be Tekken 4, arriving in early 2000.

Metron, the Sony entertainment centre which opened in San Francisco on June 16, is set to be followed by similar venues in Tokyo and Berlin.

Appearing in arcades this summer and fall is Konami's one-player upright, Silent Scope. Probably the most realistic shooting title we've ever seen, it features a full-sized sniper rifle mounted to the control panel, including an oversized telescopic sight. You just aim the rifle at the 27" main monitor, then squint through the sighting scope to see a live, close-up zoom-in angle on whatever 1x1" portion of the screen you point the muzzle at. The image you see is then overlaid with a translucent green target-sighting ring.

Konami creates the close-up telescope view effect by installing a miniature LCD-type monitor inside the scope housing; game software simply sends a splitstream video feed to both the big cabinet monitor and the small telescopic monitor simultaneously. The action starts with terrorists hustling the U.S. President and his entire family from their motorcade in downtown Chicago, into waiting helicopters.

The player takes the part of a U.S. government sniper whose job it is to follow the kidnappers, shoot them down and rescue the Presidential party. To eliminate the terrorists, you must achieve several shots to the body or a single shot to the head.

Three types of gameplay are offered. "Story Mode" starts with a downtown shootout and follows the terrorists to an airborne battle, a sports stadium firefight, a moving highway chase and assault, a mansion rescue and a final warehouse showdown. "Target Range Mode" is for training in an FBI-type shooting gallery, with both stationary and moving (but non-human) targets. "Time Attack Mode" duplicates "Story Mode" highlights, with an added beat-the-clock element.

Marcus Webb is Editor of Replay, a US trade magazine for the coin-op videogames business.

PREVIEW

Bad religion



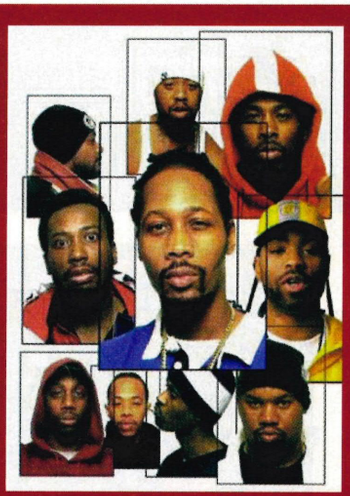
It's French and it's got a mad, bald priest in it! Beware The Guardian Of Darkness

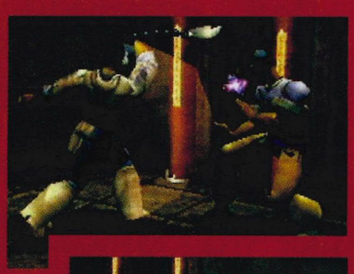
A little bald fella running about in a magical world of mystical objects and tricky puzzles? It can only mean one thing, Richard O'Brian's making a comeback in The Crystal Maze. But no, that was taken over years ago by that lanky git, and anyway, Fort Boyard now provides that brand of cerebral stimulation. No, the follicly challenged hero of our story is actually Ekna, a mystical priest who just happens to be, The Guardian of Darkness. Well he would be, he's French.

It's a bizarre new 3D adventure that's



Creepy goings on in the cruet and suet, as the ghost of the semolina pudding still haunts this dinnerlady







DOPE SHIT

Bring Da Ruckus

Wu-Tang: Shaolin Style's killer bee's are gonna swarm!

Yo-yo-yo, wuh-sup? Comein' at ya fresh and in effect like cocaine from Bolivia, it's the Wu-Tang Clan's very own beat-em-up. Word up!

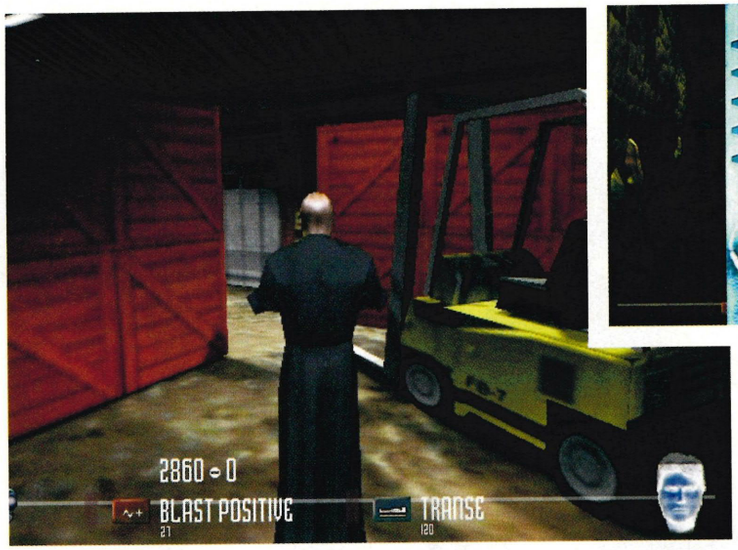
Activision are to release Wu-Tang: Shaolin Style, a four-player scrapper featuring the nine members of the Kung-Fu loving group, giving you control of 'Ol Dirty Bastard, Method Man and the Ghost Face Killah as they stomp some ass from Staten Island, to the ancient arenas of China.

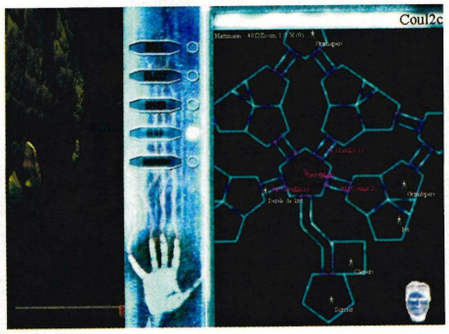
Progressing through 36 chambers, you will be able to learn hidden moves, pick up extra weapons and build up your stompin' prowess till your shit-kickin' boots are well polished.

Whether Shaolin Style will feature 'Ol Dirty Bastard's signature moves is unclear. The unluckiest man in Rap has been investigated for arms dealing, possession of crack, firing at police, failing to pay child support and is currently facing a three year stretch for illegal possession of body armour. Try pulling that lot off with a punch-punch forward-kick combo, you know whut am sayin'?

The game will feature music written by the Clan especially for their 1970s, Kung-Fu Movie-style debut game. Can those hard tokin' boys keep out of jail long enough to see the game released, or will the pigs get busy with their good shit? Hang chilled 'till to find out. Boyeees!

Released November







If Cryo keep to their promise, the PlayStation version of Guardian of Darkness should look similar to these brilliantly rendered PC graphics

already done great things on the PC, and comes to the PlayStation next month.

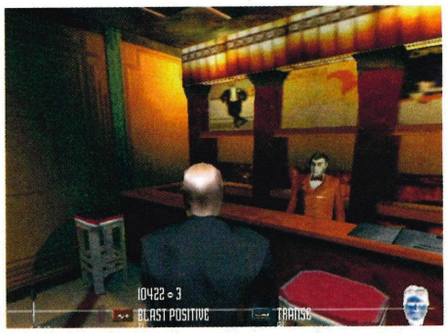
The Guardian of Darkness will feature 10 missions, set in completely off-the-wall situations, from a museum of pre-Colombian art to a fast food restaurant and a high flying zeppelin. Players will take control of Ekna as he investigates reports of paranormal happenings, using magic and psychic powers to defeat the evil that dwells in his world.

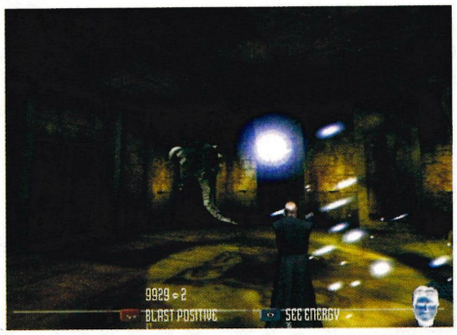
Developers Cryo Interactive promise that this weird French adventure will remain as close to the PC version as possible when it finally becomes available on the PlayStation.

As you can see, the graphics are already looking a bit special, and the surreal nature of the Gallic gameplay, with lashings of garlic dressing, should make for interesting viewing. We'll bring you more as soon as we have it.

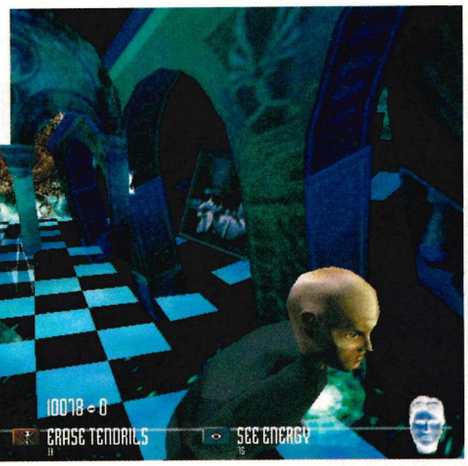
Released **July**

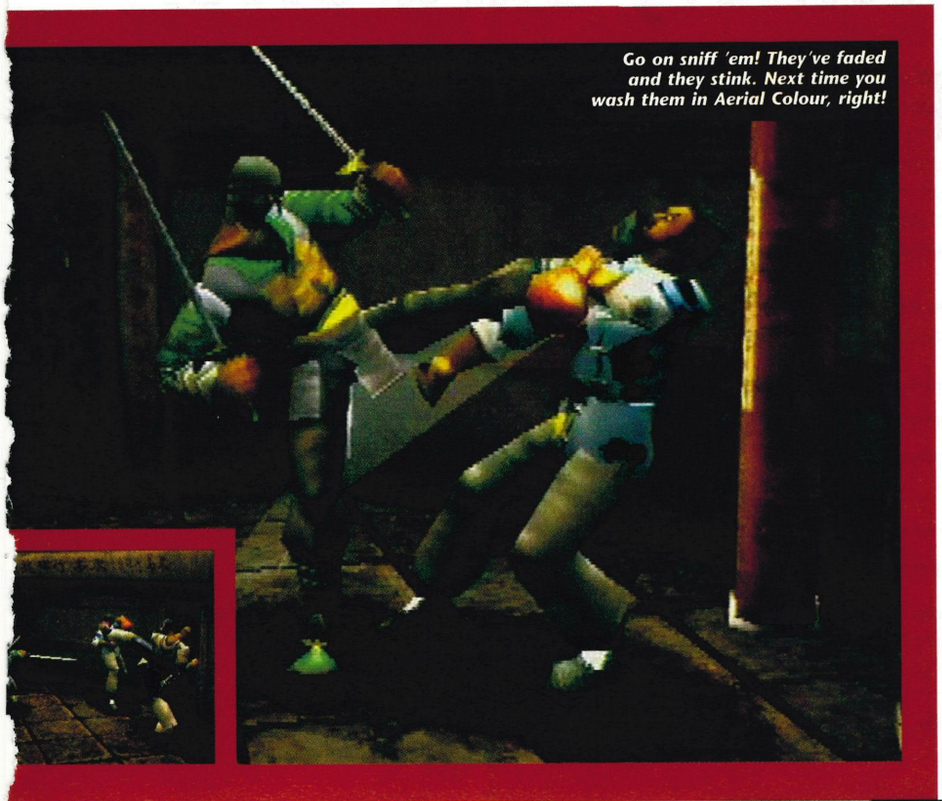




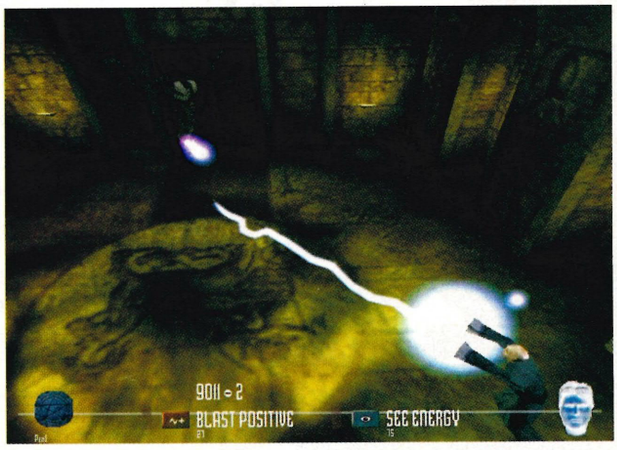


'Ekna investigates reports of paranormal happening, using magic and psychic powers'





Go on sniff 'em! They've faded and they stink. Next time you wash them in Aerial Colour, right!



PREVIEW

Unreal



Visit foreign planets, meet interesting and intelligent aliens and don't stop shooting till the gun goes "click"

Getting arrested can be a bummer, especially when your galaxy class prison ship crashes on a mysterious alien world and your parole officer is 8.4 light years away. With nothing in the world but your wits, it's up to you to find out what went wrong.

The planet is a lush green nirvana of mountains and lakes, twin moons hang in the sky and ancient ruins punctuate the distance. It's not all milk and honey however, as you soon stumble across a member of the ship's crew being eaten alive by a "tastes a bit like salty chicken' loving alien. Better get a weapon quick!

The planet can be explored as one constant level ranging from lush valleys to the interiors of alien citadels. Getting your hands on some whoop-ass weaponry soon becomes a must since there's a veritable zoo full of emotionally retarded aliens waiting to introduce you to a wet demise.

Aliens vary from the Nali; a peaceful race that don't mind making you a cuppa and chatting about the weather, to the Nazis of the game - the Skaarj. Enemy intelligence gives the Skaarj the brains to hunt you as a group, splitting up and attacking you from the rear in a Jurrasic Park veloceraptor style.

Luckily, you can pick up such inspired kit as the Saw-Blade launcher. This handy beast ricochets its ammo around and specialises in shaving inhuman scum into wafer-thin bacon rashers. Although Unreal will require you to do some thinking, finding that all powerful piece of firepower is a survival must, because some of the aliens are an impressive 30 feet tall.

Keep your beer wet and your powder dry as we bring you more information on a game that's sure to inspire American schoolies to rummage through Poppa's gun cabinet.

Released **September**

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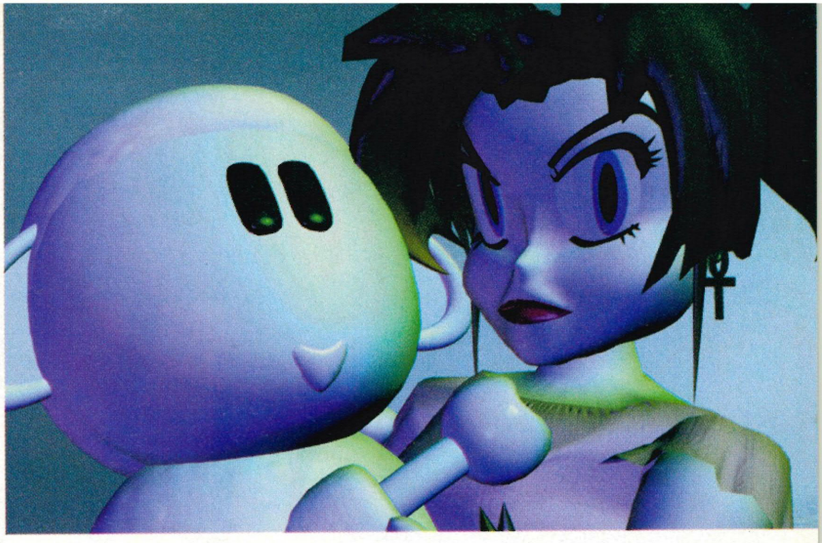
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BRAND SPANKING NEW

Completely Baa-king

Get your wellies on - it's time to teach those Sheep a lesson...

They're the scourge of the countryside. Shaking their booty in a provocative manner and generally tempting sex-starved Welsh types (ie. Will). Thankfully, you have the chance to wreak revenge on those woolly temptresses in the cunningly-titled Sheep.

Playing as characters Bo Peep (self-explanatory), Shep (presumably a sheepdog), Adam Death (a yokel) or Motley (Will), your task is to herd a gang of idiot ovine types to Mount Mouflon, where they'll be collected by a UFO filled with lamb-lovin' aliens (Will and twin Bill).

Of course, it ain't as easy as it sounds - for a start, each of the five breeds of sheep are as stupid as they come, making it bloody difficult to control the woolly buggers. But that's not all - trouble also comes in the form of Mr. Pear, whose pleasures in life involve sheep-worrying and cramming animals into plastic packages for human consumption.

Due to arrive in time for Christmas, rest assured, we'll keep you posted in the meantime... Expected **December**

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3..2..1..Go!

Rally



Has V-Rally 2 got the throttle to beat Colin McRae? Is the ageing Scot to be toppled by a French upstart? Pro asked Mark Higgins, the 1997 British Rally Champion to test 'em both and give us the professional's verdict!

Colin McRae Rally



First impression ☆☆☆☆

Viewpoint well done, but I don't like the in-car view (ironically), there's just not enough information onscreen for me to know where I'm heading next. The crashes aren't as good in this one, but the snow and mud really slow you down - that's excellent!



Graphics ☆☆☆

Not as good looking as V-Rally 2, but what is here is very close to the real stages. What you can see of the road is just about the same as in real life, but it can be more tricky to work our where you're heading next. Not much detail, but I've just driven past a caravan in Corsica, and that's very typical of the stage!



Sound ☆☆

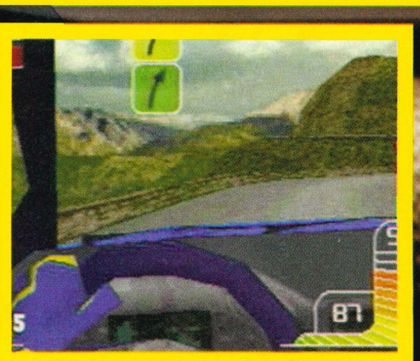
There's not enough variety of sounds. Modern rallies are full of brilliant noises that increase the atmosphere of the event ten times over, but they're not recreated properly here. This is definitely an area in need of improvement.

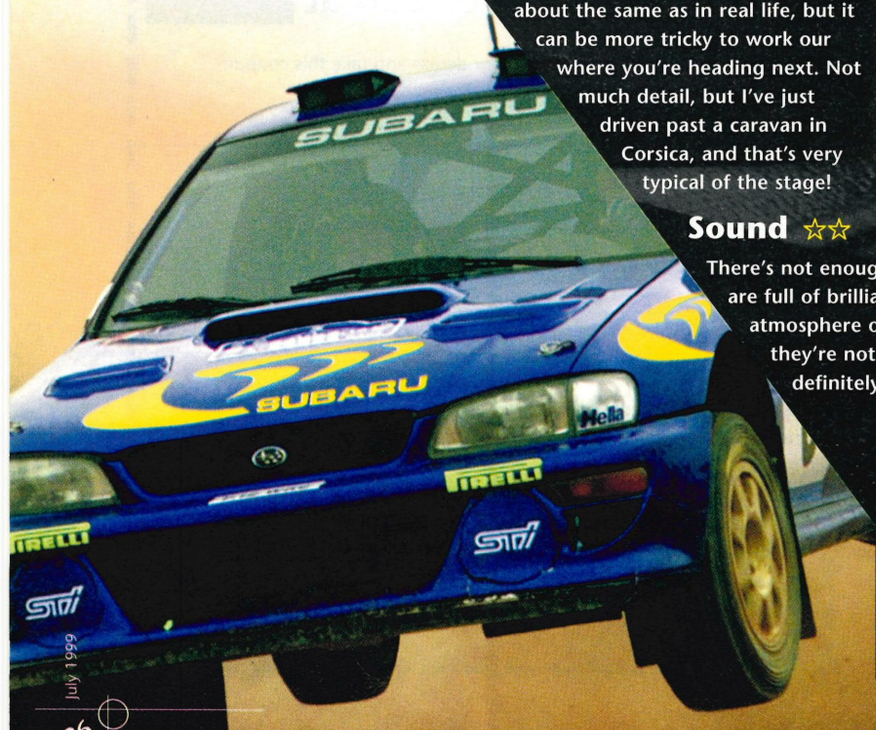




Higgin' marvellous!

Name: Mark Higgins
Age: 28
Born: 21.5.71
Lives: Wales
Car: Mk IV Golf GTi
Career highlights:
1989 1st Group N, Manx International
1994 British Junior Champion
1997 British Rally Champion
1999 3rd overall, Pirelli International





s Rally 2

How did you get into rallying?

I was born on the Isle Of Man, where racing's very prominent thanks to the TT races. My dad rallied and my grandparents too, so at school, when asked what I wanted to be when I grew up, I always said Rally Driver. They all laughed, but I showed them by becoming an Insurance Broker.

However, I'd bought an old Opel Manta when I passed my driving test (you can pass aged 16 on the Isle Of Man), and started thrashing that to bits. I then got a sponsor, and after jacking in the insurance job, I turned pro three years later.

I broke my back a couple of years ago, but it wasn't enough to put me off. If you want something bad enough, you'll get it.

However, there's no security and you can give up all thoughts of a social life – but I wouldn't swap it for the world!



V-Rally 2

First impression ☆☆☆

That's the first time I've rolled a car seven times over and still been able to drive away from it! Very spectacular, but not very realistic. Doesn't feel responsive, a bit on the sluggish side to drive, and the tracks are all flat out corners with no real bends.

Graphics ☆☆☆☆

It's easier to see the road here than in McRae, and the scenery is very realistic, full of detail and looks great. The bay in Corsica is spot on, but the cars look more squareish than in CMR. The sensation of speed is incredible and comes across really well in the fast flat out stages.



Sound ☆☆☆☆

The anti-lag clattering noise is spot on, and they're captured the transmission whines and gradient noise changes pretty realistically, which heighten the speed sensation and convince you that you're really going stupidly fast – "Scary stuff!"



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ADVENTURE / ROLE PLAYING





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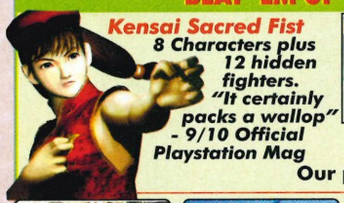

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TEKKEN 3


RIVAL SCHOOLS


STREETFIGHTER ALPHA 3

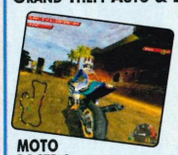
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Toshinden 2	74% PY	£12.99
Toshinden 3	78% PY, 76% PP	£29.99
X Men Children of the Atom		£19.99
X Men V Streetfighter	82% PY	£34.99

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RRP £44.99 Our price £31.99

Ayrton Senna Racing 2		£19.99
Bugriders	N/A	£9.99
Burning Road	**90% PY**	£12.99
Carmageddon	**Due 28th May**	**£29.99**
Circuit Breakers	81% PY, 80% PP	£19.99
Colin McRae Rally	**93% PY**	**£31.99**
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	50% PY	£29.99
Driver	**Due 28th June**	**£31.99**
Formula 1	84% PY, 88% PP	£18.99
Formula 1 '97	90% PY	£29.99
Formula 1 '98	68% PY	£26.99
Gran Turismo	**97% PY!!!**	**£18.99**
Gran Turismo + Dual Shock Pad		**£29.99**
Grand Theft Auto (18+)	88% PY, 90% PP	£14.99
Grand Theft Auto London Disk (you must have GTA)		**£15.99**
Grand Theft Auto & London Data Disk Double Pack		**£26.99**


MOTO RACER 2


COLIN McRAE RALLY

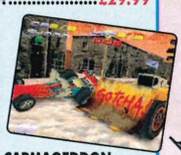

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Jeremy McGrath's Supercross 98	67% PY, 52% PP	£18.99
Jetrider 2	78% PY	£14.99
MAX Power Racing	90% PP	£30.99
Megaman Battle & Chase	N/A	£14.99
Micro Machines 3	**92% PY, 95% PP**	£17.99
Monaco Grand Prix Racing	Due end April	£32.99
Motorhead	79% PY, **92% PP**	£17.99
Motor Mash	N/A	£14.99
Moto Racer	86% PY	£18.99
Moto Racer 2	87% PY, 91% PP	£32.99
N_2O	70% PY, 89% PP	£14.99
NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£18.99
Need for Speed 4	Out Now	£32.99
Newman Haas Racing	74% PY, 75% PP	£14.99
Porsche Challenge	82% PY, 80% PP	£18.99
Rally Cross 2	83% PY, 79% PP	£29.99
Ridge Racer Revolution		£18.99
Ridge Racer 4	**Out Now!**	**£29.99**


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Ridge Racer 4 & Jogcon Joypad		£49.99
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Road Rash 3D	76% PY, 80% PP	£25.99
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Street Skater	Due 23rd April	£32.99
Tank Racer	Out Now	£30.99
Test Drive 4X4	54% PY	£33.99
Test Drive 5	87% PY	£25.99
TOCA Touring Cars	92% PY, 91% PP	£17.99
TOCA Touring Cars 2	**92% PY**	**£27.99**
Total Drivin'	84% PY, 86% PP	£18.99
Vigilante 8	94% PY, 91% PP	£19.99
V Rally *Dual Shock*	87% PY, 94% PP	£18.99
Wrecking Crew	83% PY	£14.99


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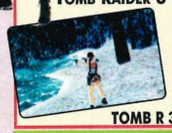

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Resident Evil 2	**96% PY**	**£27.99**
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Tomb Raider 2	95% PY, 95% PP	£17.99
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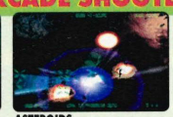

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AKUJI

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G Darius	88% PY	£28.99
G Police	84% PY, 93% PP	£18.99
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One	86% PY, 83% PP	£12.99
Retro Force	75% PY	£34.99
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Command & Conquer	79% PY	£18.99
Command & Conquer RED ALERT	90% PY, 93% PP	£25.99
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Steel Reign	58% PY	£29.99
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Theme Park	86% PY, 85% PP	£18.99
Unholy War	70% PY, 89% PP	£19.99
V2000	82% PY	£16.99
War Games	60% PY, 90% PP	£18.99
Warzone 2100	Due April	£30.99
Worms	92% PY, 82% PP	£17.99
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Bubble Bobble/Rainbow Island	N/A	£22.99
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Bust A Move 3	88% PY, 85% PP	£19.99
Bust A Move 4	Due 2nd April	£25.99
Caesar's World Gambling 2	N/A	£31.99
Chessmaster 3D	68% PY, 87% PP	£19.99
Devil Dice	85% PP	£28.99
Lemmings & Oh No! More Lemmings	Out now!	£18.99
Livewire	Due April	£23.99
Pet in TV	77% PY	£29.99
Poy Poy 2	73% PP	£27.99
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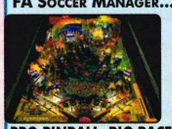
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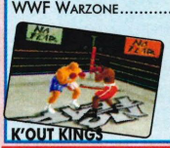
Actua Golf 2	80% PY, 83% PP	£17.99
Actua Golf 3	76% PY	£23.99
Actua Golf 3 & Actua Soccer 3		**£37.99**
Actua Ice Hockey '99	Due 30th April	£30.99
Actua Soccer 2	92% PY, 93% PP	£17.99
Actua Soccer 3	**92% PY**	**£23.99**
Actua Tennis	74% PP	£22.99
Allstar Tennis '99	Out Now	£34.99
Anna Kournokova's Smash Court Tennis		£29.99
Brian Lara Cricket	**89% PP**	**£31.99**
Brunswick Bowling	45% PP	£28.99
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Cool Boarders 3	84% PY	£29.99
Dead Ball Zone	84% PY, 88% PP	£16.99
Everybody's Golf	85% PY, 85% PP	£29.99
FA Soccer Manager	**Due April**	**£32.99**






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Int'l Superstar Soccer Pro	84% PY, 92% PP	£18.99
Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£24.99**
International Track & Field	85% PY, 90% PP	£17.99
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Knockout Kings	88% PY	£32.99
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Pool Shark	85% PY	£29.99
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Premier Manager '99	**Out Now**	**£29.99**
Pro Boarders	35% PP	£29.99
Pro Pinball Big Race USA	89% PP	£26.99
Puma Street Soccer	Due May	£29.99
Rushdown	78% PP	£24.99
Sensible Soccer Club Edition	**Out Now**	**£14.99**
Street Skater	Due April	£33.99
Tiger Woods Golf '99	78% PP	£31.99
Triple Play Baseball 2000	Out Now	£32.99
Total NBA '98	92% PY, 85% PP	£29.99
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WCW Thunder	**Out Now**	**£26.99**
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Point Blank & Scorpion & Guncon Adaptor		**£41.99**
Time Crisis	**90% PY, 93% PP**	**£18.99**

3D SHOOTERS



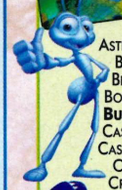
Alien Trilogy	**91% PY, 85% PP**	**£17.99**
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Colony Wars	92% PY, 93% PP	£19.99
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PLATFORM





CRASH 3 — GEX 3 — SPYRO

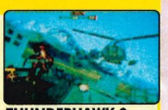




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Blasto	56% PP	£19.99
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Casper	62% PP	£22.99
Castlevania	92% PY	£24.99
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Crash Bandicoot 2	86% PY, 87% PP	£18.99
Crash Bandicoot 3	**89% PP**	**£29.99**
Croc	78% PY, 84% PP	£18.99
Croc 2	Due June	£32.99
Gex 3D	91% PP	£18.99
Gex 3 Deep Cover	**Out Now**	**£28.99**
Heart of Darkness	88% PP	£18.99
Hercules	63% PY, 81% PP	£18.99
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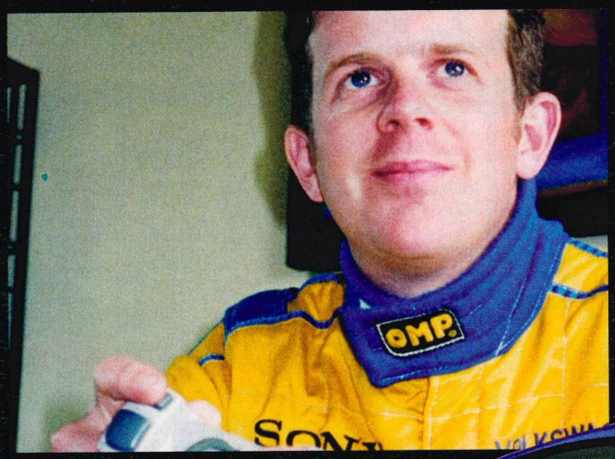
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Colin McRae Rally (cont)

Realism ☆☆☆☆

The way it leaves the skidmarks from the front wheels only in the F2 cars is superb! The changing track surfaces throw-up realistic challenges and the courses are generally narrower, as in real life. Collisions aren't as spectacular, but you can cope with them better.



Handling ☆☆☆☆

Each time you encounter a different surface, it really does feel as though the car's travelling over ice or gravel or tarmac. The F2, front-wheel drive cars handle exactly how I'd expect, with lots of understeer, whilst they've got the WRC cars just right!



The verdict

V-Rally 2 is more of a racing game than a rally game, with fast open tracks and an incredible delivery of speed – it's amazingly quick! The sound effects are spot on and trackside detail is breath taking. It's a game that'll get racing enthusiasts into rallying, because it's so





Mark and the mechanics

Higgins the gent, explains all the mechanical gubbins that keeps a rally car on and off the track

anti-lag: that's just a sound thing. The banging and clattering you hear when you decelerate in a World Rally Car is the sound of the turbo. Fuel is pumped into the turbo to keep the boost up so you don't get turbo lag, the noise is the sound of the fuel being burned off.

Suspension: you'll normally choose a harder setting the more grip you have available. If it's dry tarmac, you'll want the suspension very hard, and conversely, if you're on something slippery like snow, you'll want your set-up quite soft. A soft suspension absorbs the bumps and loose surface conditions, keeping the tyres on the track, increasing your grip, but you sacrifice high speed stability that you can only get from having a hard suspension.

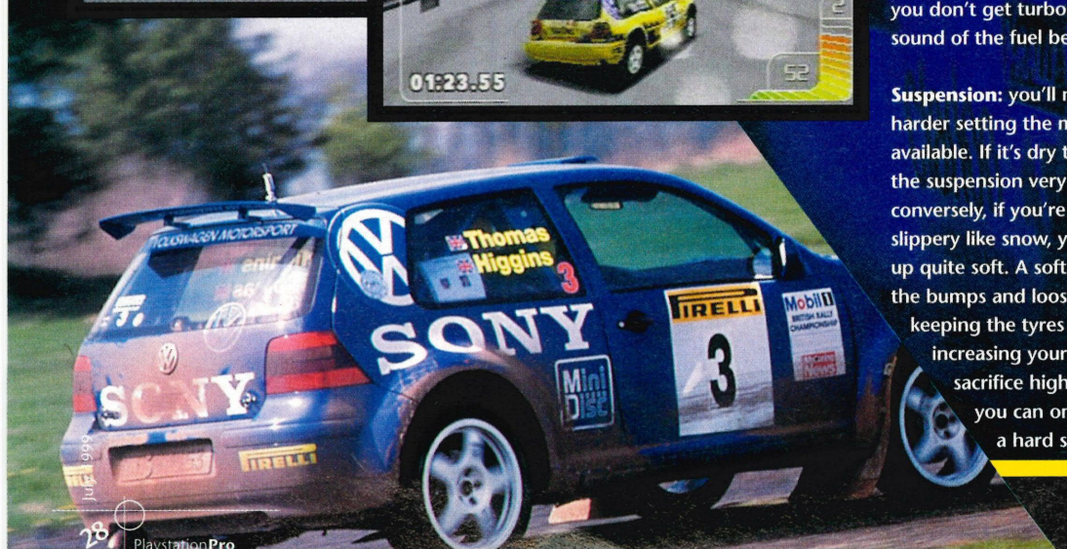
If you have a mixed stage (like Monte Carlo, where the whole rally is a compromise between speed and grip) then you'll need a mixed set-up that offers you a little of everything.

Gear-ratios: the lower the gear ration the more acceleration you get. Corsica is filled with twists and corners, hardly any straights at all, so you don't need a high top speed, with strong acceleration being much more important on the straights.

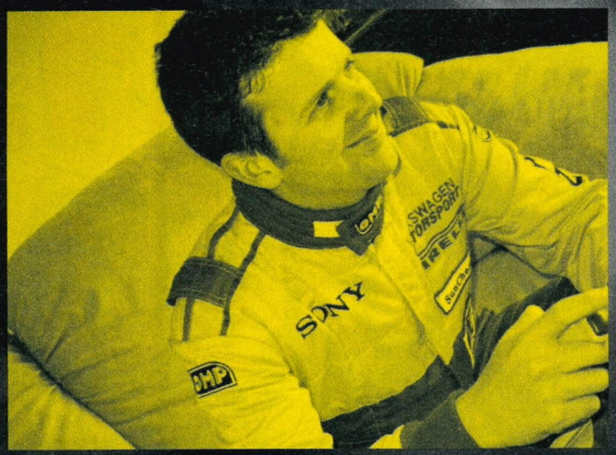
Finland, on the other hand, is a high speed rally, where you want a very good top speed, so you should lengthen the gear ration. The only exception is if the rally stage is really short, then go for acceleration over top speed.

Tyres: in a rally, we have different soft and hard compounds and widths to choose from, plus there's a range of different tread patterns.

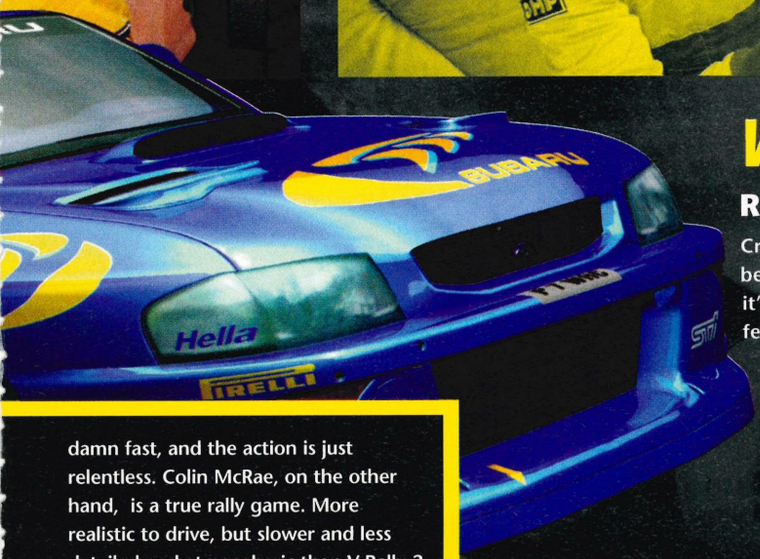
The tyres we select depends on the length and type of stage we're rallying, and we have a choice from around 20











damn fast, and the action is just relentless. Colin McRae, on the other hand, is a true rally game. More realistic to drive, but slower and less detailed and atmospheric than V-Rally 2. It's the game for the rallying purist.

I think then, that they're two very different games, and if I were a gamer, I'd definitely need both!

V-Rally 2 (cont)

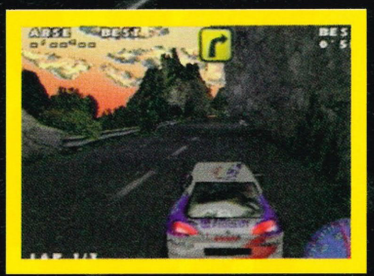
Realism ☆☆☆

Crashes too easily, rolls too quickly. It's the better game using the racing wheel, but it's biased towards creating a break-neck feeling of speed (which it does magnificently), rather than a true rally experience of slow bends, tricky corners and difficult straights.



Handling ☆☆☆☆

One of the best games I've played with a steering wheel, it responds well and is easy to control. However, the set-up leans more towards racing than rallying, with you negotiating tracks at incredible speeds, using little sideways slide. A good effort though.



or 30 to choose from. If it's very wet and muddy, we run on grooved tyres, with the tyre engineers actually cutting chunks out of them to get more grip.

Brake bias: when you're on tarmac you normally want the front stronger, which means that the front brakes are working more than the rear. If you're on a very slippery stage you want the rear working, so when you turn in to the corner, the car actually slides, altering the balance of the car.

If you want to set the car up a long time before the corner, you'll want more rear wheel braking. The more front braking you have, the quicker you can stop, but if you're on a slippery surface this will just lock the front up and you'll lose the steering.

If you have the bias towards the rear, at least you still have control over what the front end is doing. If you watch cars in a rally, they'll come into the corner one way and then turn sideways the other way before taking the bend. He's doing that on the brakes.

Cornering

Everything should be sorted out before the corner, so that by the apex you should be pointing in the right direction, accelerating fully.

Every time you go too sideways you're scrubbing off speed, so try to get the car through the corner keeping it as straight as possible. With the brakes being more on the rear, you set the car up beforehand so you're driving the car all the way through and out. If you lift off on gravel you'll find the car wanting to spin, so you should be on the power all the way through the corner.

Exit speed is always more important than entry speed. If you drive towards a corner and just turn the wheel you'll get understeer – the front just wanting to go straight on – so you'll need to get a pendulum movement going, sending the car one way and then flicking back the other (also called the Scandinavian flick). You flick the car in the opposite direction to the corner just before the bend (it also tests the amount of grip you have available) and then steer back towards the bend quickly to send the car straight through the bend.







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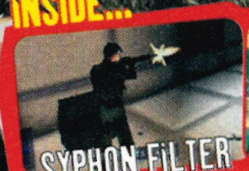
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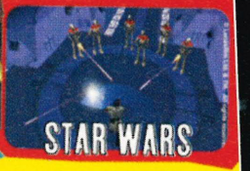
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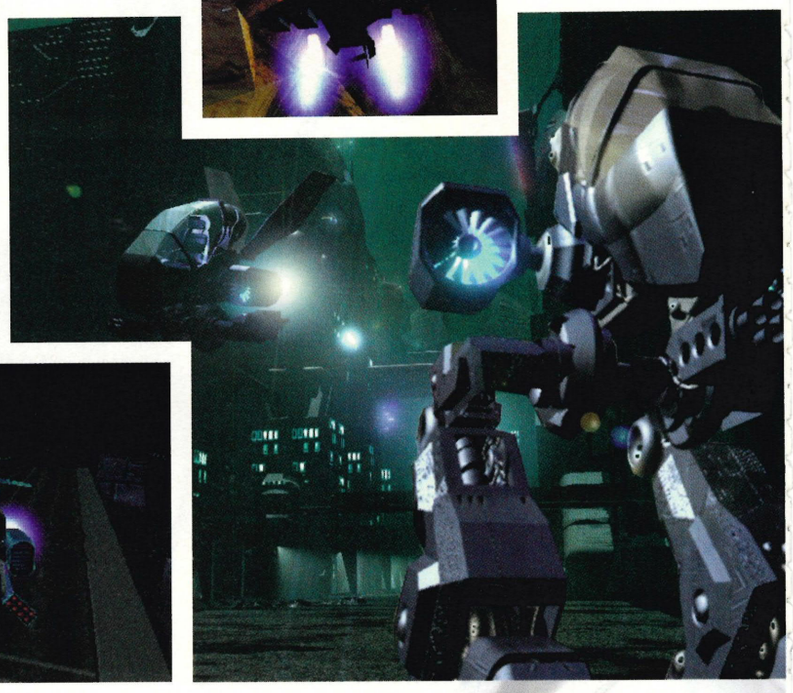
G-Police 2
Dino Crisis
Earthworm Jim 3D
Ace Combat 3
40 Winks
Alien Resurrection
European PGA Golf
Centipede
Destraga
Dragon Valor

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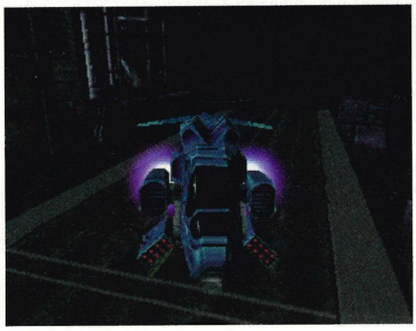
G-Police 2





It's basically more of the same, but the developers have taken care to note the quibbles of players from the original, and improved the areas that needed it. Unlike most sequels, G-Police 2 promises not to be any harder, the difficulty curve of No. 1 proving a bit of a bastard for many. Instead, they've redesigned the levels to make the intricate joypad controls as intuitive as possible while retaining that essential G-Police feel. Psygnosis is in the finishing straight with this semi-cerebral effort and has warned Pro readers to be aware of early "reviews" that might not necessarily give a correct overall impression of the game.





Dino Crisis



CAPCOM

Just like Resident Evil: Nemesis (see page 44), Dino Crisis looks very close to finished. And it also looks very, very good. Running as it was on monitors blessed with the kind of sonic facility that even a massive trade show can't drown out, it sounds awesome too. Remember the screeching veloceraptor bit in the first Jurassic Park film? Transfer that to your television and you won't be far away. On the downside, even for a blood-letting effort such as this, it is incredibly dark, though the sparse lighting effects heighten the atmosphere, which the alternately booming/whispering soundtrack creates.









Playing it is a joy. Is it Resident Evil? Is it Duke Nukem? It's a little of both and a lot more besides, with enough neat touches to make dino avoidance as easy as possible... though this is no easy game, and with dinosaurs as impressive-looking as this, who could complain at being mercilessly munched a few times.



Earthworm Jim 3D

A four year absence on the PlayStation for Jim will end in the Autumn when he reappears in glorious 3D - there're only four levels, but they're amongst the hugest Pro's ever seen. This was virtually finished over a year ago and with the amount of time ViS has had to buff up and polish, J3D promises to be nothing short of stunning. There'll be trouble if it isn't.





Centipede

HASBRO

No longer just one paltry crawler, but now up to six bugs with which to play the game, each with a choice of three different views and all in true 3D. Chuck in some cinematic cuts and the option to battle with up to three mates and Centipede is looking truly '90s. You'll soon be able to make your own minds up as to whether this is good or bad...

Dragon Valor

SONY

Best known for its arcade racers and fast paced games, Namco's attention has turned to the RPG with this sequel to its ancient Dragon Buster. Heavy on the combat with a storyline that spans several generations, Dragon Valour incorporates an end-of-level boss in a neat touch that will help broaden its appeal beyond the usual role-playing fan base.



Ace Combat 3

A flight sim with a plot, the latest Ace Combat puts almost as much emphasis on strategic thinking as it does dog-fighting. It promises smoother scrolling graphics and a higher level of detail to make for a far better flying experience. But it's somewhat fiddly to get to grips with and not a product you can test in a 10 minute window at a show, although it's looking good for the chocs-away crowd.

SONY



FOX INTERACTIVE

Alien Resurrection

The game that took an age to develop is finally showing signs of release and the wait for the movie sounds and authentic voices may very well prove worthwhile. Smart graphics, huge sounds and the option to take control of any primary character from the film, with one of nine weapons, should keep fans of the franchise happy, and if the gameplay continues to live up to its promise there'll be hordes of converts too. Looking good, this.

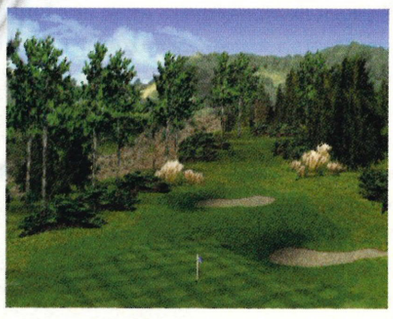


European PGA Golf

Gremlin has dropped its Actua series in favour

INFOGRAMES

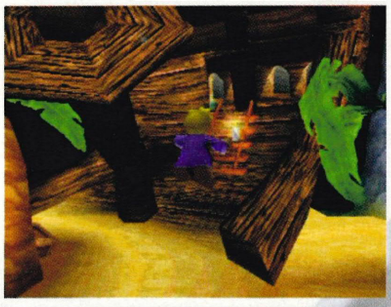
of this licensed effort in which players can compete against REAL players from the REAL tour. Six new courses are the staple, with a polished version of Actua 3's revolutionary-if-tricky swingometer where the analogue stick is used to determine the strength of swing.



40 Winks

Touted as a Crash beater and indeed the PlayStation's answer to Banjo Kazooie on the N64, 40 Winks offers a true 3D platform environment and evolving main characters blessed with the ability to morph – of a fashion – to suit the requirements of a level or particular bad guy. It's looking fantastic, doesn't play half bad and, despite the sad-as-f*ck character names, may well end up leading the platform pack.

GT INTERACTIVE

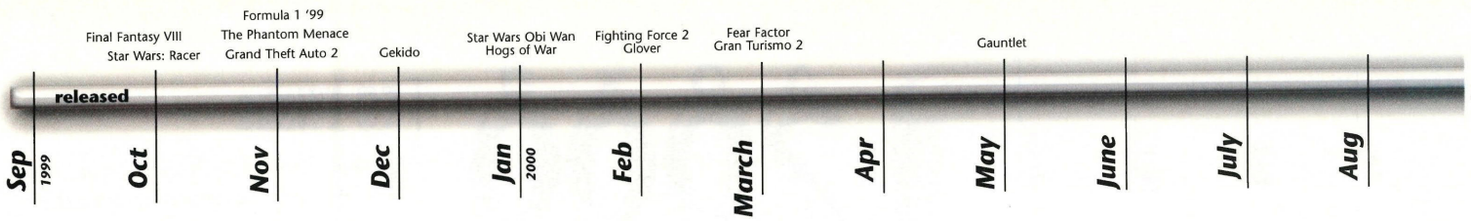


Destraga

SONY

Developed in Japan by one time Nintendo specialists Koei, this is a free-roaming fighting game viewed from a top down perspective that in truth makes it slightly awkward to play... at first. The developers readily admit to borrowing from a number of styles and an RPG influence is evident in its design and the interaction of the characters. Certain to be an acquired taste, this has the hallmarks of a potential scorcher.





Grand Theft Auto 2

ROCKSTAR GAMES



Vastly improved graphics and a more open-ended style of gameplay are the promise for this "proper" sequel. After the London special version, it's back to fiction for the streets, with 30 brand new vehicles in which to drive and the chance to join in a gang war, pitting homeboys against each other and rising to the top in any way possible.

