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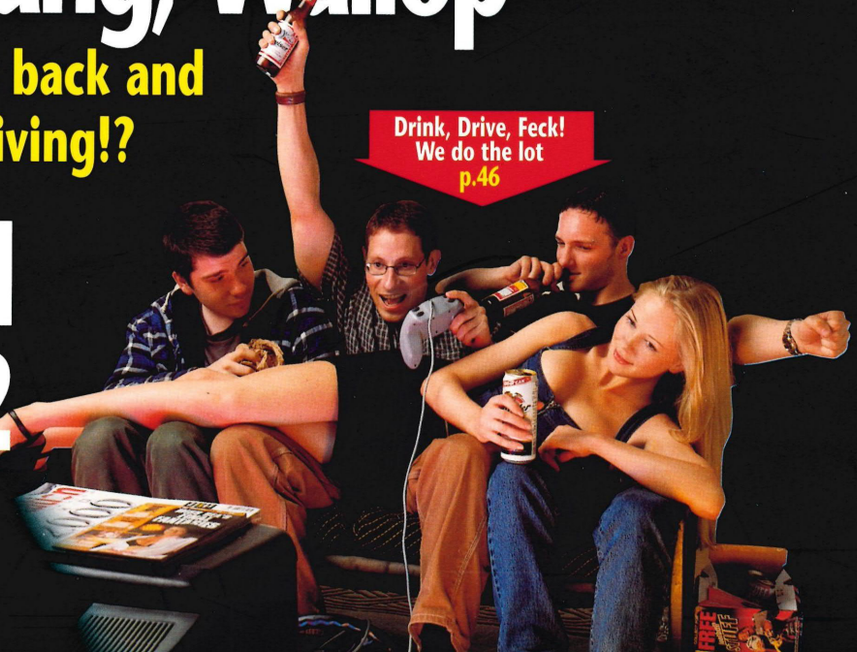
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Drink, Drive, Feck! We do the lot p.46



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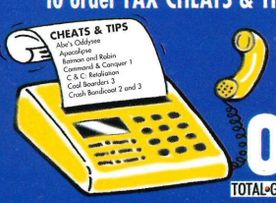
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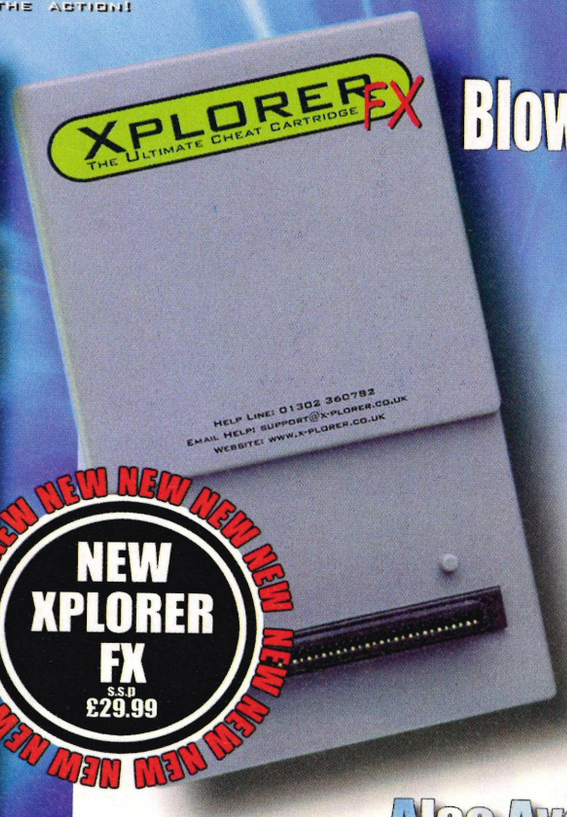
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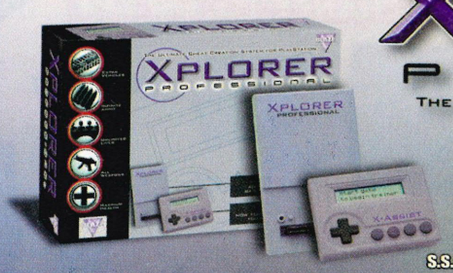
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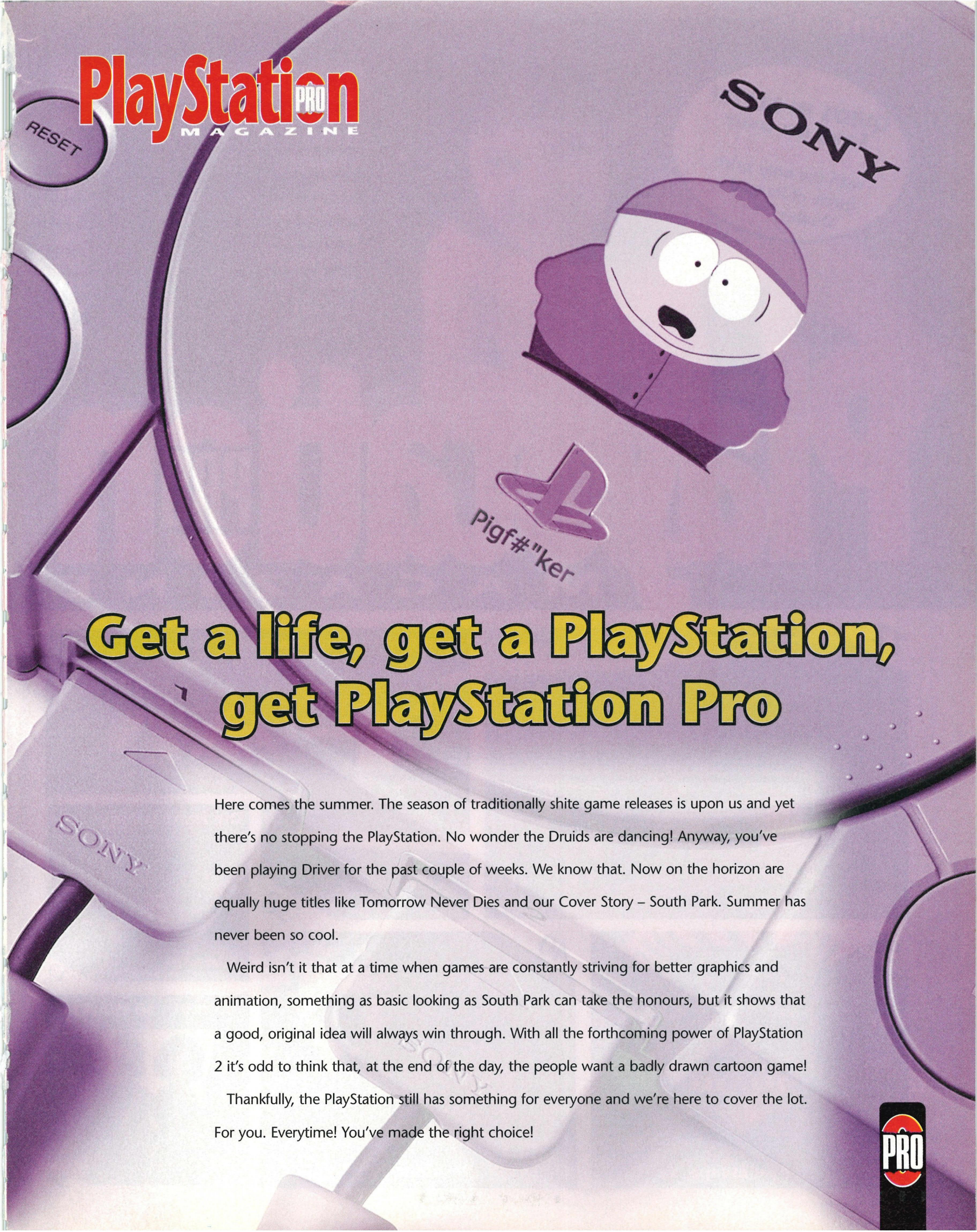
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PlayStation PRO MAGAZINE



Get a life, get a PlayStation, get PlayStation Pro

Here comes the summer. The season of traditionally shite game releases is upon us and yet there's no stopping the PlayStation. No wonder the Druids are dancing! Anyway, you've been playing Driver for the past couple of weeks. We know that. Now on the horizon are equally huge titles like Tomorrow Never Dies and our Cover Story – South Park. Summer has never been so cool.

Weird isn't it that at a time when games are constantly striving for better graphics and animation, something as basic looking as South Park can take the honours, but it shows that a good, original idea will always win through. With all the forthcoming power of PlayStation 2 it's odd to think that, at the end of the day, the people want a badly drawn cartoon game!

Thankfully, the PlayStation still has something for everyone and we're here to cover the lot. For you. Everytime! You've made the right choice!

PRO

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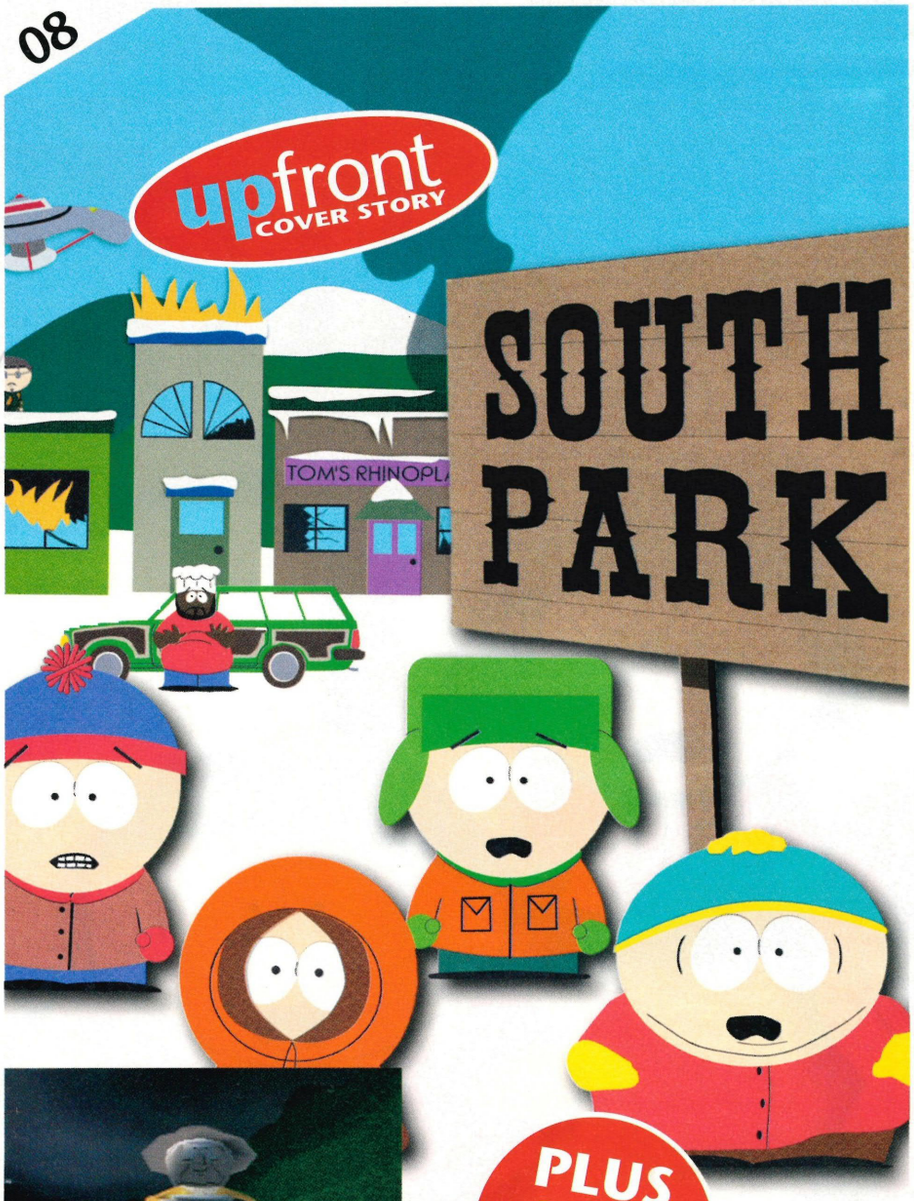


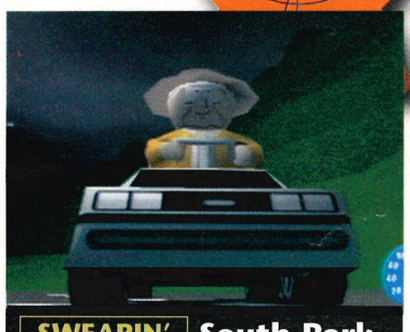
features

P46
Drink Driving
Sod beagles, mice and rabbits – when we want an experiment done, we do it ourselves. Observe the Pro Team as they get absolutely legless and try to manoeuvre their way around tricky turns and hairpin bends. It's a dirty job, but someone's gotta do it...

08

upfront COVER STORY





SWEARIN' South Park

PLUS SHOUTS Sell your Mother! p.141

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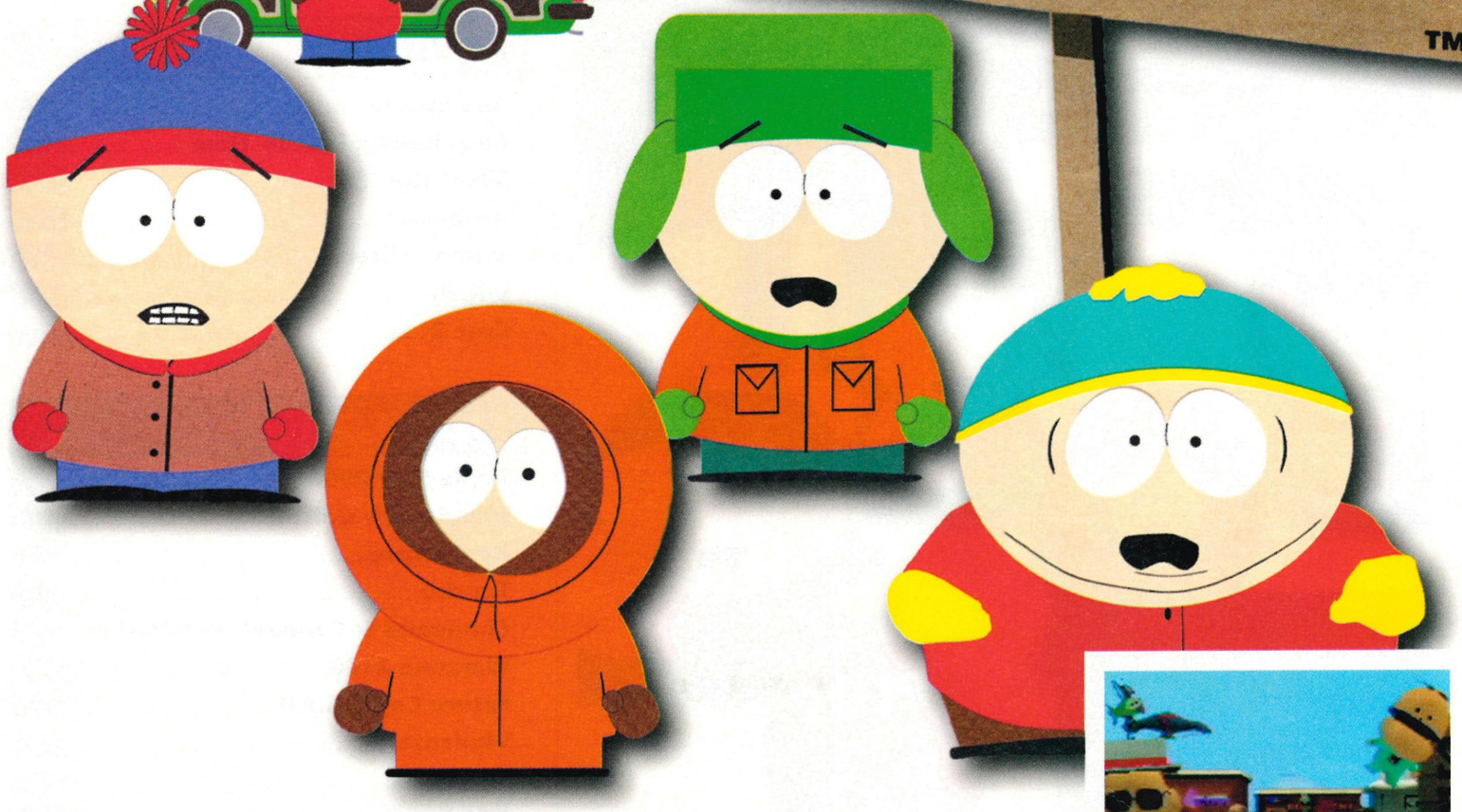
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South Park

upfront COVER STORY







Special



You've got the videos. You've got the toys. Now get the three games based on the foulest-mouthed kids in town (and that's probably saying something!)...

With more gratuitous merchandising than the Man Utd Megastore the day after the Champions League Final, South Park descended on us last Christmas and the UK went bonkers.

Every man and his dog has a 12" Plush version of Kenny somewhere and oh how we laughed at the talking turd on Sky One. Yes, South Park is for mature audiences only readers, so it was a bit of a shock when Acclaim signed the rights to make the videogame and then chose to release it on the Nintendo bloody toy first.

We've been waiting ever since with not even a glimpse of anything other than the N64 and PC versions. Would you believe there still aren't any screenshots of the PlayStation versions so you'll have to lump these N64 ones? What we do have though is the first exclusive information on not one, not two, but three South Park games arriving on the PlayStation (or so our source at Acclaim tells us!).

Oh my God! They've shot Kenny!

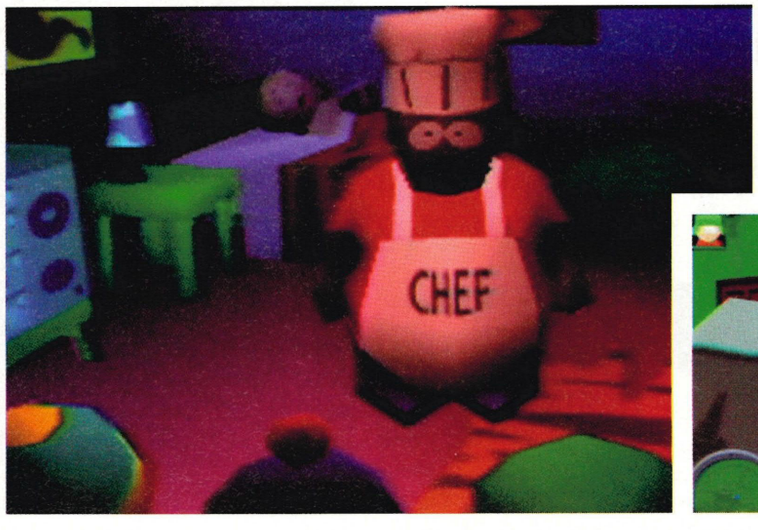
First of all let's deal with South Park: The Action Game which is the one already out on the other formats. The PlayStation version is being developed by Appaloosa Software over in Austin, Texas and is lined up for a US release in late summer. Electronic Boutique's Vice-President told Pro, "South Park has been one of our top-selling games since it's release this past December. With its success on the N64, we expect that the PlayStation version will also be incredibly popular." The figures seem to bear that sentiment out with the N64 version having shipped nearly a million units world-wide to date.

The game has been developed with input from the show's creators Matt Stone and Trey Parker and, in a similar fashion to the PC and N64, the main game will unfold into a five episode single player, first person perspective shoot'em-up.

Having received mixed reviews along the way, it'll be interesting to see how the PlayStation version bears up and whether the innate problems with earlier incarnations are fixed or we end up with a straight port.

Battle against the evil aliens in a desperate bid to avoid the anal probe





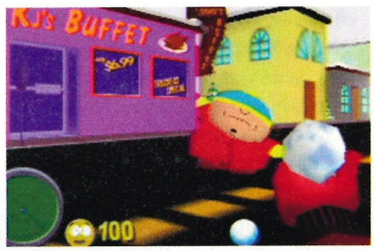
South Park never looked so good. Join the kids in their redneck backwater





Oh my God! They've shagged Kenny!

Many people's favourite South Park character would have to be Chef. The Colorado Love God played by Isaac Hayes has already had a hit single and album and now he's all set up to have his own game. Well, not so much one game as loads of games. Chef's Luv Shack will provide us with (and we quote) "dozens of incredibly fun mini-





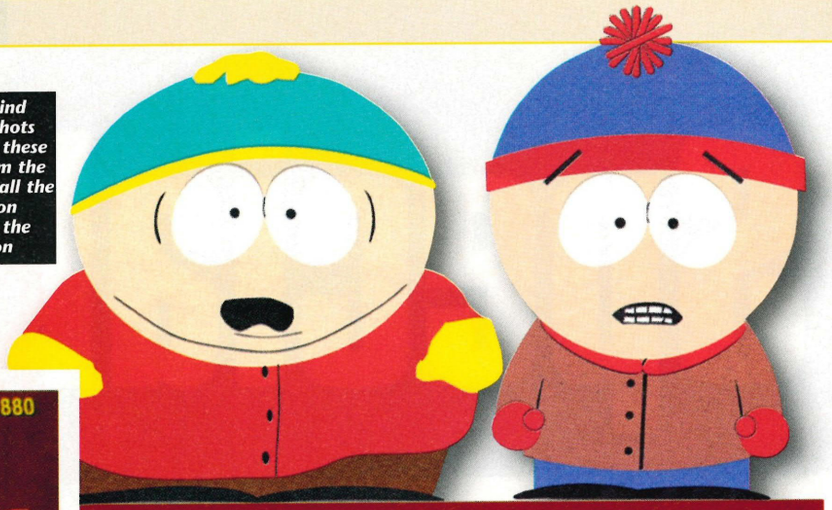
A rare look at Kenny when he isn't dead. You can even take control of him!





Bear in mind that the shots shown on these pages from the N64, but all the information relates to the PlayStation





games such as Spank the Monkey, Asses in Space and Huntin' & Killin' with Jimbo & Ned". Hmmm.

We'll be able to play as any of the South Park kids with up to four players competing in the hilarity when it arrives before Christmas.

The nature of Chef and his blatant innuendo means that this will very definitely be aimed at an adult audience though is the fact that it swears a lot! Yes, it's not very mature, but it sounds good to us! We're promised dozens of tracks and loads of different vehicles - Cartman, for example, will be on his police tricycle while Chef will be in his famous wagon.

'Chef's Luv Shack will include: Spank the Monkey, Asses in Space and Huntin' & Killin' with Jimbo and Ned'

although no official rating has yet been decided upon.

Oh my God! They've roadkilled Kenny!

Well it just had to be didn't it? It seems this year's trend is to take popular characters from something else and stick 'em in a Mario Kart, multi-player racing style game and South Park will be no exception when South Park Rally arrives.

Where this could score over the likes of Crash Team Racer and Chocobo Racer though is the fact that it swears a lot! Yes, it's not very mature, but it sounds good to us! We're promised dozens of tracks and loads of different vehicles - Cartman, for example, will be on his police tricycle while Chef will be in his famous wagon.

Again, pencil it in your diaries for a release sometime during the autumn, but realistically a little closer to Christmas might be nearer the mark. Iguana (of N64 Turok, South Park and NBA Jam fame) have been handed the task of developing it so their track record (no pun intended) should see it through to be a worthwhile effort.







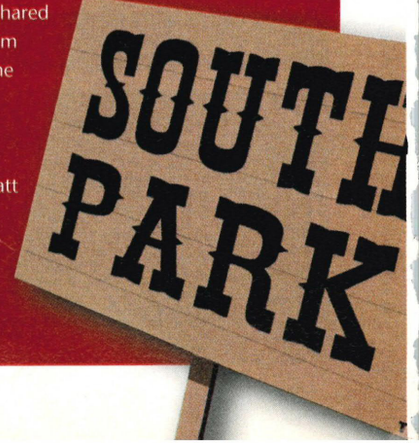
This is Your Life

Here are some bland facts that you can bore you friends with about the creators of South Park.



Matt Stone
Birthplace: Houston, TX
Occupations: Actor, Director, Writer
Family: Father: Gerald, aka Bud; retired economics professor. Mother: Sheila. Sister: Rachel, social worker
Awards: 1997: Los Angeles Film Critics Association Award: Best Animation, The Spirit of Christmas; shared award with Trey Parker; tied with Disney's Hercules 1997: Producers Guild of America: Nova Award for Television, South Park; shared award with Trey Parker
Education: University of Colorado, Boulder, CO; majored in Mathematics and Film; met Trey Parker as an undergraduate

Trey Parker
Birthplace: Colorado
Occupations: Actor, Director, Writer, Musician, Composer
Family: Father: Randy, geologist. Mother: Sharon, insurance representative. Sister: Shelley
Awards: 1997: CableACE Award: Animated Programming Special or Series, South Park; shared award with Matt Stone 1997: Los Angeles Film Critics Association Award: Best Animation, The Spirit of Christmas; shared award with Matt Stone; tied with Disney's Hercules 1997: Producers Guild of America: Nova Award for Television, South Park; shared award with Matt Stone
Education: University of Colorado, Boulder, CO; majoring in Film and Music, until he reportedly got kicked out for spending too much time making "Cannibal! The Musical"




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eyewitness

Die Hard

"How can the same shit happen to the same guy twice?"

A sequel to a trilogy? What the..? Well, the follow-up to the hugely popular (as in selling over two million copies) Die Hard Trilogy is pulling on a grubby vest, all ready for its autumn release. Fox Interactive has cunningly managed to avoid running out of ideas by ignoring the source films completely and making up a new set of scenarios.





This time John McClane has the bright idea to visit an old chum in Las Vegas. Doesn't this guy remember that wherever he goes, a legion of foreign accented terrorists and English actors stalk his every move? It's like he's stupid or something. Anyway, as with the movies, the story is pretty much the same, as is the action, which is split up into three (hence trilogy!) sections.

There's a first-person shooting bit where you can use a light gun, a third person legging around and killing bit where you can use a Dual Shock and a driving section where you can use (yep) a steering wheel. Fans of the original may well be scratching their collective heads while thinking "Oooh,

Pocket Party Pooper

BACK POCKET

Despite showing phenomenal success in Japan, it's now looking like Sony's pocket-sized peripheral won't be winging its way over here. Both Europe and the US had hoped the million selling handheld addition to the world's finest console would be well and truly with us before Christmas, but it seems that's no longer destined to happen after the discouraging absence of said gizmo at the recent E3 event in Los Angeles.

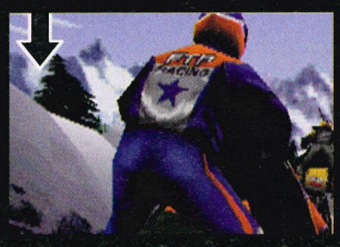
Sony's decision on Western PocketStation production is yet to be confirmed, but anyone holding out for the memory card/organiser/hand held game thing would be best advised not to hold their breath after one sneering Sony source suggested, "It may not get to the UK at all"

Pro says: ARSE



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...

Sled Storm *page 27*
Arctic off-roaders get in gear



Warpath Jurassic Park *page 16*
When dinosaurs ruled the Earth!



Crash Team Racer *page 37*
Gas, gear, bend, wallop! Crash goes karting

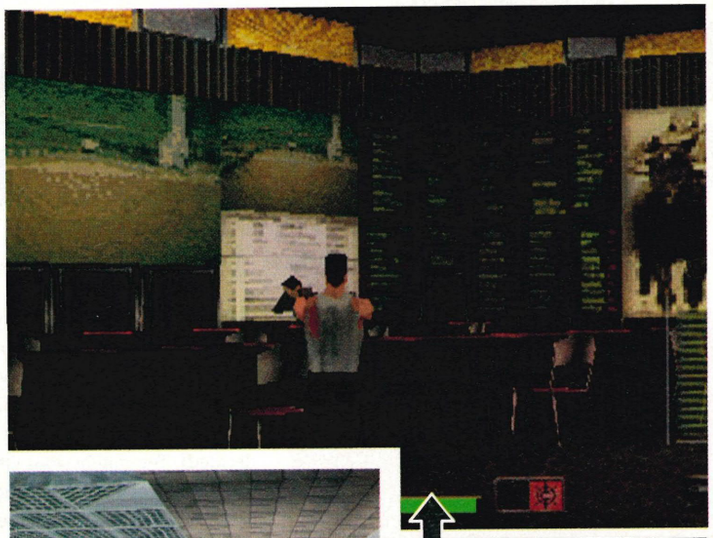


Fighting Force 2 *page 38*
Let's 'ave it! The romper stomper is back!

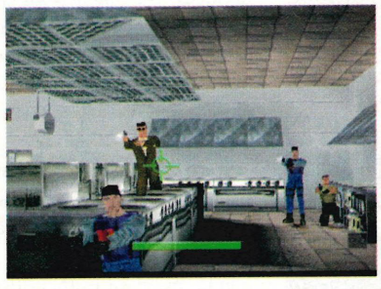


YIPPEE-KI-YAY!

Trilogy 2







Die Hard is beautifully recreated, down to the sweat on the vest!

that's original." Well this time it's going to look, sound and play better. So keep your sarcastic thoughts to yourselves. It's also set in Las Vegas, so there might be a cameo by Tom Jones and Sato son – the famous Japanese Elvis impersonater*, but we'll have to wait to find out. Released **October**

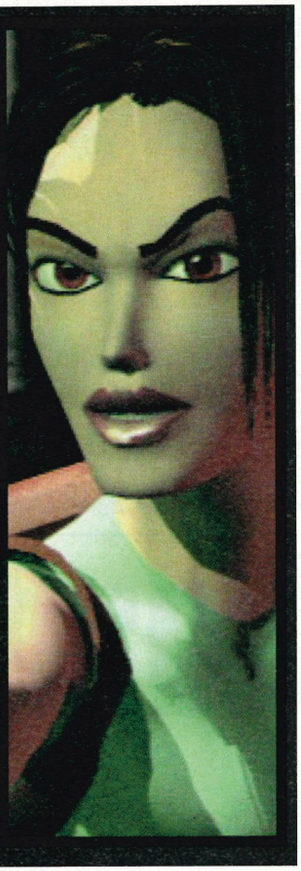
*(no there won't)

NICE PAIR

Lara Scores

Is your footy team struggling? Better get two big 'uns up front to increase your chance of scoring...





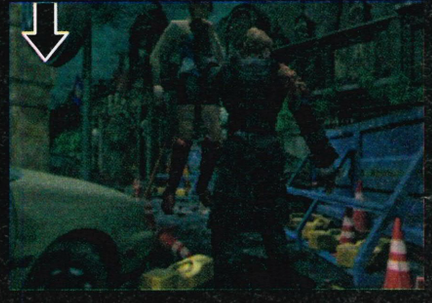
Britsoft giant Eidos have signed a three-year shirt sponsorship deal with Manchester City Football Club making the link between lifestyle past-times and videogames even more blurred.

Eidos chairman Ian Livingstone is a huge City fan (as is the editor of Pro actually, and he's looking forward to riding into Perk City next season) and sees City as a unique opportunity to promote his company.

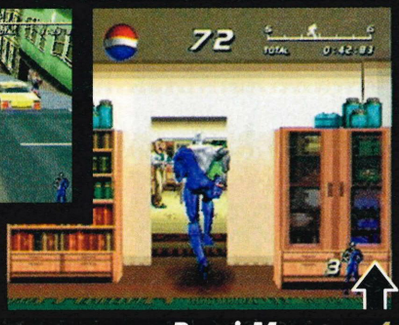
Everybody's favourite cyber-slag, Lara Croft, is set to make her first appearance at the club next month and will feature heavily on a new range of club merchandise that we'll be giving away over coming months. That's it really.

Resident Evil Nemesis *page* ***40***

"That'll never clear up if you don't stop scratching!"







Pepsi Man *page* ***44***

Fizzy, funny and totally insane. Caffeine'll kill ya!

Inside eyewitness

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Imports supplied by **WILD IMPORTS**

FLAMING KIDS

Spyro The Dragon 2

The return of the small, purple horny pyromaniac



A bit older, a bit taller and now capable of flying in every level, Spyro 2 is looking hot



The adventures of everybody's favourite pre-pubescent dragon will continue with the release of the imaginatively named Spyro 2 (a proper name's yet to be decided). The mischievous little tyke with a predilection for spitting fire and butting witches has done a fair bit of growing up in the passed few months and is ready to learn some new tricks.

Spyro 2 will give him the ability to swim, climb, carry objects, be taught new moves and fly/hover at any point in the action.

In his quest for truth, justice and nauseating cuteness, he'll be able to interact more with his environment and even smash through walls and moving objects.

Levels are to be split up into primary and secondary objectives, whereby you can complete a level just by scampering towards the primary goal, which will be far more involved, but not necessarily tougher then the secondary one.

This basically means that you can trot around and complete the game, but to get maximum brownie points you're going to have to pull your finger out and solve more puzzles, discover more hidden areas and rescue more confused inhabitants.

This method of gaming will allow players of any age to enjoy the purple one's adventures. Players who can't tell a game from a lump of navel putty will be happy to play the game in ignorance of the extra spangly bits, while those of us over the age of six will be able to discover all the sweetly scented extras.

It's all just a cool way of avoiding difficulty settings and appealing to the widest market possible, but who cares? – the first game was absolutely fantastic (if mainly for the kids) and the sequel will be so much better (hope, hope).

Released **Christmas**







Road Rash 2000

Polish up your helmet for another dose of sadistic cycle savagery

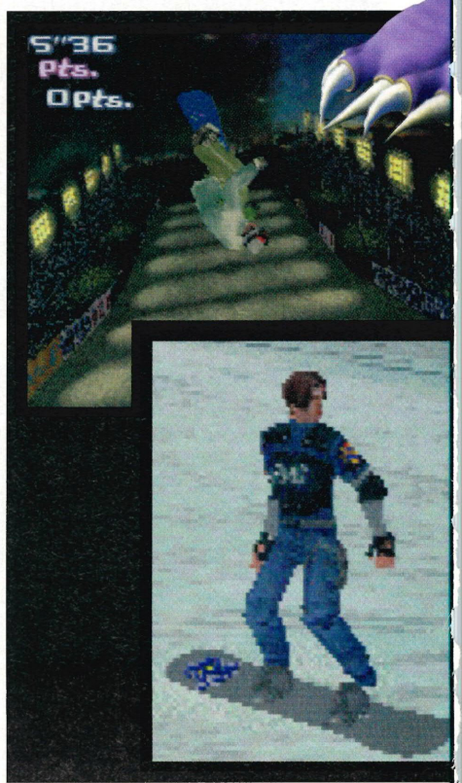


Finally! You're going to be able to get a rash with a mate and it'll all be legal

Road Rash 2000 won't just be the original 3D game with a multiplayer mode – oh no! There's also a mass of new weapons, game modes and circuits added. As well as the split-screen mode, two players will be able to work together with one player controlling the bike and another sat in a sidecar administering the heavy violence.

Players will also be able to don the mirrored shades and take on the role of a highway cop, a la Chips (but without that coiffured blonde pillock and his Hispanic pimp). With all these new features, together with three huge regions of tracks (Urban, Alpine and Desert) this could be the Road Rash fans have been waiting for.

Released **September**



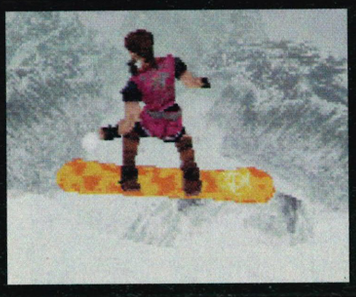
Trick 'N' Snowboarder

Claire Redfield caught pulling Leon Kennedy's stiffy halfpipe

BOARDER LINE



Catch me now you evil zombie bastards! Wait a minute, I am a zombie bastard!









trackrecord

Developer: **Insomnaic**
Track Record: **Spyro The dragon**
Auto ☆☆☆☆
Publisher: **Sony**

Trick 'N Snowboarder puts an unexpected twist on the boarding genre, giving players the chance to snowboard as their favourite Resident Evil characters. No, seriously.

Released in Japan earlier this year as Tricky Sliders, it'll feature a wide choice of snowboarders with 10 different courses, including: Alpine, Halfpipe, One-Shot Aerial and the challenging Snowboard Park. All the tricks made famous by past classics like the Cool Boarders series can be pulled with a combination of grabs, flips and spins, and multiple tricks can be performed before the board hits the slope.

views, and if that's not enough, an Edit mode allows players to customise their snowboard and character's clothes and style (and it's also possible to edit replays from this mode).

The Resident Evil characters come in when players improve their skills to such a point that they can beat the Free Mode. Leon, Claire and the notorious Zombie Cop from Resident Evil 2 can all be selected with their choice of board. Publishers, Capcom, also plan to release a sequel, in which you can play as Tofu man (after completing the game six times over, standing on one leg and twisting to All Saints' Never Ever of course). Released **September**

evil trick

Various game modes will show off Trick 'N Snowboarder's plentiful capabilities. By choosing Free Mode, one player will embark on a standard cruise and trick spectacular. Story mode is another one player mode, but this time the player will travel around the world to compete in different events. He will then have to produce a snowboarding video via a recordable camera. In Versus mode, two players are given the choice of either horizontal or vertical split screen







trackrecord

Developer: **Capcom**
Track Record: **Resident Evil 2**
Auto ☆☆☆☆
Publisher: **Virgin Interactive**

wider world

U.S. Arcades under heavy fire

Does playing violent videogames like "Doom," "Quake" and "Killer Instinct" cause players to behave violently in real life? A lot of Americans, including the President of the United States, seem to think so...and they've got the arcade industry running scared.

The U.S. videogame industry scrambled to defend itself all spring and summer from a barrage of negative publicity, harsh criticism and possible punitive legal action arising from games' alleged role in youth violence. All this followed from the April 20 massacre of 12 students and one teacher in Littleton, Colorado, and another school shooting on May 20 in Conyers, Georgia.

The shooters in both cases were identified as avid videogame players. Consequently, videogames (both console and arcade formats) came under heavy fire from American parents, news organisations, the White House, the U.S. Senate, state lawmakers, and locations alike, all of whom instantly blamed the tragedy on violent media (including movies, music and videogames), as well as easy access to guns.

At least six U.S. states introduced - or were considering - legislation to ban violent arcade games or restrict them to players over 18. Various American cities, counties and localities also began moving toward similar restrictions. In addition, more states including Georgia and Colorado had yet to be heard.

VIOLENT GAMES DUMPED

Negative legislation was only the beginning. Disneyland, other U.S. theme parks, high-profile locations and at least one major U.S. arcade chain removed selected violent vids in response to the public outcry. American operators across the country voiced concerns over new game purchases and paying off existing units on location; members of Congress held hearings and began publicly musing about possible legislation and regulation; the White House staged a "summit" to address teen violence and the role media play in such behaviour; and the U.S. Senate passed a bill asking the Federal Trade Commission and the Justice Department to look into entertainment marketing practices. The legislation also directs the National Institute on Health to study the effects of violent media and calls on the entertainment industry to lower violence levels in their products.

Warpath: Jurassic Park

PREHYSTERIA

Spielberg's Jurassic critters are regenerating their DNA for more skin-ripping frolics



The predators can up their health by chomping on the humans and bonuses leaping across the arena

The films may have been out since the Precambrian era, but the success of Jurassic Park is still breeding PlayStation veloceraptors to this day. In the style of one of the first PlayStation beat'em-ups, Primal Rage, Warpath will be a blood soaked showcase of dinosaur-on-dinosaur





WHITE KNUCKLE

Theme

The puke-inducing ride of your life is coming back for seconds, and there's more to this roller coaster than candy floss and coconut shys

Rollercoasters, waltzers, magic carpets, they're all designed to put the fear of Satan into unsuspecting customers. Gap-toothed gypsies stare at you in disbelief as you climb onto their spinning machines of death, but just imagine being on the other side of the fence, controlling the action.

The original Theme Park took us by surprise, since it's traditionally the sort of game that would do better business on the PC, but it stood with

fighting, but will only resemble that old fossil in its choice of subject matter.

Players will be able to choose from 14 flesh-ripping predators, each exhibiting vicious attacks, neck-breaking grabs and throws. Fights will be supercharged with real-time wounding effects, shadows and environmental lighting, rising dust, blood, bone fragments and

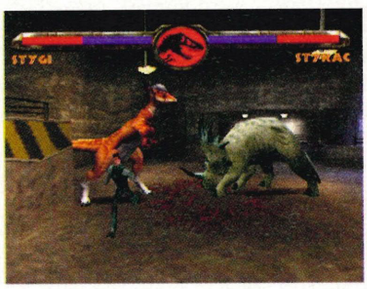


'Real-time wounding effects, shadows, rising dust, blood and bone fragments, plus lightning, rain and fog – cool!'

environmental effects such as lightning, rain and fog, all taking place in full 3D arenas. Each dinosaur will be based on a character from the films, with Tyrannosaurus Rex, Triceratops, Mega Raptor, Suchomimus and Gigantosaurus all included.

Amongst the options available, Warpath will feature all the Tekkenesque beat'em-up standard game modes, together with a Blood Rage Mode, which awards players with secret attack moves as they become experts at the various fighting sequences. All this, plus an Interactive Dinosaur Museum that allows people to learn the history of each dinosaur, should make Warpath a ferocious competitor in the beat'em-up rush later this year.

Released **September**



Kiss: Psycho Circus

PREVIEW

Cunning linguists going for your love guns



Tentacle tongued rockers, Kiss, have plans to bring their way-way-way-out-there stage presence to the PlayStation. Readers with a shred of decency will have no idea who these freaks are, so here's a clue: God Gave Rock & Roll To You. Remember? Good.

Expect Kiss: Psycho Circus to give you full on control of Gene Simmons as he wields his "love gun" in a series of mad-as-tits, glam-rock type environments to the sound of chugging bass-lines and large tongue swishes.



Psycho Circus will give Kiss fan(s) and 3D shoot'em-up gluttons a sweaty mosh-pit full of demonic entities to blow away. These glam-rock inspired barmpots range from the Arachnaclown, a spider/clown crossover, to the "horde creatures." You'll very rarely meet one of these satanic gimps, but that's because when they come, they come on mass. We're not talking 10 or 20, but something closer to one 150 of the little gits!

But what does all this mean for the future of rock-on gaming? Can we expect to be bruising our thumbs with Twisted Sister, bustin' pads on Ozzie Ozborne: Bat-Biter and removing small sharks from groupies' orifices in the much anticipated Led Zeppelin: catch that snapper? Well, probably not. We'll bring you more news on the Kiss game as it's cleared by their lawyers. Rock On!

Released November



Park World



The flat 2D parks from the original have been improved no-end in this updated 3D sequel









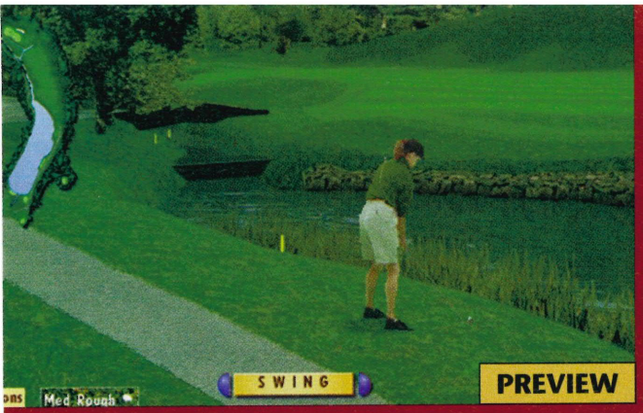
its head held high in the PlayStation charts for untold months. Theme Park gave players the tools to build their own fully operational park. From choosing the area to build the park, to building rollercoasters, to keeping the customers happy with sideshows and refreshments, to cleaning up the resulting vomit, this was an accurate and fun simulation of the business. Next comes Theme Park World, a PlayStation specific game that provides all the fun of Theme Park and then some more.

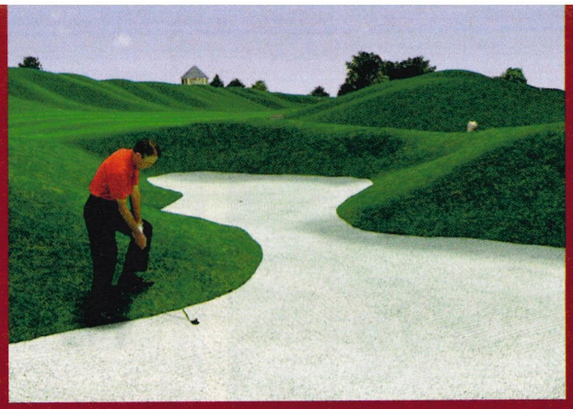
In this new release all these colourful creations will be built in a full 3D world, where the camera can be rotated to any angle for a completely unrestricted view of each masterpiece. Once the Theme Park is created, players will also be able to wander through the Park, looking at the sideshows and riding the roller coasters and smaller rides to see if they provide the thrills that will bring in the crowds.

Other additions to this already bulging package will be an interactive help system, a unique user interface that exploits the Dual Shock controller to the full and eight challenging environments to work, spread across Lost World, Halloween, Space and Fantasy themes.

Judging by the success of the original, Theme Park World is going to be one white knuckle ride you won't want to forget.

Released **January 2000**



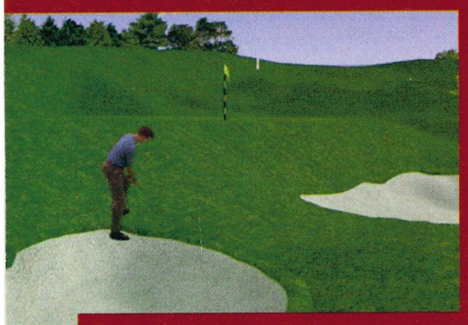




PREVIEW

The Golf Pro

Old man limbers up to give Tiger a birdie





Hit small balls and avoid Welsh MPs as they "hang" around the bushes



Hey there swingers, I'm Gary "The Black Knight" Player, well known Golf pro and all round top golfing geezer. I'm going to be featuring in a new golf game for that PlayStation gizmo. It's going to be top bollocks and, if you can forgive the pun, a real "Player."

I've been busy in the bunkers thwacking balls with a trusty nine iron, so those spods at Empire could capture my mighty style. After repeating 90 different swings over 20,000 frames, my wrists sure are aching some.

In the game you'll be able to play with me over two of the world's toughest courses, that's Cornwall's St Mellion and the Hilton Head course in sunny South Carolina for those of you who don't know arse about anything.

Check me out as I dominate the opposition with the use of "RealSwing", a nifty idea that allows you to control my arms, hips and wrist through your Dual Shock stick.

multi-player

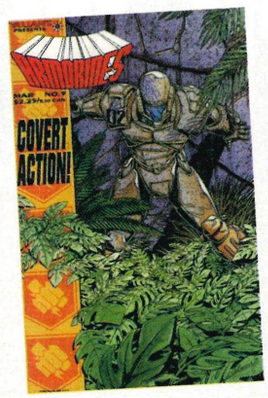
Forget about holding down a button and letting go, that's shit. RealSwing gives you more of a hands-on feel, so you can perform an eye-watering stroke in real time. Well, I sure can't



PREVIEW

Armorines:

Project S.W.A.R.M.





Big guns? Check! Robotic armour? Check! Insect spray? Bugger!

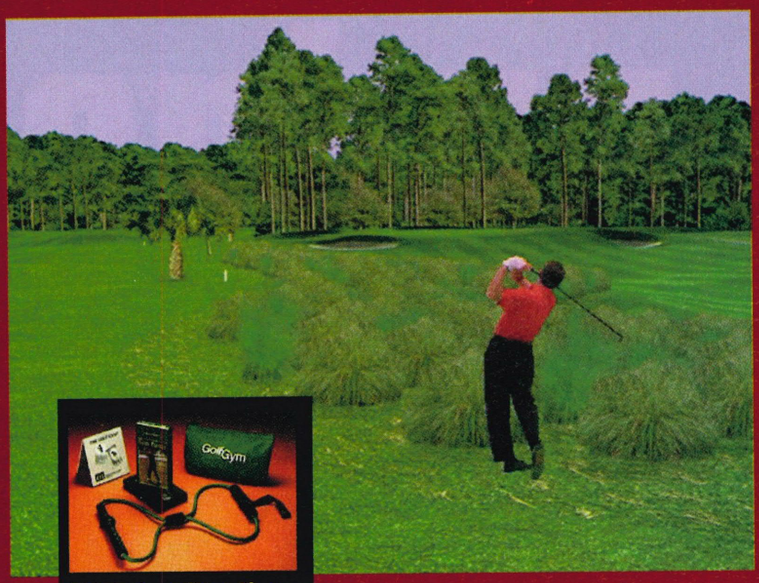
Valiant comics continues to be a nutritious source of gaming inspiration for Acclaim. This little nest egg has already spawned Turok: Dinosaur Hunter on the N64 and the soon-to-be-released Shadow Man on just about every format. Well, now's the time for the little known Armorines to make that leap from comic book to PlayStation.

Armorines: Project S.W.A.R.M is a first perspective shooter that dresses you up in nuclear-powered battle armour as you set out to save a present day Earth from a rather nasty bug-like alien menace.

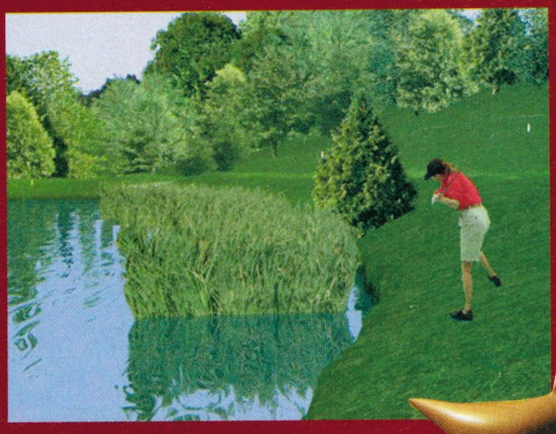
Combat takes place in various real world locations; from the Valley Of The Kings and an Inca temple in the sweltering South American jungle to an infested Siberian military base. Don't expect to use the trusty dollop of jam and a magnifying glass trick however, these insects have definitely got their shit together. Co-ordinated attacks are instigated by "Brain" bugs, who organise blood-frenzied swarm attacks to deadly effect, and there you are with nothing to defend yourself but automatic weaponry and a shit eating grin.

It's all looking fairly similar to a PlayStation version of the top movie Starship Troopers, but without the corpse-like acting, anti-fascist message and the rather well endowed Denise Richards. Oh well, at least the guns are going to be big. Released **November**





This is the golf tat Player normally sells – looks more like bonadge stuff to us



wait to get my hands on that little vibrating wotsit.

Anyhoo, it's all looking totally boss; from the photo-realistic graphics to the incredible detail of the courses. It's going to be just like playing the real thing, but without all that hassle of strolling around the countryside. This really will be a must for all you gamesters who can't wait to check out a 62 year old South African man's birdie. One at a time please...

YES!

Colin McRae



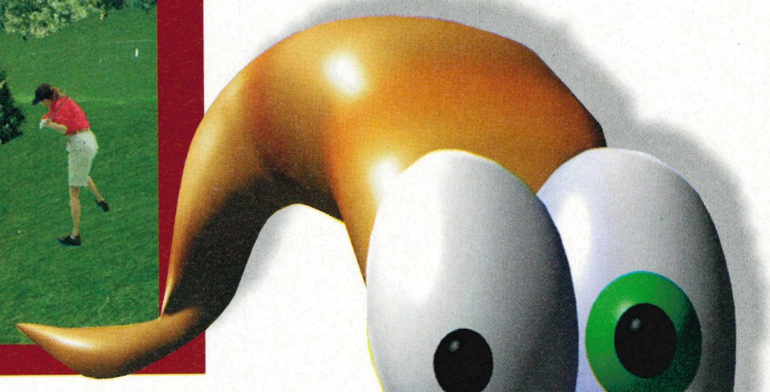
High-performance rallying in low-grade price shocker

All you penny-pinching racers will wave your tight fists in the air when Colin McRae Rally pits in at the leg slapping price of **£19.99**.

Until we were bowled over by the new king of the genre, V-Rally 2, Colin's mud-busting effort was widely regarded as the greatest rally game of all time and consequently sold by the souped-up lorry load. Now that the world is dribbling for the delights of VR 2, Colin will be skulking off to join Gran Turismo on that oh-so popular Platinum range on July 9th.

This has absolutely nothing to do with last ditch attempts to get your cash after the tartier looking rallier hits the stores on June the 25th. Oh no, that would be cynical. So for now, you know enough to get out there and get all muddy for a Lady Godiva short of a pony. Va-Room!

Released **July**



AT LAST

The Jim has turned

Pro reveals the release date for the eagerly-awaited Earthworm Jim 3D

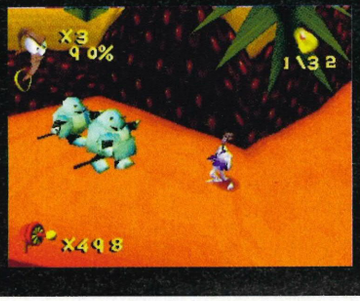
How long does it take to program an average platform game? Well the final statistic would be dragged down by the inordinate length of time it's taken Scottish team, Vis Interactive, to complete the latest in the Earthworm Jim series. Big walls in central China have been finished quicker.

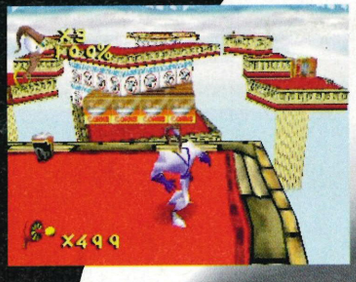
Now Pro can exclusively reveal a September 1999 launch date for the slimy wormster, all going well (which it probably won't). It's 12 months since we went on a drunken binge around Edinburgh and it looked more or less finished then, so we can only assume the lads have been so consumed with the grog and their innate hatred of anything English to actually get it done.