As well as the pigs, the army and FBI, muggers and would-be killers are now hot on the player's tail, but with loads more weapons involved this should only serve to heighten the violent fun. You can expect this to go ballistic when it finally hits the PlayStation.

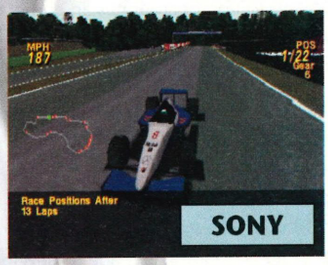
Gauntlet

ACTIVISION



The top-down arcade spell-fest is finally on its way. A choice of characters effectively gives a choice of ways to get though the game and, for those who remember the 10p-muncher, the four player option should bring back happy memories of fights in the corner and a clip around the ear from the bevested change jockey.

Formula 1 '99

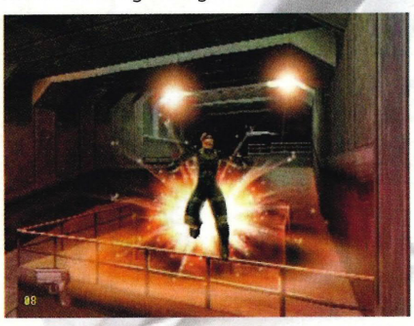


Relive the season (it'll be over by release time) with all the drivers (yes, they've even got Villeneuve this time now he's too crap to have a game of his own) and every circuit in minute detail. Sony has brought in a fresh team for this year's effort and the physics and dynamics have been changed yet again. '98 was a bust, but an early look '99 suggests a podium place and a position back alongside the big boys.

Fighting Force 2

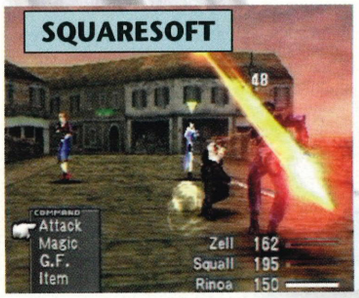
EIDOS

A scrolling scrapper just like the first, but Pro's investigations have unearthed a whole new kettle of fish here. There's a strategy element running throughout so brawn alone is no longer enough. The graphics have been tarted and they do look great, so with the all new storyline and interactive backgrounds, it could be a good year for the intrepid Hawk Mason.



Final Fantasy VIII

SQUARESOFT



Heard about it have you? Thought so. Well here's a bit more info. There'll be eight different characters as which to play with handy tutorials for the FF beginner and... dual shock control for a spot of reverb after casting spells. Treat. The graphics are lush as you'll have seen, but the cut sequences are something else. This is the PlayStation at its very limits and you'll jozz yourselves without a doubt.

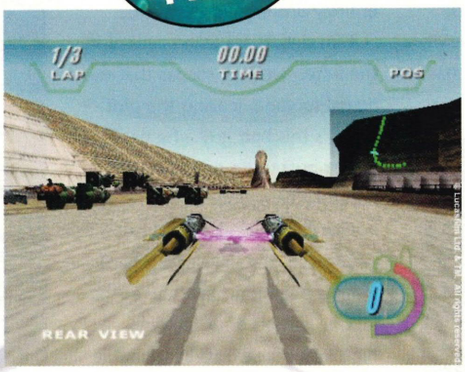
Star Wars: Episode 1 - The Phantom Menace
Star Wars: Episode 1 - Racer
Star Wars: Episode 1 - Obi Wan



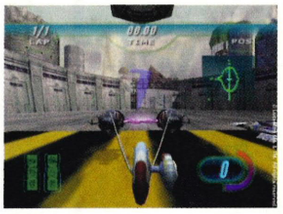
First thing to note is that Phantom Menace has been put back to August due to "tweaks", spoiling the Lucas plans for a simultaneous July release for game and film alike. You had to be a bit special to find this out first hand and hundreds of people weren't – left outside the conference room like losers as Pro larged it inside with Rick McCallum, producer of the Phantom Menace movie, and LucasArts president Jack Sorensen.

Phantom Menace is coming along and the good news for PlayStation owners is that so too is Racer, which for some reason debuts on the N64 first.

But the shit hot news is that a third PlayStation game is also on its way! Obi Wan is described by Sorensen as a Dark Forces type of game with third person perspective control and multiple interactive locations. It looked nothing less than a treat in the specially screened demo which Pro attended and should keep the Lucas flag flying well into next year. As though it'll ever stop!











Fear Factor — EIDOS

An action adventure game that isn't like Tomb Raider (seriously!) from Eidos, with a Hong Kong setting and more guns than a Kentucky redneck. Dark, futuristic graphics and a plotline that involves controlling all the central characters, this promises a different kind of gaming experience and, with 100 markedly different destinations, it should be a hell of a blast



Glover — HASBRO INTERACTIVE

The long-promised 3D platformer is looking good for a late year release. Bizarrely colourful and odder than a bull with a briefcase, it's standard stuff at heart - collecting, switching, jumping and avoiding – but big enough and strange enough to deliver the goods provided the final polish is correctly applied. We're sure you'll give it a big hand when it arrives.



Hogs of War — INFOGRAMES

Anyone tired of tuning into the latest news about Kosovo, should get a kick from this war piss take. Control an army of 3D pigs (not the police) against similar foes, drawing upon weapons such as mortars, flame-throwers, knives and more in a turn based conflict that promises to be the ideal pick-up after a night of pie and lager down the public house.



Gran Turismo 2

Two armed police guarded Gran Turismo 2 for the full duration of the show. Why? Because it was playing on PlayStation 2. Admittedly the version was so early it was virtually travelling through time, but the 40 minute queues for a two minute turn are testament that this is going to be large. Don't worry – it is still coming out on the old grey device too.





Gekido — INFOGRAMES

Infogrames' acquisition, Gremlin Interactive, is quietly confident that Gekido will place it firmly on the scrapping map. Running impressively in L.A., it borrows unashamedly from a number of styles and blends them into its own darkly colourful form. Side scrolling action and a welter of hidden features add to what is already an enormous amount of fun.

Tomorrow Never Dies
Mission: Impossible
Kurushi Final
Mortal Kombat Special
Kingsley
Wipeout 3
Jackie Chan Stuntmaster
NFL Blitz 2000
Hot Wheels

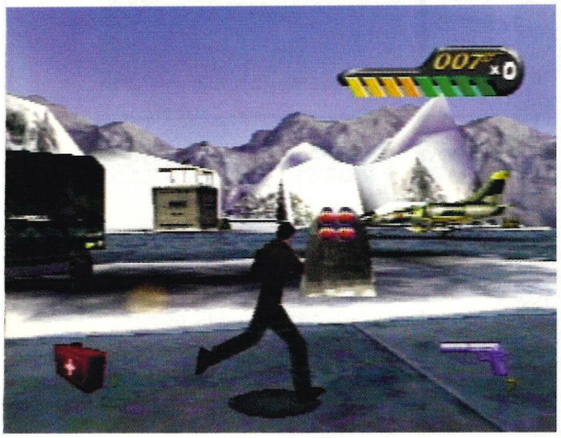
released

Sep 1999 | Oct | Nov | Dec | Jan 2000 | Feb | March | Apr | May | June | July | Aug

Tomorrow Never Dies

ELECTRONIC ARTS

This long-delayed Bondian effort is now hot to trot and will be hitting the shelves just a couple of months before the next Bond movie makes it onto the screens. Borrowing heavily from the film for its mission based action, care has been taken to ensure that gameplay triumphs over plot minutiae, and the player can choose to be Bond or the not entirely unshaggable Wai Lin.



Film details are taken care of in the infrequent cut scenes that use actual footage, leaving the plot (there's this bad guy – he needs taking out) to be driven by the controllable action.

Graphically dodgy until just a few weeks ago, the developers' hard work is beginning to show as the indoor and outdoor sections highlight numerous recognisable locations from the movie. As well as 14 missions – which can be tackled in any order – and innumerable weapons, the cherry on the cake are the trademark Bond devices that come in handy for gouging, burning, killing and just plain amusement. It's been a long time coming, but it might prove worth the wait.





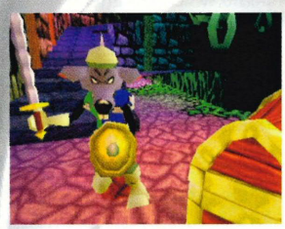
NFL Blitz 2000

MIDWAY

Chicken's favourite game after Hide the Salami (played with his Uncle Rex as a child), Blitz never made it to UK shores, but we're hoping for better luck this time. It's the NBA Jam of the gridiron world, with no holds barred, seven-a-side action and enough special moves, fouls and tackles to give even the shittest player a decent chance of success. Unlike Madden, it's reactions rather than football knowledge that win games here, and we're nervously fiddling with our flies at the prospect of playing the finished version.



Kingsley



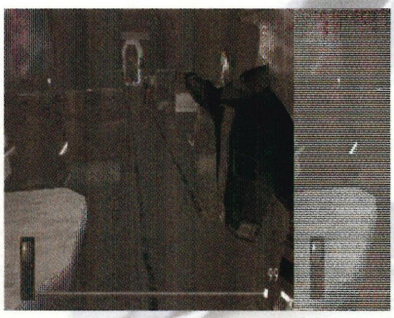
Lost for months amid a hectic release schedule, Sony is adamant that platformer, Kingsley, will make an entrance some time soon. Pro is wary of any game featuring an enemy character by the name of Bad Custard, but having seen this effort running, is willing to believe that there is room in the market for an effort like this providing the gameplay is polished in time for release.

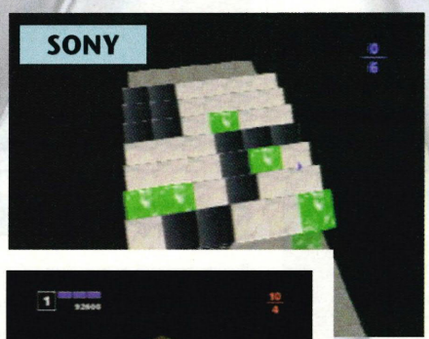
SONY

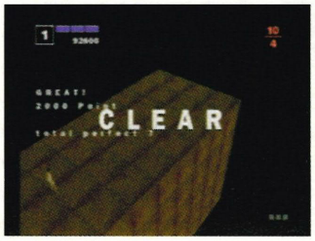
Mission: Impossible

Another movie effort whose transition to game has been a lengthy one, Mission: Impossible is all but ready for its PlayStation bow. Part action, part adventure and all 3D, it was running like a dream on the Infogrames stand and, with new missions and other enhancements, looks set to answer its critics following a bit of a panning on the pathetic Nintendo 64.

INFOGRAMES







Kurushi Final

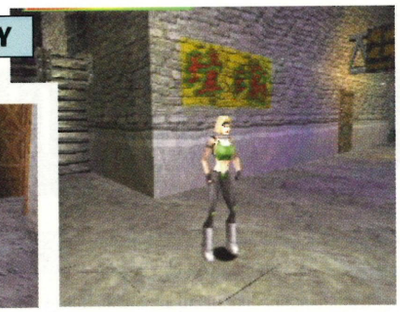
While a look at the screenshot will by no means set alight the trousers of any but the blandest of men, there's some longevity in this Sony puzzler. If you can only persevere. Few of the levels last longer than 10 seconds - and it's considerably shorter than that when cocked up. It's all about matching like for like and finding the gap in the ever-moving blocks. Multi-player and survival modes add even more hair-ripping action.

Mortal Kombat Special

MIDWAY

Extra moves, extra player, more backgrounds, more gore and the same amount of tension packed one-on-one rounds. It's Mortal Kombat, but not as you know it. Or rather, almost exactly as you know it, but with some extra bits.





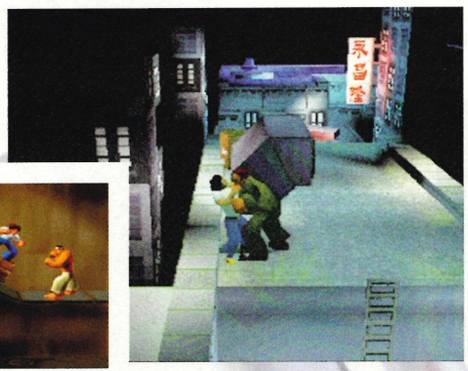
Jackie Chan Stuntmaster

SONY

Set in Hong Kong and with Sony promising a style of fighting true to the Chansters' films, the man himself was sufficiently impressed to spend a couple of days providing motion capture for this arcade action scrapper with a spot of platforming chucked in.

Based not on any specific film but an amalgam of the ideas that litter all his work, Jackie Chan's Stuntmaster is daring to aim at a previously untapped market – a comedy action game. Now we'll see if there's one out there.



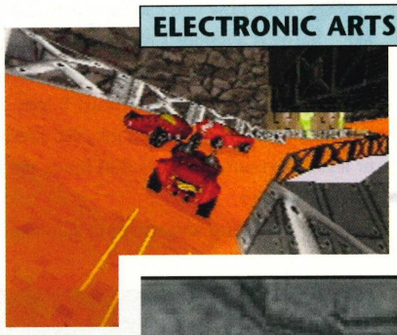


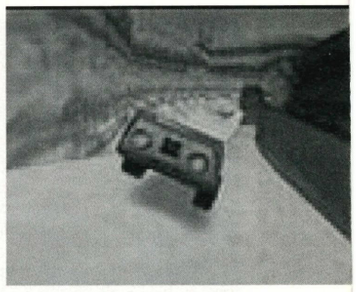
Hot Wheels

Seal of approval

With miniature racing very much in fashion, Hot Wheels is well placed to clean up, with a recognised license and what appears to be shit hot gameplay bolted onto a bright, detailed graphical package with a bucket-load of options and the ability to pull off stunning cun – well you get the picture. Four tracks, 40 cars and enough speed to see you straight till Christmas – what more could a gamer ask?

ELECTRONIC ARTS



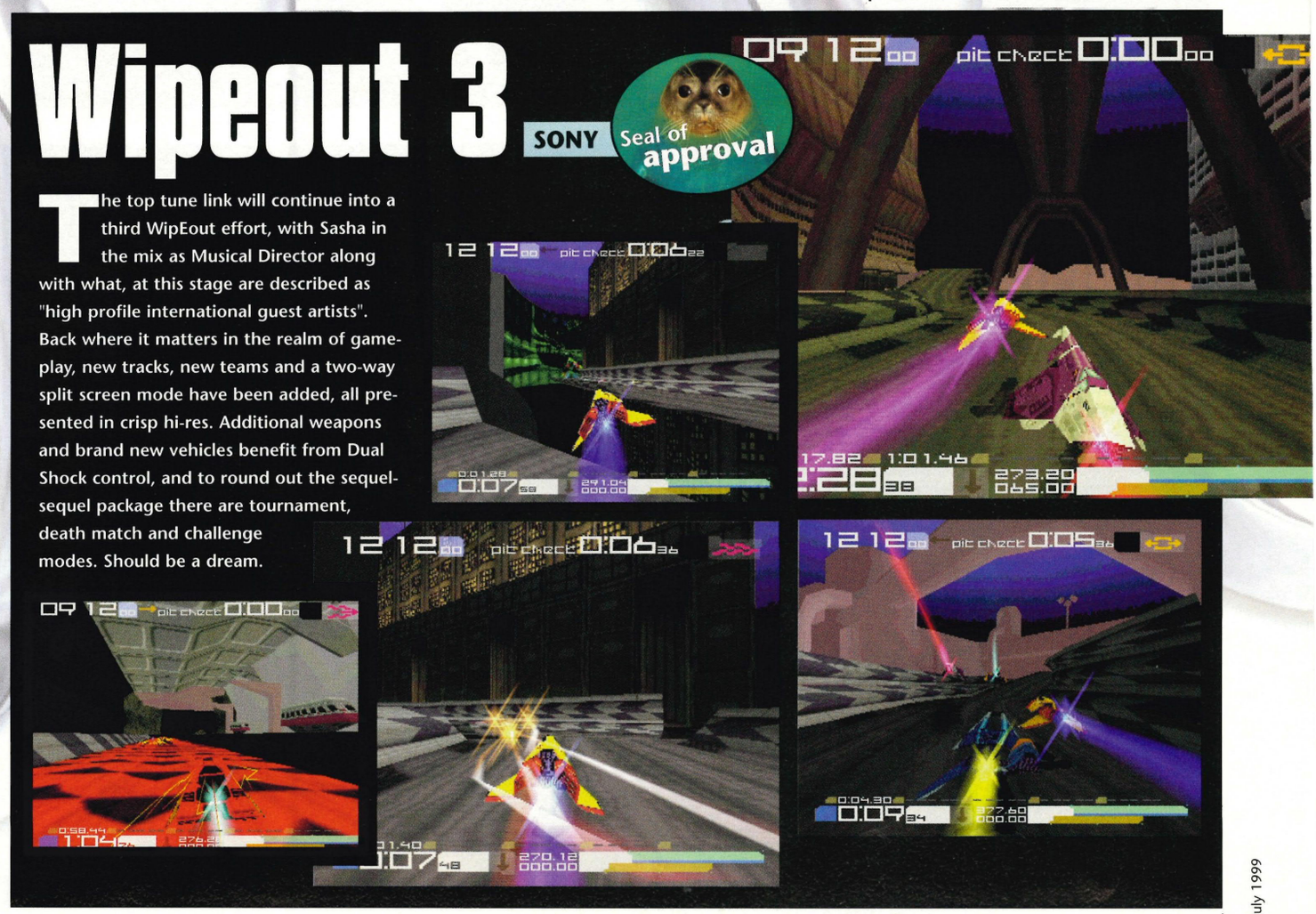


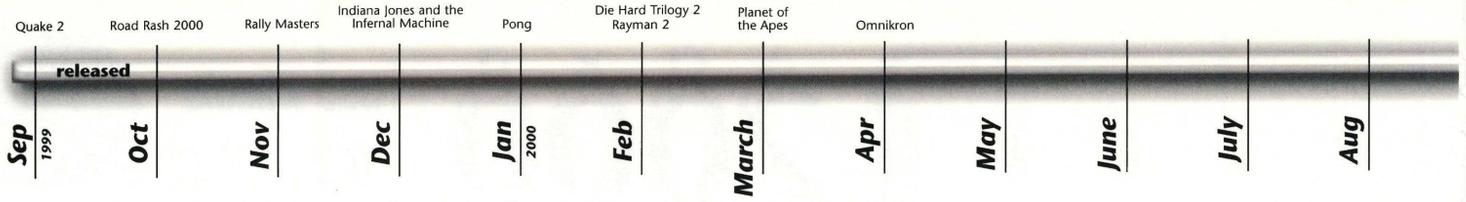
Wipeout 3

SONY

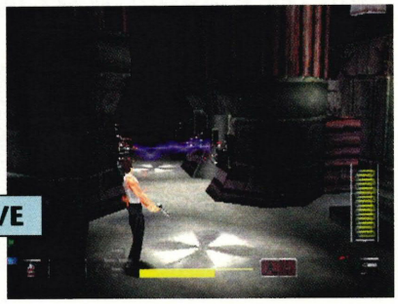
Seal of approval

The top tune link will continue into a third WipEout effort, with Sasha in the mix as Musical Director along with what, at this stage are described as "high profile international guest artists". Back where it matters in the realm of gameplay, new tracks, new teams and a two-way split screen mode have been added, all presented in crisp hi-res. Additional weapons and brand new vehicles benefit from Dual Shock control, and to round out the sequel-sequel package there are tournament, death match and challenge modes. Should be a dream.





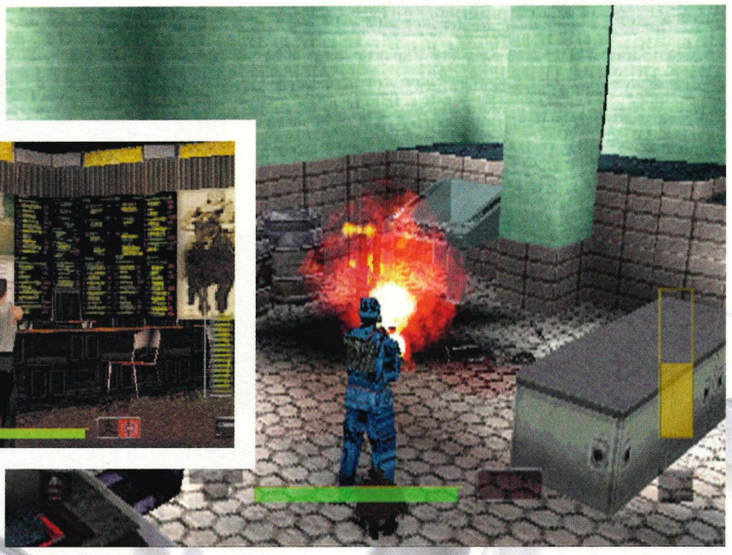
Die Hard Trilogy 2

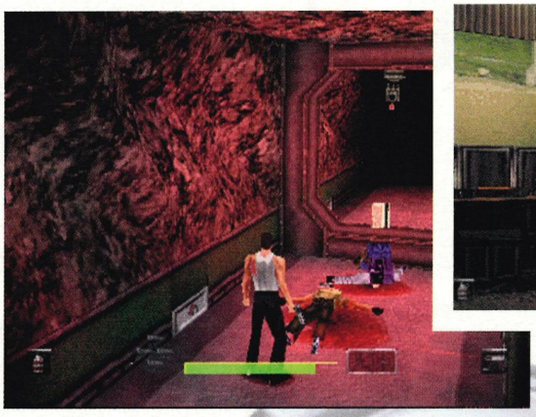


FOX INTERACTIVE

Quite how you can have a sequel to a trilogy is anybody's guess, but Fox Interactive are following up the surprise success of the first Bruce Willis spin-off. Die Hard Trilogy 2 caught people off guard at E3, but looks like sticking more or less to the same formula that made the first game a success.

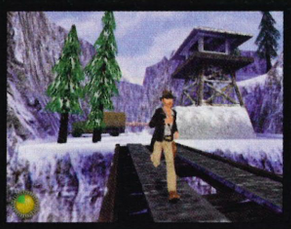
Driving, running and shooting all make a welcome return with better graphics and even more action ensuring that this follow-up doesn't fade away into obscurity like many sequels. Await this one with baited breath. It should be a stunner.





Indiana Jones: The Infernal Machine





ACTIVISION

The man with the whip is back. No not the one that all the MPs go to see. Activision finally unveiled Indian Jones: The Infernal Machine in Los Angeles to a gasping crowd. There hasn't been an Indy game for years (mainly because there hasn't been a film) but the masters of adventure games – LucasArts – are back in business with the 1940's hero.

This will be the first Indy game on the PlayStation and from what we've seen will do very well indeed. By the time of release, it'll nearly be time to watch the films once more on Christmas Day, and the game's subtle mix of action and puzzle solving should see it end up on a lot of festive present lists this time round.





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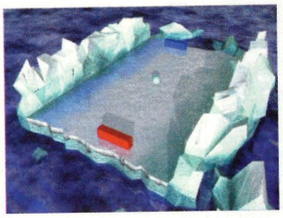
EIDOS

Omnikron

It's release was plunged into doubt a couple of months ago, but at E3 Eidos confirmed that the impressive looking Omnikron will still make a PlayStation appearance, only a bit further down the line. The English super-publisher even dragged out eighties megastar, David Bowie, to showcase his soundtrack. Billed as a dark 3D adventure, Omnikron looks like a highly promising effort.

SONY

Pong



The father of all videogames makes an uneasy return to the PlayStation courtesy of Sony and Hasbro. It's bat and ball as we all remember it but (obviously) with spruced up graphics and a few sub-games. We're keeping our fingers crossed that it's not going to be a full price release, because that would be very hard to forgive.



FOX INTERACTIVE

Planet of the Apes

Meeting the cave girls from Planet of the Apes turned out to be quite an experience as Fox pulled out all the stops to impress people on their mighty stand. Planet of the Apes is leading on the PC, but a PSX version is promised a few months later. With the movie compendium being released recently the cult series looks like being given a further boost by this electronic effort.





Quake 2

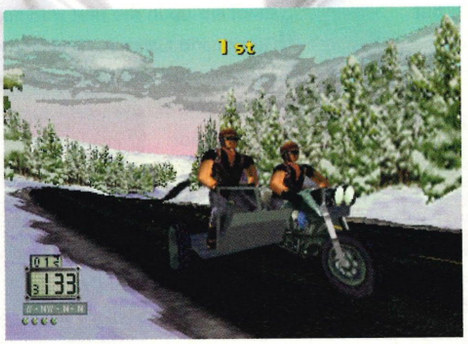
ACTIVISION

We took an exclusive look at this several months ago but it's still failed to materialise. However, as E3 proved, it's now looming on the horizon and the English developers are confident of a release within the next couple of months. The world is waiting. We are waiting. Just get a bloody move on lads!

ELECTRONIC ARTS

Road Rash 2000

The popular motorbike'em-up is back as EA begin to tout their flurry of sequels for the new millennium. Yep there'll be more bikes and more chain-swinging loonies, but will it really be that different? We'll reserve judgement until we get our hands on a final copy of the game.



GREMLIN/INFOGRAMES



Rally Masters

This looks amazing, but the recent purchase of Gremlin by V-Rally makers Infogrames, means that although nearly finished, this has been pushed back to nearly Christmas to avoid a clash with V Rally 2. From what we've seen so far though this could be every bit as good. More coming up over the following months.



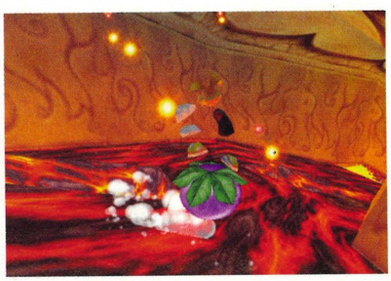
Rollcage Extreme

Rollcage was a bloody good game. Now Rollcage Extreme looks to add another 20 tracks to the headlong vomit-inducing racing mix. The original didn't receive a single bad review and while Extreme follows hot on its tailpipes, it's still eagerly awaited by futuristic racer hungry gamers . Some will say it's a rip off, but we love it.

Rayman 2

UBISOFT

The first real platform hero for the PlayStation is back. Well, nearly. PSX versions are behind the others in development, so it's N64 screenshots for now we're afraid. Steven Speilberg and his son sought it out in LA and spent time playing it, so it comes with no better recommendation than that.



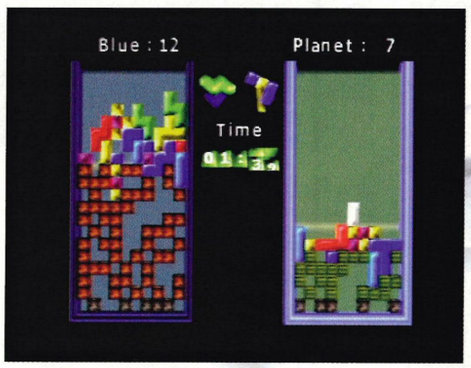
Space Invaders released Sep 1999 | Sled Storm Saucerman released Oct | The Next Tetris released Nov | Shaolin Tarzan released Dec | Spider Man released Jan 2000 | Star Ixiom released Feb | Resident Evil Nemesis released March | Team Buddies released Apr | May | June | July | Aug



SONY

Saucerman

We first saw this at last year's show in Atlanta, but we're pleased to see it's come on from there. The now defunct Psygnosis are responsible for this arcade game featuring loads of little green men rampaging about. It takes a slightly less than serious angle on the current alien craze and should be lapped up when it gets released in the Autumn.



The Next Tetris

HASBRO

Go on – guess what this is about. Tetris is such a gaming phenomenon that some people just can't seem to let it go. Yes, here you get to rotate yet more blocks and make them fit. It's as addictive as ever (as you'd imagine), but it's still ruddy Tetris after all.

Sled Storm

One of Chicken's favourite games from the show, this skidoo racing game can take up to four players on one PlayStation and plays like a dream. The handling is spot on, the courses excellent and the feeling of speed takes it far away from the run-of-the-mill racers we're used to. Watch out for this to blow up later in the year.

Seal of approval

ELECTRONIC ARTS



DISNEY INTERACTIVE

Tarzan

Seal of approval

The apeman is back. Tarzan has been popular for 87 years and Disney have taken artwork from their latest movie to create this action platform game. Those of you who played their Hercules game will recognise the formula, but this is sure to do well because of the film tie-in. Possibly aimed at a younger audience?





Shaolin

THQ

Shaolin could well take the PlayStation to post-pub entertainment heaven when it's released. Featuring simultaneous four player beat'em-up action (with the possibility of extending it to up to eight players) this is going to be a hell of a draw for students everywhere!

Graphically excellent too, we're expecting big things from this one.

Spider Man

This guy does whatever a spider can. Yep, the game of the coolest superhero of all is almost ready. How do we know? Well, we can feel our spider senses tingling. Take control of the wall clinger in the game that finally lets you get on the web (sorry) on your PlayStation. Spidey's looking cool, although he may not make it before the end of the year. So don't start holding your breath.



ACTIVISION

Space Invaders

The return of retro games continues unabated. We've already mentioned Pong and here's yet another incarnation of Space Invaders. Yes, it's a classic, but is originality disappearing fast in favour of quick fixes? Does the Pope wear a big hat, sandals and hate strawberry flavoured condoms?



Team Buddies

SONY

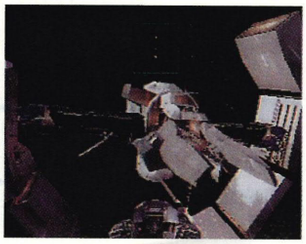
At one stage this went by the name of Leggit, but now this multi-player game has morphed into the battle game - Team Buddies. You can control commandos, spies, marines etc. in this out-and-out blast fest where you try to be the last one standing. Looks like fun to us, more news soon when we play it properly.



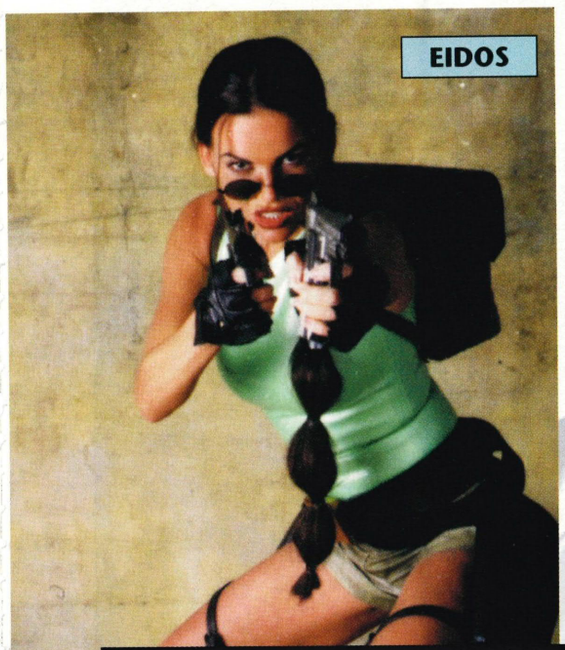
Star Ixiom

SONY

A shoot'em-up in the best tradition of Namco's Galaga and Galaxian. Several modes of play, great explosions and frantic blasting could well make this one of the best arcade games of next year. Watch this space for more info as we get it straight from Namco.



Tomb Raider 4





No pictures as yet, other than choice shots of the lovely new model Lara (yes Lara) Weller, but Pro can confirm that Tomb Raider 4 is in production at Core Design's Derby headquarters. It's too early to show yet, but we found out that the development team is (more or less) the same as TR3 with a few additions.

The next game's gameplay will be kept within the known Tomb Raider style (surprise) but the team are working hard on several major new secret features (more costumes then?). No doubt we'll be sick of all the hype in a few months, but for now, remember where you heard it first – PlayStation Pro.

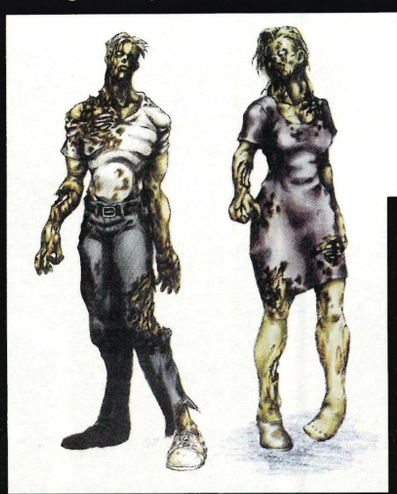
Resident Evil Nemesis

CAPCOM

As if by magic, the next Resident Evil appeared. The queues were staggering, just to get the briefest of plays on Capcom's latest PlayStation Horror masterpiece, but those with the patience were rewarded with even more gore, sharper graphics and heart-stopping moments than ever before.

The game stays true to the resident Evil genre, but like the Tekken games, continues to look more polished with every step forward. Jill Valentine returns, with the story spanning the incidents occurring both before and after the violence of Res Evil 2.

While we were at the show, news broke that English mega-publisher Eidos had won the rights to produce it in Europe, so we can expect masses of telly advertising, billboards at footy matches and so on. In short, everything to get the moral majority up in arms once more.









Spyro 2

SONY





Everybody's favourite dragon is back – and in time for Christmas too! Last year's surprise Number One hit returns with a bigger Spyro character, better designed levels, but generally more of the same. Playing this during the time we had in LA didn't really highlight any major differences other than a general polishing up. Doubtless though you'll all lap it up as it's one of the best PlayStation examples of 3D platform games.

Sony tell us that unlike the original, Spyro 2 will have you completing set tasks for each level. There are 100 new characters and new moves for our scaly friend, including the ability to swim and fly higher in the levels (cos he's a bit older now). As we said though, it doesn't look that different in our opinion. Time will tell as always.







SONY

Crash Team Racer

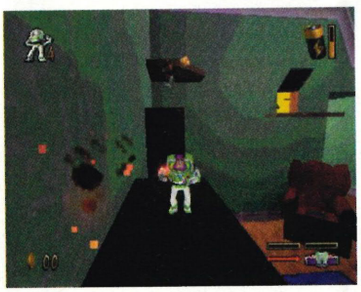
For years we've wanted a game like Mario Kart, now Sony are putting four similar games out in a very short period. Crash Team Racer is just one of these hotrods, taking the characters from the ever-popular Crash Bandicoot series and pitting them against a new super-villain (yes that's right, you're now on the side of Dr. Neo Cortex) in a battle to defeat the evil Nitros Oxide.

Oxide has organised a racing tournament on the island and in order to face him in the final showdown, you have to race the pants off all the other characters from the first three Bandicoot games (expect many slow down or you're gonna Crash, gags). Great fun will be had by all in the very near future.









Toy Story 2

DISNEY

One of Disney's recent triumphs is due its obligatory sequel. Toy Story was a great movie, but the game left a little to be desired. Now we're expecting the big screen version to be even better and fingers crossed the game too. Either way, from what we've seen it's going to aimed once again at younger players, so it should be one for your kid sister.

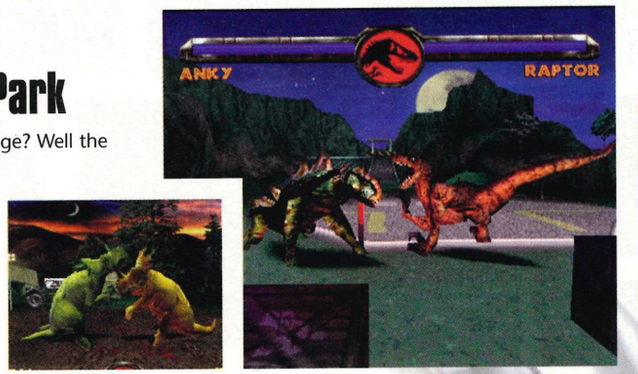




ELECTRONIC ARTS

Warpath - Jurassic Park

Remember the dinosaur battler Primal Rage? Well the dinos are back and fighting once again, this time with a Jurassic Park license. All the big dinos are here, so you can pit a T-Rex up against a raptor and see who comes out on top. It's fast and fluid, but no Tekken 3. Watch for a review in the next couple of months.





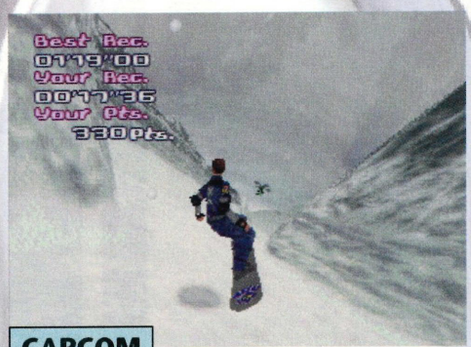
Tony Hawk's Pro Skater

With snowboarding obviously now passé, we're onto skateboarding games. Get your Nirvana out for the lads as Yank skate hero, Tony Hawks, lends his (unknown to us) name to this latest rad effort. Over 40 different tricks can be pulled off on a variety of freestyle ramps and courses. Whether it works or not we'll have to wait and see.

ACTIVISION



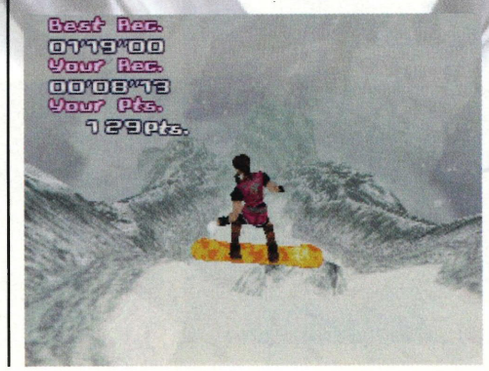




CAPCOM

Trick 'n' Snowboarder

We've had our fill of snowboarding games, but like Crash Team Racer, this takes the genre and adds a 180° twist to it. This time it's Resident Evil. Confused? Well the characters that you can snowboard with here are the likes of Jill and Claire from the PlayStation's horror spectacular. It looks smart, plays well and has top novelty value. Cool.



AND THE REST

Here are some of the other titles that caught our eye in America...

The Golf Pro - Empire
Motor Racing - Empire
Pro Pinball - Fantastic Journey
Dune 2000 - Westwood
Demolition Racer - Accolade
Test Drive - Off Road - Accolcade
Test Drive: Cycles - Accolade
Rising Zan: The Samurai
Gunman - Agetec
Clock Tower 2 - Agetec
Fighter Maker - Agetec
Echo Night - Agetec
Bass Landing - Agetec
Lego Racers - Legomedia
Lego Rock Raiders - Legomedia
X Men - Activision
Dukes of Hazzard -
Revelations - Atlus
Thousand Arms - Atlus
Tail Concerto - Atlus
Chocobo Racer -Square
Chocobo Dungeon - Square
Thrasher Magazine:
Skate & Destroy - Rockstar



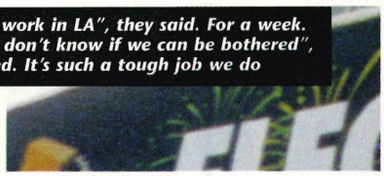


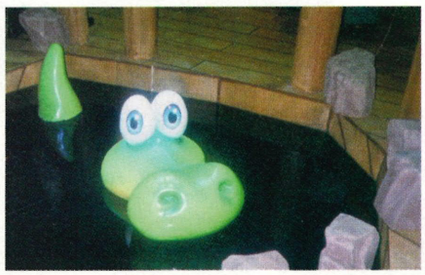




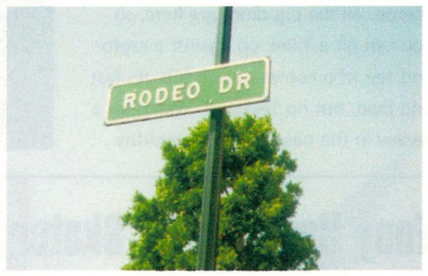


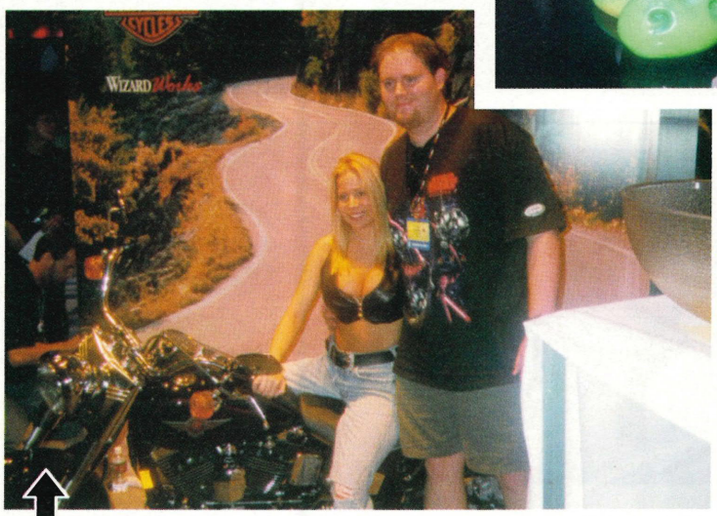
"Go and work in LA", they said. For a week. "Ooh we don't know if we can be bothered", we replied. It's such a tough job we do





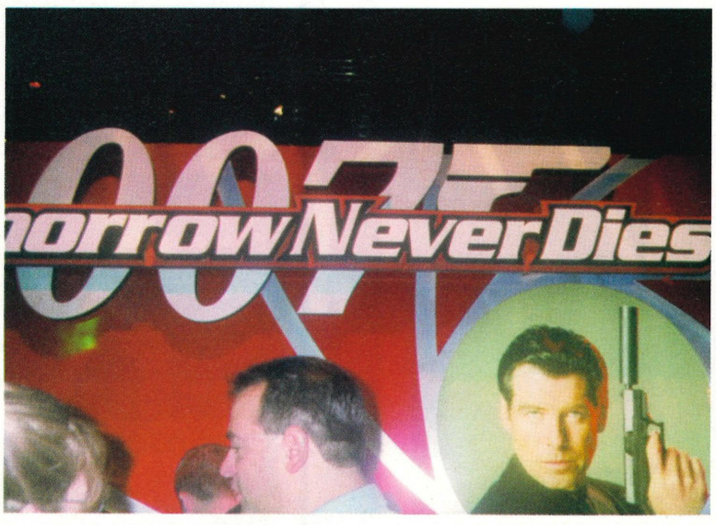






Girl + bike + American nobhead = E3

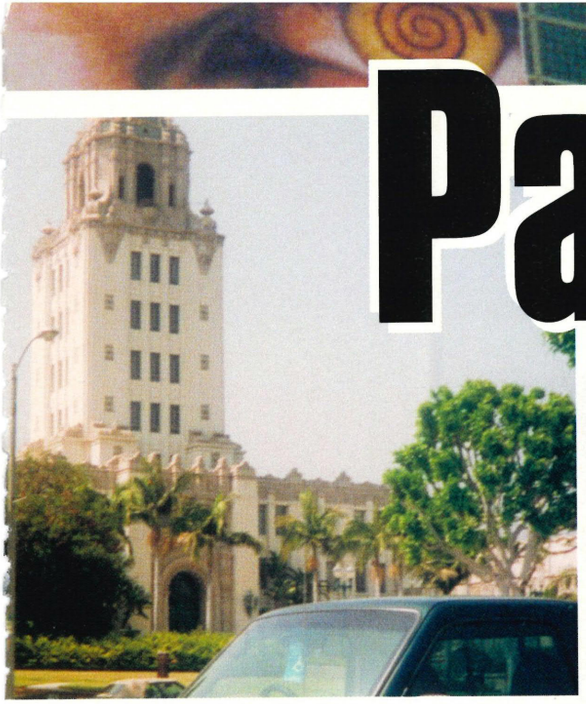




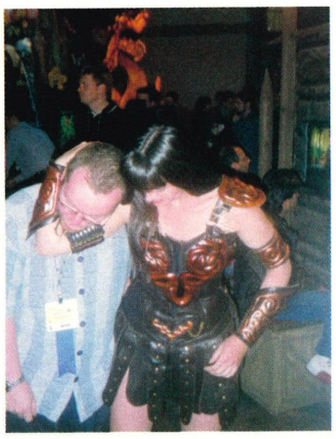




Paparazzi

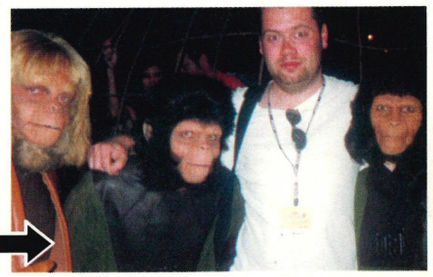




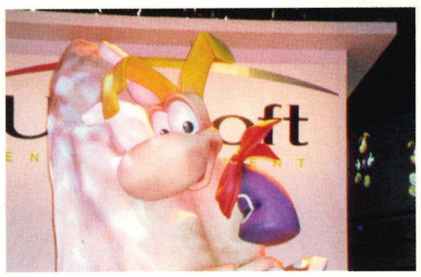


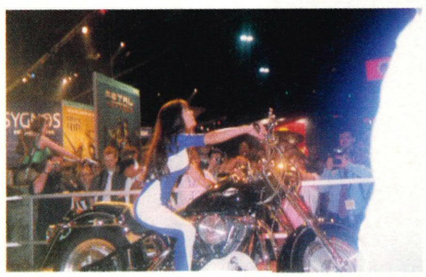




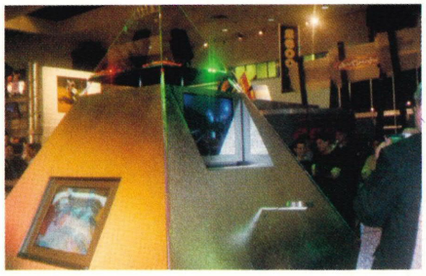


We bump into four of the cast from Planet of the Apes











2000

all is revealed . . .

. . . inside

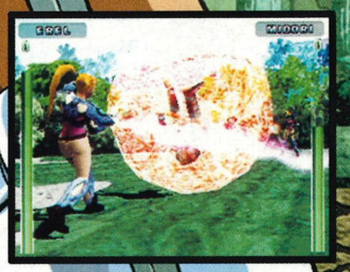




Nice little schoolgirl, my ass!







PlayStation

TITUS

EVIL ZONE



Don't let the pleated skirt fool you. Lea is evil and it's your task to conquer her. Select one of nine characters and fight the others until the final battle.

With amazing special manouevre animated sequences and state of the art graphics you'll find Evil Zone to be the master of all fighting games. No butts about it.

"Explodes into action like Manga on steroids"

"Intense as Hell"
STATION MAGAZINE
93%

"It kicks arse"
PLAYSTATION PRO
93%

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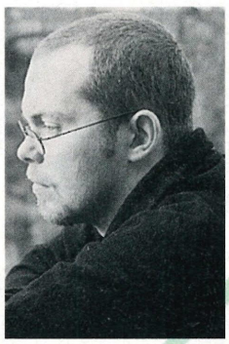
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mouth

lett

Letters time again. Chicken delves deep into the postbag to find out exactly what you think of the state of the PlayStation market this month...



This year's E3, the world's largest annual computer game show, presented the usual mind blowing line-up of forthcomnig eye candy, and back in our special show report section (from page 35) you can read all about how rosey the future is looking. Meanwhile in the here and now there's still plenty of console anguish out there. Let me know about your troubles and I'll help put your minds at rest. Trust me, I'm a doctor....

Taking the piss...

In issue 36 you pointed out in your Perspective column the difference in prices between PC games and their PlayStation counterparts. Surely there is no way the software houses can justify such a big difference in price simply because of the difference in platform. So what if Sony games come on black CDs. PC packaging is better, more impressive and more expensive, the graphics are better and, generally speaking, so are the games.

I bought Brian Lara Cricket for the PlayStation and it is riddled with bugs. I don't doubt the PC version is too but at least you'll be able to download patches and bugfixes from the net. What do I do? Nothing, that's what.

The way software houses treat the end user is nothing short of a shambles and for an industry that is supposed to be so bloody big it's about time magazines like yours pointed out to them exactly what a bunch of idiots they're being.