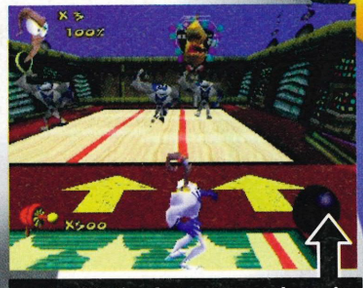
No doubt they'll be sick of the sight of it by now and waiting with baited breath to see how the likes of us react to it. Will it be on top of the platform pile or will it be Bug's Bunny: Lost in Time? All will soon be revealed.

Released **September**









It's life Jim, but not as we know it. Yup, it's all 3D now. Everybody gasp

Nudge, nudge

Get some shut-eye while you can, soon everyone's gonna be fighting for 40 Winks











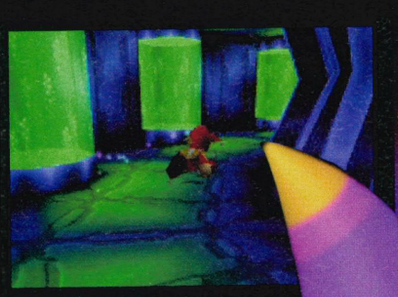
In the land of nightmares Rumble's gonna need all the 'Z's she can get to deepen her sleep and give her a chance

Set in the dream worlds of Ruff and his twin sister Tumble, 40 Winks is a quest to save humanity before we're deprived of sleep for good. You see, somewhere out there are these furry little creatures named Winks, who're kind of goodnight guardians, ensuring that your unconscious capers keep you smiling the next day. But the suffering insomniac and craggy old codger, Nitekap, has other plans for them, sending out his stuffed teddy sidekick, Thread-Bear, to kidnap all the Winks so he can turn them, Gremlins style, into the nastier Hood-Winks.

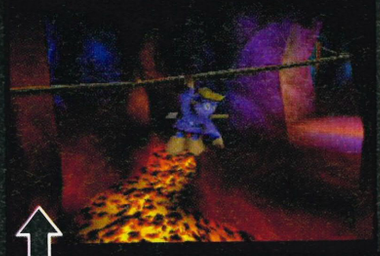
lazy winker

NiteKap wants the Hood-Winks' nightmare inducing talents to make the world suffer the same sleeplessness he does, and his









Ruff's ninja persona allows him to get to places the other characters cannot thanks to his unique ability to climb





masterplan has already started taking shape. There are only 40 Winks left in existence, and unless someone gets busy with some sleeping pills, R&R is gonna be a thing of the past. Lucky thing Ruff and Tumble are up to it eh?

Taking control of either character you find yourself thrust deep into the surreal worlds of the unconscious, hot on the tail of NiteKap and his cute killer toy bear. 40 Winks is a vast 3D free roaming kind of platform puzzle game, and it's looking hotter than a radioactive vindaloo. Being tipped as the PlayStation's answer to Banjo Kazooie, but really seeming more like a cuter and cooler Gex game, 40 Winks is shaping up to be another winning formula for GT Interactive.

Setting it in the sub-conscious gives any game a great amount of potential for fun, and it isn't wasted on 40 Winks. Travelling through seven sprawling levels in search of the elusive Winks, Ruff and Tumble find themselves in all sorts of dream settings, including a castle, a space-station, haunted house and even in prehistoric times. The Winks are of course dispersed all over the place, so our kiddie heroes will need to be wide-awake rather than on a snooze break...

'There are only 40 Winks left in existence, and unless someone gets busy with some sleeping pills, R&R is gonna be a thing of the past'

















One of the many dangerous obstacles Nitecap has in store



er so to speak.

In actual fact it's a deep sleep that'll save them, as the 'Z' symbols littered about the place represent the depth of your dreaming, and in turn - your lifeforce. So plenty of Z's are required to worm your way past the massive amount of enemies providing the cartoon worlds with their very own aggressive inhabitants, and it's how you deal with the bad guys and rescue the Winks that makes up the main hub of the game.

knee-high ninjas

There isn't really any sophisticated AI involved, as 40 Winks is more concerned with the idea of adventure, and when a pair of juniors are let loose the adventure is bound to come thick and fast, and it does. Mainly because of the 'Mr Ben' property of dreams. Ever drifted off into a comic book fantasy? A movie? An alternate universe? If the answer's no, then hold onto your Y-fronts, 'cause Ruff and Tumble have got enough imagination to go right around the block!

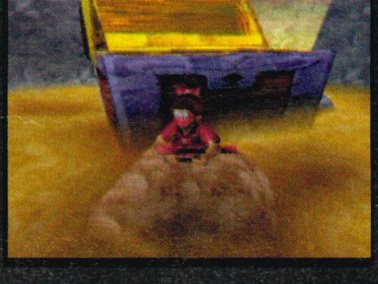
'When a pair of juniors are let loose in their own dream world the adventure is bound to come thick and fast, and it does'

You can select to play as either one, although some levels are specific to each character... and their alter-egos. You see these kids have got a fair old imagination, and if Ruff wants to be, for instance, a Ninja, he will be. Thanks to little Jack-In-The-Box type containers, the twins can change from their usual form into a collection of new characters, each with different physical abilities.

In their normal guises Ruff and Tumble will swing punches and kicks toward any threatening enemies, but by assuming new appearances their fighting and adventuring abilities are dramatically increased. You'll be able to shape shift into Monster, Robot, Ninja or Superhero form, with each new personality only able to survive a couple of heavy hits, so you'll be needing to make the most of their attributes before your time's up.









Different coloured zombies need to be defeated in different ways – bloody obvious eh?



There's also an invincible outfit for each kid – a Jester for Ruff, and a Fairy for Tumble, though opportunities to get into those togs of terror will be few and far between. How are you gonna shimmy up the ropes on the castle wall without assuming your Ninja alias? How will you make that huge jump without the robot's rocket boosters? The simple answer is you're not, so be careful – don't take too many hits or you'll be back tracking to Jack's place.

night nite

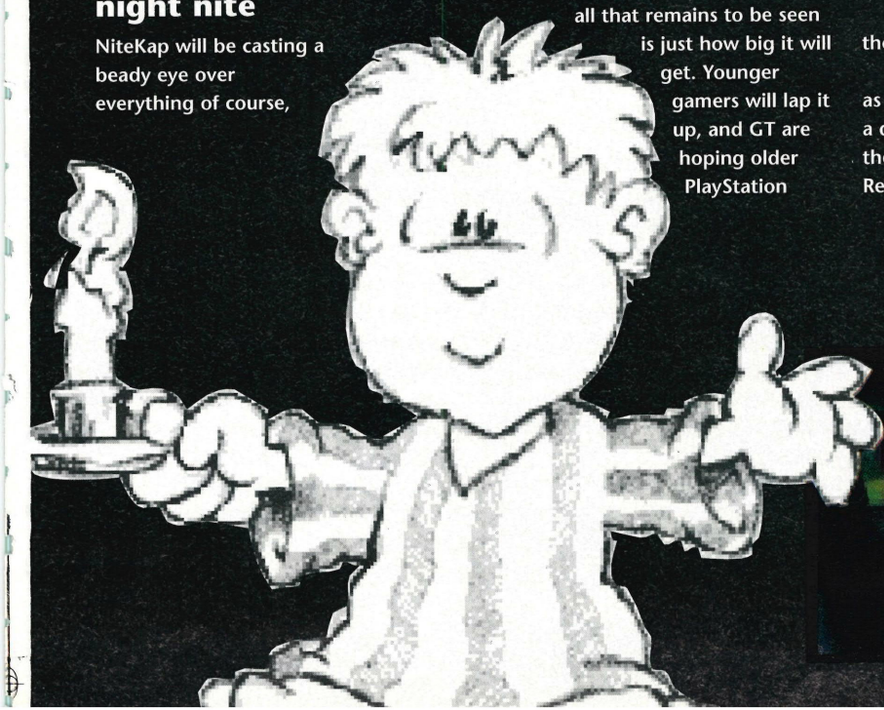
NiteKap will be casting a beady eye over everything of course, and by also collecting fragments of clock cogs you'll be able to take out the idiot insomniac once and for all, leaving each and every boy 'n' girl free to dream. Not forgetting his frumpy henchman Thread-Bear, who appears with a pal at the end of each level in the role of a boss dude.

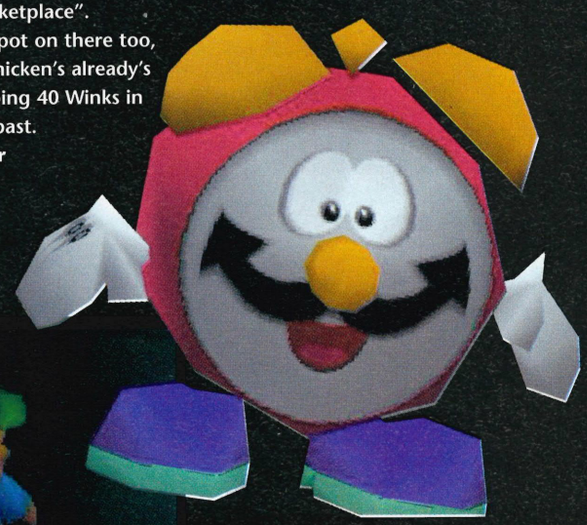
It's kind of like a cuter 3D version of the MegaDrive hit Kid Chameleon if you like, though 40 Winks will obviously provide much more of a challenge, despite the cartoony look of it all. It's a sure-fire hit in the making, all that remains to be seen is just how big it will get. Younger gamers will lap it up, and GT are hoping older PlayStation owners on the lookout for something new will appreciate a bit of gung-ho gaming, with spokesman Tony Kee adamant everyone will love it, "With it's appealing characters, beautiful environments and free-roaming gameplay, 40 Winks has the potential to grow beyond the hardcore gaming sector and into the mainstream marketplace".

'The twins can change from their usual form into a collection of new characters, each with different abilities'

Pro reckons he's spot on there too, as 'mainstreamer' Chicken's already's a dab hand at grabbing 40 Winks in the office. The lazy bast.

Released **September**



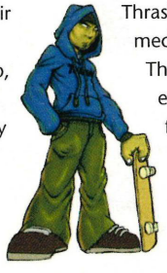


PREVIEW

Thrasher: Skate and Destory

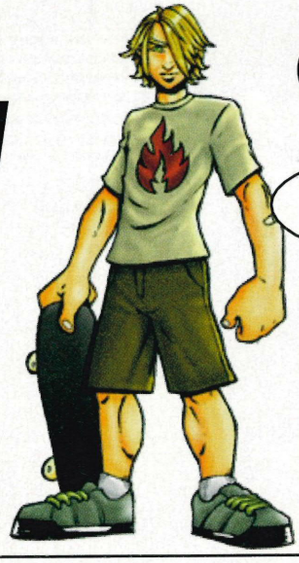
Pulling Ollies in a real style!

Cube-gleaming skateboard mag, Thrasher, has given their backing to (whoever's) forthcoming Skate punk'em-up, Skate and Destroy. Thrasher believes that S or D will convey the true excitement of the "artform" and succeed where others (well, Street Sk8er and 720°) have failed.



Z-Axis, makers of the gamer, are using Thrasher's expertise to translate the mechanics of true boarding to the PSX. The game's real-time engine, open-ended trick system and unrestricted free play will be combining to give extreme street punks the thrills they seek, and none of that smarting dislocations. Yo!

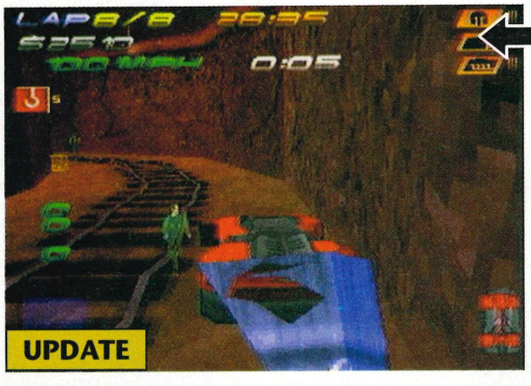
Released **October**



THE *EVIL* OF VIDEOGAMES #4



UPDATE

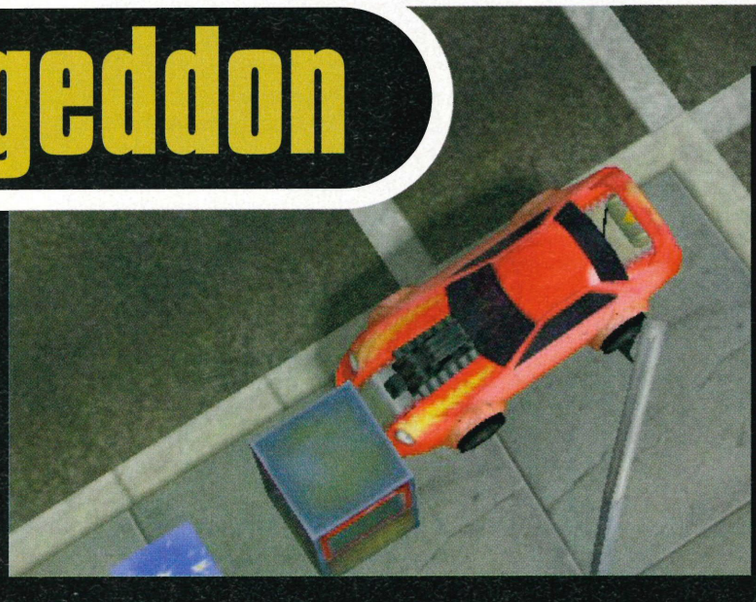


If you want brains mate, come 'ere and you can suck them off my windscreen!





Carmageddon







What's going on? Well, the censor teasing boys responsible for Carmageddon have managed to persuade ELSPA (European Leisure Software Publishers Association - the toothless censors who get teased) that red blood is not the biggest threat to civilisation, and is in fact just a bit of gruesome fun.

Carmageddon's original PC version suffered at the scissors of the hired scaremongerors, forcing the-race-around-and-mow-down-pedestrians'em-up to replace humans with zombies while the gushing blood was turned into substance that was best described as "toddler snot." Well, the PlayStation incarnation will be sticking a middle finger at the face of authority by giving us enough of the crimson liquid to keep a black pudding factory in business for a decade.



ELSPA believe that gamers are able to deal with all this gore without slipping into a blood-frenzy, driving through a shopping centre at 180 miles per hour while singing Judas Priest songs backwards. Well, duuh! This concession has only one condition however, keep the zombies.

So that's it! Killing humans is bad, but mowing down poor old Aunt Ethel after she's been ripped out of her grave is okay? Thank you ELSPA, now we can look forward to a time when there is no more room left in hell and the dead walk the Earth.

We will be ready – oh yes!; four million adrenaline pumped PlayStation users revving up on the M1, just begging for a gang of resurrected corpses to rip to pieces. Remember, ELPSA are here to protect our moral health, lord love 'em and all their funny ways.

Released **September**

'The PlayStation version will stick a middle finger at the face of authority'

FINGER LICKIN'

Shadow Man

Colonel's secret recipe – Succulent cock's feet dipped in Southern gunplay dressing

Sacrifice that chicken and go for your guns, Shadow Man is soon to join the land of the living and everything is looking mighty healthy. Touted for a summer release, Shadow Man casts you as Mike Leroy, a hired assassin who has been given kick-ass Voodoo powers in order to save the world from Armageddon.

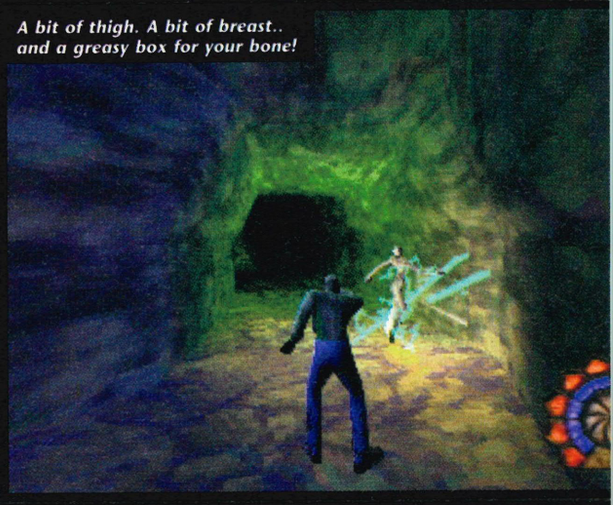
Shadow Man was first seen in the eponymous Acclaim comic book, so expect the same level of mature content to slush across to his PlayStation incarnation. The gore will be flowing through an epic non-linear storyline that lets you loose in New Orleans and the accurately named Deadside using a smart sounding 3D VISTA (that's Virtually Integrated Scenic Terrain) that lets you see into the horizon without the use of murky fog. Characters within the game are depicted using a sexily titled "Softskin" system that gives high definition to the pectorals, biceps, triceps and clenched sphincters.

In order to make the most of these graphical gizmos, Shadow Man has to hunt down a group of serial killers who have murder on their minds. This sort of job would usually given to a Magnum P.I type character, but things are a lot trickier than just checking phone numbers on the back of match books.

These perpetrators are all dead and all based on real life psychopaths. Luckily, Shadow Man is a pins-in-dolls type warrior/hitman guy, so he's well in his element when dishing out hot lead or Raiders Of The Lost Ark type spells. Have a peek at the screenshots and get yourself all hot and bothered, we'll bring you more of the good stuff as its spawned.

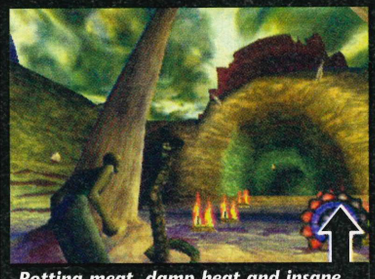
Released **September**

'Usual stuff – a hired assassin with Voodoo powers must save the world from Armageddon'



A bit of thigh. A bit of breast.. and a greasy box for your bone!





Rotting meat, damp heat and insane architecture. I bloody hate Brussels!





Wanna sell your Spyro?



USA

correspondent Garth Fleurberger spreads some PSX2 rumours!

It's a strange time for Sony over here. Since E3, all talk's been about PlayStation 2. The clamour for specs, news and rumour is increasing ever day, on a phenomenal level that the games industry has never witnessed before, and not just among the players either. Developers too are desperate to find out when they can get their hands on a dev kit so they can get busy making the games we all want to play.

If my sources are to be believed though, Sony threw them a curveball just recently and could well have struck out most of the smaller players with one fell swoop. Software houses around the world were apparently stung by the news that each single PlayStation 2 development kit will cost a mammoth $20,000! Over four times the price of an original PlayStation dev kit!

No problem for the Eidos', EA's and Square's, who'll no doubt be placing their orders for a dozen at a time, but what about the little publishers? The innovators, those who haven't come down with the bout of sequilitis that's laying the industry low at the moment? Times are certainly going to be hard for them if this turns out to be the case!

Sony themselves have remained tight-lipped, keeping discussions with developers firmly locked up behind non-disclosure agreements, but with rumours flying that they're wrestling with keeping the final machine's cost down, it's not hard to imagine that they could see this as a way of recouping a few dollars. I'll keep you posted...

WORLD EXCLUSIVE NEWS

TOCA 3

Tool up your Datsuns – the next instalment's on its way. Monster!

We can exclusively reveal that work is underway on TOCA 3! An insider at the Vauxhall team let slip to Pro that developer Codemasters have been on the blower, chasing up colours and liveries for the teams' '99 season for inclusion in "...the new game."

There could be some dramatic new changes. A number of teams have pulled out of the championship this season: Audi believed it did nothing for their image, while Peugeot were sick of doing crap, and it's Nissan who are running away with the lead. Spectators reckon it's got a bit dull, with less cars on the track and one team always winning, so a new approach is likely.

What there certainly will be are night-drive stages (a new addition to the TOCA calendar). At present in TOCA there's only one such race, but more are expected next year and the Codestars will obviously follow suit. The current season is only half way through and the next doesn't start until May, but a pre-Christmas release seems certain. Release December







The two screens above show Sled Storm in all its multi-player glory. You can't ask for more than that!

SCOOP

Sled

Is it a case of replacing cars with skidoos and the roads with ice? We think not and here at Pro we're always right...

We think snow and we think of a chalet full of drunken Essex girls on a two-week shagathon through the Alps. Maybe they do things differently in America, but when they think snow they obviously think of a snow-sled belting over a mogul at bone-breaking speeds.

Most concepts of racing have already been covered, but the rich boy's toy, the skiddoo, has escaped the PlayStation – until now.

If you read Pro last month you'd have seen us



Formula One '99

Speed + handling + arse graphics = Formula 98
Newman Haas + exciting tracks = Formula 99

Almost an entire year since the release of F1 '98 comes the sequentially titled F1 '99. Those of you who failed to heed our advice and wasted your cash on the abysmal F1 '98 will be chuffed to hear that the developers of last year's pile of toss have been sacked. So, it's piss off shite developers and come on in Studio 33.

The new development team have already spawned the rather special Newman Haas Racing which featured a vastly superior engine, but was let down by one tiny little fact, American style racing is irrationally dull. Who wants to race around in a circle for 500 laps? Americans and dogs who chase their own tails, that's who! With Studio 33 in charge of the 1999 season though, expectations are high to say the least.

All the teams will be lining up on the grid, including the 1998 Constructor Championship winners and the newcomers BAR or British



American Racing. Players will have the chance to test their metal against all the '99 season drivers including the soon to be looking for a new job, Damon Hill. It's all looking peachy creamy, especially with the inclusion of the Sepang circuit in Malaysia.

Almost every element of the original game engine has had a full overhaul, including fresh vehicle dynamics and handling, ultra-realistic crashes and beefed up pit lane strategies.

So save those coppers and get ready to race the fastest cars on the planet as driven by the world's most boring people.

Released **November**

Storm Rising

raving about this in our 2000 feature. If not you won't know much about it, but we intend to champion Sled Storm from Electronic Arts because, from what we've seen already, it's bloody brilliant.

One, two or four players can play on one PlayStation and for that reason alone this will be a success, but even in single player mode the game excels, providing a playable, enjoyable and tense race every time.

To say you'll feel every bump is obviously a lie, but as we're lying basts "you'll feel every bump." Well almost. The physics (apologies for using the scientific word!) are excellent, the course design ingenious with short-cuts a-plenty, and generally, as you can tell, Sled Storm is getting us very excited indeed.

Already in development for a year, we spoke to one of the lead artists on the project who told us, "We're really pleased with how things have gone. We spent an awful long time getting the races right, but feel that it has all been worth it."

Very few PlayStation games carry a four player split-screen option due to speed limitations (V-Rally 2 a notable exception), but Electronic Arts have managed to pull it off keeping things at a respectable frame rate throughout. Two-player also runs like a dream and should ensure that this is a real surprise hit later in the year. If we have anything to do with it, it definitely will be!

Released **October**

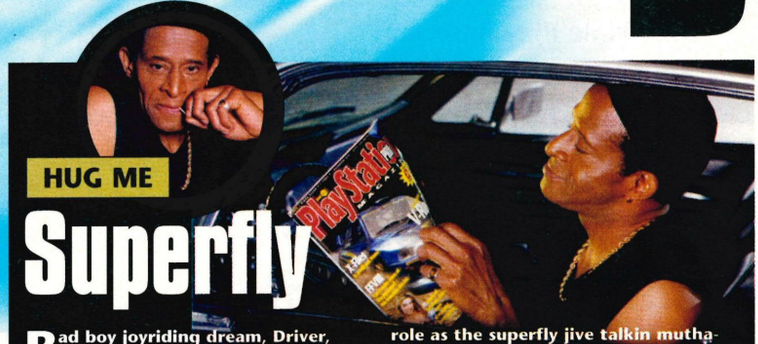
Great physics make for a great ride as you hurtle down the snowy tracks in this fast paced skidoo 'em-up



'Think snow and it's a chalet full of drunken Essex girls on a two-week shagathon in the Alps







HUG ME

Superfly

Bad boy joyriding dream, Driver, finally ram-raided the review zone in a trailblazing glory run last issue, just as the advertising men get ready to 'big it up' on your TV screens.

It's already received more backhanders than Steven Gateley, but it seems this colossal car caper can do no wrong, so the spending will continue, much of it devoted to hip and funky favourite Huggy Bear of Starsky And Hutch fame.

Antonio Fargas will resume his 70's role as the superfly jive talkin mutha-funksta in some 'right on' ads to be screened from July on Channels 4 and 5, and across most of Sky's broadcasting (providing they get them finished on time!).

We ventured out to the shady car park where the ads were being filmed to scope out any action and found the Hugster enjoying a quiet minute away from it all... with a copy of PlayStation Pro. Now there's a brother who knows his game stuff, and no jivin'. Word.

Got to get Gran Turismo?

⇩charts⇧

full price games

1	A Kournikova's Tennis	NEW	£34.99
2	Brian Lara Cricket	⇧	£39.99
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6	Rugrats	⇩	£34.99
7	Ridge Racer Type 4	⇩	£39.99
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9	FIFA '99	⇧	£39.99
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13	A Bugs Life	⇩	£34.99
14	TOCA 2 Touring Cars	⇧	£34.99
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17	Triple Play Baseball	⇨⇦	£39.99
18	Spyro The Dragon	⇧	£39.99
19	Marvel Vs Streetfighter	⇩	£39.99
20	Resident Evil 2	NEW	£29.99

budget price games

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3	Grand Theft Auto London	⇩	£19.99
4	WWF Warzone	⇩	£19.99
5	C&C Red Alert	NEW	£19.99
6	Crash Bandicoot 2	⇧	£19.99
7	Racing Simulation	NEW	£19.99
8	Grand Theft Auto	⇨⇦	£19.99
9	Tomb Raider II	⇩	£19.99
10	Cool Boarders 2	⇩	£19.99

in association with GAME

stoppress

There'll be another competitor on the grid in time for the start of next year's F1 season after Hasbro Interactive announced the signing of a deal with Geoff Hammond, the legendary F1 racing sim developer and man behind the classic Grand Prix 1 & 2 games, which some regard as the finest F1 sims ever. Both Ubi-Soft and Sony will be monitoring the developments, as they're sure to be in the running for pole position in the F1 racing sim stakes. Hasbro have also signed a NASCAR deal.

David Bowie is all set to wow audiences once again after it was revealed he's to provide a groovy cyber rock soundtrack for Eidos' new 3D action adventure Omikron: The Nomad Soul. Bowie's been in close collaboration with its developers and has penned a few tunes already, and he'll also play a cameo role in the game. Other Eidos news reveals that they've signed a publishing deal with Jurassic Park creator Michael Crichton's Timeline studios, and also look set to secure an exclusive deal for the official Olympics license with Sydney 2000, thought to be the first of three planned games covering summer and winter events.

A cross **licensing deal** between Konami and Microsoft is set to clear the way for a PlayStation influx of games from the PC gaming giants. Fingers crossed, we could soon be seeing games like Midtown Madness, which is similar to, and even hailed as better than, Driver, making a big splash in Sony's pool of cool. Konami is also planning a new large-scale European development studio and is currently scouring the industry for someone to run it as consumer division chief Pete Stone confirmed, "We've just started talking to people and putting out feelers"

Electronic Arts have officially become the world's first game company to break the billion dollar mark after they posted annual turnover figures for the last financial year of £740 million ($1.2 billion), of which £72.9 million was clear profit. However, EA felt the unfamiliar taste of disappointment after the speculation over who'd be releasing Final Fantasy VIII finally ended, with Sony coming out winners. Squaresoft's close links with EA had thrown confusion over who'd be publishing the colossal title, but all speculation ended shortly after the opening of Square's new European office.

Budding DJ's are in for a treat from Codemasters after they announced plans to take a tight grip of the music creation market with a heavily endorsed and advertised sequel to last year's surprise hit Music, though the big name disc spinner who'll be doing the 'do' is as yet unknown. Meanwhile, Codies have scooped the acquisition of gaming pioneers Sensible Software. Director and founder of the firm, Jon Hare, will lead the development of a series of 'inspirational' new titles while Codemasters consider which gaming gems should be resurrected from Sensi's glorious back catalogue. Pro still yearns to see the classic Sensible World of Soccer re-created for PlayStation glory, so come on Codemasters - sort it out!

RC Stuntcopter seems finally to be finished after Pro's Virgin Interactive contacts promising a review copy of the game in time to make the next issue. Touch wood, we'll be manoeuvring our choppers and ripping the whirly bird beast apart in the next couple of weeks. Stay tuned.

The release of GT Interactive's Discworld Noir has had to be put on the back burner due to the buy-out of the development team who were in control of coding the comedy RPG. Perfect Entertainment had been making good progress, but felt the grip of corporate hold-backs during their acquisition by Teeny Weeny games. It's now scheduled for a release in September along with the delayed Duke Nukem: Zero Hour.

Player Manager has finally been given the on-sale green light following the last minute deal to grant the fine footy sim an endorsement from tough talking Tottenham gaffer George Graham. It'll now be known as George Graham's Player Manager Season '98 - '99 and is George's first major signing of the summer.

Gangland warfare is set to escalate to Global levels in Take 2 Interactive's forthcoming turf battle free-for-all Grudge Warriors. It's promising 12 free roaming battlezones, completely customisable vehicles and the most lethal action ever seen. We'll find out if Grudge Warriors delivers later in the year.

And **Finally,** the moment everyone is waiting for will officially occur at the Tokyo Game show '99 in September. In just three months time the World will discover just exactly what Sony's next console will look like after PlayStation 2 project leader Ken Kutaragi's recent announcement at a Japanese awards ceremony. He also hinted at the inclusion of a new dual DVD/CD reader that reduces the size of the machine by 50%, which means it'll be about half the size of you current Station.



FIRST LOOK

Get Stoned

There's magic! There's mystery! And tons of illegal drugs!*

* a lie, actually

You're trapped in a dark, damp stinking dungeon filled with racks, chains and other blood-tarnished torture implements. And there's no escape! No, you're not in Will's bedsit, but caught up in a scene in the new action/RPG title, Darkstone.

Set in a weird and wonderful medieval world, your task is to defeat evil goth-type villain Draak (a bit like Kay in drag? Or is Kay already in drag? Shit I'm confused - Chicken) before his evil hand of doom descends upon the entire universe. This is done by collecting seven magic crystals that when put together will kickstart a mystical orb into action, sapping Draak's wicked powers.

Defeating this Marilyn Manson wannabe isn't a single-handed affair though. Throughout the game, you've got simultaneous control of two out of eight characters available, allowing players to pass control from one to the other in battle. Of course, you'll be adequately armed with a variety of spells and other mystical weaponry, all of which are guaranteed to protect you from small goblins, roman whores and other outcasts of society.

Throughout the 32 levels you're faced with, there's loads of atmosphere waiting to be unleashed on your screen. From the dripping filth of the aforementioned dungeons to the quiet rustling of eerie forests, there's plenty to spook you out whilst immersing yourself in the adventure.

Already looking pretty damn hot, Darkstone's gonna be giving the Final Fantasy lot a good run for their money. In fact, it's quite possible that Cloud Strife and Squall Leonhart are quaking in their shiny size nines already.

Released: **October**

Turn to page 141

GAMEplay

As seen on TV!

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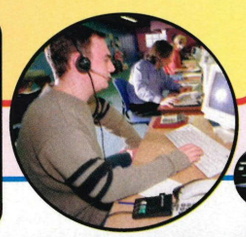
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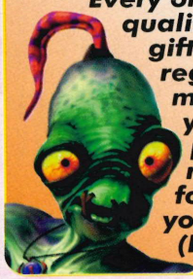
SERVICE — IF YOU DON'T LIKE IT...DON'T KEEP IT

Everything is sent by first class post so delivery time is normally within 2 working days, or we offer optional next day delivery if you can't wait! Our tough cardboard packaging has been designed to ensure that your products arrive in perfect condition and our salesmen are all enthusiasts and do not make commission, so they can give you completely impartial advice. Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth! Add to this our superbly efficient technical support and customer service departments and we are convinced you will find us to be NUMBER ONE!

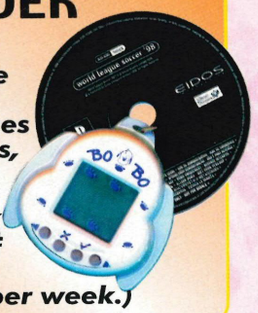




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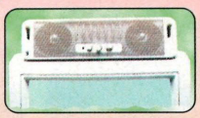
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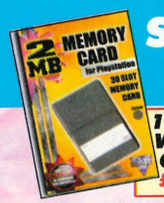
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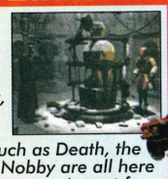
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

ADVENTURE / ROLE PLAYING



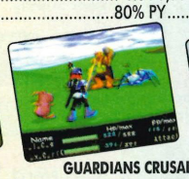
Discworld Noir *takes you to the darker side of the Discworld. Set in the city of Ankh-Morpork, you play Lewton, a private investigator. Familiar characters such as Death, the Patrician, Vimes and Nobby are all here and the game is filled with Pratchett humour. A must for all Discworld fans!* **RRP £44.99 Our price £31.99**



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Riven	84% PP	£24.99
Treasures of the Deep	83% PY, 78% PP	£22.99
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Kensei Sacred Fist *8 Characters plus 12 hidden fighters. "It certainly packs a wallop" - 9/10 Official Playstation Mag*



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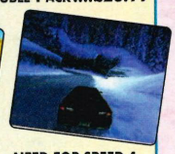
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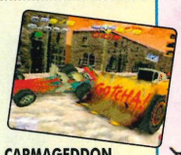




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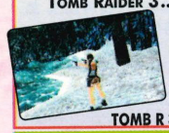




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Tomb Raider 3	**93% PY**	**£23.99**

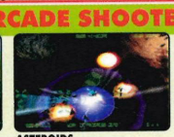






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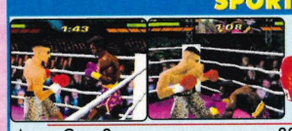
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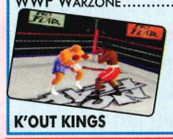
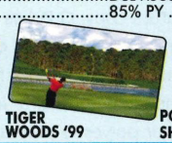
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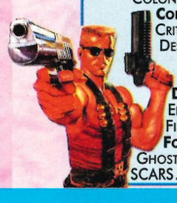




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SCORCHING NEWS

Hot Stuff

Small and dinky like Gaz's winky, the Hot Wheels team aren't quite so stinky...

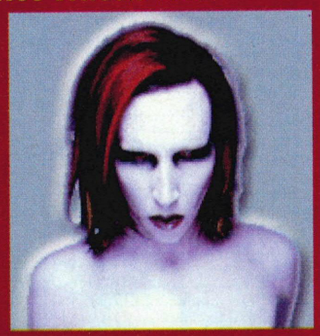
They're small and they're fashioned in a delicious plastic and metal combination responsible for several dodgy doggy digestive systems. Hot on the heels of Micro Machines comes Hot Wheels, and this new racing funster features 40 of their finest vehicles to trash and burn.

However, unlike the makeshift tracks that we so lovingly constructed out of loo roll tubes, matchboxes and rulers, racing takes place on a variety of fantasy worlds, including: Wild West, Volcano Island and Haunted Highway tracks, all littered with shortcuts and power-ups. There's also plenty of scope to test out amazing tricks such as looping the loop, mid-air spins and flips on the ramps, to corkscrew-style roads.

Expect tyres to melt, tempers to fray and laughs a-plenty when this rolls up at our doorstep.

Released: **September**

Marilyn Manson's Amazing **Hot Wheels** Facts

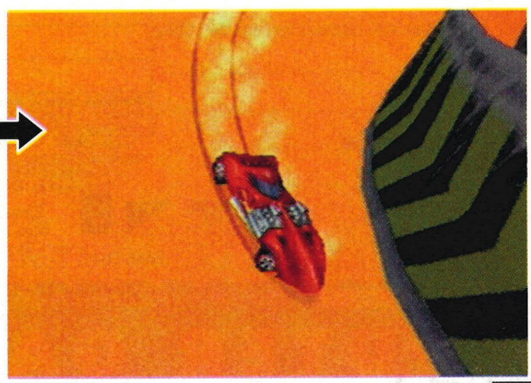


No.1: For every second I worship Satan, 2 Hot Wheels vehicles are sold to unsuspecting members of Lucifer's throng

No.2: Over 15 million males in the US are collectors. And of that number, 85% are the Devil's Issue

No.3: Collectors over the age of 18 own an average of 1,550 vehicles each. Which is equal to how many times I mutilate myself in a night.





Masses of tracks and a multitude of zany little cars, but can it lick Circuit Breakers and Micro Machines?



FASHION SNOUTS

G Police 2

When high fashion and brutal justice meet, we have...

G Police: Weapons Of Justice

G Police 2 is currently being beaten into shape and ready to confess all. 30 new missions await hopeful rookies, as well as the opportunity to bust kids for skateboarding using 25 over-the-top weapons. As every good officer knows, there's no point shooting a criminal in the back, it just makes more paperwork.

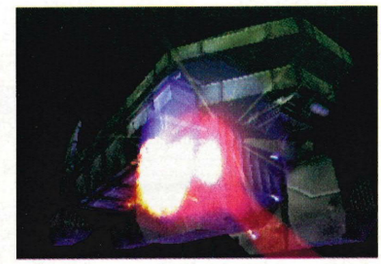
Luckily, G Police 2 will bestow a vastly superior artificial intelligence on the hi-tech perpetrators, so they will always be the first to go for their guns. Not that these criminals will just pummel you with all guns-a-blazin.' Some of them prefer to ambush you in the tunnels that link the city's areas together.

Calling for back-up used to be the sign that a cop had lost his "edge," but no longer. Air and land based officers are constantly on hand to help you plant drugs and fabricate evidence. Well, they'll at least help you pop some caps and soak up enemy firepower. With five different vehicles at your disposal and a plotline that has more twists than Chubby Checker in a holding cell, G Police 2 will make you want to strap on tight fitting outfits and push people around in a camp manner.

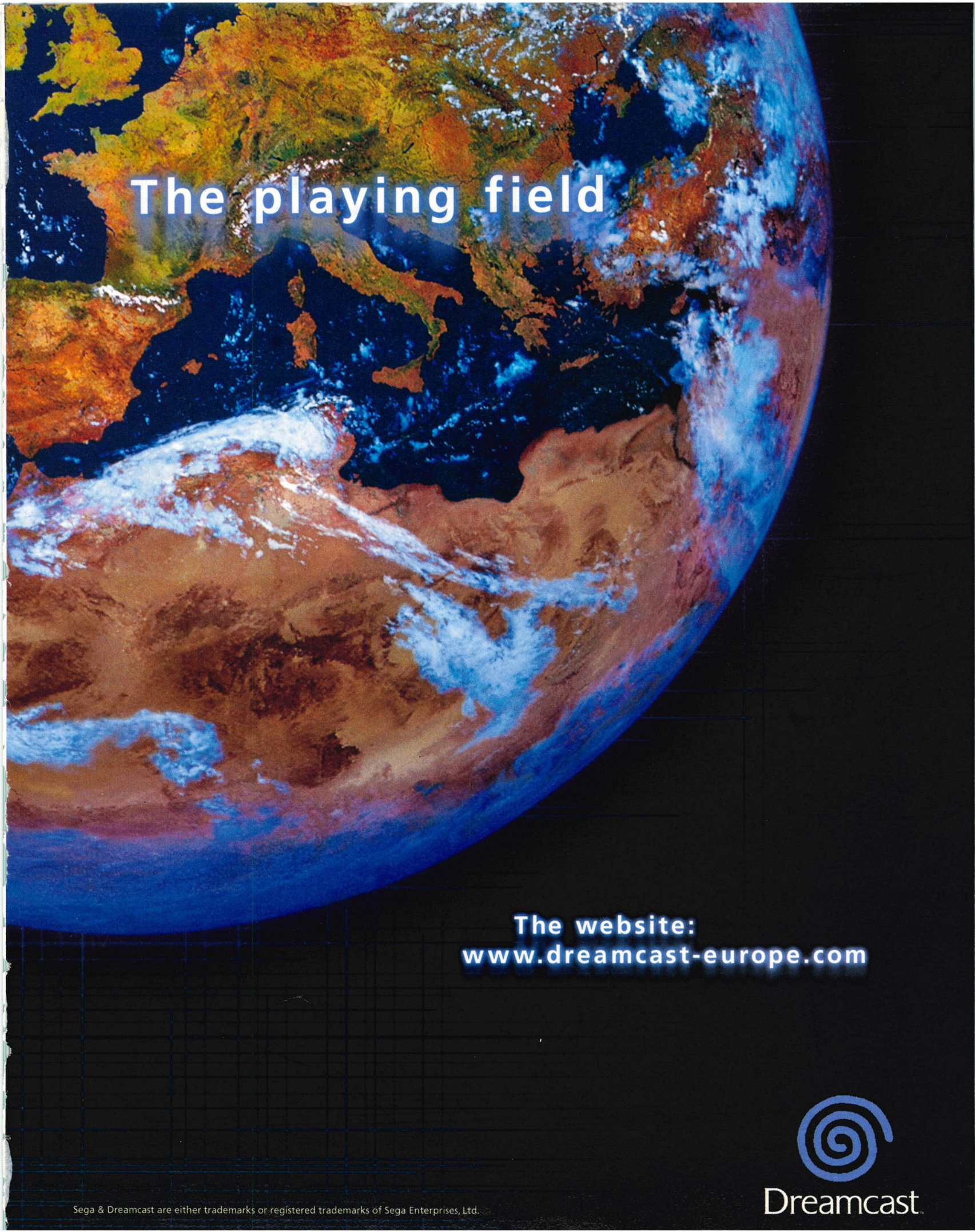
Victims of fashion crime will fill their shell suits when they clap eyes on these future cops. G Police 2's flyboys are all crazy for those togs designed by the only gurus of cloth to name themselves after the favourite fuel of lorries. Don't bin your polyester playsuits just yet though, only those lucky Americans will be able to get their pudgey mitts on G-Police Diesel garments.

Released: **September**





it's Colony Wars meets Police Academy with huge spacecraft and massive afterburners



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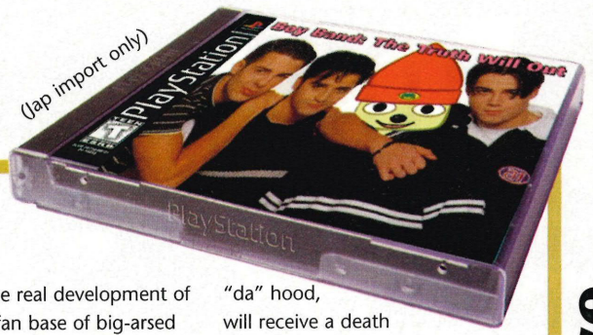
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gameon
It's coming soon, really!



Boy Band: The Truth Will Out

It's been in production ever since Take That broke up and the world was freed from Gary Barlow's drug-fuelled wailings, and now it's finally here. Take control of a teen-tastic boy band in a series of "Parappa The Rapper" style sing-a-long contests. The game starts as your quintet of lady-boys appear on the This Morning show, swinging their collective hips in front of sexually frustrated old crones.



Level 2 sees the real development of the plot as your fan base of big-arsed teenage girls in tight leggings start to buy more and more of your re-hashed 70's showtunes. Each band member starts to feel the stress in the usual ways, increasing the game's difficulty and giving you a real challenge.

The ugly songwriter will tease the press with implied drug abuse. The one who can't sing, but does a back-flip in every bloody video, will be embarrassed when his time as a pornographic "actor" comes to light. The one who thinks he's a homeboy in "da" hood, will receive a death threat from a break-away faction of the Black Panthers, and the one who no-one ever noticed before will be caught cruising for Members of Parliament on Clapham Common.

Can you keep your boys on track for world domination, or are they destined for the 99p bargain bin in Woolworths? Only you and your specially adapted Dual-Shock can make the difference.

Next Month:
Scottish League Football Allstars

CAR CRASH

Crash Team Racing

Pint-sized furry fidget takes his grudges to the racetrack

One of the big stars at this year's E3 in LA, Crash Team Racing won't exactly be a sequel, but more of a homage to the last three Crash games. If you can imagine a mix of the three Bandicoot classics, smattered with the colourful speed of Nintendo's Mario Kart, then you're (a bit weird and) about to discover a brand new enemy in the Bandicoot legacy.

Dr. Nitros Oxide is about to unleash his own form of madness in an attempt to take over the world. After he suffered a terrible accident as a child, Nitros was transformed into an ultra-fast freak of nature. He challenged the inhabitants of his island to a racing tournament and retired undefeated after 10 years of failing to find any genuine contenders to steal his crown from him.

Bored and restless he turned his attentions towards taking over the world. What else? But if one of the inhabitants of the Three Islands can defeat Nitros in a race, maybe they can stop him from operating the Hyper Activator – a power beam capable of turning the entire planet into a super fast speed zone.

wacky races

These fabulous screenshots show how the graphical style of the Crash games will translate to this racing dream. Players will be able to choose from the most popular characters in the Crash series to drive their karts. Crash, Coco and even Dr. Neo Cortex will all be up for a showdown with the despicable Oxide.

Adventure, Time Trial, Versus, Battle and Grand Prix racing modes will all be available, together with a butcher's dozen of power-ups and weapons, including the now inescapable TNT and Nitro crates. Lugnut's garage will also be on hand, for tuning up your cart, upgrading the tyres, exhaust and engines. We'll get you more info on this in the coming months.

Released **October**



This time Crash has really lost it and gone completely off the rails!







perspective



Paul McNally realises that there are differences between girls and boys

Girls and games eh? Bit like saying lads and Barbie. Or is it? Over the last couple of months we've had a bigger post-bag from girls than ever before and it seems as though more females are playing games than ever before, so is this male dominated past-time about to become er, bisexual and would that be a bad thing?

It's pretty obvious that certain types of game wouldn't appeal to the majority of girls. Ripping somebody's spine out isn't everybody's cup of tea and that's fair enough. However, I don't think we'll see more companies funding games based around soap operas etc. It seems from research done that many girls prefer to spend there gaming time playing stuff like Abe's Exoddus and Bubble Bobble, not because they're "cute," but because they make you think where as out-and-out "girls' games" like Spice World are perceived as appalling by both genders.

We get a fair few letters from lads saying "girls should piss off and stick to ironing and stuff," but once the software companies finally cotton on (and they will) that there is a huge potential market of untapped sales, there's no doubt that they'll swing like billy-o and start putting energy into the idea. You could cynically say they'll do this while churning out the same tat that males seem to lap up regardless of quality – but I'd never say that – oh no.

For a whole host of reasons the gaming industry will change it's face over the next five years. It'll be interesting to see what I'll have to write about this time in 2004!

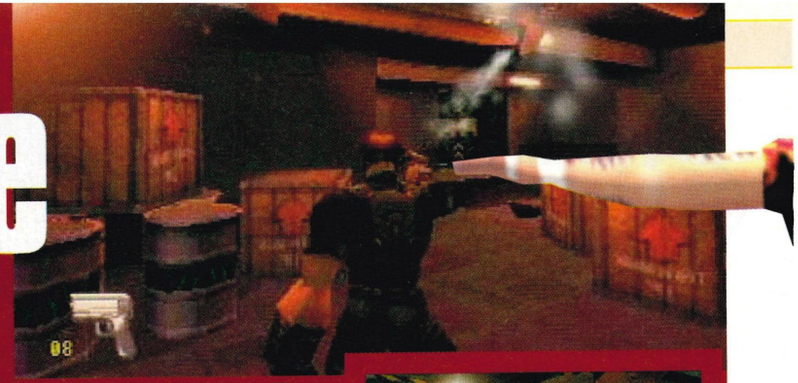
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perspective

EXCLUSIVE

Use the Force

The first was more farce than force, so can Fighting Force 2 kick back?



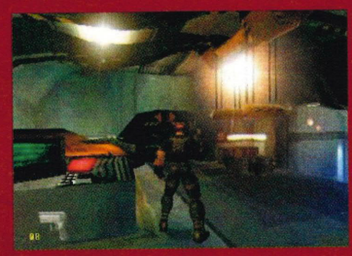
Ooh dear. Fighting Force. Well it was alright wasn't it? At best. Too easy we hear you cry. Dead right we reply. A sequel then? Excited? Don't blame you, but assumptions can be a dangerous game. Fighting Force 2 is different from its predecessor in all but name. Eidos and Core Design have decided to keep the branding but have completely overhauled the game, which is the best news we've heard all year.

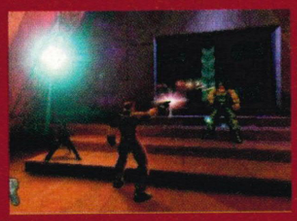
Eidos are saying this sequel is influenced by Tomb Raider, GoldenEye, Metal Gear Solid and the original, so if they come anywhere close to a collaboration of that lot things should get pretty exciting, pretty quickly. Kind of like a Live Aid of the gaming world. So where's Sir Bob?

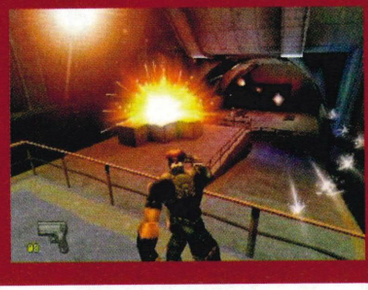
Fighting Force 2 will be spread over nine huge levels, will contain features such as limited ammo that will force a strategy aspect into the game, but it's the overall polished look of the levels and characters that made us take notice.

A new team has been drafted in to develop Fighting Force 2 and Core Design could well have more than their regular Tomb Raider Christmas hit on their hands at the end of this millennium.

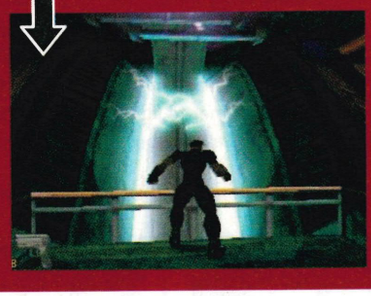
Released November

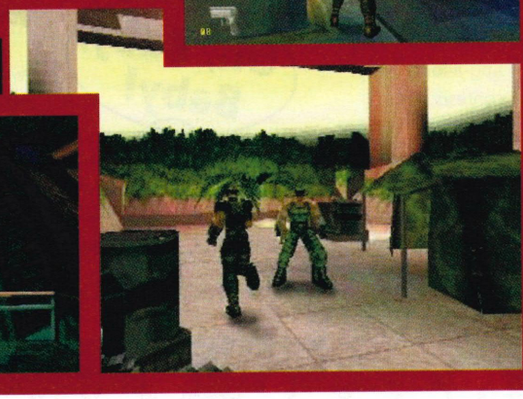






Ah shit – I left the bathroom light on again. That'll cost me





AT LONG LAST!

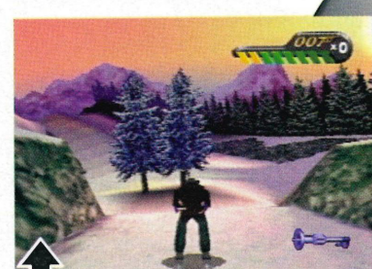
Tomorrow Never

A-ha Mr. Bond. We've been expecting you...for a very long time indeed. What kept you?

The ridiculously monikered James Bond'em-up for the PlayStation, Tomorrow Never Dies, is almost ready. We were the first mag to play it and now we bring you our exclusive views on it. Aren't we good to you?

This, in many ways is the game the PlayStation has been waiting for, if for no other reason than we constantly get GoldenEye gloating from our Nintendo-owning chums. So how does it face up? To start with Tomorrow Never Dies the game will follow the plot of Tomorrow Never Dies the movie, very closely. It's the first Bond game on the PlayStation and you obviously play Bond trying to desperately thwart the obligatory megalomaniac, Elliot Carver.

PlayStation owners expecting an out-and-out GoldenEye clone will either be disappointed or pleased at the inclusion of new sub-games, which take it away from any other Bond game seen before.



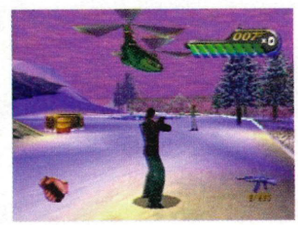
I should really have gone behind that tree, but no one will see me here

Besides the indoor and outdoor on-foot sections that you'd expect,



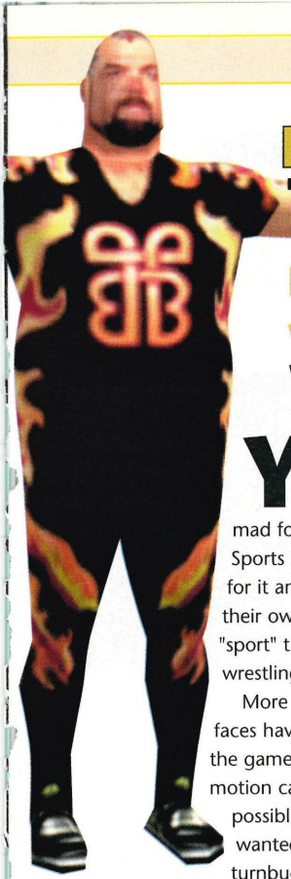
'Tomorrow Never Dies throws a curveball in GoldenEye's direction, with the inclusion of skiing and driving sections'





Tomorrow Never Dies throws a curveball in GoldenEye's direction with the inclusion of skiing and driving sections.

14 single-player missions (unfortunately at this stage, and almost criminally, there is no multi-player option. This



ROLEMODELS

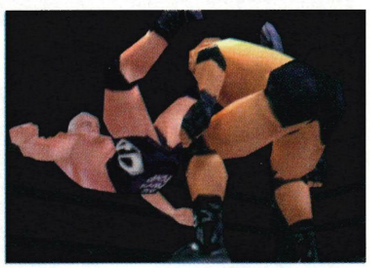
Tights & Tantrums

Big egos abound as more wrestling loons arrives in WCW Mayhem...

Yanks go mad for it, even kids with Sky TV go mad for it, now EA Sports have gone mad for it and are releasing their own take on the "sport" that is professional wrestling.

More than 60 familiar faces have been added to the game and over 600 motion captured moves are possible, so if you always wanted to perform a turnbuckle neck chop followed by whacking your opponent over the head with a collapsible chair, then now's your chance.

This is Electronic Arts' first crack at wrestling since er, wrestling the license (sorry) from THQ and if the usual standard of their sports game are upheld, then we could witness the best game of the sport to date. It was certainly attracting a lot of attention amongst over-excitable Americans in Los Angeles when we saw it a couple of weeks ago.
Released **October**



UPDATE

WipeOut 3

What do we want from the new Wipeout game? A two player mode, more tracks, a sensible level of difficulty and maybe some luscious hi-res graphics. Well, you got it, pizza boy!

All this will be granted in Wipeout 3, which'll feature three new teams of all-new craft designs (together with the five from Wipeout XL),









seven new weapons (together with the original five), Dual Shock support, a new tournament mode, Challenge mode and a Deathmatch mode.

Of course, there's also the incredible soundtrack to look forward to. Techno wizard Sasha will be gathering up a packet of international artists to pump up the audio with some melodic magic. So you can expect bags more news from us on this title over the coming months, since it's going to be blinder.
Released **January**

Dies 007



was of course the extra-special feature of Nintendo's classic) are in there and will feature heavy use of numerous cool Q-gadgets like infrared goggles and zooming sniper rifles.

So what did we think? Well, it looked alright, if a little rough around the edges. The skiing section is no Cool Boarders 3, but in the grand scheme of things Tomorrow Never Dies may turn out to be a good spy offering, although it'll have to go some to beat this month's Syphon Filter.
Released **October**



Big guns, nifty gadgets and stonking great planes, but we've yet to get a sniff of Pussy Galore









Resident Evil 3: Nemesis

FRESH BRAINS

Darker, spookier – but not as down right thick!

The third instalment to the Resident Evil series is currently mutating beyond all natural laws. Fans of the original survival horror and downright awful acting-em-up will chuffed to hear that Resident Evil 3: Nemesis will feature everyone's favourite "master of unlocking" Jill Valentine. The heroine of the first instalment has been taken to one side and given some basic training in the art of Zombie warfare. Hopefully, this will mean that the poor innocent love will recognise pools of blood, understand that investigating screams is a bad idea and generally get her little bimbotic act together.

valentine's massacre

Set two hours before the events of RE2, Nemesis puts you in charge of Ms Valentine as she packs for an investigative trip to Europe. As was hinted in the sequel, the evil Umbrella corporation has some dark dealings in our fair continent. Don't get too exited at the thought of zombies in Paris however, before the first lady of stupid statements can even reach Raccoon city limits, she's rendered unconscious by the hand of fate/a cunning plot device. With the muscular aid of Carlos Oliveira, a hot-blooded South American mercenary/obvious love interest, Jill has to work out what's going on, kill people with bad skin problems and solve puzzles that make no sense in the sane world. God save us!

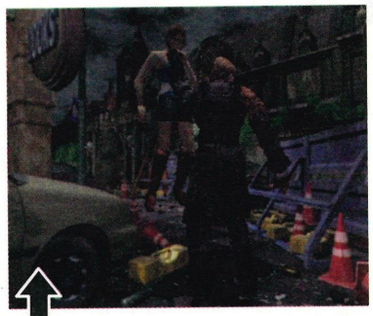
Resident Evil 3 will feature a "live selection" storyline that gives the player a much greater control over the game's outcome. There will be 10 different types of zombies, blood-spatteringly cool new creatures and a fair mix of the old favourites to keep fans happy.

One of the criticisms of the previous games was the fact that the background looked fantastic, but you couldn't do anything with it. The new interactive environment will allow you to act like a zombie hunting Womble by making good use of the things that you find. This basically means that you will have the rather useful ability to fend off attacks using background objects. Top!

Nemesis' zombies will be more devious than ever, so expect to give birth to a brown-tailed monster when you get ripped apart by an undead policeman that was previously lying on the ground with a clip of ammunition emptied into his chest.

Jill will no longer walk into the arms of a zombie when she really just wanted to turn tail and run. RE3 gives her a whole colony of ants in her pants and the ability to make rather cool dodging moves. What a lady!

Released **November**





Jill gets grabbed firmly by the throat as she prepares to give a little head









Here's Jill exercising her new dodging manoeuvres whilst showing a bit of leg







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Tomb Raider	0906 220 1237	Crash Bandicoot 3	0906 220 1259
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Competition

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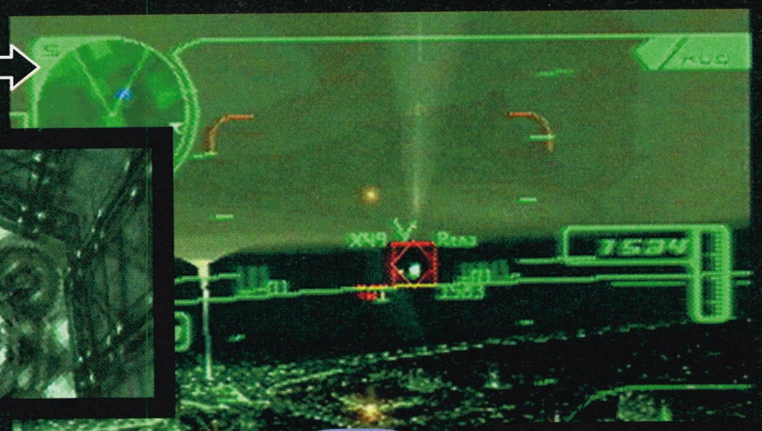
CHEAT hotline winners

Dom Freemantle, start partying right now, cos you've won our top prize of £500 worth of PlayStation games! Also Tom Gratton and Olly Downs can start celebrating now because they have boosted their games collections by £250 each. Nice one you lot!

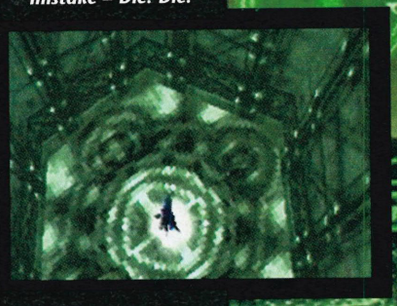
Phone our free access line compo and answer a very simple question and you could find yourself in the same position as Susy Bancroft who has grabbed eight top notch games. 92 lucky people have won the game of their choice.

We can't believe the quality of the cheats you tell us about but we still want more! If you come up with the best cheat of the month we'll give you a first class game that you can choose, like Mike Longbridge who has chosen the ace Ridge Racer Type 4.

All TURBO LINE calls charged at £1 a minute Please make sure you ask the bill payers permission before phoning!



Stupid little tosser ate Ready Brek this morning – big mistake – Die! Die!





Ace Combat 3 Electrosphere

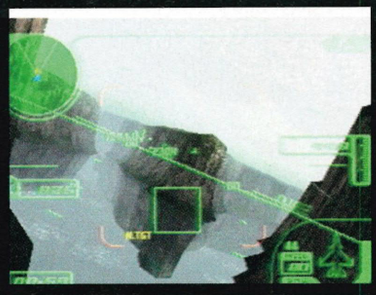
The greatest PlayStation flight sim – only on bloody import!





James' Jap bride's moonlighting in Ace Combat 3 – but she loves him long time









Ever seen a decent flight sim on the PlayStation? You're 'avin a larf ain't ya? The art of stunting about in the dark skies, with nothing but a flying chair and a red button for company, has never really reached the heights of realism on our hallowed grey machine.

Why? Because it's as boring as a 30 day snookerathon. To create a realistic, yet exciting flight spectacular you'd surely need more power than the PlayStation has to offer? What? Never underestimate the power...etc. Enter Ace Combat 3: Electrosphere.

air heads

A Ridge Racer Type 4 for planes, Ace Combat 3 bursts onto your screen like a particularly thunderous sonic boom. A variety of graphical styles are used to introduce the action; CGI sequences show the aircraft in action whilst Manga sections introduce the characters who'll help you through the missions. You're then transported to an Earth of the near future, where technological advancements mean there's a mass of sleek hi-tech planes to pilot and ever more devastating weaponry (ranging from machineguns to shocking plasma missiles and lasers).

After the introductions, it's time to board one of the futuristic fighters and take on the missions. You're launched into various environments (when I say various I'm talking everything from lush green valleys, to outer space, to the inside of computers), all brilliantly realised in 3D. You don't experience the full effect of the visuals until you get close to the ground and fly though the cities, some of the night time environments looking like unused sets from Blade Runner. The futuristic twang also

'A Ridge Racer Type 4 for planes, Ace Combat 3 bursts onto your screen with a thunderous sonic-boom'

Ace Combat 3 cont.

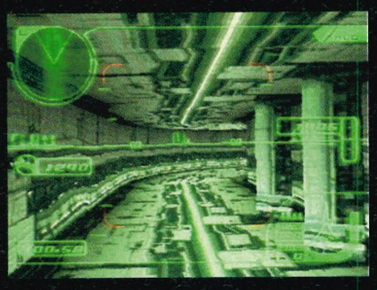
means that the on-screen displays are dazzling too.

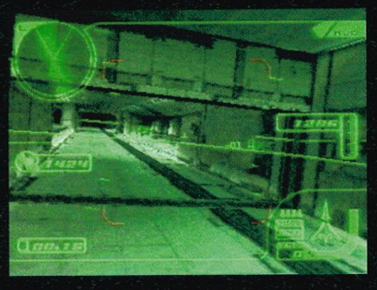
The missions are staggeringly varied, with the old Colony Wars-style fare (shooting down waves of enemy fighters, bombing radar sites and escorting local personnel carriers) padded out with bombing runs through the centre of space stations, hi-octane chases through rocky canyons and clearing viruses from infected jungles.

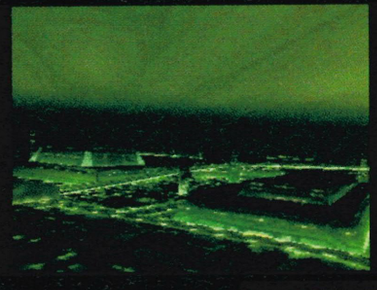
It may all be in Japanese at the moment, but there's no doubting the depth of gameplay and visual delights on offer in Ace Combat 3. When we can finally understand what the characters are going on about this could be a real PlayStation revolution. The first truly great flight sim for PSX!



A dazzling array of instruments fill the screen, keeping you deeply enthralled in the action







Pepsi Man



Caffeine injected superhero runs like a bastard

Imagine a world where you can't do anything without seeing an advert. The TV blares out ads for Pot Noodle 24 hours a day, a constant flow of junk mail pours through the letterbox and every time you flush the toilet it shouts "NOW USE ANDREX, IT'S AS SOFT AS PUPPIES". This is the kind of world you'll have to get used to when playing Pepsi Man.

IMPORT

running out of fizz

The action takes place in Pepsi World, a kind of fantasy parallel Earth that's filled with people obsessed with a certain soft drink. Pepsi Man himself is a superhero who seems to be blessed with a talent for running very fast (no flying or laser beams here, just running), his powers fuelled with bubbly, brown fruit drink.

When the people have a problem, Pepsi Man is always there (though it isn't exactly clear how he stops terrorists and saves people from burning buildings by running and drinking pop). As Pepsi Man's guiding hand, you move him left and right, duck and jump as obstacles loom, much like the chase levels in the Crash Bandicoot games.

As soon as you're introduced to Pepsi Man, this game looks dead in the water. But there's an odd humorous slant that takes the edge off the fact that Pepsi Man is just a big videogame advert for Pepsi, and the smooth 3D backgrounds are chock full with Pepsi logos, to a point where the developers are obviously taking the piss. Plus the OTT tumbles Pepsi Man performs when he hits an obstacle make him a fully-fledged Paramount comedy character.



Beneath Pepsi Man's weighty commercial skin hides an enjoyable Crash-style game, with brilliant graphics and an over-the-top sense of humour that you just have to laugh at (rather than with) now and again. Dodging the obstacles get's trickier and trickier as the game goes on and presents a genuine challenge and a true sense of travelling at speed. Worth a look but don't buy this at full price.









I've slept with ma uncle, ma sister and ma mother, but I aint never seen no Goddamn Pepsi Man



Deep Freeze

Japanese espionage adventure that sucks like a Dyson



Special military forces are perfect fodder for games. These guys don't even get out of bed in the morning before they've rescued a case of plastic explosives from armed terrorists and converted a frigid Russian lesbian into a sex-mad British agent.

If it weren't for outfits like the SAS, we wouldn't have such recent PlayStation winners as Metal Gear Solid and Syphon Filter. Although, if Deep Freeze was ever added to this list of Gold Award winners, anyone who's played it would be up in arms. This isn't so much a circus of stealth, rather a kiddy's playground full of toddlers with yo-yos.

hostage situation

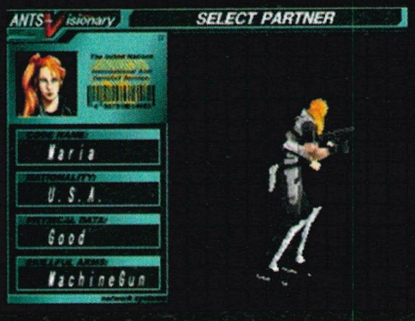
In true Die-Hard fashion (see last month's Hard Edge for another Die-Hard rip-off), Deep Freeze's early stages take place in a futuristic skyscraper, as a group of ruthless terrorists kidnap the president and hold him to ransom on one of the higher floors. In a 3D adventure style, you take a Special Forces soldier (and a partner selected from a choice of five) through a number of rooms. Your mission is to find and free several hostages.

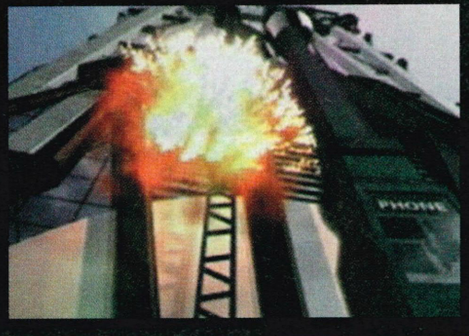
Resident Evil games do this kind of thing immaculately, where the backgrounds are beautifully drawn and very detailed. In Deep Freeze, the backgrounds are seriously boring grey and brown affairs. If you've ever got lost in the stairwells of a department store, then you'll already have an idea of Deep Freeze's atmosphere (although you'd be pretty unlucky to run into a bunch of armed terrorists at your local Debenhams).

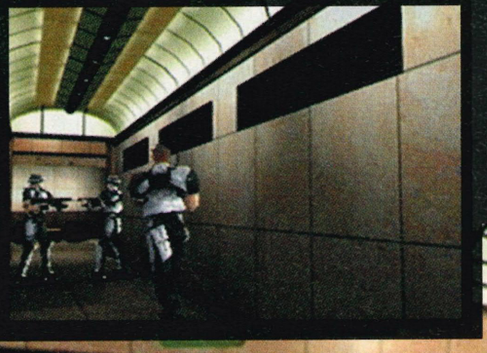
What's more, the controls are tricky and the game's content is boring, most playing time is spent trying to find certain doors and shooting the same enemies over and over. Just pray that this shite doesn't come out over here.

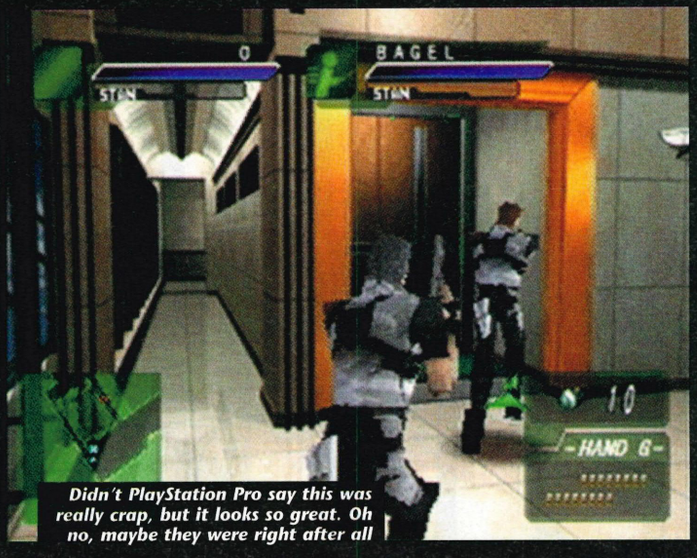


After watching endless sequences of soldiers getting chummy and going through serious male bonding, the game actually begins proper









Didn't PlayStation Pro say this was really crap, but it looks so great. Oh no, maybe they were right after all





Drink Driving



Booze affects your reactions. We all know that. How many times have we missed chatting up the 'girl of our dreams' because we were a shambling drunken embarrassment? Lots.

Rather than risk our copping reputations we decided to be openly rebellious and test out how booze affected our driving skills. Not real driving of course but our PlayStation driving skills. So we went to Sainsbury's, got a load of sauce, rounded up our extremely attractive mate Monica and proceeded to get very, very drunk indeed to see how long we lasted and test the following two highly scientific theories:

Theory One: (codename: The Student)

BOOZE + PLAYSTATION X FAST FOOD = BETTER GAMES PLAYER

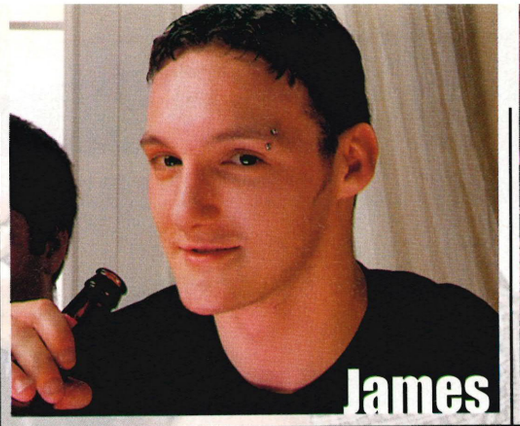
Theory Two: (codename: The Drunkard)

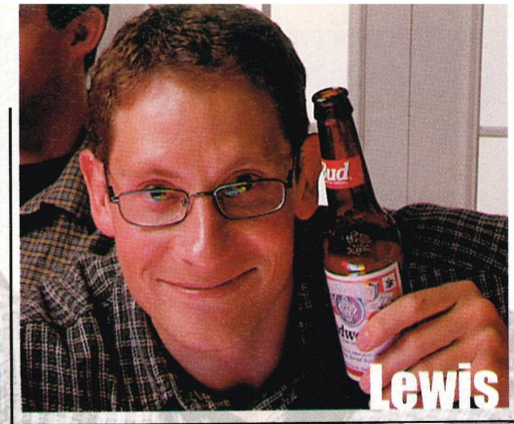
BOOZE + PLAYSTATION X FAST FOOD = MUCH, MUCH WORSE GAMES PLAYER

What started off as a friendly couple of pints and a quick spin with Gran Turismo, Driver, Speed Freaks and V-Rally 2, ended up a toe-to-toe, head-to-head battle of manhood, excessive flatulence and a Welshman's loss of innocence. It's was a last man standing, one woman setting off her rape alarm contest - turn the page to see how we faired.

Bit to stop us getting in trouble: Pro obviously doesn't condone drinking alcohol and driving a real car. It's stupid and you kill people. So if you simply must drink and drive then make sure it's with Gran Turismo or something and not for real. Or you're a dick.

Games &Geeks



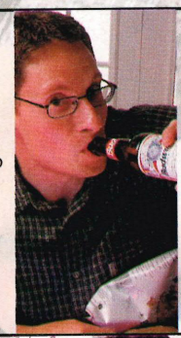


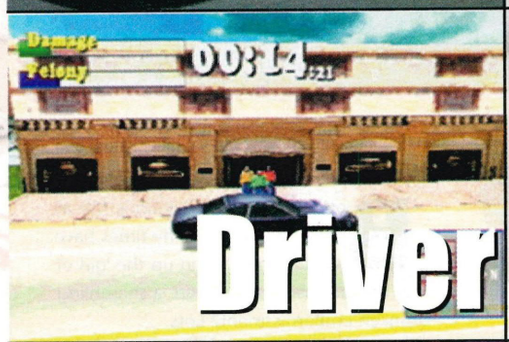


The boy James brought with him a fearsome reputation for being able to hold his liquor and after a couple of cans he's into a Gran Turismo battle with Lewis. Keeping up his sustenance with crisps seems to help him as well



Started off showing off his GT prowess. An office lightweight, the rest of us just waited for him to start flagging after setting off like Linford Christie on his way to a Lycra sale at Debenham's.





James doubled up to four cans worth of Special Brew hardly breaking into a sweat. The self-proclaimed office champion at Driver continued his rich vein of form and began to break away from the rest.



Another good showing from driving veteran Lewis. Driver may not have been his strongest even but he still managed to stroll into second place ahead of the other three losers to the right.

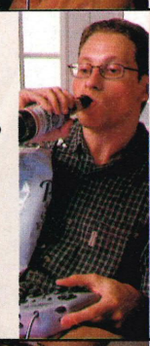


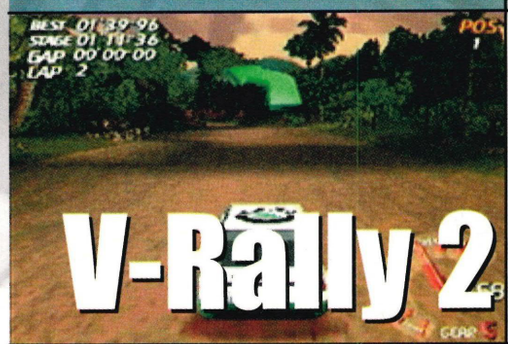


A solid performance on the pre-release version of Speed Freaks set the ladies' hearts a flutter. There seemed to be no shaking off Lewis though but it was obvious this guy would take some beating.



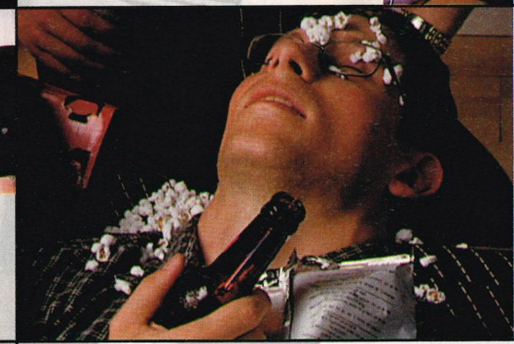
Beginning to show signs of wear and tear, Lewis continued to drink all bar James under the table. Sloppy at time, Speed Freaks was no easy ride, but at least he managed to get through it without chucking.





Suddenly it's a two horse race. Three lightweights down, two to go in a toe-to-toe battle to the bathroom. James drinks like a thirsty fish and completes his final event in true Daley Thomson-esque style.





Results

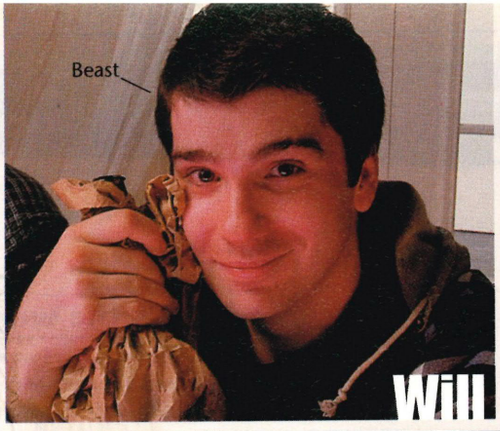
The undisputed champion of Pro's first drinking championships, he was always going to be difficult to beat after having years of boozing practice to make up for his other social inadequacies (No James, it doesn't happen to every man and yes it does matter to girls!). A round of applause please!

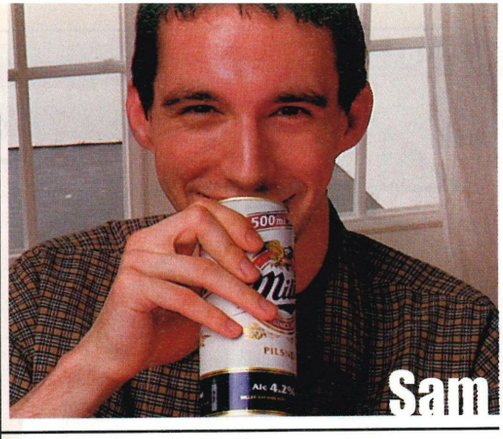


Ended in tears (not to mention a few other bodily secretions) for Lewis. When sober he's a match for anybody at driving games, but proved that even tiny amounts of alcohol (and we're talking sniffing the barmaid's apron here) will slow your reactions down to some extent.







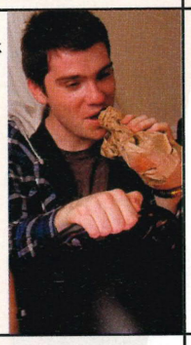


Monica disappointed by clearly just turning up for the beer. She's a bit of a reputation when drunk, so none of the Pro lads tried to persuade her to slow down with each of fancying a quickie later in the evening.





Will is a nutcase. Refusing to drink the same brew as the rest of the gang he brought his own special concoction and proceeded to drink it hidden by a bag, hoping we wouldn't notice it was meths.

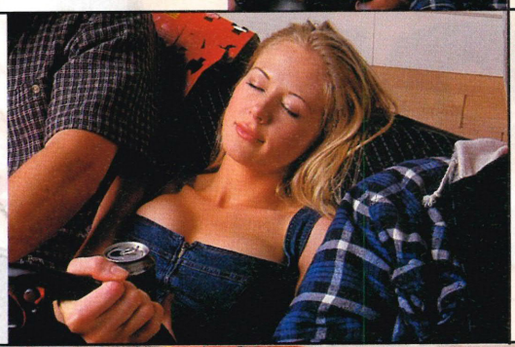




Sam was another who turned up seemingly intent on the beer. Struggling at times to hold both his can and the Dual Shock, he did well enough at Gran Turismo but after a few sips his time began to slip towards the worst of the evening.





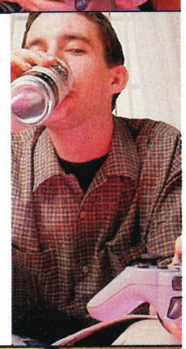


A combination of boredom and booze sent the lovely Monica to sleep and office beast Will fancied his chances in the Race of Love. Having drunk heavily until this point, Will now believed he was actually successful with members of the opposite sex. That proves the evils of alcohol addiction!



Sam glugged away gallantly, but his performance was slipping fast. The highlight of Sam's Driver performance was a spilled can all over the Dual Shock. Nightmare. Clumsy bastard.











Proved she was less than useless at driving games, but as she's fit as f@ck we're making her honourary winner of the driving tournament. Any girl who's prepared to be molested by Will has got to be the special someone we all dream about. Not bad for a posh chick.



Will is a disgrace. Known as Shaky Hands to his friends, the Welsh Wonder obviously sees booze as the way to a girl's knickers. If you do happen to see him near your local school then for God's sake, call the police. Especially if he's wearing a trenchcoat and offering to show you his lambchops!



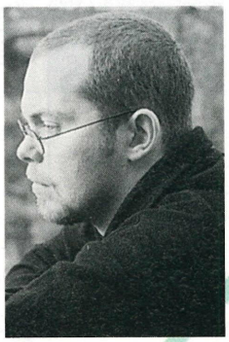
The bookies had Sam down as an outsider, but he badly let them down by both his crap games abilities and seeming incontinence. His hunger for the event disappeared and maybe it's time to consider retirement before he fades away and makes a Foreman like embarrassment of himself.



Write to PlayStationPro letters, IDG Media, FREEPOST (SK3

mouth

Mouth is your section. Here you can have your say and play games with us. Aren't we good to you?



We've had a big response from girls this month, which has been quite surprising so keep your letters coming in and don't forget to include the underwear!

We've also had mail from the front line in Serbia as well from some of NATO's finest, so it's good to see our word is getting out and about and now the bombing's stopped they'll be able to get down to some serious Crash Bandicoot action! Email me!

lett

Mum's the word

As an old gamer in more ways than one (I'm a 39 year old mum of three, soon to be a granny - blah!). I just had to write to congratulate you on the best mag (the rest are swag). As a PlayStation fanatic I am always well impressed with all the latest info on games and gadgets, but I do wish you had a swap shop or second-hand page.

As a single mum I can't usually afford the new games as they are released (not unless I put the kids on bread and dripping for a couple of weeks and they're getting fed up with that!).

I think you'd all call me a bit of an old fart as I am simply addicted to RPGs. – My favourite to date being the brilliant Final Fantasy VII, it's a wicked game in every sense.

I am currently at the end of disc 2 and I am all of panic as to what I can play next. I don't know what I'd do without my daily fix of escapism. Please print my letter and make an old woman very happy!

Your gaming bad mamma - Bev, London

But Bev, we do have a swap-shop. It's called Shouts and can be found in the Dealer section at the back of the mag each and every month. It's getting bigger by the issue too and we foresee a time when it takes over the world completely.

Remember too, by the time you finish Final Fantasy VII it'll be more or less time for FFVIII to come out, so you'd better start stocking up on dripping right about now!

Tinker, Tailor

We are a small group of soldiers currently deployed on the Kosova/Macedonia border. Life out here is not too bad currently, we are just waiting to move in now, but living conditions are not too hot.

Out of a group of 10 people, four of us have our PlayStations out here with us, but no electricity in order to make use of them. Is there anything you can do to help cure our boredom for the next six months?

We would appreciate anything, or a brochure of anything we can order to use out here. Thank you for taking the time to read this letter.

Miss P Plant, Gunner, 5th Royal Artillery, BFPO 559

PlayStation PRO MAGAZINE

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ers

Unfortunately Gunner Plant, our longest power lead is only 2m, nowhere near long enough to reach your squalid tent, and we lent the last in our extensive collection of portable generators to travel vixen Jill Dando - don't think we'll be getting that back any time soon. We do have some Bettaware and Kleenezee brochures, which we'll happily forward though, to help those endless nights pass more quickly for those of you who don't get blown to bits by the inevitable clutch of wayward NATO missiles.

Loyal supporters

Just thought I'd drop you a few comments and questions. First of all, I'd like to tell you why I've been buying your mag for over two years. A mag has to be informative, and tell us the latest updates on games. And give us the experts' opinions on the newest software. But as I trust people in the media as much as I'd trust Michael Jackson, this isn't the reason that I've bought Pro specifically for so long. Pro gives us more than reviews and tedious screen shots of games that are a year away from hitting the shelves.

You lot at Pro put some humour into it and have no qualms about who you slag off, be it the readers or the games or indeed the mighty publishers (who you rely upon for your early copies of the latest games).

When I buy a mag I want to laugh as well as be informed on the games to come (more of those letters you slag off Chicken) not just read, what is (let's face it) just an essay about the game. Now a question if I may, I have Caesar's Palace 2 and enjoy a good gamble, but there doesn't seem to be any other half decent games in this genre. If you know of any could you please, please enlighten me.

Now if you would ask Miss B if she has any tips or cheats for Thrill Kill. I can get to the boss OK and when he disappears I can kick his arse, but then when I have to catch him he is too fast and as he's invisible I can't anticipate where he'll be. Does Miss B have a nurses uniform like Belladonna in Thrill Kill, I'm sure she'd suit it?

In issue 35 (the Spot the Difference) the difference was that one of them has wrinkly sagging tits and the other one is an old lady. Have any of your staff ever wanted to 'choke the chicken'. Kay looks as if she's choked more than Bernard Matthews.

I eagerly await your oral response,

Lee, email

Glad to hear you like the way we do our job. We do our best. I'm sure Miss Bea has a nurse's uniform she can put to some use. If not, we can soon get her one so she can take your temperature.

Gambling games are few and far between. I can't think of many more. You can get the odd horse racer from Japan, which are usually good for a laugh.

Thanks for the observations about the differences, I'm pretty sure Kay could put old Bernie out of business, being the little strumpet that she is.

Got it licked



I found this picture in my newly developed film and I decided to send it in because 8/10 people recommended I did. As you can see, Darren Woolley is licking the PlayStation Joypad, but worst of all it is my joypad and I've only just found out that he did it so I want to get my revenge on him. So please put this picture into your magazine as it will make all of us here happy chaps.

From Gas Snake (long lost cousin of Solid and Liquid Snake), email

Anything to oblige Gazster. Consider your mate well and truly humiliated. There'll be no girlies interested when they see that tongue in action now. If any more of you lot have funny/sexy/dirty pictures then feel free to send 'em in and we'll publish the best. If you want them returning you better put a stamped address envelope in there as well to remind us!

IMPORTant NEWS

Firstly, bloody great mag. Secondly, a subject I, and quite a few others I imagine, feel quite strongly about. The fact that the US and Japan in particular get games released that we have to either wait ludicrous periods of time for, or we don't even see. The number of quality games in Japan at the moment is colossal and the chances of us seeing these, not so. Likewise, the US which currently has numerous Special Edition games.

A fine example is Parasite Eve. With the game you get an FMV of Final Fantasy VIII, a playable demo of Xenogears and movies of Brave Fencer and Bushido Blade 2. And yet, we still await the original, which may be some time. Not only that, but being a huge FFVII fan (yes another one) I am eagerly anticipating the word, whether or not we get Final Fantasy Tactics released over here.

The fact is that great games such as Xenogears are sadly slipping through our fingers and it ain't on.

Us Brits are paying excessive prices for our games and we are then expected to wait for releases. Come on! I can not help but feel discriminated against. I could understand if there was not much of a market over here, but you need to look at the game stores that are never empty of enthusiastic gamers with cash.

Whatever the reason it just isn't fair and it's about time something was done by the gaming community. We should be getting some equality over here. We are always hearing about our great society and how we have advanced greatly, yet in this modern world, old habits die-hard. We still have our old problems – discrimination.

Jordan Craig, Isle of Arran

It's a pain in the arse when you're waiting for a game and know it's available elsewhere in the world, but there is very little we can do to change things. Sony tell us it's all about PAL conversions and language translations, but whether you let this wash or not is by-the-by.

I disagree about the huge amounts of quality games in Japan though. I was in Tokyo a couple of months back and there is very little of any worth, but there are shelves of total crap. Parasite Eve in our opinion is a part of this crap too.

Sony, to a tiny extent, try to limit the out and out todge that gets released by them over here. They can't be responsible for third party stuff. but Let's Go by Train 2 is never going to make it to these shores.

I really don't think we're being discriminated against as such, maybe treated with a lack of equality, but we are not deliberately being badly treated. Maybe it's something that will change in the future? I wouldn't hold your breath though, but you never know?

"You'll probably just write me off as another **feminist**"

viewpoint

It's that time of month again where you get to have your say (and we'll usually tell you that you're wrong!). If you think we got a game mark wrong - tell us. If you think we've got too many girls in the mag - tell us. In fact that's exactly what you've gone and done this month.

Sexist pigs!

I usually spend my time constructively, reading a couple of other PlayStation magazines because they are gaining intelligent readers who are genuinely interested in their PlayStation. Sadly, on one occasion I purchased Pro and was quite disgusted with what I saw. When I opened the magazine I found sexist comments, degrading captions to pictures of women wearing next to nothing, totally irrelevant to what they were promoting. I could hardly believe the writers of a mag about something as wonderful could be so braindead.

Don't you stop to think that maybe a woman could buy your magazine and be really insulted that the female body is used in such a way?

I do admit that some games do similar things and that the gaming industry is aimed mainly at males, but magazines such as yours should not encourage this. You of all people should take into account that women enjoy the PlayStation as much as men. You should be there to provide information and entertainment for every person who is going to pick the magazine up and pay for it.

Why not leave the bare skin for top shelf magazines where people are going to buy knowing exactly what is inside it, not expecting something else.

Perhaps you could take a leaf out of some of the other magazines who are doing just what they should be - devoting their mags to the PlayStation.

You'll probably laugh at me and write me off as "just another feminist" but I had to have my say.

Julie Morris, Sheffield

You don't like us do you Julie? We really do take all your points on board, but doubt very much that you're writing into girl's mags like More! telling them about their disgraceful use of half naked boy band members or pictures of "top totty" Brad Pitt.

Attractive girls have been used to sell software since the eighties. I personally can't do anything about that, and while it isn't necessarily something you agree with, you can level the same accusations at virtually any other product. For example, is having 20 half-naked girls in the recent innuendo-packed Pretty Polly bra ad aimed at getting girls to buy the bras? The argument will rage no doubt, but it would be good to hear other girl's opinions. Who knows, maybe you'll change our minds!

On the other hand

I am writing to ask if you could put a few more hot babes in your mag (eg a few posters in the centre, of people like Miss Bea, the Diver's Dream girl and Anna Kournikova). I'm sure all the lads that read the mag would be well chuffed (all the heterosexuals at least!).

PS - About the girl on Page four of issue 36, is that her head on someone else's body?

Rob Heath, Hope Valley

To deal with your last point first, nope that's Luci's head on Luci's body. You'll have to trust me on that one mate. As for pictures, we're constantly looking at new ideas and we might well have a very nice surprise for you in a couple of months.

Please don't talk about only heterosexuals liking the girls, we have enough problems (see above) as it is!

teaser
questions and what not

Make use of those lost toilet moments and get scribbling. Get them all right, rip the page out while screaming "I am a GOD!" and send it to us. Make sure there's no one waiting for the loo or you'll sound like a right weirdo. Oh yes! Photocopies/etch-a-sketchs and grease-proof paper tracings are all acceptable - so get to it!

Q&A

You've read the mag, now prove it!

1. *Silent Hill is:*

a) A blend of the finest coffee beans from around the world ☐
b) Special noise retardant underwear for old people who fart too much ☐
C) The sort of holiday destination that greets you with reps who look like peeled penis-headed babies - with big knives ☐

2. *In Ape Escape, you have to catch cute little monkeys in a big net. Why?*

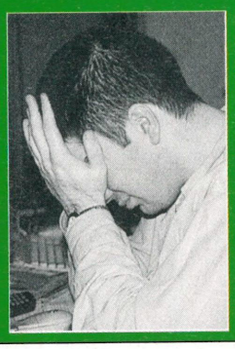
a) Why? What do you mean why? They're monkeys for Christ sake, that's what they're there for! ☐
b) So you can extract a special chemical from their glands that will cure impotence in young men ☐
c) Because they are going to take over the world and must be stopped ☐
d) Because catching the Seven Wonders of the World with a net would be a silly thing to do ☐

3. *What in the name of arse is a Syphon Filter?*

a) A special attachment for the Silent Hill retardent underwear system. (see q1) ☐
b) The name of James' Russian bride that he bought off the internet for a few plastic combs and a Remington Fuzz-away ☐
c) A virus that can kill selected genetic groups ☐
d) It's like your most powerful orgasm times one million ☐

spot the difference





We've taken two identical photographs and changed them in one subtle yet significant way. Roll on up and tell us what it is and how this amazing effect was achieved.

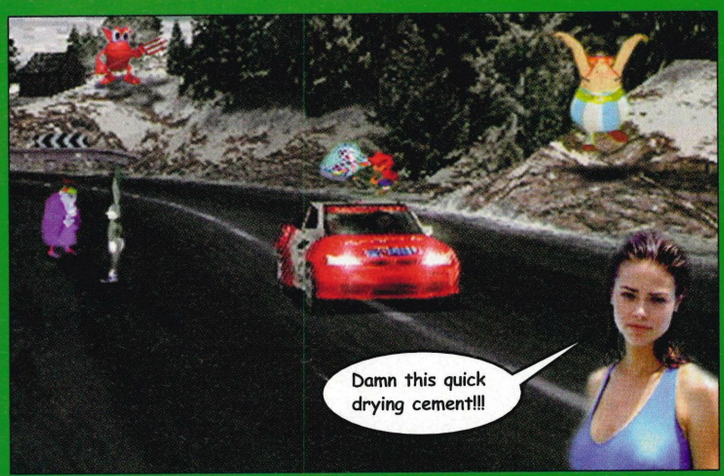
The difference is...

4. *Okay wise arse, what's a Gobbo?*

a) A battery powered toy favoured by a certain type of lady. See Question 3B ☐
b) The flap of skin that sticks out on those freaky "outie" belly buttons ☐
c) Blobs of fur that need to be rescued by a designed-for-kids crocodile ☐
d) The collective term for a group of people that originate from Birmingham ☐

5. *How much wood would a woodchuck chuck if a woodchuck could chuck wood?*

a) Not many ☐
b) At least 50, if not more - it depends on the size of the wood ☐
c) Woodchucks cannot throw much wood at all, they are small timid creatures that deserve our respect - but go very nicely if dipped in honey, covered in streaky bacon and popped in the microwave. Yummy ☐



Gaze longingly into your crystal balls and tell us what happens next! While you're in this state of psychic bewilderment, take note of which dodgy characters are at the potential crime scene. We need to know their names, favourite sexual position and the game they're currently involved in. Please send your answers to the "What Happened Next (like it really matters!) Quiz", at the usual Pro address.

Cunning conundrum

A Lara penile Croft doggy dirty colony flaps slapper is

A tough one this. All you have to do is rearrange the letters to form any sentence you can. The most appropriate/offensive will win. Think of this as a tie-breaker - 'cos that's exactly what it is.

.....

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

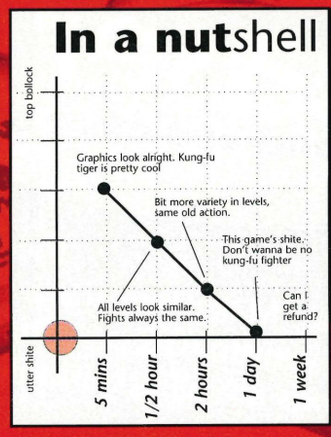
entries to teaser questions and what not PlayStation Pro, IDG Media FREEPOST (SK3038), Macclesfield, SK10 4YE

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	☆☆

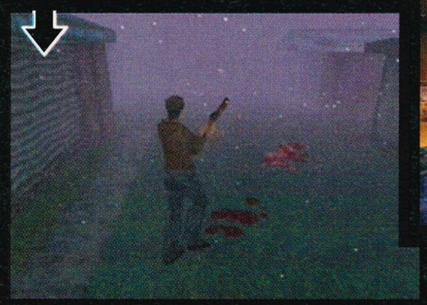
This is the bit where we sum up the game. Except not here on this page, because there's no game to sum up. So instead we'll be talking about women's arses. What about that Caprice eh – seen the peachy crack on that...?

PRO Rated 38%

Alternatively: S.C.A.R.S. 4 Ubisoft ☆☆☆



Ape Escape *page 56*
Platform games go stellar in this staggering simian adventure



Silent Hill *page 62*
Will make your blood run cold



Syphon Filter *page 68*
More stealth magic as an assassin with a chip on his shoulder

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 4 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.

V-Rally 2 ***page 72***
Rally games get a slapping by this Colin McRae beater



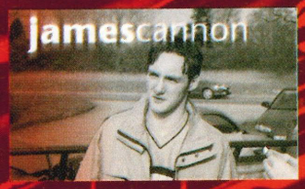
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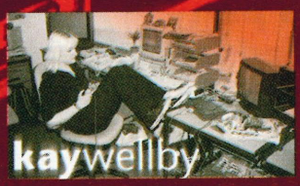
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"Wrong hole deary..."

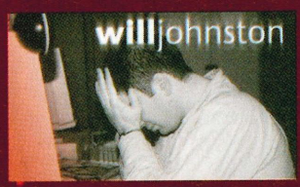
Park benches, lay-bys and fish, we've all been there, or have we? This month the Pro team reveal to you their innermost sexual secrets. What a bunch of complete...



A seemingly diastrous New Year's Eve party was saved when James' best pal walked in with a blonde bit of fluff on his arm, one James' pal had been after for about a year. After sinking a few bevvys, James' reproductive abilities were called into question due to the lack of totty on his arm, but all was not lost. As Auld Lang Syne rattled around countless family homes, our James was bobbing in a bush with said fair crumpet.



It was a sunny, summer afternoon in Torquay, on which Kay's tale of bedroom gymnastics took place. A male friend popped round for a swift visit and a quick dose of rumpy in the upstairs bedroom. As it was a sweltering day the windows were wide open. Kay and her anonymous friend found themselves 'working in rhythm' to the sound of her gran twittering to her mum about how lovely the camellias were, and other garden topics.



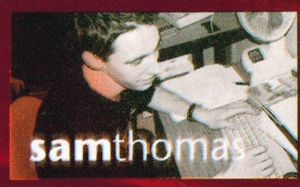
As a curious young boy, Will became fascinated with some particularly agile salmon in a local river one day. One of these aquatic creatures suddenly leapt from the river, to land a few feet away. Feeling a sudden surge of hormonal curiosity, Will picked the struggling fish from the ground and guided its seductive gills to his neck. "What can I say, it was the best love bite I ever had. It's as if the fish knew my buttons and exactly how to press them".



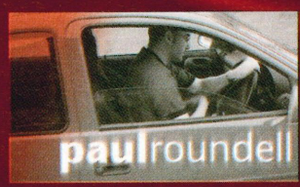
Before we begin Chicken's tale of the darker side of love, he would like to make it clear that this story involves a girl who means NOTHING to him. It was a heated evening with a PREVIOUS girlfriend. Chicken was doing his best to keep the girl in question happy (hey, we don't want any more complaints) when she whispered in his ear "oh, for God's sake stop winding me up and get on with it". Barry White eat your heart out.



Gaz was the tender age of 18 when his father announced he was off on holiday. Party time. That night, a serious alcohol consumption was to be had at the local pub. As the night went on, young Adams could see no advance in the pulling department, so desperate measures were considered. On the way home, Gaz happened upon a young pissed up filly, looking for a place to stay. Buddaaa Bingg, he truly is the jammiest of bastards.



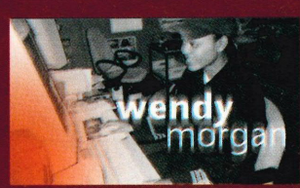
To celebrate passing her driving test, Sam's lady friend took him for a hazardous drive down the dual carriageway. As he put his hand on the steering wheel to steady it, he found himself entangled with said girl, kissing and groping, before sirens intervened and the car was pulled over. Embarrassment was trebled when the driver neglected to put away a stray tit, was asked out of the car and was shown the broken brake light that caused the policeman concern.



On a recent software trip to Amsterdam, his first time abroad, Paul got carried away in the Red Light district (literally) and ended up semi-unconsciously shagging down a Dutch back-alley. Only at the crack of dawn did Paul realise that the hotty totty was in fact a ladyboy, but being bi-curious for many years, he felt as though he'd broken through yet another taboo and now emails lonely males in the Pro office hawking for trade (happy holiday Paul)



Holidaying in tits-and-ass paradise Majorca, Lewis found himself ensnared in the charms of a salacious, giggling German lass. The confident crumpet soon had Lewis in her net and up to her hotel room, only to find that her older sister was also inhabiting the joint. Still, enthusiasm got the better of the couple and they had it away on the bed. All was well until Lewis found out the sister was actually the girl's mother.



Hot for a bit of the old one-two, Wendy and a man friend searched for a suitable pasture to start their groping, settling for a quiet spot in the park. After becoming entangled on a bench, however, Wendy decided this was not the best situation, especially as one and all were wandering past and getting a good goggle, so she firmly pocketed her knickers and left the poor fella in a confused state of semi-arousal

Ape Escape



Chaotic chimp's tea party turns into a fun-filled 3D monkeyspanker



One crazy scientist, thousands of psychotic monkeys, and a cunning plan to take over the world. "What's this?" I hear you cry, "another 3D adventure game featuring cute characters, vicious baddies and mind-blowing colours?" Well, yes, but although Ape Escape falls easily into this category, right from the moment you slap this little lovely into your machine, you'll see that it's also one of the most original 3D games ever!

The first thing to stand out is the innovative control system. What is merely an option with other games, Ape Escape is the first to make using an analogue pad essential (i.e. if you ain't got one, you ain't playin'). Using the left stick to control chimp-catching hero Spike's movements and the right to move his weapon/tool, the buttons are used for jumping, looking and choosing appropriate weapons. Although it's fairly tricky to do anything at first, a bit of practice is all it takes to perfect even precise movements.

tooled up

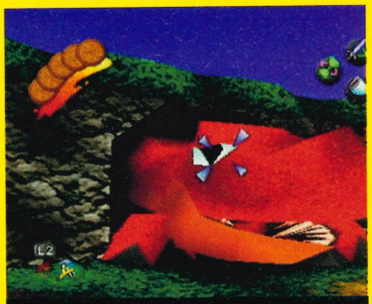
Once the controls have been mastered, it's time to tackle the tricky business of catching those pesky apes. However, with each one having its own strengths as far as speed, alertness and attacking skills are concerned, storming in whilst waving the net wildly isn't always the way to go. Whatever the situation, cunning and



Collect 100 triangles, and voila! An extra life manifests itself upon you...



Swimming in a monster's stomach acid- mmm, my kind of fun...



Sometimes you're forced to do weird things to open doors – it's a mad world



Gotcha! Catching an ape is almost as satisfying as taking a dump. Almost



Loitering with these dinosaur eggs, and you're sure to get carried away...

initiative is the key to chimp-catching, with sneaking and playing dead (both done by pressing down upon the analogue sticks) comic and sneaky ways of trapping those monkeys.

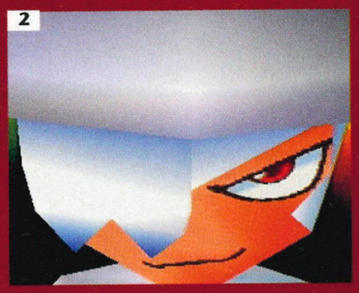
However, you've also got to be able to move very quickly. The monkeys are equipped with bizarre head mounted radar, and once they get a snifter of you, it's off they go – harder to catch than the clap in a convent, leaping around like the maniacal bastards that they are. If you do end up chasing them, they'll try their hardest to shake you off their trail with a classic combination of banana skins and machine gun rounds.

Apes aren't the only species after your blood – there are plenty of mutant creatures, all created by Specter, the Lord of monkey evil. Giant onions, with whopping great venus flytraps are waiting to kick

Once upon a time...

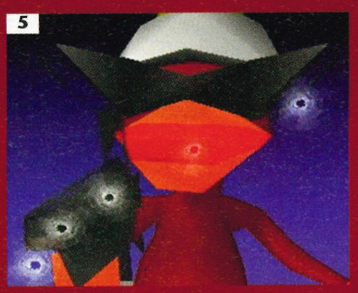
Once a performing monkey at the circus, Specter's wicked powers stem from finding and donning the Professor's Peak Point hat. Consumed with wickedness, Specter frees all the monkeys and instructs them to take over the world, doing away with the Professor and his granddaughter Katie at the same time. This is where Spike, his quick-thinking and his net-wielding step in...





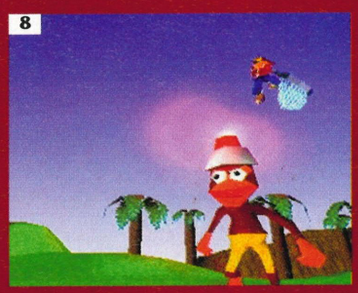












Tooled up

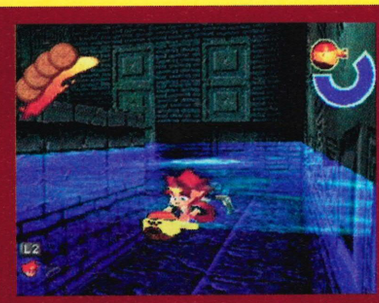
There are some things in life that every boy must own...stuffed in his trouser pockets, Spike's got one or two novelty items that make his life (and the business of monkey-catching) a whole lot easier...



Stun Club: A mere lightsabre, if you will. Stuns monkeys and kills weird creatures



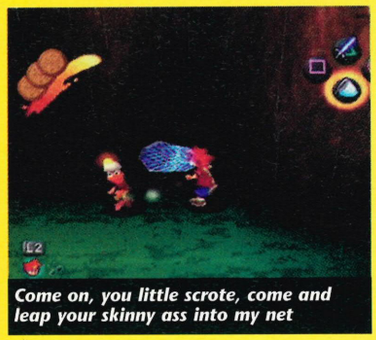
Time Net: Essential for stuffing monkeys and packing 'em off back in time



Water Net: Stashed in the underwater propulsion unit, this is for aquatic apes



Banana skins and strange creatures will cause you to stumble like a buffoon



Come on, you little scrote, come and leap your skinny ass into my net

Spike's ass, but can be fended off with some of the other tools, including a catapult, a stun club (which looks uncannily like a light sabre) and a remote-control car.

There are also some gadgets that double-up as weapons, making getting about while defending yourself a lot easier. These include a handy hula-hoop which, when spun, not only makes you run like the wind, but knocks out any baddies that happen to get in the way.

'There's something special about Ape Escape that makes it funkier, fresher and more fun than any other 3D title around'



Hurrah! More switches. This time though, it's a lot easier to flick on and off...

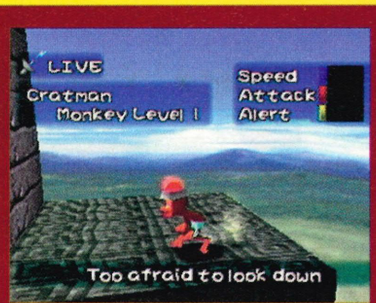
Gotcha! (part 2) Hitting nasties usually leaves a pile of treats

When it comes to moving around, you don't have to hoof it – there are plenty of other ways to move your ass around the grass. Jumping across huge crevices is possible by using the sky flyer, a harmless-looking paddle that will carry you helicopter-style across the offending crack once charged with some serious wrist action.

Traversing water isn't a problem either, thanks to the underwater propulsion unit that not only acts as a motorised float, but can fire nets at any apes with an aquatic bent. On some levels, there's even a rowing boat that uses the analogue sticks like oars. Once again, this is pretty tricky to handle at first, but when mastered will have you skimming across the water with the grace of a swan (or something).