Dr Jon Roberts Fife

I've had the Brian Lara conversation in the office with some PC colleagues over the past couple of months. If it is any consolation the PC version is as bugged and there is no sign of a patch just yet but I agree fully that if we're expected to pay such a large amount of money for entertainment it should be perfect before it gets to the shops. Imagine paying five quid to see Star Wars at the cinema and finding out that the film stops after an hour. Would we just get up, accept it and walk out. Thought not.

The videogames industry has grown up very quickly and many of the successful companies don't seem to actually give a monkeys as long as they get your money at the end of the day. Watch out over the next couple of months because Pro will be going undercover to catch the bad guys out and we'll be bringing you our own rogue's gallery.

PlayStation PRO MAGAZINE

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ers

Dreaming of the Dreamcast

PlayStation 2 has attracted a lot of attention over the past couple of months but do you not think that Sega will have stolen the march on Sony when their Dreamcast is released in September. We're being promised 10 games at launch with up to 40 before Christmas yet it's hard to see how Sony will get that kind of number out when their console sequel is launched six months later.

Sony representatives themselves have said that there are only about five companies in the world capable of getting the best out of PlayStation 2, so will that mean that we are surrounded by the kind of sub-standard crap that the existing PlayStation has succumbed too? I really hope not.

The danger we have here is that the technology is progressing far quicker than the speed of programming talent. Just look at the way the PC progresses without coders ever getting to grips with the technology at heand before the next advance comes along. DVD may well spell the end of the humble VHS video tape but will it also signal the beginning of another rash of appalling Full Motion Video non-games where concentration and budget is spent on hiring actors rather than tweaking gameplay?

I have a feeling we may both no the answer to that one!

Keith Walken, Newcastle Under Lyme

What makes you think that the 40 odd Dreamcast games will be of such a high standard? The stuff we've seen from Japan so far has ranged from superb to shockingly badly programmed. Everybody has the same dilemma when they launch a new machine. The public demands a large quantity of games to be released but they only want excellent stuff. Something has to give somewhere.

Of scheduled PlayStation 2 stuff so far there's nothing that stands out as being a real turkey. True games like Rayman 2 are scheduled for release on both versions of Sony's machine and it remains to be seen how different they'll be but I still believe companies will not be able to peddle the same amount of filth that they have gotten away with so far because people's expectations are so much higher.

We've told you about Questions...

Dear Pro,

Can you please tell me when the following games will be out and whether they are any good....

Timothy Langer, Peckham

Dear Tim, as we've said a million times we're not going to answer letters like this. If you want to know the answers then just keep reading the mag. How am I supposed to tell you whether you'll prefer Tekken 4 to Ridge Racer 5 when they eventually come out. Jesus.

Hey good looking...

Just thought I'd drop you a quick line to say how much I like the new look Pro. The Dealer section is really handy too, I've already used it a couple of times to trade in some of my old shit games. I was always a bit wary of getting conned before but thanks for saving me a few a quid.

Dave Lees, Bournemouth

Cheers Dave, we haven't had one letter saying they don't like the new look Pro. We knew when we were locked away in many a meeting deciding how it should look that we were onto a winner. We just had a feeling and it seems that you lot out there agree. That's why you're buying it by the truckload. It might be an idea to think about subscribing so you don't miss out on what we have in store over the next few months.

Whatya got cooking...

I've been reading Pro for about two years now but have to say that I was blown away by the latest look. It pisses from a huge height on any other videogames magazine I've ever seen and I've seen a lot. Keep up the good work fellas.

The Dreadnaught, London

Once again thank you, and while I'm at it to everybody who's written in to compliment us. All your suggestions are being mulled over and you may well see the better ones incorporated over the next few months. In the meantime don't hesitate to write in if you have a decent story or idea for Pro. Our ears are always open.



Something for the laydees

Hello! Can you tell me why It is that PlayStation magazines feel the need to adorn their pages with the talents of scantily clad girls. I realise that the majority of your readers must be male but surely it is your job to cater for everybody, and I am a subscriber to your magazine and female then in order for you to do your job properly you should be supplying me with pictures of semi-naked foreman and the like.

I have no problem with seeing pictures of girls in bikinis, I am secure in myself enough not to have a problem with that but it would be nice if you'd at least try to re-address the balance once in a while.

Cathy Thomas, Stoke

I know we have a fair few of you girl things out there but it's going to take more than one of your kind asking for the Chippendales before we cover our pages in them. Besides, we rarely use a girlie without a reason so you need to be writing off to the software houses to get them to use more "hunky" blokes, then we really will have no excuse not to comply.

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

viewpoint



Got a gripe with the way we work? Impossible! – we're perfect. That doesn't mean you have to agree with us though. If you think we got a game mark wrong, tell us why. We'll slag you off, but tell us anyway.



IMPORT GEEZER

What are you on about saying that all imported games are a pile of shite? Are you insane? Of course people want to know what new and exciting games are coming and whether or not to save their money and wait to buy it. I think you need to review more import games because I get them all the time and knew that 'Parasite Eve' is complete crap before you did, and why did you give it 63% it only deserves about 30%, but only because of the graphics.

Anyway, so when are you going to review the super ultimate game of all time 'Xenogears', I just completed it and have had it for about three months and I'm starting again because the story line is absolutely brilliant, and the game is wicked.

You said in an earlier mag that it would come out around about now but you haven't even mentioned it, which is unforgivable. So start playing it and review it now, and if you give it anything under 97%, I'll come round and beat your head in. I have also heard several rumours of a Xenogears 2 game called 'Ground Force' or something, is this true?

Ryan Steady, e-mailsville

We didn't say they were all shite. We said the ones that don't make it to this country generally are, and we're right. They are. We don't make a habit of reviewing import games, because as a rule we're not desperate to get an exclusive on Harris Roberts' Belgian Underwater Moto-X, or whatever the hell else leaks half a dozen copies into the country. We're into quality, and we're into delivering what our readers want. Which, in your case, is import information.

So we'll compromise. Stay tuned and find out how. Oh, and we gave Parasite Eve 63% because it deserved 63%. We're very good like that.

LOOKIN' GOOD

Hey, what's happened to The Gauntlet? I think the new look's excellent and I especially like the new and improved previews, but I always entered The Gauntlet sure in the knowledge that one day I'd end up with a prize. And now I've no chance! Bring it back and PlayStation Pro will be more spot-on than a particularly accurate Dalmatian. Do it now!

Stephen McDonald [Coronation Street?], Chepstow. [Our mistake]

The truth is Stephen, we haven't had the chance to include it recently because the magazine has been so packed. One or two people had mentioned it needed a greater variety of challenges each month, so we'll have a tinker with it and, when the chance next arises, then like a dog in season we'll stick it back in.

Tell you what - I've been buying PlayStation Pro on and off for a couple of years, but it'll be all on and no off from now on after the brilliant redesign. It always was a skinny little mag with a lot of good coverage, but now it's the chunkiest [and cheapest. Don't forget cheapest] bastard around with even more stuff and a review section that's absolutely stunning.

You the man, PlayStation Pro. Long may you prosper.

Dan Aully, e-mail

Hi there,

Congratulations on the new design of the magazine. I have to say I was somewhat worried as to what layout the new format would take. I used to subscribe to PLAY, PLUS, and yourselves, as I liked to keep my options, and opinions open. I enjoyed all three mags for their varied approach.

After PSX PLUS turned into a comic after their redesign, the 15 word reviews, the "tits oot" approach, and poor layout put me off, and I let my subscription slip. I hoped that you weren't going to head off in the same direction.

Thankfully, you haven't, and after reading this month's mag I am glad to report that all is good. The reviews, although a little shorter, are still informative, interesting, and at times humorous. I am glad to see that you have still kept the short review section by the other members of the team. I am a firm believer of getting the widest view of a game as possible.

The Dealer section is a good idea, as I periodically try to sell my games through the local paper, as the retail shops take the piss and offer pennies for trade-in money of good games.

Keep up the good work lads/lasses.

Dave Brown.

PS I think we all want to thank you for the gorgeous model used on the Diver's Dream 'first play' page.

Dear PlayStation Pro,

Nice work on the new look magazine - you seem to have managed to improve just about everything. Not that there was a great deal wrong with it to begin with obviously, or I wouldn't have bought it. I'm not stupid you know [we'll take your word for it]. But there is one small thing...

The "female content" has increased dramatically, with more semi-naked women than ever before. It certainly doesn't bother me and I don't see why it would anyone else, but it's about time you started recognising your sisters! [we do - she's the one on our uncle's lap].

I think a MISTER Bea Havin' section is in order by now – you could alternate the two – and a few more pictures of pecs and abs wouldn't go amiss [we're not a frigging wildlife magazine!], but none of that Boyzone shit - proper men, you know?

You must have a large proportion of female readers and I know I'm not alone in thinking that this idea would go down really well. Failing that, how about that picture of all your arses, which you promised in issue 34?

Abby Collinge, Grange over Sands.

Au contraire, Abigail - we have a tiny percentage of female readers which is why we cater for blokes. But do we? Perhaps everyone who buys the mag is in fact a bird, and we're alienating womankind with our tawdry treatment of their species. Let's put it to the test.

Ladies - send your letters to PlayStation Pro and label them "I'm a Bird". If we get enough we'll talk about hunky men, like Kevin Webster or Jimmy Nail, or someone. And we'll go on about sex and stuff, like they do in the magazines you all like so much. If you're good looking, send a picture of yourself and we'll have a monthly prize for the one who gets closest to naked. And then and only then will we show you all our arses.

teaser
questions and what not

Fill 'em in and send 'em off and wait a bit **and win.**

If you're lucky. Answer on the page or on a piece of paper/**material of your choice!**

Q&A

Where we do the Q-ing and you do the A-ing.

1. What valuable lesson are you most likely to learn from playing Carmageddon?

a) That you should follow the Highway Code and slow down when approaching corners to avoid hitting old biddies ☐
b) That you should go off and join the British Legion for thrills and spills ☐
c) That high speeds and sheer bloody recklessness are the only way to properly splatter a pedestrian across the road. ☐

2. Lara Weller, the new Lara Croft model:

a) Probably shits with her eyes closed but is nevertheless pretty do-able. ☐
b) Is currently posing with her khaki shorts and uzis at a shopping centre near you ☐
c) Changed her first name to match Ms. Croft's to fulfil her boyfriend's fantasies ☐

3. What's the story with the dinosaurs in Dino Crisis?

a) Their transvestite tendencies have got the better of them and they've gone on a shopping 'rampage' ☐
b) Their local shop has run out of deep-pan pizzas and they're not amused ☐
c) They're a strange mutant lot with a hunger for human flesh. Or something like that... ☐

4. Asterix - what's his game?

a) Taking over France and acquiring strange potions ☐
b) Picking his toenails and farting in the bath ☐
c) Doing strange things with tongues in the name of lurve ☐

5. Driver's a top game. But who is it named after?

a) Colonel Sanders ☐
b) The person who controls the car ☐
c) Old Mrs. McGregor in the post office ☐

Name .....
Address .....
.....
Telephone .....

spot the difference



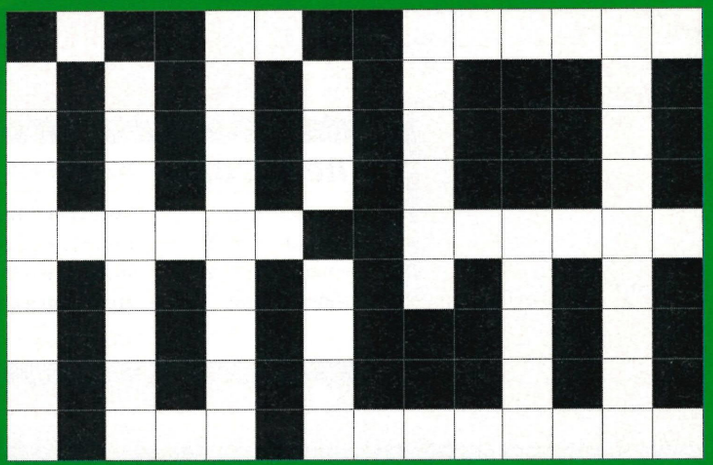


Or indeed, is there a difference at all. Tell us.

The difference is...

~~Tricky~~ arse Griddle

Dead simple this. We've raided the dictionary for a handful of quality words. All you have to do is to fit them into the spaces. Easy.



a	*scampi*
to	*scrote*
eye	*bollocks*
bum	*flashers*
blob	*hairy pie*
bingo	*buttcheek*
pubics	*troutface*
scabby	

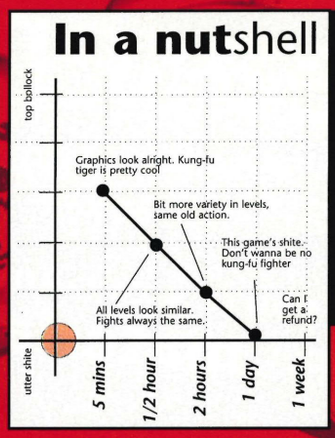
entries to teaser questions and what not PlayStation Pro, IDG Media FREEPOST (SK3038), Macclesfield, SK10 4YE

reviewed

You've reached the most important section of PlayStation Pro. The next 20-odd pages contain the vital information you'll need to arm yourself with knowledge. You need never buy a rubbish game again. Let's explain how it works...

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



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!



dual shock analogue • memory card • two players

The Verdict

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 38%

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

Driver *page 58*
Grand Theft Auto put to shame. The greatest cops 'n' robbers game ever!



Soul Reaver *page 70*
Sucking Lara Croft dry





Hard Edge *page 74*
The Resident Evil beater that fails thanks to a lack of brains, brains...

reviewed

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.

Evil Zone page 76

Japanese schoolies pull off everything with one button tap



reviewed

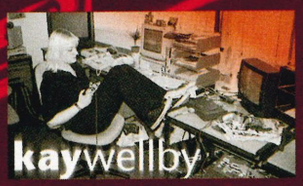
58 Driver
63 Asterix
64 Triple Play 2000
66 Darkstalkers
67 Trap Runner
68 FA Manager
70 Soul Reaver
74 Hard Edge
76 Evil Zone
78 C&C: Red Alert
79 Total Drivin'

Doctor, doctor...

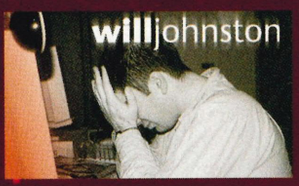
This month the Pro team have cast their minds back to their shady pasts and recalled their tales of painful physical and social mishaps



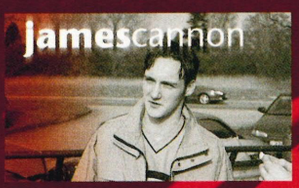
It was about five years ago when Chicken visited his local tooth puller for the whipping out of a wisdom tooth. Displaying an uncommon resistance to the injections, Chicken's gums began to resemble a tea-bag and he was still in agony every time the dentist loomed with his pliers. "Look, we've come this far and it's not going numb. What's it to be, toothache for weeks, or untold agony for a brief second?" He pulled it. Chicken gagged. Chicken fainted.



Kay's typically pornographic tale of woe involves a night out at a local nightclub. She took an unsuspecting male friend out for a boogy on the dancefloor, but nearly coughed up her Bacardi Breezer when he accidentally struck her in the crotch. The resulting bruise was painful, but useful as a conversation piece and strangely as a pulling device.



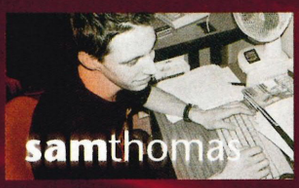
As a curious young boy, Will became fascinated with a plump, verruca taking root in his foot. This fascination soon passed and Will decided to cut the bastard out with a pair of scissors. After forcing a massive lump of flesh from his foot, the resulting mass of fibres and white shit caused him to continue snipping away, the pain was so great that he passed out many times, but he wouldn't give up. Strangely, the verruca never came back.



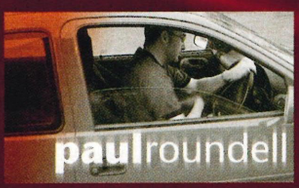
After a successful illegal pre-teen drinking session, James began the long stumble home. With beer, spew and gravy from a chippy supper dribbling down his shirt, he decided to take a well earned rest mid-journey, lolling himself over a suitable row of spiked railings. A slip and a punctured armpit later he vowed never to sleep on railings again. Because that would be just stupid.



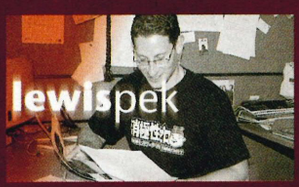
It's a birthday at school for Gaz, which means untold hair-tugging and digs. Gaz perched on the luggage rack at the front of the top deck of the school bus. One of his rougher school chums pins him against the window and knuckles his forehead, all in good fun. Without warning the window falls out and floats to the road below. Gaz dangles out of the window by one foot tucked under the luggage rack before finally being pulled to safety by his chums.



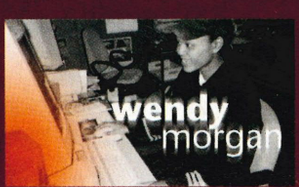
Taking the short cut home from school, a 15 year old Sam experienced our second tale of railing agony. The school had wisely ordered bars to be welded across the railings, unaware that they provided a handy climbing apparatus. Sam leapt onto the bar and swung himself across in the manner of the late John Wayne. Whilst straddling the railing, his feet slipped and he fell between the spikes, narrowly missing both anal and scrotal discomfort.



Going on to prove that feet and railings are trouble, Paul's story involves a particularly evil chiropractor. Paul sought the help of a professional, after suffering the pains of a bulbous toe. Unfortunately, the chiropractor turned out to be a trained Nazi, using nothing involving anaesthetic, but a pair of scissors to chop through the gooey, black inflammation. But the pool of watery vomit on the git's floor was enough to make it all worthwhile

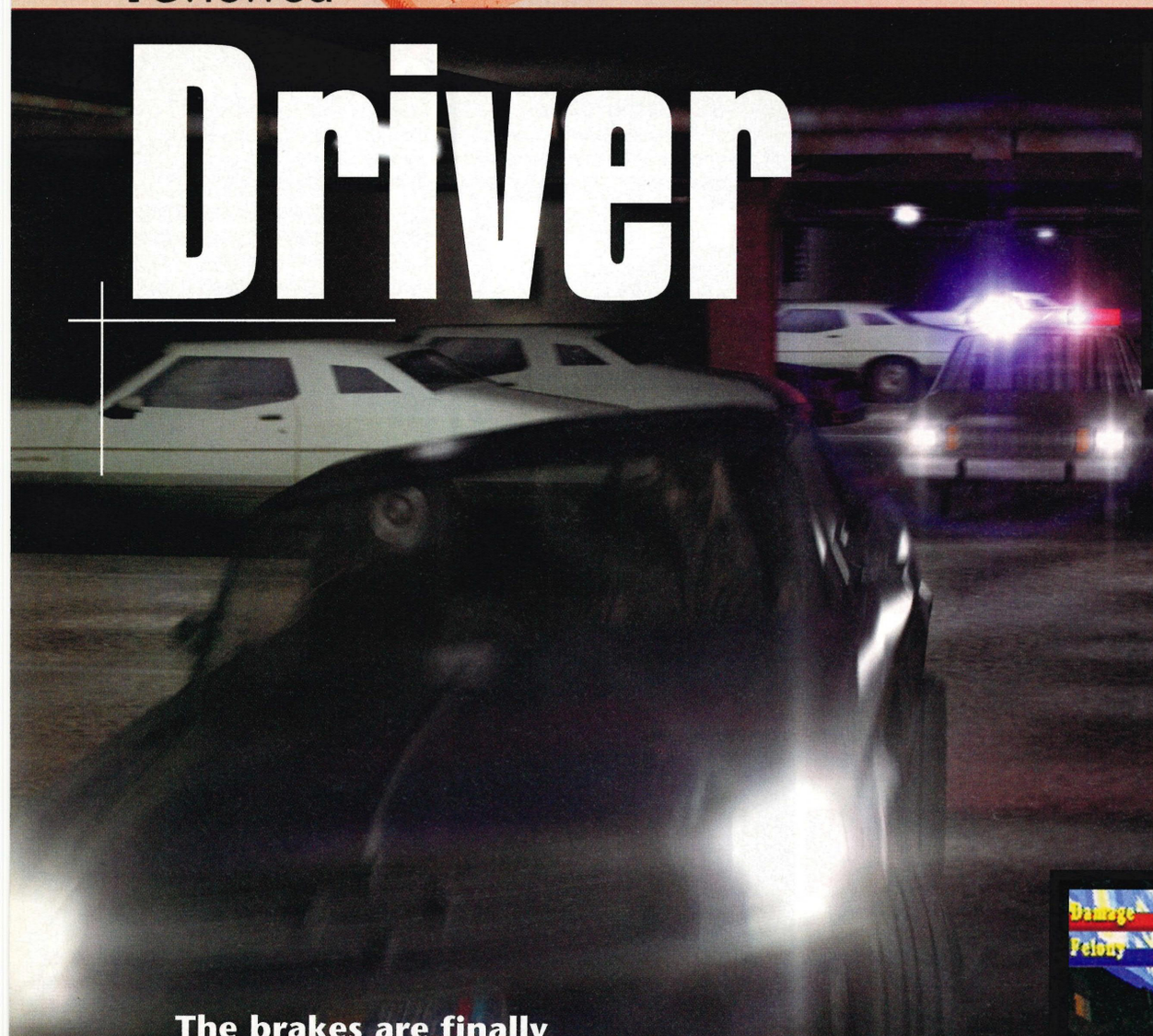


Lewis' story of unbearable pain involves a stab in the eye and a particularly vicious pussy. Yes, you guessed it, it's about a cat. After treating the family's new kitten to a bowl of tap water, Lewis picked the bugger up to place it safely on the floor. Unfortunately for Lewis, the kitten had an attack of nerves, ran up his shirt and plunged his evil claws into the white of his right eye. With blood dripping down his face, Lewis toyed with the idea of a nice cat roast



A new addition to the Pro team, Wendy unravels a supreme tale of unbridled embarrassment. An adventure playground at the tender age of nine. The local sexy fella strolls past as Wendy scales the climbing frame. Unable to control her pre-pubescent excitement she leaps from the structure, her shorts catching a loose bolt, dangling her from the frame. A ripped pair of kecks and a nasty scar, Wendy staggers home flustered, never to wear knickers again

Driver





Shit, copper on my tail. Time to put the pedal right through the metal

A deep throaty growl, almost female, but butch enough to keep you in check, purrs from the speaker and your grip intensifies as the pad you're holding transforms into a finger moulded steering wheel, just begging to be driven. You chance a look in the rear view mirror, keenly alert to the uniformed perils awaiting your every move, and as the distant haze of red and blue echoes into sight, your foot slams through the floor and the steel beast encasing you rears, begging for a sharp tug on the reigns before unleashing the awesome power at your disposal.

It's a scene straight from the screen, be it Starsky and Hutch, The Dukes of

The brakes are finally off... and now there's nothing to stop this souped-up monster stealing the thunder of every game in the world



Cops are gonna come at you from everywhere, learn how to dodge them

MAY 21ST 1999
ARREST AND INTERROGATION
AUDIO LOG *209
DETECTIVE INSPECTOR KOWALSKI

...We'd been on this guy's tail for a while. Watching, waiting... He took ages to show up and then... blam. He was all over the place, causing chaos. I'll admit it was pretty hairy trying to keep up at times. Claims he was just playing a game... some game, huh. We finally got hold of him - cornered in a back alley some place; brought him down to the precinct - thought we'd pressure boil his ass. We were asking the questions and he gave all the answers. Just didn't quite expect the truth to be so darn unbelievable...



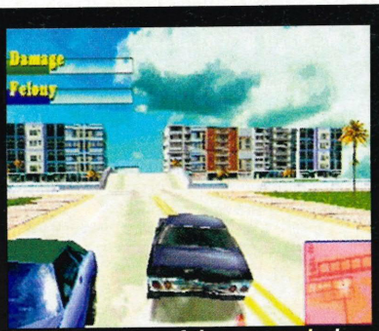
Complete the list to get into the underworld driving game... or not if you prefer

...The name's Tanner. I'm a cop... well I was once. Now I'm not so sure. Truth, justice and the American way... that's never been my style. I just liked playing cops 'n' robbers... and it was a job. I always tried to stay on the right side of the tracks, hell - we all gotta follow some rules right? Right.

But hit the bastards hard, get right into their roots man... the big take-down. That's the game I wanted to play. And that's what Chief McKenzie knew when he called me into his office and asked me for my badge. "I've got a job for you" he said. Job, more like a trip to Disneyland



How much do you think it'll cost to replace those rubbers then?



Now I've got two of them on me, looks like I picked a bad day to go driving!



He's right behind me, hope there's nothing on the other side of this hill



Touchdown! But I don't reckon the speedy smokey is gonna have a soft landing



If I slam the brakes on he'll fly right by, this is just like Top Gun!

"You'll gladly sacrifice two weeks in Marbella to stay ensnared in this unbelievably **immersive world of high speed car chases**, rolling suspensions and gravity defying jumps"

Hazzard, Bullit or The Professionals. This is Driver. And it's going to totally ruin your summer.

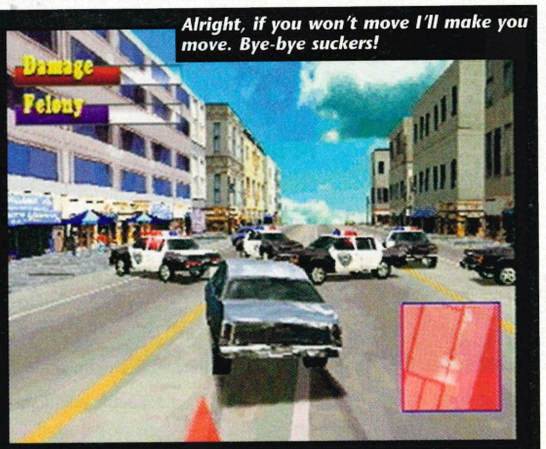
Why? Because you'll gladly sacrifice two weeks in Marbella to stay ensnared in this unbelievably immersive world of high speed car chases, rolling suspensions and gravity defying jumps. This is quite simply an amazing experience, and once you've sampled the drug your fix becomes your world. From now on you're just a junkie, yearning to ride that rollercoaster again and again.

calling all cars!

Assuming the role of the moody cop cum car thief, Tanner, it's your job to gain the confidence of the shadiest, scumiest, downright dangerous men in the mob. How do you do that? First thing is to prove your worth as a high speed operator in the confines of an empty car park. If you impress, the jobs'll filter through as your reputation begins to build. From here on, Driver shines with a brilliance usually reserved for acts of divinity.

Whether you're called on to push back the sound barrier, or simply stay close to an unsuspecting target, the working city environment, complete with a fully functioning traffic light system, provides the most impressive place yet to exercise any road rage tensions.

It's unbelievable really. There are four (count them, four) sprawling cities to work your way through, starting with Miami, then San Francisco, New York and Los Angeles following. Each one stretches 30 miles in each direction, and so convincing are they, down to the road layout, famous landmarks, even the varying gradients, that you'll believe you're actually there. Add to this the stunningly realistic AI of both the law



Alright, if you won't move I'll make you move. Bye-bye suckers!



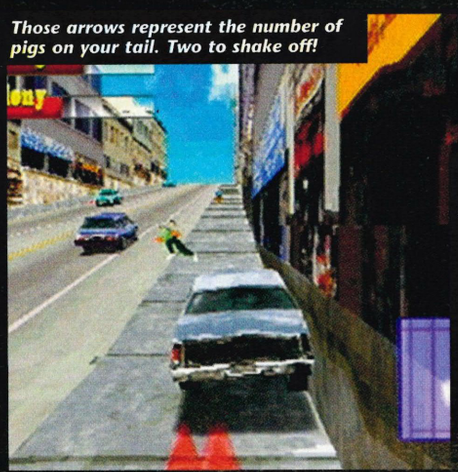
Traffic tends to stop as you crunch through. Poor sods're shitting themselves!

if you ask me. And I was driving the bus. All I had to do was keep my cool, and make like a getaway driver for the mob. Man... sometimes I think I'm stealing a living.

So you're a blue boy huh, on the payroll like the rest of us huh? Well that don't cut any with me Mr. You nearly killed half my squad, and the rest are wearing down shoe leather 'cause you blew up the fleet!

I was sent in to keep tabs on the scum running our streets... maybe I got a little over zealous. I'll admit I enjoy it. Sneaking around, staying one step ahead of the law in their own back yard, the anticipation of capture and then the getaway... the adrenaline flows like never before when you're on the other side of the fence. Man, there've been times when I've even screwed up some piss ant jobs on purpose – to extend the drive. I began to need it after a while.

Is that right? So what kind of jobs are we talking about here? What exactly have you been involved in Officer Tanner?



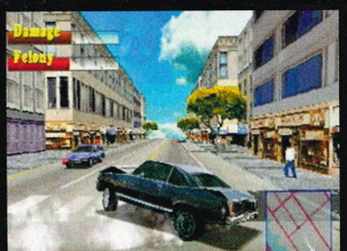
Those arrows represent the number of pigs on your tail. Two to shake off!



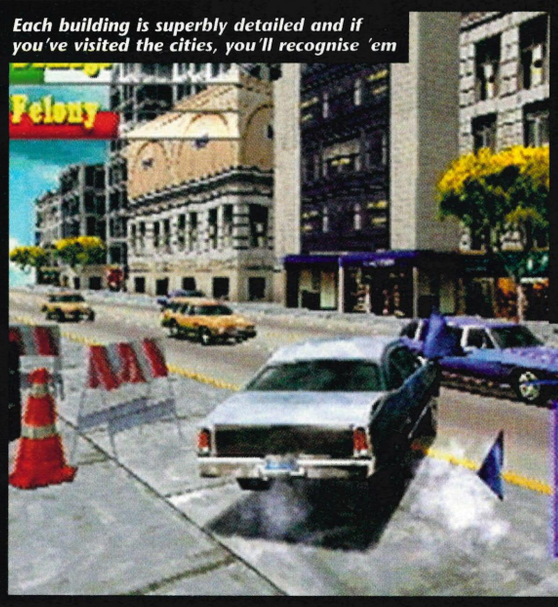
Ah! Some pleasant chap's left a load of boxes for me to smash into



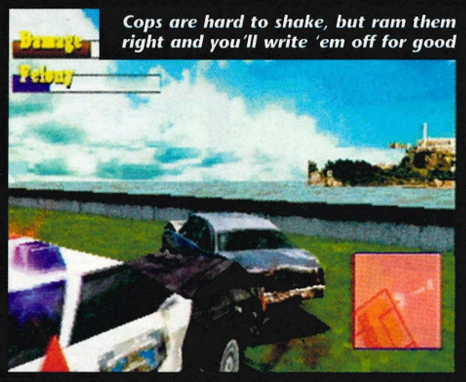
I'll have a Cheese & tomato to go. Waddaya mean no cheese left! DIE!



'70s Speedster for sale. One lady driver, good condition – Is it bollocks!



Each building is superbly detailed and if you've visited the cities, you'll recognise 'em



Cops are hard to shake, but ram them right and you'll write 'em off for good



This is a message you'll grow accustomed to real quickly. Too bad



abiding road users and the cops, and it's nothing short of a revelation.

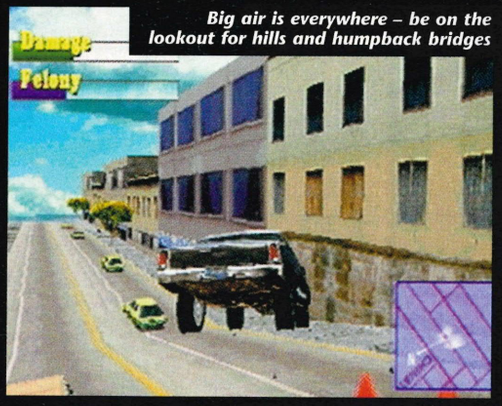
smokin' smokies

Realistic to the point that if you were to simply drive around following all road traffic rules and laws, stopping at red lights and keeping to speed limits etc, the police will happily go about their doughnut dunkin' lives and leave you at peace on their harmonious patrol patch. But if you wanna make like a psychotic rally driver and ignore such safe road protocol, you'll soon have a convoy of cops doing all they can to run you off the road at any cost. But, only if they spot you breaking road rules that is - if you're clever enough to check your speed and recklessness when the time is right, they'll be none the wiser.

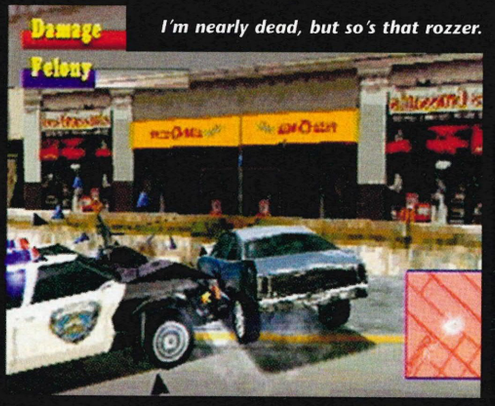
game gear

It's that simple and amazingly realistic AI that makes Driver the winner it is. The sheer scale of the environments and the endless and varied mission-based gameplay are majorly impressive, but it's the cop interaction that will take up most of your time. You'll willingly piss off every pig within reach, regardless of how it affects your current mob status, just to regain the thrill of the chase, the rush of success, or the agony of failure.

"Once you've sampled the drug, your fix becomes your world. From now on **you're just a junkie**, yearning to **ride that rollercoaster again and again**"



Big air is everywhere – be on the lookout for hills and humpback bridges



I'm nearly dead, but so's that rozzer.

Officer Tanner? Sounds weird after so long... The mob have got their no good mitts into everything. I've been the wheels behind every felony in the book during my... 'period of employment'. Gun running, car imports and exports, bank jobs, revenge attacks on shop and restaurant owners, chauffeuring hitmen, tailing schmucks... then ramming them off the road. Hell... I even posed as a taxi driver and just freaked a guy out so bad he soiled his slacks there and then. That was pretty funny.

You really do think this is a game don't you Tanner. Nothing more than a jaunt through the park with the freakin' birds...

It is a game man. It's us against them... who's gonna win? Maybe you just don't like admitting that there's as much of them in you as there is in me. Don't tell me you don't feel the rush when your sirens blare, and all you can think about is taking that punk driving the Chevvy in front of you out of action. We all feel it. But it ain't no jaunt. Not when you're playing with guys like Cosy, Ticco and Rufus.

Who? Sounds like a bunch of hippy faggots to me

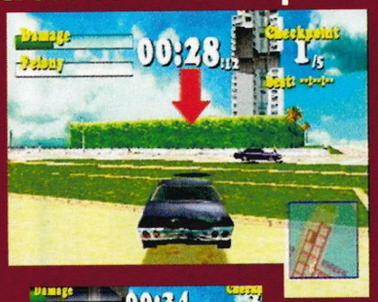
(Smiles) Yeah. That figures. Let me tell you something about the big picture here, Kowalski. These guys don't deal with the back street junkie thieves you follow around, wiping their asses and covering up the shit they leave behind so you can get to the high school pusher pulling their strings. This is big time stuff. They're planning big deals, and they've already wormed through four cities... and God knows how many more while you've got me playing puppet shadows with freakin' Cheech and Chong.

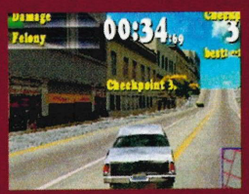
Easy. You can get back to your precious road war... if your story checks out. Time being... suppose you tell us what wheels to look out for?

Drive Me Wild Superfly Guy!

Aside from your mob connections, you can also try your hand at a number of separate driving games, but don't expect them to be any easier than the full undercover role – they're hard as hell, a real challenge! Complete all of these, and you really will be an unstoppable joyriding jailbird!

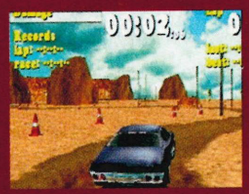
Cross Town Checkpoint





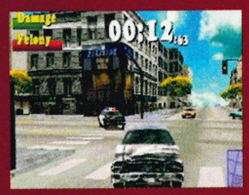
Dirt Track



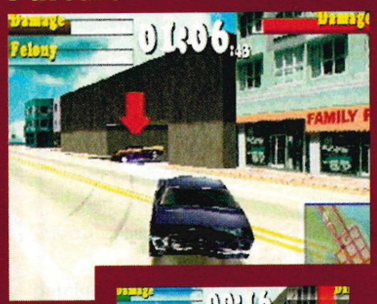


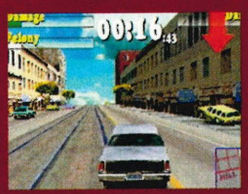
Getaway



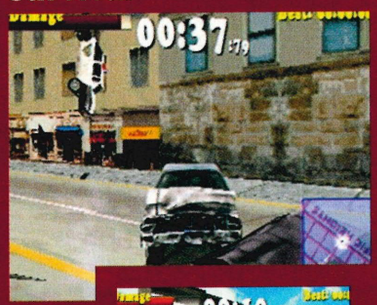


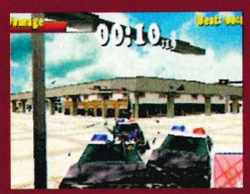
Pursuit



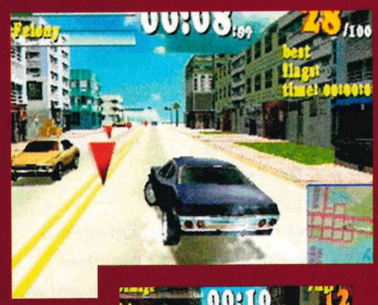


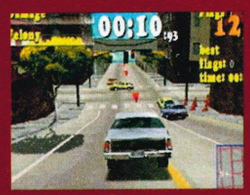
Survival

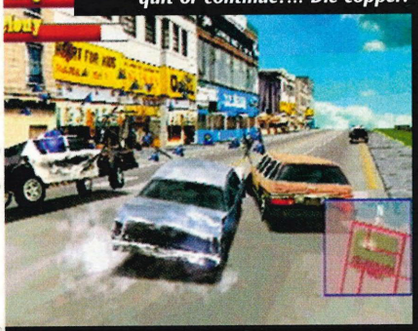




Trailblazer







One more hit and I'm history. Do I quit or continue?... Die copper!

Sure thing. Could be anything... so long as it roars like a bitch in heat and is twice as hot. You wanna be looking out for the trademark USA muscle cars. Dodges, Buicks, Mustangs. Anything with more meat than a drive-thru deli. And they'll be bouncing 'n' screeching 'round corners like a light speed pogo stick. Chances are if you run into a hotrod on a job, they'll let you know with a little smoke and charred rubber.

So how do we stop these 'Drivers'?

Well those pretty red and blue lights are about as much use as an ashtray on a motorcycle. Ram 'em into oblivion man... you've been doing okay with that technique so far. It shouldn't be too hard to figure out where they're headed - these guys ain't brain surgeons, you can anticipate their route and set up road blocks. Short of making your city air tight, there's little else you can do.

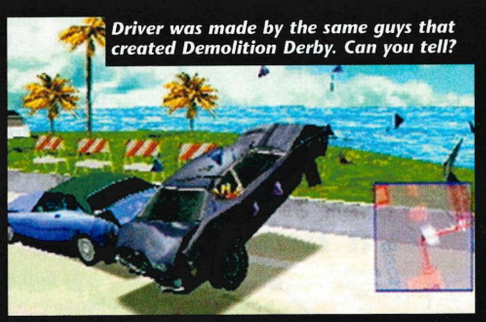
And what if we run into you again? We supposed to just let you go on, running up sidewalks and charging through malls like you own the road?

You won't catch me.

Oh yeah...? Did it once tough guy.

You got lucky. Next time you roll the dice Kowalski... you'll find those snake eyes shut tight. But don't worry... I've enough venom in my fangs for the both of us...

...That got me. I was just about to wring that sonofabitch's neck when there was a knock on the door. Some suit wearing shades strolls in. He flashes some fancy government ID, thanks us for our help and says he's taking Tanner in for



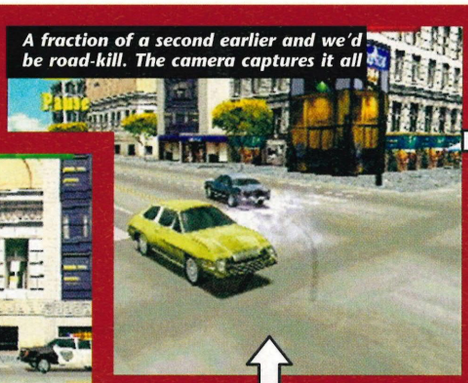
Driver was made by the same guys that created Demolition Derby. Can you tell?

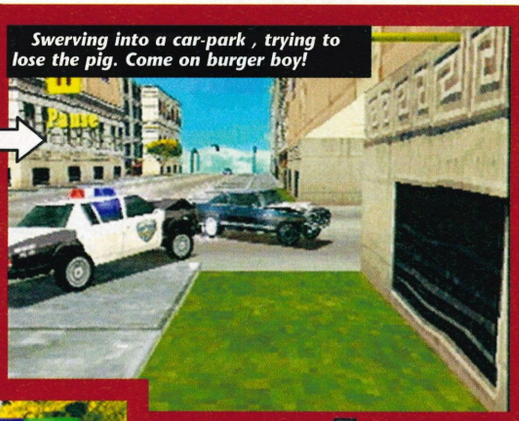
'further questioning'. Yeah, right. Betcha the little pek's already back cruisin' in some pimp hustler's wagon. But we'll meet again... only next time I ain't gonna be so nice.

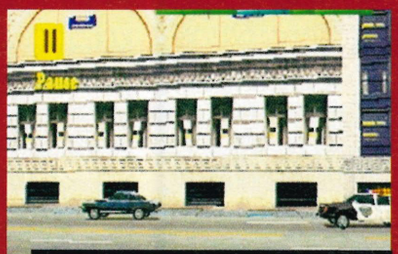
Log ends

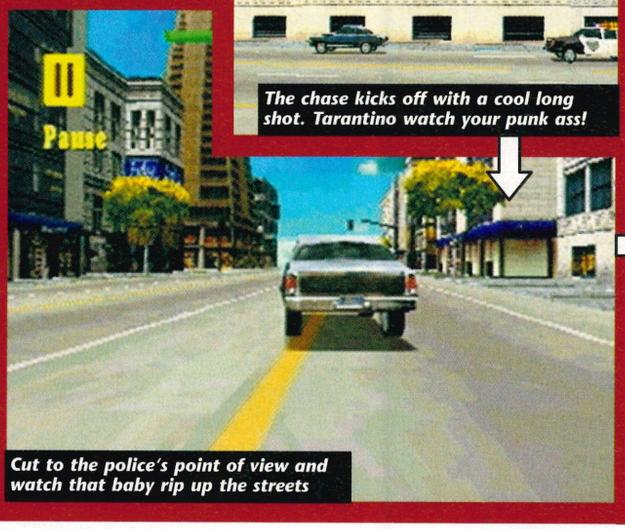
PIGS, CAMERA, ACTION!

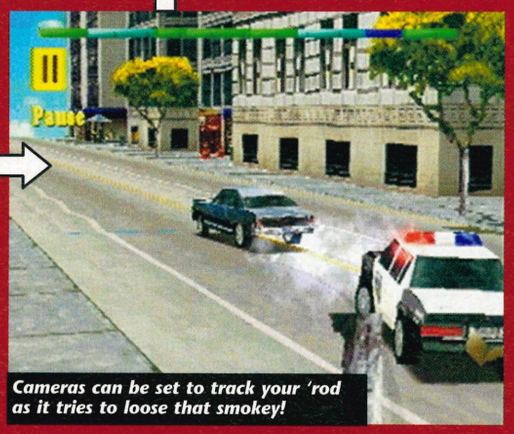
You've had the chase of your life, now let's make a movie. Kick the funky bass!

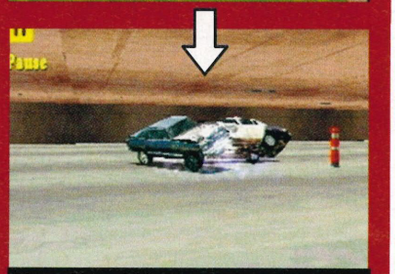

A fraction of a second earlier and we'd be road-kill. The camera captures it all


Swerving into a car-park , trying to lose the pig. Come on burger boy!

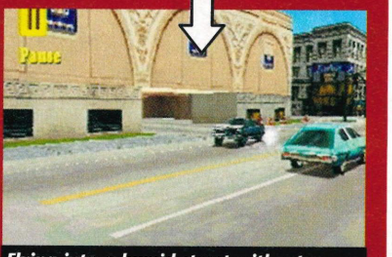

The chase kicks off with a cool long shot. Tarantino watch your punk ass!

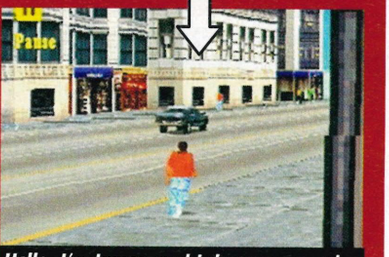

Cut to the police's point of view and watch that baby rip up the streets


Cameras can be set to track your 'rod as it tries to loose that smokey!


Piggy flipped his ass entering the park. Shit-bird didn't know about the camera


Time to get out of here! Cameras on me please – I'm looking Goo-ood!


Flying into a humid street without a "tail." Jesus I'm one bad-mutha


Hello, I'm James, and I deserve a good crack in the face, is what I deserve

In fact, you'll probably spend more time pissing about than actually completing missions, so it's all the better that beside the undercover mission drama, Driver also enables you to slip out of your mob persona and just go for a spin as well as supplying an abundance of cool road games for you to conquer. With each offering at least eight challenges across all four cities, the driving games option is the place to go for instant action.

In pursuit mode you have to take out a marauding motorist – lose him and it's game over, but in Getaway mode the roles are reversed, and it's you who has to shake off any hangers on. Cross Town Checkpoint has you striving to reach various map positions within a time limit, while Trailblazer challenges you to follow a set route, with more twists than a six skin spliff, at an unearthly speed. Survival is a game in itself, with smokies remorselessly launching themselves at you from every angle – anyone lasting past 60 seconds should get a medal. Indeed, Gran Turismo's licence tests are a doddle in comparison, and they took me the best part of a month to master.

"Make like a psychotic rally driver and you'll soon have a convoy of **cops doing all they can to run you off the road** at any cost"

cut to the chase

Then there's the Director Mode, whereby you take control of the replay camera, freeze-framing your finest car chases and swapping camera positions and angles at will, selecting whether to zoom in or out, or pan a shot... the list is virtually endless.

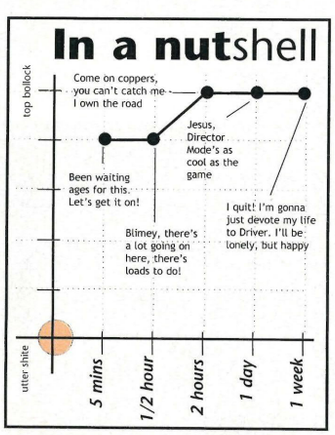
As dull as it sounds, the Director Mode is a fine addition that serves to further weld the worlds of gaming genius and televisual greatness as first you play the part of a seventies' car chase hero, then direct that very same hero with some simple button clicks. Cool. It's just all too cool.

People are going to be disappointed with the cars in the game, as most of them look alike, and anyone other than an enthusiast will struggle to recognise the models. I'd also like to see a speedo in there somewhere – I just like to know exactly how reckless I'm being at times, but neither the speedo, nor a massive amount of car variation is a necessity here.This isn't about engine specs and being faster than everyone else. It's about being in a position where ability, not speed, is all that counts, and that above all else is the reason why Driver succeeds. It demands your immersion in its world, your total concentration... it demands your best – because it deserves it. Truly an awe-inspiring game.