Pant-A-Loonies

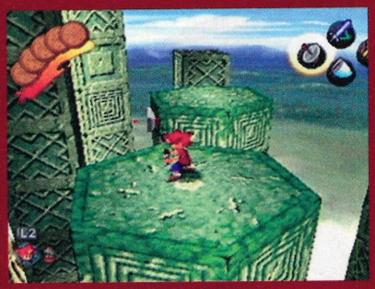
Trousers – smart, comfortable and bloody essential for the modern-day kind of guy (unless you're a transvestite or Brian from Placebo). And the apes seem to think so too – but their kecks hold a special meaning. The colour of each chimp's trews represents the mood they're in. Weird? Let me explain further with one or two examples...



Light Blue: The big jessies of the monkey world, these prefer to cower in a corner



Red: These monkeys are vicious buggers who aren't afraid to kick your ass big-style



Monkey Radar: Wheedling out any stray monkeys, this'll pinpoint their location



Super Hoop: A few spins of this mighty plastic wheel and you'll be off in a whirl



Sky Flyer: A pair of hand-held propellers that will carry you up to high places



Slingback Shooter: A kiddy catapult that is perfect for long-range attacks

Once you've completed all the levels and have caught all the apes you possibly can, don't be fooled into thinking that the game's over. Some monkeys can't be caught in the earlier levels, mainly because you haven't yet gained a particular tool to wheedle out the offending hairy butts. So if you want to collect the full set, you'll have to return at a later date to pick up any stragglers.

complete monkey nuts

There are also other valuable collectibles out there for players to fill their rucksacks. As well as digestive biscuits (which top up Spike's health) and gold triangles (which, when reaching the 100 mark, provide Spike with an extra life), there are also Specter coins to collect, which open up sub-levels, and depending on how many you possess, this includes a highly ridiculous boxing arena.

Okay, so it's not on a par with Victory Boxing, but it's a complete rib-tickler, particularly if you haven't worked out how to punch properly and your monkey's arms are whirling about faster than your mum's rotary washing line in a hurricane. Also scattered amongst the regular levels are the dimension levels, where Spike has to race against his rival Jake around a nightmare track that boasts enough tricky elements to make you mad enough to try them over and over again until you beat him. The smug little bastard!

king of the swingers

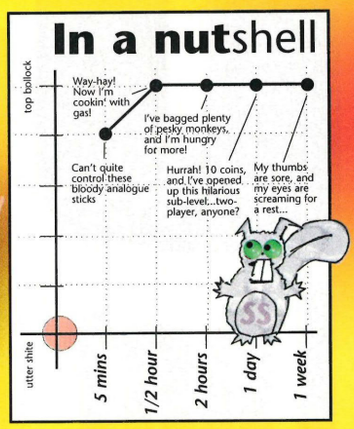
Aside from the innovative control system and the fact that there's plenty to do, the best thing about Ape Escape is the fact that even the tiniest details have been given loads of attention. From the colour of each ape's pants, dictating their mood, to the constant movement of the intestines in the dragon's gut level (nice), there are plenty of things that make you go slack jawed and starry-eyed.

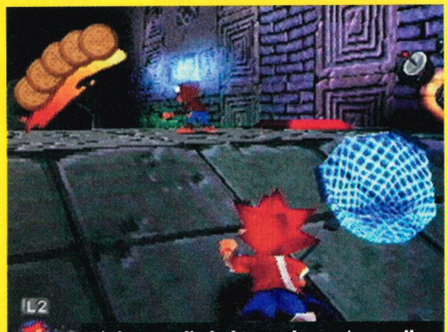
There's something special about Ape Escape that makes it funkier, fresher and heaps more fun than any other 3D title around. It gives off the kind of happy-go-lucky/kick-ass kind of attitude that games like Psybadek missed completely.

Whether you're averse to bit of serious monkeying around with some hardcore chimp capturing (or indeed, if you're related to Mary Chipperfield), or not, you'll still love this game. However, Animal Liberation types are gonna hate it, but then, hey! They're just a load of lettuce-eating freaks that can't fight back. So go get it!

Kay



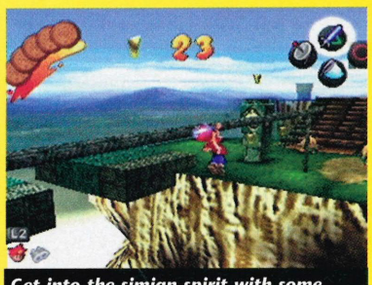




Right, you little bastard...you've really got it coming to you this time...



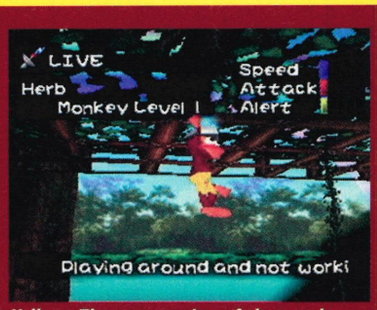
"Row, row row your boat..." Spike gets oared up before sailing the high seas



Get into the simian spirit with some monkey swinging, pant swaying action



(Austin Powers voice) Hot stuff baby! Spike indulges in a little lobster flambe



Yellow: The average Joe of the monkey world. More likely to brew up than fight

dual shock • analogue • memory card • two players • Pocket Station

The Verdict

Out now £39.99

Published by Sony

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

Forget the rest – Ape Escape will lure you away from other adventure games. Boasting a huge variety of tasks as well as a smattering of Japanese madness, it'll entertain and infuriate you. But in a nice way.

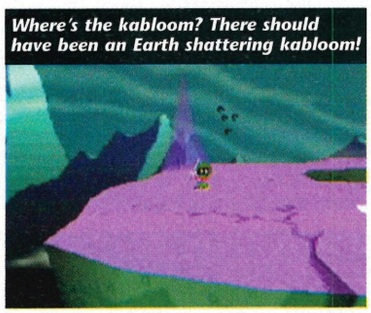
PRO Rated 93%

Alternatively: Spyro £ - Ubisoft ☆☆☆☆

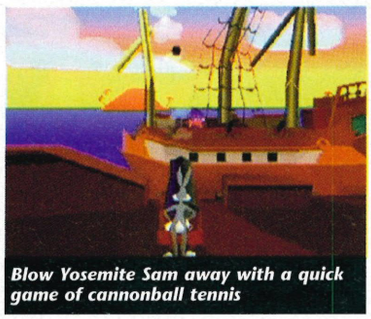
Bugs Bunny Lost In Time



Cartoon classic goes back to the future in this platform adventure



Where's the kabloom? There should have been an Earth shattering kabloom!



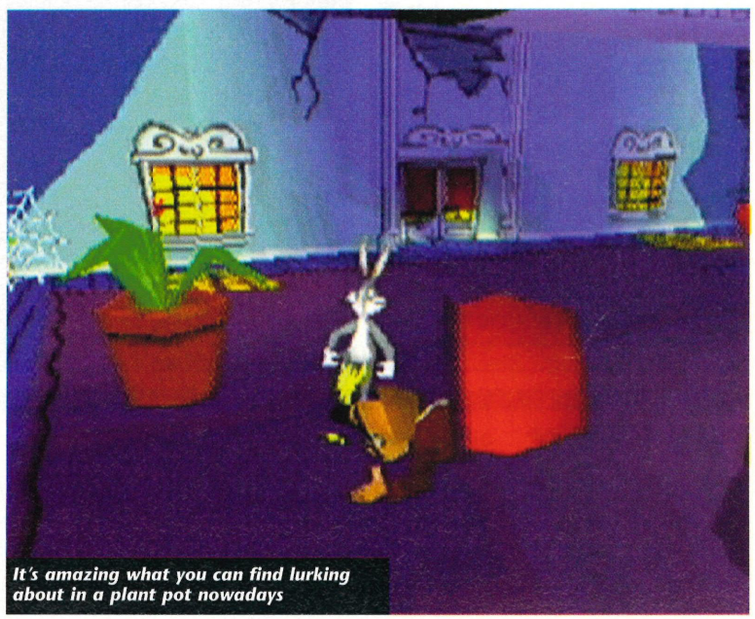
Blow Yosemite Sam away with a quick game of cannonball tennis



Hey bullyboy! Come and sniff my lovely red cape – Torro! Torro!

That wascally, wise-cracking wabbit, Bugs Bunny's got himself in some serious schtook here. Trapped in the Tunnels of Time with only a doddery old wizard to help him, Bugs' mission is to collect enough clocks and gold carrots to get him back to the present.

Of course, things are never that simple. Bugs has to pass through five time zones to get home (Stone Age, Medieval, Pirate, the 1930s and Dimension X), each one housing one of the animated fiends that's haunted the big-eared one throughout his time as a cartoon legend.



It's amazing what you can find lurking about in a plant pot nowadays

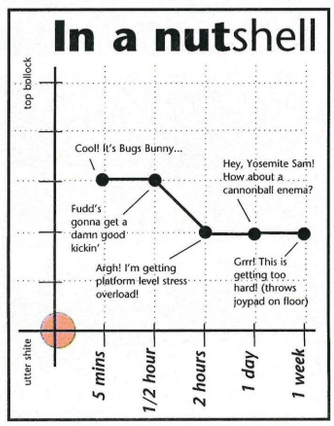
Rabbit Raisins

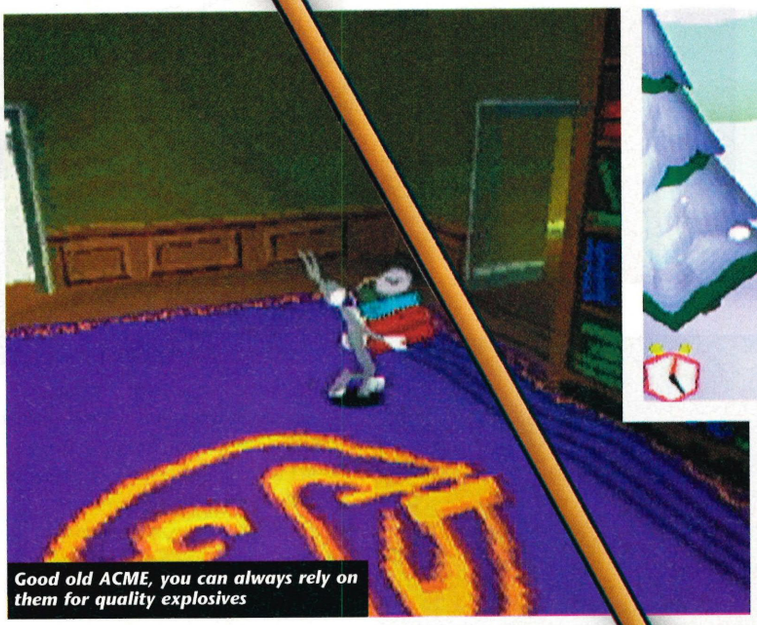
The variation in the levels is definitely the best thing about this game, because they're jam-packed with unnecessary violence, cunningly-located ACME bombs – in fact, everything you'd expect from an adventure involving Warner's finest big-eared buddy.

However, don't sit down and expect a continuous stream of running, jumping across ledges and collecting things like your normal platform game. Although there is plenty of ravine-dodging to be done, Lost In Time also boasts a number of new and highly original activities to keep you amused in the form of its many sub-games. These range from stuffing cannonballs down Yosemite Sam's throat while holed up in a pirate ship to kicking a prehistoric Elmer Fudd up the backside. Good old cartoon humour. You can't beat it.

The harsh reality is that tackling the platform sections will then prove a bit

In a nutshell



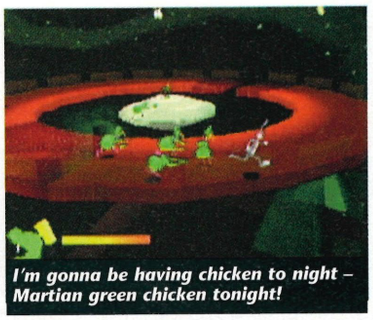


Good old ACME, you can always rely on them for quality explosives





Pearl necklace, anyone? Bugs gets involved in some dodgy stuff



I'm gonna be having chicken to night – Martian green chicken tonight!



Oi, can you fat bastards get your lumpy arses offa my bike?

of a letdown compared to the sheer madness and ingenuity of the sub games. You know how platforms games make you feel – red face, high blood pressure and a torrent of foul language as Bugs disappears down a hole after one step too many – and Lost in Time does nothing to relieve that hyper-tension.

Bunny Hop

Lost in Time also suffers from an unresponsive control system. Although using an analogue pad does make things a bit easier, it's fair to say that Bugs doesn't always go where you want him to go, or indeed stop when you want him to stop. This means that you can find yourself kicking thin air when you're supposed to be booting butt, or flying off into space when you should be tiptoeing round the edge of a precipice, which is mildly annoying to say the least.

Another problem is the annoying camera angles that thrust themselves upon you. One minute the camera's bobbing along happily behind you, the next it's swung around, making it tricky to see where to go next.

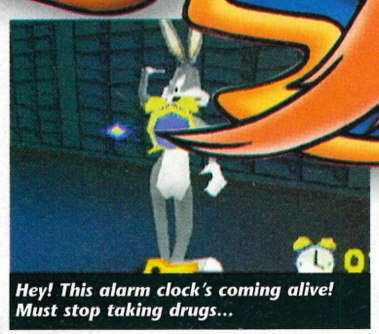
Okay, so it's nowhere near Stevie Wonder levels of blindness, and most of the time you can adjust the angle manually, but it's an inconvenience we shouldn't have to suffer.

Although these faults sound as appealing as large dose of genital warts you do tend to learn to overcome them. In all, Bugs Bunny: Lost In Time is an entertaining enough game enhanced with plenty of original gags, scenes and classic characters.

However, with an uninspiring abundance of platform games to compete against and graphics that don't exactly dazzle, it's not as awesome as the likes of Crash Bandicoot or Spyro The Dragon. You'll certainly have to forgive its faults before you could ever come to love it.

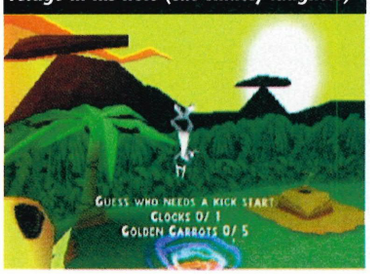
Kay

'Red face, high blood pressure and **a torrent of foul language**, as Bugs disappears down a hole after one too many steps'



Hey! This alarm clock's coming alive! Must stop taking drugs...

Come on baby, dive in! Bugs seeks refuge in his hole (cue smutty laughter)



dual shock • memory card • one players

The Verdict

Out now £39.99

Published by Infogrames

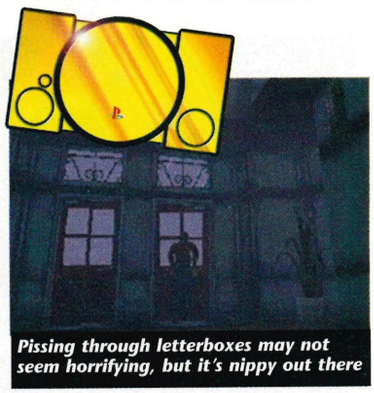
Graphics ☆☆☆
Sound ☆☆☆
Gameplay ☆☆☆
Lastability ☆☆

All the slapstick we've come to expect from Bugs and Co. Fun to play, but tricky enough to keep you busy. Sooner or later though you'll get so stuck that you just can't be arsed anymore. A shame because it could have been exceptional.

PRO Rated 79%

Alternatively: Crash Bandicoot 3 - Sony ☆☆☆☆

Silent Hill



Pissing through letterboxes may not seem horrifying, but it's nippy out there

Sphincter clenching adventure that delivers the thrills in healthy doses

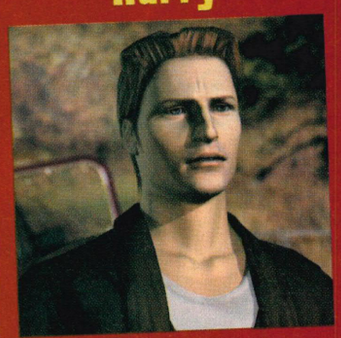
"**G**ood afternoon Mr. Thomas, please take a seat. Lovely weather we're having eh? Hope you weren't waiting for too long, eh? Now let me have a look at your papers here. Thomas? Here we are. Aaah, regular patient are we, yes? Or not so regular as the case may be, yes? Severe constipation, is that why you're here. Yes, and the rest. Aha, narcolepsy, can't stay awake eh? Dreadful disorder. Soon sort that out though, eh, yes? Had these conditions for 20 years have we? Well, I may just have the very thing Mr. Thomas. Just over from Japan."

twisted nerve

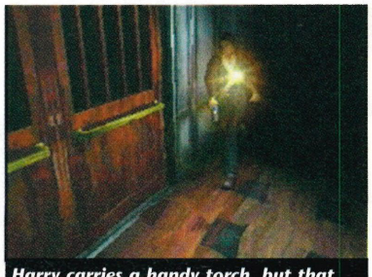
"You may call it a drug, yes? But we like to call it Silent Hill. Sort you right it will. Cure your constipation in minutes, yes? Keep you awake for hours, yes? I have to warn you though Mr. Thomas, there are side effects. Indeed, yes. May turn your narcolepsy into insomnia, and you may experience bouts of diarrhoea, yes?

On top of that Mr. Thomas, you may get nervous twitches, bulging eyes, a sore throat from screaming, dehydration and head wounds from banging it against the wall. Apart from that, it's the perfect remedy, yes? Just don't play it in long sittings, okay? Here's a prescription. Goodbye now, Mr. Thomas, yes? Ha ha ha haaaaaaaaaaa!"

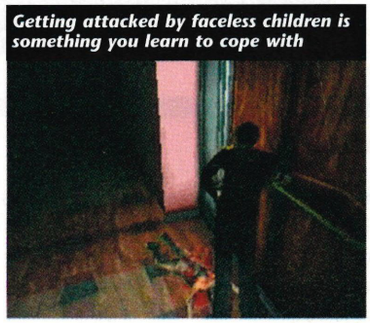
Harry



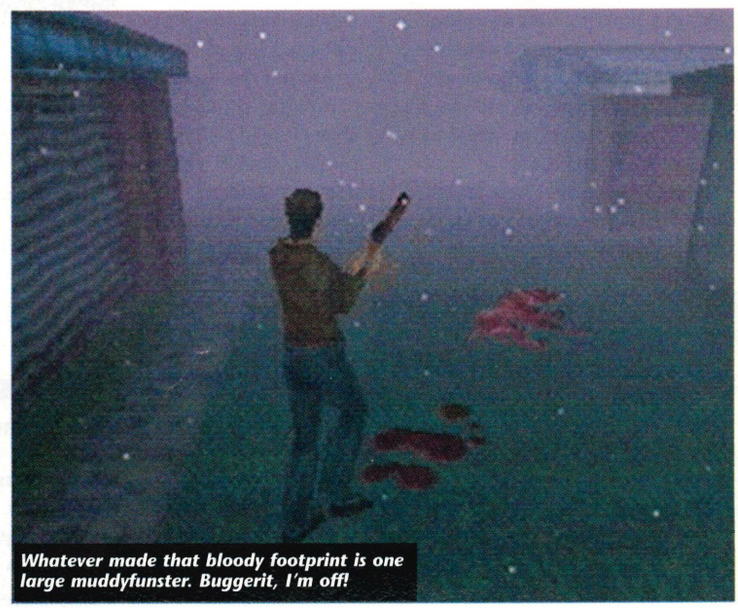
"Hi, I can walk through a town full of flesh-eating zombie children, devil dogs and ghosts, and I'm not even scared" He brought his daughter out for a nice holiday and found himself in the midst of a living nightmare. Some guys have all the luck.



Harry carries a handy torch, but that doesn't keep darkness from creeping in



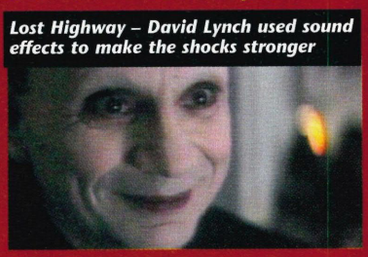
Getting attacked by faceless children is something you learn to cope with



Whatever made that bloody footprint is one large muddyfunster. Buggerit, I'm off!

Do you like scary movies?

Silent Hill maybe the first game to really get those neck hairs tingling, but there's a good few films that have done the business in the past



Lost Highway – David Lynch used sound effects to make the shocks stronger



Carrie – The director used sudden shocks to shake up the room



The Haunting – It may be a crusty old film, but it's still shit scary



Halloween – The original and the best slasher shocker



The Exorcist – Silly – scary – and she still won't answer James' calls

'*To be taken before meals, do not exceed dosage*'. Silent Hill takes hold of you like a cold saline drip; within minutes the icy fear really sets in. Before long you're filled with a creepy desire to wade through the nightmarish underworld of complex puzzles and demonic inhabitants that lay before you. Resident Evil players refer to this kind of thing as survival horror, but fans of that game beware. You haven't witnessed genuine pant-soiling fear until you've played Silent Hill.

bad medicine

The first thing you see is the incredible CGI sequence. Luckily, this ain't no throwaway Parasite Eve copycat, wowing you with CGI that merely blankets the ball of shit that is the gameplay. No, this combination of motion capture and highly detailed graphical effects has enabled developers KCET to create characters with real personalities. The inhabitants of Silent Hill introduced in these sequences move just like people – real people.

Apart from the jaw-dropping factor, this adds to the suitably disturbing realism when one of them gets slowly torn apart, sinew by sinew.

lethal injection

Trying to explain Silent Hill's storyline is like reeling off the complete plot of Twin Peaks; there's just no way of explaining it in simple terms. There are also four different endings to the game that explain the previous goings-on in four totally different ways, so if you want a basic idea of what's going on, then don't look here (which is a fine admission Sam, now get out – Chicken).

What's easy to work out is that Harry Mason (you) has taken his daughter Cheryl on holiday to the sleepy village of Silent Hill. Due to car troubles, they reach the outskirts of the town under the cover of darkness. With Cheryl asleep in the back seat, a motorcycle cop roars past. Moments later, a shadow appears in front of the car, Harry panics and turns the wheel, crashing the car in a gully. When he eventually regains consciousness, his daughter is nowhere to be seen, and the weather has become unusually cold, with snow falling out of season. Where has Cheryl disappeared to?

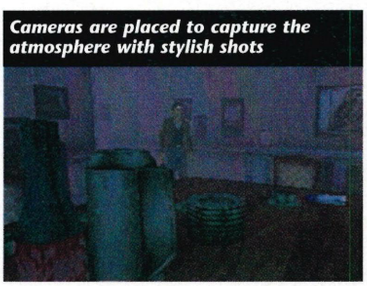
After this opening, things get a bit sketchy. The game itself can best be compared to Resident Evil, but with less detail in the scenery so your character has complete freedom of a 3D environment. As you make your way round the town of Silent Hill, it becomes clear that something a bit weird is going on. You're chased down the streets by all manner of demon dogs, winged bastards and mutant gorillas, whilst the music scores the mayhem with the weirdest tones this side of a Russian art movie.

To top it all off, the whole environment keeps on changing from a quiet backwoods town into a gallery of pitch darkness, flayed corpses, psychotic toddlers and gothic art. The aim of the

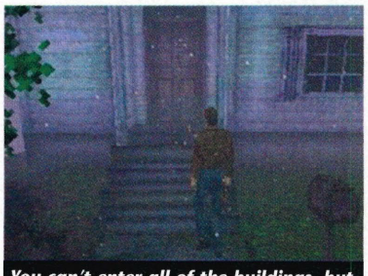


She'll take requests – but then ignore them in a top moody bitch fashion

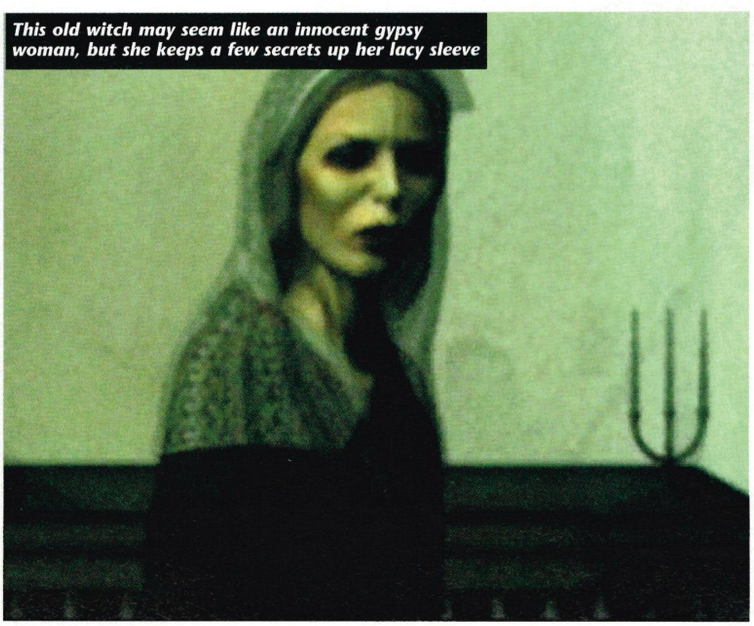
The environment keeps changing from a quiet backwoods town into a gallery of pitch darkness, flayed corpses, psychotic toddlers and gothic art



Cameras are placed to capture the atmosphere with stylish shots

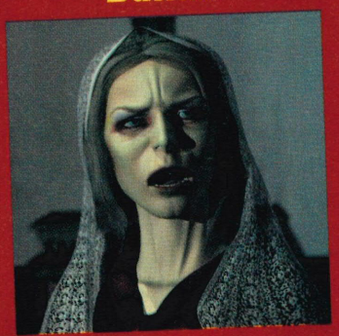


You can't enter all of the buildings, but some of the houses hold clues

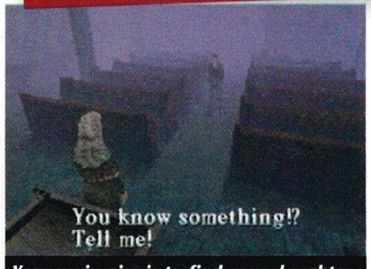


This old witch may seem like an innocent gypsy woman, but she keeps a few secrets up her lacy sleeve

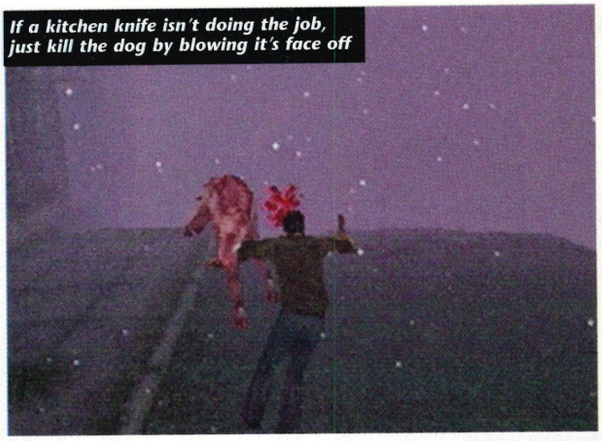
Daliah



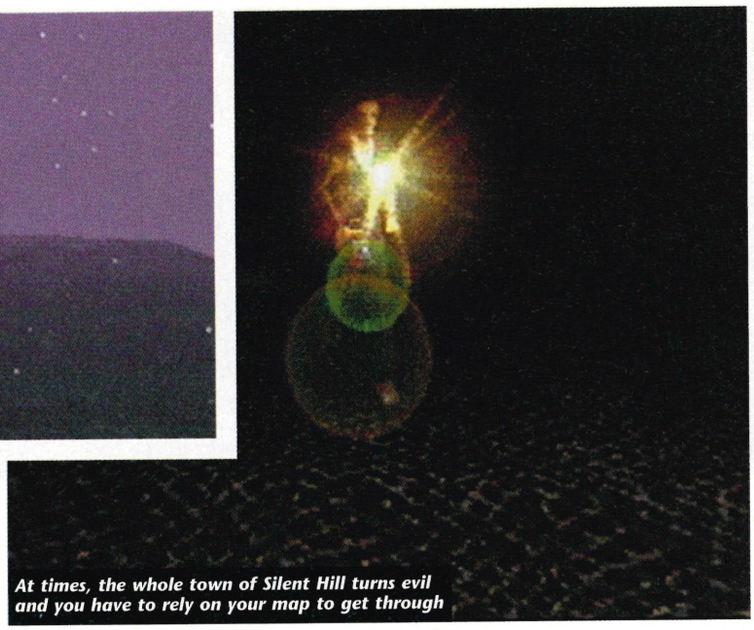
On first look, Daliah could be mistaken for a simple, backwoods medium, gypsy, devil woman. But no, there's much more to her than that. Look deep into those piercing eyes and you may see yourself, your own mother or even Deborah Harry.



Your main aim is to find your daughter, so its important to always ask questions

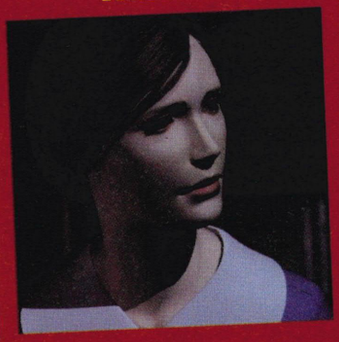


If a kitchen knife isn't doing the job, just kill the dog by blowing it's face off

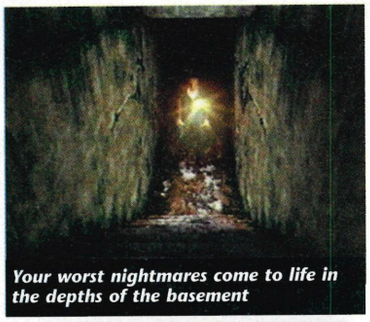


At times, the whole town of Silent Hill turns evil and you have to rely on your map to get through

Alessa



Dahlia's daughter is the great enigma of the game. Suffice to say she watches your every move and makes her presence known as often as she can. Don't wait till the end of the game to check what this chick's about. She'll keep you in the dark.



Your worst nightmares come to life in the depths of the basement

game is to fight your way through these macabre plot twists and find your daughter. This consists of using the map to guide yourself through hordes of demonic mammals, with plenty of masterful puzzles along the way to throw you off the scent.

What's happening to your reality, or your dreams, isn't exactly clear, but it's pretty bloody scary. Your search for Cheryl takes you through a physical and psychological nightmare that no film could possibly simulate. This is pure interactive terror.

cardiac arrest

'*Please refer to list of symptoms*'. At the start, you may be fooled into thinking this game just consists of running round outdoors like a madman in the fog. The game opens with the beginning of your search for Cheryl. You run around some streets, past shops and houses that you cannot enter, and then down a blood-drenched alleyway.

At the start, you may be fooled into thinking Silent Hill consists of running round outdoors like a madman in the fog

It seems that this story is permanently set outside. But then you're lead into a hospital and a school, both of which later turn into hell itself. The graphics (mostly disguised outside by fog effects) are actually very detailed inside. Furniture, wall decoration and intricate flooring litter the scenery. Claustrophobia is brought on effectively by the winding corridors and adds to the imposing atmosphere, especially when those knife-wielding, demonic children creep towards you out of the gloom.

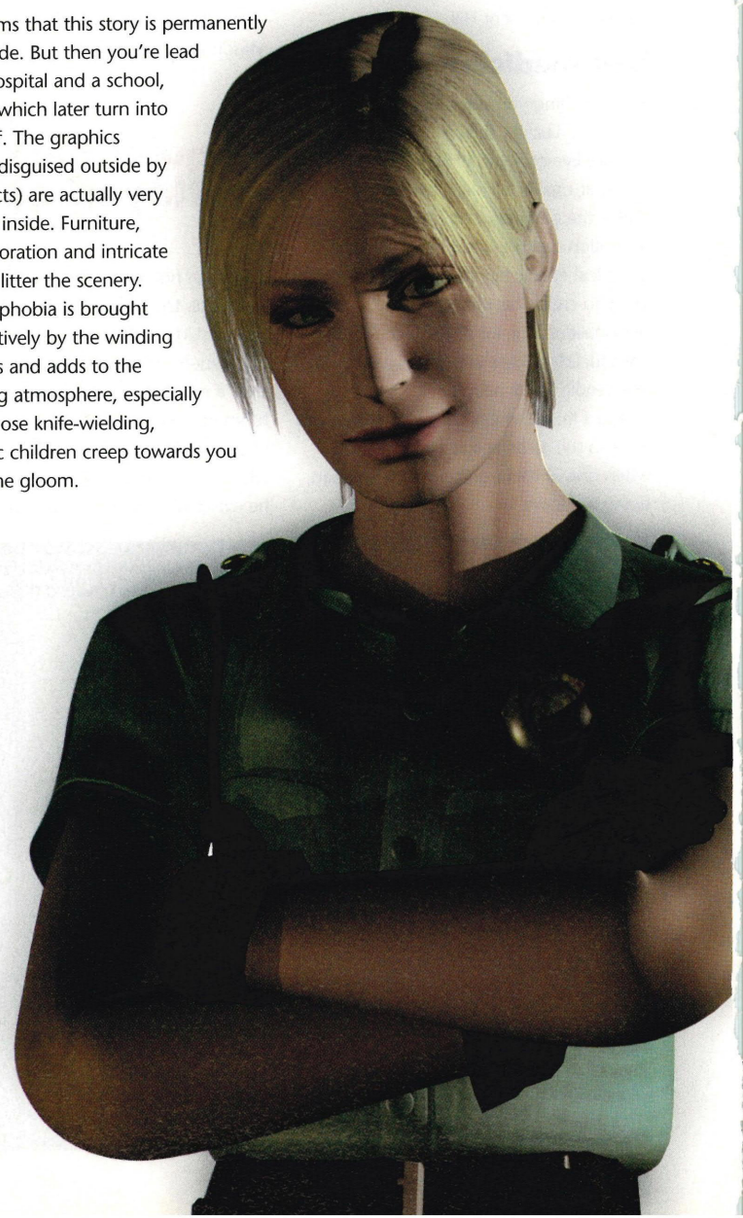
Cheryl



Harry's daughter Cheryl is the source of your adventure. She has a good line in vanishing tricks and will take on many different guises. But is she still alive at all? Has she drifted to the dark side? Will she thank you for taking her on such a great holiday?

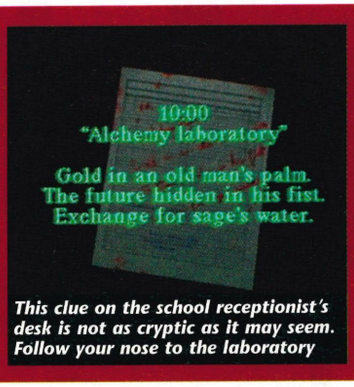


Your daughter Cheryl makes many appearances on videotapes and screens within the town

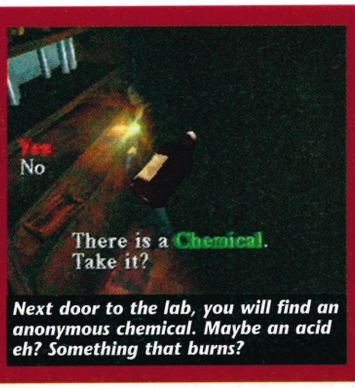


Clued Up

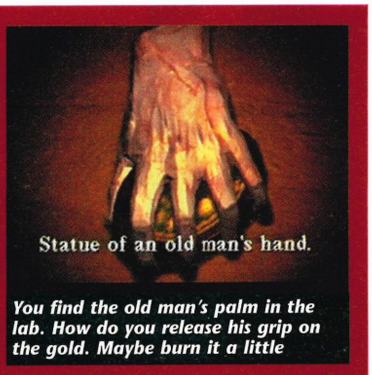
Resident Evil may have been the first survival horror game, but Silent Hill revolutionizes that idea by using a fully interactive 3D world. Not only does Harry have a full-motion world to move around in, the puzzles in the game also make use of interactive objects. Here's an example:



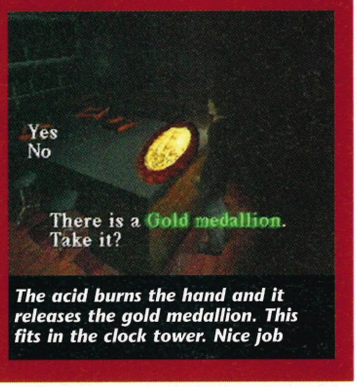
This clue on the school receptionist's desk is not as cryptic as it may seem. Follow your nose to the laboratory



Next door to the lab, you will find an anonymous chemical. Maybe an acid eh? Something that burns?



You find the old man's palm in the lab. How do you release his grip on the gold. Maybe burn it a little



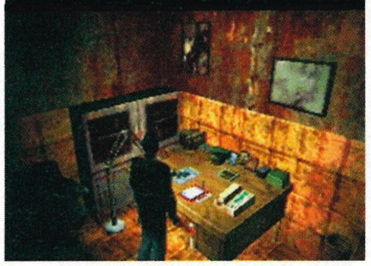
The acid burns the hand and it releases the gold medallion. This fits in the clock tower. Nice job

The sound, again, is used to supremely fearful effect. The pocket radio pick up is used as a radar to warn you of approaching nastiness. As they get closer, something from John Carpenter's bag of fear bursts from the radio. If you're not shifting in your seat by this time, then you're already dead. The alien/death /monster/things also make some pretty staggering noises. Just when you think you've got a hold of your heart-rate, a ghost baby monster creeps towards you and squeaks like some kind of possessed mouse, causing your skin to literally separate from its muscley moorings.

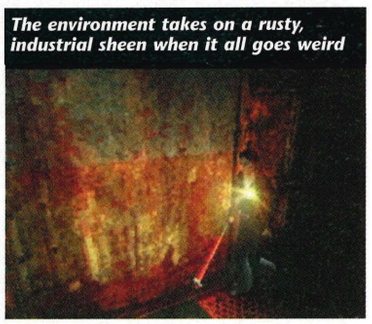
Some clever use of Dual Shock (as Harry loses health you can feel his quickening heartbeat through the pad) and a healthy choice of increasingly nasty weapons (from handguns to metal pipes and big hammers to hidden items like chainsaws and road drills) add to the stifling experience of Silent Hill. With just a couple of snags with the control system, the analogue controls are a waste of time, and there are a few points early in the game when you spend a lot of time just running from one end of town to the other, there's little to detract from a supreme example of survival horror.

Sam PRO

"This ain't no throwaway Parasite Eve copycat, wowing you with CGI that merely blankets the ball of shit that is the gameplay"



The little notepads scattered about the place are used for saving your game



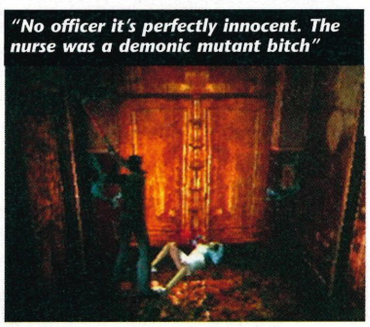
The environment takes on a rusty, industrial sheen when it all goes weird



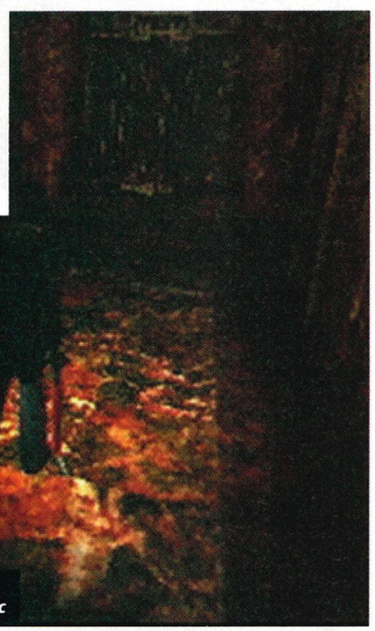
The boss creatures aren't those annoying buggers that take ages to die



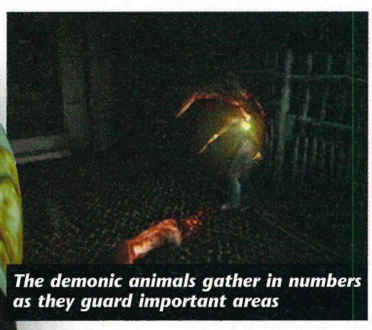
You will find many cinematic influences in Silent Hill, including this Mothra



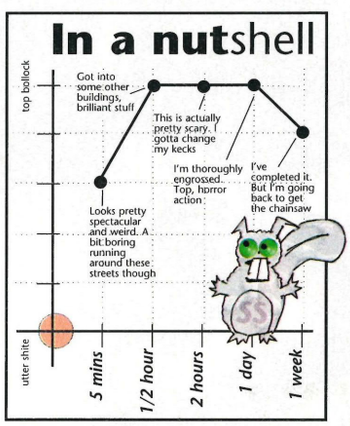
"No officer it's perfectly innocent. The nurse was a demonic mutant bitch"

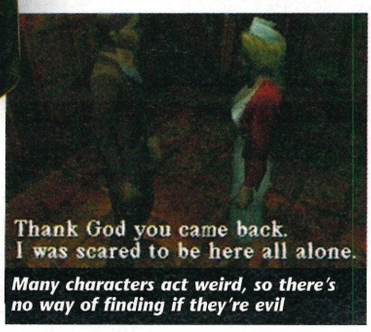


The hospital plays host to some weird goings-on. If you could only hear the music



The demonic animals gather in numbers as they guard important areas





Many characters act weird, so there's no way of finding if they're evil

dual shock • memory card • one player

The Verdict

Out now £39.99

Published by Konami

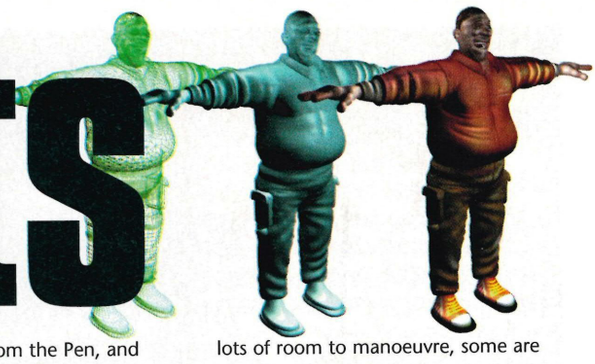
Graphics ★★★
Sound ★★★★
Gameplay ★★★★
Lastability ★★★

There've been a few horror classics on the PlayStation and Silent Hill is no exception. This really put the chills up your pants and anyone who says otherwise is a liar. The kind of game you'd put in your Gran's shoes when she's asleep.

PRO Rated 92%

Alternatively: Resident Evil 2. - Capcom ★★★★

Aironauts



Frag for freedom and viewing figures in the world's most dangerous gameshow

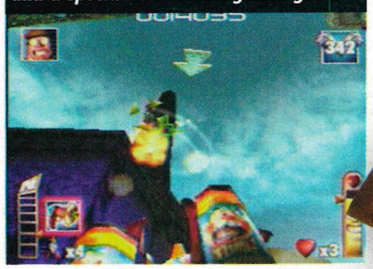


These are those wing tokens that you'll be needing. So keep your eyes peeled



Fly through one of these to pick up one of seven handy special weapons.

Locked on and loaded up with bombs and a special. Someone's gonna get it





This special is the Zapper. It locks onto nearby targets... and zaps 'em!



The top left display shows your enemy's status. The force is strong with this one

It's Pilotwings from the Pen, and you're the star of the show. The storyline is reminiscent of The Running Man, where Big Arnie had his work cut out dodging death and dirty gameshow hosts, and you won't find the 'running' any smoother here. Whilst you're serving eight life stretches after murdering an entire family of Friesian cows in a fit of 'dairy envy'*, Bob McGuffin, the host and producer of S.K.P.T.V.'s hit show Aironauts, offers a full pardon and a sack load of cash in exchange for ratings... Interested?

stretch those wings

It's your passport to freedom, but only if you've got the guts and guile to survive the 10 special prison arenas that make up the Aironauts circuit. They all differ in size and style – some are very open with lots of room to manoeuvre, some are tight, congested areas that require the reaction speeds of a paranoid mongoose, but all are jammed to the hilt with mines, guns and defence droids called drones. If you wanna get out alive – hope that time spent doing bird will help you to fly like one.

Despite the Twisted Metal approach and the Bladerunner look, Aironauts isn't so much of a frag frenzy as you'd think. The main hub of the game consists of a myriad of flying challenges against the clock, which bad old Bob McGuffin has devised to provide some major primetime entertainment for the watching global audience.

As you accomplish tasks, wing tokens are awarded that are totalled up through these flying challenges. It's only after

*due to your mother's measly-sized breasts (sucked dry by her 18 children, three aunts and blind uncle Stanley) you were reared on cow milk. Friesian cow milk... and you hate your bovine parents

TV Aerials!

To claim your right to freedom, peace and love you'll have to take on Bob McGuffin's tailor-made TV Challenge games. They're all against the clock and get harder as the Aironauts season goes on. Here's a selection of the showbizz stunts you'll have to pull off...



CHECKPOINT
A test of navigation skill and accuracy. You have to locate a number of ringed checkpoints and fly through them in order, with Bob doing everything he can to defend them and hinder you



DRONE HUNT
This game pits you directly against the defence drones and will call on all your Aironaut skills – manoeuvrability, firing accuracy and true grit are needed in abundance



MINE SWEEPER
Highly volatile free-floating mines litter every arena. In this challenge you have to take set numbers of them out, but be careful – they can take a few hits but go off with a boom, so keep your distance



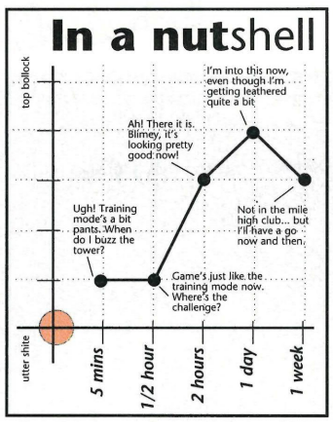
AIR RACE
Occasionally, the arena guardians will challenge a contestant to race around their arena. Follow the hoops and go like stink. Miss too many and you risk failure as Bob will declare it a no contest



RING MASTER
Simply travel completely through each tunnel of rings in the allotted time. Sounds easy, but our sneaky gameshow host has a few optical illusions up his sleeve – some rings are not as they seem!



DETONATOR
Here you need to clear increasingly vast amounts of highly explosive barrels, but you'll have to find them first! Strategy is involved here as the explosions can cause chain effects – so shoot wisely



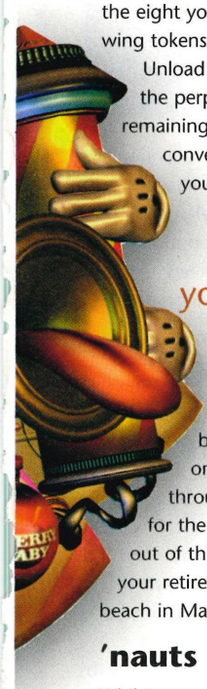


POD HOPPER
You can fly, you can shoot... but can you land those darn gunships? Here's where to find out as you need to touch down on each of several landing sites before your ass gets frazzled



GUARDIAN
The big cheese from each arena. Complete the four challenges to face a guardian – then it's a dogfight to the death. Don't forget about the mines, drones and ground-mounted cannons now will you!

achieving success in a series of them that you get to unload on an arena guardian, one of the rival inmates from the eight you can select, where your wing tokens are turned into seconds. Unload whilst up yonder and blow the perp back to prison and your remaining time can then be converted to shop credits – so you can beef up your rig to a better spec before moving onto the next arena. Get through all 10 and you'll be up for the final fight – aiming to bust out of this gameshow gig to spend your retirement years on a sunny beach in Maui.



It's **Pilotwings from the Pen,** and you're the star of the show... better hope that time spent doing bird will help you to **fly like one**

'nauts and crosses

Whilst never quite setting my world on fire, Aironauts has kept me completely captivated. The difficulty level builds gradually, which blindsides you when you least expect it, and on many occasions a victory will be within grasp, only for the timer to snatch it all away from you. It's maddening, infuriating and totally addictive, whilst never convincing you it's from the top draw. The flying rigs handle fine, and the scheming host plays it up to the audience with a choice line in cheesy comedy, it's just that everything happens a little too fast, and there's never enough time to take in your surroundings and form a plan of action. You're more or less thrown into a frenzy of enemy fire from the word go that detracts from a good engine as you rarely get time to enjoy the fine graphics, and the lack of a two player battle option is unforgivable. It's just crying out for it.

It's not the PlayStation Pilotwings we'd hoped for and neither is it an out-and-out shoot'em-up. Aironauts is instead a humorous and challenging mix of the two ideas that gels well without forming a ball-busting bond, but it's definitely worth snapping up if you already own this year's big name buys and are looking for something a little different.

James



Loop the loops are crowd pleasers, and a good way of avoiding a hot bottom

dual shock analogue • memory card • one player

The Verdict

Out now £34.99

Published by Take 2 Interactive

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

Anyone still waiting for a PlayStation Pilotwings won't appreciate Aironauts, but gamers looking for a pick up and play instant buzz with bullets and a little brain drain will love it. Not a classic, but a worthwhile investment.

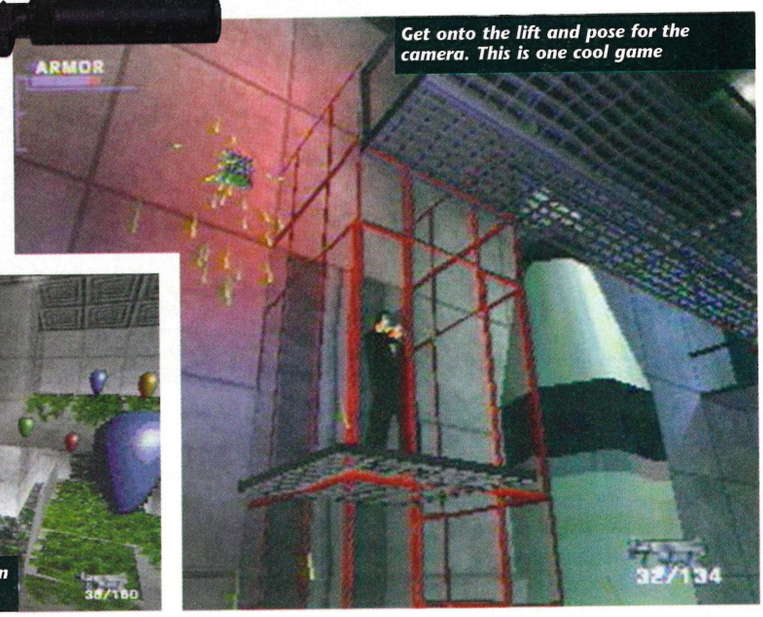
PRO Rated 81%

Alternatively: Wingover £ - JVC ☆☆

Syphon Filter

Action adventure that'll show Bruce Willis a thing or two about killing





Get onto the lift and pose for the camera. This is one cool game

These raves were so much better in the late 80s. Where is everyone?

Don't make a sound. Enter the museum unseen and gain entry to a secret meeting, If you must kill – make it quiet. If things get wet, you're on your own. And Logan, try and bring the Tux back in one piece. Blood is such a persistent stain.

Ten seconds later, a silenced pistol tracks the goon. A few degrees higher, right through his mouth. A muffled click – man down. Throw yourself to the floor, roll behind that pillar, aim for another head-shot. Click – two men down. Check the bodies, they're kitted with Heckler and Koch 5.56mms. Ho-ho-ho, I now have a machine gun.

Enter the party. Keep low, don't be seen. Damn! A quick aim and squeeze of the trigger. A vase smashes behind the heavy's head. If he didn't see me, he does now. He draws his weapon. Go for the brain. Hit the stem. Click, man down. Get the gun and move on. Entry secured, time to bring some noise to the party.

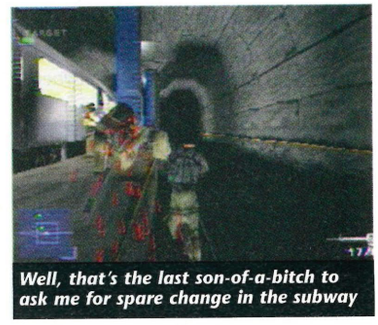
There's a guard behind a security gate. Use the Taser. A wire snakes its way toward him and imbeds itself an inch into his gut. Hit the juice, ten thousand volts will make you dance, keep it flowing and flesh will burn. Man down, get his gun.

ready... aim... fire...

Open the gate and leg it passed the burning corpse. We're in, multiple targets in 5,000 dollar suits, 50 cent shades, flak-jackets and HK-5s. Kill them clean or get your hands dirty? Switch to G-18 pistol machine-gun, half a second later and 30 9mm hardpoints shred kevlar vests to dust. The next three breach the armour, turning chests into butcher's tables.

Reload! The second guard lets rip with

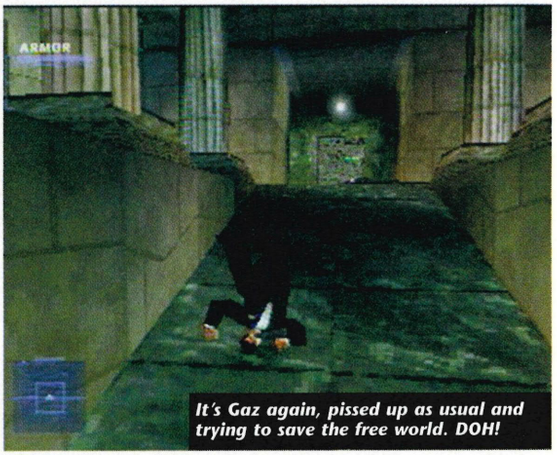
I did have a hostage. Damn it Keanu, now why did you shoot your mate?