James PRO

(The lazy twat who pissed off to Barcelona and left us all to finish his work for him)

In a nutshell



memory card • dual shock analogue • one player

The Verdict

Out now £39.99

Published by GT Interactive

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

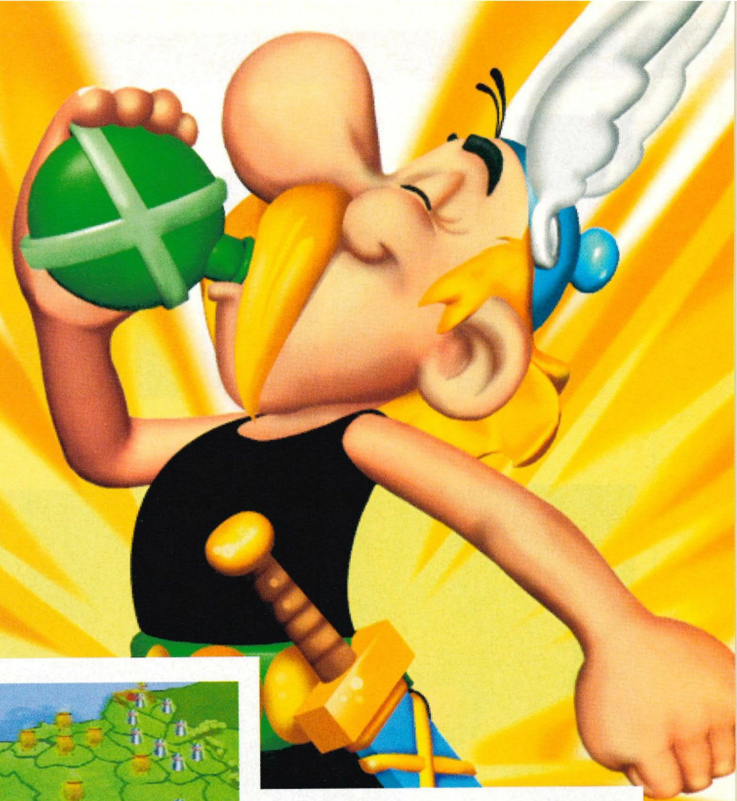
An immersive environment, unrivalled AI, sublime graphics and gameplay to die for, it'll take something very special to stop Driver swiping Game Of The Year. It's more important than pro-creation... without Driver, what's the point anyway?

PRO Rated 95%

Alternatively: Felony 1179 £ - Funsoft ☆☆

Asterix

Midget Frenchmen in arcade/ strategy combo – for kids



Oi! Asterix – you porn-star-tashed Gallic gnome! Here's a tip – LET THE ROMANS WIN! Just imagine, a decent sewage system, running water... what? You'd rather get tanked up on some ancient "herbal" drink than have a bath? Whatever takes your mind off being a runty, garlic-breathed "Mamon Fucais" I guess?



But this debauched lifestyle has both its ups and downers. Asterix (sorry, I'm talking about the game now) is in a bad way. His main dealer, Getafix, is out of the 'erb. So, with the aid of his fat mate Obelix, Asterix must find those missing ingredients or go cold turkey. Oh dear, those Latin boys are about to realise that you should never mess with a Frenchmen going through intense munchy withdrawal.

fancyatwix?

Gaul is divided up into territories for you to conquer. Winning a battle is a simple matter of chucking some tanked up Frenchmen at a Roman camp. Punch the crepe out of the legionaries and then move on. The more territory Asterix controls, the more of the wonder drug he has access to and the stronger his army becomes.

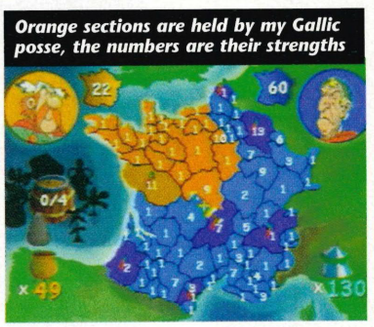
It all plays out like the boardgame Risk, until you get to a major encampment, then it's time for some ropey 3D arcade sections. And on it goes. The Risk sections are a fun distraction, but the 3D bits only cause frustration. During these sections, your attacking army's strength is translated into the hero's health bar. Let him fall down a hole or slip off a platform and you lose dozens of troops.

Not that the arcade bits are all that tough, it's just that the boredom they induce makes you lose your concentration, and you begin to miss your target like a French student with a disposable razor – ARGHH! 20 drugged-up warriors massacred because of a badly designed sub-game! This really is a shite game!

Will PRO



Cauldrons represent my armies. What is that gloop anyway – Viagra?



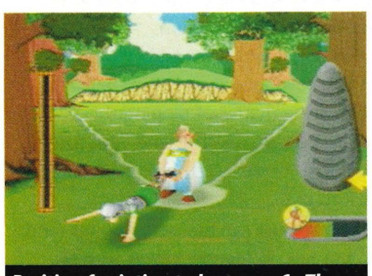
Orange sections are held by my Gallic posse, the numbers are their strengths



Obelix proudly takes his own life. Well, I pressed jump, but he just didn't hear!

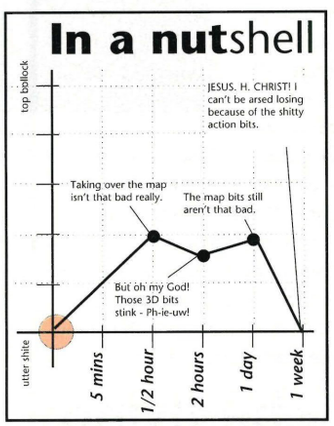


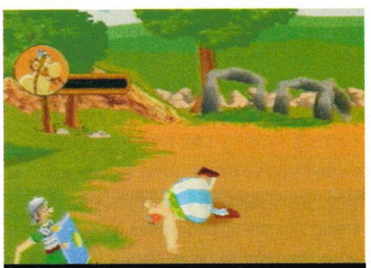
The famous dance routine from Pulp Fiction, with potion rather than cocaine



Position for intimate lovers no.1: The flying Roman. Excellent penetration!

In a nutshell





Ever seen Obelix thrashed by a Roman? No? Because it never happens!



An excuse to make basic fart gags at the expense of a fat Frenchman. Joy!

dual shock analogue • memory card • wasted life

The Verdict

Out now £39.99

Published by Infogrames

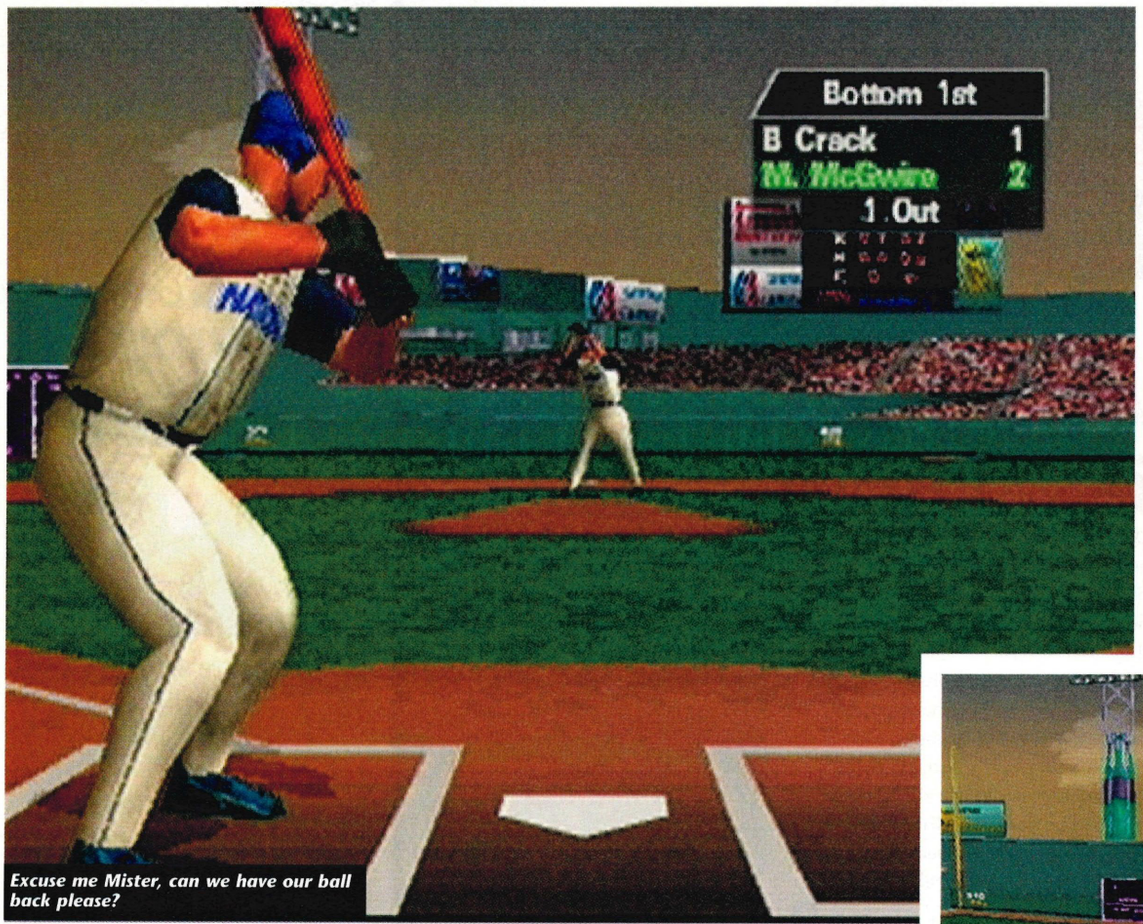
Graphics ☆
Sound ☆
Gameplay ☆
Lastability ☆

Asterix is very similar to an ancient Infogrames game called North And South, which was a fine game. However, technology has marched on, leaving its size nines all over this ropey version of an old classic.

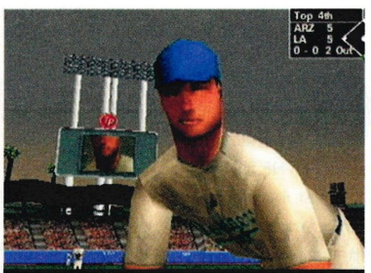
PRO Rated 56%

Alternatively: Risk. £ - Hasbro ☆☆

Triple Play 20

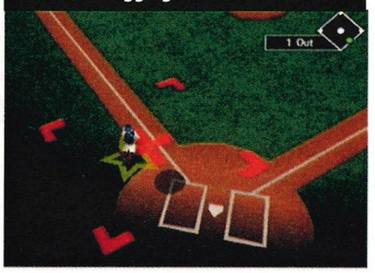


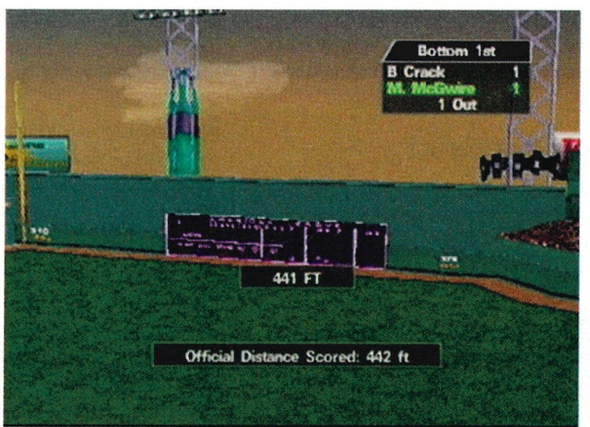
Excuse me Mister, can we have our ball back please?



How detailed can you get? He's even chewing gum...

A target marks where the ball's going to land, so legging it there's a must





More homers than a Simpsons video are hit in the Home Run Challenge

Baseball is the unofficial US national sport, supposedly reaching deep into the American psyche – at least according to every dodgy baseball movie ever made, which helps explain why Triple Play 2000 has been wowing the Yanks. And given its playability, combined with the challenge of team management, one of the PlayStation's most overlooked sports looks set to steal base over here too.



You too can purloin the player of your dreams in the management sim mode

Don't be put off by a lack of knowledge about the sport, it's not as stat-heavy as you might think, and if you enjoy football management games you'll soon be dreaming of winning the World Series. Basically, instead of having to concentrate on a bunch of hairy-arsed monkeys hoofing around a football pitch, you instead have to master the intricacies of batting, fielding and pitching, which, provided you've got a good eye for timing, you'll soon get to grips with.

Using the on-screen menu, you choose the type of hit or throw you want, from sliders and curved balls, to ground-bouncing bunts and massive swings that will have the locals fearing for their double-glazing.

While the 2D format and slightly jerky graphics means that a lot of the real game's subtlety of play is lost – you can't really second guess what kind of ball the pitcher is going to throw, read a cleverly disguised curve ball, or throw the final match of the World Series for a fat kick-back – there's still more than enough here to keep the play interesting.

'Your hardball will soon **be flying off**, faster than a demented **humming-bird on speed**'

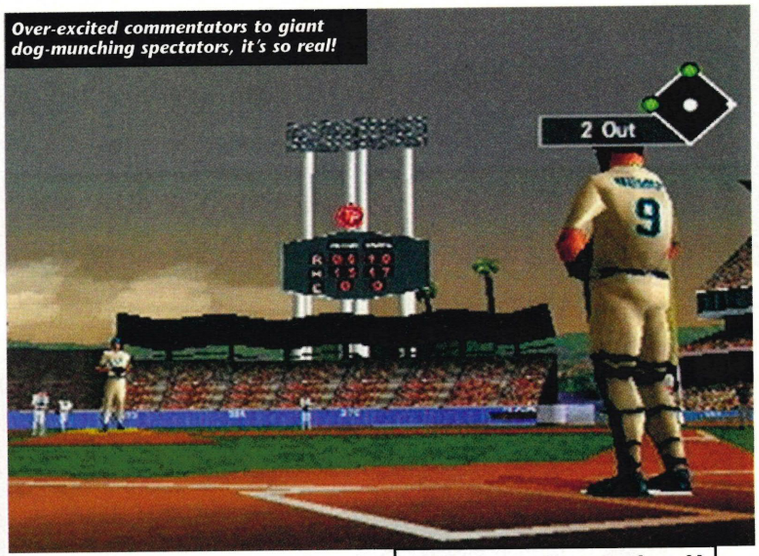
The secret to success isn't all timing and button-bashing though. Throws or hits can be adjusted by holding down a chosen button until your hardball is flying off faster than a demented humming-bird on speed, leaving the opposition scratching their heads and wondering what hit them.

Fielding is similarly easy – you get a target showing where the ball will land, so it's just a matter of tapping the X button quickly, which'll send your fielder legging it for the catch before hurling it back to base.

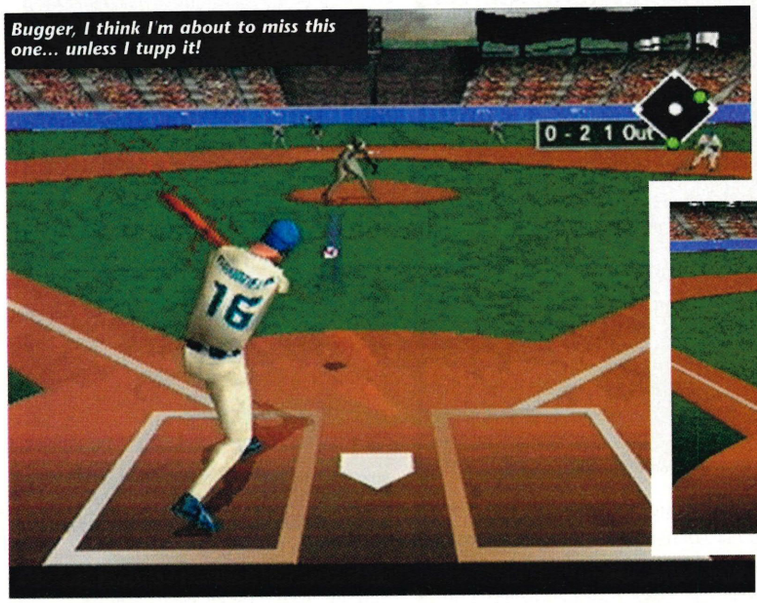
If you're not too hot with homers (and I'm not talking friendly blokes with big 'taches), the best place to brush up on your skills is in the Home Run Challenge.

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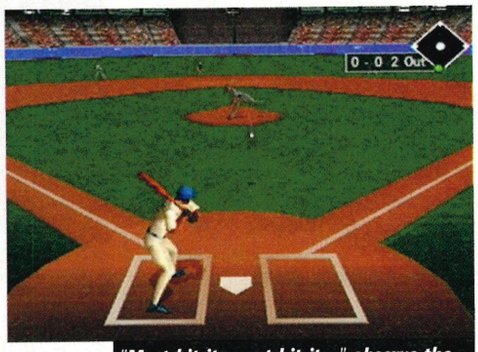
Action packed bat-brandisher that's less pitch and more toss



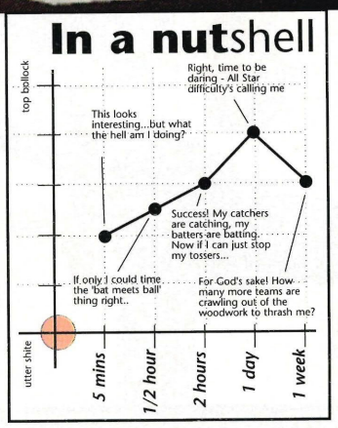
Over-excited commentators to giant dog-munching spectators, it's so real!



Bugger, I think I'm about to miss this one... unless I tupp it!

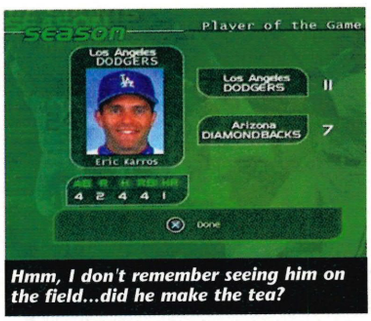


"Must hit it, must hit it..." observe the tight-assed concentration

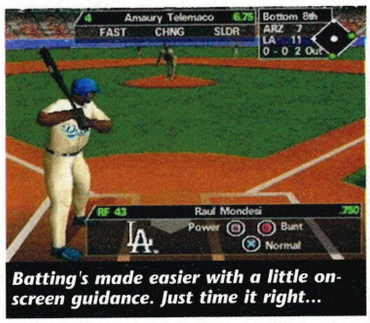




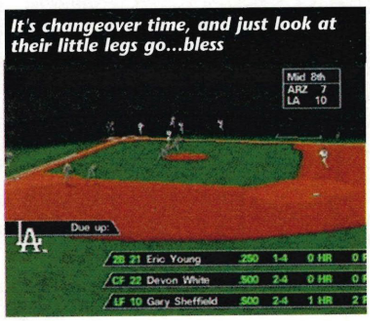
Build the man of your dreams – here's a gnome I prepared earlier



Hmm, I don't remember seeing him on the field...did he make the tea?



Batting's made easier with a little on-screen guidance. Just time it right...



It's changeover time, and just look at their little legs go...bless

Taking turns with another team, the aim is to hit the ball as far as possible and notch up a host of home runs, which is simple but satisfying fun.

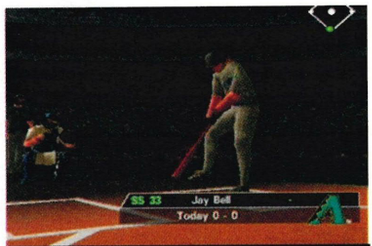
Triple Play 2000 caters for all levels of expertise from the blind-folded club-wielder to the Hall Of Fame legend, and comes with three levels of difficulty (Rookie, Pro and All Star). These levels can all be customised, allowing you to alter settings for base running, throwing and fielding, and include the option of manual, automatic or PlayStation-assisted control. Thankfully, playing against the PSX team isn't too one-sided - the ability of the team closely matches the difficulty level you've chosen, so you won't get hammered every time you play solo.

american dream

One of the best things about Triple Play 2000 is the management option. As players change hands more times than Will changes his underpants, you'll soon feel like the Kevin Keegan of the dugouts as you build your dream team. Although a bit heavy on the stats, anyone who's played a management sim before should have it licked in no time. And if you don't fancy any of the existing players, you can create your very own bat-jocks whose vital stats, experience and looks, match up to your demanding standards.

When you're finally ready to guide your team to glory, you've got a range of options. The meatiest games are found in the Season (league) and Play-off (knockout) modes. Taking charge of one of America's finest teams, the tension quickly rises as victory beckons and you're wiping the floor with the opposition. There's also a Quick Game option if you can't be arsed with all this sim stuff and want to get straight into the thick of the action.

Although the graphics may look a little chunky and the game has its jerky moments, particularly when there's lots going on, these cease to matter when confronted by a wealth of options and a full-on stadium atmosphere. Give it a try, but don't blame us if you get the urge to nip down the local park and start swinging a bat around – that's assault, and you'll need to blame Quake or Doom for that!



Woah! Who left that dog turd there? Oh good, a handy bat to scrape it off

Kay

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by EA Sports

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

Baseball's an overlooked sport on the PSX, but thankfully Triple Play 2000 is surprisingly playable. It's easy to control but tricky to perfect, and it makes a refreshing change if you're bang into sports of all sorts.

PRO Rated 78%

Alternatively: VR Baseball '99 - Interplay ☆☆☆

Darkstalkers 3

Robbing Street Fighter's grave to build Marylin Manson a freshly sewn bride

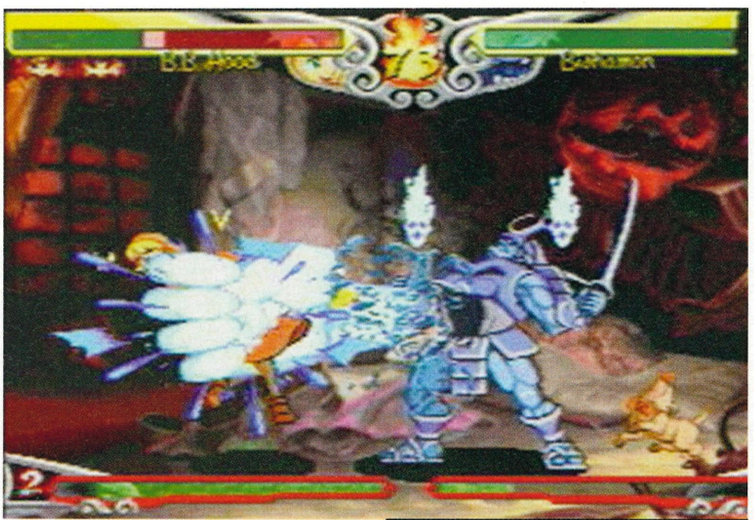


Street Fighter games are a strange breed. Like grey-haired old men wearing tight jeans, something just doesn't fit. It's as if they exist outside time, when they should have died a quick and honourable death on the day the PlayStation was released. But in the maddening shape of Darkstalkers 3, the Street Fighter game returns from the crypt. Mortals beware!

freak work-out

The undead line-up includes a vampire girl who just can't wait to wear an undead scrotum as a shower cap. Eddy, Iron Maiden's zombie mascot, is out for a rumble too, as is Frankenstein's monster. It's all very ooky, kooky and even a bit spooky. It's The Addams Family scrapping it out in a death match area – result!

As with the graphically inferior X-Men vs. Street Fighter, your fighting prowess will increase throughout the game. The more smacked up you get, the more your 'pissed-off' meter increases. When it's full to the rim – it's time to plunge your gothic adversary into a pit of pain!



He couldn't control his excitement. That stain will never come out – ask Monica

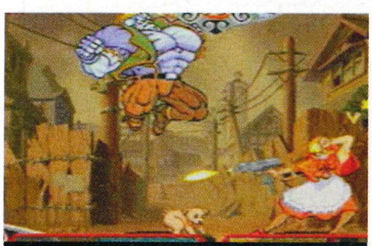
The character's special abilities come straight from a hyper-weird Manga movie. Don't be surprised if you pull a chainsaw out of nowhere, only to be turned into two (yes two!) schoolgirls. You're then hoisted up by your throats and burned alive in another dimension. Well, it's not something you see every day, although how much sense it all makes, depends on how Mangafied your brain is, or the amount of Night Nurse you've just downed.

Darkstalkers's extremely freaky nature is its strongest and biggest feature, setting it apart from the Street Fighter crowd, giving the world a game that's totally out of date, yet definitely worthy of a night's rental.

Will PRO

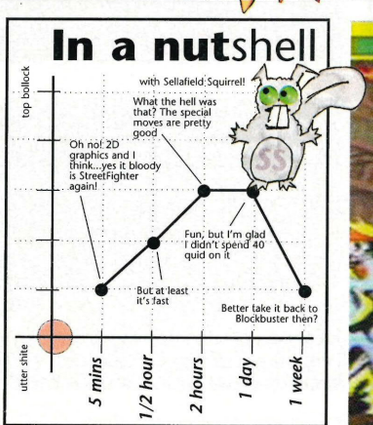


Oi! Riding Hood! Stop trying for a quick snog – you brazen hussy



I don't care if it's large, purple and throbbin', I'm only 12!

In a nutshell





It's the biggest fisting I've ever seen. And I've seen a few, I can tell ya

An Uzi and a tablecloth skirt are no match for a fast, angry pussy...



...But they'll sure stop her cacking on your roses. Humane too!



Go girl! Red gets a bonus move – rocket launchers away! Spectacular stuff

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by capcom/virgin

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

Darkstalkers 3 feels incredibly retro. It has Pocket Fighter's sense of fun, but is as far away from Tekken as you can possibly get. It's a great game for a spooky night in, but don't go buying it at full whack.

PRO Rated 64%

Alternatively: Street fighter alpha 3 - Virgin ☆☆

Trap Runner

Short-lived sneak'em-up/trip'em-up/blow'em-up that's big on ideas, low on lifespan



Don't try and appeal to his loving side. His nut's were removed at birth



Bombs not working? Try a 12-gauge blast to their spine! Ouch!

Why shoot someone to death when you can slide them into a minefield and pepper their body with throwing knives? The same reason that a cat paws a mouse to death of course – it's fun for the moggy and leaves a cool stain on the carpet.

Trap Runner sets you up as an assassin who likes killing in just such a vicious and pointless style. Oh yes, this is a personal vendetta, with a vengeance; a one-on-one duel to the death with bombs and gas. Place a skid trap at the bottom of some stairs and a mine in front, an opponent that blindly runs down the steps will slide across the floor, into your hair-trigger mine. Run, slip, kaboom! But that's about as cunning as this one gets.

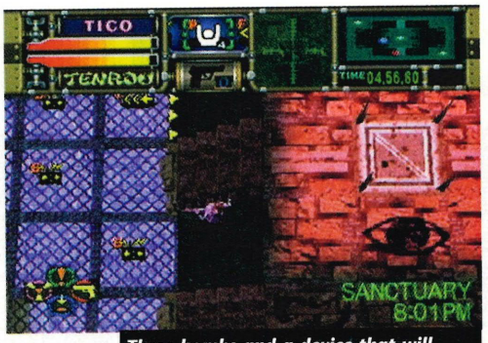
devious detonations

Trap Runner pits you against a series of highly trained weirdos whose intelligence gets higher than Carol Vorderman at a cocaine party. They're all out to give you a seriously cunning kicking, so it's just as well you can diffuse their bombs as well as lay your own. This gives the added cream factor of locating a smartly placed explosive, defusing it, and setting it to your advantage. But is that really it?

Placing bombs that disappear, not being able to rig up trip-wires or even concea booby-traps in litter bins. Jesus! Is this game obvious or what? A roller-skateing rheumatic rhino would make a better Ninja than these clowns.

Unfortunately, a strong concept alone does not make for gripping game. The levels are too small, the characters only differ in the sidearms they carry and the speed they move. Above all, it can be summed up in six words – you run about and lay bombs. It sounds great, but loses its igniting spark very quickly.

Will PRO



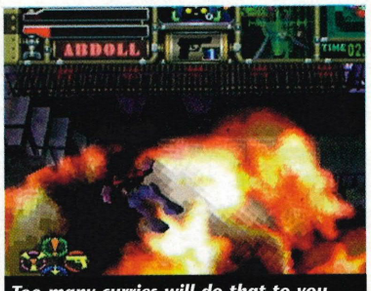
Three bombs and a device that will chuck the remains up for a good kickin'



That's what you get for not looking where you tread. Someone mop him up



Wasted all those bombs and I still missed the bastard!



Too many curries will do that to you, best keep to a diet of fresh fruit

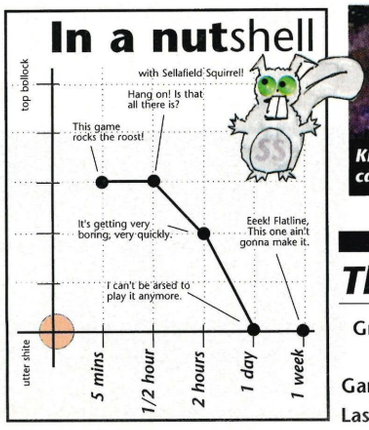


Gassed by my own device – You can be cunning, but be careful



Killed by a mutant rabbit! How can I ever live that down?

In a nutshell



dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Konami

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

Trap Runner has a terrific premise, but fails to live up to its promise. Initially it's fun, but the novelty factor quickly shrivels away to reveal a game that could have been great, but isn't.

PRO Rated 47%

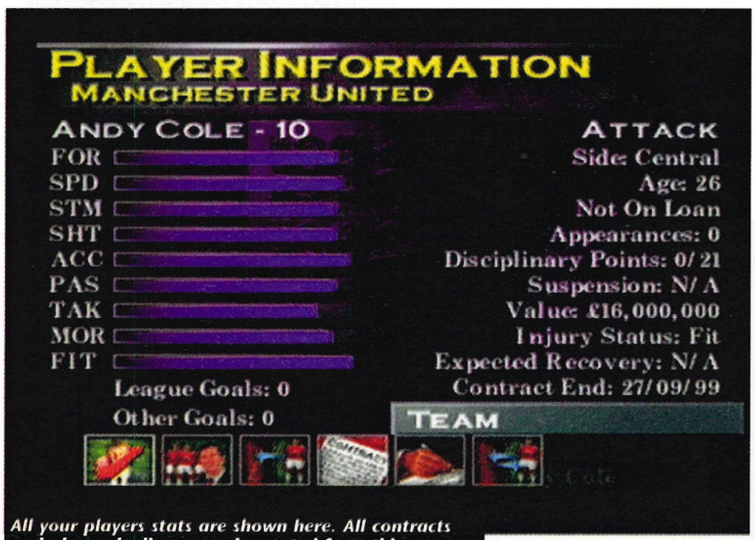
Alternatively: Bomberman World - Sony ☆☆☆

FA Manager

Big Ron game that cuts down the options and loses its soul in the process



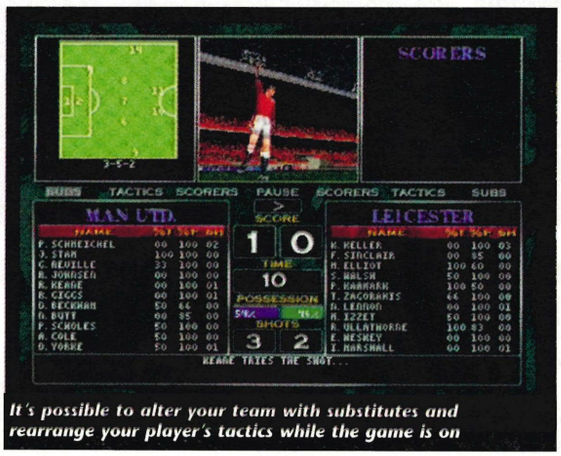
League positions at the start of the game were accurate when the game was finished. It's up to you to change them



All your players stats are shown here. All contracts and player dealings are also sorted from this screen



As the game goes on, your league position is shown on a line graph. It's best to keep an eye on that bank balance

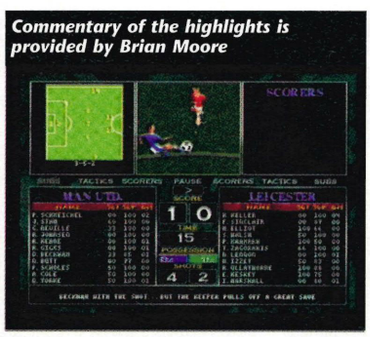


It's possible to alter your team with substitutes and rearrange your player's tactics while the game is on

Imagine a football match without the crowd. Each player is there in their correct kit warming up on the pitch and every team from every division is patiently waiting in the dressing room for their stab at glory, but there's just no atmosphere. There's no connection between you and the action on the grass. And that's the disappointment that PlayStation footy management games bring, simply because you're not given enough to do.

Great things were expected of Eidos' new PlayStation footy manager sim. After producing the groundbreaking Championship Manager for the PC, this was expected to be the first guaranteed challenge to the incredibly successful Premier Manager '99. But Gremlin staff can come in off that ledge and save their dumb-dumb bullets for another time, since FA Manager doesn't quite make it to the top of the league.

Bottom line, it's just too bloody simple. You take control of your team, you're guided quickly through a slight number of menus and then the match is underway. Now for PlayStation football



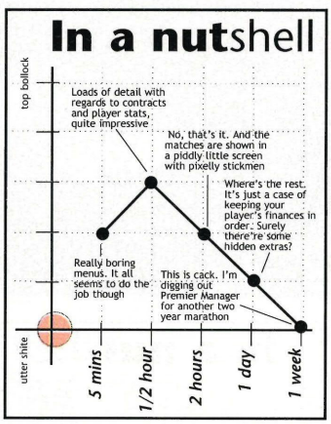
Commentary of the highlights is provided by Brian Moore

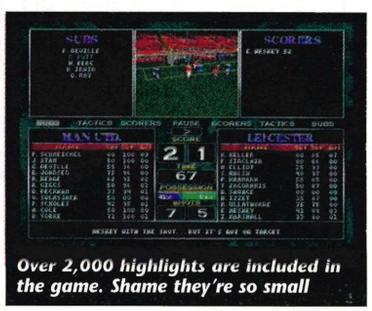
manager virgins this may sound like a blessing, but even they'll quickly become bored by the lack of options available for them to manage. Veterans, on the other hand, will immediately start zipping down their fly, ready to give this a heavy sprinkling.

golden ticket

There's no shortage of accuracy with regards to the teams. Premiership, the three league divisions and Vauxhall Conference are all included, together with all the European teams. They can compete in their own league games as well as the FA, European, Cup Winners and UEFA Cup matches and even Autowindscreens Shield games. All the player's stats are as accurate as possible, and Developers Krisalis have also included info on how player's contracts are filled out and the sort of money that changes hands in transfer, bonus and pay situations. So with all this accurate and useful information, where have Eidos let us down?

Well, where games like Premier Manager '99 extended the manager's control to the sales of tickets, construction of the stadium and choice

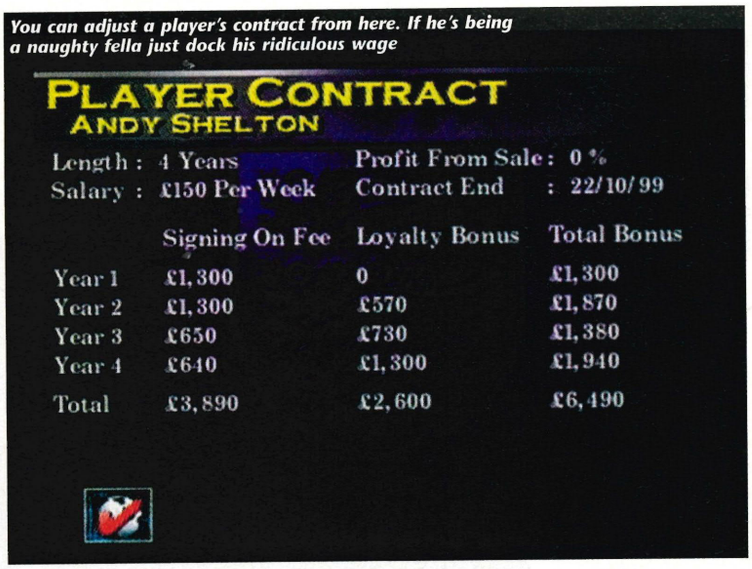




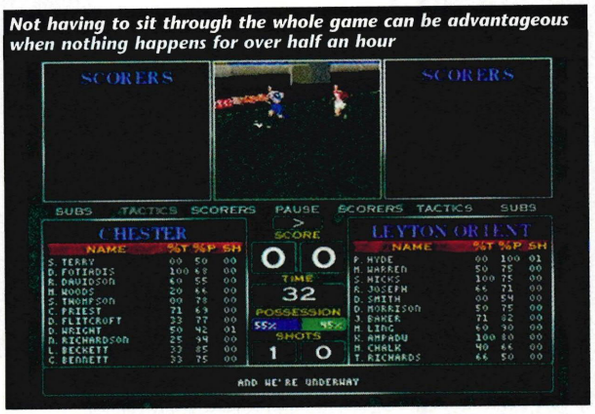
Over 2,000 highlights are included in the game. Shame they're so small



More fun can be had by choosing a team from a lower division. Smaller budgets and less skillful players make the game more interesting



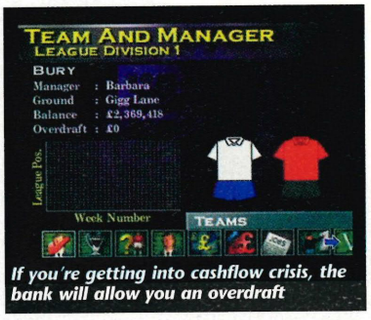
You can adjust a player's contract from here. If he's being a naughty fella just dock his ridiculous wage



Not having to sit through the whole game can be advantageous when nothing happens for over half an hour



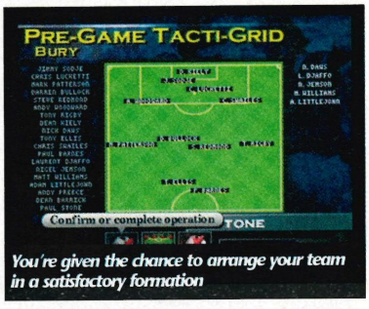
After a short while, jobs will become available as manager of other teams, so you can jump ship if the shit hits the fan



If you're getting into cashflow crisis, the bank will allow you an overdraft



The day's fixtures are given after you've managed your team for the day.



You're given the chance to arrange your team in a satisfactory formation

of player sponsorship, FA Manager 'streamlines' your job. The 'hire and fire' aspects are all controlled by you, right from drawing up a contract, to advising the coach on what kind of training to give your player. You can even loan him out to other teams and transfer players, but there your job ends and the game becomes a bit of a work-to-rule.

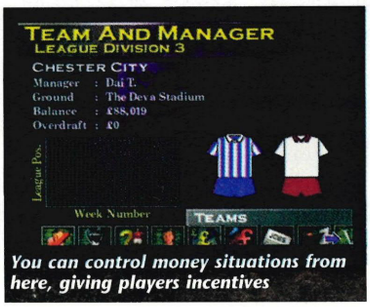
The matches themselves are seen through a tiny box at the top of the screen, where you watch the highlights of your game realised through a ridiculously pixellated camera. It's a shame Eidos didn't use their UEFA Champion's League engine to display the games, as in this state it makes your job as manager pretty redundant, since you don't want to watch the on-pitch action. Importantly, unlike Premier Manager substitutes and tactical changes can be made during the games, so you don't feel quite as helpless, and the commentary by Brian Moore does brighten the proceedings up a little, but overall this is a disappointment.

Sam PRO

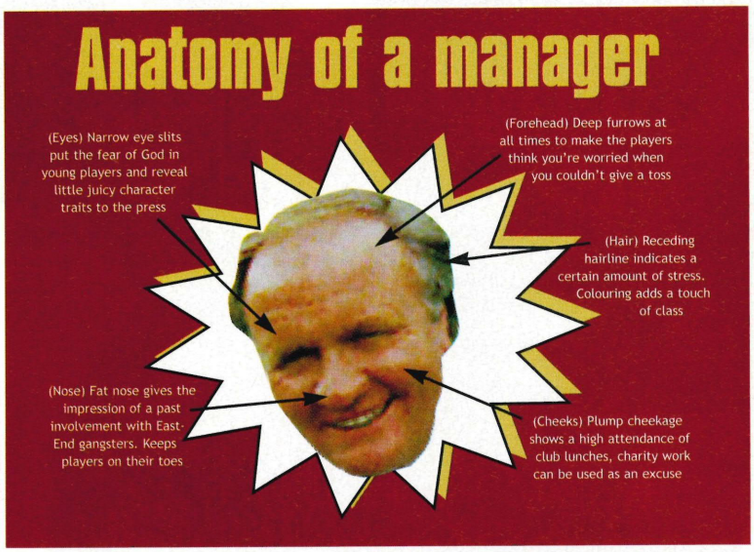
'Gremlin can **save their bullets** for another time, **this doesn't scratch the surface** of their mighty game'

golden shower

The menu system's a bit basic (it's too easy to accidentally verify an action and send your team into a match before you're prepared) and the information isn't clearly defined.



You can control money situations from here, giving players incentives



memory card • two players

The Verdict

Out now £34.99

Published by Eidos

Graphics ☆
Sound ☆☆
Gameplay ☆☆
Lastability ☆☆

With the likes of Premier Manager '99, it was never going to be easy, but with an endorsement by the FA, I expected a bit more. FA Manager has a few too many flaws to ever be the game it should have been.

PRO Rated 76%

Alternatively: Premier Manager '99 - Gremlin Interactive ☆☆☆

Soul Reaver

Crypt raiding adventure that suckles from Lara's breast



Look mum – no gentials! Raziel takes a dip without burning up, since he's "evolved"



Are you a vampire?

1. Do you look like this?

a. Yes, but I'm going steady with Gaz, so that's acceptable.

b. No way!

c. I can't see myself in the mirror, so I don't know.

2. You are at a cheese and wine party. The host offers you a plate of dips. Do you...

a. Go for those loverly cheese and pinapple on cocktail stick type things, their loverly

b. refuse all food that contains animal products. Animals deserve our respect – man.

c. Can't think. Too busy watching the blood pump through the host's neck.

It's a beautiful summers morning. You decide to go for a stroll round the park. Do you?

a. Put on a tight pair of swimming trunks and run around the park chasing ducks.

b. Have a game of football, smash a greenhouse and get chased by the Parky.

c. Burst into flames the moment you open the door, your ashes blown to the four corners of the world – or at least as far as the off licence.

Conclusion

Mostly A's: Relax - Apart from a slight moustache problem there's nothing wrong with you.

Mostly B's: You are a beautiful person who is in perfect harmony with the planet. Well done.

Mostly C's: Sorry mate, you are in league with Satan and all his little followers. Things could be worse, you could be dating Gaz.

Who is Kane anyway?

Legacy of Kain is the prequel to Soul Reaver. Taking the role of Kain, After you are slaughtered by theives a necromancer turns you into a vampire, allowing you to wreak vengence on your assailants and feast on their blood. At the end of the game you were given a choice: destroy yourself and free your soul, or go with evil and become ruler of the planet. Soul Reaver assumes that you chose the dark path, making Kain Soul Reaver's nemesis. How cool is that?!

Let's cut the crap. Is Soul Reaver better than Tomb Raider? That's all you want to know. Comparisons are inevitable aren't they? I mean, both games are published by Eidos, both involve you running around strange 3D lands solving puzzles and killing evil doers. Just look at the screenshots for Christ's sakes. So is Soul Reaver a Lara belter? Well...

suck it and see

Soul Reaver is the story of Raziel, lieutenant in Kain's blood sucking army and a card-carrying vampire. Together, Kain and his vampire legions dominate the planet, but Raziel, like Lucifer before him, makes one teensy-weensy mistake - he falls foul of the deadliest sin - Pride. He grows a pair of bat-like wings and dares to look more bad-ass than his master. Ooops!

Kain's punishment is the ultimate in vampire wrist-slaps. Forget your parking fines and your namby-pamby community service – try being chucked into a bottomless vortex of absolute pain. Ouch!

'You can have a **straightforward punch-up**, heave their stunned body over your head and **chuck it on to a well-placed spike**'

Raziel's worldly body burns away like a hamster in a microwave, his soul in torment for the rest of time. Well, at least that's what was supposed to happen, if it weren't for the reincarnating powers of a spirit named the Elder. According to this Cosmic guardian, Kain has been messing with the circle of life, the ways of the world and the birds and the bees. The Elder is pissed off because it's his job to sort these souls out. No souls, no job and an eternity claiming benefit. Sod that, he'd rather give Raziel the power to kick Kain's soul back to Hell!

soul provider

Raziel is the only creature who can exist in both the spirit and material dimensions. This nifty trick gives our hero one mighty advantage over his garlic fearing foes. Faced by a phalanx of vampires, he can shift into the spirit world (the world morphing very impressively in real time), whereby pillars shrivel and surfaces constrict, giving Raziel the opportunity to stroll between them unnoticed. Once he gets himself in a good position, he then re-materialise into the real world, and as every budding vampire hunter knows, there are many ways to dispatch a blood-sucker, and fortunately, Raziel knows them all.

scream, dracula, scream

You can have a straightforward punch-up, heave their stunned body over your head and chuck it on to a well-placed spike. Or how about smacking them into a ray of light and setting them on fire? Of course, there's the old push them into a pool of water trick, that really stings 'em. Then there's death by flaming torch, as Raziel stabs a parched body, standing back as it spontaneously combusts. Woomph!

But let's not forget the most personal way of dispatching a vampire. That old school favourite – a stake through the heart. Can't find any stakes? Pick up that spear and thrust it into an enemy's



What is that slurpy-slurp sound? Must be that boiler playing up again



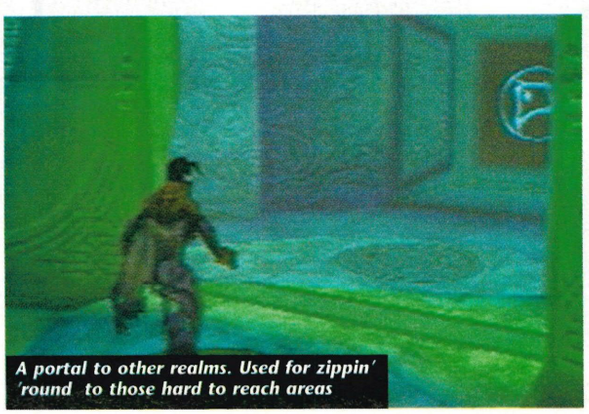
Over there, A mutated vampire giving Frenchies to corpses. Urgh!



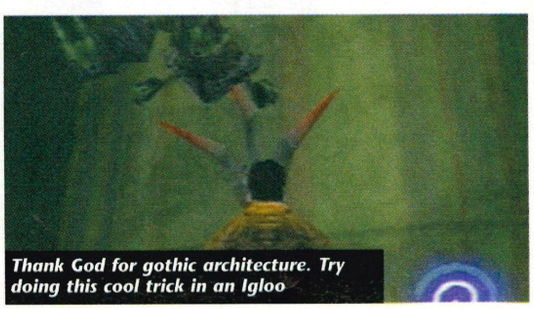
Raziel was a fully fledged vampire, so he knows how do deal with these suckers



Vampires just hate these relay races. Come on, PICK UP THE DAMN TORCH!



A portal to other realms. Used for zippin' 'round to those hard to reach areas



Thank God for gothic architecture. Try doing this cool trick in an Igloo


This is the chasm he was cast into. He's back now, for truth, justice and souls!


Great, he's unarmed – Right, bend over you red-eyed freak!


In the spirit world, the vampires enjoy a diet of blood, guts and Ready Brek


Watching young, fit vampires' talents on a greased pole is great fun


Uncanny dog impressions. Take a flaming torch, get on all fours and go "Woof!"

worm-ridden gut. That really pisses them off, especially when you hoist them into the air and listen to them scream their little black lungs out. Killing the un-dead and attack him from two different directions. Stake one to death and the other will bottle out and try and leg it, making his death the sweeter as you chase

Soul Reaver's enemy intelligence is spot on, going beyond the standard "hunt and kill" and entering the realm of "you cunning bastards!"

has never been so sadistic, yet ever so crowd pleasing.

The animation is the finest; super smooth and faster than (dare it be said) any of the Tomb Raider series. If Raziel grasps hold of a ledge, he'll effortlessly kick against the wall and leap onto the platform, just like a demonic anti-hero should. Lara, on the other hand, lollops around performing fancy tricks designed to get perverts wet, while shooting animals and nicking family heirlooms. Some people think she's real.

reaving so soon?

Soul Reaver's enemy intelligence is spot on, going beyond the standard "hunt and kill" and entering the realm of "you cunning bastards!" Should Raz come across two demonic forms, they will try him around like the Angel of death you are. Lara, on the other hand, likes to kill endangered white tigers with a grenade launcher. I don't think her Daddy ever really loved her.

All the action takes place in one huge gothic arena. There are no levels here, everything streams off the CD – keeping the blood flowing without any respite. Not that it's all about slaying. Oh no, "'ere be puzzles." The unholy conundrums vary from simple lever pulling, to monster splashing spiky whirlwind puzzlers that are brain fryingly complex in a Hellraisery gory fashion. There's nothing here that we haven't seen in Resident Evil or that Tomb Raider game, but they've seldom been implemented so smartly.

Soul Reaver sticks you with a bag of spells that would send Mystic Meg into

The misunderstood vampires





Come out, come out where ever you are. I've stopped all that impaling nonsense

paralytic fits. These take the form of "Glymps" that can be picked up throughout the game's sprawling catacombs. The effects vary from the Shift Glyph, which allows Raziel to switch between planes at any time, to the Force Glyph, which sends a ball of light distorting energy towards an opponent – throwing them across the room like a drop-kicked rag-doll. Nice! It's especially satisfying if you manage to smack a vampire into a camp fire. Mmmn, anyone for some vampire frepe? Lara, on the other hand, can't cast anything, but she can bob around in a variety of vehicles, rob tombs and bring species to the point of extinction. Nice tits too!

fallen angel

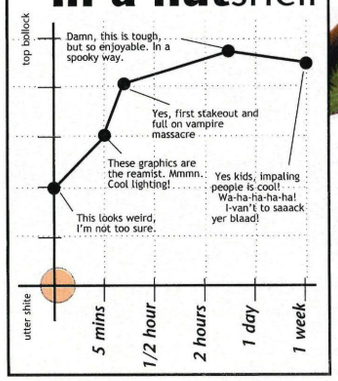
As Raziel gets used to his new form, extra tricks become available. He can phase though locked gates, scale walls like a demonic monkey and even swim (again with a gorgeously animated stroke). However, swimming in water will initially destroy his material body, sending him back to the spiritual plane. But once he has developed sufficiently, he'll be able to flick around pools like an altogether more attractive Sharon Davies.

His wings, although burnt to buggery, can be used to glide around or ride thermal air currents to other platforms. At one stage, Raziel will be able to run around an opponent and snare them in a band of energy, stunning vampires and squeezing humans to death. This trick can also be used to rotate objects such as a machine's gears or alter the orientation of a sundial. Lara? Well, she tries to impress her followers by performing the occasional handstand.

Soul Reaver is a mammoth game. You can complete it again and again, finding more ways of skewering the nasties and more secrets to improve your abilities. If you're sick of Lara, this is the game to sink your teeth into. But is it better than Tomb Raider? It's got better graphics, more in-depth characters and more interaction with your enemies. But is it better than Tomb Raider? It's got a main character that develops and grows as you progress and a more involving storyline. But... is... it...BETTER! No, not quite.

Will PRO

In a nutshell



memory card • two players

The Verdict

Out now £39.99

Published by Eidos

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

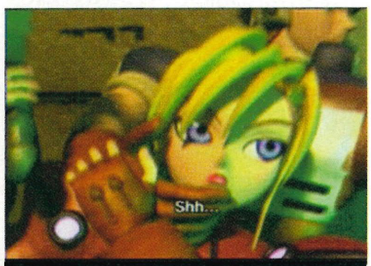
Soul Reaver combines a fantastic storyline with state-of-the-art graphics to give the world a horrific adventure that goes for your throat and just won't let go. A great game that deserves your cash.

PRO Rated 90%

Alternatively: Legacy of Kain - BMG Interactive ☆☆☆

Hard Edge

Familiar Japanese vigilantes in a colourful but average adventure



He asks Michelle what she's been doing since Battle of the Planets

Bruce Willis runs into the lobby of a skyscraper. "Get everyone the (flip) out of there! I don't give a (monkey) if they're carrying double-barrelled (kippers) and have their (flaming) fingers on the (broccoli) bomb. I want those innocent (muckers) out of here before the whole (stuffing) (dog) blows sky (chuffing) high!"

Disappointed, disappointed, disappointed. You've prepared yourself to watch your favourite action film on the telly, only to find the TV prude patrol have been hacking away at it with the safety scissors. Bastards! But that's exactly how most of you will feel when playing Hard Edge for the first time. Welcome to Gerry Anderson directs Die Hard.

It would be too easy to put Sunsoft's Hard Edge in the kiddie game bracket. It's like a toned down version of Resident Evil, but there's nothing here to appeal to younger game players either. Sunsoft have produced a 3D adventure with detailed still backgrounds in the style of the zombie classic – the characters fight creatures and complete puzzles just like that game – only everything is a lot cleaner and much more simple. This means that Hard Edge ultimately lacks that burst of imagination and erm... hard edge, ultimately required to hold anyone's interest for long.

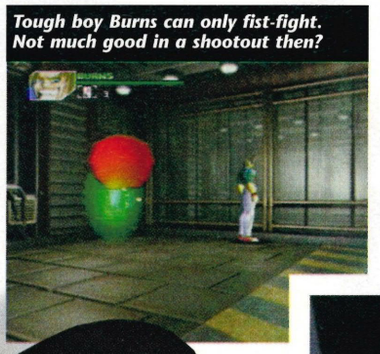


There's a few nifty moves... Alex shows off his back flip while shooting action

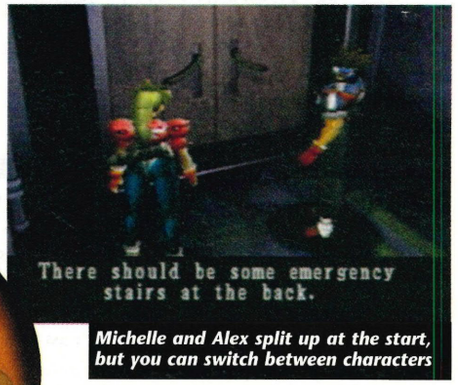
repetitive evil

The story centres around the gigantic Togusa skyscraper, owned by military supplier Machinery Gear. An armed terrorist group has attacked and occupied the building, taking the inhabitants hostage and causing chaos within. There are now only two survivors of TRAG (Tactical Rescue Assault Group) left, Alex and Michelle. Their job is to scout the building for surviving hostages and bring the terrorists to justice.

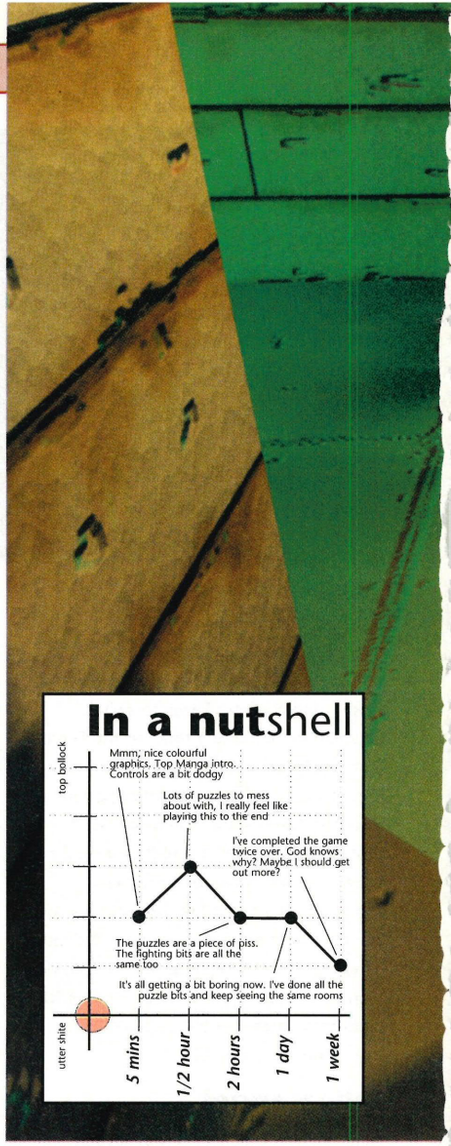
The game begins as Alex teams up with Michelle and they plan out their mission. They then split off, one of them taking the lift up to the top of the building and the other searching the first floor. It's not Resident Evil 2, honest. Where the game does stand out is its useful character change option, which allows you to switch between Alex and Michelle throughout the mission. As further characters join your shooting party later in the game, you can also utilise their individual skills.



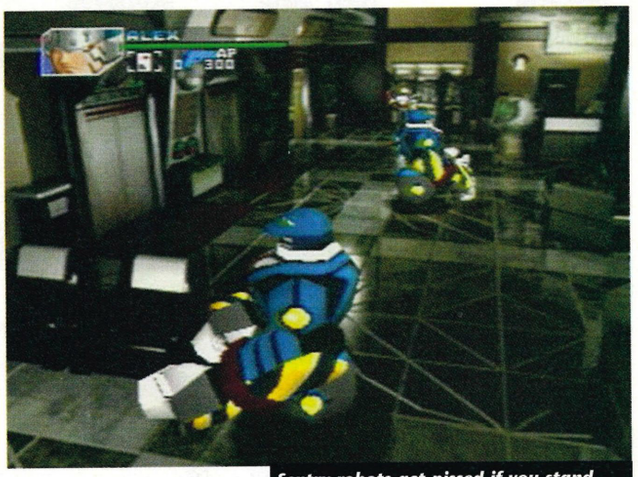
Tough boy Burns can only fist-fight. Not much good in a shootout then?



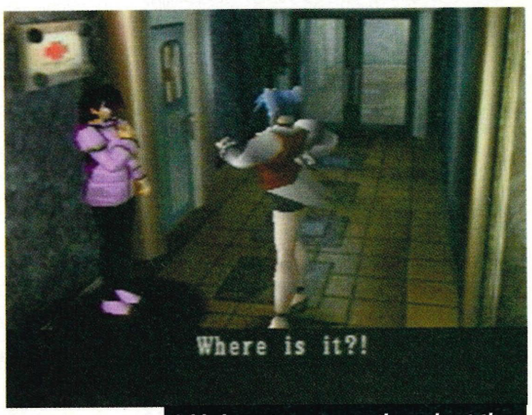
Michelle and Alex split up at the start, but you can switch between characters



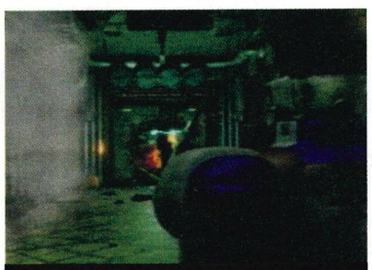
"You want to get yourself down M&S. This get-up only cost me a monkey"



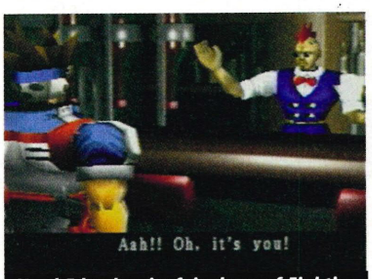
Sentry robots get pissed if you stand too close. But they're easy to kill



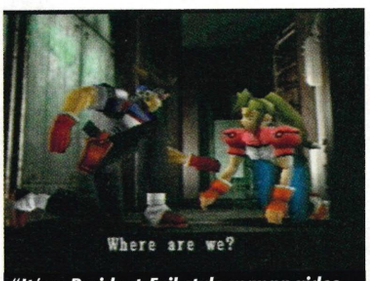
Odd characters pop up throughout the game, for no apparent reason



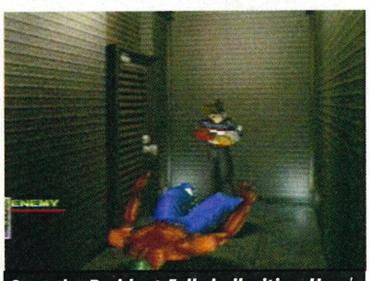
At to the top of the building you'll find a fan and a large pile of shit



Hard Edge has its fair share of Eighties throwbacks. What a cool guy!



"It's a Resident Evil-style manga video game with really bad music"



Spot the Resident Evil similarities. Here's a gore-free licker

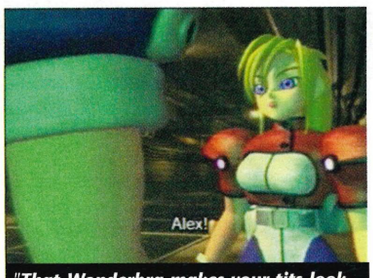
If Hard Edge was pitted against another game in a fist-fight (we're talking metaphors here), the option to change characters might win it a few powerful jabs. But otherwise the game would hit the canvas in the first round.

Hard Edge can get very boring, very quickly. There are a good number of puzzles to discover near the beginning of the game, but they're much too easy (I'm not being a Billy Brag here, because they usually just consist of fiddling with numbers or tiles until everything fits into place). The plot is too thin and simple to fully involve you in the story and the characters (although well sketched) are tricky to control. The fighting system is also too simple and the encounters with the same creatures are repetitive.

If it weren't for the spanking background graphics and the mild interest you get from wanting to see the next hi-res rendered cut-scene, this would be a real no-no. As it is, Hard Edge can only be recommended to players who don't want to spend their adventuring time figuring out puzzles and want an easygoing quest with little or no thrills.

Sam

'If Hard Edge was pitted against **another game in a fist-fight**, the option to change characters might win it **a few powerful jabs**'



"That Wonderbra makes your tits look like a two pert sponge puddings love"

dual shock • memory card • one player

The Verdict

Out now £39.99

Published by Sun Soft

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

The grapevine said this was going to be a Res Evil beater. Well, it doesn't even come close. The puzzles are too easy, the plot too thin and the fighting too repetitive. The graphics stand out, but the feeling of déjà vu is too strong.

PRO Rated 58%

Alternatively: Resident Evil 2 - Capcom ☆☆☆☆

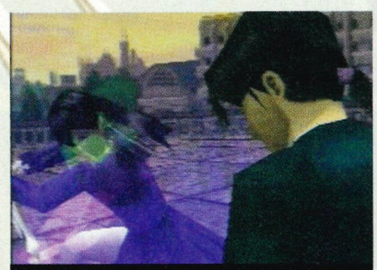
Evil Zone

Single button frenzy captured in a rainbow of violence





Each battle is a fight to the death, but don't expect your foes to die quietly



Special moves can be pulled off by filling up the energy bar and letting loose

The circus begins... (⇦, ⇦, △) A green-haired psychopath summons a cloak of darkness and draws the satanic pentagram in light with his sword, before stabbing himself in the stomach, unleashing the power of invisible evil on his enemy.

(⇩, △) A 21-year-old girl casts three ghostly angels into the air. They hover for a while before flying at high speed through the chest of her opponent.

(⇧, △) A ginger imp with massive shirt potatoes knocks her opponent to the floor, magically transferring the power of her sword into his innards and turning his soul into a flaming ball of fire. Wacky stuff eh?

Evil Zone could best be described as a visual beat'em-up. The interactive element consists of tapping the direction buttons and the triangle button to pull off a vast variety of special moves.

There're no simple kick or punch moves, just a mass of imaginative bursts of magic and chaos that fill the screen with lasers and fire.

The complex button combinations used to pull off somersaults and overhead kicks in the Tekken games have been abandoned in favour of a simplified 'fly-by-wire' approach. This may not seem like the foundations for a rip-roaring beat'em-up, but Evil Zone still manages to captivate the player, even if the interaction is limited.

From the opening Manga intro, Evil Zone distances itself



Devastating moves can pulled off by tapping a swift combination of buttons

'The ginger imp with massive shirt potatoes, sticks her sword in her opponent's innards, turning his soul into a flaming ball of fire'





Kakurine beats her prey by kissing them to death. The second best way to go?


Each character has their own talents, big swords, lasers and big chapels



A number of different backgrounds act as hosts to the pyrotechnic showdowns

from the usual Japanimation spectacular.

The evil Ihadurka has been captured within the Evil Zone. Nine mighty warriors are called from other worlds to fight in a tournament. The winner of the contest will be considered strong enough to take on the power of Ihadurka. All of these warriors have at one time fallen foul of Ihadurka's dodgy ways and therefore has a reason to take revenge. This story is riddled with Satanic references and has a sinister edge that few of these cartoon based games have achieved in the past.

house of the dead

Solo gamers can choose between story mode, or one-on-one fights. The only difference is that the story option punctuates each fight with a scene setting sequence and a couple of average arty pics. But this is just wallpaper to the pyrotechnic delights that follow. The actual fights are rendered in glorious 3D. Each of the nine characters (it's possible to unlock Ihadurka after beating all the other warriors to make 10) have individual personalities and their own set of gloriously OTT moves.

Most of the moves involve firing balls of light and magic at your opponent, but a few special moves are shown from a number of cleverly arranged camera angles and involve pulling off mind-altering tricks. It's not unusual to find yourself splitting into two and encasing your opponent in a glowing sphere before passing it to your other half who bullets the ball into space with a stick. This is what makes Evil Zone a cut above the usual fight-fodder.

granny flat to rear

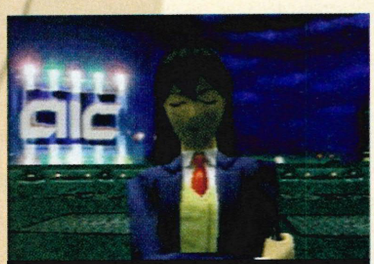
The lack of interaction may be the weak point in Evil Zone and will put some gamers off buying it, there's no doubt about that. But if you consider the use of the triangle button for fighting more as a streamlining exercise, you have to give the programmers some credit for attempting something original with an old, tiring genre.

Evil Zone does show off some fantastic special effects that will make you laugh and gape in awe in places, and even if the control system isn't completely successful, this game is definitely original and adds a new twist to PlayStation beat'em-ups.

Sam PRO



"Doctor, doctor I've got a pain in my chest"
"Take an aspirin and give up Satanism"

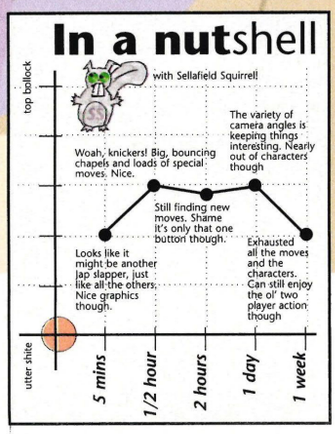

If sexy Manga chicks are your thang, put Evil Zone on your shopping list


Satan is summoned to inflict evil pain now and again. Work experience-like



R2 does nothing. ⊗ does nothing, ○? – does nothing. □ blocks and △? Ahhh...

In a nutshell



dual shock analogue • memory card • two players

The Verdict

Out now £34.99

Published by Titus

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

The story is easy to understand, there're enough special moves to make Forest Law weep in his lemon tea and the camera moves and special effects are astounding. The one button control, however, is a matter of taste.

PRO Rated 90%

Alternatively: Tekken 3 - Namco ★★★★

Platinum Round Up

Command & Conquer: Red Alert

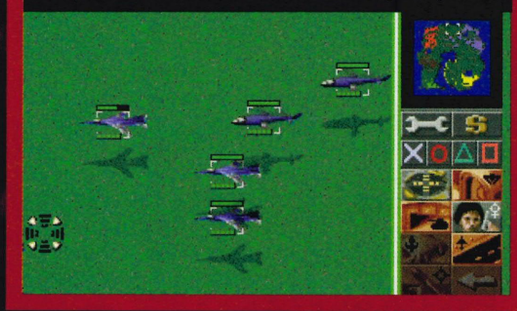




The prequel to the giant strategy-fest Command & Conquer, Red Alert sees Soviet and Allied troops come face-to-face in a writhing, sweaty power-struggle. Choosing to play as either side, the idea is to set up base and mine enough ore to keep everything ticking over, before priming your troops ready for the opening of a giant-sized can of whup-ass.

Unlike its predecessor, attacks in Red Alert aren't just ground-based – the addition of Naval units means that submarines, destroyers and the like are now at your (and the enemy's) disposal. It's not going to be the easiest of campaigns either, as the improved AI means that the opponent's military manoeuvres are about as predictable as bird (lady driver) at a T-junction.

"set up base, mine plenty of ore, then **prime your troops** to open a giant-sized can of whup-ass"



Wanna slap a bit of airborne pressure on the enemy? Now you can, thanks to these fantastic fighter planes

Whatever crosses your path, at least you're safe in the knowledge that an artillery stuffed with V-2 rockets, mine layers and giant electric guard towers will protect your troops whilst they're tucked up safely in their barracks.

Over 40 missions (both Allied and Soviet) are just begging to have your tactics dribbled all over them, all of which are made easier by the improved joypad control system.

Although strategy games aren't everyone's cuppa, if you get your kicks putting your brain into action rather than just your reflexes, Red Alert is the WeightGain 4000 of mental agility.

two player • memory card • dual shock • mouse • link cable

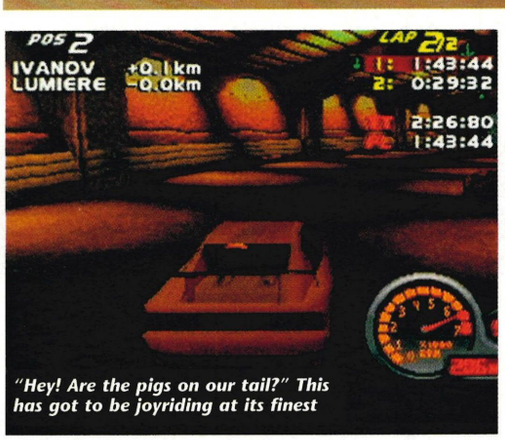
The Verdict

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

Out now £19.99
Published by EA

PRO Rated 90%

Total Drivin



"Hey! Are the pigs on our tail?" This has got to be joyriding at its finest

The perfect game for the XR3i racer wanting to practice his doughnuts before hitting Tesco's carpark, Total Driving is an arcade-style driving game that gives you plenty 'seen-it-all-before' mileage for very little money. And despite having to fight it out against newer, better-looking racers, Total Driving still has (albeit limited) appeal.

Racing around 36 tracks spread out in such far-flung places as Easter Island, Moscow and Scotland, you can forget about winning prizes for second place, simply because there aren't any. You've gotta become top bod in five driving styles: rally, Indy car, Dakar Rally, sports car and buggy racing. However, don't expect ultra realistic controls or handling, with races varying between the piss-easy (rally cars are a complete doddle) to the downright annoying (the pissed-up granny at the wheel buggies).

You start racing in the country of your choice, and after winning the first race you're off to the next stage – which involves tackling a longer course, often racing a different style of car over a slightly altered track.

Despite hugging the rear bumper of Gran Turismo (also £19.99) and TOCA 2, Total Drivin' will satisfy boy racers for a while with its point and squirt drivin' – it's all about max. speed, no brakes and left-right steering (is there any other kind? – well if you're being pedantic you can forget understeer and oversteer, corrective steering and left-foot braking, it makes no odds here). Which means that hardcore gamers will quickly get bored with this tired formula and soon hanker after a meatier challenge. Question is: do you wear your baseball cap twisted to the front or the back?

"It's the perfect game for the XR3i racer wanting to practice his doughnuts"



Shady sheiks are out for victory in the sandy confines of the buggy tracks

one player • memory card • dual shock

The Verdict

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

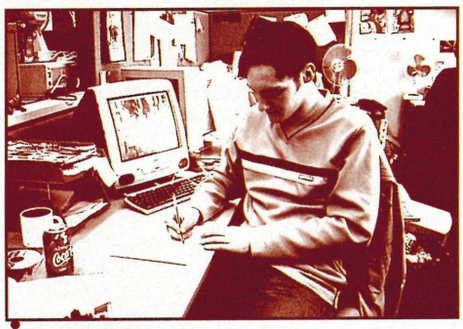
Out now £19.99
Published by Infogrames

PRO Rated 72%

Find out what our team of experts think about every game reviewed in Pro this month. Need further convincing? Look right here!



chicken



james

Driver
gt interactive page 58

You can sum this up in one word. Stunning. A faboulous achievment that's every bit as good as we'd hoped for. A future classic. ☆☆☆☆

Asterix
infogrames page 63

Nonsense French farce that really made me croissant (very sorry). Best avoided unless you're terminally stupid. ☆

Even die hard fans of the little Gallic gimp will struggle to take on this tortuous platform cum strategy non-starter. ☆

Triple Play 2000
electronic arts page 64

Wear lycra. Crack the ball as hard as you can. Struggle to understand the stats. This is baseball at its best, but it's still baseball. ☆☆

I'm quite partial to a spot of baseball when the gameplay and graphics are worthy of my time, and this fits the bill nicely. ☆☆☆

Dark Stalkers
virgin page 66

Sounds like some kind of Jill Da...er better not. If this was a movie it would be straight to video then straight in the bin. Avoid. ☆

It's a bit of a StreetFighter clone, but the comedy characters and moves raise it just above the usual SF standard ☆☆

Trap Runner
konami page 67

90's remake of an old classic. Will keep you entertained for short bursts. A bit like Jo Brand. Expensive for what it is though ☆☆

Nice little battle game this, kind of a frantic Poy Poy, but with much more strategy involved... er, if that makes sense? ☆☆

FA Manager
eidos interactive page 68

A second option to Player Manager. Not quite as good and still very basic, but you can't do this kind of thing on a PlayStation ☆☆

Management games are a required taste, you either like them, or you don't. I do, and this is as respectable as the next one. ☆☆☆

Soul Reaver
eidos interactive page 70

Quality adventure that's been an age in coming. Soul Reaver is every bit as good as we expected it to be. Recommended. ☆☆☆☆

Another sprawling epic from the kings of 3D adventuring. No tits 'n' ass, but buckets of atmosphere make this a must. ☆☆☆☆

Hard Edge
sunsoft page 74

It looked promising at one stage, but Sunsoft have just failed to pull it off. A pity, although Res Evil fans may want to check it out. ☆☆

It was billed as a Res Evil beater, but comes nowhere near. A Sci-Fi, Manga monster best left to fester in the gaming cemetery. ☆

Evil Zone
titus page 82

I really liked Evil Zone. Any game where you get to kick schoolie's ass is alright by me. A little over-simplistic to last forever though ☆☆☆

A unique, if a little simplistic, attack mechanism provides for a light speed visual feast of might and magic. Try it out. ☆☆☆

C&C: Red Alert
electronic arts page 74

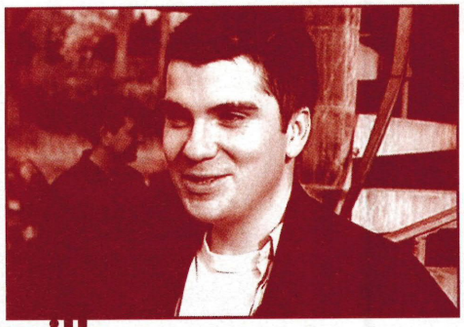
A classic real time strategy game for £20. You can't go wrong mate. Be forewarned though, it's bloody hard going at times. ☆☆☆

This cack looking sequel is still up there as one of the strategy kings, but I'd rather watch paint dry than play this bilge. ☆

Total Drivin'
infogrames page 82

Infograme's driving specialists, Eutechnyx, came up with this before starting on Le Mans. Aracde racing with techno soundtrack. Cool. ☆☆☆

It's already looking dated, but is well worth a run out by everyone. A real two player warp speed racer worthy of anyone's home. ☆☆☆



will



sam



kay

will	sam	kay
GTA as programmed by God. It's a game that we have alwasy wanted, but never thought possible. It's here, it's the finest. Get it. ☆☆☆☆	Perhaps the perfect game. GT Interactive could spend their time just producing mission packs for this baby and keep all of us happy. ☆☆☆☆	Cool! Hurtling through littered alleyways and avoiding the pigs is definitely my bag, baby... now where did I park the Capri? ☆☆☆☆
	I can't say I expected much of this title, but it certainly didn't prove me wrong. The French get away with a lot of shit. But not this time. ☆	This stinks. In fact, just the thought of that bloody annoying cartoon git gives me the shivers. A giant sack of Gallic shit. ☆
Whoopee! Baseball. It's a fair rendition of a boring game. Yanks will love it, sane people could do better playing catch in the park. ☆☆	Isn't it about time we had a frisbee simulator? No, exactly. So why do we continue to get these jumped-up rounders games? ☆	
	I did like some games this month, honest, but this isn't one of them. Street Fighter was never my cup of tea, and this looks just the same. ☆	Right, which bastard is responsible for churning out all these substandard Jap scrappers? Please, please, stop torturing us with this crap! ☆☆
	Quite an interesting idea that fulfills it's ambition too soon and sells itself short. Maybe if the environment was bigger? ☆☆	Boring, boring, boring. Basically, I've seen it all before, and I don't particularly want to see it again. Especially when it's this poor. ☆
Find every copy of this game and crucify it as a warning to any developers who think we will stand for this filth in our machines. ☆		Being a devoted follower of Premier Manager, I was reluctant to play anything else. And as usual, my instincts were right. This is dull. ☆☆
	It'll be tough selling a Lara Croft with a rotten jaw and deformed malmaningers but the lack of tittage is not missed here ☆☆☆☆	Dark, mysterious and thoroughly absorbing, this'll spook the pants off Lara lovers, but doesn't quite manage to kick her ass ☆☆☆☆
Like supermodels, gorgeous games often have their ugly siblings. Hard Edge is Res. Evil's Plain looking sister with no personality. ☆		More plastic-looking than Melinda Messenger's tits (but nicer on the eyes), it doesn't even come close to Resident Evil ☆☆
A fair rental that is fun for a while and some of the specials are quite horney. Tekken and Soul Blade have nothing to worry about though. ☆☆		What is this all about? I couldn't really see the point of this weird fighter. Crawl back under the Jap stone from whence you came! ☆
This is a top strategy affair, so grit your teeth, arm up and kick some ass royale. Buy it, love it and have its war pig babies. Top. ☆☆☆☆	Not quite as good as Warzone 2100AD, but not to be sniffed at this budget price. Plenty of warmongering for your money ☆☆☆	Even better than the original, this'll keep you up all night and your brain near to boiling point. And at £20, it's a bargain. ☆☆☆☆
A reasonable driving experience that's heavy on the arcade and addictive enough to keep you going all night. Good game, fair price. ☆☆☆	This was the Gran Turismo of its day so the happy price should be a good enough reason to purchase it now. ☆☆☆	Arcade-style racer which, although isn't the best racer around, is strangely addictive. Investing in this wouldn't be a crime. ☆☆☆

tips & ch

Relief with

Hello boys! It's time for your monthly helping of delicious tips and cheats, and I'm here to make sure that you all get a good hearty dollop of gaming help! From the ball-bashing exploits of Brian Lara Cricket and the testosterone-stuffed adventurtes of Duke Nukem to the seriously throttle-thrusting V-Rally and Need For Speed: Road Challenge, there's plenty of help for those of you that desperately need a firm but gentle hand to guide you. So what are you waiting for? Come and get stuck in...

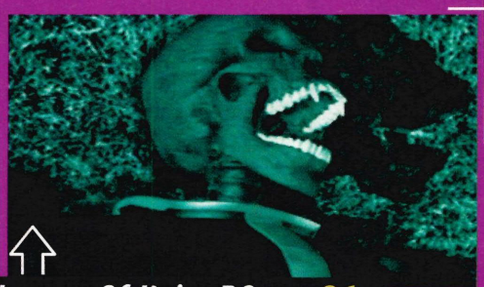


tips

This month's PlayStation Pro's essential tips and cheats cover all the latest best-selling games for the PlayStation, from Abe's Exoddus and NHL '99, to Brian Lara Cricket and Need For Speed: Road Challenge. I can feel you already trembling at the prospect!

Cool Boarders 3 page 84
Bone slide that stiffy up your back board

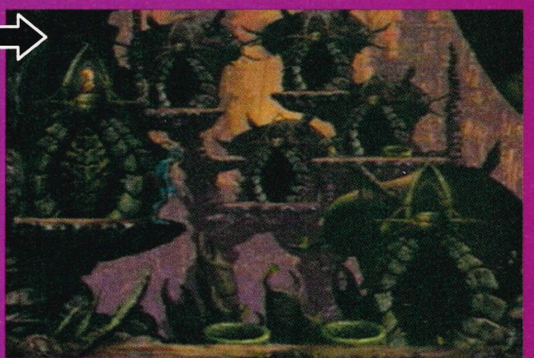




Legacy Of Kain: BO page.86
Fe, fi, fo, fum, I smell a cheating little bum

Abe's Exoddus page. 84
Stop farting around and get going!





eats Miss B



Constructor

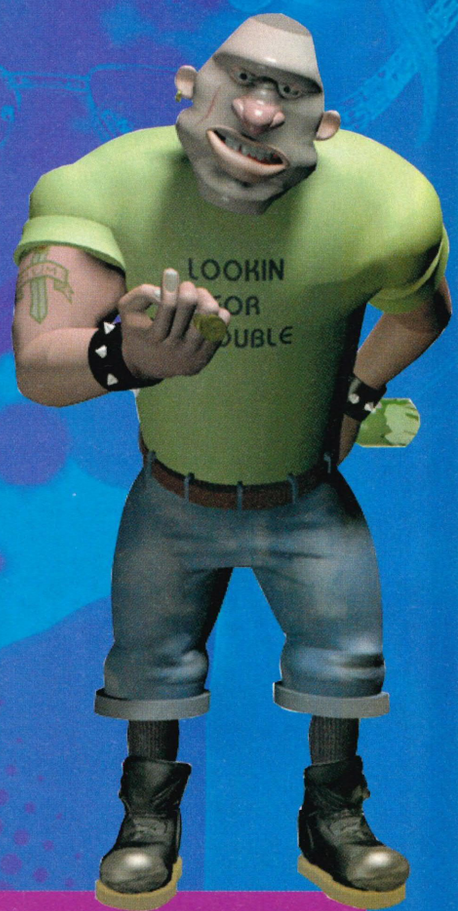


Dear Miss Bea, I've been playing Constructor for some time now, but I don't seem to be getting very far with it. If you can show me where I'm going wrong, I'll definitely make it worth your while, darling.
Daniel West, London

I love a man who's good with his hands, and it looks like you're more than capable in that department. This property-tycoon sim is pretty entertaining, and with my help, you'll have turned from a bum-cleavaged brickie to a loaded entrepreneur in no time. So what are you offering in return, Daniel?

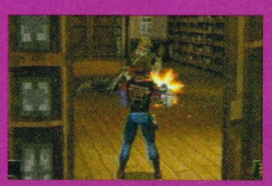
Cheat 1: When the tenants are getting old, and will die within a few months, raise their rent to the maximum. Of course, they'll get pretty pissed after a while, and will give you about 350 days to decrease the rent. Make sure that they'll die before you get black marks. By increasing their rent when they will die within 300 days, they will complain, but will not give you any black marks. You on the other hand will get some extra cash.

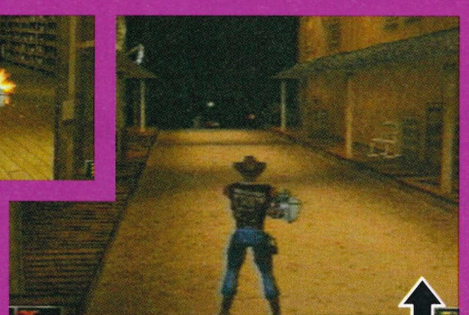
Cheat 2: If the council is giving you too many black marks, build a level 2 house, and select the tenants "the punks". After a while, they'll start complaining about the fence. Decrease their rent drastically, or choose for them to have babies. Now you'll receive some white marks. Repeat this method, and you'll receive many white marks, which can be exchanged for money. (100 marks for $10,000)



Brian Lara Cricket page.86
Don't want to play cricket? Then cheat!







Duke Nukem: TTK page.87
Your face, your ass, what's the difference?

Games this month

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Cool Boarders 3



Dear Miss Bea Havin,
I can't believe you're still a Miss, cos I think you are the most beautiful woman ever to live! I have millions of photos, which cover my bedroom walls, and I think that you should play Lara Croft in the new Tomb Raider film.
Please, please could you print any cheats you might have for Cool Boarders 3 or Dead Or Alive?
Aaron McFarlane

Is that a proposal, Aaron? If so, you'd better be both gorgeous and rich, since although I'm not really the marrying kind, if I did find myself being lured down the aisle I'd like to kept in the manner to which I've become accustomed....

As for starring in the Tomb Raider movie, don't you think I've got enough to do by keeping you lot satisfied? Besides, I'm sure they're looking for someone with 'enhancements', and as mine are all God's own creation, my chances are slim, don't you think?

Anyway, while you're busy bolstering your bank account and consulting plastic surgeons before luring me into wedded bliss, try these cheats for the two games that boast big boards and big bosoms between them.

COOL BOARDERS 3

ALL TRACKS

Select Tournament Mode and enter your name as WONITALL. A voice will say "Cheater!" if the cheat has been entered correctly.

BIG HEAD MODE

Select Tournament Mode and enter your name as BIGHEADS. A voice will say "Big Head Mode" if it's been accepted.

ALL BOARDS 'N' BOARDERS

Select Tournament Mode and enter your name as OPEN_EM. A voice will shout "Cheater!" if the code has been accepted.





Dear Miss Bea,
When I'm not gazing at your gorgeous globes and dreaming about all the fun I could have with you, I'm trying my luck on NHL '99. I love the game, but I've been playing it for so long that I'm getting bored with it. Are there any cheats to make it the most exciting thing in my life again (apart from you, of course)?
Love,
Robert J. Holmes, Kidderminster

Oooh, Robert, do I keep you entertained that much? Just exactly what goes on in your dreams? (Erm, on second thoughts I don't want to know). Anyway, seeing as you've been a perfect gentleman when asking for help, here are a couple of codes to spice up your life (and your game of ice hockey).

Enter these names as passwords:
BRAINY- Huge Heads
SPEEDY- Mega fast gameplay
BIGBIG- Huge Players
VICTORY- View final FMV

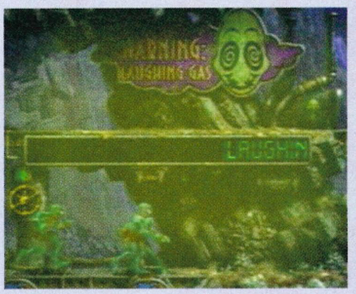
Abe's Exoddus

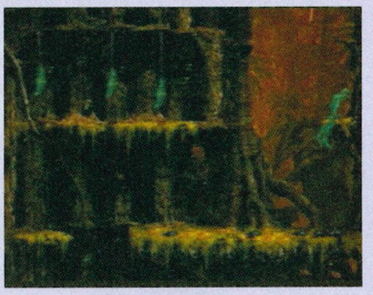
Dear Miss Bea,
I have got Abe's Exoddus for the PlayStation and it's really quite hard. Could I have some cheats to get through it quicker?
Michael Catchpole, Barnsley

As you know, Michael, I'm pretty damn good when it comes to handling hard things, so I'm more than happy to oblige. The wrinkly little creature's adventures are a doddle to deal with once you've applied these soothing cheats:

LEVEL SELECT

Hold R1 on the main menu screen and enter the following code
⇩, ⇧, ⇦, ⇨, △, □, ○, △, ⊗, ○, ⇩, ⇧, ⇦, ⇨





Dead or Alive

DEAD OR ALIVE REPLAY VICTORY

After the round ends but before the victory poses hold □ and ○ and tap to replay the final moments of the round.

CAMERA ANGLE

Press the directional pad ⇦, ⇨, ⇧ or ⇩ to move around your character and R1 and L1 to zoom in and out.

ALTERNATE COSTUMES

Complete the tournament with all of the default settings. One new costume for the victorious character will become available each time the game is completed.

SECRET CHARACTERS

There are two secret characters in Dead Or Alive who will only become available to play after certain tasks have been completed.

PLAY AS RAIDOU

Complete the game with each character until all of their costumes have become available. Now select any character to play with and select costume number 14 if your character is female or number 5 if your character is male. Simply complete the game under the normal difficulty level with the rest of the settings as default. The second secret character is AYANE and to play as this character you must first complete the cheat to access RAIDOU. Use RAIDOU to complete the game under the normal difficulty level with the rest of the settings as default. On completion, AYANE will be available to play.

There are also hidden options to find within the game. They are unlocked by completing certain requirements.

To gain the FIGHTING ORDER option complete the game using any character. To gain the SAFETY ZONE SIZE option complete the time attack mode with normal difficulty level in under five minutes. To gain access to the DANGER DAMAGE mode complete the game with all characters or defeat all opponents in the survival mode. To access the DANGER BOUNCE option complete the KUMITIE mode with over 80 percent victory record. Complete all command moves in the training mode for EXTRA VOICES and unlock AYANES costumes for C.G GALLERY.







VIEW MOVIES

Hold R1 on the main menu screen and enter the following code:
⇧, ⇩, ⇦, ⇨, ⊗, ○, △, ○, ⊗, ○, ⇧, ⇩, ⇦, ⇨

INVINCIBILITY

During play hold down the R1 button and enter the following code:
○, △, ⊗, ⊗, ⇩, ⇩, ⇩, ○, △, ⊗, ⊗



Final Doom





Dear Miss Bea,
I am having a touch of trouble with that old shoot'em-up, Final Doom. I would be chuffed to bits if you could help me out in this area.
PS. I think it is only fair to let you know that you are the most attractive lady on my list, second only to a certain Miss Cox from friends
PPS. Do you like Friends (the programme), as it is my favourite programme on telly?
PPPS I think you'd be great on telly! Anyway, I would be grateful if you could print cheats for Final Doom.
Thanx luv,
Ian Harrison, Airdrie

Thanks for the career suggestion – what programme do you think I should present? Come Dancing? SM:TV? Any suggestions, let me know... Anyway, what's Courtney Cox got that I haven't? I don't see how her twiglet figure can compete with my feminine curves...still, I don't get to watch Friends very often, I'm usually tied up doing something a little more, er, stimulating...

So you're having trouble with Final Doom? Well, don't worry, I've delved deep to pull out a selection of cheats to help you out with this classic blaster. Enjoy...

WEAPONS/AMMO/KEYS

Press START to pause the game and then press ⊗, △, L1, ⇧, ⇩, R2, ⇦, ⇦. A message will appear at the bottom of the screen acknowledging the cheat.

FULL MAPS

Press START to pause the game and then press, △, △, L2, R2, L2, R2, R1 and ⊗. Un-pause the game and press △ to open up the map screen.

WEAPONS/KEYS/ENEMIES

Press START to pause the game and press, △, △, L2, R2, L2, R2, R1, and ○. Now just un-pause the game and press △ to enter the map screen.

INVINCIBILITY

Press START to pause the game and enter the following, ⇩, L2, ⊗, R1, ⇨, L1, ⇦, ○.

LEVEL SKIP

Press START to pause the game. Then press, ⇨, ⇦, R2, R1, △, L1, ○ and ⊗. A level select will appear at the top of the screen.

INVISIBLE WALLS

Press START to pause the game and the press, L1, R2, L2, R1, ⇨, △, ⊗, ⇨.

Level Codes

2	Y90CDJLHVX
3	3JJCMK8W64
4	Y9SJ3VRWWW
5	!DDSQ7J3!8
6	04MSK2X921
7	YTTLCXXLXV
8	09SMBY04YW
9	7KKBLDV53
10	FM4217GSGJ
11	H!!3WDGLD8
12	07QPDW26WY
13	WLLTXOY!02
14	RBR4G!LDLN
15	2PTLCXXLXV
16	548C7DFWYX
17	JOC89DZPQS
18	JGB9CT0NRT
19	9QLTKR0!02
20	LM85X135BD
21	S!61FHVOJG
22	33QHFTT6WY
23	VBGQPJ!446
24	ZYKTLW7V53
25	0DJSM4HW64
26	MDF0SB1BHG
27	ZDJSMVRW64
28	1YKTX4QV53
29	J7K438DMNL
30	DJX07Q4HTR

Need for Speed
Road Challenge



Dear Miss B,
Have you got any cheats for Need For Speed: Road Challenge?
Also, I've had you and you sucked!
(Not) yours,
Simon Jones, Plymouth

Sucked what exactly? I certainly didn't suck anything of yours, mainly because I couldn't see it without a magnifying glass... Anyway, to make up for your lack of 'packet' I've generously decided to give you the cheats that you asked for. You may have less than other boys in one department, but you'll certainly be able to make up for it when these beauties are committed to memory...

EXTRA VEHICLES
Enter these names:
Helicopter- WHIRLY
Phantom- FLASH
Titan- HOTROD
US Police Car- BIGOVEN

Brian Lara Cricket

Q *Dear Bea,*
I'm a huge cricket fan, and have recently got my hands on Brian Lara Cricket. It's really good, but I'm finding it a little tricky. Are there any cheats for it that will help me out?
Thanks,
David Williams, Portsmouth

A Ooh, I love a man with big shiny balls! Cricket may not be everyone's cup of tea, but it really gets me all hot under the collar when the players are brandishing their bats and ready and willing to show off their googlies. In fact, thinking about it has made me shiver with excitement... here are your cheats, David, and have a signed photo of me too. Maybe that'll get you as excited as I am now...

CHEAT CODES
In the Classic Match Mode enter these codes as the passwords. To use them in another mode hit △ to go back to match selection

Slippery Ball: DROPBALL
World XI: PENSIONS
Unlock All Classic Matches: NOWAYEAS
Super Batsman: SUPERMAN
Unbreakable Stumps: SOLIDOAK
Beach Pitch: SUNSHINE
Big Ball: BIGBALLS
Inside Helmet View: CHRISREA



Blood Omen:
Legacy of Kain

Q *Dear Bountiful Bea,*
I think you are the most gorgeous woman ever! I devoted my bedroom to you and created a Miss Bea shrine. I have all your photos, your calendar picture and even cutouts of you. I'm your biggest fan ever. Do you have any cheats for Blood Omen: Legacy of Kain?
Morgan Harrington, Isle Of Wight

A My goodness – what a big one you've got! I don't think I've ever heard of anything so huge! (Picture collection, that is...) However, don't you think you should get out more, maybe meet a woman whose knickers you've actually got a chance of getting into? While you ponder on this idea, try fingering these lovelies:

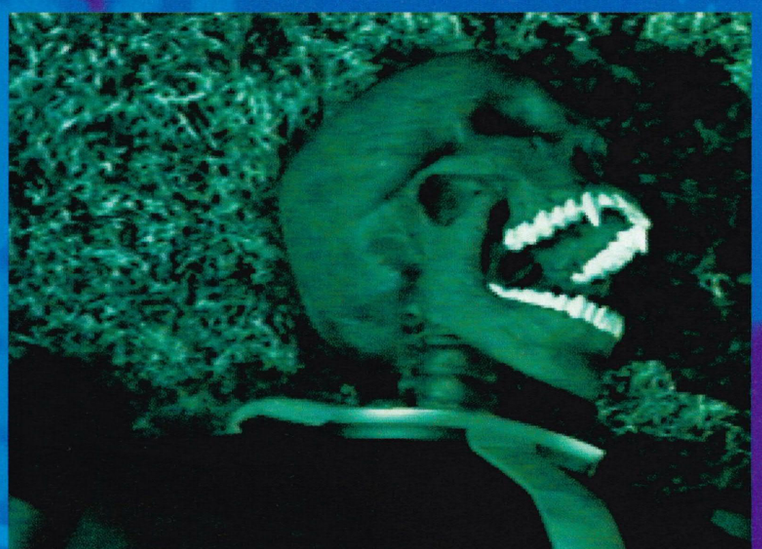
REFILL BLOOD AND MAGIC
During the game, jump into "Area Map" mode (s) and enter any of the following codes:

REFILL BLOOD
⇧, ⇨, ⊗, ○, ⇧, ⇩, ⇨, ⇦.