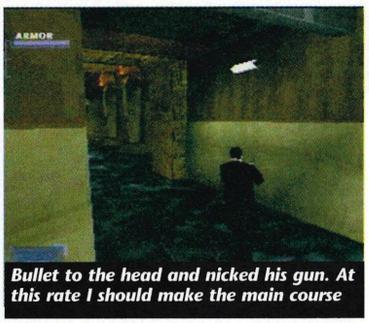
Well, that's the last son-of-a-bitch to ask me for spare change in the subway



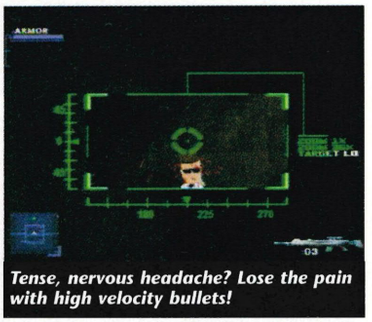
Terrorist rifle for sale: 1 careful owner, never been fired and only been dropped once



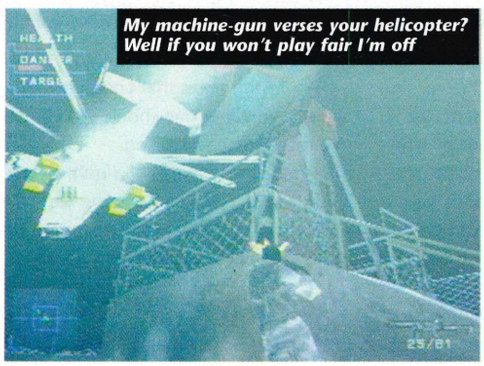
It's Gaz again, pissed up as usual and trying to save the free world. DOH!



Bullet to the head and nicked his gun. At this rate I should make the main course



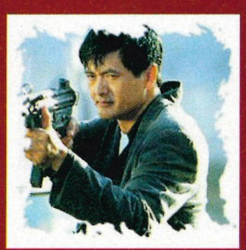
Tense, nervous headache? Lose the pain with high velocity bullets!

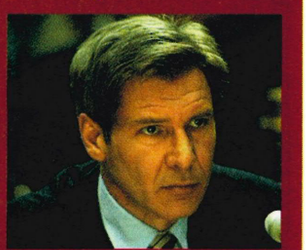
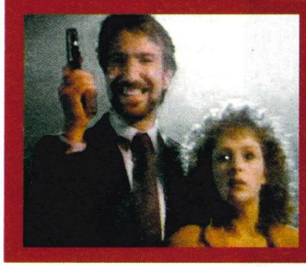
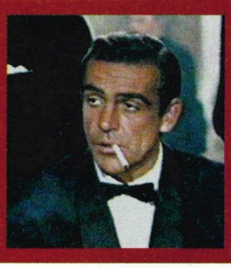

My machine-gun verses your helicopter? Well if you won't play fair I'm off

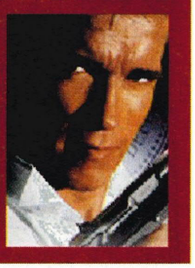
Pop Quiz Hotshot!

Syphon Filter is an action packed videogame of high adventure and derring-do. With its hi-octane plot and guns-a-blazin' attitude it owes a lot to a certain type of movie. Now here's the gig, below you will find six images from tinseltown classics, one of them is the odd one out. If you can tell which one it is then drop us a line and win yourself a cold Bacon And Egg Barm from our disgusting (but cheap) sandwich van.

Come on quizters – go for those pens!





his HK-5. Glass explodes in a bullet ballet. Position getting hot, low on ammo. G-18 has six rounds, silenced pistol has three. No way they can penetrate that body armour. Silenced shot to the head then? Tracking the target; he's moving in for the kill. Getting closer while re-loading. A one chance roll into his path, gun ready: head shot. Man down. His armour is undamaged. Get it. Ho-ho-ho, I now have a bullet proof vest.

Into the secret meeting. A staircase leads down to a guarded hallway. Too many to take head-on. Use the sniper rifle; one shot, one kill. A view through the scope, these guys are bored. They yawn and check their watches, they're getting sloppy. A dull click, a spray of blood and a hand to his throat. Man down. A guard runs for a switch, the staircase becomes a slide. Leather soles can't grip! Sliding down toward four heavily armed men!

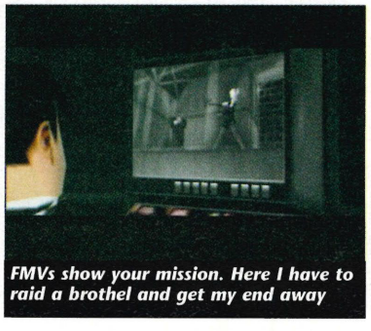
Hairspray holding (thank Jesus), camera angle adjusting for maximum visual impact. Hit the floor and roll, get the dead-guy with no throat's HK-5 and fire. Don't stay still – MOVE IT!

Bullets ricochet all around. Find a target and spray it. No time for style. Keep moving, roll and shoot. Duck and re-evaluate. Don't think – ACT! Reactions take over, half second sprays to each target. Man-down, man down!

'Gun ready – head shot. Man down. His armour is undamaged. Ho-ho-ho – Now I have a bullet proof vest'

shaken and stirred

After you have completed this section of the game you'll be in no doubt that

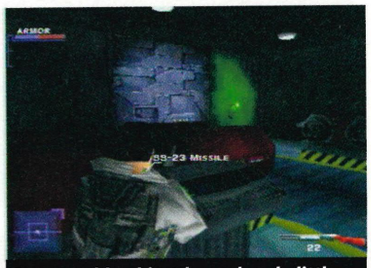

FMVs show your mission. Here I have to raid a brothel and get my end away

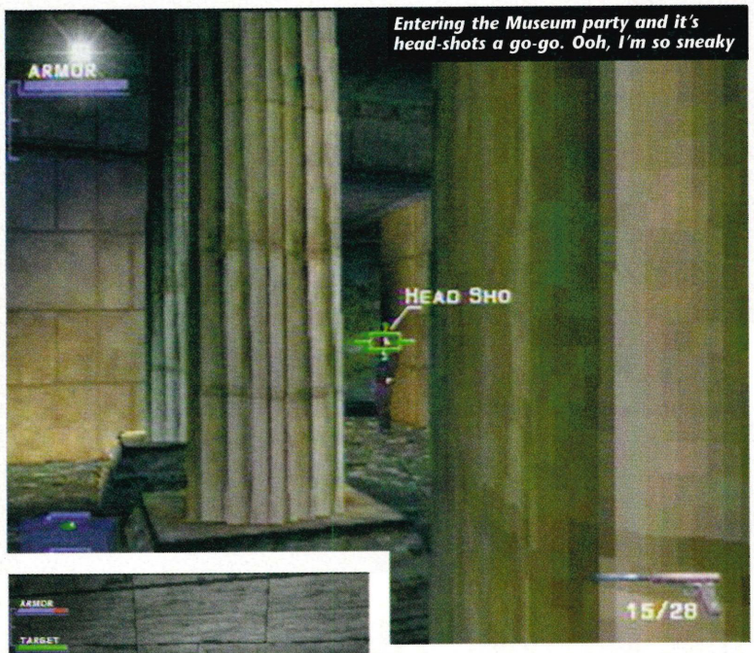

With the night-vision sniper scope everybody eats their Readybrek



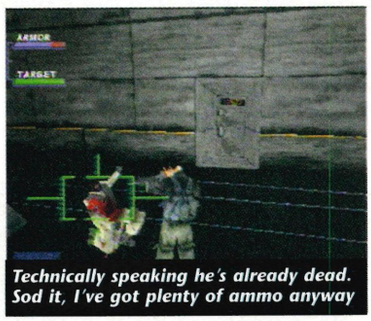
Tell him, walking on the moon can be a bit dangerous without a spacesuit.


Violence isn't the answer. With that bullet in my head, what's the question?

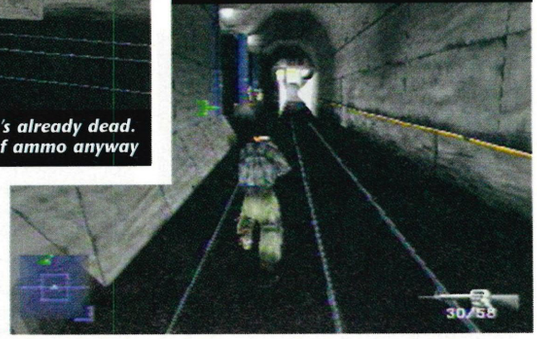

Every usable object has a handy little tag. This, for instance, is a tea machine



Entering the Museum party and it's head-shots a go-go. Ooh, I'm so sneaky



Technically speaking he's already dead. Sod it, I've got plenty of ammo anyway

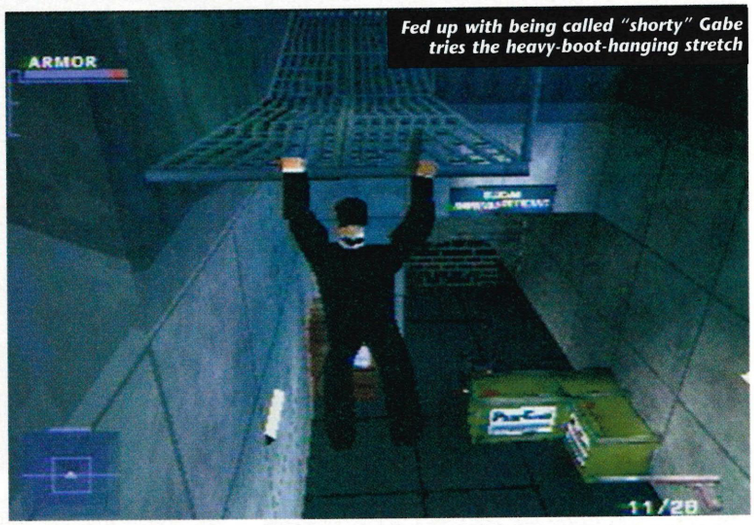


Logan shows his feelings for Virgin trains with a full-mag salute. ATTACK!



Cor blimey, what a pee-souper and no mistake. Killin's just as easy though


Logan stops off to take part in the 1999 breakdance championships



Fed up with being called "shorty" Gabe tries the heavy-boot-hanging stretch

Hollywood action movies have come to the PlayStation and things will never be the same again. This game is fantastic. There's no point poncing about making you all wonder while various points are made. This is the best game of its type... ever. But what is Syphon Filter's type?

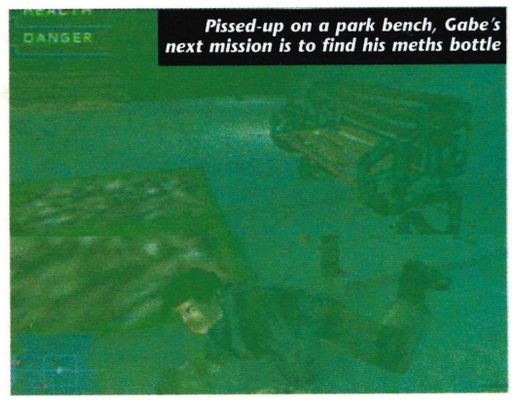
Well, imagine a sweaty fusion of Metal Gear Solid and GoldenEye (on that Nintendo thing) directed by James Cameron and John Woo. Or how about Tenchu: Stealth Assassins crossed with Lethal Weapon? It's an action movie simulator that takes you beyond any movie complex experience and puts you firmly in control of one of the most engaging action game scenarios ever to grace a PlayStation.

The relationship between on-screen action and your blurring thumbs is awesome. It's set out so well that you can act on impulse after only a few practice plays. Press the top-right shoulder button and you will lock onto an enemy. No matter where you run, you will always have them in your sights – even if this means that Logan has to aim the gun over one shoulder. Yes, he's one manoeuvreable killing machine/super-spy son of a gun. He can hang from the ceiling with one hand and pump lead into a tracked target with the other for Christ's sake! Now that's style.

full dinner jacket

Just like the Bond movies, Syphon Filter gives you a fast moving prologue that tells you that this game is going to be something special, something of epic proportions. With only a short FMV introduction, you're thrown straight into full-on urban warfare.

An out numbered police force is pinned down by a better-equipped and ready to die terrorist faction. Shots are screaming from all directions. Cars burst into flames as terrorists snipe from rooftops. Logan's S.W.A.T outfit rustles as he charges around the streets of Washington D.C. You can see the strain as his legs pound the concrete. Turn a corner and he leans into it. Shoot a sniper off a roof top, his body will fall to the ground with a satisfying thump that tells you he didn't have a crash bag ready – ouch!



Pissed-up on a park bench, Gabe's next mission is to find his meths bottle

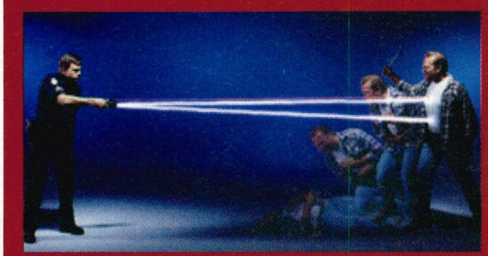
Confront a hostile in a cathedral and hit them point-blank with a shotgun, they'll fly backwards, smashing

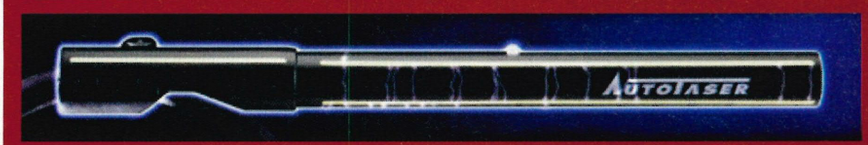
Tools of the trade

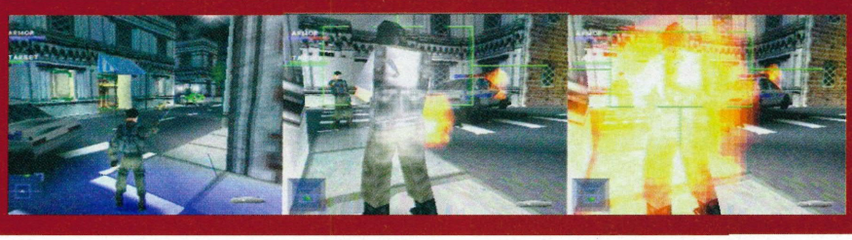
What about that Taser thingy? Surely that's straight out of Robocop! Wrong, wrong, wrong. This clever little device is small enough to fit in a loved one's Christmas stocking and has the ability to fire two conducting probes through two inches of clothing, imbedding itself into the target's body.

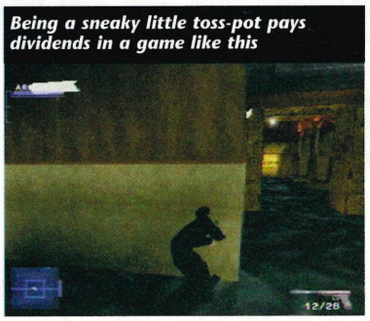
After this feet of acrobatics, 50,000 volts is sent down the wire – straight into the victim's nervous system. Very useful for disabling criminals high on Angeldust as well as impressing ladies at cocktail parties. Syphon Filter's Taser goes one step further. It's seems to be effective at any range and instead of just knocking a hoodlum to the ground, it shocks them then burns them to death as they scream their blistered lungs out. Artistic licence or clever way of making the public afraid of the police's disabling power over us? – you decide.

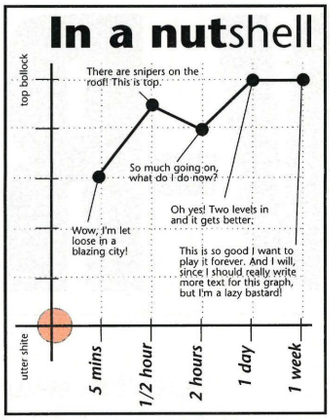


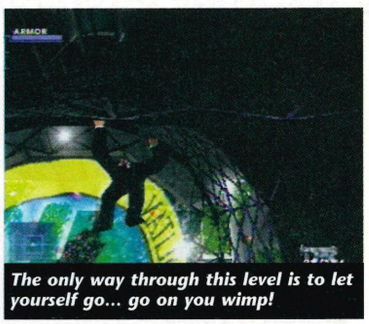


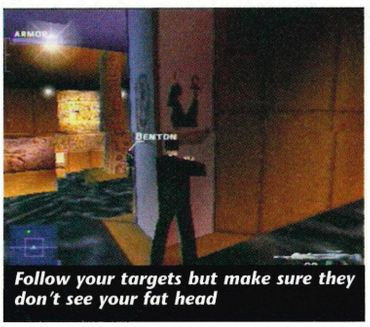


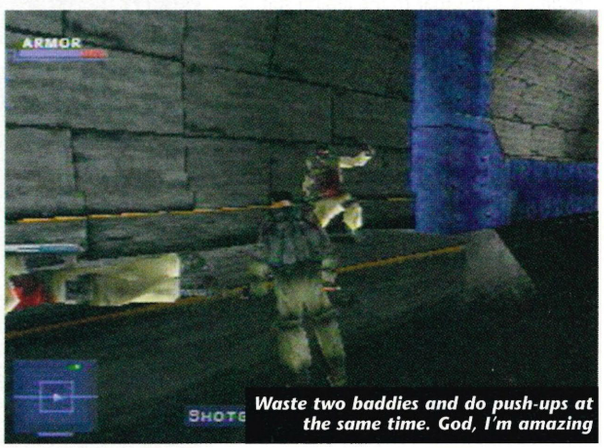



Being a sneaky little toss-pot pays dividends in a game like this




The only way through this level is to let yourself go... go on you wimp!


Follow your targets but make sure they don't see your fat head


Waste two baddies and do push-ups at the same time. God, I'm amazing

through a stained-glass window down to the streets below. It's like the developers have a masters degree in projectile physics, or have watched one-too-many Mel Gibson bloodbaths. Whatever has inspired these geniuses, it's worked – big style.

drainage pump

Syphon Filter's levels can be tricky, but this isn't the game's fault, we're just not used to the freedom that Syphon Filter gives you. In one section you will come across a bunch of terrorists, above them is a chandelier. Now, wouldn't it be cool if you could shoot the supporting cable and drop all that crystal onto their heads? Take a shot and watch as their flesh is introduced to half a ton of fancy lighting. Can't open that padlocked gate? Blast the lock with your Colt '45. Arnie, eat your triple-bypassed heart out!

The storyline pulls no punches either. The Syphon Filter of the title refers to a virus that has been designed to kill specific genetic groups. Mmmnn... ethnic cleansing anyone? It's a situation right out of a Tom Clancey novel that's gone bad. Just because you play the hero, don't expect to always have honour on your side.

Once you have located the scientists responsible for the Syphon Filter virus, they must be "neutralised" with extreme prejudice. Don't be shocked if you storm into a lab and are confronted by an unarmed and cowering lab technician in a bullet-proof vest. Not shocking in itself, until you confirm your mission briefing and discover that these guys are the ones to be whacked.

'On their knees with their hands behind their heads, **they'll be pleading for mercy.** But when you need that body armour, **it's a bullet in the head**'

On their knees with their hands behind there heads, they'll be pleading for mercy. For a split second you may even worry about this cold-blooded killing. But then you realise that you badly need their body armour, so a bullet in the head it is.

Syphon Filter isn't all about charging around with an M-16, poppin' caps though. Stealth gameplay has been seamlessly blended with the all-out bullet fests, managing to give each level the variety and depth you'd expect in a well thought out special forces movie. Now there's a word that's been banded about a bit: movie, film, cinema, action-flick and all that jazz.

This isn't just a lazy way of describing a game. It's exactly what Syphon Filter is all about, and it deserves a bloody Oscar!

Will

dual shock analogue • memory card • one player

The Verdict

Out now £39.99

Published by Sony

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

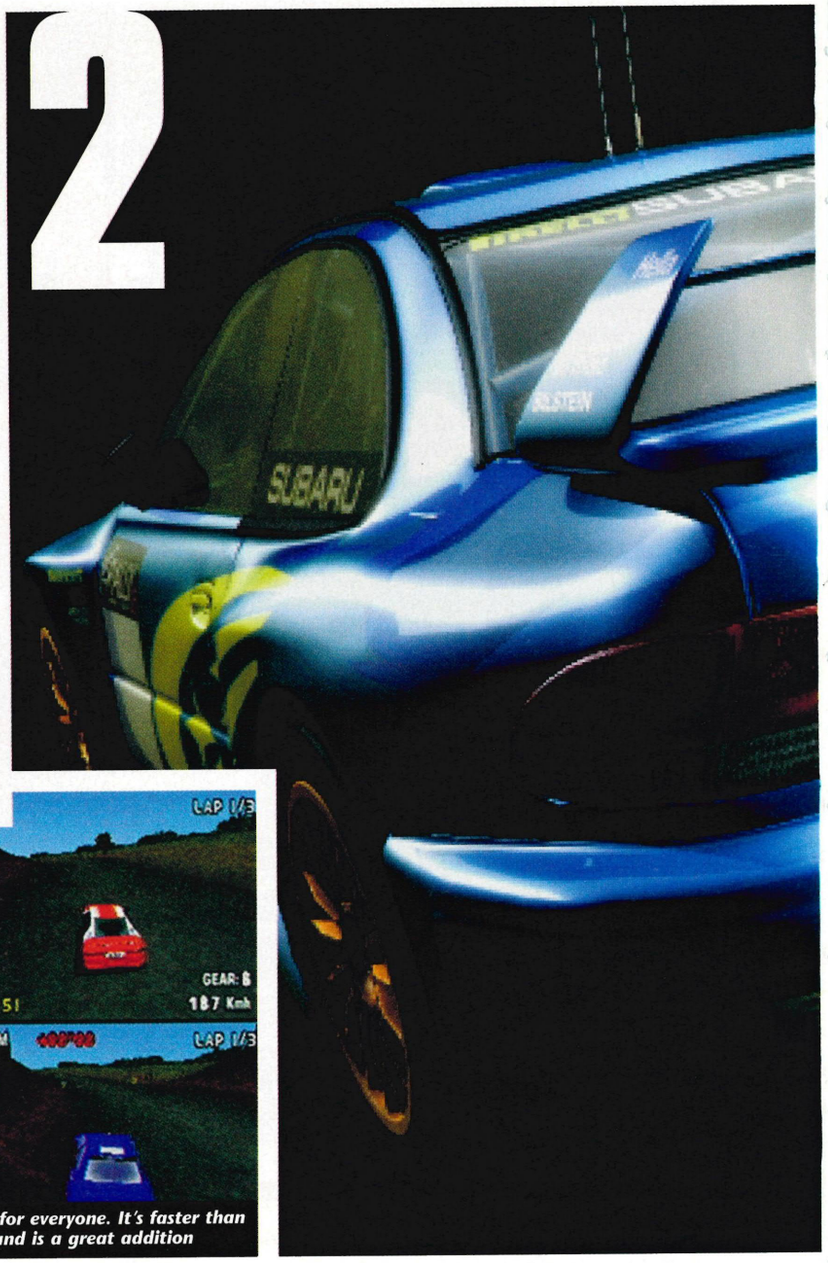
Who cares when PlayStation 2 is coming when you've got games of this quality? Syphon Filter could sneak up on Metal Gear Solid and put a bullet in its ass without breaking a sweat. Buy this game now!

PRO Rated 95%

Alternatively: Metal Gear Solid - Konami ☆☆☆☆

V-Rally 2

Spectacular rally racer with lush graphics and tasty trackside offerings



The race ace that confirmed the PlayStation as the powerhouse performer in the driving stakes has lurched from its body-shop re-sprayed, re-tuned and re-routed to the front of the side-on slideshow. Colin McRae surrender, take it like a man and prepare to part with that rally crown.

From the first tuneful husk of the engine's infant roar to the fading spit of a championship win, V-Rally 2 is an edge-of-the-seat ride that refuses to let your buttocks unclench. There's so much power purring beneath your fingers it's all you can do to hold onto the pad at times. Developers, Eden, have rammed so much minted motoring onto a single disc you really have to sympathise with the amount of excruciating hours your little grey box will have to endure once this adrenaline feed is crossed off your shopping list.



Fender bender baby! Insert your name here rally fans and let's go!



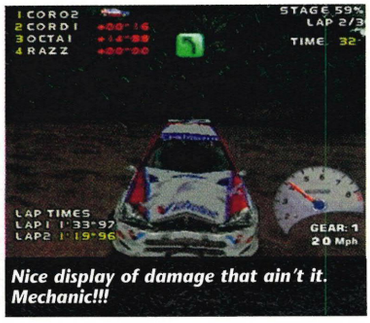
4 Player fun for everyone. It's faster than you'd think and is a great addition

bhp hangtime

Rallying has become an overshadowed PlayStation pastime recently thanks to R4 and the colossal interest in a small game going by the name of Driver. V-Rally 2 is a ready made reversal, and it's going to be busy stamping its tracks all over your favourite console. Not only is it a much refined version of the original, it's now a literal feast of skids, jumps and calamitous pedal-to-the-metal action that can't fail to entertain.

Beefed up with a better selection of game modes V-Rally 2 is your new ticket for off-road competition. Remember the clamour about Colin McRae's 'single car on track' authenticity? I do, I was clamouring as much as the next man, and at the time it was justified. Here was a true to its blue Subaru rally game that threw you lock, stick and two smoking exhausts into the rally seat and said... 'Go out, get the best stage time, and become your hero'.

'McRae surrender, take it like a man and part with your crown.'



Nice display of damage that ain't it. Mechanic!!!

rallying around

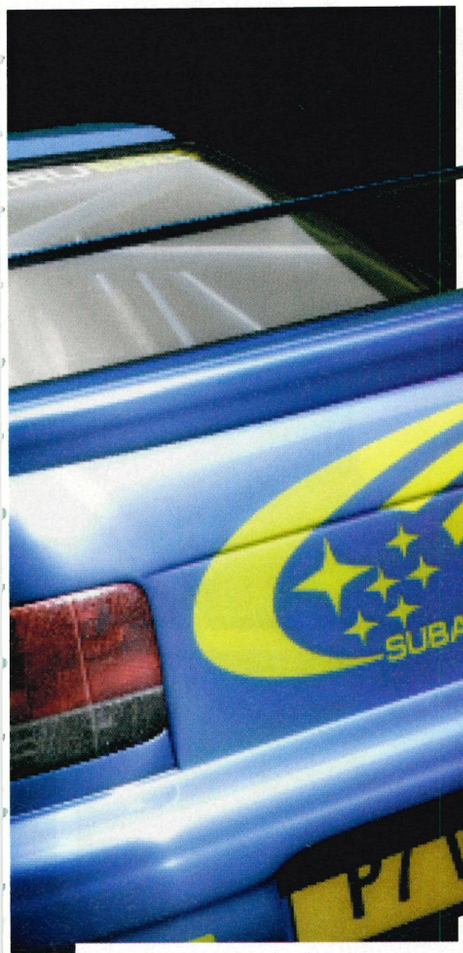
However, in hindsight there was something missing from McRae that every true racing game needs to provide – opposition. V-Rally of course already had that. It lacked the single car thing however, which when you think about it was a pretty criminal thing to do. Which is why V-Rally 2 is smugly grinning from the pit lane, throttle straining to contain the gurgling engine, as it offers both of the above, and more besides. It wants to roar, and believe me – it will.

In arcade mode you are challenged to work your way through the three levels of competition, spanning 18 separate drives, and all of them against three other opponents. And they like a bit of a rub around the bend – if you know what I mean. It may be the arcade option, but there's nothing easier about this game mode. If anything, it provides more problems as you're constantly battling to squeeze that extra ounce of acceleration from an already savagely pushed engine, whilst trying to avoid a buffeting from behind (oo-er!).

Time trial is a kind of 'Ronseal' offering. It does exactly what it says... well, not quite on the tin, but you get the idea. Anyway, as you'd expect, ghost

World Rally Cars

These are the big boys of the rally scene, the ones the most famous drivers step into on regular occasions. On the whole they're pretty similar to one another in terms of performance as, apart from the varying handling nuances and slight differences in weight, they all pack round about 300 bhp and come equipped with 4 wheel drive, 2L turbo charged engines and a six speed sequential gear box. They're big, bad and mighty desirable. Think you can handle one?





The Xsara goes for the short-cut route - I'll try and beat the cheat!



You can't have a Rally Championship without the super special stages. Cool

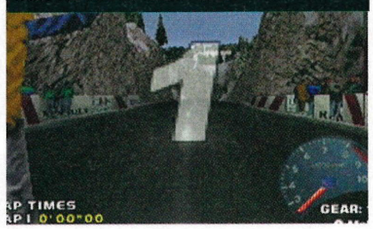


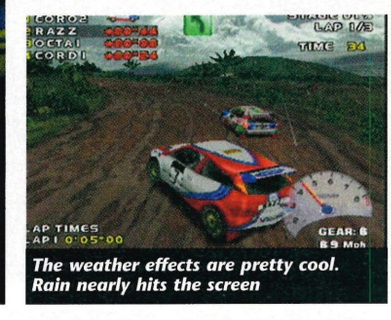
Check tyres, automatic gear changes and the like before each race

Oi! Stop that mincing and get off the bloody track you big jessie!

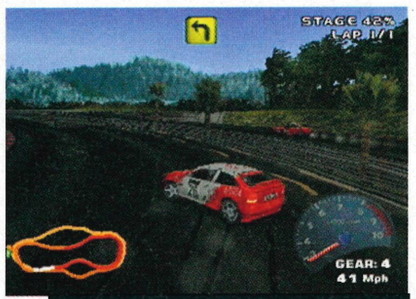


Drivers ready, engines ready... GO! But wait for me to move first!

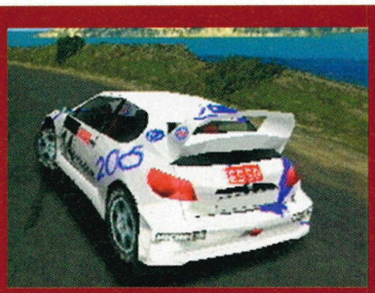




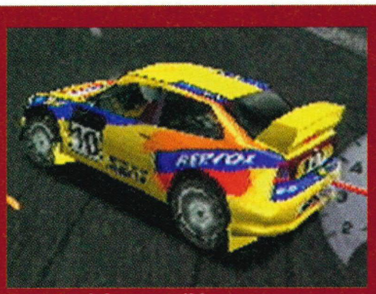
The weather effects are pretty cool. Rain nearly hits the screen



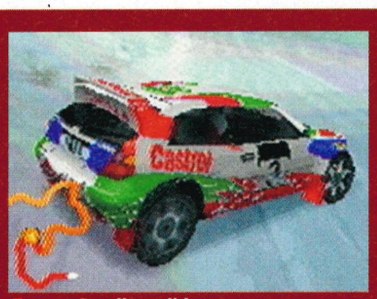
Arse, I'm behind already. I'll have to head him off at the bridge!



Peugot 206 – responsive



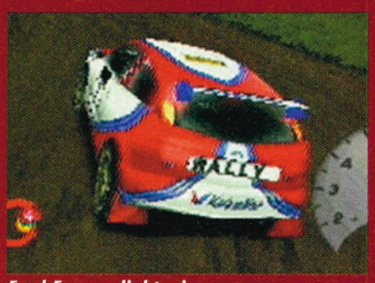
Seat Cordoba – sensible



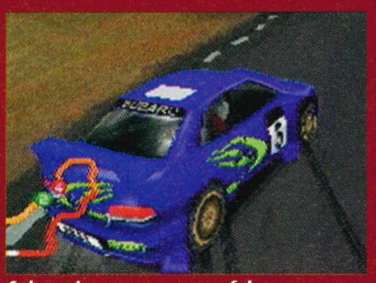
Toyota Corolla – slidy



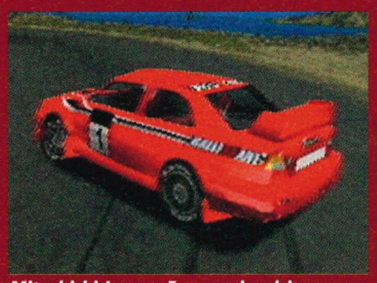
Hyundai Coupe – average



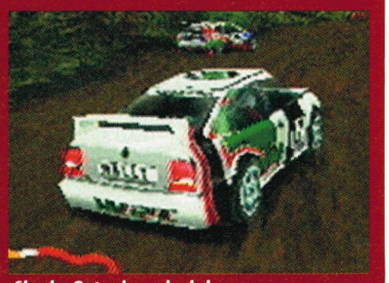
Ford Focus – lightening



Subaru Imprezza – powerful

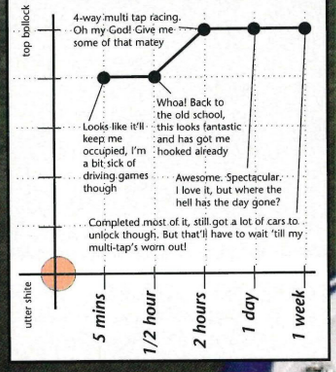


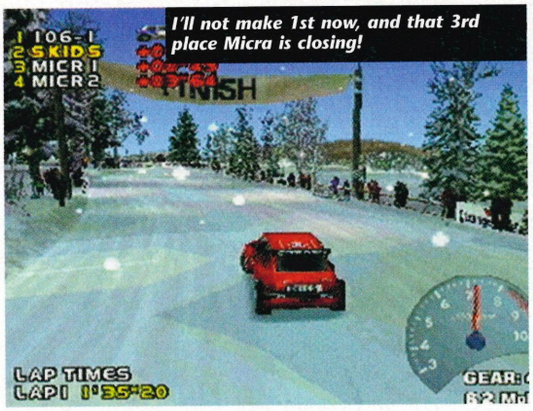
Mitsubishi Lancer Evo – uninspiring



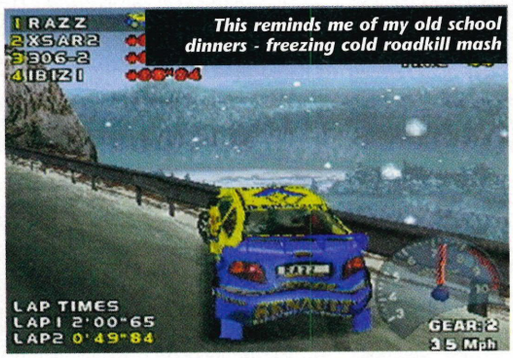
Skoda Octavia – dark horse

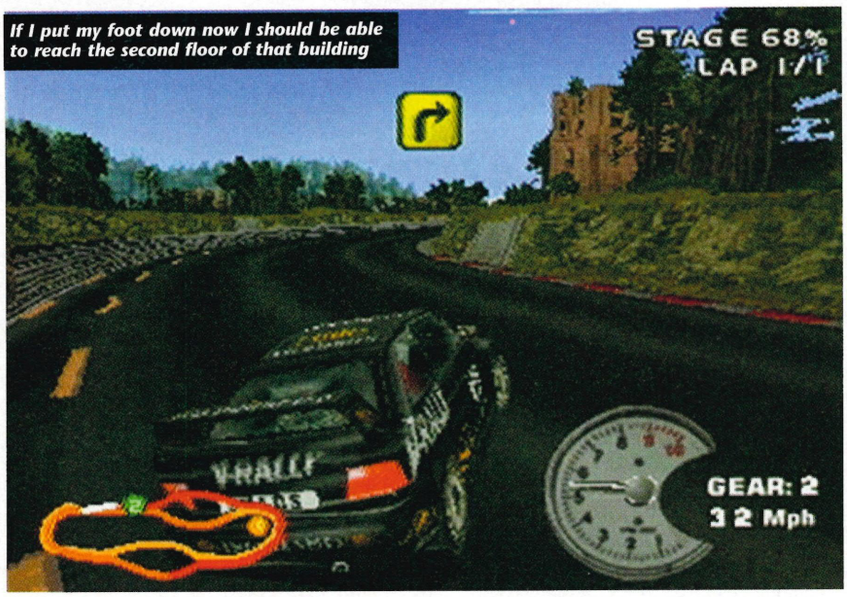
In a nutshell













Track Editor

Build 'n' burn

The track Editor on V-Rally 2 is really simple to use and you can make some fantastic rag-stretches with it. Follow these easy steps and you'll be ripping around your custom raceway in no time

1 - Select the 'build' option and lay down some track

2 - When it's a finished loop select which country to race in. This is Finland

3 - Mess about with the 'track elevator' option to get those huge dipping straights sorted

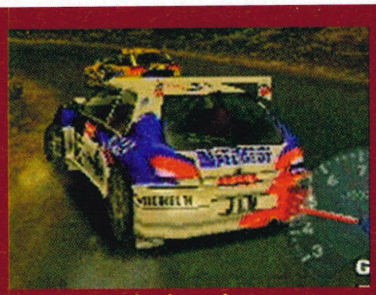
4 - Check out the finished thing, not forgetting to save it!

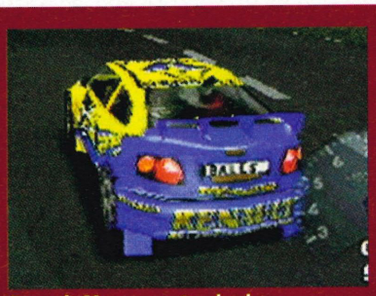
5 - Get on out there and give it some welly!

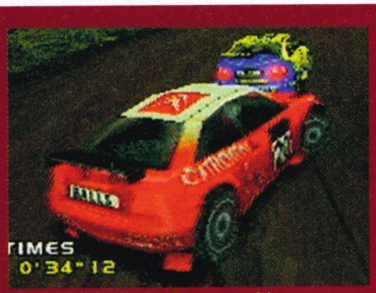


2 litre Kit Cars

This batch of road belters is slightly less awesome than the WRC examples. Engine size is still 2L, which is not to be sniffed at, but the engines are atmospheric rather than turbo charged, which means the power is reduced to around 274 hp. However, the front wheel drive only set up means they're more controllable for the rally driving novice, and they still pack enough punch to compete at the top


Peugot 306 – haphazard


Renault Megane – standard



Citroen Xsara – ugly as anything



Vauxhall Astra – impressive


Seat Ibiza – disappointing

cars get involved and it's all very time trially. Then comes the icing on the top tier of this triple story beast.

Championship mode. You and a clock and a pair of dark sunglasses. Well, maybe not the sunglasses, but 'you and a clock' doesn't sound all that cool does it? Similar to the arcade mode the aim is to progress through three different levels of difficulty, beginning in Europe, moving onto World and then Expert. 76 rev limit testing stages set in locations as far apart as England, Spain, Finland, Monte Carlo, Argentina and Indonesia await, preparing to push you to the limits of your reactions, as your chosen vehicle can leave the ground at any given time due to the sporadic surface and unforgiving hidden bends.

the real deal

The now essential car set-up screens and after-race repair sections have been squeezed inside to keep you in with a chance of a top spot, and your co-driver also seems up to the task at hand. At first the early warnings given can tend to catch you unaware - an instant reaction will see you fender end upright in the crevice of a roadside boulder, but it takes only a short spin before you and your co-driver are on the same wavelength.

As a strange added extra you can choose to go with either a male or a female partner, an obvious ploy to attract and butter up chest heavy road risks. Or maybe not, as the female voice on offer hails from some Siberian country where mud wrestling's the top Saturday afternoon TV turn on.

I close my eyes and see Helga the ex-dinner lady demanding that I 'shave the bush', 'don't cut the ditch' and 'go for the finish' and quickly change my selection to that sensible sounding bloke. Butch foreign women in race cars! What's that all about?

Anyway, adam's apple differences (or are there any?) aside, the only other real fault with V-Rally 2 is the (cringe) God awful Euro techno-funk shite provided by French bad boys, Sin. The heavy guitar works wonders for the intro, but it really is a poor addition otherwise. V-Rally 2's soundtrack should be sporting a similar mix of pseudo household names to that of Gran Turismo, after all, it is the GT of the rally world. That's a bold statement I know, but let me explain.

peak performance

The graphics in V-Rally 2 are sharper than an unripe tungsten tipped lemon, showing off amazing depth and detail in the scenery, it really is an eye-catching achievement. The cars awaiting your rugged, aggressive direction all look like they've just rolled off the production line and straight onto your screen, and the handling has been honed from the original version to be much more responsive and less erratic. However, if you fiddle about with the car settings before each stage you can still make them handle like a dog with two dicks in a 'ladies only' kennel. But in general they perform pretty much as you'd expect the real thing to, turning when you want and power-sliding very nicely.

There are far more cars than last time, 16 to be exact, which are split into three different categories of engine size and general ball breaking power, and quite a few hidden classics of the rally world just waiting to be discovered.

Then there's the world's finest track editor, which is actually worthwhile using and fine-tuning as it allows you to design and create your very own road side rollercoaster. You can even integrate your circuits into the final game mode – Trophy mode.

Trophy's pretty similar to arcade mode in that you race on circuits rather than stages, and with opponent cars present too. 36 stages are already waiting for you, but you can substitute any of them with your very own race constructions, and as they're so easy to make and fun to drive, you'd be daft not to give it a whirl.

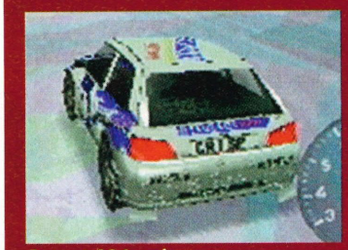
'A feast of skids, jumps and **calamitous pedal-to-the-metal action** that can't fail to entertain'

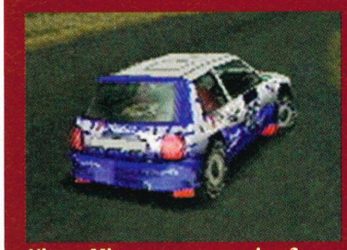
The track editor in this game truly is an added bonus, but as if that wasn't enough, V-Rally 2 also has the option of four way split screen racing via a multi-tap, and after several wasted hours I can tell you that it rocks big time. There's nothing better than making a mate eat dust, but when you can do it to three at once, it's a laughter luxury sent from heaven. In short, buy V-Rally 2 and you'll have one hell of a lot of choice and quality on your hands. Rally fans, here is your promised land. Enjoy.

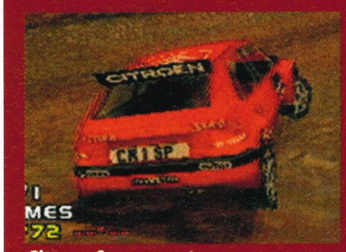
James

1.6 litre Kit Cars

The small fry drives, but their light weight and small bodies mean they give you excellent road holding and miraculous handling on winding circuits. Like the 2L jobs, these have atmospheric engines and can kick out around 220 hp, except for the miniature Micra which gives you a humble 155 hp. Piss.


Peugot 106 – nippy


Nissan Micra – are you serious?



Citroen Saxo – spot on

dual shock analogue • memory card • four players • multi tap

The Verdict

Out now £39.99

Published by Infogrames

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

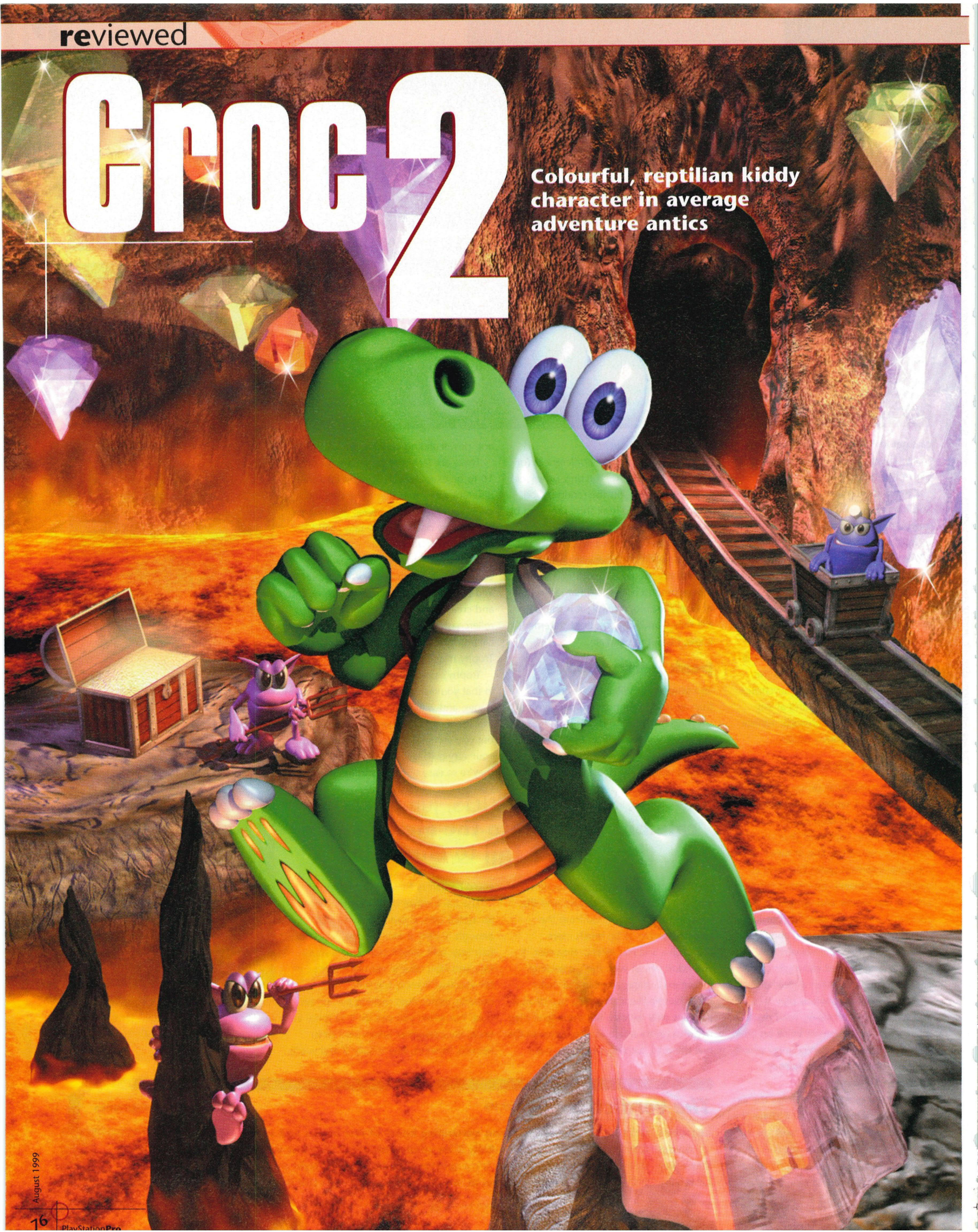
An eye popping adrenaline boost of raw action and subtle looks make V-Rally 2 an unmissable treat that just begs you to play it. It's a spectacular show that'll light up countless nights in. Invest, ignite and watch the fireworks.

PRO Rated 94%

Alternatively: Colin Mcrae - Codemasters ☆☆☆☆

Croc 2

Colourful, reptilian kiddy character in average adventure antics





These are the Gobbos, they will do their best to make your life a misery



Just listen to those mouldy oranges to find out what your mission will be

Déjà vu smacks you right in the kisser when you play Croc 2 for the first time. It doesn't just resemble the first game, it also looks frighteningly like Gex 3D and Gex: Deep Cover Gecko. The familiar cute factor rears its head as soon as you load up the game, putting it firmly in the 'just for kids' bracket. Not a bad thing if you're a kid, but then we're talking about a kid with the physical dexterity of a quick-fingered genius, since like the first game, Croc 2 looks all kiddy and infant-appealing, but has an ultra demonic level of difficulty.

super furry animals

Croc's journey begins in the Sailor Village. You control him from a third person perspective as he runs through a 3D world, all quite brilliantly rendered, but in the brightest colours you'll find this side of a Jean Michel Jarre barbecue. Croc legs it about the beaches and bridges of the village, searching for the fluffy Gobbos that inhabit this world.

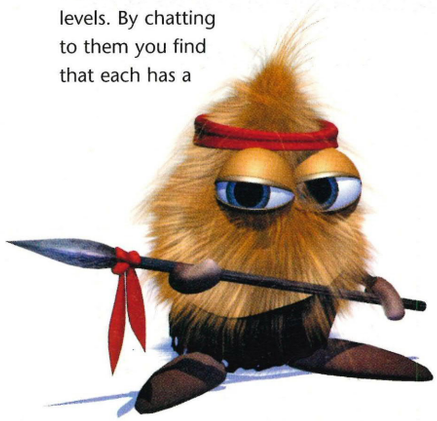
Each of the Gobbos stand at the entrance to the sub-levels. By chatting to them you find that each has a problem with Baron Dante (the great nemesis of the Gobbos) and his Dantini cohorts. By heading through the door behind them, you embark on a mission to help each Gobbo out of difficulty, with the ultimate aim of defeating Baron Dante himself.

Each of the sub-levels is filled with visual puzzles and enemies that you can kill by whipping your tail at them. The missions range from finding keys to letting Gobbos out of cages, to searching for treasure chests and killing giant squid. It's all run-of-the-mill platform adventure fun, but it's hard to see why the difficulty changes so quickly. The first stage of sub-levels is quite easy-going, ranging from piece-of-piss to quite taxing. Once you've finished the Sailor Village stage, however, you go on to the Cossack Village. The same rules apply here, whereby the Village acts as a hub to a number of sub-levels.

The only difference (apart from the environment) is that most of these sub-levels are suddenly fiendishly difficult, and I'm not saying that because I'm crap at games (but he is – Chicken), the whole team agree with me (yes, you're crap at games – the team).

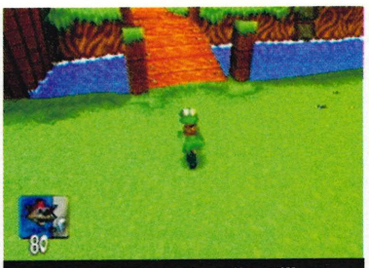
"It's all in the **brightest colours** you'll find this side of a **Jean Michel Jarre barbecue**"







Croc carries a backpack to put his extra items and rescued Gobbos inside



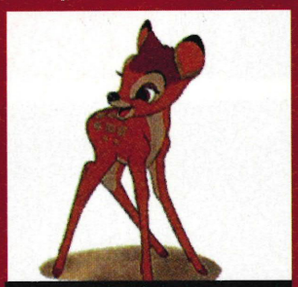
The first stage is set in Sailor Village, where the seafaring Gobbos hang out

Furry fiends

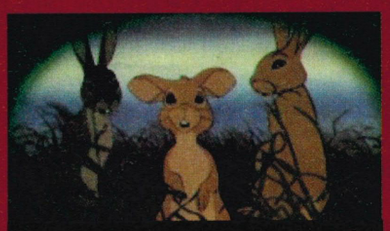
Don't you just love those Gobbos, aren't they just the cutest? Well, they may make the girls go all moist, but there's just no excuse for it. Here's more proof of crimes against humanity



Over 200 pigs were used in the making of Babe, as the crew kept getting peckish between takes



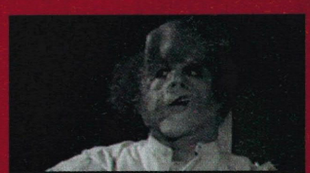
Bambi was so cute that the public convinced Disney to have the deer shot in the final reel



Though Watership Down was animated, it's a known fact that Hazel's death scene was tested several times with real rabbits



Without Gizmo, what would the Gremlins films be like. I'll tell you what they'd be like, a whole lot better



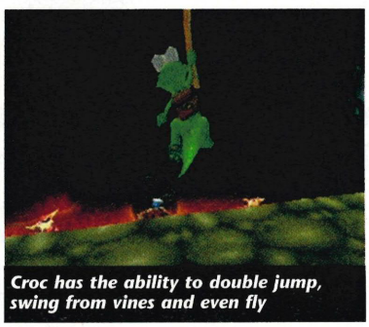
You ever see a bunch of girls cry over John Merrick? No, because it's reality see. Poor fella



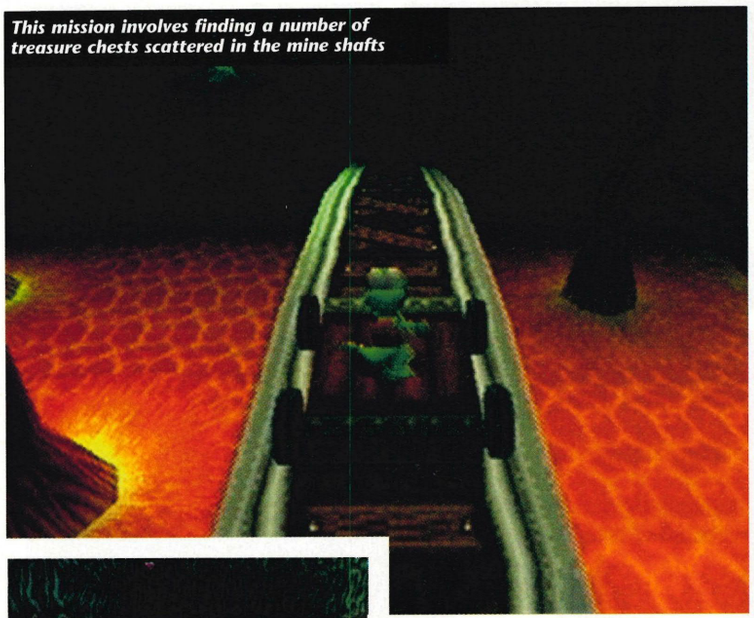
The backgrounds are gloriously rendered, though pretty damn dazzling

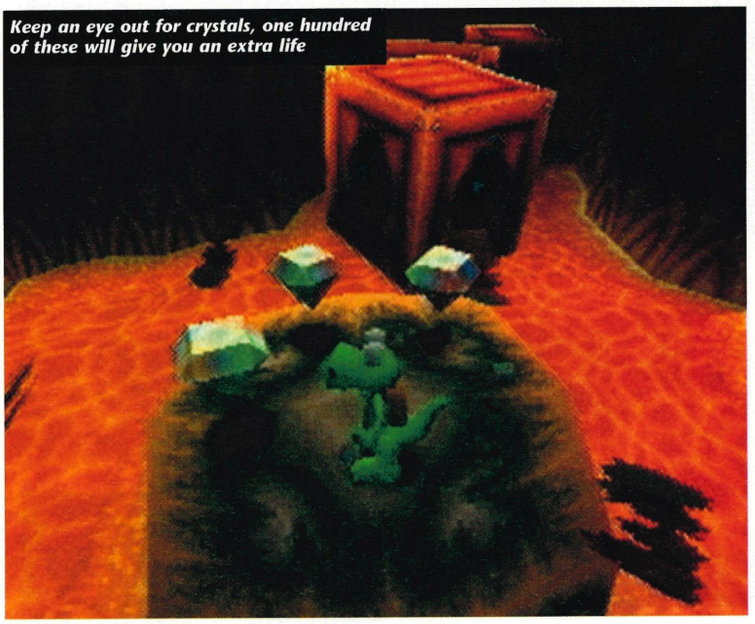


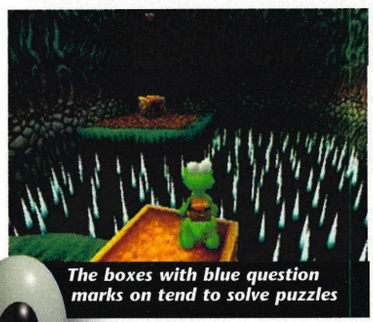
Several items lay strewn across the gaming area. You'll find binoculars first

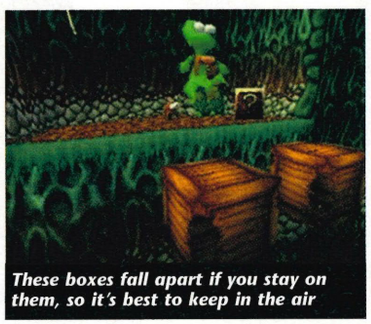


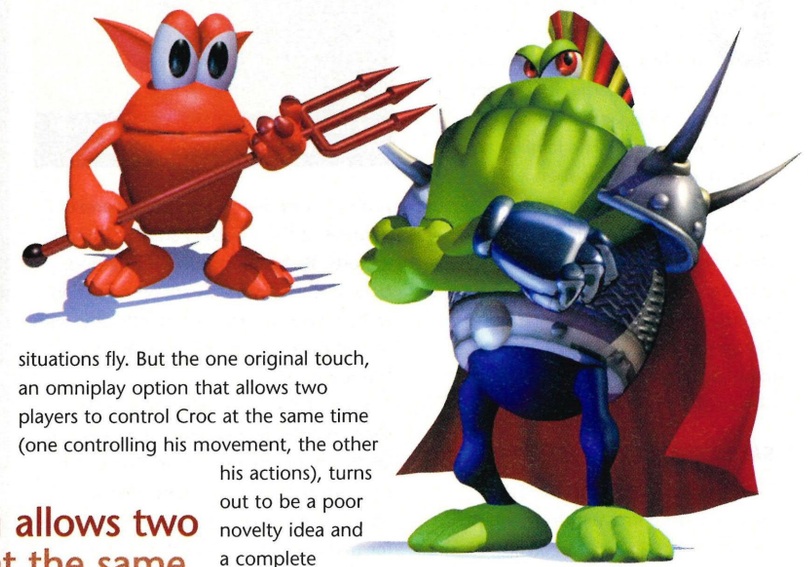
Croc has the ability to double jump, swing from vines and even fly


This mission involves finding a number of treasure chests scattered in the mine shafts


Keep an eye out for crystals, one hundred of these will give you an extra life


The boxes with blue question marks on tend to solve puzzles


These boxes fall apart if you stay on them, so it's best to keep in the air



creature feature

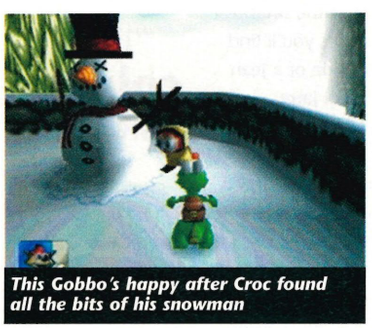
This problem of difficulty shortens lastability by a massive margin, but there are good points to be found in Croc 2. The environments, without being unique or groundbreaking, are well-designed, with enough bonus crystals and extra items tucked away to make it worth going back a couple of times. There's a shop on each level, where you can buy useful items that in turn allow you to discover more bonuses.