REFILL MAGIC:
⇨, ⇨, ⊗, ○, ⇧, ⇩, ⇨, ⇦.

FMV IN DARK DIARY
⇨, ⊗, ○, ⇧, ⇩, ⇨, ⇦.

There are no sounds or signals to show that the code has worked, so there is no immediate way to tell if you did it right or not.



Duke Nukem
Time to Kill 3D

Dear Miss Bea Havin,
For Christmas I got Duke Nukem: A Time To Kill for the PlayStation. Every time I start a level I cannot get past it. So please if there are any cheats for this game can you tell me?
From your best fan,
Andrew Cook, Maidstone

Gosh, how I love running around town with a musclebound man, then getting home and polishing his pistol for him! Duke Nukem's one of those men that I just love to turn on, and what's more, I don't have to deal with his smelly socks and constant flatulence! I doubt he'd be as impressive in real life (I reckon all the steroids he needs to keep his pecs inflated would do dangerous things to other parts of him). Here are a few tips on how to handle him when he's off shooting his load (of bullets) at all and sundry.

LEVEL SELECT
Pause the game and press ⇩ nine times followed by ⇧. Now exit the game and then go back to the main menu. Select the 'TIME TO KILL' option and you will now be able to scroll through the levels.

INVINCIBILITY
Pause the game and press L2, R1, L1, R2, ⇧, ⇩, ⇧, ⇩, L1, L2

TEMPORARY INVINCIBILITY
Pause the game and press R1, L2, L1, L2, R1, L1, Y, L1, L2

INVISIBILITY
Pause the game and press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

UNLIMITED AMMO
Pause the game and press ⇦, ⇨, ⇦, ⇨, L2, ⇦, ⇨, ⇦, ⇨

ALL WEAPONS
Pause the game and press, L1, L2, ⇧, L1, L2, ⇩, R1, ⇨, R2, ⇦

WEAPON POWER-UP
Pause the game and press ⇨, ⇨, ⇦, ⇨, ⇨, ⇦, ⇨, ⇨, ⇦ and L2

ALL ITEMS
Pause the game and press R1, R1, R1, R1, R1, L2, L2, L2, L2, L2

ALL KEYS
Pause the game and press, ⇧, ⇨, ⇧, ⇦, ⇩, ⇧, ⇨, ⇦, ⇨.

BIG HEAD MODE
Pause the game and press R1 nine times followed by ⇧.

SHRUNKEN HEAD MODE
Pause the game and press, R1 nine times and press ⇩.

ENEMIES WITH BIG HEADS
Pause the game and press R1 nine times and press ⇦.

ENEMIES WITH SHRUNKEN HEADS
Pause the game and press R1 and press ⇨

INSTANT GAME COMPLETION
Press L2 and R2 together and hold them down during the game. Then press ⊗, R, Q, Q and START.

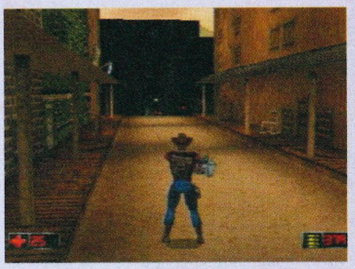
ROGUE TRIP FMV
To get this up simply press L2, L2, R1, R2 all together on the GT Interactive logo during the games opening sequence.

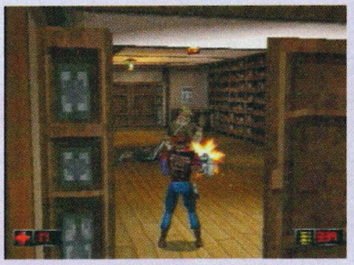
Dear Miss Bea Havin,
Please help me! I seem to be stuck on Duke Nukem 3D. I've looked everywhere for cheats but I can't find any at all. I would also like to say that you're one of the sexiest women on Earth, and I would like a signed photo of you whether you have your clothes on or not. Please!
Yours truly,
Andy Leather, Manchester

Mmm, Leather by name, leather by nature, eh? Do you restrict yourself to just outerwear, or does the soft chafe of a cow's skin against your more delicate parts excite you? I'm all for helping a man who enjoys a good hiding, so here are one or two little tips for the Duke's first blasting adventure.

When in a bathroom, walk up to a toilet and press △ (the Action Button). This makes Duke go to the bathroom, but his health goes up 10 points.

SLOW HEALTH REVIVE
To slowly revive your health, shoot a water fountain/fire hydrant, and then stand in the water. While standing in the water, hold the Action Button to slowly revive your health.









Pervert's Paradise

Q *Dear Miss Babe,*
Have you ever been in a porno mag? I think you should go and do it.
I love you
(Anonymous)

A Actually yes, but I'm not telling you which. And as you had to ask, I presume you're not actually tall enough to reach the top shelf.

Q *To Bea,*
I'm going to make this quick so listen up. Sleep with me please - I'll pay anything for you. I just want to get you, my girlfriend and me for a threesome but we might have to kick my girlfriend out because, well let's just say that she needs a few lessons in how to entertain people in bed. Oh yeah, and you looked great in the March issue.
Billy Watts, address withheld

A Well Billy, as tempting as that offer might sound, there's just one problem - you forgot leave your address, so there's fat chance of any naughty goings-on between us.
As for your girlfriend's bedroom entertaining, what do you want her to do? Juggling? Fire-breathing? Lion-taming? If you want to be entertained like that, I suggest you run off and join the circus. Oh, and thanks for the compliment.

Q *Dear Miss Bea Havin,*
I am a huge fan of you and so are all my friends. But let's get straight to the point, my brother and me would LOVE a big sexy poster of you stark naked with those big tits of yours hanging in my bedroom to make me feel hot on those cold nights.
So could you please send us both a copy of your sexy body (2 copies)?
Love the sex machines xxxxxx, Hull

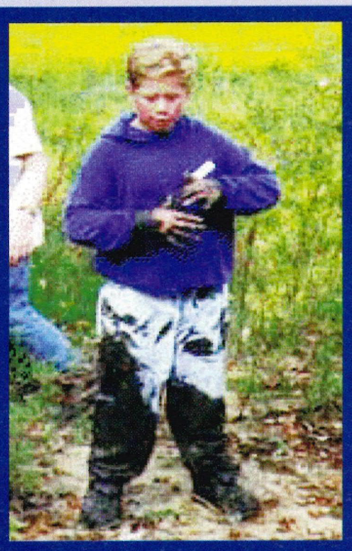
A Who do you think I am, Dolly the Sheep? Do you think that I go in for all that cloning business? I think if there were more of me, you boys wouldn't be able to handle it, and there'd be an almighty mess and a shortage of Kleenex in this country. Now get yourself a thicker duvet.

Q *Dear Bea,*
I'd like to thank you for adding new zest to my marriage. I'm a real fan of PlayStation Pro and play loads of games, which my wife used to complain about constantly. I'd stay up late and play Metal Gear Solid, rather than go to bed and thrash it out with her. Whilst using your cheats for Metal Gear, my wife came downstairs and shouted at me, saying that I preferred the PlayStation to her, so I held up your picture and said that if she looked like you, I'd be upstairs like a shot. The next night, she kitted herself out in an incredible uplift bra, black knickers and a pair of false specs. Well, it's not quite the same as having you in the flesh, but it's still bloody good fun, Cheers
Darren Wren, Hove

A Erm, don't mention it Darren. And I mean, don't mention it!

Q *Dear Miss Bea Havin,*
I've written you a poem for being so sexy:
Bed's your game,
Every time I see you I get an erection
*A** as good as a plum*
Having it with you is my dream
Are those real?
Very big aren't they?
I've never seen you naked
Neither can I get off the second mission of Men In Black
Love Dez

A Ooh, you filthy boy! I was so shocked at your rude poem that I had to go and have a lie down. Unfortunately, this meant that I ran out of time and couldn't get any Men In Black cheats. Never mind, maybe next time...



V-rally

Q ***I know this game's a bit ancient. It's V-Rally and I'm bored with it. I've heard that there are some hidden cars and some cheats for it. Please could you tell me how to get the cars and could you find some cheats for me?***
Robert M, Ayrshire

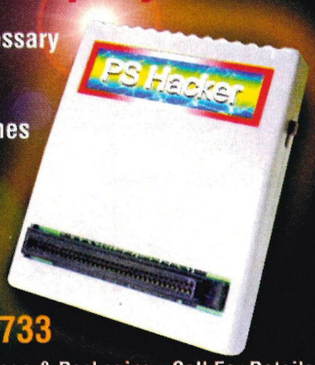
A **Bored with V-Rally? How could you? It's one of the most challenging racing games around, not to mention the fact that it's got an excellent two-player game that'll keep you busy for hours. While you're rounding up a posse, check out these wondrous cheats and see if it injects the old dog with a bit of life...**

Cheat Codes

When the Infogrames logo appears wait until the 's' from Infogrames is drawn and then quickly enter ⇧, ⇩, ⍙, ○. This code must be entered quickly, you'll know if you're successful as "lock off" should be displayed.
Following the successful completion of entering the above code, you must input any of the codes below before the Infogrames logo disappears:
⇦+ L1 Removes arcade time restrictions
⇦ + L2 Access narrow tracks
⇦ + R1 Access extra 4 x 4 car and track
⇦ + R2 Race restarts enabled
⇦, ⇨ Debug mode
When you call up the Debug Mode in V-Rally, you'll get an extra menu "Memory" in the Options Screen.

Love Miss B

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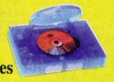
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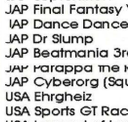


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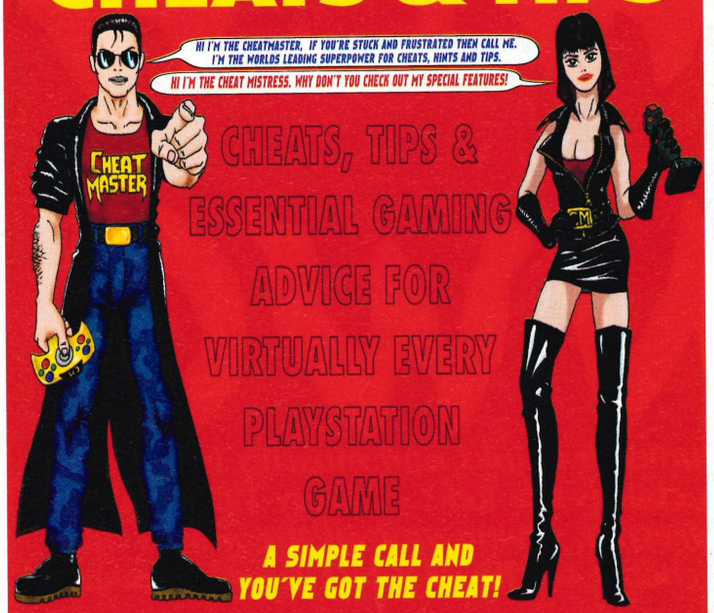
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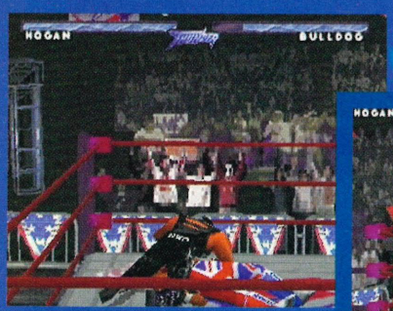
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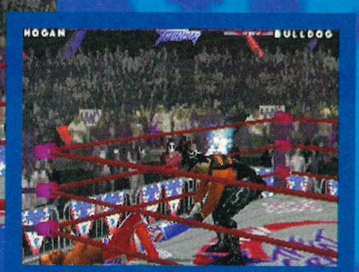
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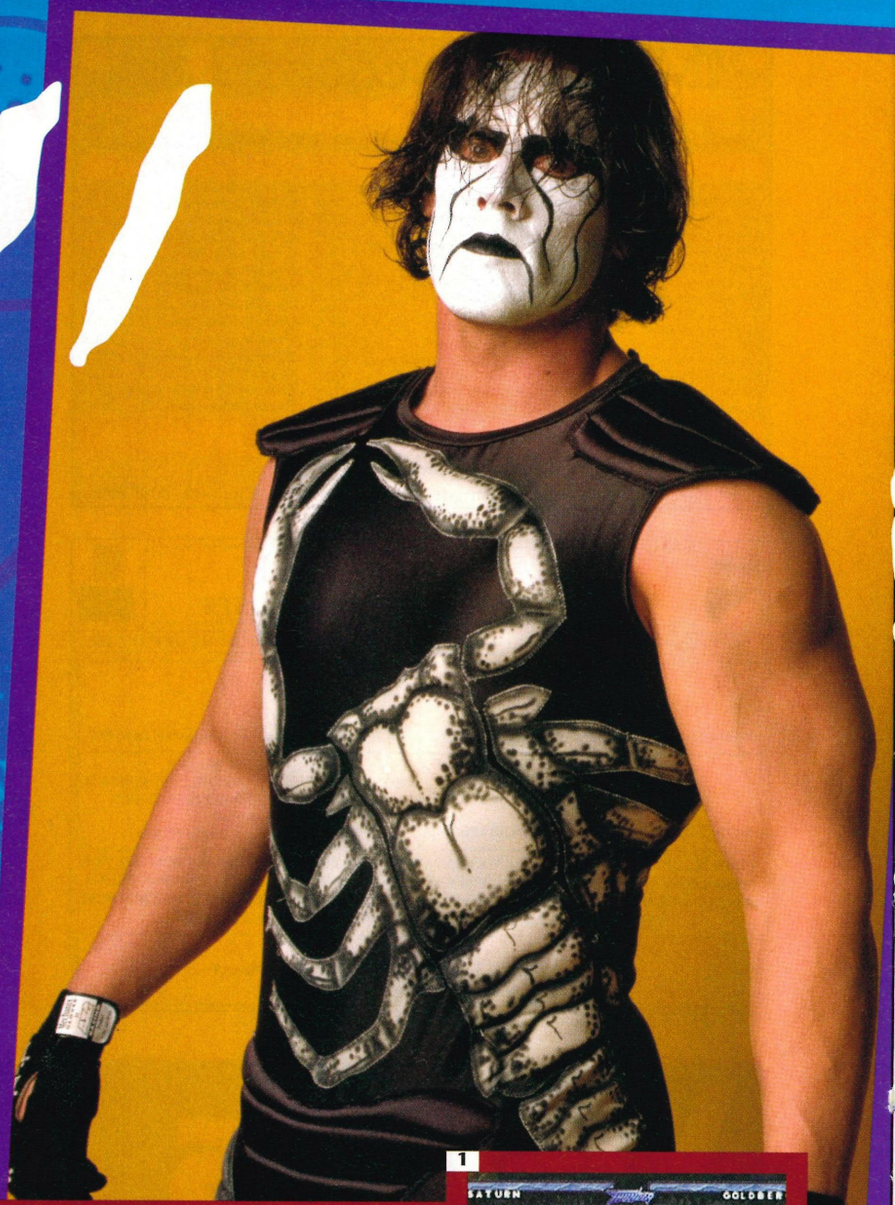
http://www.visiononline.co.uk

WCW / NWO

Hunks in trunks and muscles in tussles! Pro checks the keks of every WCW/NWO wrestler, giving you all the moves and cheats to this feel fest extravaganza!







Basic Moves

Standing Opponent...
Punch: □
Dropkick: ⇩, ⊗
Chop: △
Hip Toss: ⇦, □
Kick: ⊗
Snapmare: ⇧, □
Belly-To-Belly Suplex: △, □
AB Stretch: ⇩, △
1 Back Breaker ⇩, □, △
Body Slam: ⇧, △, △
Gorilla Press Slam: ⇧, △, ○
Grapple Engage: ⇨, ○
Frankensteiner: ⇦, □, ⊗
Head Scissors: ⇧, □, △
Throw To Ropes/Turnbuckle: ⇦, ○
Belly Buster: ⇧, □, ⊗
Test Of Strength: ⇧, ○ then hit all buttons like there's no tomorrow
Throw Out Of Ring: ⇦, ⊗, ○

Get In/Out Of Ring:
Walk to ropes and ○
Get Up/Down On Turnbuckle:
Walk to Turnbuckle and ○
Call For Help: SELECT

Opponent Running At You...
Clothesline: □
Spinning Kick: △

Floored Opponent...
Elbow Drop: □
Leg Drop: △
Knee Drop: ⊗
Stomp: ⇩, ⊗
Lift To Feet: ⇧, ○
Drag: ⇦, ○
Pin: ○

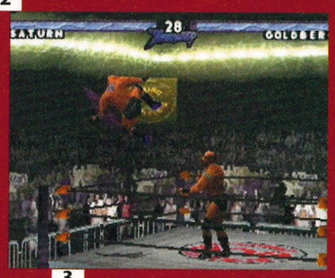
Opponent On Turnbuckle
Elbow: □
Chop: △
Knee: ⊗
Splash: ⇩, ⊗
Foot Choke: ⇨, △, △

Turnbuckle Attacks:
Flying Elbow Drop: □
Flying Leg Drop: △
Flying Knee Drop: ⊗
2 Missile Drop-kick: ⇩, ⊗
Opponent In Grapple...
Power Bomb: □, ⊗
Pile Driver: △, ○
Vertical Suplex: ⇦, △
You In grapple...
Reversal Flip: ⇩, ⇩, ⇩
3 **When Tooled Up...**
Swing: □
Throw: ⊗
Drop: △
Choke: □, □, □

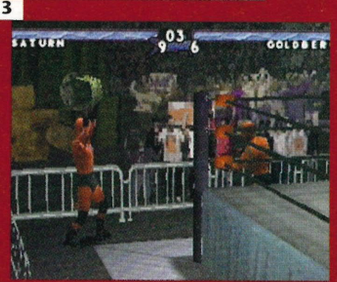
1



2



3



Cheats Ahoy!

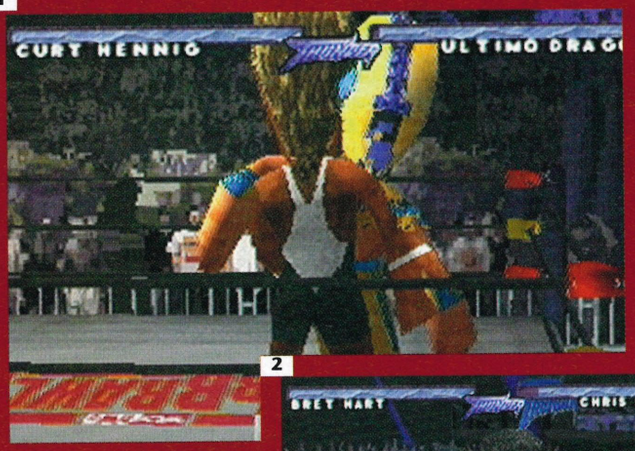
All Rings
Press L1, L2, R1, R2, L1, L2, R1, R2 and then Select on any of the menu screens. All the extra rings will be there for the taking, just go to the options screen.

Big Fighters
1 Again, on any menu screen bang R2 x 7, R1

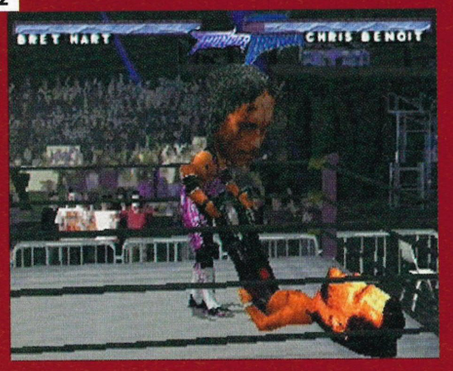
All Fighters
Press R1 x 4, L1 x 4, R2x 4, L2 x 4 on any menu screen to not only unlock all the hidden fighters, but a load of birds, geeky-ass programmers and frolicking fools.

Big Heads
2 On any menu screen bang R1 x 7, R2

1



2



Basic Manoeuvres

Pinning
When your opponent is on his last legs, pin him to the floor to have done with him. The weaker your opponent, the more chance you have of pinning him out for the count.

Rope Attacks
Always an aesthetically pleasing way to do your opponent some damage. Get your muscle bound arse on top of a turnbuckle then let loose with any one of the turnbuckle attacks. Because your opponent can see you doing this, there's a good chance he'll be able to dodge it, so keeping these attacks to when your enemy is on the deck is always a good idea.

Team Mate Interference
In the shite and you need some help to climb out? Call in your team mate to help you bang the holy hell out of your unholy foe. Pretty much like a smart bomb, your mate will only be in the ring for a short period of time so use him wisely, like when you're in big trouble and you need some breathing space, or when your opponent is in trouble and you just need one big push to finish him off. If your opponent pulls the same trick, you need to try and keep your distance until the time runs out. Dance around the ring a little, it's very hard to avoid them both for the entire time the second foe is in the ring, but you'll at least minimise the impact of his presence.

Dragging
Very cheeky manoeuvre this one. When your opponent is spread eagle on the canvas, drag his lilly arse across the ring for much physical abuse. It looks good, and can be used in conjunction with turnbuckle moves. Drag the sucker over to the corner then get on the ropes for a bit of slap and torture.

Taunts
Always good for taking this piss, taunt your foe to get some cheers from the crowd and rebuild a little energy. Don't commit yourself to something you can't deliver, if you do this when he's close you'll be vulnerable to slaps, more than a little embarrassing considering the charade you've just pulled off. More of a two player thing this, it's hardly satisfying doing these little capers to a bunch of algorithms and data tables.

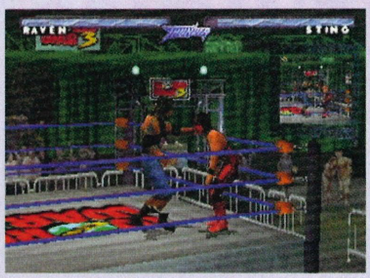
The Fighters Signature Moves

Each of the 64 wrestlers have three moves that separate them from each other. Each of these moves can be a specific set of circumstances. Use this key to help you through this huge list.
FF = Floor Finisher. When your opponent is on the deck and his energy is flashing, use these move to finish the bleeder off.
SF = Standing Finisher. Like the above, but when your foe is on his plates of meat.
RO = Running Opponent. Whenever the man from the other corner decides to take a steamer in your direction, use one of these for effective counter-capers.
TD = Turnbuckle Discourtesy. Get yourself on the ropes to perform these mocking moves.
TO = Trapped Opponent. When your mortal enemy finds his back in the corner, pull these off from the centre of the ring.
FW = Floored wrestler, use these when the opponent is on the deck, always a good time to put the boot in.

Regular



Hollywood Hogan
Knee Bashes: ⊗, ○, ○
(RO) Big Boot: △, △, △
(FF) Hollywood Leg Drop: ⇧, □, □, ⊗



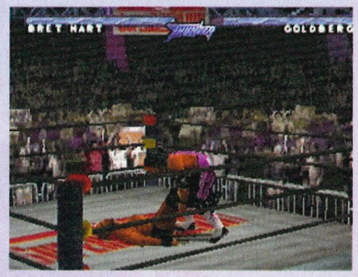
Raven
Cheap Shot: □, ⊗, □
Arm Drag Takedown: ⇨, ⊗, ○
(SF) Evenflow DDT: ⇩, ⇨, △, △



Wrath
Knee Bashes: ⊗, ○, ○
Death Penalty: △, □, □
(SF) Meltdown: ⇦, △, △, △



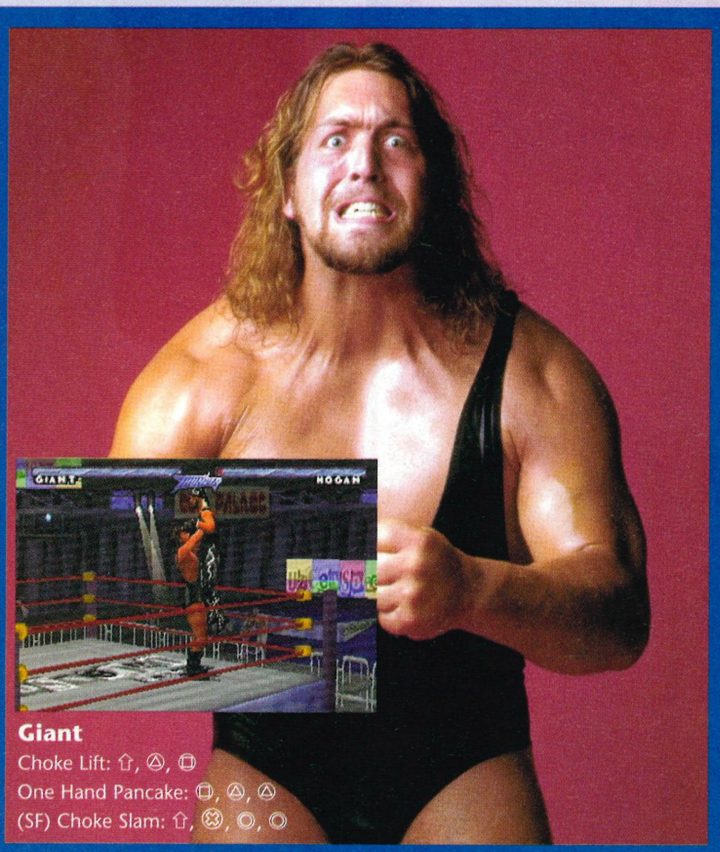
Ultimo Dragon
Torso Flip: ⇦, ⊗, □
Flying Scissor Throw: △, □, △
(SF) Dragon Sleeper: ⇩, □, △, □



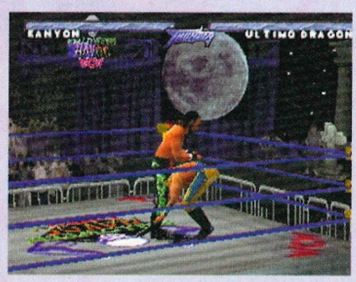
Bret Hart
Leg Trip: □, □, □
(FW) Atomic Head-Butt: △, □, □
(FF) Sharpshooter: ⇧, □, △, □



Saturn
Power Slam: ⊗, ○, ⊗
Gargoyle Suplex: ⇦, ⊗, ⊗
(SF) Death Valley Driver: ⇧, ⊗, ⊗, ⊗



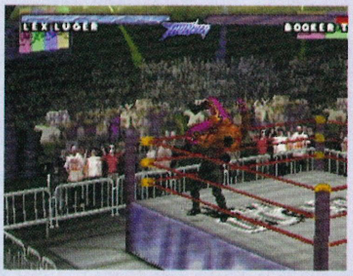
Giant
Choke Lift: ⇧, △, □
One Hand Pancake: □, △, △
(SF) Choke Slam: ⇧, ⊗, ○, ○



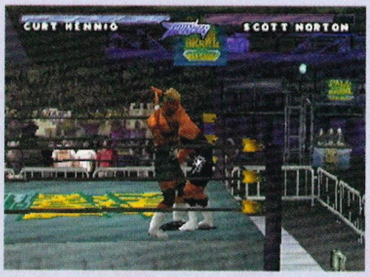
Kanyon
Kanyon Slam: ⊗, ○, ⊗
Inverted Slam: ⊗, ⊗, ⊗
(SF) Flatliner: ⇨, ⊗, ⊗, ⊗



Goldberg
Overhead Slam: △, ○, ○
Tackle: ⇩, △, ○, ○
(SF) Jackhammer: ⇧, △, △, △

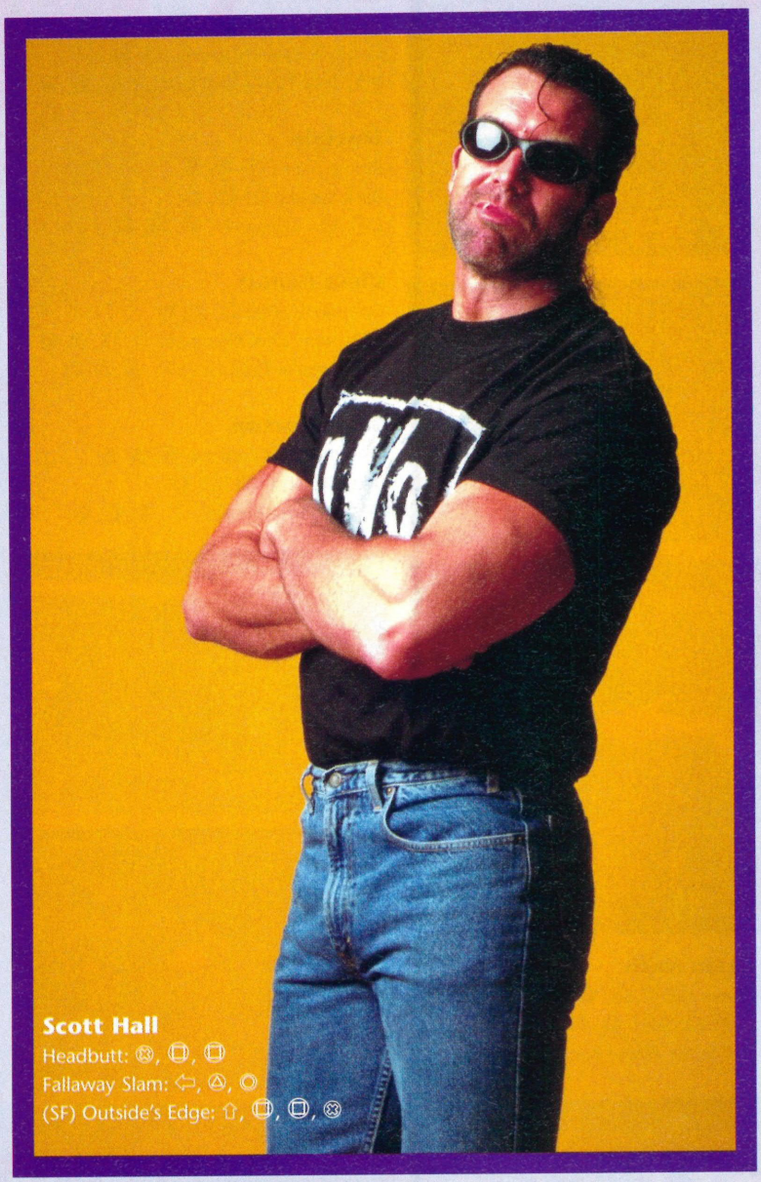


Lex Luger
Atomic Drop: ⊗, ⊗, ○
(RO) Diving Clothesline: △, △, △
(SF) Torture Rack: ⇧, △, □, △



Curt Hennig
Snap Suplex: ⊗, ⊗, □
Back Suplex: ⇧, ⊗, □
(SF) Hennig Plex: ⇦, △, △, □

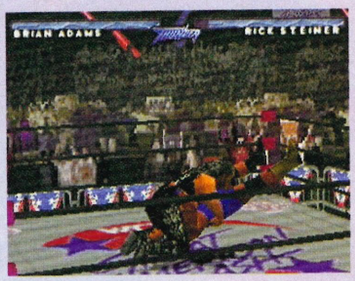
Wrestlers



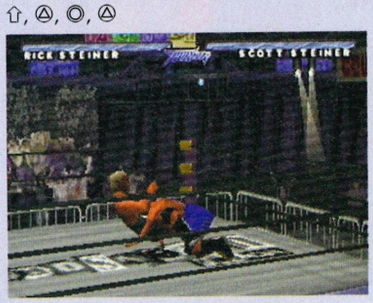
Scott Hall
Headbutt: ⊗, ▢, ▢
Fallaway Slam: ⇦, △, ○
(SF) Outside's Edge: ⇧, ▢, ▢, ⊗



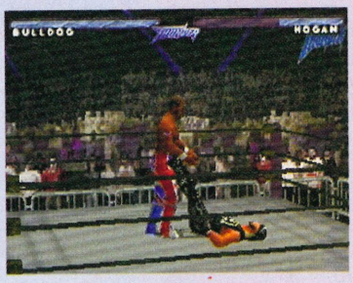
Randy Savage
Face Smash: ▢, ⊗, ⊗
Shoulder Throw: △, △, ▢
(FF, SF or RO) Super Flying Elbow Drop: ⇧, △, ○, △



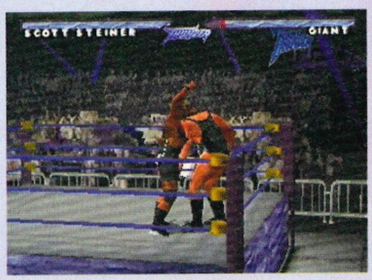
Brian Adams
Back Slam: ▢, ▢, ▢
Spinning Back Splash: △, ○, ○
(SF) Tilt The World: ⇧, △, △, △



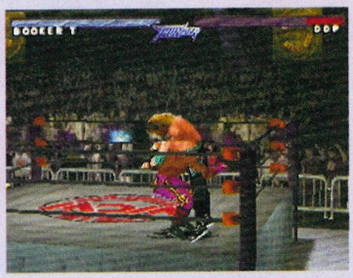
Rick Steiner
Pickup Slam: ▢, ▢, ▢
Spinebuster: ⇩, △, ○
(SF) Huge Tackle: ⇧⇩, △, ○, ○



Bulldog
Face Smash: ▢, ⊗, ⊗
(FW) Atomic Headbutt: △, ▢, ▢
(SF) Oklahoma Slam: ⇧, ▢, ▢, ▢

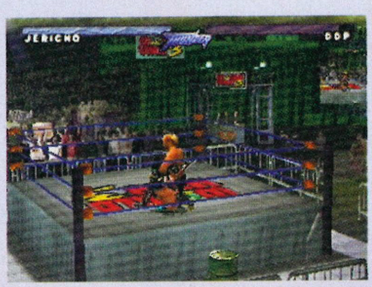


Scott Steiner
Inverted Slam: ⊗, ⊗, ⊗
Pound To The Ground: △, △, △
(FF) Steiner Recliner: ⇩, ▢, ▢, △



Booker T
Harlem Flip: △, ○, △
Scissor Kick: ⇧, △, ▢
(FF, SF or TD) Harlem Hangover: ⇧, △, △, △

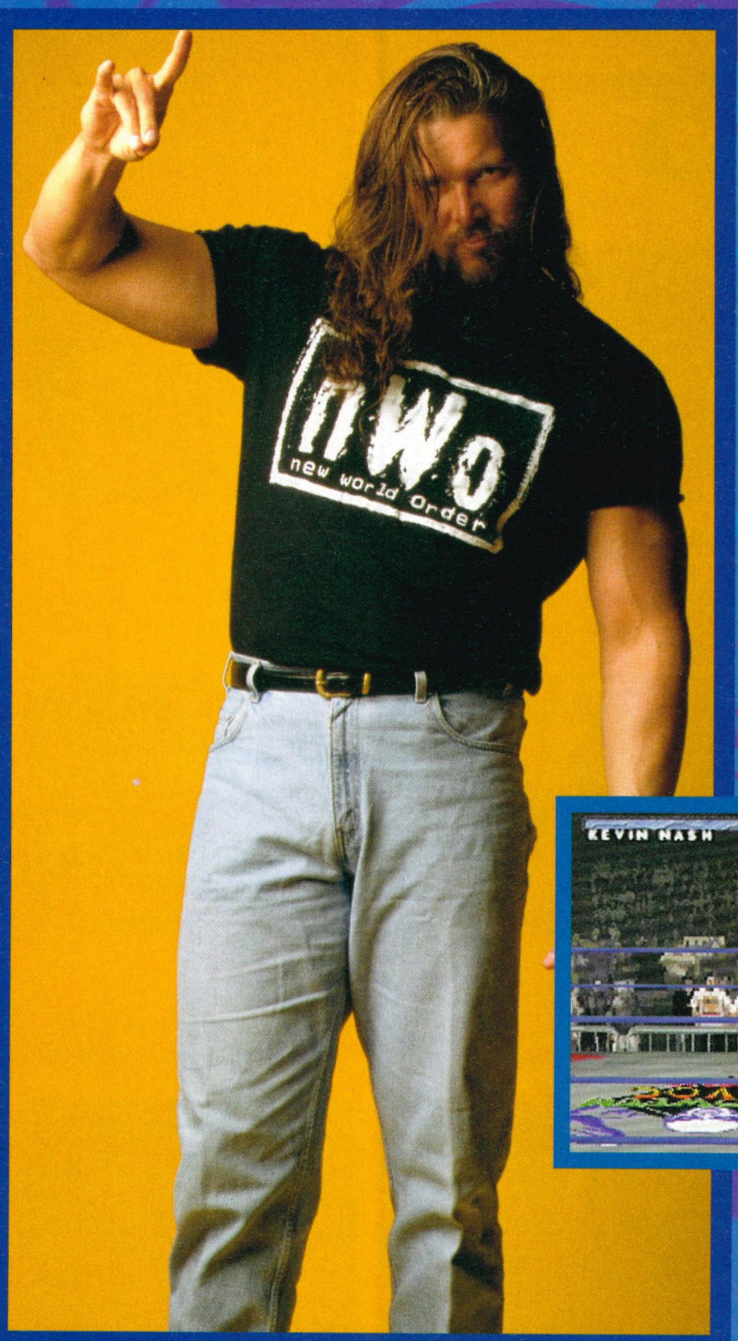




Jericho
Torso Flip: ⇦, ⊗, ▢
Swinging Head Scissors: △, ▢, △
(FF) Lion Tamer: ⇩, ▢, ▢, ▢



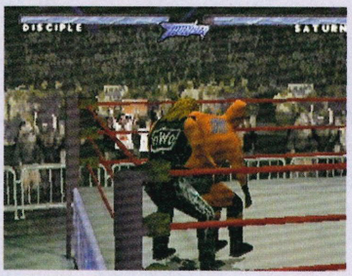
Dean Malenko
Spinebuster: ⇩, △, ○
Snap Suplex: ⊗, ⊗, ▢
(FF) Texas Cloverleaf: ⇦, △, ▢, ▢



Regular



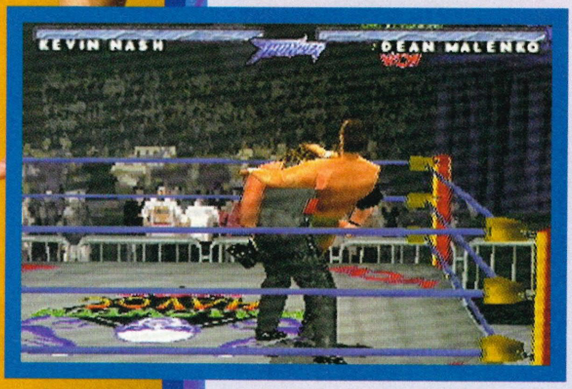
Billy Kidman
Spinning Sidewalk Slam: □, □, ⊗
Flying Scissor Throw: △, □, △
(FF, SF or TD) ⇩ Year Itch: ⇧, △, △, △



Disciple
Pickup Slam: □, □, □
Back Suplex: ⇧, ⊗, □
(SF) Apocalypse: ⇦, □, ⊗, ⊗

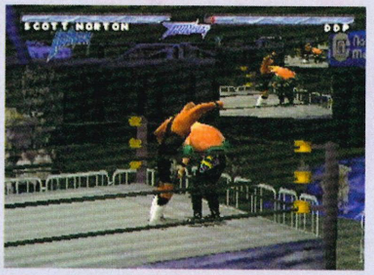
Chris Benoit
German Suplex: □, △, □
(TD) Swan Dive Headbutt: ⇧, □, △, △
(SF) Crippler Crossface: ⇦, △, △, □

Scott Norton
Pound To The Ground: △, △, △
(RO) Big Boot: □, □, □
(SF) Shoulder Breaker: ⇦, △, ○, ○



Kevin Nash
Choke Lift: ⇧, △, □
Sidewalk Slam: □, □, △
(SF) Super Power Bomb: ⇧, □, ⊗, □





Hidden Wrestlers

Eddy Guerrero
Torso Flip: ⇦, ⊗, □
Flying Scissor Throw: △, □, △
(FF, SF or TD) Frog Splash: ⇧, △, ○, ○

Van Hammer
Back Suplex: ⇧, ⊗, □
Gargoyle Suplex: ⇦, ⊗, ⊗
(SF) Tilt The World: ⇧, △, △, △

Steve Ray
Pound To The Ground: △, △, △
Harlem Flip: △, ○, △
(SF) Shoulder Breaker: ⇦, △, ○, ○

Ernest Miller
Scissor Kick: ⇧, △, □
(TD) Swan Dive Headbutt: ⇧, □, △, △
(FF) Steiner Recliner: ⇩, □, □, △

Horace
Pound To The Ground: △, △, △
Gargoyle Suplex: ⇦, ⊗, ⊗
(SF) Meltdown: ⇦, △, △, △

Rey Mysterio Jr
Torso Flip: ⇦, ⊗, □
Flying Scissor Throw: △, □, △
(SF) Hennig Plex: ⇦, △, △, □

Lodi
Power Slam: ⊗, ○, ⊗
(FW) Atomic Headbutt: △, □, □
(SF) Death Valley Driver: ⇧, ⊗, ⊗, ⊗

Sick Boy
Tackle: ⇩, △, ○, ○
Spinning Back Splash: △, ○, ○
(SF) Oklahomo Slam: ⇧, □, □, □

Miss Elizabeth
Atomic Drop: ⊗, ⊗, ○
Flying Scissor Throw: △, □, △
(FF, SF, or TD) Super Flying Elbow Drop: ⇧, △, ○, △

Disco Inferno
Leg Trip: □, □, □
Shoulder Throw: △, △, □
(SF) Apocalypse: ⇦, □, ⊗, ⊗

Barbarian
Pound To The Ground: △, △, △
Overhead Slam: △, ○, ○
(SF) Meltdown: ⇦, △, △, △

Meng
Pickup Slam: □, □, □
Tackle: ⇩, △, ○, ○
(SF) Shoulder Breaker: ⇦, △, ○, ○

Fit Finley
Leg Trip: □, □, □
Death Penalty: △, □, □
(SF) Crippler Crossface: ⇦, △, △, □

Wrestlers

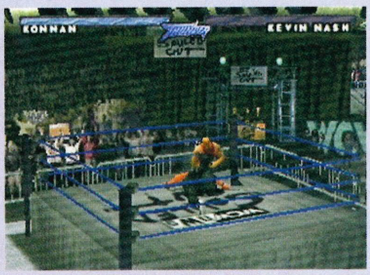
Konnan
Torso Flip: ⇦, ⊗, ▢
(RO) Diving Clothesline: △, △, △
(FF) Tequila Sunrise ⇩, ▢, ▢, ▢

Anvil
Back Slam: ▢, ▢, ▢
Gargoyle Suplex: ⇦, ⊗, ⊗
Huge Tackle: ⇩, △, ○, ○

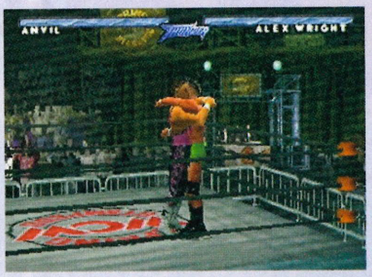
Roddy Piper
Face Smash: ▢, ⊗, ⊗
(FW) Atomic Headbutt: △, ▢, ▢
(SF) Sleeper Hold: ⇦, △, ○, ○

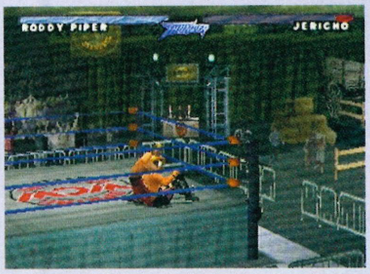
Buff Bagwell
Pickup Slam: ▢, ▢, ▢
Knee Bashes: ⊗, ○, ○
(SF) Blockbuster: ⇨, △, △, ○

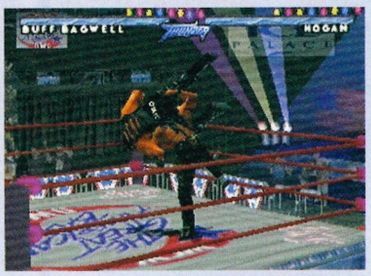
Sting
Scorpion Death Drop: △, △, ○
(TO) Stinger Splash: ⊗, ○, ⊗
(FF) Scorpion Deathlock: ⇩, ▢, ⊗, ▢



Alex Wright
Power Back Suplex: ⇧, ⊗, ▢
Arm Drag Takedown: ⇨, ⊗, ○
(SF) Super German Suplex: ⇧, ▢, △, ▢





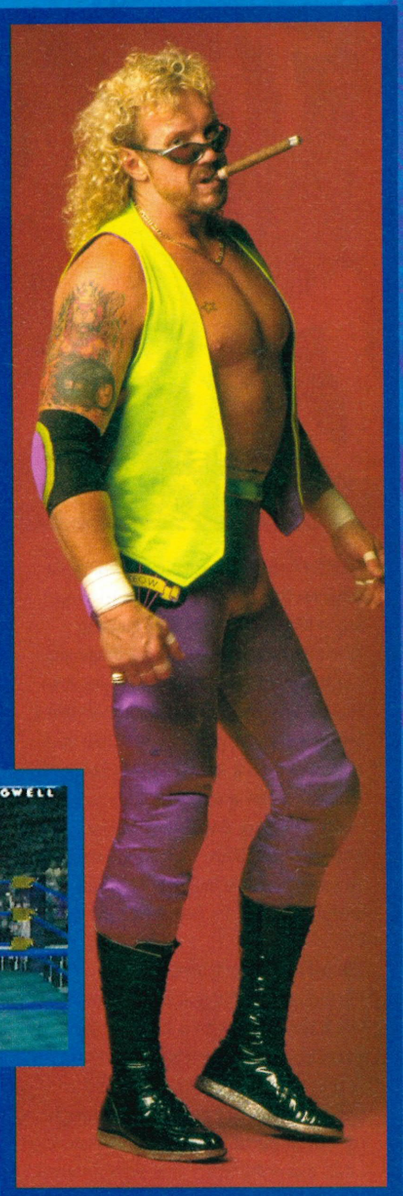








Diamond Dallas Page
Spinning Sidewalk Slam: ▢, ▢, ⊗
Spinning Back Splash: △, ○, ○
(SF) Diamond Cutter: ⇧, ⊗, ⊗, ○



Reese
Sidewalk Slam:▢, ▢, △
Choke Lift: ⇧, △, ▢
(SF) Choke Slam: ⇧, ⊗, ○, ○

Chavo Guerrero Jr
Torso Flip: ⇦, ⊗, ▢
Snap Suplex: ⊗, ⊗, ▢
(SF) Evenflow DDT: ⇩, ⇨, △, △

LA Parka
Knee Bashes: ⊗, ○, ○
Flying Scissor Throw: △, ▢, △
Lion Tamer: ⇩, ▢, ▢, ▢

Eric Bischoff
Cheap Shot: ▢, ⊗, ⊗
Inverted Slam: ⊗, ⊗, ⊗
(FF) Figure ⇦ Leglock: ⇩, ▢, △, ▢

Mean Gene
Death Drop: △, △, ○
Fallaway Slam: ⇦, △, ○
(SF) Torture Rack: ⇧, △, ▢, △

Larry Zbysko
Gargoyle Suplex: ⇦, ⊗, ⊗
Tackle: ⇩, △, ○, ○
(FF) Scorpion Deathlock: ⇩, ▢, △, ▢

Arn Anderson
Spinebuster: ⇩, △, ○
Overhead Slam: △, ○, ○
(SF) Evenflow DDT: ⇧, ⇨, △, △

Bobby Heenan
Pickup Slam: ▢, ▢, ▢
(TO) Turnbuckle Splash: ⊗, ○, ⊗
(SF) Jackhammer: ⇧, △, △, △

Kimberly
Face Smash: ▢, ⊗, ⊗
(FW) Atomic Heabutt: △, ▢, ▢
(SF) Diamond Cutter: ⇧, ⊗, ⊗, ○

Rick Fuller
Pound To The Ground: △, △, △
Overhead Slam: △, ○, ○
Tilt The World: ⇧, △, △, △

Sonny Onoo
Torso Flip: ⇦, ⊗, ▢
Diving Clothesline: △, △, △
(FF) Texas Cloverleaf: ⇦, △, ▢, ▢

Mongo
Knee Bashes: ⊗, ○, ○
Inverted Slam: ⊗, ⊗, ⊗
(SF) Huge Tackle: ⇩, △, ○, ○

Kaz Hayashi
Scissor Kick: ⇧, △, ▢
Flying Scissor Throw: △, ▢, △
(SF) Dragon Sleeper: ⇩, ▢, △, ▢

Jimmy Hart
Atomic Drop: ⊗, ⊗, ○
Spinning Back Splash: △, ○, ○
(SF) Flatliner: ⇨, ⊗, ⊗, ⊗

Rick Rude
Knee Bashes: ⊗, ○, ○
Death Penalty: △, ▢, ▢
(SF) Hennig Plex: ⇦, △, △, ▢

Mike Ends
Mean Mike Driver: ⊗, ○, ⊗
Fallaway Slam: ⇦, △, ○
(SF) Reverse Neckbreaker: ⇦, ▢, ⊗, ⊗

Psychosis
Torso Flip: ⇦, ⊗, ▢
(TD) Swan Dive Headbutt: ⇧, ▢, ⊗, ⊗
(FF) Tequila Sunrise: ⇧, ▢, ▢, ▢

Juventud Guerrara
Scissor Kick: ⇧, △, ▢
Flying Scissor Throw: △, ▢, △
(FF, SF or TD) ⇩ Year Itch: ⇧, △, △, △

Scotty Riggs
Atomic Drop: ⊗, ⊗, ○
Arm Drag Takedown: ⇨, ⊗, ○
(SF) Blockbuster: ⇨, △, △, ○

game over

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PART ONE of the greatest Formula One racing guide now sits in your lap – it's not the face of Helena Christiensen, but then what do you want for £2:49? All the circuits, the teams and drivers are featured here, along with speeds, car set-ups, gear changes and a set of fire-proof keks, for when the excitement gets too much for you. So what are you waiting for? Ohh... well just keep the mag where it is for a while, it'll soon get back to normal.