The controls are very simple and easy to work and Croc has the ability to climb, hang from obstacles and in some situations fly. But the one original touch, an omniplay option that allows two players to control Croc at the same time (one controlling his movement, the other his actions), turns out to be a poor novelty idea and a complete disaster to control. Which is a shame, since it's a cool idea.

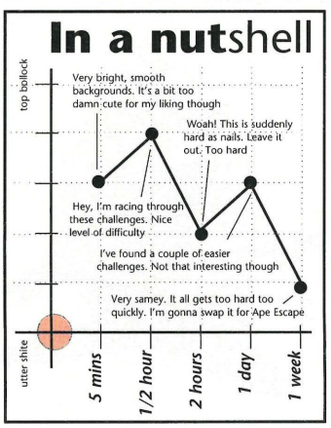
"An omniplay option allows two players to control Croc at the same time, but turns out to be a complete disaster to control"

Unfortunately, there are few other original touches, most of this has been done many times before, and achieved greater success in the execution of its ideas. The concept behind Croc concentrates on all-out kiddiness (cute characters with squeaky voices, no violence, Playschool music) to a point that will repel everyone but girlfriends and five-year-olds (mental age you see), but a high level of difficulty shows its garish colours too early on to give the feeble-minded the will power to continue playing.

Sam PRO


This Gobbo's happy after Croc found all the bits of his snowman

In a nutshell



dual shock • memory card • two players

The Verdict

Out now £34.99

Published by Electronic Arts

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

Croc 2 is a very average game with short-term appeal, since it's shadowed by an abundance of cuteness combined with a ridiculous difficulty level that shafts you almost at the beginning. Hardened gamers should avoid.

PRO Rated 80%

Alternatively: Gex: Deep Cover Gecko - Eidos ☆☆☆☆







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ALIEN ATTACK!

Answer questions then Zap SIX Aliens to win a prize from the list.



09063 609082
Instant Win!
Prizeline 08700 101574

Go 4 Goals

Answer questions then score SIX goals to win a prize from the list.



09063 609083
Instant Win!
Prizeline 08700 101576

Super Cop!

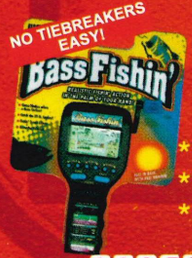
Arrest all SIX Bovver Bruvvers and win a prize from the list.



09063 609084
Instant Win!
Prizeline 08700 101575

SIX points wins - * 14" Colour TV! * Video Recorder! * Sony PlayStation! * Stereo System! * Nintendo 64! * Mini Disk Player! * Pool Table! + *other Instant Win prizes if you score 4 or 5 points!*

Just get Three Questions Right and the Prize is yours

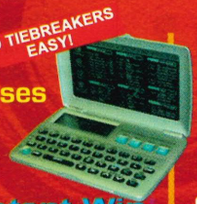


Fishing Game

* Choice of Lakes & Lures
* Vibrating Reel Effect!
* Fish Size Indicator!

09069 134267 Instant Win!

Databank!



* Telephone & Addresses
* Calculator Function
* Metric Convertor

09069 134268 Instant Win!

Sports Watch!



* Back Light.
* Water Resistant
* Stop Watch Function

09069 134269 Instant Win!

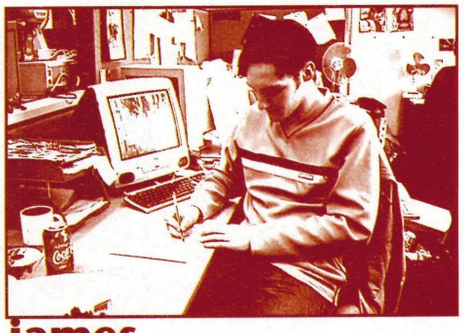
To win one of these prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other Competitions involve multiple choice questions with tiebreaker and end on the 31st August 1999, after which they may be replaced by a similar service on the same number. Actual designs may vary. Games infomation can not be guaranteed correct.

Entrants must be 16 or over. Calls are likely to last 8 mins and cost 60p per minute (09063 numbers) and £1 per minute (09069 numbers), so make sure that you have the billpayer's permission. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you are an INSTANT winnerb send your claim, with claim number to:
InfoMedia Services Limited'. PO Box 28 Northampton NN1 5DS. Helpline: 01604 542399. Winners Line: 0660 011001. www.InfoMedia-Services.co.uk

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



chicken



james

Ape Escape

Sony page 56

We've waited 18 months for a game that uses the Dual Shock pad to its potential. Now it's here and it's a cracker. Good level design makes this an enjoyable monkey-fest that anybody can get into easily once they've mastered the initially confusing controls. ☆☆☆☆

A real gem this one. Ultimate silliness combines with total originality to make one of the most refreshing platform games for years. On the down side it's a definite acquired taste as not everyone is happy with the dual analogue only control. But if you are, you'll love it ☆☆☆☆

Bugs Bunny

infogrames page 60

A little disappointing. This could have and should have been much better. Bugs is a favourite character of mine and this never quite makes it to the high levels I would have been expecting. The license is good and it looks and sounds okay, but too frustrating. ☆

This looks a little bit difficult for the kids it's aiming at as the controls are a bit twitchy, and a little shallow for the likes of us grown-ups. It certainly shows a fair amount of promise though, but I reckon I'd be happier spending time watching the cartoons myself. ☆☆

Silent Hill

konami page 62

This scare-fest has turned into a great game. I saw it months ago and was sceptical, but the lads have done a good job and turned out a cracker. Resident Evil fans should lap this up without a second thought. Another big hit on the cards for Konami. ☆☆☆

Awesome atmospherics, ludicrous tension and some spine-chilling adventuring stuff. This is absolute top notch horror that'd make even the mighty Res Evil shat its pants 'n' run home to mamma. A guaranteed hit, that you should ensure will be yours ☆☆☆☆

Aironauts

take 2 interactive page 66

A nice attempt at something a little different. James has possibly marked this a little high but it was fun enough for the brief period I played it. Personally I prefer something that requires a little more thought because I bore easily but some people will really get into this. ☆☆

Syphon Filter

sony page 68

This has been a great month for games, and Syphon Filter is my favourite of the issue. In many ways it's a more complete experience than Metal Gear Solid and that's high praise indeed. Right up there with the best of this year's classics. ☆☆☆☆

For excitement, action, adventure and non-stop entertainment this pisses all over Metal Gear Solid from an extreme height. MGS was a deathly slow cinematic stealth op, whereas this is an over the top onslaught of adrenaline that refuses to end. Genius. ☆☆☆☆

V-Rally 2

infogrames page 72

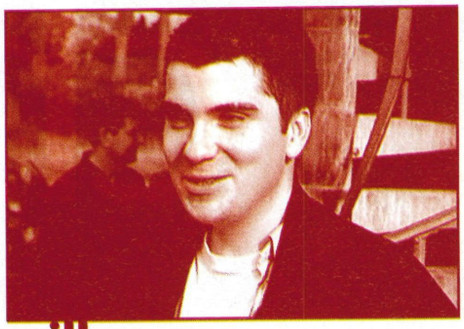
This long awaited sequel lives up to the hype and at last gives you lot a choice other than Colin McRae. In some ways I still prefer the Codemaster's effort, but there can be no denying that this is also a great game. The track editor is a huge bonus too. ☆☆☆☆

Croc 2

electronic arts page 76

Better looking but still basically Croc. Younger players will love it because it is a very good game. It just isn't going to be for everybody. Croc 2 is a polished attempt at a platform game that achieves everything it could ever want, but is still too young looking. ☆☆

Thought the first was quite good, but it became a bit boring after a while. This is basically more of the same, but has more of a challenge and even more cuteness about it, and kids are bound to lap it up once again. I, however, can live without it. ☆☆



will



sam



kay

In the catching apes in a big bloody net genre, this is the big daddy. A fantastic control system, groovy weapons and above all, it's got lots of apes. The best free-roaming game available. You never knew you wanted it, but you do. Go out, get it and get busy with a big net. ☆☆☆☆

By far the best platform game to come to the PlayStation. All the platform cliches are here, but there's so many great ideas added on that it really doesn't matter. Using those fiddly switches in the analogue sticks is just another detail that makes this game way cool. ☆☆☆☆

And on the other hand we have this license. Take away the rabbit with the lady-clothing fetish and what do you get? A pretty average platformer actually. It's fun for its constant references to the Looney Tunes universe, but that's' about it. ☆☆

Unless you have a phobia of rabbits this can be a lot of fun. It's a great idea having each level made up as one of the Bugs toons and there's plenty of comedy details that appeals. Still, it's not as accomplished as many of today's platform games. But still fun. ☆☆

Before you buy this game (and you really should) make sure that your house's lightbulbs are in top nick. Play this in the dark and your asking for trouble in the trouser department. It's Resident Evil meets The Twilight Zone and it's awesome. ☆☆☆☆

Strange, spooky and thoroughly engrossing, Silent Hill is a Must Buy for anyone who loves being scared shitless. It may look like a Resident Evil clone, but believe me, it'll frighten you more than the thought of Will in the nude. Get it, but be afraid. Be very afraid ☆☆☆☆

It's got futuristic cities and big guns so why does it feel so damned sweet and wholesome? Apart from that gripe, the gameshow element works a treat and it's fun having complete freedom to fly around stunning cities while shooting at everything. ☆☆

This is quite an involving shoot'em-up. The cities are quite impressive, plenty of colourful graphics. Being able to fly anywhere in the city is pretty tasty too. It could be a bit more gritty, and there's nothing here to really grab the adrenal gland, but still pretty good. ☆☆

Even though I won't usually touch flying games with a ten foot bargepole, playing this wasn't as torturous as I thought it was going to be. Tricky to control at first, this package of airborne antics is sure to grow on you. just one thing: where's the two-player mode? ☆☆

Metal Gear it ain't, and all the better it is for that fact. The CGI may resemble the mustard on a hillwalkers shoe, but the game itself is easily one of the finest artifacts the PlayStation has coughed up. It's so good, it may even make you want to kill people in real life. ☆☆☆☆

Wow! I was completely blown away by this. This has got to be one of the best adventure games I've seen, if only because of the variety of missions. In fact, it makes Metal Gear Solid look as exciting as a day out in an old people's home. This is gonna be a whopper ☆☆☆☆

V-Rally was always my favourite mud-buster (when it first came out, obviously) so I had high expectations for the sequel. Oh-oh Yes, it's better than Colin McRae and oh-oh yes, it has a Galaxy smooth four player mode. An absolute scorcher of a release. ☆☆☆☆

Rally games have just got better. I've never been a big fan of the first V-Rally, but the absorbing scenery and breakneck action in this sequel really does rock. If you thought Colin McRae Rally couldn't be beaten then you could do worse than give this a look. ☆☆☆☆

The original may still be one of the best racing games around, but this sequel is gonna snatch its title away before screeching off into the sunset. It look great, it plays great, and it's available for some hot four-player action... what more could you want? ☆☆☆☆

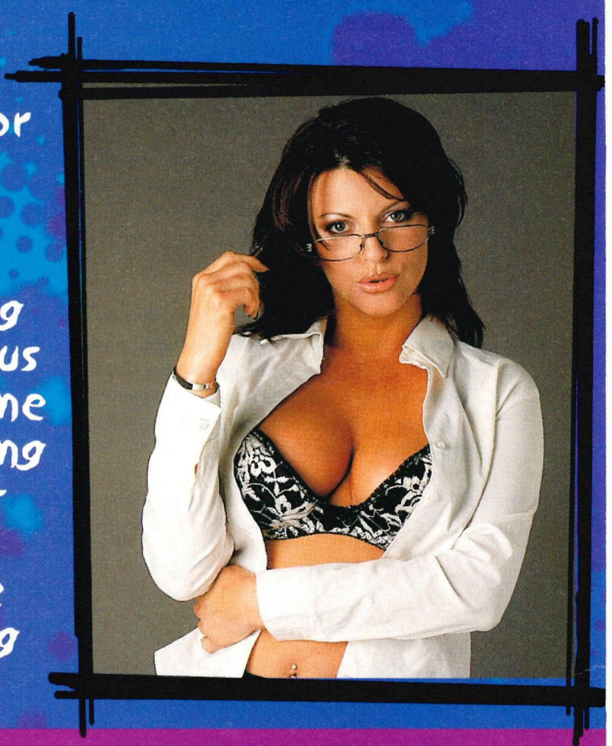
When will these companies stop releasing this uninspired shite. So, it's designed for kids? And what sort of easily-pleased kids are these then? Not the sort who are going to drop their jaw at Ape Escape that's for sure. Cute drivel that has no idea where it is or where it is going. ☆

Kill The Crocodile! Kill the Crocodile! Small children who don't know any better will love this, but for me, it's more of the same leathery toss that we saw before. Only this time, you can talk to those bloody annoying Gobbo things. Christ! I'm going back to play Ape Escape. ☆

tips & ch

Relief with

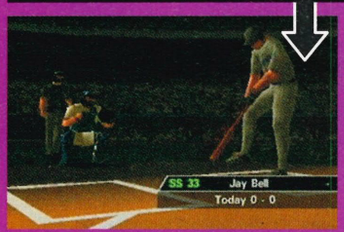
Stay back! The summer sun's frazzled your brains and too many of you are acting like dogs on heat; with the panting and the drooling and some of the most shocking suggestions I've ever heard! Aside from your depraved ramblings, however, I've managed to scrape together one or two serious requests for gaming help (yes, you remember that console thing?). There's something for everyone, from serious strategic help for Warzone 2100 to the knife-wielding exploits of Tenchu. Put it this way, if you're not fully satisfied then there must be something wrong with you!

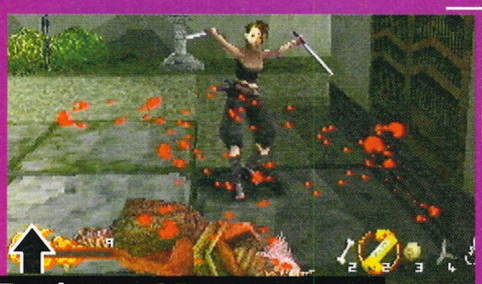


tips

This month's PlayStation Pro's essential tips and cheats cover all the latest best-selling games for the PlayStation, from Triple Play 2000 and Vigilante 8, to C&C: Retaliation, Warzone 2100 and Future Cop L.A.P.D. I can almost hear you panting with anticipation!

Triple Play 2000 page 84
Take a firm grip on your bat US-style





Tenchu page. 85
Silently slice your enemies into sushi morsels

Warzone 2100 page. 86
Need an edge in this fiendish epic?





eats

Miss B Triple Play 2000



Dear Miss Bea Havin,
I've just bought Triple Play Baseball, and it's great, but I can't seem to beat the computer on All Star difficulty. Have you got any tips to help me? I'd be eternally grateful...
Giles Burton, Sheffield

I hate seeing a man who can't handle his baseball bat properly, so I'm more than happy to provide a few handy titbits to help you hit some homers. But now that I've helped you, baby, just what are you going to do for me?

Automatic Homerun
While batting up, hold all four shoulder buttons then press △, ○, △, ○, ⊗, ○, ⇦, ⇨.

Automatic Strikeout
When pitching, press and hold L1+L2+R1+R2, and while holding these buttons, press ⇧, ⇩, △, ○, △, ○, ⊗, ○.

Camera Control
While playing, hold all four shoulder buttons (L1+R1+L2+R2) then press ⇨, ⇦, ⇧, ⇩, ⇨, ⇦.

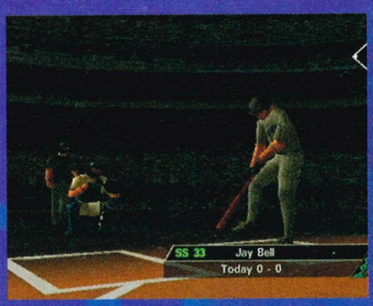
Operate the camera
R1+Directional buttons will turn the camera. L1+Directional buttons will make the camera move faster. Just L2 by itself will make the camera zoom out and R2 will make it zoom in. Triangle button by itself will give a high view. ○ by itself will give a low view.

EA Dream Team
Start an Exhibition game. At the Team Select screen press ⇦, ⇨, ⇦,⇨,⇦,⇨,⇦,⇨,⇦,⇨,⇦,⇨,⇦,⇨. You should hear a confirming entry.



Historical Cheat
While playing either field or batter, hold all four shoulder buttons and press ⇧, △, ⇨, ○ until you hear a "thump" which confirms the code. If done correctly, the announcers will talk about something that happened in baseball history.





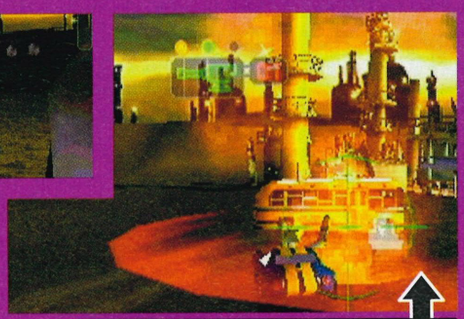




Future Cop L.A.P.D. page.86
All the cheats for the future cop shoot'em up







Vigliante 8 page.87
That 70's groove thang keeps on rolling

Games this month

83 Triple Play 2000
84 Everybody's Golf
84 Apocalypse
85 Tenchu
85 C&C: Retaliation
86 Warzone 2100
86 Future Cop L.A.P.D
87 Vigilante 8
88 B-Movie

Everybody's Golf

Dear Miss Bea,
I've only recently just started buying PlayStation Pro, and I've noticed your name. I like the idea of 'Miss Bea Havin' instead of 'Misbehaving' (very funny). I think the mag's great and everything, but I've never seen any cheats for 'Everybody's Golf'. Could you please give me some? Bye, Craig Brown, Middlesborough

What's so funny about my name? Don't let my mother know that you're making a joke out of it - after all, it's her fault that I've got it! And I do find that having such an unusual name comes in very handy, especially when it comes to pulling - I mean, it gives guys an indication of what they're letting themselves in for!

Anyway, to keep you sweet (despite your cheekiness), take some time out to try these codes for the best golf game ever to grace the PlayStation...enjoy!

Reverse Stance
On the character select screen, hold L2 and ⊗ when selecting a character to change their stance from left-handed to right-handed and vice versa.

Mirror Courses
On the course select screen, hold L1 and L2 and ⊗ when selecting a course to get a mirrored version of the course.

Making A Noise
When you play a game against your friends, you can use your controller to do a number of actions, which are useful for putting them off their stroke! Try one of these when someone goes up to play a shot:
□ makes the crowd gasp.
⊗ makes the caddy say 'nice shot'.
○ makes the caddy say 'hurry up'.
△ gives a nice round of applause (holding the button down will extend the clapping)






Apocalypse

Dear Bea,
Please could you help me finish Apocalypse? It's supposed to be an easy game and I feel like a right shit. Love, Craig Davies, Sunderland

Dear Bea,
I'm on the last level of Apocalypse and it is pissing me off because I keep dying. Please could you give me some cheats?
Lyndon Fenton, Corby (shithole)
P.S. You have the nicest jugs in the world

Dear Titty woman (!),
I have recently purchased Apocalypse and I was wondering if you've got any cheats for me? If so, can you give them to me but if not, could you just come round and give me a quickie with those luscious lips of yours?
Lots of love, John Ayres, Fareham
P.S. Could you please send me some pictures of you in the buff?

As you can see, plenty of you have been prepared to suck up to me this month, particularly when it comes to help with Apocalypse. However, I'm always ready to give a helping hand to any man with a hard one (time, that is), so relieve yourself with these cool codes.
As for you, John Ayres, you should wash your mouth out with soap (and maybe your other body parts while you're at it). Saucy!

All Weapons
Pause the game then hold L1 and press □, ○, ⇧, ⇩, ⊗, □.

Checkpoint/Level Select
Pause the game. Hold L1 and press △, ⇧, ⊗, ⇩. Release L1 and if you've entered the cheat correctly the text will wobble. A new option will now appear if you press pause, which will allow you to warp to any checkpoint in the stage. If you wish change the level completely, quit your game and go to the level select menu that is there.

Debug Mode/Statistics Report
To check the last checkpoint's name you cleared Pause and hold L1. Then press ⇩, ⇩, △. A little bow will appear in the lower left-hand corner.

Full Health
Pause the game and hold L1 while pressing □, ⊗, △, ○.

Infinite Lives
Pause the game then hold L1 and press Triangle, Circle, X, Square.

Invincibility
Pause the game then hold L1 and press ⇩, ⇧, ⇦, ⇦, △, ⇧, ⇨, ⇩.

Ten

Dear Bea,
Please could you give me some totally throat-slitting cheats for Tenchu?
John Atkinson, address withheld

Dear Miss Bea,
I am stuck on the American version of Tenchu and the cheats I have don't work. Do you have any, and can you help me with Apocalypse while you're at it please?
Ryan, Greenock

Dear Miss Bea,
I recently got the excellent game of Tenchu Stealth Assassins, but the problem is that it is the Japanese version and all the cheats that I have don't work. So please could you give me those very important cheats?
You don't have to do this, but please, please, please could you send me a signed photo of you (preferably not in the buff), I am not like the idiots that ask for you in your birthday suit.
Your greatest fan of all time,
Wayne Blanks, Cumbria

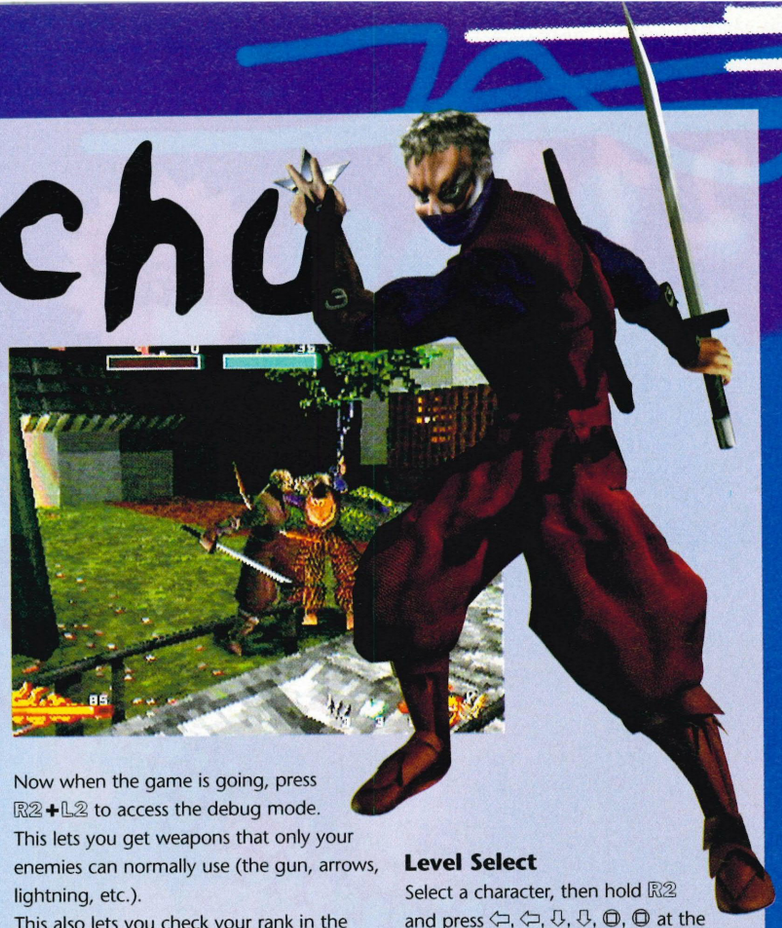
Wow! So many demands, so little time! So many of you have been stumped by Ninja sneaking title, that I'm forced to give you all a firm helping hand at the same time! However, before trying the cheats, make sure that you're using the right codes for the right country of origin, or there's going to be tears before bedtime!

UK Version

Debug Mode
Press START and hold L1+R2, then press ⇧, △, ⇩, ⊗, ⇦, □, ⇨, ○. Release L1+R2 while still paused and slowly press L1, R1, L2, R2. The screen should then shudder. The game will still be paused, so press START to continue.



chu



Now when the game is going, press R2+L2 to access the debug mode. This lets you get weapons that only your enemies can normally use (the gun, arrows, lightning, etc.).
This also lets you check your rank in the middle of the stage. Have fun with all of the options, but if you add too many enemies to the level, the game will glitch.

Bigger Pockets
To increase your carrying capacity to 99, go to the item select screen, hold R2 and press □, □, △, △, ⇨, ⇨, ⇧, ⇩.

Secret Items
To unlock loads of secret items, go to the item select screen, hold R1, and press □, □, △, △, ⇨, ⇨, ⇧, ⇦.

More Items
Make your pockets bottomless by holding down L2 on the item select screen and pressing □, □, △, △, ⇨, ⇨, ⇧, ⇨.

Healing
Pause the game during a mission and press □, □, △, △, ⇦, ⇦, ⇧, ⇦ to restore your character's health.

Access All Areas
On the mission select map, hold R1 and press □, □, △, △, ⇨, ⇨, ⇧, ⇨. You will then be able to go to any mission in the game.

USA Version

Healing
To restore your health, pause the game and press ⇦, ⇦, ⇩, ⇩, □, □, △, □. You will know that you entered the code correctly when you hear a Ninja say "HUH"!

Level Select
Select a character, then hold R2 and press ⇦, ⇦, ⇩, ⇩, □, □ at the next screen.

Increase Number Of Items
At the item select screen hold L2 then press ⇦,⇦, ⇩, ⇩, □, □, △, ⊗

Increased Carrying Capacity
At the item selection screen hold L1, then press ⇦, ⇦, ⇩, ⇩, □, □, △, □.

Choose from All Items and Specials
At the item selection screen hold R1, then press ⇦, ⇦, ⇩, ⇩, □, □, △, ○.

Japanese Version

Increased Carrying Capacity
To hold up to 99 weapons, go to the weapon selection screen, hold L1 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △.

Bonus Weapons
At the weapon selection screen, hold R1 or L2 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △.

Healing
To heal, pause the game then press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, □, △. A shout will confirm the code.

Level Select
On the stage select screen (levels appears when you've beat them) hold R2and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦ □, △.

Command & Conquer: Retaliation

***Q** Dear Miss Bea Havin,*
I would like to start by saying you have the best mag around, the new look is brilliant. I really like your mag because it has the nicest lasses. It is very strange to see someone of your extreme beauty. Most people would think you were a page three girl because of your beautiful complexion and your giant assets. I would also like to add you have a perfect tan and a perfect body.

Now let me get to the point, I recently bought Command & Conquer: Retaliation, but when I get my base going I always run out of money. Do you have any cheats for infinite money or any other cheats for this game as I just spending over an hour building my base then totally running out of money then the Soviets come and blow it apart.
Yours lovingly, Gary Walsh, West Shipley.

A **You must be very desperate for help - after all, you wrote in three times with the same complaint! Anyway, don't be afraid of splashing out - after all, I love a man who is happy to blow his wad on me once in a while. So sit down and relax with one of the finest strategy games around while taking advantage of this fine collection of tips.**

All cheats are activated by pressing △ to bring up the side bar, then ◎ on the appropriate team icons. If you get them wrong, you'll have to reset the game for another try.

Chronoshift
□, ○, △, ⊗, ○, ○.

Easy Money
⊗, ⊗, □, ○, ○, ○.

Instant Win
○, ○, △, ⊗, ⊗, □.

Invulnerability
□, ⊗, ○, ⊗, △, △.

Nuclear Attack
○, ⊗, ○, ○, ⊗, □.

Parabombs
⊗, ⊗, ⊗, ○, △, □.

Reveal Map
△, △, ⊗, ○, △, □.



Warzone 2100

letter star

Dear Miss Bea,
I've got to say that you're the most ravishing woman I have ever seen. Tell me, how would you feel about me and my rugby mates coming round, taking you out and showing you a good time?
Anyway, while you make up your mind, I've got a small task for you. The lads and I have been playing Warzone 2100, but we're finding it pretty tricky. Do you have any little tips stashed up your sleeve (or anywhere else, for that matter) that could help us out of this predicament?
Love, Ben Kirsfield, Bristol

You wouldn't believe how much I like a man who knows what to do with his funny-shaped balls! And the offer of a scrum with you and your fellow players is enough to send my blood pressure soaring!
Anyway, (ahem), being the professional that I am, here's a few pointers to guide you whilst battling it out with tanks and the like. And while you're waiting to take me out, have a signed picture!

Playing Tips

There are often hidden oil barrels and technology located on the maps, the best way of finding them is to use a high speed vehicle to scout around the map.

Don't randomly design your vehicles, take time to build the right machine for the right task.

Whenever you have the chance, always add extra modules to your factories, so the range of units that can be built is increased.

Try to use multiple construction vehicles for building or repairing structures, it will cut down the time of the job down considerably.

If you assign a repair unit to each group of vehicles you have, you'll remove the need for them to return to base to have repairs carried out.

Make every effort to keep your men alive, don't waste them in fruitless missions, because the more kills they get the better they will fight.

Deploy sensor towers as much as possible. They let your artillery units attack enemies you can't see. When you get hold of VTOL technology, build at least one rearming center for every two VTOLs used. This way they can fly constant bombing missions.

You can lure enemies into attacking where you want them to by surround your bases with walls. But leave a couple of small gaps in the walls, as the enemy will try to attack you at these points.

High ground provides can provide a good defensive position. You will find that your mortars and cannons will have almost twice the range if positioned up on higher terrain.



Future Cop L.A.P.D

Dear Miss Bea Havin,
I am just writing to say that I think you're more beautiful than Lara Croft. So lovely are your lips, so sweet is your hair, so twinkly are your brown eyes. Anyway, I am a cadet and I need a picture of you to look at on those long cold nights so could you send me one? Also, could you tell me any cheats for Future Cop L.A.P.D. please?
Lee Clegg, Blackburn

Oh Lee! What an old romantic you are! I've never heard such tender words being used to describe me! Still, that doesn't mean you can have a picture - after all, it's the middle of summer and I don't really think you'll need warming up at night. Unless you're some kind of lizard...
Still, at least I can help you in one department, and that's with Future Cop L.A.P.D. This futuristic shoot'em-up can be quite a challenge, so try out some of these codes, and you might just find that you're as hard as nails!

100 Extra Turrets in Multi-player Mode
Get on land and change to regular mode then press ○, ⊗, ⊗, ○, ○, ⊗. Now hold □ for 7 seconds. It doesn't matter what weapons you chose to do this code.

After you've pressed those buttons, change to tank mode then return to your base (still using tank mode) and buy three helicopters. Now you must get killed once. You should now have 100 new turret guns scattered around your base.

Easter Egg Weapons

Enter these codes on the password screen.
DYPYFASRHR — All missions completed, all Easter egg weapons.
SYMRGOBRRL — No missions completed, all Easter egg weapons.
DYSIFASRHY — All missions completed and locked, all Easter egg weapons.

Invincibility

Pause the game and highlight the "Sound FX Volume" selection on the options screen. Then, press ○ (x2), SELECT (x2), ○, SELECT, ○, ⊗, □. Choose the "Quit" option, and select "Yes" to confirm. If you entered the code correctly, the screen will jump.

Level Passwords

1 .....TAFRGYBLRR
2 .....CRGRGYBLRY
3 .....FUMRGYBLRL
4.....SICUGYBLLI
5.....TAFUGYBLLR
6.....CRGUGYBLLY
7.....FUMUGYBLLR
8.....SIFYGYBISR

Reload Your Shield

Pause the game and press SELECT to bring up the in-game menu. Highlight Volume/SoundFX and press □, SELECT, ○, ⊗. Highlight Quit and press ⊗. At the prompt, highlight YES and press ⊗. Unpause the game and your shield will be replenished.



Vigilante 8

Dear Miss Bea,
I bought your copy of PlayStation Pro, issue 31, and I noticed in the directory that Vigilante 8 had a white car with a red stripe on it. Is there a cheat to get that car or is it a mistake they made? If there is a cheat, please could you give it to me?
Danny Jones, Leeds

Oh, how I love those golden days of the 1970s. Tight trousers and plenty of chest showing - and that's just me! This super car-chaser will take you back down memory lane without having to jump into a time machine! So come on, take my hand, and I'll guide you down the dark passage of time to the decade that style forgot. Don't be scared now...

Avalanche at the Ski Resort

Shoot down any three trees on one side and an avalanche will occur. This works well when people are by the trees.

Bonus Cars and Maps

There are four secret cars: The School Bus, The Manta, The Semi-Truck, and the "UFO" Van.

You will be most likely to encounter these vehicles while playing on the maps against the computer, and in Arcade mode you can pick to play against them. But being able to use them is a different story.

You must first go to Options and then to Game Status. If you haven't completed the game with anyone yet, all the faces will be black and white. This is a Tekken-style "secret". There's a sort of chain with the characters and then empty slots and a bigger empty slot.

To get that first empty slot, you must beat the game with the two characters that it is connected to. Once you get the two secret characters in the top "chain", and beat it with them, you get the secret map. The bigger "slot" in the top "chain".

Do the same thing with the bottom "chain" and you will get the other secret map and the two other secret characters. Something special MAY just happen once you have UNLOCKED everything, but that isn't a guarantee.

Change the Soundtrack

If you'd like to listen to something different, replace the Vigilante 8 CD with your favourite music CD after you've started a level.

Cheat Codes

Enter these codes on the password screen:

HARDEST OF ALL — Extreme Difficulty
I AM TOUGH GUY — Very Difficult
I WILL NOT DIE — Invincibility
REDUCE GRAVITY — Reduced gravity
SAME CHARACTER — Play as same character in two-player mode
GO SIGHTSEEING — No enemies
DEADLY MISSILE — Stronger homing missiles
WMNNWLHTSCUCLH — All characters, levels and the Alien
SEE ALL MOVIES — View all the movies

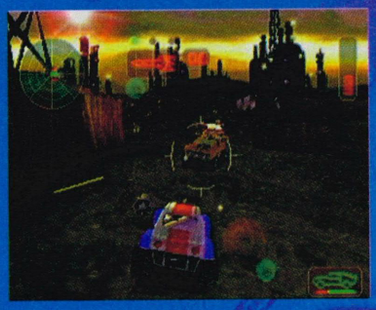
Machine Gun Trick

If you have an autofire joystick you can increase the damage done with the machine gun. Set R2 to autofire when the button is pressed. This will enable a steady stream of bullets without overheating the gun. Your enemies don't have a chance now!

Passwords

Here are codes for every person's Quest Mode, passing it with "Objective Met":





VIGILANTES:

Chassey Blue:
AOGIKYFGQQTWGA (Mission 1)
YMBEJEOPDHYHZV (Mission 2)
RIPJNYEPGFPJAI (Mission 3)
HGFTDDNMUBXRLV (Mission 4)

Slick Clyde:
TNLCROHSQAZDMQ (Mission 1)
QDANNFHMSLBMWF (Mission 2)
FYLYRFKEAHGGAW (Mission 3)
OIRYEEBGDBNHBJ (Mission 4)

Sheila:
EDAOHLJIOUEDBA (Mission 1)
HSDNTZSGVOGCLP (Mission 2)
NTWZYUQSPXMHMB (Mission 3)
BXINCWNWGCQVJF (Mission 4)

John Torque:
WSLZFBNQDTFDBF (Mission 1)
BXNJRYSXTYACKE (Mission 2)
IBXGFDQBSNISJQ (Mission 3)
ZCTEAFJVMNDJUT (Mission 4)

Dave:
PYQXPDUMJNBOUP (Mission 1)
OULIUZTJHPKWTD (Mission 2)
QYDJBUYBZTEUQC (Mission 3)

Convoy:
AIHJZNIFPZNFWA (Mission 1)
UKXCXCOAIGOKVH (Mission 2)
KHREIWYIZREYHK (Mission 3)
VSNKJVURSUNRWX (Mission 4)

COYOTES:

Loki:
THLOHJWURONKLQ (Mission 1)
VIBWYIVGOPAUWX (Mission 2)
CEJMULWPCYYAVS (Mission 3)
PGGOVIUNUQEIVU (Mission 4)

Houston 3:
BDPTGXUBXOCCKE (Mission 1)
GCTPCXCCIWXVUJ (Mission 2)
NXJFNPZXRAAGMB (Mission 3)
DTQQSKTRYIHGEN (Mission 4)



Boogie:
FOJGCRHLWMUQZV (Mission 1)
DRFIQVOUYIHGEN (Mission 2)
WCHPZDGBCYEDBF (Mission 3)
JHAZRUUMTLUYBG (Mission 4)

Beezwax:
YUYFNKTAQGLNYW (Mission 1)
TXXKKGEWRONKLQ (Mission 2)
KHUSNNWJXORZHK (Mission 3)
UIBRJCCYSARVH (Mission 4)

Molo:
EDDNXIAPNTRDBA (Mission 1)
ITAHZJRMYTLSJQ (Mission 2)
NPRJUYRYRAAGMB (Mission 3)
AKFQPUISMWAHWA (Mission 4)

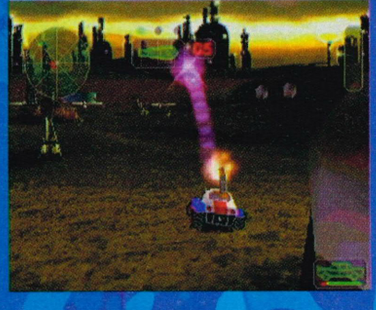
Sid Burn:
LPHPMMDNMPEMVB (Mission 1)
PEONQGUNUQEIVU (Mission 2)
XOKIXDXBKQRFOJ (Mission 3)
OYROHGBDNLSJSI (Mission 4)

Playing Tip

Choose to be the UFO on the secret base level. Go into the top secret area (the place where all the lasers shoot you.) Start at one end of the big building and drive straight through. If you shoot above the missile launcher a missile comes out and shoots your targeted opponent. You can do this as many times as you want at either end.

Secret Cars

On the OPTIONS screen, move the cursor to CONTROLLER SELECT then quickly press ⇧, ⇧, ⇩, ⇩, ⇦, ⇦, ⇨, ⇨, ⊗, ⊗, ○, ○, ○, ○, △, △.



Pervert's Paradise

Q *Dear MBQ (Mammoth Breasted Queen),*
I want to tell you I love you. Your chest could keep my body parts warm for days. This is my third letter and so far you have not shown any, so please show this one. Pro and yourself are excellent and I wish I could be (a) Havin' sex with you. Good joke, hey?! Anyway, I know some Rollcage cheats. They are:
AIRHORNS-cool horns for different players
MAXCHEAT-unlocks everything (apart from horns)
I hope these are useful. Lots and lots of love, Mark Tomas (Big Hunk), Rochdale
P.S. Can I have your phone number?

A Well Mark, good to see that your letter wasn't just all filth! Thanks for the cheats, although after your letter I'm not sure whether I should be telling my devoted readers how to unlock their horns - by the looks of their letters, I think they manage pretty well by themselves!

And for anyone else wanting my phone number, here it is: 0891 (that's enough of that - Chicken)

Q *Dear Miss F***ing lush, huge chested babe of a tips goddess,*
*I dream of being with you every night, I even w*nk over your illustrious body. You are my dream woman. I picture us both in bed having a 24 hour romp. That might seem a long time, but it's perfect. You are my favourite woman. My girlfriend doesn't know I buy this magazine but that's OK, I prefer you anyway. By the way, have you got any cheats for R-Type Delta, you big-chested babe you, and please could you send me a porn picture of you so I can have more fun with my hand?*
Your number one fan,
Peter Phillips, Cardiff

A 24 hours is a long time? Believe me, I'm more than capable of holding out for a lot longer than that, sweetheart... maybe you just need a little more practice first by yourself first.

As for the cheats, well, you should spend more time and patience playing the game, rather than, erm, worshipping me in your own special way...it'll get sore. And because of this (and the fact that you didn't send your full address), I'm not going to send you one of my porn shots.

Q *Dear beautiful, elegant, intelligent, ravishing, perfect Lovely Miss Bea,*
I think you are the 'finest thang'. You are such an incredibly gorgeous sexy babe. Please can I have a picture of you with your tits out and nipples showing?
Yours pleadingly,
Davey Aherne, Co. Limerick

A Ooh, I see you live in a Post Office! I seem to be getting plenty of letters from posties gagging for some first-class service. However, you're not going to get a delivery this month after I recently ordered a selection of sexy lingerie from a catalogue, only to discover it had gone missing in the post. So come on posties, own up to having my smalls draped across your sorting equipment and I might be more accommodating.

Q *Dear Miss Bea,*
I think that you have the most sexiest legs, biggest tits and gorgeous eyes. I also think that Chicken should be really grateful for you because without you PlayStation Pro would go right down.

Anyway, about two months ago I got a free game in the post from Psygnosis (Colony Wars: Vengeance) and I don't know where it came from, so I thought with you being so sexy and clever, could you tell me where it came from?
Yours sexily,
Damien Robinson, East Sussex

A You'll be glad to know that Chicken is very grateful to me for all my services, particularly when his girlfriend's away for the night...but enough of that, thank you for the rest of your compliments, even if the rest of the Pro team are doing a pretty good job themselves.

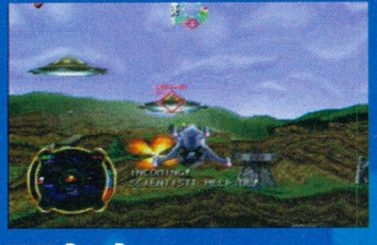
As for the mysterious game turning up, I don't think you should ask questions, just thank the Lord (or whoever it is who works your wonders), and get playing it, you smooth-talking Romeo you.

Q *Dearest Beautiful Bea,*
You are the sexiest woman I have ever had the pleasure of laying my eyes on. Your tits are gorgeous. You make Lara Croft look like something the cat dragged in. You've got everything a boy could ask for - tips and tits! Bea, you are hot stuff!

I could finish by going on about your marvellous thighs and perfect little bum, but I'm sure you've heard it all before. I'm glad you now have a larger section of the mag to display your obvious talents.
Yours forever,
Rob Thompson

A I'm glad you like me better than Ms. Croft, Rob - after all, she's merely a pixilated character and I'm an all-flesh, all-breathing, very much alive real woman. And yes, I have heard it all before, but then every girl needs a little flattery once in a while. However, that doesn't mean you're any closer to getting in my knickers. Next!

B-Movie



Q ***Dear Bea,***
I've got B Movie and it's great, but I can't believe how bloody difficult it is, even with a joystick. Are there any cheats that will let me skip levels? Thanks babe, Gary Hopkins, Scarborough

A **You know me, Gary, I can never resist the temptation to get to grips with a joystick! B-Movie may be a little tricky, but with these cheats, you'll be skipping through levels at full throttle in no time!**

Level Select

On the GT/ King of the Jungle screen (it says 'Press Start'), press L1, R1, L2, R2, △, ⊗, ○, □, □, ○, ⊗, △. Press start and you should find the 'Level Select' option now on the main menu.

All Ships and Weapons

On the GT/King of the Jungle screen, press L1, R1, L2, R2, ⇧, ⇩, ⇨, ⇦, ⇦, ⇨, ⇧, ⇩.



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Xenogears Ehrgeiz

Grand Theft Auto London

It's time to cause a bit o' bovver in the capital of blighty, know what I mean? You need to be 18, but seeing as the game's about breaking the law, join in however old you are, and if anyone sez 'owt, punch 'em!



Boys Will Be Thieves









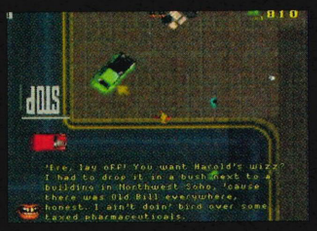
Mission 1: When I'm Stealin' Scooters

This is a very simple level that's been designed just to get you to grips with the game and how objectives are constructed. First off, you've got to make your way down to the phone in Northeast Chelsea, nick the red car two cars behind you and follow the arrow, it's only round a corner or two. It comes over the blower that the Crisp's ol' queen quite fancies getting hold of a mod scooter, and since you're trying to get in their good books it's going to be your job to lay you hands on one and hand it over to the Crisps. Get back into the car and drive down to Central Chelsea. Again, this is only a few streets south so just cruise on over, get out of the car and mount said bike. Two dibble will appear on your wanted bar, so keep your eyes peeled for these filthy pigs. You're heading for Southeast Soho, which is directly Northeast from where you are, so just keep going in that direction following the arrow. If you hit a car at speed you'll come off the bike, quickly get back on before the dibble sling your novice arse into a cell. Another tip is to stay off the road, use the pavements, back alleys and grassy areas. The filth won't follow you over this terrain, making your getaway much easier. When you finally get to the building where you're meant to stash the bike, drive into the garage door and on exit you'll be told to meet with Harold around the corner. Follow the red arrow and press 3 to go into the next cut scene.

Mods And Sods









Mission 1: Speed Demons

Right, this is where things get going good and proper. You've got loads of missions and secrets to dive into, making it far more involving than the last level. As you might be able to tell by the name, the mods are heavily involved in this level and the Crisps don't like mods too much. It turns out the Battersea mods are giving the Crisps a right royal itch in the pants. Get your arse over to the phones in Southwest City, Pretty Charlie will fill you in with the details on what to do. Nick the blue Reno parked up and go Southwest a while. The four phones are the first four missions, and we're going to clear them left to right. Answer the left one. You've got to go and meet Keith in Northwest Bow. Use the parked up E-type to get there, it's not that far away. Get out and talk to him, taking every precaution not to accidently kill him. Turns out Harold had a nice bit of whizz to get the mods in, but that ponce Chalkie stole the purple hearts. Go and get the motor in Northwest Angel and find the prat. It's a green Crapi (no doubt Ford are well chuffed with that), take it to Soho which is Southeast. The arrow will dig out Chalkie's location. Jump out and give him a good slappin'. He'll tell you he had to dump the whizz in a bush in Northwest Soho 'cause there was Old Bill everywhere. Follow the arrow, the whizz is symbolised as a white circle with a briefcase inside it. Get out of the car, grab it then jump back in the Crapi. Turns out that Chalkie squealed like a slag so he needs putting under good and proper. Head Southeast and run the grass over. Harold reckons that a proper



lesson needs to be taught here. You've got to head off to Chalkie's pub in West Soho, from here you'll be given further intructions. When you get there, you'll be told to leave some explosives by the pub door then do a runner. Run up to where the arrow points then run away, a timer will come up counting down from 5, this'll waste the pub and complete the mission.

Mission 2: Pills 'n' Thrills

When you reach the phones, use the second from the left to get the mission low-down. A drug deal has been set up with the mods, and it's about as kosher as a sausage synagogue. You've got to go to their club in West Chelsea to meet one of the tools. Jack a motor and head Southwest to the pub he's stood outside. He'll give you some verbal and one of your boys will tell you to slap the pillock. He'll tell you that the boys you're after are on the roof of a building in Southwest Westminster. Get back in your car and head Southeast. The arrow will point to the building in







question. Get out of your car and run up the ramp. Smash the crate and get the flame thrower, you'll be told to waste the ponces. Burn 'em, then get on the bike. Hit the gas and jump over to the roof of the other building to the right. Go down the ramp and head for Northeast Westminster, you've got loads of cops on the case so don't go messin' around. You need to do one on this bike as it's got the goods inside, so stick to the pavements to lessen the risk of being knocked off by other road users. When you reach the garage, drive in. Mission over

Mission 3: Rangers Coach

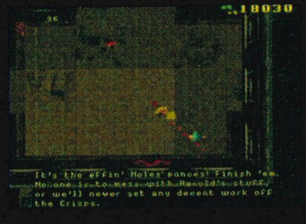
Follow the arrow to the second from right phone, nick a motor for the journey. You'll be told that there's a big flutter on the football pitch. There's a rocket launcher in Central Brixton, go and pick up this rather excessive weapon and await further orders. Take the blue Reno and drive South over the bridge. Drive into the crate when you reach it to get the tool, you'll then be told to go and blow up the Rangers' coach which is driving around South Camberwell. Head East then South and the arrow will home right into the coach. Drive right in front of it, bring it to a halt and park up. Step out of the car, backing off so you don't waste yourself, and let rip at the coach, blowing it (and the



blue Reno) to pieces with the mighty rocket launcher. Now you've got to go and swipe a taxi in Southeast Camberwell. Nick a motor and go Northeast to the taxi parked up at the side of the road. Jump in, the Rangers' players are waiting for their lift in South Bermondsey. Head Northwest and park up where the arrow points to. Wait for both players to get their hides in the back of the cab then drive them useless bastards to West Brixton, they're in for a pleasant few hours detention at the Crisp's pleasure. You might have a fair few filth on your tail around here, so keep your eyes peeled and the machine gun at the ready. You just never know. Head Southwest to the garage and park up, your mission is now complete.

Mods And Sods





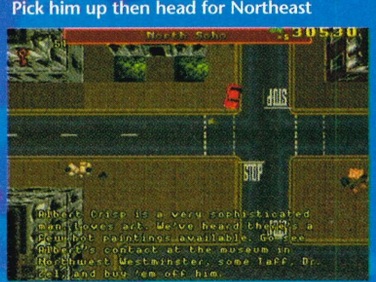

Mission 4: The Noles Slags

Use the phone on the right. Charlie will tell you that the Noles brothers have taxed five grand off us. You'll need to go and pick up a car down in East Camberwell. Smash the crate to the right to get a pistol, then head off to said destination, Southeast from your location. Keep going right until the arrow is pointing straight down, then go down for a few miles. The car is a light blue E-type, jump in to be told there's a deal in Northeast Bow with them Noles slags. Go and take a butchers. Go back up North until the arrow points down an alleyway. Jump out and grab the machine gun from the crate to the entrance of the alley. Walk down and slaughter the lot of them, they're all wearing light blue shirts. If any of them go off too far, nick a car and run them over. Once the Noles have been sent to the flaming caves under the ground, you'll be informed that the filth are all over you. Quickly grab a motor, preferably a nippy one, then follow the arrow to Central Camden. Drive into the garage to finish the mission and clean your back of the filth. No more Noles slags! Nice one, me ol' mucker!