The Real McLaren

Racing against bogus named drivers is like having sex with a one-legged woman, it's still satisfying but there's definitely something missing. So before you begin racing, go through the mind-numbing process of entering in all the right team and driver names. Yes, it's dull, and time-consuming, but at least it'll give you something to wrap around your back.

Mika Hakinen	McLaren
David Coulthard	McLaren
Tornanosuke Takagi	Arrows
Pedro De La Rosa	Arrows
Rubins Barrichello	Stewart
Johnny Herbert	Stewart
Damon Hill	Jordan
Heinz-Harald Frentzen	Jordan
Michael Schumacher	Ferrari
Eddie Irvine	Ferrari
Jacques Villeneuve	BAR
Ricardo Zonta	BAR
Luca Badoer	Minardi
Marc Gene	Minardi
Olivier Panis	Prost
Jarno Trulli	Prost
Jean Alesi	Sauber
Pedro Diniz	Sauber
Alex Zinardi	Williams
Ralf Schumacher	Williams
Gaincarlo Fisichella	Benetton
Alex Wurz	Benetton

ormula One

Melbourne Grand Prix - Australia

Past Champs

98 - Mika Hakkinen - McLaren
97 - David Coulthard - McLaren
96 - Damon Hill - Williams
95 - Damon Hill - Williams
94 - Nigel Mansell - Willams

The circuit – Albert Park

Australia gives the drivers the first chance to see the true, relative performance of the cars after pre-season testing, and therefore, this circuit throws up many interesting challenges. Located in the heart of Melbourne, Albert Park's popular with the drivers who enjoy its long fast bends and tricky chicanes, but it's not the most interesting circuit you'll come across.

The set-up

It's a bumpy and dusty circuit, but grip continually improves as fresh rubber is put down, so you'll need to adapt the car to track conditions. Choose an intermediate chassis setting to ensure stable braking and set downforce close to maximum, which should give you better cornering ability through the chicanes.

Track Info

Albert Park - Melbourne	
Length:	5302m
Laps:	58
Total distance:	307.516km
Strategy	
Stops:	2
Tyres:	soft

08 Hill
taken very quick in top gear or 5th, depending on your speed out of Waite

180 6
65 2

09 Ascari
a heavy breaking, second gear corner, where you'll get lots of wheelspin on the exit.

135 4
170 5
100 4
135 4

07 Waite
is a very quick S-corner taken at around 200kph, which should be taken in 5th.

45 2
95 3

10 Stewart
a medium/high speed right-hander where the car gets into a four-wheel drift

125 5
110 4
180 6
175 6

06 Clark
heavy braking for a slow right-hander which is usually taken in second gear, then it's lead footed all the way round the long left-hander.

05 Lauda
is a long fast right-hander which is flat and very quick.

175 6
65 2
110 3

11 Prost
After accelerating again you arrive at a very slow point of the track taken in second gear. There's lots of wheel locking and it's very slippery. After the left-hander you dive out onto the final right-hander and back on the straight.

02 Brabham
this left-hander is taken completely flat out

185 6
160 5
80 3
125 4

04 Marina
this is a bumpy part of the circuit where the car can spin, so you must be brave and keep the speed up.

120 4
70 3
175 6
85 3

01 Jones
Is difficult because it's very bumpy, you have to brake very hard and it's easy to spin.

03 Whiteford
before this corner is another heavy braking corner that's one of the slowest points on the track, taken in second gear. After the S-bend, with the car sliding to gain grip, Whiteford can be taken flat out.

180 6
130 5
50 2

Key
170 5
Speed Gear

Brazilian Grand Prix - Interalgos, Sao Paulo

Track Info

Interlagos
Length: 4325m
Laps: 72
Total distance: 311.40km

Strategy
Stops: 1
Tyres: soft

The circuit

South of Sao Paulo, Brazil, Interlagos is the only circuit where the cars go round anti-clockwise (although Japan, with its cross-over circuit, does have an anti-clockwise section), which means the drivers get neck fatigue due to the amount of left-hand corners. The drivers also dislike the humidity and the cramped nature of the circuit, but there's always a tremendous crowd of around 120,000 Formula One fans.

Set-up

It's a case of long straights and the complete range of bends, which means you'll need all-rounder settings to cope with this circuit. Medium wing levels produce medium to high downforce, whilst adjusting the front springs to gain grip with the front wheels limits the effects of understeer on the inclines. If your car feels unstable, soften all four dampers to help take the car over the bumps. Take care to adjust springs and dampers together (slack spring, slack compression).



08 Cotovelo
it's a short blast down to this very slow right-hander, which again should be taken in second.

11 Arquibancadas
it's flat out over the hill, acclerating to top speed.

155 5

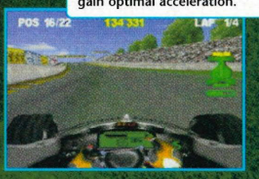
09 Mergulho
acclerate up to fifth for the fast left-hander, which is very bumpy in the middle.

65 3

45 2

110 3

10 Junaco
the most important corner of the lap, where you must use the inside kerbs for one or two metres. Then quickly get the car into its new direction to gain optimal acceleration.



170 6

110 4

50 2

130 5

70 2



65 3

06 Laranja
is a very slow right-hander taken in second



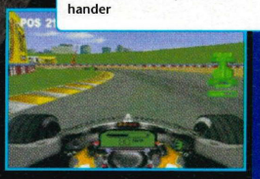
110 3

170 5

07 Pinheirinho
a short burst on the throttle into second gear around this left hander where the road falls away steeply.

185 6

04 Descida do Lago
brake around 60 metres from it and take this in fourth gear acclerating flat out for the next quick left-hander



105 3



05 Ferradura
bumpy on entry and the road goes uphill, so watch you don't lose the rear!



02 Senna's S
taken in third, you've a good chance to overtake just before this bend, but be careful not to take it too quickly or you'll end up on the grass.

190 6

85 3

01 Curva 1
you're breaking very, very late, because it's uphill. Then the road falls away steeply down to the left.



55 2

135 4

03 Curva do Sol
this left-hander is taken flat before racing up through the gears.

Key
170 5
Speed Gear

Argentinean GP

Key
170 5
Speed Gear

Track Info

Buenos Aires
Length: 4257m
Laps: 72
Total distance: 306.504km

Strategy
Stops: 2
Tyres: soft

01 Curva Numero Uno
the braking area is very bumpy and it's easy to lock the wheels, so get down to second smoothly and you'll have the acceleration to overtake due to the wide exit.

02 Curva de la Confiteria
after an uphill climb you reach a heavy braking hairpin to the left that's very slippery and feels off-camber, so take this in second too.

03 Curvon
after a left/right kink taken flat in 4th, brake down again and slip in to 3rd for this tricky right hander that exits with a

04 Curva de Ascari
a long fast right-hander taken flat in 6th

05 Viborita
uphill again, racing through 2nd and 3rd as you negotiate the quick chicane in 4th before the double left-hander, where its important to use the kerbs to get the exit line just right.

06 Entrada a los Mixtos
heavy braking into a right-hand hairpin in first gear.

07 Senna S
you'll only get into 5th on the straight before braking back down to 2nd for the S-bend

08 Horquilla
after a flat out right-hander it's back down to second for this tight hairpin, before flying up through the gears, taking the final bend before the straight near top speed.

The circuit

Situated south of Buenos Aires and nick-named the Temporada turnstile, this is a point and squirt track, with lots of tight corners and short connecting straights. The layout means there's very little room to overtake and the many bumps can destabilise the car. So it's no loss that due to a lack of money, this circuit has now been dropped from the Formula One calendar.

Set-up

High wing levels are needed to produce maximum downforce and therefore grip. As for the chassis, it must stay flexible to absorb the many bumps, so use soft settings for best mechanical grip.



San Marino GP

Track Info

Imola
Length: 4930m
Laps: 62
Total distance: 305.66km

Strategy:
Stops: 2
Tyres: soft

Key
170 5
Speed Gear



07 Rivazza
flat out downhill, you'll need to brake to 3rd gear for the double left-handers before reaching top speed again for the straight.

70 3

55 3

185 6



08 Virante Bassa
the chicane near the pit lane is another of the track's safety features that irritates because it breaks up a long flowing straight. Take it in 2nd to get rid of it, or it'll get rid of you.

170 6

50 2

80 3



160 6

06 Variante Alta
a bumpy uphill chicane taken in 3rd gear. Get on the power early or you'll lose a lot of time.

180 6



65 3

01 Tamburello
a fast chicane that requires a little braking and lots of 3rd gear acceleration to pass through unscathed.

165 6

70 3

The circuit
Ayrton Senna and Roland Ratzenberger both met their deaths here on May 1st 1994, which meant the track was altered to make it safer. It remains a popular GP however, with corners that climb and fall down sharp inclines and declines, and the drivers find the wine and pasta goes down a treat. It's a very technical circuit with long acceleration sections followed by tight, tricky corners requiring heavy braking.

Set-up
A balance between strong acceleration and tight corners is reached by setting medium downforce. Generally stiffer than normal settings are required for stability due to the heavy braking. Overall grip may be sacrificed to gain all-round balance and car response.

105 4

125 4

05 Acque Minerali
downhill to this challenging set of right-handers. Take the first on a very light throttle in 4th, braking into the hairpin. The back of the car is nervous here and if you're going too fast you won't make the corner.

65 3



125 6

165 6

110 4

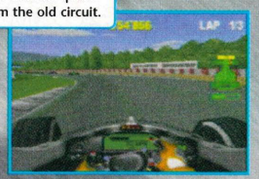
02 Villeneuve
get your exit to this chicane wrong and you'll let the competition leap on your back, so avoid the kerb and skip though 4th, 3rd, 4th smoothly to gain max acceleration.

85 3

95 4

170 6

04 Piratella
a quick left-hander, one of the few quick ones left on the track from the old circuit.



145 4

50 2

03 Tosa
it's a wide section of track here, so use the overtaking opportunites to your advantage. It's also an important bit of track next with an uphill long straight, that on the 'real' track switches to old tarmac and is very slippy.



Spanish Grand Prix

The Catalan circuit is used by the teams in winter to prepare for the new season by testing and perfecting the new season's cars, so the driver's know it well, but it's considered by the team to be a bit dull. However, in 1994, Michael Schumacher added a bit of spice to the circuit by completing the second half of the race with his gear box jammed in 5th gear. He proved himself to be a supreme driver by still managing to finish in 3rd place, in the points!

Set-up:
You need to obtain good stability. With a little bit more load on the car, it may lose a few hundredths of a second in the straight, but gains tenths on the corners. So medium downforce is needed, especially if you're to get through the sequence of three long fast bends in which drivers can be subject to as much as 4G! A flexible engine is needed to enhance acceleration coming out of corners and mid-range settings to combat understeer.

Track Info

Barcelona
Length: 4726m
Laps: 64
Total distance: 302.464m

Strategy
Stops: 2
Tyres: soft



07 Banc Sabadell
take this at a similar speed to the last. A bit bumpy and you have to be careful turning in so you get top acceleration for the final two bends that can be taken flat in 5th, but watch for spin outs.



06 La Caixa
brake hard after the Nissan straight and get into 3rd quickly, making sure you keep the car stable.



05 Campsa
difficult. Take it in 5th but you can't see the exit, so if you're struggling with understeer you have to calculate your turn in carefully or you're in the gravel!



03 Repsol
a 3rd gear corner that's bumpy under braking.

04 Seat
downhill and braking into Seat you'll start sliding if you've not got your downforce set correctly.

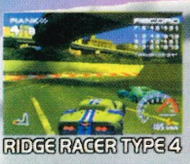


01 Elf
coming down the pit straight you're in sixth, at about 190mph. You need to shift down to 3rd, taking care because the car can be a bit nervous due to the mid-corner bump.



02 Renault
accelerating up hill into 5th, an understeering car won't carry the speed, so it's easy to lose time here. Turn in too early and the apex point comes too soon, which means you'll have to lift off again. Turn too late and you'll lose grip.

Key
170 5
Speed Gear


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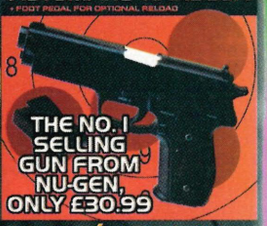
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Massive reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555. Buy now!



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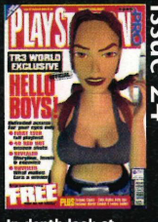


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100 new games for the year ahead plus Tekken 3 character cheats and Pro booklet Goal your winning tactics to the World Cup glory



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Reviews of WWF: Warzone, Ninja, C&C Red Alert and ISS Pro '98. Plus there's a free giant Tekken 3 poster



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Reviews of Spyro the Dragon, Medievil, Wild 9 plus a free fat Playstation Platinum Tips book



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Loads of stuff on FFVIII, reviews of Abe's Exoddus, Bust-A-Groove, Madden '99 and news nuggets on PlayStation 2



issue 28

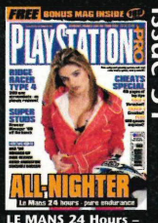
Big fat issue with Actua Soccer 3, first look of Metal Gear Solid plus a free cheats book featuring V-Rally, TOCA Touring Car Championship



issue 29



issue 30



issue 31

LE MANS 24 Hours – exclusive look at this tasty racer and RRT4 hot news. Plus a 46 page A-Z cheats special – and part one of our Crash 3 guide



issue 32

Top review of Populous, full on Driver exposure and an awesome Metal Gear Solid review and guide book



issue 33

BIG news on the technical excellence of Playstation 2, plus No Fear Mountain Biking and A Bug's Life



issue 34

Huge new look mag. Exclusive on V-Rally 2, news on GT2. Plus reviews of RRT4 and UEFA Champions League



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Exclusive review of GTA London plus Warzone 2100, and a big first look at Star Wars: The Phantom Menace

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dealer

the game buyers' bible

Every PlayStation game is listed in Dealer. **They're divided into categories and run alphabetically** within them. Every game is briefly reviewed and given a star rating 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.

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. Information on all 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.

rating system

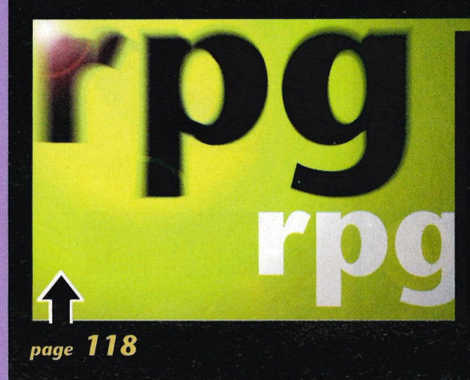
Each game gets a star rating from 1-4. We think you can work it out yourselves, but in the event of difficulties don't hesitate ot call...



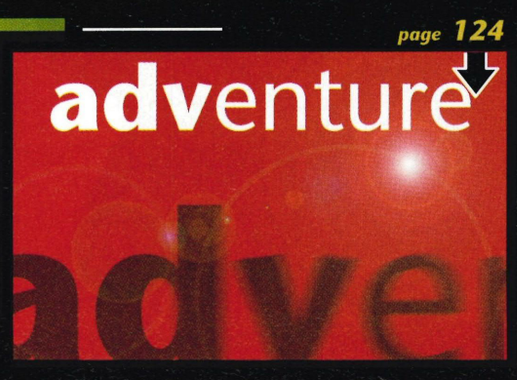
dealer

This, as you've gathered, is Dealer. It's enormous and it's very, very useful. Every PlayStation game you could ever hope to buy is here, and Pro is the only magazine which includes screenshots of everything.

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...



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racing

£Buggy ☆☆

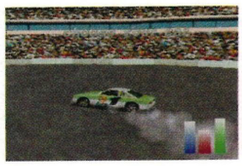
An altogether too realistic simulation of Remote Control racing that can be impossible to play.



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.

£Destruction Derby ☆☆

The game that sold thousands of PlayStations initially now looks dated and shoddy. Like Chris Tarrant.





£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 sponsoring average games like this. So many racing games out there and no real competition. Especially from guff like this.



£Burning Road ☆

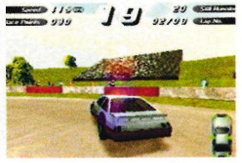
A fast paced effort which never performed as well as it perhaps should have. Check out its improved sequel Explosive Racing, rather than harking back to the old days with this. This dog never had its day in the first place so it shouldn't really start now.



£Destruction Derby 2 ☆☆☆

Infinitely better than the above. Faster, more polished and generally more fun. Worth checking out still.

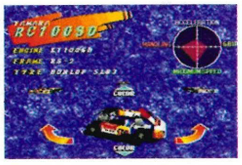




£Ayrton Senna's Kart Duel ☆

An attempt which looked the part but lacked the all important gameplay factor. Did they forget it?





£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 title, but a fine cheap mates-around thriller



£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.



£Ayrton Senna Kart Duel 2 ☆

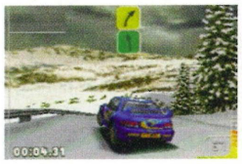
Ayrton would be turning in his grave if he new his name was endorsing this bucket of toss.





£Colin McRae Rally ☆☆☆☆

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.





£Felony 11-79 ☆☆

Nippy little joyriding game let down by a lack of tracks but still managing to be good fun in short bursts.





Big Air ☆☆

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.





£Cyber Speed ☆

Only serial masochists will want to go near this pile of absolute shite.





£Formula One ☆☆☆

Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97.





compiled with the kind help of Game Guide - providing specialist information for independent retailers

shoot 'em-up

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sports

Inside dealer

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123	flight sim		

£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.



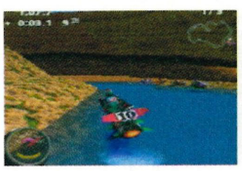
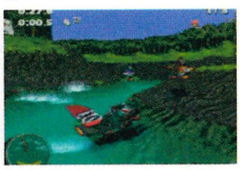
£Jet Rider ☆

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.

£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 absolutely 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 redeeming qualities whatsoever.



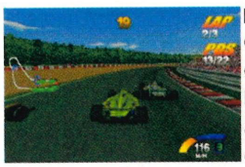
£Micro Machines v3 ☆☆☆☆

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.




£Monaco Gran Prix ☆☆☆

A winning formula which successfully plugs the gap left by the dreary F1 '98 and provides for more pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis.



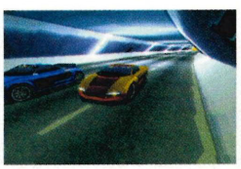
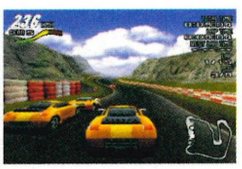
£Monster Trucks ☆☆

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.



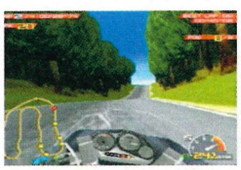
£Motorhead ☆☆☆☆

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)

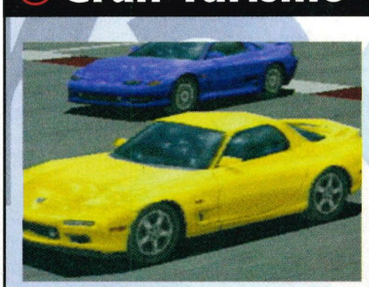



£Moto Racer ☆

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.




£Gran Turismo ☆☆☆☆



Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.



£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.



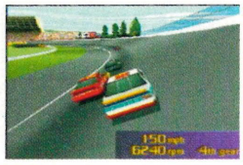

£Motor Toon GP 2 ☆☆

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.



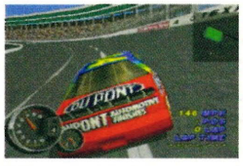
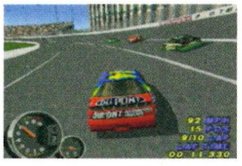

£NASCAR '98 ☆☆

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.

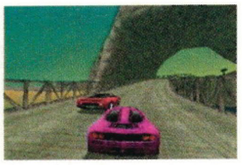
£Need For Speed platinum ☆☆☆

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.



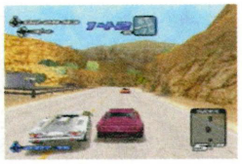
£Need For Speed 2 ☆☆

The slightly less impressive sequel to the above. More options, but it's still pretty lacklustre.

£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.



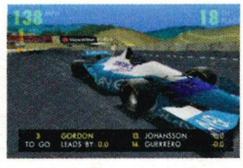

Need for Speed: Road Challenge ☆☆

It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of reamness. Gran Turismo and Ridge Racer Type 4 have raised standard for racers, but this series doesn't give up easily. A buffed pebble rather than polished diamond.



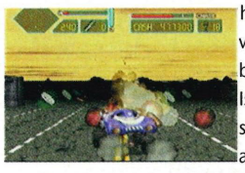
£Newman-Haas Racing ☆☆☆

Has more speed than F1 '97 yet less depth makes this a game for those who love frantic pace.

£Off World Interceptor ☆

A truly appalling 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.



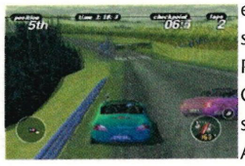
£Penny Racers ☆

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 ☆☆☆

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.



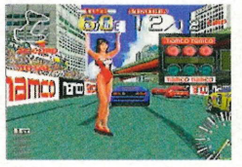
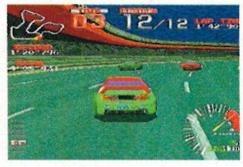

£Ray Tracers ☆☆

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.

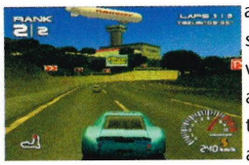
Ridge Racer Revolution ☆☆

The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic



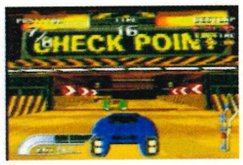

Ridge Racer Type 4 ☆☆☆☆

Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry, and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience



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.



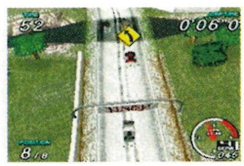

S.C.A.R.S ☆☆

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.

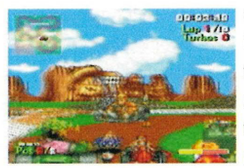
Starwinder ☆

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 winging its way to the bargain basement incinerator.



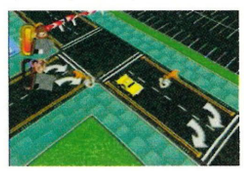
Street Racer ☆☆

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.



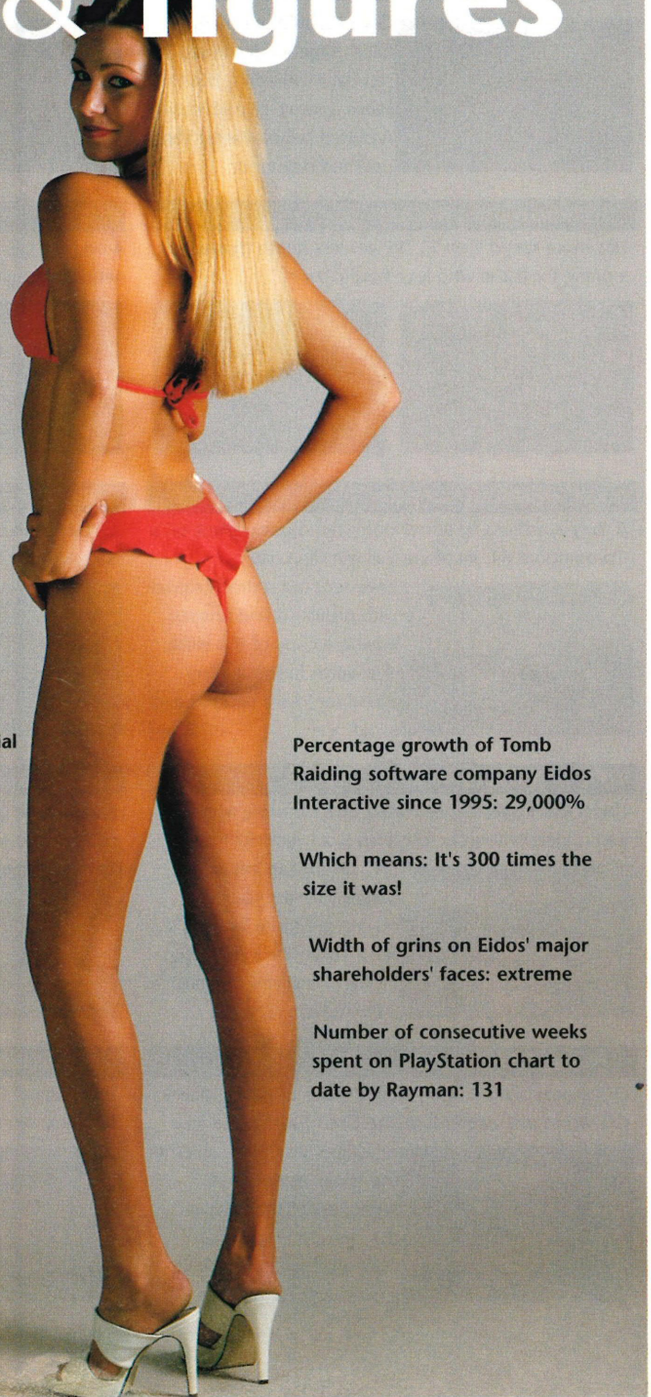
Supersonic Racers ☆

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. Bonus



facts & figures

Pro F & F girl Luci from Sheffield has been working particularly hard this month...tell us, what's the crack, luv?



Money lost by Sega in last financial year: £234m

Number of job losses expected at Sega as a result: 1,000

Space covered by video games exhibitions at E3 expo in Los Angeles: 536,000sq.ft

Money paid by Infogrames to acquire US software company Accolade: $50m

Sales of R4 in first week of release: 35,000

Percentage growth of Tomb Raiding software company Eidos Interactive since 1995: 29,000%

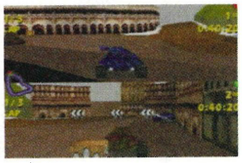
Which means: It's 300 times the size it was!

Width of grins on Eidos' major shareholders' faces: extreme

Number of consecutive weeks spent on PlayStation chart to date by Rayman: 131

£Tank Racer ☆☆☆

A potent mix of nitros and napalm lifts this delightful destruction derby up above the average mark

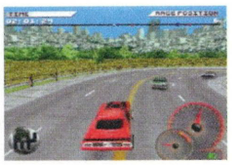
£Test Drive Off Road ☆

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.




£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.



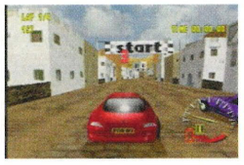
£Test Drive 4x4 ☆

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.



£Test Drive 5 ☆☆

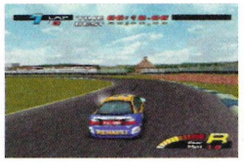
Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.





£TOCA Touring Car ☆☆☆☆

A fantastic Touring Car simulation which is up there with the V-Rallys and Total Drivin's of this world.



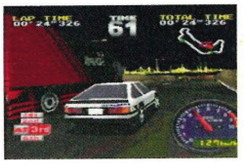
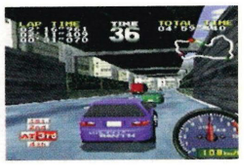

£TOCA 2 ☆☆☆☆

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.



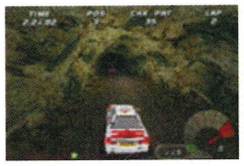
£Tokyo Highway Battle ☆

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't.

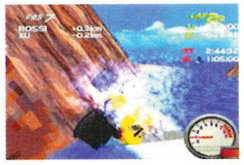
£Tommi Makinen Rally ☆

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



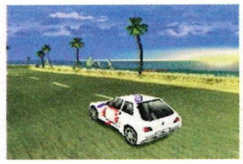

£Total Drivin ☆☆☆

Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again

£V Rally ☆☆☆☆

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.




£WipEout ☆☆☆

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 PlayStation's infancy so exciting.Feel the G Force, baby. Mmm...



£WipEout 2097 ☆☆☆

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.




£Wreckin' Crew ☆

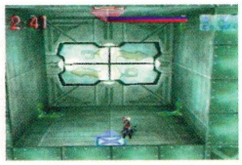
Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



puzzle

£Blast Chamber ☆☆

Confusing puzzling sport from the future. Quirky, but then so is eating dog's dicks.

£Bust A Move 2 ☆☆

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 watching Lara's arse while slowly touching yourself. Well, not all the time.



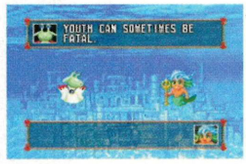
£Bust A Move 3 ☆☆☆

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!



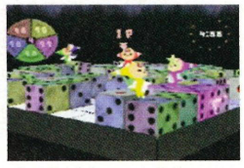
Bust-A-Move 4 ☆☆☆☆

The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag! As alluring to us blokes as arepeated kick in the nads, this won't fail to f*ck your head up. In a good way, of course.



£Devil Dice ☆☆

Another interesting idea that looks suspiciously good on screen but actually turns out to be irritating.

£ Grid Run ☆

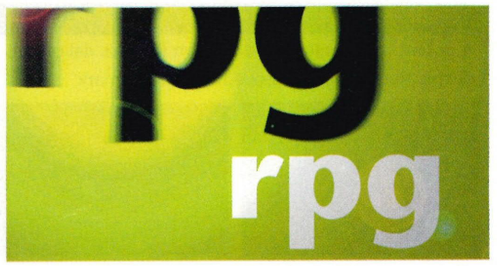
Fast paced chases around a floating grid. Good fun in small doses. Very small doses. Miniscule in fact.




£ Oddworld: Abe's Oddysee ☆☆☆☆

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!





£ 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!



Sports Car GT ☆

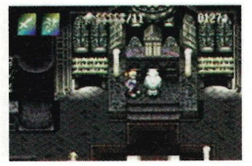
Handling that's slacker than a 2-bit whores grundies and clumsier than a Hooch fuelled school girl. In a a word crap.

Good graphics, but the gameplay, sound, cars, tracks, handling and control are all on the shitty side of barely manageable.



£ Alundra ☆☆

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.

£ Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.




£ Super Puzzle Fighter Turbo ☆☆☆☆

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.



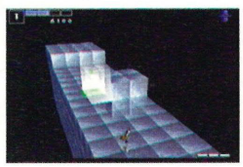

£ Blaze & Blade ☆

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.




£ Kurushi: Intelligent Cube ☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating but then that's the point.




Swing ☆

A puzzle game for people who do the Time's crossword to relax. Ugly, tricky and boring.



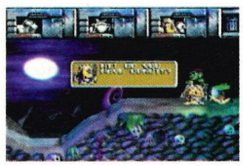

£ Breath Of Fire 3 ☆☆☆

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



£ Lost Vikings 2 ☆☆☆

Control a posse of comedy Norse men who are lost. Old idea well worked.




YoYo's Puzzle Park ☆

A brightly coloured pain in the arse that shouldn't even be inflicted on criminals. Burn every copy!



Don't be fooled by the cutesy guise, the game is purest evil. Countless levels of very similar levels to wiggle around and slightly different enemies to kill.

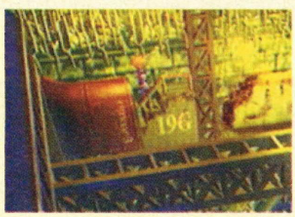
£ Diablo ☆☆☆

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Most of the games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joy pad with no fuss. Treat, as they say.



£ 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.





£ King's Field ☆☆

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.




£ 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.



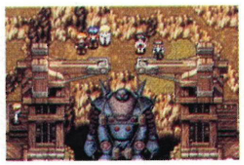
£ Vandal Hearts ☆☆☆

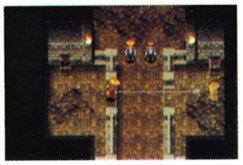
Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.



£ Wild Arms ☆☆

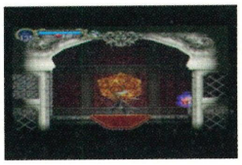
This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.





£ 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. Smells like rotten Brie.



£ Earthworm Jim 2 ☆

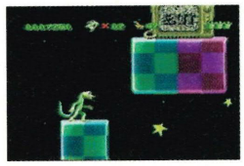
An unimpressive update of a 16bit platform hero. Dated on release and dirt now.





£ Gex ☆☆

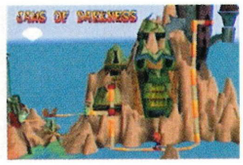
Another effort which is worth a butcher's if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one – see below) but still provides limited fun for a while.



£ Crash Bandicoot ☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.





£ Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.





£ 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.



£ Crash Bandicoot 2 ☆☆☆☆

A massive improvement on the original with more variation than its predecessor. A winner.





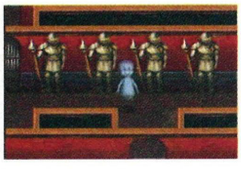
£ Gex: Deep Cover Gecko ☆☆☆☆

He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes than Mr. Ben on speed and a one-line library to rival Bruce Campbell Gex is deeper in his bizarre but beautiful 3D world than ever before.



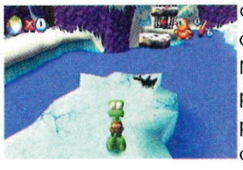
£ Casper ☆

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 GhostBbusters. Who ya gonna call?



£ 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.



£ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.





£ 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.

£ Hercules platinum ☆☆☆

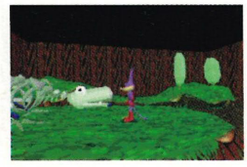
All the fun of Disney's re-writting of the famous Greek ledgend in a fine platform based caper. Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short but fun.



£ 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 Whoopi 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 Whoopi Goldberg, who though her ropey movie had been given a second part and a PlayStation tie in. Sorry Whoopi, this is just a slight improvement on the original game.



£Klonoa ☆☆

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. The little green bast.



£Jurassic Park: Lost World ☆

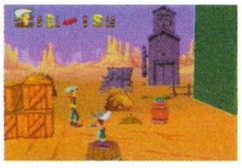
Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.





£Lucky Luke ☆

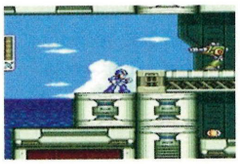
Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.





£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 ☆

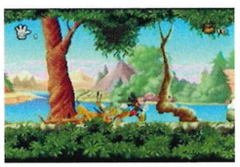
See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.





£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 ☆☆

A 2D platformer made to look all 3D. Not bad, but there are those which do it for real.





£Pandemonium 2 ☆☆☆

A 3D platform 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 ☆☆

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.





£Skull Monkeys ☆☆

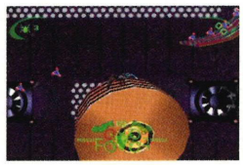
Awesome graphics but lacking in lasting appeal. One of the "best of the rest" if you know what we mean.





£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 ☆

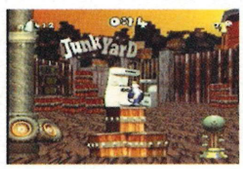
Another example of 16bit characters failing to make the transition into 32bit gaming.





£Trash It ☆

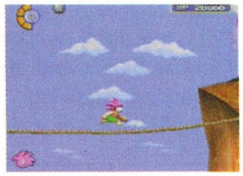
Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.



£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 ☆☆☆

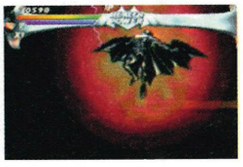
The world's first torture'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



beat 'em-up

£Batman Forever ☆

Appaling dog's-mess of a game. The average human would be better served eating their own arse.

£Battle Arena Toshinden ☆☆☆

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.



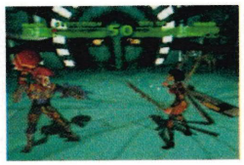
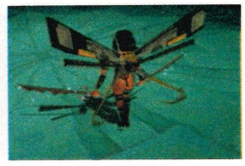
£Battle Arena Toshinden 3 ☆☆

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.



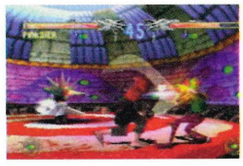
Bushido Blade ☆☆☆

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.



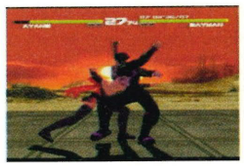
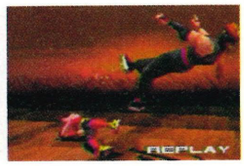

£Criticom ☆

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




£Tekken 3 ☆☆☆☆




A corker and no mistake, matey. 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.

£Iron & Blood ☆☆

Where do they get the names from? The medieval setting makes a nice change but the game is average.



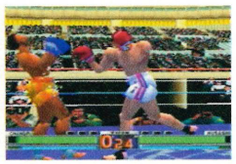

£Iron Man ☆

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.



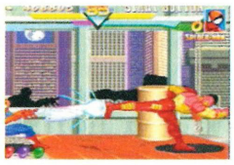
Legend ☆☆

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. Excelsior!



£Marvel Vs Street Fighter ☆☆☆

Not exactly a Street Fighter classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap Tekken for this?



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.



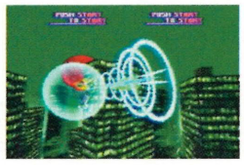
£Pocket Fighter ☆☆☆

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 cause it really was smart. Well worth adding to your cupboard if only for the gusset abundance.



£Soul Blade ☆☆☆☆

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 Alpha 3 ☆☆

Same old same old, as they say. More dreary geriatric Capconian jizz, and it's the stale smelly kind too! Can someone please put an end to these in-bred Nintendo offspring please. There just aint enough rumble juice to go around the playground anymore.



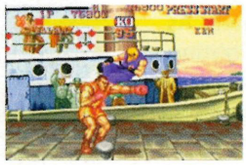
£Street Fighter Collection ☆

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 Collection 2 ☆

The coffin dodger supreme, still doing the rounds. Worse than an aggressive anal wart infection.



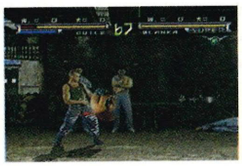

£Street Fighter EX Plus Alpha ☆☆☆☆

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.



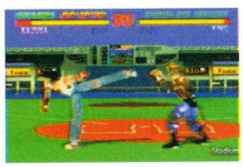
£Street Fighter: The Movie ☆

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 ☆☆☆☆

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 ☆☆☆☆

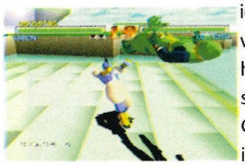
Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!





£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, it's crustier than Will's sheets.



£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 off your mad assed tits was something that regarded as "good" then this offering from the "bad in the head" Japs would be a classic. Of, course weird does not equal reamness, as Yusha proves. Yes, it's weird as hatstand, 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 ☆

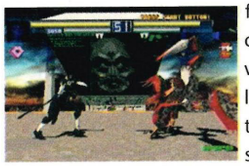
Triple X Men more like. You've a right to expect better than this half-arsed piffle.





£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 ☆☆

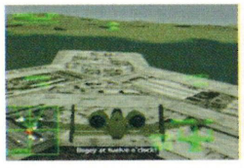
And the same could be said for this. The graphics in both games are the high point, although there is a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone. Ne pas toucher, as the French say.



flight flight sims

£Ace Combat 2 ☆☆☆

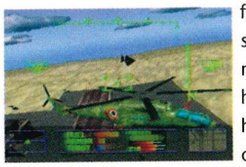
Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.





£Agile Warrior ☆☆

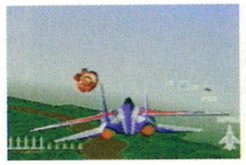
A vaguely involving fly'em-around'em-up which runs at a very reasonable speed even when the screen is full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.



£Air Combat ☆☆

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!



£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". For furtive joystick fiddlers only.



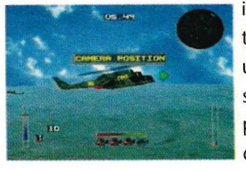
£Raging Skies ☆

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...



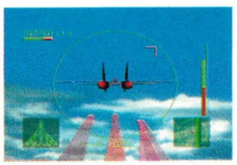
£Strikepoint ☆

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.



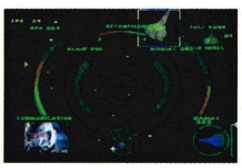
£ Wing Commander 3 ☆

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.





Wing Over 2 ☆

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, The humanity!





adventure drive

JAPANESE CHART

1. Dance Revolution
2. World Stadium 3
3. Saga Frontier 2
4. Soul Hackers
5. All Japan Pro Wrestlers

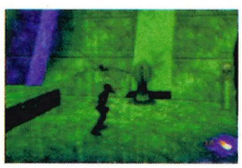
£ Alone In The Dark m☆

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 ☆☆

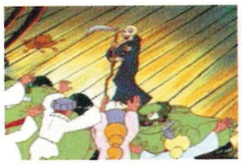
A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a



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.





Diver's Dream ☆☆

An aquatic nightmare of a game that should have been weighted down and chucked into the sea. The



gameplay has a non too subtle smell of rotting fish about it, a bit like a tomb-raider sub-game without the sub. Hope it sinks without a trace.

£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 frizbee.

£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...





£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.

£Tomb Raider 2 ☆☆☆☆

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!



Parasite Eve ☆☆

Great Full Motion Video, but hello? where's the game to match? Resident Evil without the good bits.



It has a dark atmosphere, some of the graphics are good, but it's not enough to cover the poor control system and repetitiveness of the game. Parasitic import.

£Perfect Weapon ☆☆

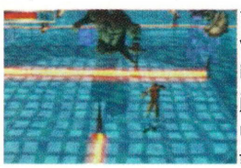
Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those



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 ☆☆☆

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.





£Tai Fu ☆☆

Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game. Sugar coated



this isn't, but kiddies will lap up the feline fu like it was Farley's and milk. However we still think kung fu pussies should stay where they belong - in Bond films

£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 you're rich and like wasting space in your game cabinet, then buy away. Everyone else, hide u nder your beds.

£Tomb Raider ☆☆☆☆

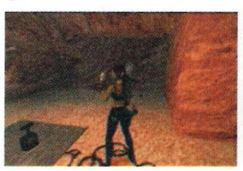
The game which launched a thousand magazine covers. And the same amount of pretenders.

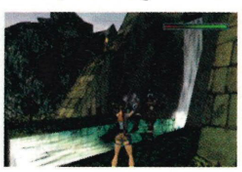




£Tomb Raider 3 ☆☆☆☆

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



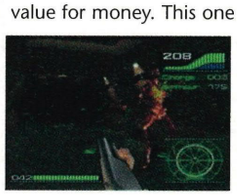


shoot 'em-up

oot 'e

£Alien Trilogy platinum ☆☆☆

Not in the same leauge as Die Hard Triogy in terms of value for money. This one gives you control of

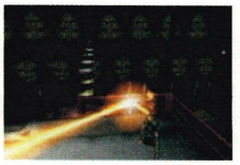


Ellen Ripley as you Doom your way round Alien infested corridors. Dark, spooky and trouser browing action that will appeal to fans of the movies.

£Apocalypse ☆☆☆

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



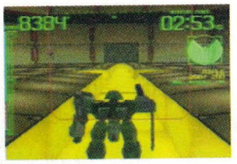


US CHART

1. NFS: High Stakes
2. Triple Play 2000
3. Syphon Filter
4. MLB 2000
5. Army Men 3D

£ 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.



£ Assault ☆☆☆

The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.





£ Assault Rigs ☆

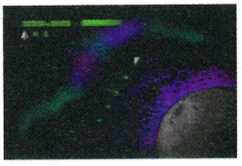
This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some some nice touches in what effectivly is, a Doom clone in a robot suit. Good for its time and a worthy ten quid purchase, but any more, and it's a rip-off.



£ 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 ☆☆☆

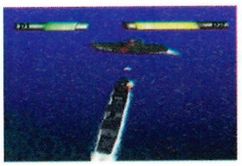
Alien-chasing shoot'em-up with some subtle humour to keep you amused. Tricky to complete.





£ 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 ☆

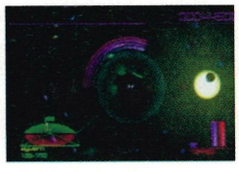
It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occasionaly nice graphical touches that's let down by a stupid name, over complex missions and a control system that just insn't nice to use. car boot sale purchase only.



£ Blast Radius ☆☆

Star Wars style shoot'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.

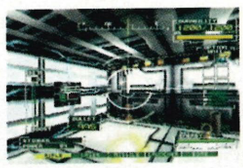




£ Brahma Force ☆☆☆

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 ☆

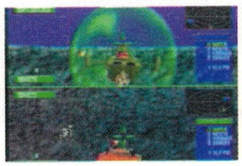
Horizontal scrolling shoot'em-up offering nostalgia at best and tits-all at worst.





£ 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 ☆☆☆

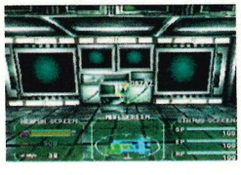
Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



£ Epidemic ☆

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.





Accessories

They may be just bits of plastic, but they're bloody useful



It's black, it's meaty, and looks like one of those kinky vibrating devices found in your mother's bottom drawer (pleasant thought there). The Primal Pad features everything you'd expect from an analogue pad button-wise, but it's ergonomically designed so that hands only get strained from other manual practices (if you know what I mean). Want one of these vibrating beauties? They're **£24.99** from Wild Things (01222 755774).



Driving is set to become a much nicer experience with the Logic 3 Top Drive 2 wheel. As well as digital and analogue controls, programmable buttons and auto-configuration, there's also a Visual Telemetry Indicator (Christ!). This hi-tech thingummybob fills your head with information on braking, accelleration and the amount of Dual Shock being dished out while you're tootling around in your car. Get this hot wheel-and-pedals combination from SpectraVideo (0181 902 0024), priced **£49.99.**



Been after the Formula Race Pro wheel for a while but were put off by the price? Well, never fear, because the lovely people at Thrustmaster have dropped the cost by a whopping £20. This means that you can buy one of these chunky steering devices, 10 pints of strong lager, and still have enough change for a kebab before you pass out - irresistible! Thrustmaster (01276 609955), **£49.99**

£ Exhumed ☆☆

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.





£ 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.



£ Forsaken ☆☆☆

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.





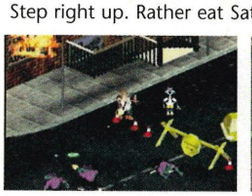
£ Fade To Black ☆☆☆

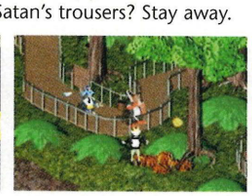
A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.



£ Firo & Klawd ☆

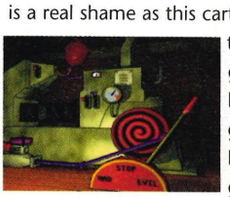
Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.





£ 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.





If you're sick of carting your machine round in a carrier bag, check out this fine Blaze carrycase. Lightweight but sturdy, it's fashioned in a grey, wipe-clean synthetic material (just like my pants - Will) and will hold all your pads, leads and games as well as your precious PlayStation. If you've got shaky hands or are a little on the clumsy side, it's worth getting one of these before a nasty accident happens. From Fire International (01302 325225), **£19.99**.





Like games? Love to cheat? Aside from employing the tipping charms of the lovely Miss Bea, the Action Replay Professional cartridge is a godsend to those who have no shame. Not only does it provide you with over 2000 codes and the game saving space of 8 memory cards, but also allows you to listen to game soundtracks and view FMV sequences without having to play the game! And if that wasn't enough, closet geeks can create their own codes with the aid of the handy instructional video! So slip on those glasses, don that horrible jumper and prepare to lose mates whilst gaining a very guilty conscience. Datel (01785 810800), **£39.99**



Looking forward to Point Blank 2 but are ashamed of your weapon? Jazz up your PlayStation arsenal with this Real Arcade Light Gun. As well as being compatible wiyth games such as Die Hard Trilogy, a simple flick of the switch will transform it into a GunCon, suitable for Time Crisis and the like. And if that wasn't enough, the pedal will have you reloading faster than Clint Eastwood on amphetamines while your arm's being ripped off by the vicious 'Kickback' recoil action (well, almost). Fancy your chances with this little cracker? It's **£39.99** from Joytech (01525 852900).

£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!



£G-Police ☆☆☆

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.





£Ghost In The Shell ☆☆

A comic book inspired game that never quite manages to achieve its aim. Another boot sale bargain.





£G.Darius ☆☆☆

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.





£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.



£Hard Boiled ☆

Based on the cult comicbooks of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.





£Hexen ☆

Eagerly awaited magical-blaster-cum-gorefest which pleasured the Doom crowd when released for the PC.

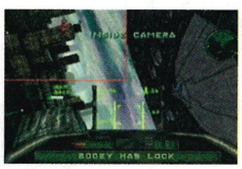


Seems as though the programmers were wearing their "Let's Make a Good Game Shit" helmets for this version though. And believe us, those helmets work.

£Independence Day ☆

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.





£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.

£Judge Dredd ☆☆

Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.





£Kileak The Blood ☆☆

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.





£Krazy Ivan ☆☆

Enormous robots shooting each other. In Russia. It's not a bad old game considering its age.





£Lethal Enforcers ☆

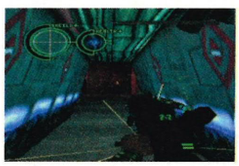
If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are



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!

£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.

£Loaded ☆☆☆

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, repetitivenes.

£Lone Soldier ☆

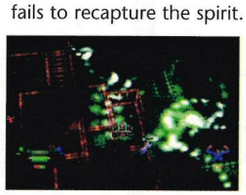
That old arcade classic, Commando is given a 3D treatment. That sounds quite good does it not?



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 ☆☆☆

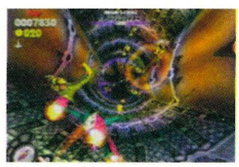
A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech



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 ☆☆☆

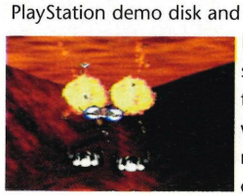
A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate



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 ☆☆

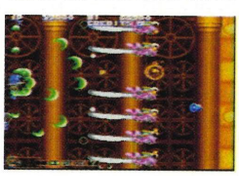
Yawn. Another case of great graphics let down by getting really boring really quickly. The lucky thing is,



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 ☆☆

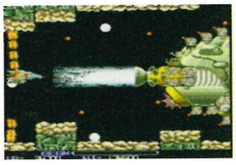
Your supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and



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 ☆

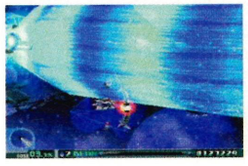
Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing



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.

R-Type Delta ☆☆☆

A shoot-em-up that's more old skool than a hanger full of Rubicks cubes. Blasting action taken into the 90s





£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 ☆☆

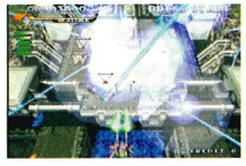
Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects



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 ☆☆☆

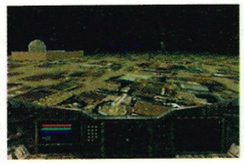
Great-looking blaster with loads of intelligent action. Gear up your brain and this is for you.



£Shellshock ☆☆

3D tank thang where combat strategy comes into play. Worthy but dull. And dark. And did we mention dull?





£Shockwave Assault ☆

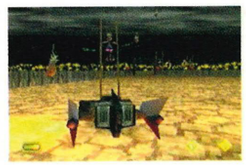
Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't



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 ☆☆☆

These Strike games all share the same exellent quality of gameplay as they do everything else. Once

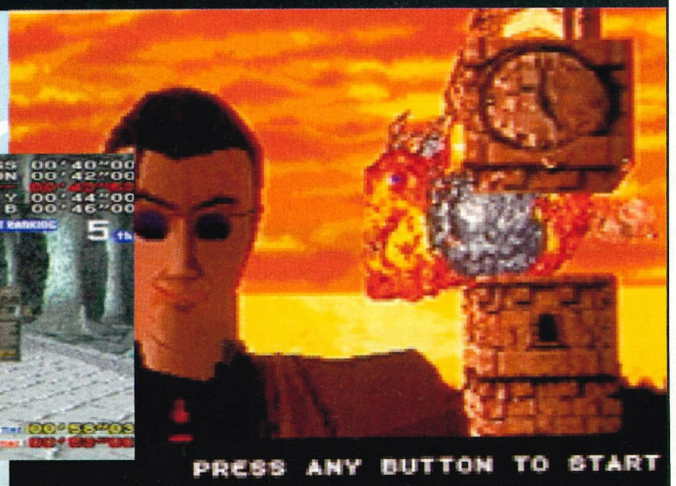


you own one you've got a fair idea of all the others. Nuclear Strike is the better version, but this one shares all of Nuke's good points.

£Time Crisis ☆☆☆☆

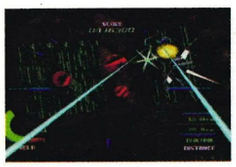
A fine example of how a lightgun game should be produced. A must-have for all shooter fans.





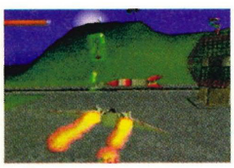
£ Starblade Alpha ☆

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.



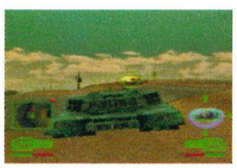
£ Steel Harbinger ☆

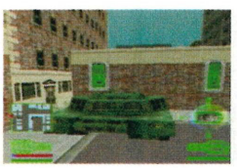
See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



£ Steel Reign ☆

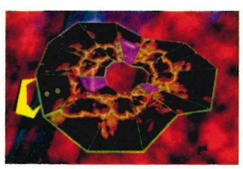
Painful, that. Worse than hailstones we should imagine. So indeed is the game itself.





£ 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. So it's 'bye-bye B1' and 'hello more interesting pastime'.



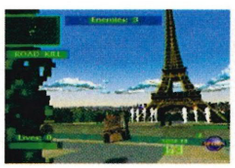
£ Twisted Metal ☆☆

The original PlayStation road rage game was a jerky disappointment, despite its cool 'kill 'em all' attitude. Featuring psychotic ice cream vans and hellbent taxis, it's been surpassed by games all smoother and generally more alluring. So we move along now to...



£ Twisted Metal 2 ☆☆☆

A superior sequel 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 Bournemouth bed 'n' 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.

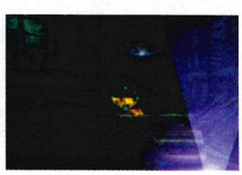




£ Viper ☆☆

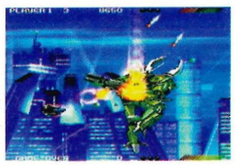
Good-looking shoot'em-up that offers nothing original in terms of gameplay.





£ 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.

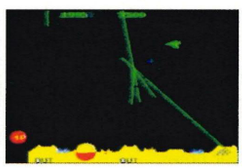


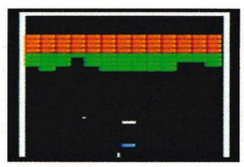


miscellaneous

£ Atari Arcade's Greatest Hits ☆

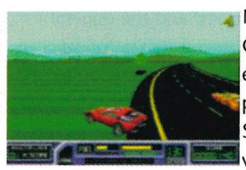
A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.





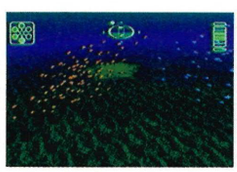
£ Atari's Greatest Hits 2 ☆☆

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 truly awful game that has no place anywhere.



£ Ball Blazer Champions ☆

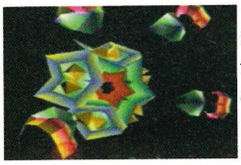
Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.





£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 poundstore 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 ☆☆☆

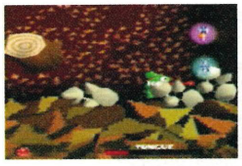
Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.

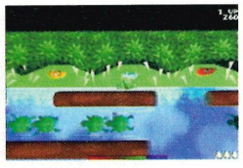




£Frogger ☆☆

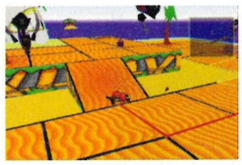
Dodge traffic with everybody's favourite slimy amphibian in this 3D remake of the classic.

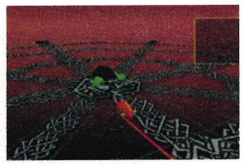




£Live Wire ☆☆

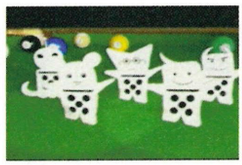
Another old game gets rehashed. Gameplay's repetitive but the handbag house soundtracks lifts it a bit.





£Mr Domino ☆☆

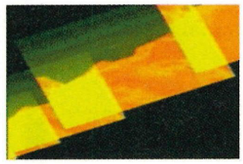
Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.





£Music ☆☆☆

Not a game but a music making tool. 1000s of samples to patch together and great fun too.

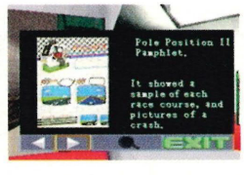




£Namco Museum Vol 1 ☆

Old games that look crap. And play alright. For a while. And then get drab. Understand?

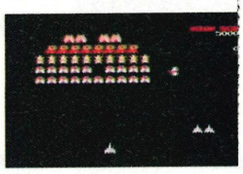




£Namco Museum Vol 2 ☆☆

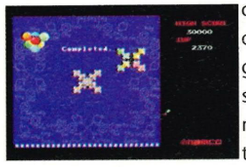
For Christ's sake! Stop dredging up the deceased. Let them die in peace. Again, a better volume two.





£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? I mean, if people wanted to play tired old games, they'd make an effort and buy a Spectrum from the charity shop. For a fiver. And that includes games. Waste of money?



£Overboard ☆

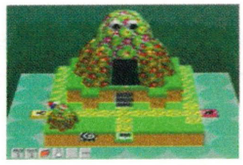
Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.





£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 proves 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.

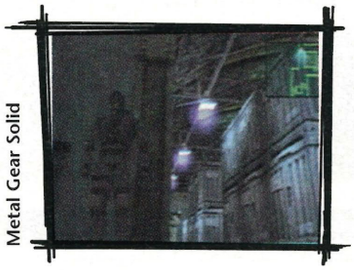


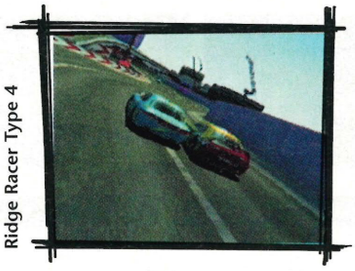
dealer

PRO reader top10

Once again, you've graciously gotten off your arses and voted for the greatest games ever to caress the PlayStation. And it's clearly obvious that you lot change your minds more often than you change your crusty undies...erm, here we go then:

1. Metal Gear Solid
2. Gran Turismo
3. Tomb Raider 3
4. FIFA '99
5. Resident Evil 2
6. Tekken 3
7. Grand Theft Auto
8. FIFA '99
9. Colin McRae Rally
10. UEFA Champions League


Metal Gear Solid


Ridge Racer Type 4


Gran Turismo

But it's not all good shit, you know. Here's the bad, beige sloppy shit that's hitting the bins up and down the country...ooh, sorry, were you eating?

1. Spice World
2. Crow: City Of Angels
3. Bust-A-Move 2/3/4
4. Jersey Devil
5. Myst

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.....

.....

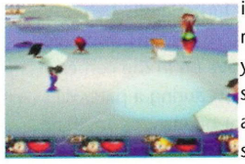
.....

Game you'd like to win.....

Send your entry to: PRO VOTES, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4EY or e-mail me at chicken@idg.co.uk

£ 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.



£ Poy Poy 2 ☆☆

You'll need a multi-tap to fully appreciate this quirky pain game, not for loners, but a multi-player miracle





£ 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 ☆

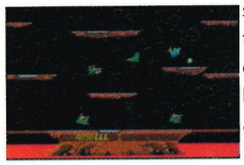
You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.





£ Williams Arcade Hits ☆

They were arcade hits but now they're something that rhymes with it. This ridiculous excuse for a collection



should be dealt a swift blow to the back of the head and dumped in a waste truck to be cremated and saved in an urn on the mantlepiece. Don't chuffin get it!

Rampage 2 ☆☆

A new spin on an ancient coin-op. After a few minutes it becomes clear that it's soooo repetative. Despite a



few chuckles, its the same old tired engine, offering absolutely nothing new. You've seen it all before, don't bother buying it again.

£ Riot ☆

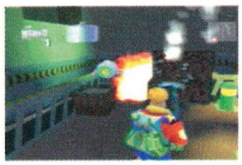
Futuristic game in crap game shock horror. It's not a new story is it, and this game does nothing to



change the age old story. It has no redeaming features and an overall drabness that will make old-time gamers hark to 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



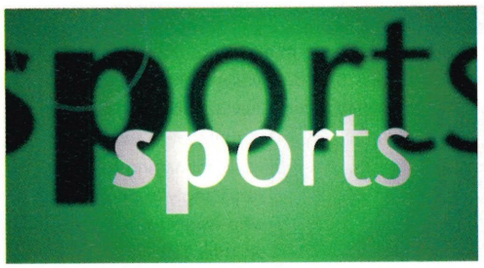
pinball simulations and then see how it feels. There is only one decent pinball game and that's Tilt. This one is just as bad as the rest.

£ 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

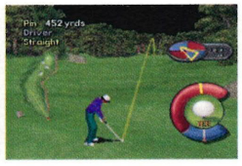


so make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there And pass me the sick bag.

£ 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 Ice Hockey 2 ☆☆☆☆

Not as slick as NHL '99 but worth getting if you can get it cheaper than EA's effort. OK for a puck around.





£ 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.

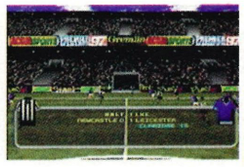




£ Actua Soccer: Club Edition ☆

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.

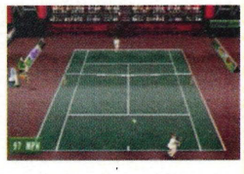




£ Actua Tennis ☆☆

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.





£ Adidas Power Soccer ☆

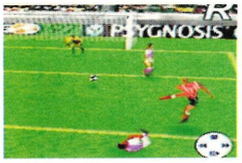
Another big licence that pumps to much money into getting a household name and not enough investment



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.

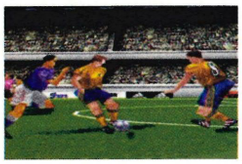
£Adidas Power Soccer '97 ☆☆

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.




£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 a herpes-ridden ex-girlfriend.



£All Star Soccer ☆

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



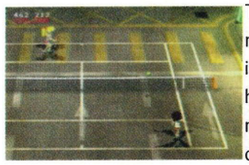

£All Star Tennis ☆

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.




£Anna Kournikova's S.C. Tennis ☆☆☆☆

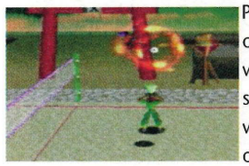
The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse.



The game gives a whole new take on ball-play, and its addictive playability will have you coming back for more. Check out the tennis death match option.

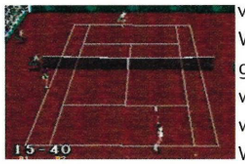
£Beach Volley Heroes ☆☆

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.




£Cool Boarders 2 ☆☆☆

Improvement on the original offering more tracks, stunts and more adrenalin fuelled gameplay.




£Cool Boarders 3 ☆☆☆

The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.




£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.



£Dead Ball Zone ☆☆☆

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.




£FIFA 99 ☆☆☆☆

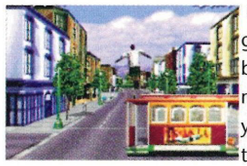


Quality football game, possibly the best there is. An essential purchase for all. Away the lads.



£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.



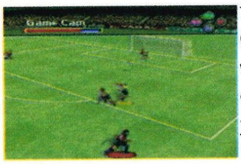
£Everybody's Golf ☆☆☆☆

Wonderfully playable golf game that ditches crappy photorealism for playability. We love it.




£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.

£FIFA '97 ☆☆☆

Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.





£FIFA RTWC '98 ☆☆☆

Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world.





£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.

£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.





£ISS Pro '98 ☆☆☆

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.





£Int. Track & Field platinum ☆☆☆☆

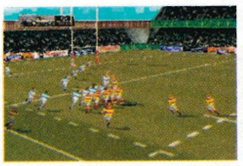
The is still far and away one of the most playable and addictive games you can play. The controls are a

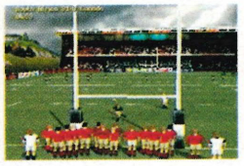


doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knackering as the real thing. Almost.

£Jonah Lomu Rugby ☆☆☆

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.





£Kick Off '97 ☆

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.





£Kick Off World ☆

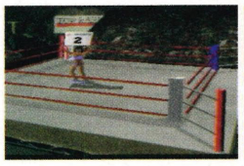
Playable enough but overtaken and overshadowed by so many other football titles.





£Knockout Kings '99 ☆☆☆

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box you ears son.





£Libero Grande ☆☆

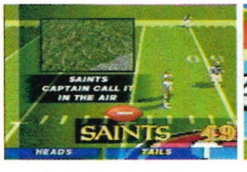
You only control one player while the action happens around you. Not as bad as it sounds - quite playable.





£Madden NFL '97 ☆☆

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.

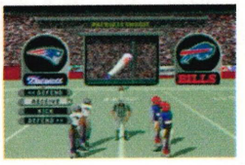




£Madden NFL '98 ☆☆☆

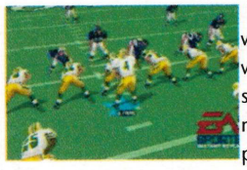
Vastly improved graphics. Largely similar gameplay.





£Madden '99 ☆☆☆

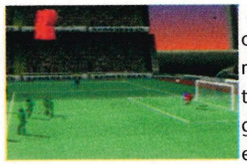
Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all



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 winter sport games available - such a shame you have to be looking.

£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 haven't. Mopre of a Torquay United than a Manchester United, if you get the drift.

£Namco Smash Court Tennis ☆☆☆☆

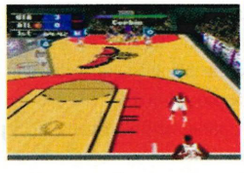
The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.





£NBA Fastbreak '98 ☆☆

With so many bazzyball games clamouring for our dough, it takes a doozer to score. This ain't it.

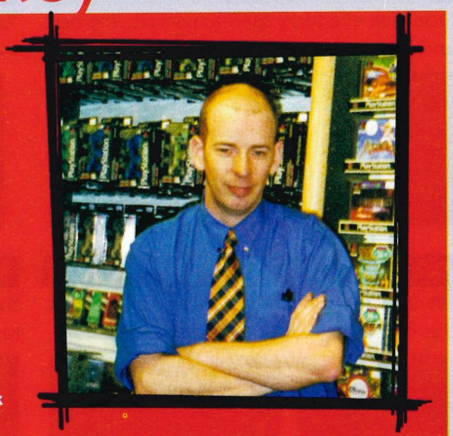




Shoptalk

Lurking near the erotic CDs with a telephoto lens.

CounterMonkey



Name: Chris Craft. Reason for living: I work here. See the tie?

Pro: Very nice, I smell some selling going on, what is that delicious aroma?

It's GTA London, It's selling like hot cakes. FIFA '99 and UEFA Champions League sell out as soon as they're on the rack. Civilization 2 is not doing too bad either.

Pro: What's your PlayStation version of a Cow-Pat burger with botulism?

Ridge Racer 4 was doing well, but something went wrong. People just stopped buying it. We sell a few every now and then - so I don't think it's fatal.

Pro: What's the weirdest item you have been asked for?

A woman came in the other day.

Pro: That's not unusual, there's a foxy chick over there - PHWOAR!

She wanted to buy a Light Sabre.

Pro: Moving on, what's your best selling peripheral?

G-Con guns, Mad Catz Steering wheels and a few Multi-Taps - the usual really.

Pro: And the worst?

Have you seen that glove thing? What the hell's it for? This kid came in and bought one. He had a few notes and a huge stack of change - 50s, tens, real shrapnel. He had saved up for months to get the 50 quid for it - poor sod, what was he thinking?

Pro: That's a question you will have to answer for yourself. Who's the hoofiest freak that's come into the store, what did they want and should their be laws to save them from themselves?

A guy came in and spent £300, which he said was saved for a two week holiday. He bought every Star Trek Video we have and said that that he would have enough to keep him occupied. Another guy spent a similar amount on those Role-Playing trading cards. If that's how he wants to spend his holiday - fine.

Pro: Did that scare you? It sounds pretty horrific, they were quite obviously disturbed.

It was, but luckily we are trained for all situations.

Pro: Who's the most famous person you've had in here?

Curly Watts from Corrie comes in quite a bit. Kevin Kennedy, that's him. Nice guy. I've got a few interesting stories about him as it happens. Top bloke though, nothing saucy.

Pro: Christ, We're off.

ThePuntas



Name: Andy

Pro: Just Andy?

Yes, like Cher or Madonna.

Pro: Or Vanessa?

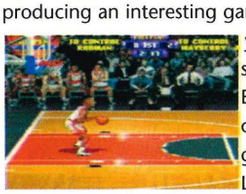
Occupation: Software system tester.

Pro: What are you holding there, don't be shy.

GTA London, I've played the original and fancy a bit of the swinging London vibe.

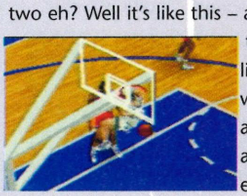
NBA Hangtime ☆☆

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.



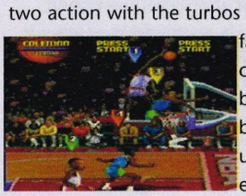
NBA In The Zone 2 ☆☆☆

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 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.



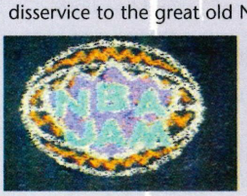
NBA In The Zone ☆☆

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.



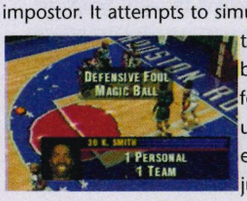
NBA Jam Extreme ☆☆

Playable enough in an uninspired way, but does a disservice to the great old NBA Jam franchise.



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.



Name: Kate

Occupation: Assistant location manager

Pro: What are you hiding there, you cheeky little minx.

Big Race U.S.A Pinball, it looks alright.

Pro: Quick, put it away before someone sees you.

Is it bad then?

Pro: You have one table to play on.

That sounds shit.

Pro: It is. Hmmmn - go on, swear again! What's the best ever game you've controlled with your thumbs.

Road Rash on the Mega Drive, it was great because it gives instant gratification.

Pro: Mnnnn. What's the biggest piece of Hurley that you've ever fgdsf..

What did you say?

Sorry, my mouth is getting a bit thick. What's the worst game you have played. And can you say gratification again?

What's the one with little tanks? Command & Conquer - it's a boys game isn't it? All that testosterone - it's bullshit!

Pro: And?

It gives me little Grat-I-Fi-Cation.

Pro: Thanks. What game brings you out in hot flushes, makes you scream out in joy and takes up all your waking thoughts?

Well, Devil Dice is driving me crazy. It's really, really good.

Pro: One last thing. Say gratification again, as if you really mean it.

Grrratificaaation?

Pro: That'll do.

Pro: Well anyway, you do. George, George, George of the jun-GAL!

Pro: Yeah, It's shagtastic.

Was that a crap Austin Powers impersonation?

Pro: Yep, what's the best game you've ever avoided going to the toilet for.

What?

Pro: A game that you play, even though you really need to visit the little room. Maybe to the point of soiling your grits?

WipeOut 2097 is great, but I'd never piss myself for it. It's the best 'cause you only have to press X to get it to move.

Pro: What game would you like to urinate on, and possibly give one of those nasty diseases that cats get in their shite?

Swing. It's really bad - and I like puzzle games.

Pro: Enough said. What do you see when you close your eyes at night and the demons come?

A blue cricket ball, that way I can control my dreams.

Pro: Now you're getting scary! What's the best condition to play your fav game.

After I've left it all behind.

Pro: Thank you Mr Philosopher. NEXT!

£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.

£NHL '97 ☆☆

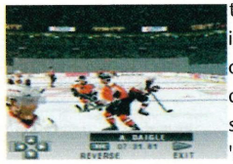
The NHL series stand out as the best ice hockey games. This early version looks old now though.





£NHL '98 ☆☆☆

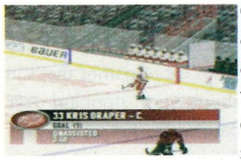
And with this game the sport known as Ice Hockey was brought to the PlayStation. And it most satisfactory



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 ☆☆☆☆

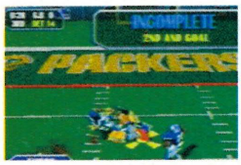
Easily one of the most perfect sports games released on the PlayStation. Just about everything you could



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 ☆☆☆

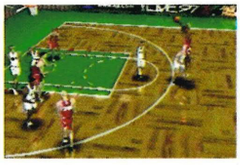
The rules have been abolished and Blitz is out and out violence. Fantastic stuff all round.





£NBA Live '97 ☆☆☆

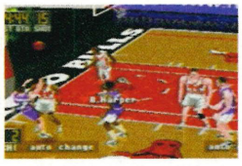
Improved and updated with all the league players and a greater feeling of control. Really good effort.

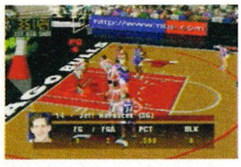




£NBA Pro '98 ☆

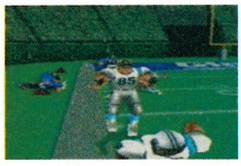
A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.





£NFL Xtreme ☆☆

Similar to Blitz but not quite as fun. The rules are still missing but so is some of the gameplay.





£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.

£NFL Gameday ☆☆

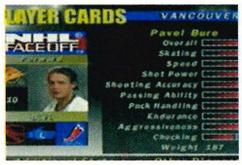
It's up there with the earlier Madden Football games but only manages to offer a slightly different



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.

£NHL Faceoff ☆☆☆

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.





dealer

£ NHL Faceoff '97 ☆

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



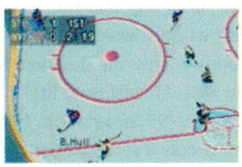

£ NHL Faceoff '98 ☆☆

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.



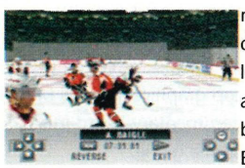
£ NHL Powerplay Hockey ☆☆

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.



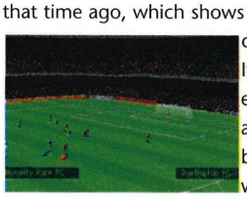
£ Olympic Soccer ☆☆

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.



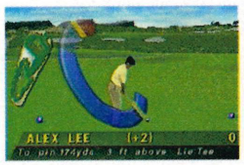
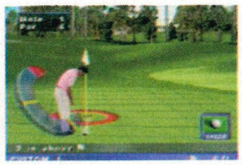
£ Open Ice ☆

Comparatively poor attempt at capturing the speed and brutality of the sport.



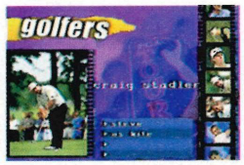

£ PGA Tour '96 ☆☆

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.

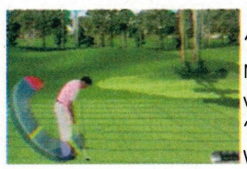
£ PGA Tour '97 platinum ☆☆

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.

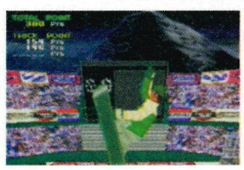
£ PGA Tour Golf '98 ☆☆☆

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.



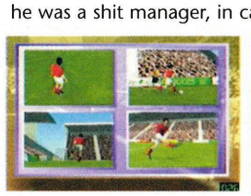
£ Phat Air Snowboarding ☆

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.



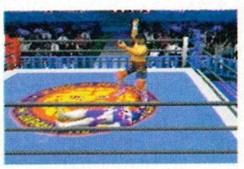

£ Pool Shark ☆☆

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.




£ Premier Manager '98 ☆☆

Plenty of stats but not much excitement in this just-above par management game.



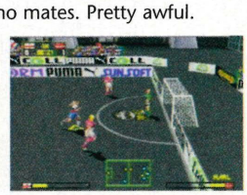

£ Premier Manager '99 ☆☆☆

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.



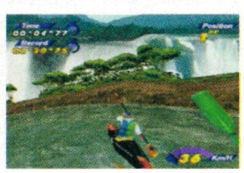
£ Puma Street Soccer ☆

From the chaps who make pumps. Four-a-side "action" for rich kids with no mates. Pretty awful.

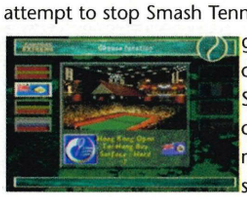
£ Rushdown ☆

Three extreme sports in one great package, a marketing man might have said. He'd have lied...

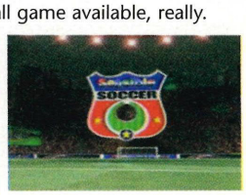
£ Sampras Ext. Tennis ☆☆

That'll 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.

shouts

Hello readers. I have suckled on the sweet Nintendo breast and boy did it taste good. Help me friends. Send me bottled urine to punish me for my mistake. I will send you my PlayStation mags in return. Christopher Nicholls, 9 The Drive, Barnet, Herts., EN5 4JG. Tel. 0181 441 5343.

I would like to swap Davis Cup (tennis) for either Theme Park or Bust A Move 2 or 3 (this guy knows his games). I will also swap Die Hard Trilogy or Formula One for these games. Thank you. Richey Bailey, 11 Hurworth Road, Beechwood, Middlesborough, Teeside.

I am the best games player there has ever been and I'm willing to prove it. Read my guides and not only will you be able to finish the games, you will gain eternal youth and be very popular with your friends (which is more than you are, we suspect). Broken Sword 1+2, Metal Gear Solid, Tomb Raider 2 guides at £2 each. Plus the best ever guide for FFVII at £3 (or you could go the safe route and avoid this dodgy geezer by buying back issues of PlayStation Pro). Hamish McCaw, 44 Earlswells Road, Cults, Aberdeen, Scotland.

Just read your piece on Syphon Filter. I got the game last week and it pisses on Metal Gear. Glad I didn't bother to wait 'till Autumn for it to come out over here. Can't get enough of that 'bullet in the brain' stuff. (thanks for the er, comment. You scary bastard) Jazzy Wif (aha, as I thought), 93 Silver Court Gardens, Brownhills, West Midlands, WS8 6EX.

I would just like to say "Good Luck in your exams this term" to all pupils in 6M and 6P at Kings Hall, Taunton. And also, hello to all the lovely girls there too (you'll be the cock of the school for that). Dean Piper, 4 Mantles Street, Wellington, Somerset.

This is a message for Richard Moorhouse. If you get off on dissin' your mates so badly it would suggest that you have serious problems of your own. There's a wide range of deodorants on the market, I'm sure you can find one that will reduce that stench of dead fish. As for being a twat, well that's something only you can deal with. Dr. Avacado Munch.

Tracy, I love you loads. Thanks for the PlayStation, you look better than Lara Croft. Lot's of love, your husband, THE HAK. P.S. This is a great mag (we love your wife too). Nigel Hackett, 59 Croft Avenue, Hakin, Milford Haven, Pembrokeshire, SA73 3HF.

I would like to get hold of Smash Court Tennis as I have searched high and low for it over the past two years with no luck. [They deleted it mate, but you've come to the right place]. I will pay cash or swap for one of 32 games. Phone Phil Sexton on 0403 827 055.

LADIES! Are you a PlayStation widow? Does your boyfriend's obsession with games leave you bored shitless and without a shag for weeks on end? Well, here's your chance to win him back! Simply send in a picture of yourself in your most alluring attire, with a short message to your loved one, and we'll do our best to attract his attention before your bits heal up. Address to: Reader's Wives, c/o the usual address.

Kevin Gater - when are you going to get your ass in gear and visit? From the Manic Marauder.

PlayStation games for sale. Disruptor, Gex 3D, Nuclear Strike, Syndicate Wars - £15 each (are you havin' a larf?) Cool Boarders 2, Deathtrap Dungeon, Heart Of Darkness, Premier Manager '98, Vigilante 8, Wargames - £20 each. Phone Kevin Newton (01366 384217) after 7pm.

Wanted: cheats for editing player names on Lomu Rugby and Brian Lara Cricket, as some players have retired since release of the cricket game and most players in the rugby game are obselete as names taken from the 1995 World Cup. A. Kay, 3 Kensington Road, Formby, Merseyside L37 6EL.

Can anyone beat my top score at Brian Lara's Cricket? Playing as England versus the Windies, on village level - 1110 all out, with Stewart getting 320 and Ramprakash getting 263, with a partnership of 480 between Stewart and Hussain. *[You'll be wanting to prove it in The Gauntlet then...]* David Holgam, Dumfries *[that cricketing hub].*

As purple baboons swam in their dishwashers the Maoris could see that slowly the football flaoted down the stream towards the heavenly Miss Bea. In other words, it is better to ask some of the questions than to know all the answers. Ian Harrison Jnr *[in which Jnr is an abbreviation of wanker...]*, Airdrie, Lanarkshire.

I am looking for a girl aged 17-21 who owns a PlayStation and is good looking. Send a photo or letter plus photo and I will show you how good I am. Must have nice legs and tits. Limahl Fritz (top name, mate), 30 Woodland Ave, Barton Seagrave, Kettering, Northants, NN15 6QP. *[Now it would be wrong of us to suggest you use the following information for purposes of calling in the small hours of the morning and slagging him off, but...]* Tel 01536 722065.

Let it be known from hereone that Matthew Brand of Kaynsham plays Metal Gear just so he can hide in a box and watch that bloke in the urinal!

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).....

Are you old? How old ,exactly?.....

How many games do you own? ..... How many imports?.....

£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



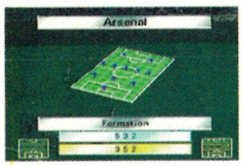
£Snow Racer '98 ☆☆☆

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.




£Soccer '97 ☆☆☆

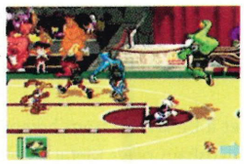
Updated version of Olympic Soccer with league teams. Looks good and plays well.





£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.




£Street Skater ☆☆

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for Cool Boarders 3, and it looks worse than Chris Evans in drag, but the easy to grip gameplay is near perfect for some post piss-up entertainment



£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.



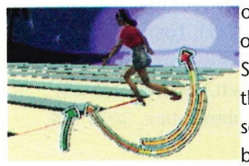
£Tennis Arena ☆☆

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.



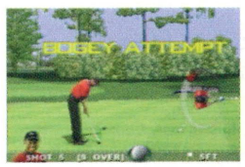
£Three Lions ☆☆

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.





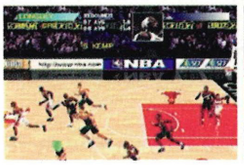
£Total NBA '96 ☆☆

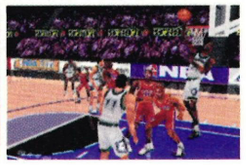
A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of 'worth a bargain buy" really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.



£Total NBA '97 ☆☆☆

What? WHAT? Go away. Read the next one. It's identical. Honest!





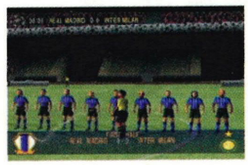
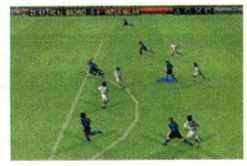
£Total NBA '98 ☆☆☆

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.



£UEFA Champions League ☆☆☆☆

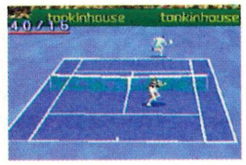
A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved

£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.



£VMX Racing ☆

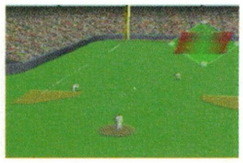
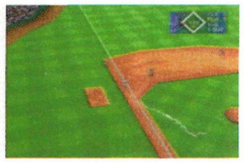
Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.





£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.



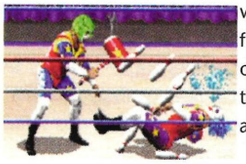

£WWF In Your House ☆

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 fiddly controls. Not the best of the wrestling games. But there all a bit shit really, aren't they?

£World Cup '98 ☆☆☆

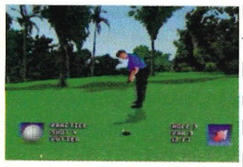
The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving



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 popullar golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour.



In fact, 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

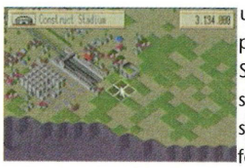


professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.



£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. Nice.

£Allied General ☆

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.




£Bedlam ☆

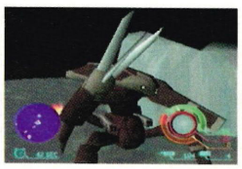
Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate



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.



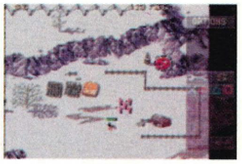

£C&C platinum ☆☆☆

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.



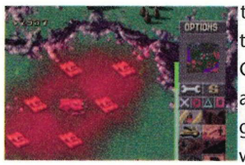

£C&C: Red Alert ☆☆☆☆

The second installment of C&C is a huge improvement with more action and strategy than ever before

£C&C Retaliation ☆☆☆

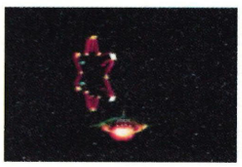
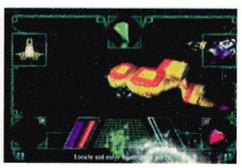
Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult



to play and you will need to be a hardened Command & Conqueror already to prevent you getting mightily hacked off with the thing.

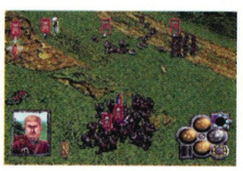
£Darklight Conflict ☆

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.

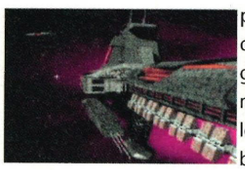
£Dark Omen ☆☆

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,



Steal 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 wide boy.

£KKND Krossfire ☆☆

Despite the obvious C&C look this isn't really too much of strategy affair. It's more of a ballsy future fight for survival, with the winner getting to bugger mutant mongrel marines with very large sticks indeed. Promising, but by no means perfect.



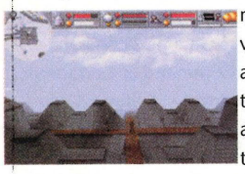
£Lemmings ☆☆☆

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. And very shit.



£Panzer General ☆

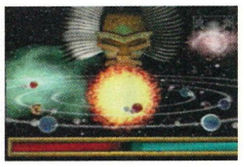
Take control of Ernst Rommel as he attempts to bltzkreig his way across western europe. The screams of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.



£Populous: The Beginning ☆☆☆

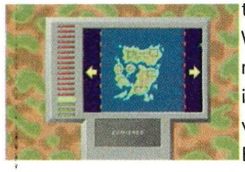
Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.





£Return Fire ☆

These strategy games that pride themselves on heavy 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? Best left to the blind.



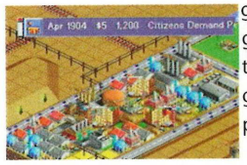
£Risk ☆☆

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. Get a life, and leave this alone.



£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 ☆☆☆☆

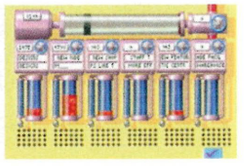
Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass weaponry and some cool mission, all done in a Bladerunner style. It's begining to look a bit old hat now, but is still a classic strategy title



£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.





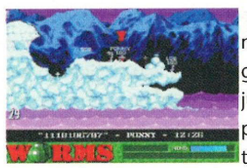
£Warzone 2100 ☆☆☆☆

The best looking and most detailed Real Time Strategy game there is. Accept no substitute, this is the best. This top quality, hi-res 3-D carnage is as far away from C&C as Richard and Judy is from hardcore Dutch porn. It's tough, it's addictive, it's brutal. Charge!



£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.



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next month

Issue 37 on sale July 8th 1999

G Police 2 – Alright copper! We'll review the FINISHED game next issue

Plus:
Resident Evil Nemesis
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Ape Escape
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Also:
We'll follow up all the big stuff from E3 and tell you where it's at. Oh and we'll get drunk lots too!

*Contents liable to change due to publishing deadlines and other stuff, such as the games not coming in, and what have you

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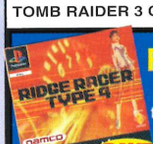
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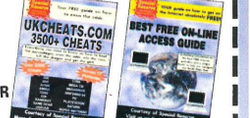
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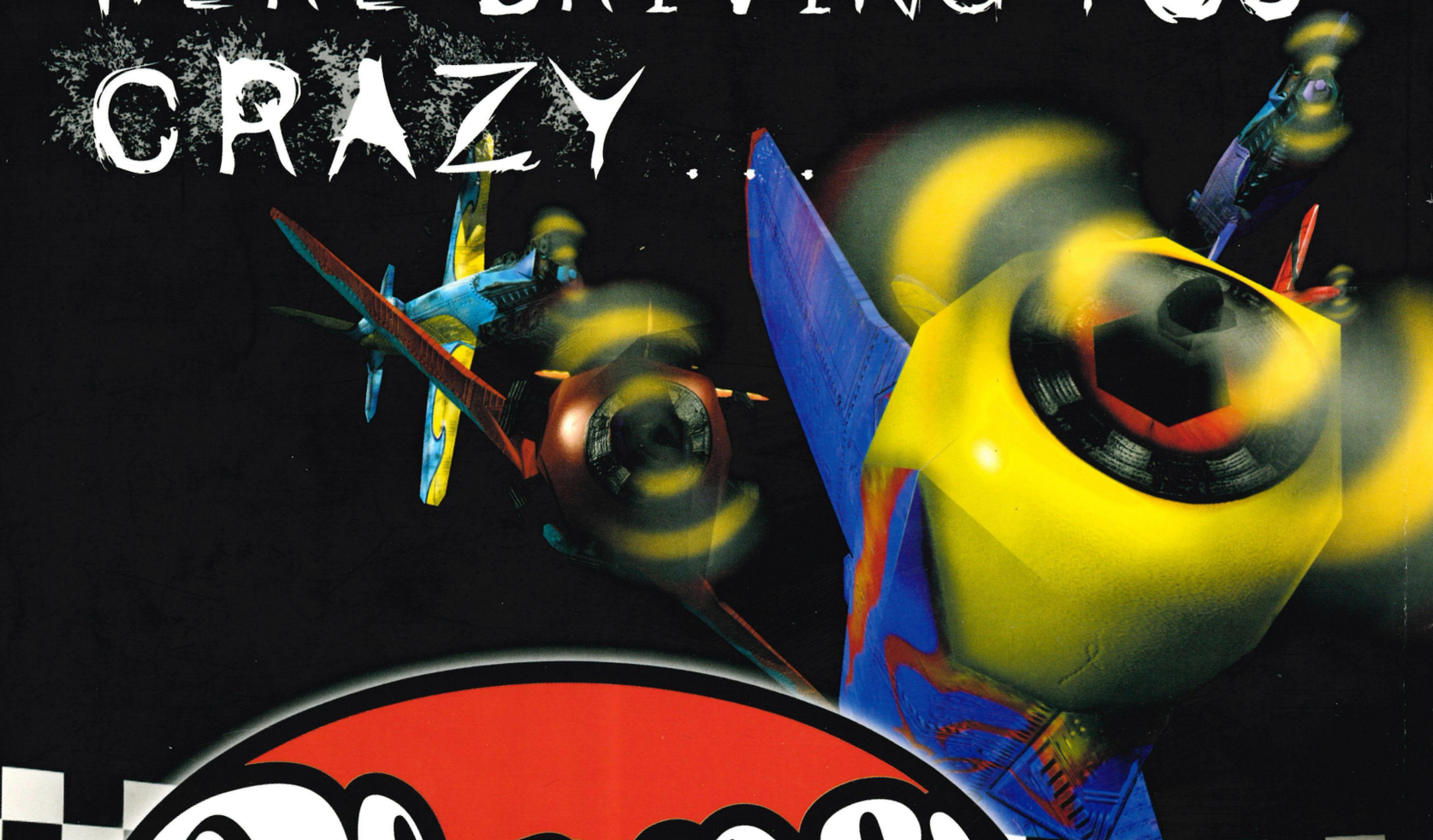
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Plane Crazy

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PlayStation

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