Mission 5: The Art In Fart

It comes on your CB that Albert Crisp is a very sophisticated man and loves art. There's some hot paintings going and you're told to contact some Taff, Dr. Zel in Northwest Westminster.

Get your arse over there and talk to him. He'll give you the goods and tell you he's going on the razz with his newly aquired dosh. Get back in the car, you've now got to go to North Soho. You'll now find a whole farmful of pigs on the streets trying to hunt you down, so on your way try and commit as little crime as possible to help you shake 'em off. Get the car in the garage. On exiting you're told that special branch is now on the case and all loose ends need to be tied up. Turns out Zel is a bit of a talker and needs to be picked up. You need to get a cab in East Bow which is near a taxi rank. Get in this cab QUICKLY! You don't have a lot of time for this part of the mission. You've got to get over to North Soho and pick up Zel outside the boozer. This requires some pretty cool driving, you've got to go at top speed and you can't afford too many crashes. Use the pavements a fair bit to avoid the traffic. Pick him up then head for Northeast Bermondsey where you'll be told what to do by Jack. This is a big journey, but you're not on a time trial anymore. It's best to have a quiet drive, try not to get too much attention from PC Plod. Park up on top of the crack at the docks. Jump out of the cab, then jump into the green van and nudge the van into the sink (what a great, great game this is). Mission complete, nice one you little beauty!



Mission 6: Starving Syd

From the phone in East Westminster, you're informed that a guy called Sydney Moore is having a picnic to scope out a bank job that Harold wants a piece of. Firstly you've got to get your hands on a catering van in East Chelsea. Get mobile, then get over there, it's just parked up on the pavement. Get behind the wheel to receive your first order, which is to get some pie and mash. You can't arse around on this one so get moving. Drive Northeast through Hyde Park. You'll see it to the side of a building, jump out quickly and pick it up. You've now got to get some pickled eggs. Follow the arrow, again in the Northeast direction. It's lying near a bit of wasteland, grab it then get on the move for some Yorkshire pudding. This is only a few streets directly South, so steam down and get the northern dish.

Spotted dick is next on the scran list (greedy git this Syd chap) and Northwest is the direction to head in. Again, this is only a few streets away so take it easy. After all four portions have been scooped up, head to North Hyde Park where Sydney's having his shindig. Park up where the arrow points next to the Limousine, Syd'll show some gratidude and ask you to run over some soap dodging hippies. This isn't a mission, it's just a bit of cheeky dialogue. Wait a short while for Syd to finish his scran then pick up his leftovers. Get back into the van then follow the arrow to Northwest Bow. Drive into the garage door, the leftovers are dropped off, well done my son!





Mission 7: Midnight's Best Boy

On your CB radio you'll hear word that Midnight's getting cold feet about the Power Station job that was planned. You've got to go and see Keith in South Angel, he'll point you in the right direction. Keith will tell you that Midnight's best boy is down in the Prince Albert pub Northwest Soho.



You've got to go and give him a slap so get movin'. Drive to the boozer in question and on arrival the boy will exit the pub. Jump out of your car and chin the sod. He'll tell you midnight is planning on doing no more work with you amateurs 'cause he's a professional. It turns out it had no intentions of doing the job and it about to do some toes from the power station. Quickly get your ass down there, when you approach the gates you'll see him trying to drive off. Ram him off the road and jump into his green E-type. Park the car up where the arrow points to, then VERY quickly jump out and leg it away form both the car and the building. The car will blow up and so will the power station knocking power out all over London. This sets things up a treat, first off you've got to take out that two-faced bastard Midnight. Grab one of the parked up Camper vans and follow the arrow after him. He's wearing a red shirt, run the shit 'ed into the concrete and the mission is over. Lovely Jubbly!

Mission 8: Bus Driver

Now that the power's down, you've got to go and round up the boys for a few bank jobs. You've got to get a bus in Southeast Chelsea first, so make your

way there heading Northwest. Grab a better vehicle than that slow Camper atrocity. The bus is parked up at the side of the road, on boarding the hard to control bastard, two filth will appear on your wanted bar. Being in such a big vehicle, you can smash into their cars and blow them up that way without having to risk being shot at. Firstly, you've got to pick up Fingers in South Soho. Keep driving North until the arrow points directly East then take said direction. Take great care not to



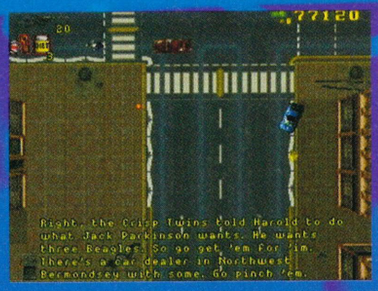
run him over. Once he's onboard you're told to go and get Lenny from Southeast City. This is directly East so just keep going down that road in the same direction. Once Lenny is with you, Terry's next up in Northeast City, just follow the arrow and pick him up. Now you've got all three of the thieves on the bus, you've got to take them (and the bus) to a garage in East Mile End. The pigs should be hot on your case



by this time, try and run them over or smash their cars up. If you've got a machine gun get yourself out of the bus, round a corner and wait to the plod to come round on foot before filling them with red hot lead. Get the bus in the garage and it's all sorted. Nice one.

Mission 9: Watch Out, Beagels About

You're informed that three Beagles need to be half inched from a dealer in Northwest Bermondsey. Jack a car and head in that direction. When at the dealer's lot, jump into the blue Beagle and have off with it. You've got to take it to the garage in Northeast Bow. You've got a couple of filth on your case, and since the car you're driving is a slow piece of crap you're more than likely going to have some



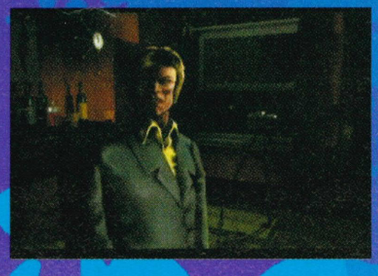
blue on your arse. Keep your cool and use the other road users to try and keep the coppers at bay.

You're best going East first until the arrow is pretty much facing North, then using the bridge there to get over. Once you've dropped it off, follow the arrow back to the dealer in Northwest Bermondsey and pinch the red beagle. Get it back to the garage in Northeast Bow then get your arse back to the dealer one more time, getting the second blue Beagle. You're informed that there's bacon (pigs) everywhere so go to a new garage in Southeast Chelsea. Drop off the final appallingly slow car!

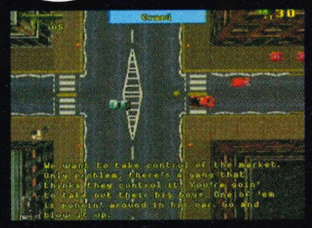
Mission 10: Paparazzi Polishing

An old mate of the Crisp's is leaving court in Northwest Westminster and he don't want no publicity. Get your arse over there and lend a hand. On arrival you find that three reporters have got on their toes and you've got to hunt them down and blow them up in their cars. Get the machine gun from the crate to the right, then head South for the first Journo.

He's in a blue car heading East so get in front of him and knock him off the road. Back away, then let rip at his car with the machine gun. If he gets away, quickly jump back into your car and repeat the process. Once dead, you've got to go after the second one who's West of you. Knock him off the road and mow down his motor. The next one is West again, he's in a green car. Use the same dispatch technique and all three will soon be dead. Sweet as a nut! If you haven't got the 100,000 needed to get to meet Jack, try again and make a point of not getting nicked or killed halfway through missions. You might be able to get over the required score by just shooting people or blowing up cars.



Chelsea Smile





Mission 1: Market Mayhem



The dog 'n' bones are in Northwest Bow, so get your arse over there. Answer the left one first. You're told to take control of the Market but there's some gang that think they've already got it. You've got to go and blow 'em up. Grab the rocket launcher to the left then jump into a car. Head West, then when the arrow is pointing North go in said direction. He's in a little red Myni, block his progress and slap him royal with a missile, very business like. Now you've got to wipe out the entire gang who are all arsing around North Camden, get over there and run over, shoot and blow up the lot of 'em. After the jolly massacre, you're told to deal with their hang out. Go get the special car in Northeast Chelsea. It's a yellow Crapi and you've got to drive it over to the the rival gang's garage in South Camden Town. It's full of explosives, so park it up then get the hell away on your toes to keep out of the blast radius. After the bang, swipe the van behind the building and take it the the garage in East Mile End. Once it's parked up the mission is well over.





Mission 2: Protection A-Plenty

You've got to go and meet one of the boys down in West Angel. Nick a motor and get over there.

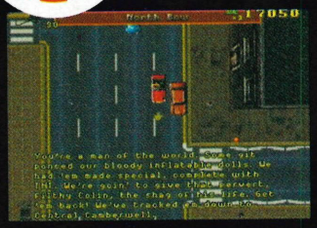
He's in the middle of a load of building. On chatting to him you'll be told to go and collect from a load off traders down the market in Central Camden Town without any funerals. Get over there. Talk to the slag that the arrow points to. He refuses to hand over the lucre. You're told to ignore this nothin' and go and have verbals with Arthur in Southeast Camden Town. He tells you that he's called in the filth.

You're told it's time to show this prat a lesson and there's a car in West Soho filled to the brim with explosives. Get over there and pick up the yellow GT0. You've got to take it over to Arthur's gaff to blow him and his pathetic little shop to pieces to show those other ponces a lesson. Jump out of the car and walk up to where the arrow points, automatically dropping the bangers in place. Get the hell away from the fireworks then go over to Central Camden Town to pick up some readies.

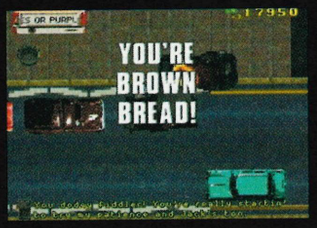
You've got to drive around Camden picking up a few more bags of dosh, the arrow points them out. After the three bags have been collected take the dosh down to the garage in Southeast Mile End. Another mission in the bag, you're turning into a right little scoundrel my son.

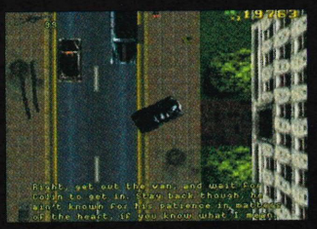


Chelsea Smile







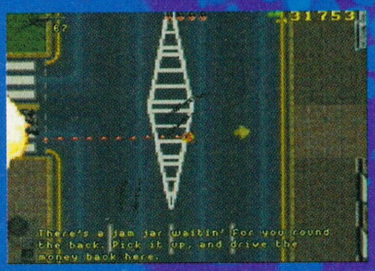


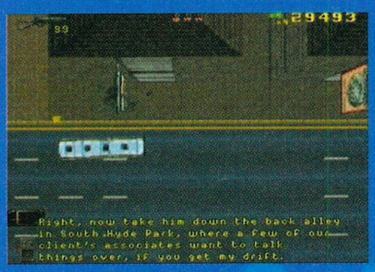
Mission 3: Only Fools And Horses

It comes on the CB that some git has swiped the bloody inflatable dolls, made up with TNT. You're going to give that pervert, filthy Colin (top name!) the shag of his life. Get over to Central Camberwell. The building explodes before you can do anything, but no matter 'cause there's some more dolls. They're over in Northwest Camberwell. Go and grab them just at the door of the nice big house. Unfortunately you can't control your character's horn factor and he tries to shag one of the dolls, causing the car to explode and kill you. No matter, the mission isn't over. The rest of the dolls have been found and you've got to go and get them, no hanky panky this time! Get the gun to the side and get your arse in a decent set of wheels. They're in a black sweets van, chase after it and jack it. These lovely ladies will sort that Colin for certain, you've got to head over to East Chelsea and drop the van off. Park up where the arrow points and get out of the van. Colin will steam over, jump in the van, try and jump one of the dolls, then get blown to smithereens. Lovely bang! No more filthy Colin and everyone concerned is well chuffed with your work. Yeeeesss!

Mission 4: Coachride To Hell

Get back to the phones in Northwest Bow and answer the middle one. An important client is getting hastled by some upstart and you've got to take him out. You've got to go and meet someone in Southwest Soho to get the dosh for the job. Grab the suitcase then get back into your car. There's a coach waiting for you in West Brixton that you've got to go and use to pick up the little upstart that needs sorting out. He thinks he's gettin' VIP treatment to a football match, but nay! Grab it and head for Southwest Southwark which is just a little journey Southeast from here. Let the slag get on board, then head for South Hyde Park. There's a back alley where you've got to park the coach, jump out when you're told to do so and watch your associates let rip at the vehicle containing the unfortunate gangster wannabe. Get out of blast range, then let a few shots off yourself to speed up the killing. Go right and pick up the jam jar with the money in it. Head for Southeast Mile End and drop the motor of in the garage. Nice one kiddo, one less job to worry about.





Mission 6: Bye Bye Taxis

Over the CB you're told there are a few big deliveries about to hit North City Bank with used bank notes. It's your job to go and collect 'em. You've got 70 seconds to get to this vehicle, ram it off the road and jump in to grab the money. This is not easy to say the least, so get your arse behind the wheel of a FAST motor. Once you've managed to get into the van, you'll pick the lolly up and be told to get out, it's going to blow in five seconds! Jump out and get out of the blast radius. You've got to swipe a taxi from somewhere, track one down, have it away, then head off towards North Battersea. There's a crane there that you need to park the cab under so the money can be smuggled out to Jersey in the taxi. Make sure the cab is fully braked before jumping out. Immediately start running right to the road and jump into another motor. You've got another 70 seconds to get to the next van, so hurry the hell up. Do the same thing again: knock it off the road, grab the money, escape the blast, then take a taxi down to this crane. Once the second cab is on the ship, you're treated to a big hearty "Nice one you beauty" and all is sweet.





Mission 5: The Family Jewels

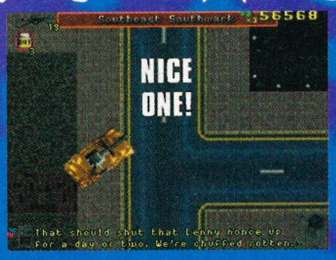
All of a sudden your CB squawks out that you've got to get over to Central City to get some bloody motor. Well, get over there then. It's a taxi surrounded by buildings, jump in to be told there's a Beefeater in there who owes us a couple of grand, two ponies and a monkey that he's spent on skirt. He's going to tell you how to break into the Crown Jewels to square his debt. Follow the arrow to the Tower Of London in South Bow and talk to the guy. Slap him after his ignorance then he'll jump into the taxi with you. Drive to the garage in East Mile End and park the taxi up. The poor swine gets forced to talk with the help of some Razors (this doesn't happen in Crash games). Go to West Mile End and pick up the blue Beagle. Drive it to the tower and park it up where directed to. Jump out when told and turn Northeast to get the goods. Get out of the Tower compound and nick the first car you come across. You've got to get your arse over to a garage in East Mile End. The streets are covered in filth so no messin' around, go fast, but try not to cause to much bovver! Beautiful, just beautiful!





Mission 7: Fine German Time

Get back to the central blowers in Northwest Bow and use the phone on the right. Some posh nob is being a slag and needs to be kidnapped in front of the palace, so it's your job to create a diversion to keep the filth out of the way. Drive over to West Soho and climb into the green truck, it's the one of the left. You've got to steam over to Big Ben in Southeast Westminster where you're going to change the time of said clock. Get over there and have a word with the caretaker. He'll say he shouldn't have to put up with this, being a war veteran and all. Give him a dig in the mush, that'll make him chage his tune. He'll tell you what to do, so drive around to the other side of Big Ben and walk up to where the arrow points to. This will automatically mess the time up, forcing the tour buses to leave early. Go and board the bus West of where you're stood. Next you're going to lure some German tourists on board who are going to be kidnapped, purely as a distraction for things to come. Take the bus back to Big Ben and pick up the three Germans stood just off the road. If any dibble turn up jump out and mow the scumbags down. Once Fritz and his buddies are on board you've got to drive over to a garage in West City and park the bus up. Three German tourists are now well kidnapped, and your mission is well conquered.





Mission 8: The Posh Nob



The posh bastard who you created the diversion for now has to be kidnapped (Jesus, does anyone else in this gang do any work!?). Drive down to Buckingham Palace and steal the nob's limo as it's leaving. The filth are preoccuipied finding the German tourists, so there'll be little heat on this one, but you've got to move fast 'cause you've only got 45 seconds, so move it!

Knock the git off the road then climb aboard. You've got to drive the limo over to the base in Northeast Bow where he'll be held for ransom. You've got to wait until the ransom is sorted out which you'll be picking up. The posh nob will be in the game himself after this payout. The dosh is ready for collection in Northeast Brixton, which is a fair trek, so get some wheels sharpish. It's located in a grassy bit between four trees. Jump out, grab it, get motorised again, then spin over to East Bermondsey where you have to drop it off. You're then informed that some mod slag has nabbed the posh nob 'cause there's a big reward out for him - turns out he was up for an OBE. You've got to chase after the slags and switch things round. You've got 45 seconds to pull this one off. Grab a fast car and home in on the poncy bitches. Seemingly, instead of going for the ransom, you're now going for the reward instead. Drive the limo to the palace, jump out and grab it from inside the gate. The mission is over.









Mission 9: Nukem High



Jack's mad 'cause some poncey prat called Endeavor Chambers, who thinks he's a secret agent or something, has been after some of his birds. Head towards East Brixton and swipe his motor. It's one of the Austin Powers Union Jack Swingers. You'll pretend to be his mate (or something, it's weird this mission). You'll tell him about Hans Nemesis, that filthy Austrian megalomaniac has swiped an ICBM and that he has to get it back for Britain. Follow the arrow pointing Northeast, this'll lead you to the ICBM transport vehicle. Block it off, and jump aboard. It looks like a trap, you've been fooled Mr. Chambers! (what the hell is this mission about? The plot's gone AWOL, so just do what you're told to get through it). You've got 75 seconds to get the ICBM to Northwest Brixton before the thing explodes. You're best going South first, then heading West once the arrow is facing directly West, otherwise you might get the thing trapped in one of the many tight corners North of where the garage is. Once you've driven the nuke into the garage, murder the guard, then smash the crate to get the rocket launcher. Them four slags to the right start trying to put you 6 feet under, let them have it good and proper with a missile or two - again don't get too close or you'll be shot to shit. Get on the main road, run South, then West. You'll find your Union Jack-mobile waiting for you (that's handy). Jump in, you've got to stop Hans Nemesis once and for all or the world will never be safe from his evil. You need to get the two sets of codes in two different cars. Head for the first one, which is Southeast from here. It's in a red car, just jack the damn thing, then head off for the second set of codes. The car's a fair trek West, but it depends at what point you jacked the first car, whether or not it's North or South. Jump into the green Crapi, you've now got 30 seconds to get your sorry arse over to West Brixton and deactivate the ICBM. It's not too hard, just jump into the vehicle and it'll all be over. Well done, you're a hero to men and a stud to the ladies. Again, you should have the points to meet the Crisp twins, they're in some back alley. Chat to them and you'll be promoted to tackle the Dead Certainty.



Check out next months mag for the final part of our sorted Grand Theft Auto London Mission Guide!

The Ultimate F Driver's Guide

PART TWO

Monaco GP



11 Antony Noges

...before hitting the corner named after the founder of the Automobile Club de Monaco, and instigator of this fabulous race in the 1920s, again at an escargot-like speed of 65mph in 2nd

01 Sainte Devote

scene of the many pile ups soon after the start, jockey for position but keep a cool head in 6th gear

65 2

80 2

100 4

40 2

150 4

270 6

90 2

145 3

215 4

02 Beau Rivage

take this incline at top speed and hold your nerve as you pop over the top of the crest into Massanet



10 La Rascasse

...then it's 4th to 2nd again for the hairpin round the old gas works...



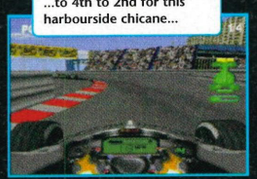
08 Tabac

don't pick up fags, instead take this quickly, getting ready to start flicking from 4th to 3rd...



09 Piscine

...to 4th to 2nd for this harbourside chicane...



55 2

270 6



03 Massanet

this section, climbing up the hill, is very fast with a barrier that jumps right out at you!



04 Casino

the car gets very light here as you literally jump into the corner with all four wheels nearly off the road! Braking as you land, you have to massage the car through the corner in 2nd, hugging the armco.

260 6

155 4

115 2

125 3



06 Loews

you're beginning to climb again towards the tunnel section, but first it's a 2nd gear hairpin followed by Portier, a double 2nd gear right-hander, where your max. downforce should give you the turning ability to take quickly.

05 Mirabeau

the car gets drawn to the outside barrier so you have to thread the car through to Mirabeau, which is another 2nd gear tortuously slow bend.

210 4

40 2

75 2

235 5

75 2



07 Tunnel

it's max speed in the dark, emerging into the Nouvelle chicane, designed to stop accidents happening at Tabac, but brake too softly and you'll spoil all that safety planning very quickly.

Track Info

A1-Ring	
Length	4323m
Laps	71
Total distance	306.933km
Strategy	
Stops	3
Tyres	soft

The circuit

Nelson Piquet once said about Monaco: "It's like riding a bicycle round your bedroom," but there's no where more picturesque to hold a Gran Prix that has hardly changed since the 1930s. With its infamous tunnel and horrific hairpins, Le Grand Prix de Monaco is the season's shortest and slowest with an average speed of a little over 106kph. Overtaking here is almost impossible, so pit once and stay out on hard tyres.

The set-up

Maximum downforce is required on this generally slow and bumpy circuit – the exception being the fast right-hander through the tunnel. Mechanical grip is crucial so suspension settings are soft, with increased ride height to reduce bottoming out.

ormula One

Canada

The circuit

Named after Gilles Villeneuve (Jacques' dad) the circuit is situated on Notre Dame island, in the middle of the St. Lawrence river, with a backdrop of the stunning Expo pavilion. Almost always the scene of massive accidents, the pack can be scythed in half before it reaches the chequered flag, so patience and stamina are the keys to success.

The set-up

Using medium to low downforce will give you high-speed efficiency, but this is a power circuit, so if your car has more grunt (power), you can increase the wing to give better cornering, without losing too much on the long very fast straights.



07 Turn 10

Try not to lock up the brakes as you hammer down through the gears into first for this paperclip style corner, then avoid wheel-spin as you exit. It then leads onto three very gradual bends that can (and should) be taken flat out.

06 Turn 8 & 9

Start braking under the bridge for the right-hand chicane - it's the bumpiest part of the track, shaking the car about a bit, but the next straight is a prime overtaking spot.



03 Turn 3 & 4

It's uphill, then as you turn it's flat until you hit the kerb. Next you go down sharply, trying to use the kerbs, but it's difficult as the car bounces about greatly. At the exit there's a barrier right next to the track, so don't use the kerb unless you're very brave!



05 Pont de la Concorde

Brake hard for this chicane, which is on a bump that upsets the car. Here the exit is all-important as it leads onto the first of the longer straights, although it's actually a long right-hander.



04 Turn 5

The scene of Panis' crash in 1997, you should take this flat out and hold on (unlike Panis)



08 Turn 14

The chicane, added to slow the cars down before the pits, is another painfully slow second gear set of corners, dropping down from 190mph from the straight to around 50mph.

01 Senna hairpin

It's important to use the kerbs to be as fast as possible, but the pack'll start bunching – so expect accidents!

02 Turn 2

The scene of a massive pile-up in 1998, as the cars spilled into this slow second gear corner. Keep a cool head on the first lap and don't look to overtake just yet.



Track Info

Montreal	
Length	4421m
Laps	69
Total distance	305.049km
Strategy	
Stops	2
Tyres	soft

France Grand Prix - Magny - Cours

The circuit

Based near Nevers, in central France, this is a nondescript billiard table circuit, one of the new breed designed for television cameras and safety. It does have at least one tricky corner, Estoril, but overtaking is a royal pain in the arse, and you'll need a good start position to get on the podium. Expect slow corners, stifling temperatures and the atmosphere of a Bognor Regis campsite (filled with French people).

The set-up

Medium downforce, and with the track so smooth, ride height can be set lower than normal, gaining downforce with very little drag. However, smoother also means less grip, so watch for wheel spin and spin-outs when exiting corners.



06 Chateau d'Eau

The circuit's surface here is very smooth, so the only concern is that you gradually apply your braking and acceleration, so that you don't spin out on this wide right-hander.



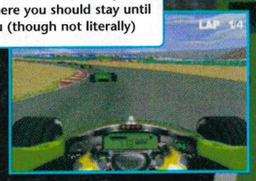
03 Adelaide

Stand on the brakes for this hairpin, and keep your eyes peeled for possible overtaking opportunities, which should be pounced on immediately



04 Nurburgring

Despite sounding like a German brothel, this is a medium quick set of bends that will have you switching quickly between top and fourth gear before the upcoming hairpin that's got to be one of the most boring in Formula One.



05 Imola

Another fast kinking corner, that forces you down into fourth, where you should stay until you hit Chateau d'Eau (though not literally)



07 Chicane

The final bend before the pit/finish line sticks the car on the kerbs, where a bit of controlled car jumping will see the perfect line out of the exit.



01 Grande Courbe

One of the few remaining fast corners in F1. The entry is very quick, followed by a left-hand kink before you dive into the compression. You have to carry the car through the corner and come out cleanly, as this will determine your speed on the straight.



02 Estoril

Brake before the bend! Set your speed in fourth and take the corner as flat as possible. If you try to brake once in the bend, you'll lose your line and centrifugal force will start drawing you towards the gravel bed. Get your speed to around 110mph and you'll take this with the best exit line for the fast straight.

British GP - Silverstone

Track Info

Silverstone	
Length	5140m
Laps	59
Total distance	303.26km
Strategy	
Stops	1
Tyres	soft

The circuit

It'll rain. Silverstone has evolved over time, and now has a brilliant atmosphere - it's the F1 version of Wembley. It used to be the fastest Formula One circuit, but it's been slowed down (thankfully by flowing corners instead of chicanes), although it's still very quick. The starting grid used to begin on a corner, but now the start has been moved back so that everyone now sets off on a straight.

The set-up

Medium downforce since grip is fairly high from the smooth surface, which is good news on a circuit that blends a combination of corners and fast straights into a very slick cocktail. Tyres must be selected according to weather conditions, although it's advisable to stay on slicks for as long as you can (or until humidity sneaks above 15%).



15 Woodcote
Squeeze the accelerator through the back of the pad and hold on for grim death as you take Woodcote on a front and rear wing and a prayer.



13 Brooklands
...try to sneak up into third gear where you can, but be ready to flip back down to second rather than brake too heavily and lose any speed advantage through this section...

155 5

180 6

145 5

01 Copse
A fast right that sorts the wheat from the chaff on the first lap. Just make sure you're not the chaff and tuck in tightly to block opportunist overtakers.

14 Luffield
...you can lose a lot of time here if you don't get it right, and in the wet you should watch your acceleration out of this corner if you don't want to end up spilling onto the grass.

100 3

55 2

95 3

70 2



100 3

12 Priory
A series of very slow bends that must be taken carefully and with one eye on the rear view mirror...

155 5

10 Farm
Make hay not war (ooo-arr, ooo-arr), and keep your foot to the floor (ooo-arr, ooo-arr).



11 Bridge
You'll need man-sized kecks to hold this corner in fifth gear at 155mph, but managed it and you're on for a fastest lap time.

150 5

09 Abbey
Brake hard if you don't want to be buried at Abbey. Select second smoothly as you enter the corner under heavy braking and immediately start accelerating to obliterate this corner.

02 Maggotts
Hold your nerve. Keep the car in top gear and let your racing line do the braking for you. Lift off and select a lower gear rather than send the car dipping down under braking if you start to wimp out.

180 6

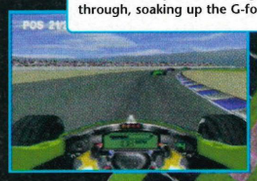
165 5

65 2

03 Becketts
Named after Tomas A Beckett, whose grave is nearby, this is the best sequence of corners ever! It'll get your heart racing for sure. The entry and first section is very fast and then you have to fight your way through, soaking up the G-force.

125 4

175 6



115 4



145 5

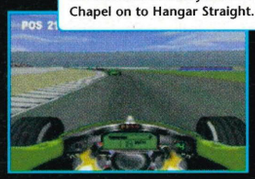
08 Club
You can either join the Club, or be bludgeoned to death by it. So make a gradual turn so that you are exiting at the widest point of the curve and at top acceleration for the approach to Abbey.

04 Chapel
There are a number of different lines to take, so experiment. It's important to get the best line so that you can fly out of Chapel on to Hangar Straight.

125 4

55 2





07 Vale
From 170mph to 55mph in second, you'll need to judge your braking until the last second to avoid the competition from mounting your rear-end (erm, missus).

170 5

05 Hangar Straight
The fastest part of the lap, if you're not up to maximum speed here, then look to reduce the amount of downforce you're putting upon the car.



190 6



105 4

06 Stowe
It's a blind corner, and therefore easy to cock up, so brake well before the corner and get into second gear to accelerate through it, rather than brake late and risk plough a furrow through the gravel bed



Austrian GP - A1-Ring

The circuit

It's an emasculated version of the old Osterreichring, that's a shorter circuit fitted inside the old track that the drivers wish they could race again. It's now full of fast straights and tight corners that create a lack of rhythm, where you race from T-junction to T-junction. It may be harking back to the glory days, when drivers were butchered at each circuit by mile long straights and cheese-wire corners, but this is racing at its most diluted.

The set-up

Medium downforce. Mechanical grip is very important. Very fast sections are broken by some low speed corners, demanding heavy braking on the approaches, so a compromise must be found and a good all-round balance is crucial.

06 A1 Kurve

Use the gears to slow you down for this fast corner, dropping from fifth, to fourth and third, then once safely through, accelerate back up through the box, topping out before Castrol again at 180mph.



95 3

145 5

05 Jochen Rindt Kurve

A fast, fourth gear corner named after the Austrian Formula One driver who died in 1970 and was posthumously awarded the championship title after he won enough points before his death at the Monza circuit.



125 4

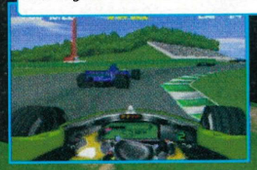
180 6

180 6

45 2

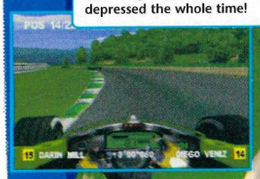
01 Castrol Kurve

The braking area for Castrol is very bumpy, but the corner itself is quite important because of the long run that follows it to Remus.



04 Power Horse Kurve

As you'd expect of the Austrian's, this does exactly what it spreckens on das tin. Flip from fourth to fifth according to your grip and keep the accelerator depressed the whole time!



135 5

110 4

150 5



110 3

140 5

55 2

180 6

160 6

95 4

01 Niki Lauda Kurve

This is very tricky and demands full concentration. The road falls to the outside here, making the front of the car very light, causing it to oversteer. If you're not careful, you'll spin off the track!

03 Gosser Kurve

From 180mph through the gears, whilst smoke pours from your brakes at the limit, down into second for this 55mph tight entry but wide-mouthed exited, corner.



170 6

175 6

02 Remus Kurve

Here it is possible to overtake, but don't get cocky or you'll overshoot, forget to brake and you'll end up planted in the rich top soil of the incredibly wide run-off areas



110 3

180 6

40 2

Track Info

A1-Ring	
Length	4323m
Laps	71
Total distance	306.933km
Strategy	
Stops	3
Tyres	soft

German GP - Hockenheim

The circuit

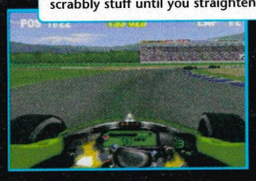
Very, very fast! You'll need a powerful, bullet-proof engine to survive Hockenheim, with its three tortuous chicanes and its 200mph+ straights. For most of the race you're scything through the trees, and then the quiet of the forest is shattered by the spectators' stadium, where Schumacher and Frentzen have guaranteed massive crowd turnouts and a tremendous atmosphere.

The set-up

Extremely low front and rear wings sets have to be adopted for Hockenheim to get the best from the enormous straights. However, this reduces grip in the chicane, making the car behave more as it would in the wet, increasing tyre wear (hence the three stop strategy). Higher downforce would increase grip and preserve tyres, but must be balanced against drag. On power circuits (such as this one and Monza), ride height is altered in finer increments of 0.5mm. Fuel consumption is also a point of concern, where here will be double that of Austria.

07 Sudkurve

This is the second to last corner, but remember that a lack of grip means that you should be cautious (and there's the small fact that over 100,000 fans will be watching you at this point!). When you accelerate up and over the rise into the last corner, you're having to turn in as you come over, making it pretty scrabbly stuff until you straighten out again.



05 Agip Kurve

The lack of downforce makes the three chicanes and the whole stadium section difficult due to your lack of grip. Be cautious here and let your acceleration do your talking on the straights, rather than expect huge passing manoeuvres on the tight corners



06 Sachs

The left-hander is slightly banked, and you always struggle for grip coming out of here. You wiggle out of the left straight into another left, then dip down into a right.



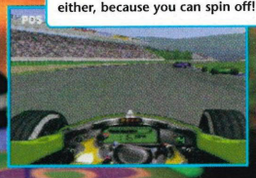
04 Ayrton Senna Kurve

Gerhard Berger's 1997 victory was due to the Austrian's ability to hit the brakes, lap after lap, within a one meter target area of these approaches... you've got to simulate that exactly!



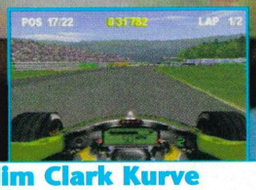
01 Nordkurve

Quite tricky, with a bump just where you turn in (that sent Damon Hill crashing off due to carelessness). It's very important to get a good exit from here because it's a bloody long straight coming up, so try not to scrub any speed. Don't get too far up the kerb either, because you can spin off!



02 Jim Clark Kurve

Hockenheim has the longest 'flat-out' sections of any GP - around 15 seconds before Jim Clark and 10 seconds before the Ostkurve and Senna chicanes...



03 Ostkurve

...The full throttle blast after each chicane must be tempered by accurate and above all consistent braking before the next...



Track Info

Hockenheim	
Length	682m
Laps	45
Total distance	307.035km
Strategy	
Stops	3
Tyres	soft

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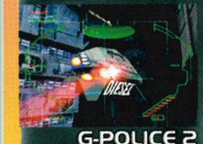

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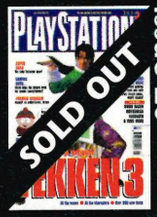
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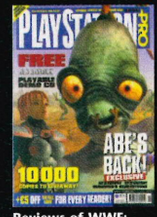
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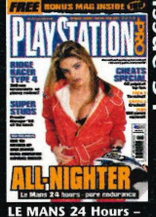
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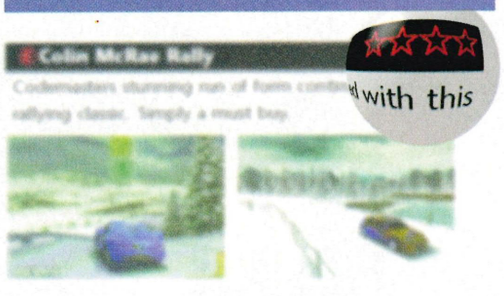
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Each game gets a star rating from 1-4. We think you can work it out yourselves, but in the event of difficulties don't hesitate to call...



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Dealer is an indispensable 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, mildly disappointing, or simply not "up your street". This is how it works...



racing

£Andretti Racing ☆☆

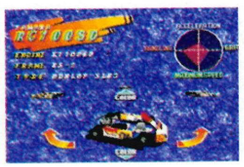
Mario Andretti eh? A name you can trust when it comes to driving in the Indy 500. But you've got to question his judgement when he starts endorsing average games like this. There's so many racing games out there, and this gives no real competition.



£Ayrton Senna's Kart Duel ☆

An attempt which looked okay, but lacked any real gameplay. Ayrton's name deserved better.





£Ayrton Senna Kart Duel 2 ☆

Ayrton would be spinning in his grave if he knew his name was being attached to this bucket of toss.





Big Air ☆☆

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.





£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 for teeth knashing if you plump for this.

£Burning Road ☆

A fast paced effort which never performed as well as it should have. But 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 and there's no reason you should let it start now.



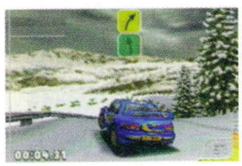
£Circuit Breakers ☆☆☆

Is it Micro Machines? Does it want to be? Well no and yes in that order, but this Supersonic Racers revamp does have playability in spades, and comes into its own in multi-player mode. Not a must-have title, but a fine, cheap get the mates around thriller.



£Colin McRae Rally ☆☆☆☆

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.





£Cyber Speed ☆

Only serial sci-fi masochists will want to go near this pile of absolute cyber-shite.





£Destruction Derby ☆☆

The game that initially sold thousands of PlayStations now looks dated and shoddy. Just like Chris Tarrant.

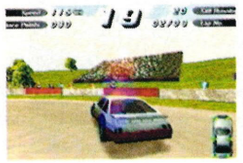




£Destruction Derby 2 ☆☆☆

Infinitely better than the original. Faster, more polished and generally more fun. Worth checking out still.





£Explosive Racing ☆☆

Burning Road was cool enough, but this sequel manages to address the original's minor problems. Looking a little dated by today's high standards but that's to be expected. By no means the definite motorcycle game but a nice effort all the same.



£Felony 11-79 ☆☆

Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.





£Formula One ☆☆☆

Grand Prix racing as it should be, tons of action and speed a plenty. But it's since been superceded.





compiled with the kind help of Game Guide - providing specialist information for independent retailers

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sports

Inside dealer

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dealer

£Formula One '97 ☆☆☆☆

Formula 1 was a front-runner, but Formula One '97 seized poll position and set the new standard.



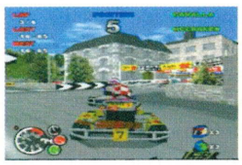

£Formula One '98 ☆☆☆

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 took their foot off the pedal and delivered this dud instead.



£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.



£Gran Turismo ☆☆☆☆

Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.




£Hardcore 4X4 ☆

Well below average dirt racing game where you hammer round in jeeps and the like.



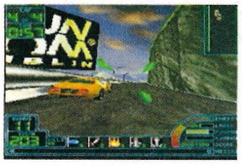

£Hi-Octane ☆

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 decidedly dull racing game that has no place in even the most stupid gamers collection. Why any store would stock this absolute tripe is anyone's guess. Save your coppers for one of the many, many better games out there.



£Indy 500 ☆☆

Time and again developers go out, get the big name license 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.



£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. Anyway if you must indulge in mud and jumps you could do worse than this, maybe.



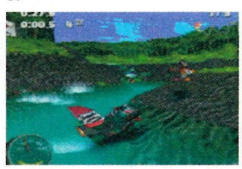
£Jet Rider ☆

This was a piss poor attempt at being Sony's answer to Wave Race64. It doesn't come close and deserves to be drowned. The controls aren't really there. The graphics are duff and it sounds like a minnow being raped by a blue whale. Utterly, utterly fishy bollocks.



£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 comes pretty close to pulling it off. Nice license, nice game. Full marks all round.



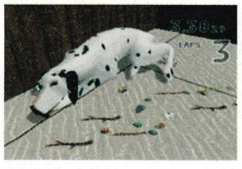
£Megaman: Battle and Chase ☆

"Hands up who wants to pretend to be Mario Kart? Put you arm down Megaman, as you've absolutely no idea how to pull it off." Unfortunately Mr M. failed to take heed any advice, and we're left with this pastel coloured carting crap that has no redeeming qualities.



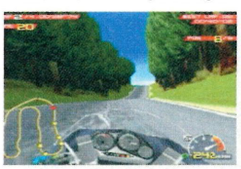
£Micro Machines v3 ☆☆☆☆

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.

£Moto Racer ☆

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.




£Moto Racer 2 ☆☆☆

Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.



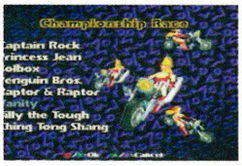
£Motor Mash ☆☆

Enjoyable Micro Machines clone. But it doesn't't quite have what it takes to topple the classic though.



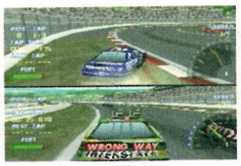

£Motor Toon GP 2 ☆☆

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.

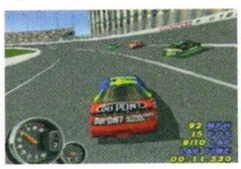
£NASCAR '98 ☆☆

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 give away your Playstation, write that screenplay, get discovered, and direct your own movie. Nah... Just kidding.



£NASCAR '99 ☆

Keep away from this formulaic redneck-racing rubbish. You may find yourself sleeping with your relatives.

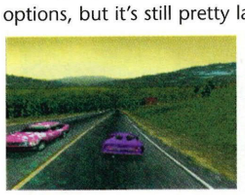
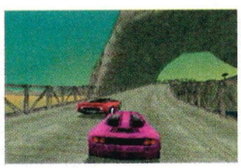
£Need For Speed platinum ☆☆☆

The original Need for Speed game was a must have title for any discerning player. The series is now in it's fourth installment and this great grand daddy of a racer is really showing it's age. Worth picking up for a song though, but only a really cheap song.



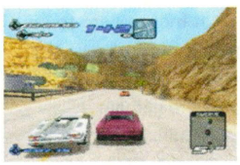
£Need For Speed 2 ☆☆

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 ☆☆

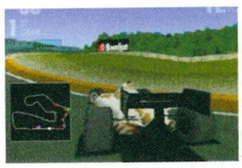
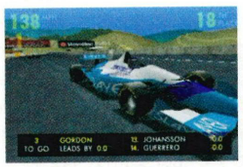
It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of reamness.



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 appaling 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 seek out and destroy anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself by avoiding it.



£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.



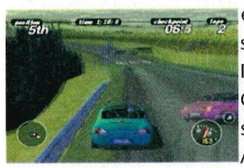
£Penny Racers ☆

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, then 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..




£Rage Racer ☆☆☆☆

The third Ridge Racer game is an in-depth affair. Quality action all the way. But R4 leaves it way behind.




£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 since released there's no point in looking at this, 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.

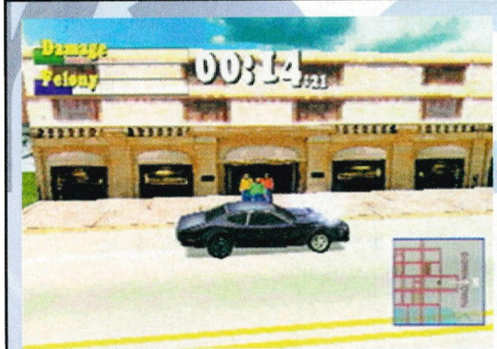
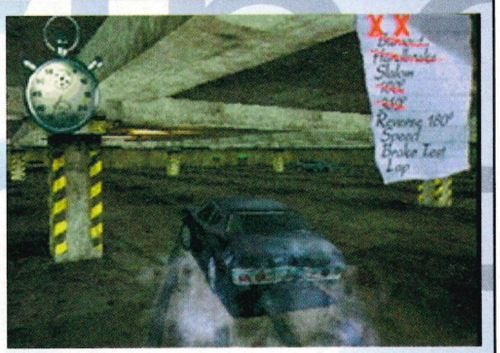



£Ray Tracers ☆☆

Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like.



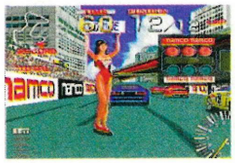
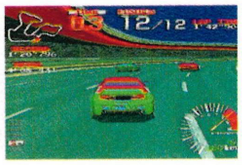

£Driver ☆☆☆☆

Everyone should own this game. It managed to live up to all our dreams, and so much more. Chase crooks up, around and over the streets of San Francisco while avoiding the cops and looking as cool as possible without the use of an Iceberg. It's Superb - buy it.

£ Ridge Racer platinum ☆☆

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.

£ 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 Rash ☆☆

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.



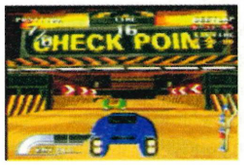

£ Ridge Racer Revolution ☆☆

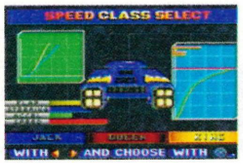
The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic




£ Road Rage ☆

A poor mans WipEout in every sense. In fact a man so poor he only eats from bins. Avoid.





£ Road Rash 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 opposition with baseball bats. A great idea that fails to hit the target..



facts & figures

Number of key components in PlayStation 2 reduced from 11 to four

Amount of pirated software seized by ELSPA's Crime Unit recently at Barrows Market in Glasgow: £8 Million.

Size of PlayStation 2's new Emotion chip: 238 square millimetres, that's 80% larger than Pentium III

Percentage of polled development community that didn't know if they were going to develop for the new Nintendo machine or not: 73.2%

Percentage definitely not developing: 4.6%

Number of copies of Nintendo's Star Wars Racer sold to take it to Number One: 9,000

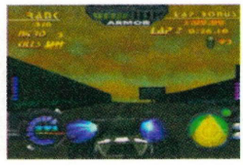
Sales of Gran Turismo to date: 520,000

Number of page hits on GameSpot's internet site in March: 3.5 million

Number of US consumers aware of Dreamcast: 10%

£ Rock 'N' Roll Racing 2 ☆

This looks amazing until you actually start racing, then you'll find this is one of the worst games ever.

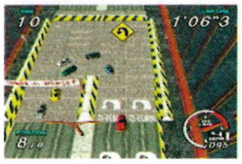
£ S.C.A.R.S ☆☆

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 multi-player mode.



£ Speedster ☆

A racing game with a weird overhead view point. Original, but still largely complete 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, and not a moment too soon.



£ 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 were the Page 3 "stunnas" in the ad campaign but they're not included, nor is gameplay.



£ Supersonic Racers ☆

A wacky race style romp that owes more than a passing thank you to MicroMachines 3. Avoid this.



and get Circuit Breakers. It's so much better than this predecessor. You can get it cheap too so you'll be saving money into the bargain. Bonus

£ Tank Racer ☆☆☆

A potent mix of nitros and napalm lifts this delightful demolition derby up above the average mark





£ Test Drive Off Road ☆

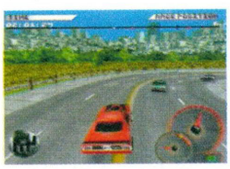
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.





£ 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 there are obviously plenty of those around.

£ 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 dangerously crap.

£ Test Drive 5 ☆☆

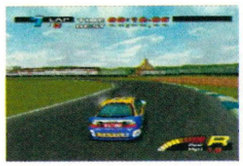
Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.





£ 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

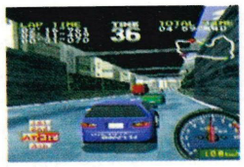


step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.

£ Tokyo Highway Battle ☆

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't bother.





£ 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 ☆☆☆

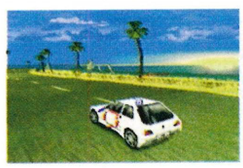
Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again

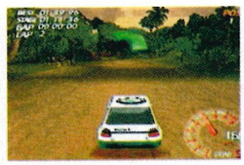




£ V Rally ☆☆☆☆

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

£ 3D Lemmings ☆☆

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.





£ Blast Chamber ☆☆

Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of wierdness.





£ 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 aren't just about watching Lara's arse while punching your buttons. Well, not all the time.

£ Bust A Move 3 ☆☆☆

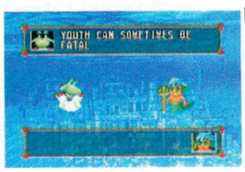
Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting



hammered. The downside is that you'll never be able to use your PlayStation again, cos you won't get her off it again. So you'll have to dump her!

Bust-A-Move 4 ☆☆☆☆

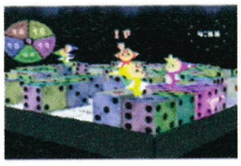
The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag!



But for us blokes this top puzzler is as about alluring as a repeated kick in the nads, and this puzzle-fest is guaranteed to screw with your head.

£ Devil Dice ☆☆

Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.

£ Grid Run ☆

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.



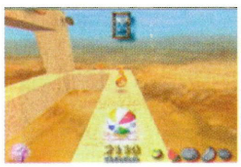

£ Hebereke's Popoitto ☆

Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD intake. Full marks though for having the strangest name in Dealer. That's got to be worth getting it for alone. No? God, what do you people out there want!



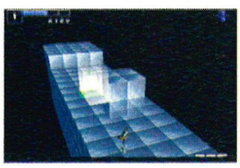
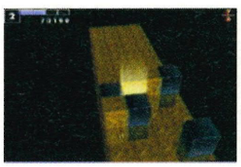
£ Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.



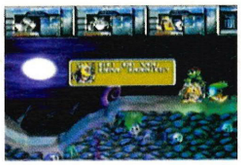

£ Kurushi: Intelligent Cube ☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.

£ Lost Vikings 2 ☆☆☆

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.




£ 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!



Sports Car GT ☆

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word crap Good graphics, but the gameplay, sound, cars, tracks, handling and control - well, all of it - are all on the shitty side of barely manageable.



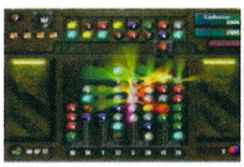
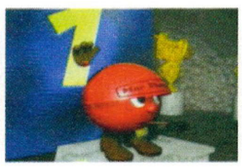
£ Super Puzzle Fighter Turbo ☆☆☆☆

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.



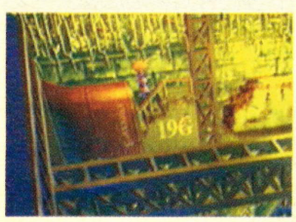

Swing ☆

A puzzle game for people who do the Time's crossword to relax. Ugly, tricky and boring.

£ 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 have to learn to cope with your long periods of sustained absence. Buy her a vibe.

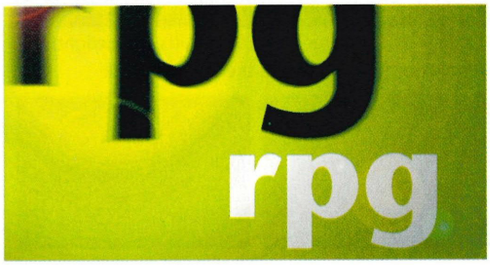



YoYo's Puzzle Park ☆

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.



£ Alundra ☆☆

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.




£ Blaze & Blade ☆

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.




£ 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



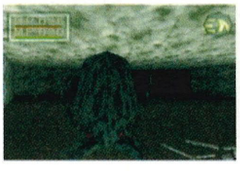
£ Diablo ☆☆☆

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.



£ King's Field ☆☆

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.




£ Suikoden ☆

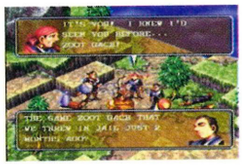
This one has the dubious pleasure of being the first true role playing games on the PlayStation.



The game's drabness drags, what was a bad game, to the levels of a really bad one. With FF8 on it's way, this can happily be avoided with confidence.

£ Vandal Hearts ☆☆☆

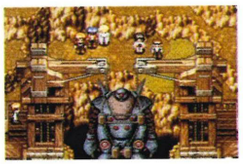
Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until



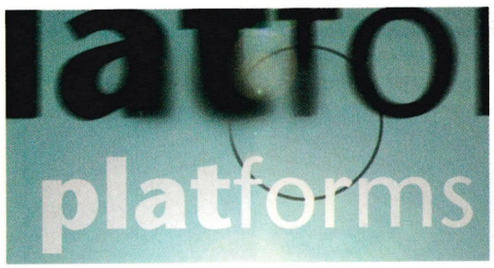
Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.

£ Wild Arms ☆☆

This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.

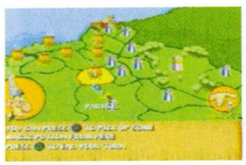






£ Asterix ☆

A crappy Gallic affair that owes a lot to Risk. Sub-standard arcadey sections do nothing to help this cack.





£ Captain Blasto ☆☆

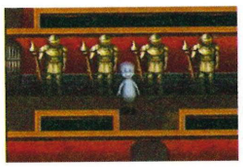
Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its



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.

£ Casper ☆

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeeming



features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?

£ Castlevania ☆

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the



art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!

£ Cheesy ☆

I know, let's make a game and give it an ironic title like "crap game" or something. Trouble with this one

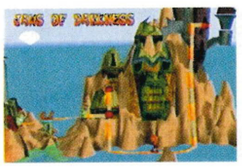


is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature. Smells like rotten Brie.

£ Crash Bandicoot ☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.





£ 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.

£ Crash Bandicoot 2 ☆☆☆☆

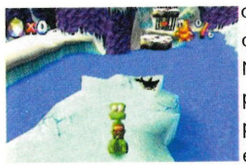
A massive improvement on the original with more variation than its predecessor. A winner.





£ Croc ☆☆

A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an



original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.

£ Earthworm Jim 2 ☆

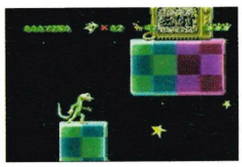
An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.





£ Gex ☆☆

Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's

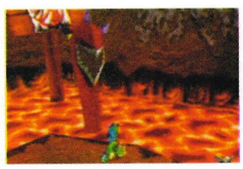


early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one – see below) but still provides limited fun for a while.

£ Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.





£ Gex: Deep Cover Gecko ☆☆☆☆

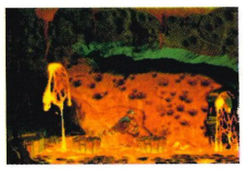
He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes

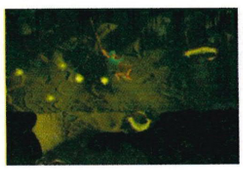


than Mr Ben on speed and an one-line library to rival Bruce Campbell's. Gex is deeper into his bizarre but beautiful 3D world than ever before.

£ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.





dealer

£ Hercules platinum ☆☆☆

All the fun of Disney's re-re-writing of the famous Greek legend in a fine platform based caper.

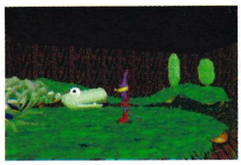


Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short, but fun.

£ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.





£ Johnny Bazookatone ☆

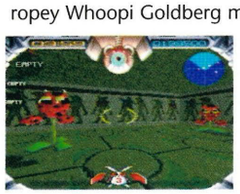
Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile off



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 ☆☆

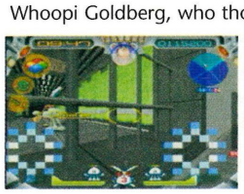
This well average platformer has nothing to do with ropey Whoopi Goldberg movies or Rolling Stones



Lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocre. Easy to complete yet friendly. Inoffensive bargain fodder.

£ Jumping Flash 2 ☆☆

A sequel that was eagerly anticipated by no one except Whoopi Goldberg, who though her ropey



movie was about to be given the sequel treatment 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 ☆☆

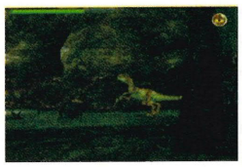
He'd have been better off visiting somewhere else, Lomax Crash Bandicoot Land, for example.



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 for the little green git.

£ Jurassic Park: Lost World ☆

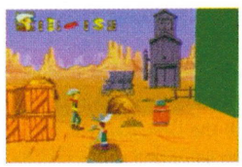
Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.





£ Lucky Luke ☆

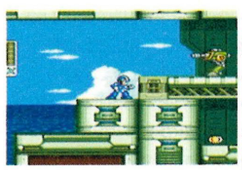
Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.





£ 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 ☆

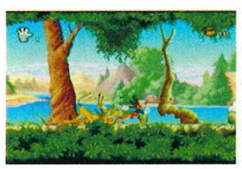
See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.





£ Mickey Mania platinum ☆☆

Remember the days when every game license 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 this 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 until you complete it while your waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly Mayfly.

£ 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 sequel 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, but absolutely no 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 ☆

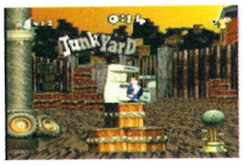
Another example of 16bit characters failing to make the transition into 32bit gaming.





£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 recommend this anymore. Good fighting fun in its time though.



£Battle Arena Toshinden 2 ☆☆

By release number three, this series was beginning 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. This wasn't it, 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.

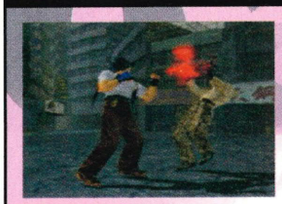



Bloody Roar ☆☆☆

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.



£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.

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 you're one of those sad people that likes things this way, then by all means buy this game. But if you do you're certifiable.



£Dark Stalkers 3 ☆☆

Street Fighter gets all gothic in this fun spook-em-up that amuses and frustrates in equal measure. A rental.




£Dead Or Alive ☆☆☆☆

Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.



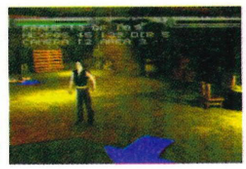

£Evil Zone ☆☆☆

Suprisingly good beat'em-up. Suprising because the Manga action is controlled with one button. Rent it.




£The Crow: City Of Angels ☆

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.

Darkstalkers ☆☆

It's not like Capcom to use the Street Fighter engine for virtually every other game they produce is it?



This 2D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!

Dynasty Warriors ☆☆

If you fancy a trek back in time to ancient Japan then this average kick-about fits the bill. On the other hand



if you don't then it most certainly doesn't. A word of warning too - it's bloody difficult to play and you'll get your arse kicked time and time again.

Fantastic Four ☆

The most ill advised title of all time. Fantastic it most certainly is not. In fact, replace the word Fantastic



with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.

Fighting Force ☆☆

Tries to mix adventure with fighting but turns up like Monica Lewinsky – a bit dull and far too easy





£Iron & Blood ☆☆

Where do they get the names from? The medieval setting makes a nice change but the game is average.





£Iron Man ☆

Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among



the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.

£Killer Instinct: Arena Fighters ☆

Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It



now looks dated, and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.

Legend ☆☆

Novelty slash 'em up in the mould of eighties' classic Golden Axe. Only worth a look if you're going to



play in multi-player mode. The single player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder

Marvel Super Heroes ☆☆☆

What more can you want from a game than the chance to pit SpiderMan against Wolverine and find



out who will win. The main let own in the game is the use of the ancient Street Fighter engine. Still, it does have Marvel Super Heroes. 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 world 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 odorous 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 ☆☆☆

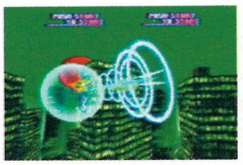
A cracking little game that's great fun. See tiny characters beat seven shades out of each other



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 ain't enough rumble juice to go around the playground anymore.

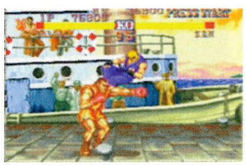
£ Street Fighter Collection ☆

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 showed 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 stupidest thing that the world has ever seen? Anyone who buys this should be bayonetted.



£ Tekken ☆☆☆☆

Now we're talking fighting games. Forget your Street Fighters and your Toshindens and get this. Tekken 2 is out on Platinum too, so you'd really be better of getting that. If it's bargain bucket toss up time, then this wins over all but the other Tekkens.



£ Tekken 2 ☆☆☆☆

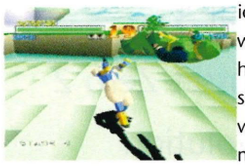
Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!





£ 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 with grace. Good for a museum piece.



£ Wargods ☆

If Wargods was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



£ Yusha ☆

If being totally 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 a hat stand, 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 only 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.



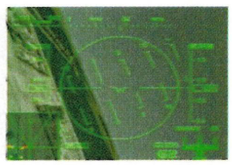


flight sims

£ Ace Combat 2 ☆☆☆

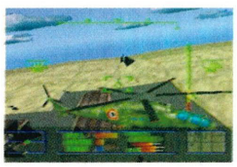
Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.





£ 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 sequel 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 being back in '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...



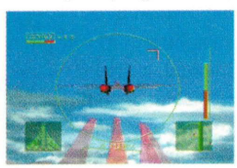
£Strikepoint ☆

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. Utterly mediocre!



£Warhawk ☆☆

An early whirlybird simulation who's basic graphics badly let down 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.





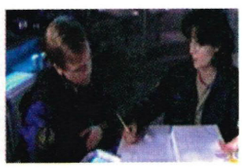
JAPANESE CHART

1. Ace Combat 3
2. Golden Gusset Zero 2
3. Dance Revolution
4. Saga Frontier 2
5. Teenage Big Jugs 3

£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.

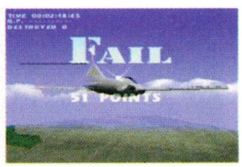




Wing Over 2 ☆

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, The humanity!







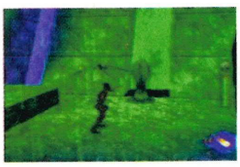
£Alone In The Dark m☆

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 ☆

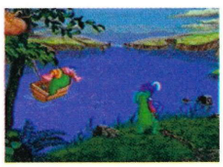
Twatman and Bobbins. An obligatory, crap movie tie-in game that the developers. Get the picture?





£Blazing Dragons ☆

This may sound like the sort of stupid exclamation that Robin (the boy wonder) would squeak at Batman. And well it might be. But it's also the name of a potentially good monster mangler that is let down by gameplay that fails to really gel. Don't even touch with a very long pole.



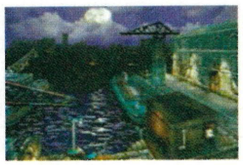
£Broken Sword ☆☆☆

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 trickiest adventure to finish but will keep any player happy, and raise a few smiles for as long as it lasts..



£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 is 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 makes for a decent games 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 totally dismissed 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 crappy puzzles. Save your money and go to the cinema instead.



£Deathtrap Dungeon ☆☆☆

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.



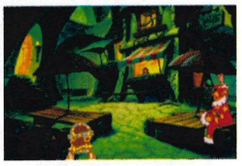

£Discworld ☆☆

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 distinct odour of rotting fish hanging 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.

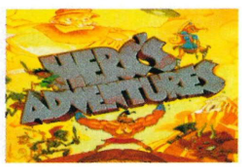
£Hard Edge ☆

Resident Evil meets Die Hard. Ohh, that sounds good. Well it isn't. It's just a bunch over- manganised shit.



£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.



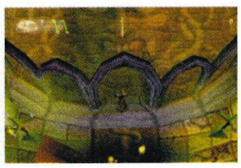

£Little Big Adventure ☆☆

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 just don't care.



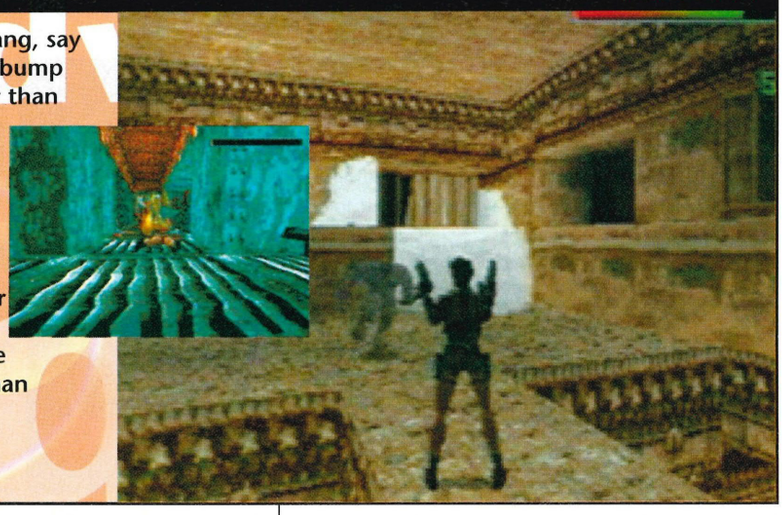

£Metal Gear Solid ☆☆☆☆

One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake. Just buy it!




£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!



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.



Parasite Eve ☆☆

Great Full Motion Video, but hello? where's the game to match? Resident Evil without the good bits. It's got 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!

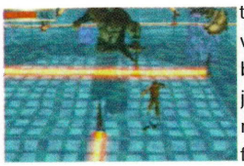


US CHART

1. Star Ocean
2. Street Fighter Alpha 3
3. Lunar Silver Star Story Complete (christ!)
4. Britney Spears Dirty Slut Challenge
5. Syphon Filter

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 ☆

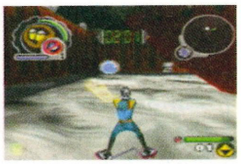
Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." end of game. Shite Interwanktive movie shitefest. Shite-Shite that's heavy on the crap.



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! Combine 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 absolutely must own RE1 then this is a better version. Just as scary, but more so.



Riven ☆

Not much of an adventure game, but a very striking little collection of moody holiday snaps.





Sentient ☆☆

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.





Soul Reaver ☆☆☆☆

Lara meets Vlad The Impaler and has herself a right good time. It's not TR3, but it does have vampires!





Spawn: The Eternal ☆☆

Actually considerably better than the film. Just as prison-rape is better than death, just.





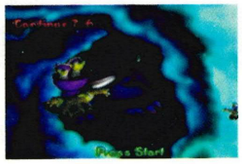
Spyro The Dragon ☆☆☆☆

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 then 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 under 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 league as Die Hard Trilogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round Alien infested corridors. Dark, edgy, trouser browning action that will appeal to fans of the movies.



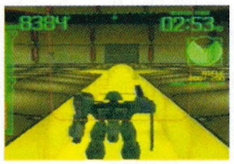
£Apocalypse ☆☆☆

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.




£Armoured Core ☆☆

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid up 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.



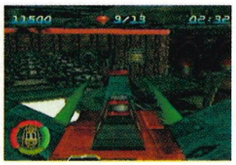
£Assault ☆☆☆

The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.



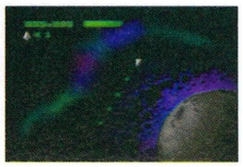

£Assault Rigs ☆

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 effectively is, a Doom clone in a robot suit. Good for its time and a worthy ten quid purchase, but any more.



£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.



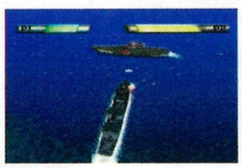
£B-Movie ☆☆☆

Alien-chasing shoot-'em-up with some subtle humour to keep you amused. Tricky to complete.



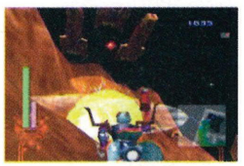

£Battle Stations ☆

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...

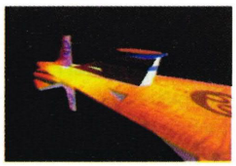
£Blam! Machinehead ☆

It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occassionally nice graphical touches that's let down by a stupid name, over complex missions and a control system that just is'nt nice to use. car boot sale purchase only.



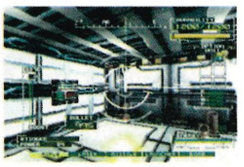
£Blast Radius ☆☆

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.

Accessories

They may be just bits of plastic, but they're bloody useless



£ 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 multi-ending campaign is a nice touch. Could have done more really...



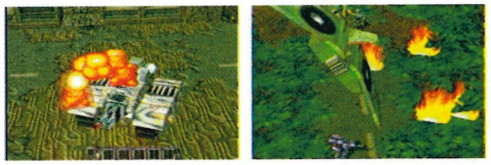
£ Colony Wars: Vengeance ☆☆☆☆

...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



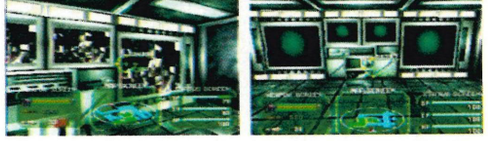
£ Duke Nukem Time To Kill ☆☆☆

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.



OK, so these aren't really accessories, but they're pretty damn cool and will probably be worth millions in the future (provided they're kept in a sterile environment and never touched, that is). MacFarlane Toys' Metal Gear Solid collection features eight characters, including Solid Snake, Psycho Mantis and the lovely Meryl, proving that there's no better way to clutter up your shelves. Available at all good toy shops (whatever they are), prices range from **£9.99** for the Metal Gear Solid figures.



£ 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 sequel is a goodie but a toughie, it'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 ☆☆☆

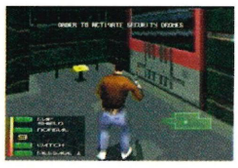
Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.





£ 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 ☆

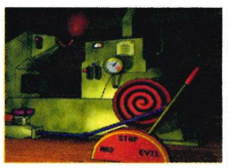
Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.





£ Frenzy ☆

Nothing to do with the violent Hitchcock movie, which is a real shame as this cartoony blaster is a complete pile of toss. The fair looking graphics completely fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



£ 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.Darius ☆☆☆

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.





£ G-Police ☆☆☆

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.





£ 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.

£ Ghost In The Shell ☆☆

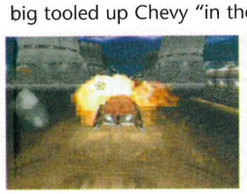
A comic book inspired game that never quite manages to achieve its aim. Another car boot sale bargain.





£ Hard Boiled ☆

Based on the cult comic books of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.





£ Hexen ☆

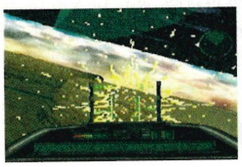
Eagerly awaited magical-blaster-cum-gorefest which pleasured the Doom crowd when released for the PC.



However, seems as though the programmers were wearing their "Let's Make a Good Game Shit" helmets for this version though, and they've done a hell of a job.

£ Independence Day ☆

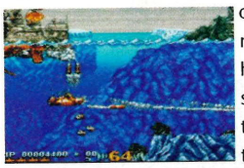
Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.





£ In The Hunt ☆

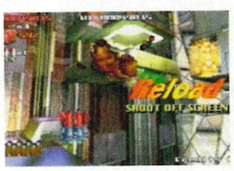
Underwater submarine-based (well it'd have to be, wouldn't it?) shoot'em-up with enemies to fire at and



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 ☆☆

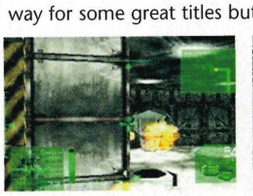
Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.





£ Kileak The Blood ☆☆

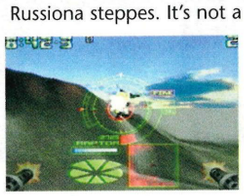
Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.





£ Krazy Ivan ☆☆

Enormous robots shooting each other across the Russiona steppes. It's not a bad old game for its age.





£ Lethal Enforcers ☆

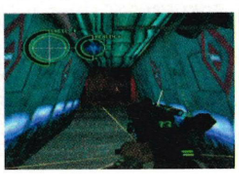
If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are



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 real 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 totin'' freaks. The graphics were



done by 2000 AD's Simon Bisley and it features a top sound track by Pop Will Eat Itself. Good two player fun, but let down by our old enemy, repetitiveness.

£ Lone Soldier ☆

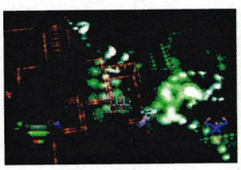
That old arcade classic, Commando is given a 3D treatment. That sounds promising at least.



However, a potentially good idea somehow becomes the the worst shoot-em-up in the history of the genre. Games this piss poor aren'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 ☆☆☆

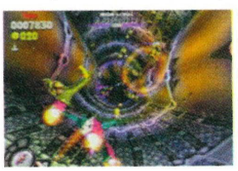
A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech



and blow the shit out of your enemies. It can get quite tough and is an acquired taste. A 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 ☆☆☆

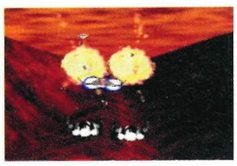
A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate



reamness. Another one of those games that's worth having if you can find it going cheap, 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 at all costs.

£Nuclear Strike ☆☆☆

This sequel 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 ☆☆

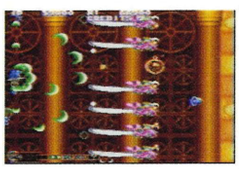
Yawn. Another case of great graphics let down by getting really boring, really quickly. The lucky thing is,



with a title as "inspired" as this one, the possibility of sequels called One Two and One Two Three is almost too stupid for it to happen. Thank Allah for mercy.

£Parodius Deluxe ☆

Nothing to do with ancient Roman hamburgers 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. This title is just a sad reminder of how we were all so easily pleased once

£Philosoma ☆

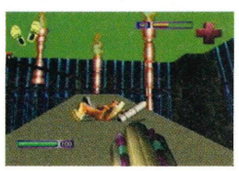
Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any



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



not nearly challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be those who shelled out on this crud.

£R-Types ☆

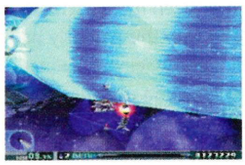
Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing



flares? Seemed like a good idea until the holiday snaps came out, and its the same story with R-Types. 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 want to hark back to simpler times.

£Rapid Reload ☆☆

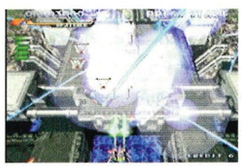
Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects



are good and the overall level layout makes for an entertaining "romp", but flat scenery and little innovation makes it 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. More cheddary than a



horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's just stick with highlight, 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 rep for advice.

£Shadow Gunner ☆

Robot warriors. Killing each other and such stuff. As indeed they have done better many times before.

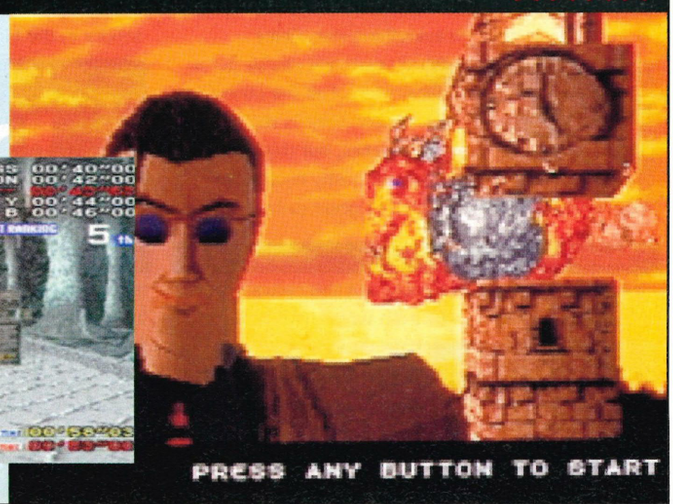




£Time Crisis ☆☆☆☆

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.





£Shadow Master ☆☆☆

Great-looking blaster with loads of intelligent action. Get you're brain in gear, this one's for you.




£Shellshock ☆☆

3D tank thang where combat strategy comes into play. Worthy but dark, and dull, dull, 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. However, you'd be well advised to save the last bullet for yourself. It really is so bad that you'll feel suicidal. Avoid, at all costs.



£Slamscape ☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly..




£Small Soldiers ☆☆☆

The game of the surprise hit film. 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. Get some mates first



£Soviet Strike ☆☆☆

These Strike games all share the same excellent 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 best of the series, but this one shares pretty much all of Nuke's good points.



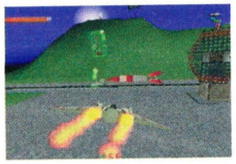
£Starblade Alpha ☆

The arcade version was terrible and this conversion, amazingly, manages to be even worse, which must have taken some doing. Who would have thought it could be possible? The lame programmers, obviously. Deserves to be ignored but begs to be strangled. Naff.



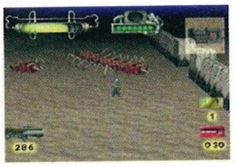
£Starfighter 3000 ☆☆

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.



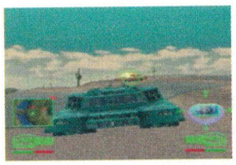
£Steel Harbinger ☆

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 weather that. Almost as grim as the weather in Manchester. The game itself is even worse.




£Tempest X3 ☆

Three games in one, so let's do some maths. Now class, listen up. 3 x shite = triple shite.



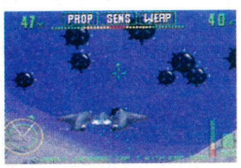

£The Fifth Element ☆

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, to gameplay and ultimately, point. Utter 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 ☆☆

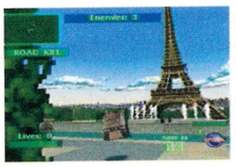
The original PlayStation road rage game was a jerky disappointment, despite its cool 'kill 'em all' attitude.



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 serious road-rage.



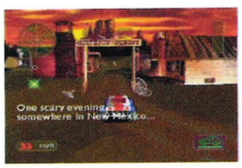
£Viewpoint ☆☆

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. It's a shame that tricky play lets down what is otherwise a fairly reasonable no-brainer.



£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, but one that also 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 difficulty level that will make you rip out your own hair, and that of anyone else to hand. Feeling tough then have a look. Wimps should stay clear.



£ Xevious 3D/G+ ☆☆

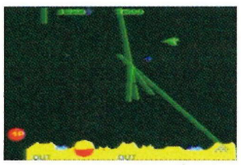
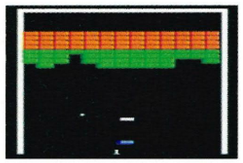
As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid.




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 ☆☆

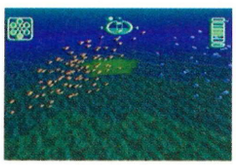
Another chance to remind yourself just how far games have advanced in such a short space of time.



Nostalgia, but little else. Certainly very little enjoyment or long term pleasure to be gained. Slightly better games than volume one managed.

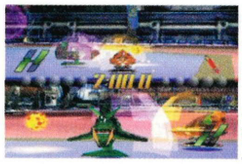
£ Aquanaut's Holiday ☆

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.



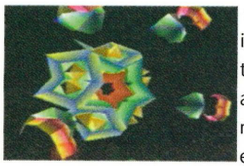
£ Ball Blazer Champions ☆

Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.



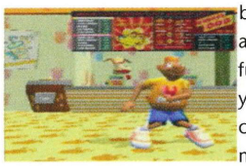

£ Baby Universe ☆

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.



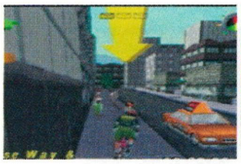
£ Chessmaster 3D ☆

You can either play chess or you can't Those who can but can't find anyone else to play may find this one interesting. Anyone else would be better advised of getting a board and playing a real person. Remember them? They look like you! Well.. almost.



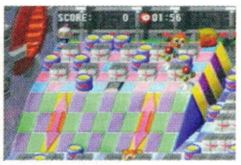
£ Courier Crisis ☆

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. But 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's sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.



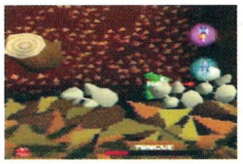
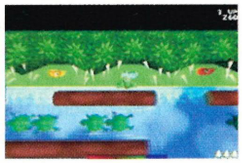
£ Fluid ☆☆☆

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



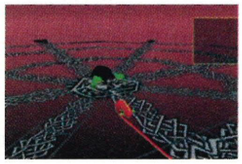

£ Frogger ☆☆

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.

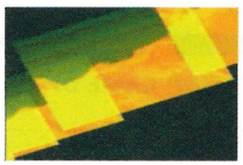
£ Mr Domino ☆☆

Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



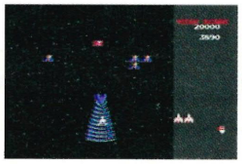
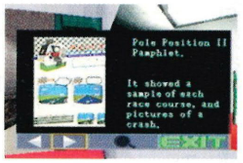

£ Music ☆☆☆

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, but then get drab. Understand?

£ Namco Museum Vol 2 ☆☆

For Christ's sake! Stop dredging up the deceased. Let them rest in peace. Again, a better volume two.

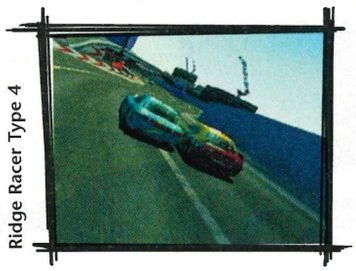


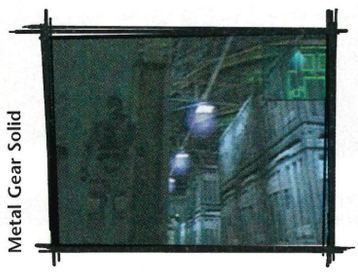

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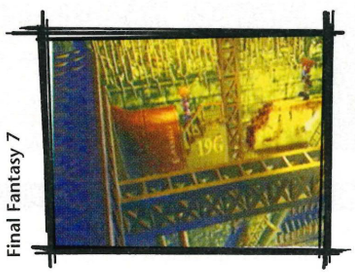
PRO reader top10

Tootin' heck, you can't half brag about your most respected games can you. It's been a fresh new month and we've got a fresh new list for you. If you don't like the order, you've got no one to blame but your oh-so-picky buying natures:

1. Ridge Racer 4
2. Metal Gear Solid
3. Final Fantasy 7
4. Tomb Raider 3
5. FIFA '99
6. Resident Evil 2
7. Grand Theft Auto
8. Tekken 3
9. FIFA '99
10. Colin McRae Rally


Ridge Racer Type 4


Metal Gear Solid


Final Fantasy 7

As with Yin we have Yang, the darker negative force in the Universe. Just to show that everything is balanced – here's a list of really shit games that you hate with a passion.

1. Spice World
2. Crow: City Of Angels
3. Shadow Gunner
4. Lucky Luke
5. Batman and Robin

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

£ 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.



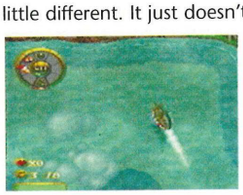
£ Namco Museum Vol 4 ☆

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 ☆

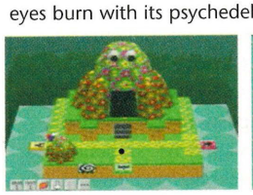
Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.





£ 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 you can even pick it up for under twenty quid . An ansolute must have bargain.



£ Poy Poy ☆☆☆

Recently beaten by the imaginatively named Poy Poy 2 as being the top multi-tap game for beer fueled 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.



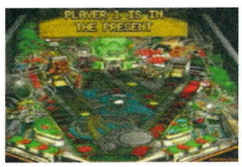
£Pro Pinball: The Web ☆

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.



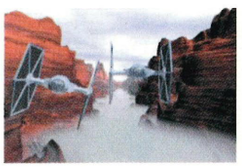

£Rampage World Tour ☆

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, 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 repetitive. 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.



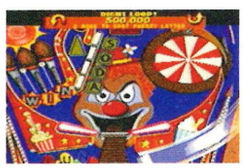
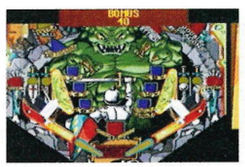

£Spice World ☆

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.



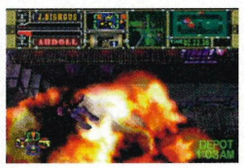

£Tilt! ☆☆☆

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.

Trap Runner ☆☆

Top Idea! Run about, plant bombs – kill enemy. Unfourtunatley, it gets very samey, very quickly.

£True Pinball platinum ☆☆

You lot think that writing about games is a doss don't you. Well try talking about a shit load of equally bad pinball simulations and then see how it feels. It really is that tough! 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 aquatic potential.





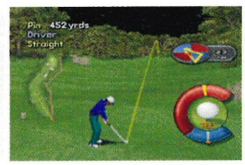

£2xtreme ☆

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 it all looks very dated now.

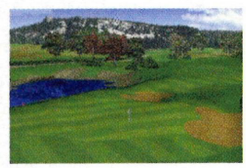
£Actua Golf 2 ☆☆

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. You'd be better of hunting around for Actua golf 3, which at least has a new control system.



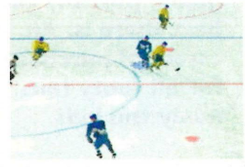
£Actua Golf 3 ☆☆☆

Gremlin's latest club-swinger is far superior in both graphics and game options. The best of the three.

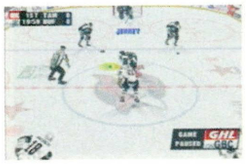
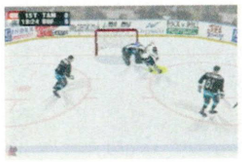
£Actua Ice Hockey ☆☆

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.

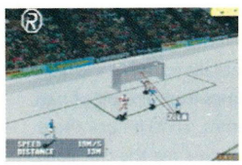
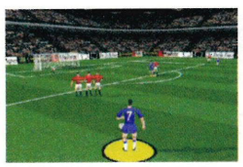
Actua Soccer platinum ☆☆

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.



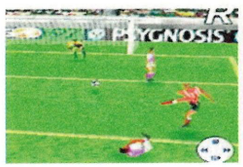
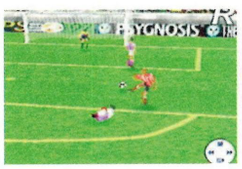

Adidas Power Soccer ☆

Another big licence that pumps too 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.



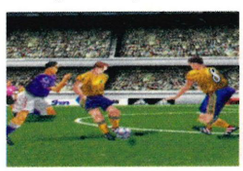
Adidas Power Soccer '97 ☆☆

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.

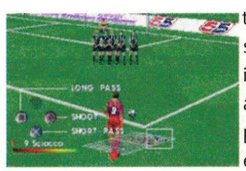
Adidas Power Soccer '98 ☆

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 to and that should give you some indication that this incarnation is well worth avoiding. Like the plague...or a herpes-ridden ex-girlfriend.



FIFA 99 ☆☆☆☆



Quality football game, possibly the best there is. An essential purchase for all footy fans. Away the lads.



All Star Soccer ☆

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



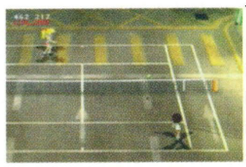

All Star Tennis ☆

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.



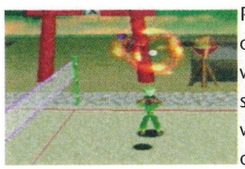

Anna Kournikova's S.C. Tennis ☆☆☆☆

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.



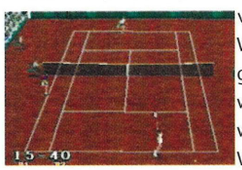
Beach Volley Heroes ☆☆

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. Alternatively go out and buy Anna Kournikova's S.C. Tennis to see how it should be done.



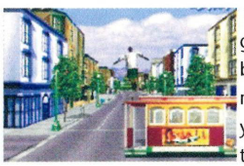
£Dead Ball Zone ☆☆☆

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.




£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.




£FA Manager ☆

Well, what do you know, it's a good example of how not to do a footy management game. Avoid.




£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.



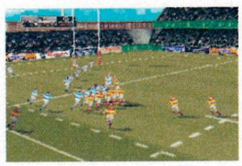
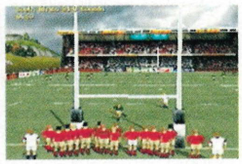

£Int. Track & Field platinum ☆☆☆☆

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.



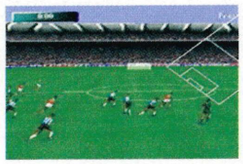
£Jonah Lomu Rugby ☆☆☆

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.



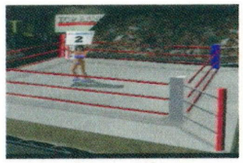

£Kick Off World ☆

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.




dealer

Shoptalk



Lingering around the Arcade hunting for lost change. This month it's the turn of the Trafford Centre's Namco Station!

ThePuntas

Name: Muz

Occupation: Self employed market trader.

Pro: Come on, give us some patter?

What?

Pro: You know, "at this price I'm slitting me own throat, I'm not asking £3.99, I'm not asking £2.99." All that nonsense. Or you could tell us why your bunking off in this lovely den of excitement.

I'm playing Soul Caliber, the sequel to Soul Blade. It's top dog, but unfortunately it seems that it will only be coming out on the Dreamcast.

Pro: It sounds like someone was putting words in your mouth there, what's up.



Nothing, gottle o gear, gottle o gear!

Pro: Talk properly man, how much money have you spent today?

Ohh, £15, maybe £20. Have you seen that Silent Scope? It's great, I love the way you look through a proper scope and get to waste people from a distance. Sausages... Sause a gese!

Pro: Stop talking like a ventiloquist's dummy and tell us what's your favourite game?

That's a piece of piss, it's Rygar on the Commodore 64. It was brill 'cos you chucked bananas about. What a top game - I wish I could fly.. Right up to.

Pro: That's enough, you sound like your not speaking at all and some lazy git took bad notes when they spoke to you. Bah!
I hate that duck!

Name: Michael Mengell

Occupation: Student and love assassin.

Pro: Why are you here, shouldn't you be studying, or trying to get high off banana skins or something?

No, I'd rather be here. We've got Fine women, good food and Soul Caliber.

Pro: You realise that you're spending the taxes of hard working tax paying type people the country over?

Oh yes, that's why I spend so much money. To be fair though, I managed to finish Soul Caliber using one 50 pence piece. I love that game, it's better than the original. I quite like Time Crisis 2 and my favourite game on the PlayStation is Metal Gear Solid. Sometimes I like to sit on a tumble dryer while drinking milk - naked. Anything else you want to ask me?

Pro: Now that is amazing. It's almost as if you combined our entire discussion into a single paragraph, thus saving our creamy mag loads of space. It's hard working, quick thinking students like you that will save our blessed Isle. Cheers!



£Madden NFL '97 ☆☆

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.



£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.



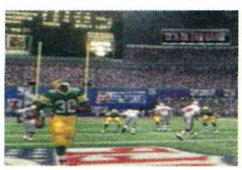
£Nagano Winter Olympics ☆☆

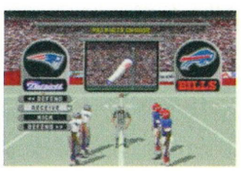
What a shame. This eagerly awaited frost-em-up turned out to be a to be more of a lame sleet shower in Hull than a tourist crumpling avalanche in the Austrian Alps. There are much better winter sport games available - such a shame you have to be looking.



£Madden NFL '98 ☆☆☆

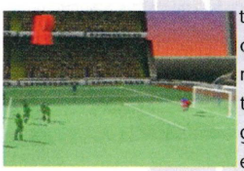
Vastly improved graphics than the original. But the gameplay remains largely similar.





£Michael Owen's WLS '99 ☆☆☆☆

You'd think that a game that shared Michael Owen's mountain shattering charisma would be a lot worse than this one actually turns out to be. Thankfully, his monotonous introduction is the biggest low this top game has. A good footy effort you'll enjoy.



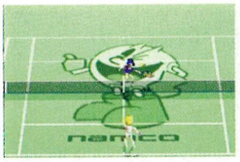
£Namco European Soccer ☆

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. More of a Torquay United struggling against relegation than a treble winning Manchester United kind of game.



£Namco Smash Court Tennis ★★★★

The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.

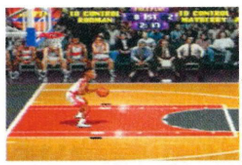
£NBA Fastbreak '98 ★★

With so many bazzyball games clamouring for our dough, it takes a doozer to score. This ain't it.



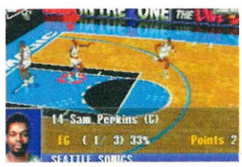

£NBA Hangtime ★★

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, which are of course just thinly disguised British schoolgirl's games, But only if it came free with a top game like Spice World.



£NBA In The Zone ★★

Tell you what - look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did , believe us, this is not the place to start your shopping. Look for the NBA Live series and you can't go far wrong.



£NBA In The Zone 2 ★★★

Cheers. Might as well tell you about the better of the two eh? Well it's like this – as basketball games go this is as good as you're likely to get. Depends on whether you like the fast arcade-y feel it has or prefer a more simulation-like experience. Okay?



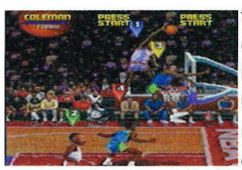
£NBA Jam Extreme ★★

Playable enough in an uninspired way, but does a disservice to the great old NBA Jam franchise.




£NBA Jam TE ★★★

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully charged and a fantastic cheesy commentary featuring every bazzy cliche and a few more besides. Additional power-ups make it a treat in either one or two-player modes.



£NBA Live '96 ★★

An extremely well received version of the net-ball impostor. It attempts to simulate the game far more than it's 'Jam counterpart but has been superseded by four years of superior updates. Just consider how embarrassing it would be to just have the old stats.



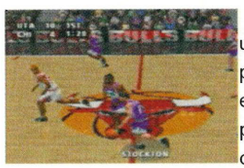
£NBA Live '97 ★★★

Improved and updated with all the league players and a greater feeling of control. Really good effort.




£NBA Live '99 ★★★

The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



£NBA Pro '98 ★

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.




£NFL Gameday ★★

It's up there with the earlier Madden Football games but only manages to offer a slightly different perspective. It's no less offensive than the rest of the series, but it sure as buggery isn't any better, so you need to watch out before spending your money.



£NFL QB Club '96 ★★

Thanks to the huge demand of American Football, we can expect to see more and more of these piss average games. If only people refused to buy the naff ones, then the publishers would be forced to release only good games. Simple eh? Nah, it'll never catch on.



£NHL '97 ★★

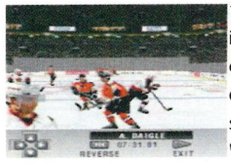
The NHL series stand out as the best ice hockey games. This early version looks old now though.





£NHL '98 ★★★

And with this game the sport known as Ice Hockey was brought to the PlayStation. And most satisfactoryorily too. It's a pity that the sport isn't as popular in this country. This one deserved to do well. At least until the superior '99 incarnation. Now '99 is out, this is pointless.



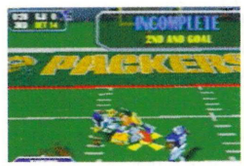
£NHL '99 ★★★★

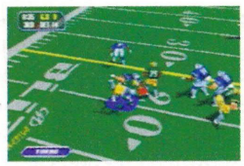
Easily one of the most perfect sports games released on the PlayStation. Just about everything you could ever wish for. Realism, action and brutality in abundance, mixed in with top graphics and the best commentary heard in a sports game.



£NFL Blitz ★★★

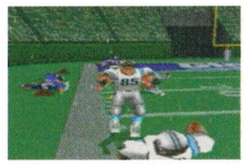
The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.





£NFL Xtreme ★★

Similar to Blitz but not quite as fun. The rules are still missing, but so is some of the gameplay.




£NHL Faceoff ★★★★

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.





£NHL Faceoff '97 ★

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



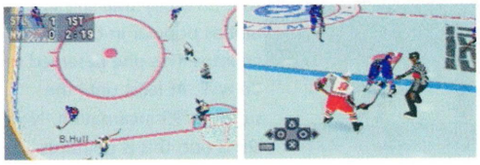

£NHL Faceoff '98 ★★

Of the three Faceoff games this is the second best and is infinitely better than the above. It's still a long way from being an excellent game though. It does tend to offer a slightly different gameplay option to stuff like NHL 99, but that isn't necessarily a good thing.



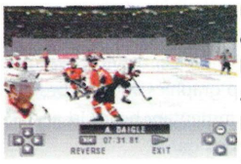
£ NHL Powerplay Hockey ☆☆

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.



£ NHL Powerplay '98 ☆☆

This NHL puck-fest shares the same fate as its predecessor, it looks like a good hockey game but for so many reasons, isn't. Oh dear. Another title for the longs list of games that's just about worth stooping over a bargain bucket for. But barely



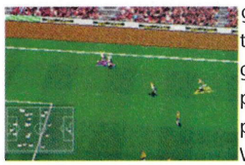
£ Olympic Games ☆

Finger numbing Track and Field style games like this have always been popular. This poor example doesn't really help the cause though. Not worth spraining your forefinger for and doubtless they'll be a Sydney version in the near future to pay for.



£ Olympic Soccer ☆☆

One of the early attempts with a rather silly license. Back in it's 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.



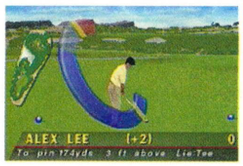
£ Open Ice ☆

Comparatively poor attempt at capturing the speed and brutality of the sport.



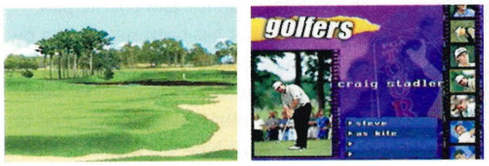
£ PGA Tour '96 ☆☆

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.



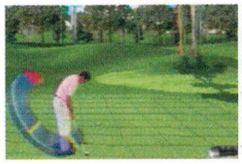
£ PGA Tour '97 platinum ☆☆

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.



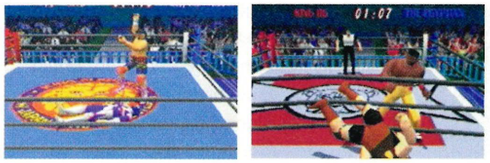
£ Pool Shark ☆☆

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 ☆☆☆

Unnecessary 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...



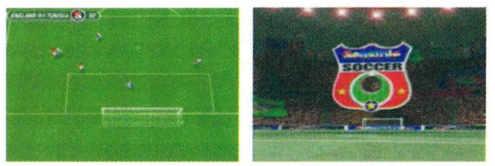
£ Sampras Ext. Tennis ☆☆

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 both have been overtaken by Anna Kournikova's offering which shows them both how it should be done.



£ Sensible Soccer ☆

Don't be fooled by the fact it looks shite. It plays even worse. The crappest football game available, really.



£ Slam 'n' Jam '96 ☆☆

Look at the age of the poor thing. It tries so, so hard to be acceptable but fails pathetically. A bit like an really old, smelly springer spaniel that you ought to take down to the vet's and get put down immediately. Then get a hamster instead, 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.



shouts

Games for sale: Re-loaded, Street Racer, Worms, Mickey's Wild Adventure £12 each, Psybadek and cheats £24. All excellent condition. You can have the lot for £65. Will swap Psybadek for Hugo or Rugrats or any other platformer (as long as it's not crud)

I'd just like to tell people that John Dortan is a Queer. He also does "it" with Philip Cooper and Dean Fenlon. Also (no joke) John picked his arse when it was his birthday and threw the shit at Dean. Ring John 0181 461 1481 and cuss him

For sale courier crisis £15, Broken Sword £15 also female penpals wanted must look good and like PlayStation and action films, Ministry of Sound and other good music preferably local Chesterfield area so we can meet up. Must be aged 13-16 Jon Casterton (01246) 235920

4 Arden Lose, Loudsly Green, Chesterfield, Derbyshire, S40 4NE

Swap my Tomb Raider 3 for Metal Gear Solid. World cup '98 and international super-star soccer Pro swap for Resident Evil 1 or would like Resident Evil 3 for a good price (I.E £0 because it doesn't exist) or swap for game of your choice. Jermaine Daniels (0181) 764 9412

Penny Racers, Boxed no instructions will sell for £10. Space Hulk, boxed with instructions sell for £10. TR3, Boxed with instructions, will sell for £25 O.N.O. TR2, boxed with instructions will sell for £20 O.N.O. Will swap TR3+2 4 Street Fighter Vs X-Men. Oliver Jukes (0181) 993 0278

PlayStation games for sale: Tomb Raider 1+3, Tekken 2, Actua Soccer 2, G-Police, FIFA '98 all in good condition from £15 to £30 all reasonable prices. James Ward (01270) 766687

Sell or swap Cool Boarders 3, Dead or Alive, Madden NFL 99, Wild Arms, Tenchu Stealth Assassins, Bust A Groove, Total Drivin' Overboard, Space hulk, Metal Gear Solid (with or without Prima guide book). Phone Kirst - Eastborne (01323) 739478

First of all Pro, Where's Constructer in the Dealer section. Get it in there and quick (or you'll do what?) And also I'm looking for cheats for any PlayStation games so if you could help please ring me. Danny Rotbuck (01673) 885 212

Pen pals aged 12-14 wanted. Must like drawing, Beat-em-ups and Shoot-em-Ups. Must be cute & have a good sense of humour and want to have "fun" And (there's more) - be "wild"
Female only. Photo if possible. I am 14 years old (and "wild"?) Craig Parnill 23 Welbeck Square, Stanton Hill, Sutton-in-Ashfield, Notts, NG17 3GW

Swap my Crash Bandicoot 3 for Pool Shark or C&C retaliation. Bust they have to be in good F***ing condition or I will get nasty (and feeley). ALSO I am willing to swap Circuit Breaker for money or a decent game.
Ben (Cop-a) Feeley (0181) 643-9225

Ridge Racer Revolution and International Superstar Soccer for sale, both £5 World Cup '98 £13 or swap Tomb Raider 3 for Metal Gear Solid, FIFA '99 or Tenchu. Wanted Resident Evil and Tomb Raider 2 must be in good condition. Phone Jermaine Daniels 0181 764 9412

ZFX Computing - The new unofficial computer company. Send or phone for cheats. Become a member for £1 and receive Mailings and goodies PFX Magazine, Only £1.50. ZFX is Supreme. Send your quote for more information. Contact us at: ZFX computing, 12 Glan Bran Road, Birchgrove, Swansea, SA7 9PD

My friend Jordan is a DICK, His room is messier than Lara Craft's top after her breasts have been... However, Jordan thinks that Lara is a sex machine but if you got a kiss from those fat lips she'd suck you up. His wife's even left the prick. Lewis Williams (0191) 5522640

I would like to swap Assault Rigs for Simcity 2000 and I would like to have a pen pal in Austrailia. 24 Moray Drive, Wexham, Slogh, Berks, SL2 5RB. Telephone 01753 710795

I'll swap my Tekken 2 or World Cup '98 for Resident Evil 1 of V-Rally or Die Hard Trilogy or sell both for £30 come on people Nick Atwell, flat 2b, Bridge street, Dunkerd, Perthshire, Scotland, PH 8 OAH. P.S Pro's the best, please print my letter Ta much.

Looking for a pen pal aged 15-18, must love PlayStation, Must hate Nintendo's. Male or female photo if possible reply 100% Guaranteed. I'm 15 and (it says here) too good looking. Patrick Duff (can't wait to get some of your wonderfull stuff - page him on...) 01523 491322

148 Fosseway Drive, New oscoot, Birmingham, B23 5LB.

Pen pal wanted aged 17-20. Girls only, must have sex. My name's Paul Grierson and you must have huge tits and a loverly virgina. Contact me on (01229) 8333875 at 100 Victoria Road. Urm sex,

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):.....

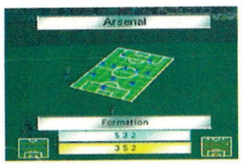
How often do you buy PlayStation Pro? (every issue; most issues, occasionally).....

Are you old? How old ,exactly?.....

How many games do you own? ..... How many imports?.....

£Soccer '97 ☆☆☆

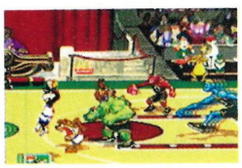
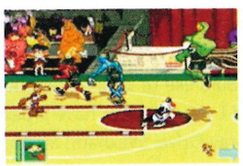
Updated version of Olympic Soccer with league teams. Looks good and plays well.





£Space Jam ☆

Basketball-cartoon combo with a movie tie-in. Go on, try and 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 ☆☆

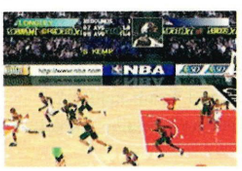
A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better

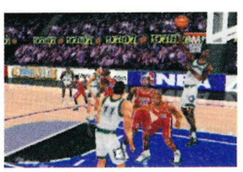


basketball games out there. Another case of "worth a bargain buy" really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.

£Total NBA '97 ☆☆☆

What? WHAT? Go away. Read the next one. It's identical. Honest!





£Total NBA '98 ☆☆☆

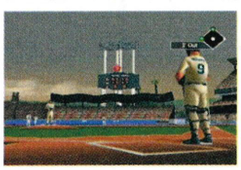
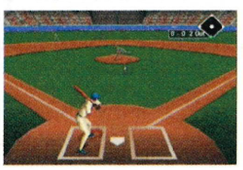
The second in the series improved on the first in terms of gameplay but not graphics, and this improves the



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.

£Triple Play 2000 ☆☆☆

Top Baseball action that will please fans and American toss game haters alike. Hey! Swing bada-bada SWING!

£UEFA Champions League ☆☆☆☆

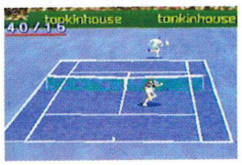
A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved




£V Tennis ☆

Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?





£Victory Boxing ☆☆

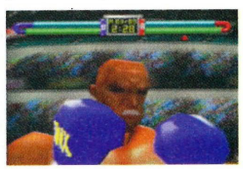
Build up your boxers face pummeling skills then let him loose in the ring. You can't fight any real life



virtual fighters (does that make sense?) and it has been bettered by it's sequel. There are better pugilistic games in the stores so get them instead.

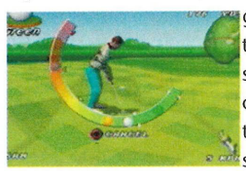
£Victory Boxing 2 ☆☆

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 ☆

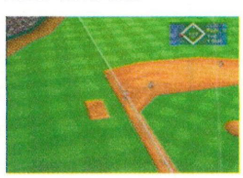
Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.





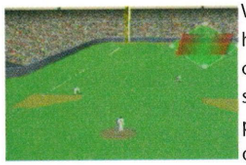
£VR Baseball ☆☆

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 many wrestling games around. But lets face it, there all a bit shit really, aren't they?

£World Cup '98 ☆☆☆

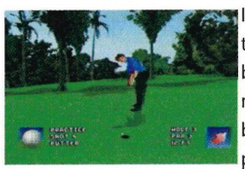
The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving



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 ☆

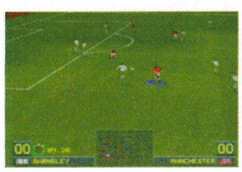
The ever popular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour.



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

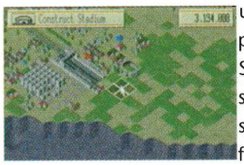


professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.



£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 ☆☆☆

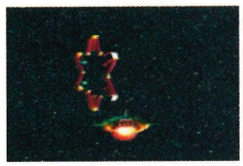
Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult

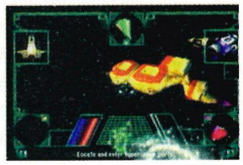


to play and you will need to be a hardened Command & Conqueror already to prevent you getting mightily hacked off with the thing.

£Darklight Conflict ☆

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.





£Dark Omen ☆☆

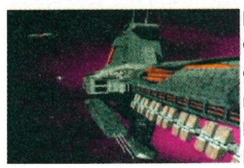
If you like going into Games Workshop then this is definitely for you. Orcs galore here.





£Defcon 5 ☆

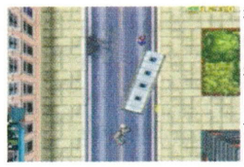
This one's all about being strategic in three whole dimensions. Wow. There is nothing here that will



persuade arcade fans that deep thought is the way to go. There's even less to make hard core thinkers load it up to make their brains glow. Boring

£Grand Theft Auto ☆☆☆☆

It had the conservative press up in arms, which by itself has got to make it worth a look. You drive,



steal cars, do jobs for the mafia, kill innocent by-standers by accident, or for kicks, 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 carrying very large sticks indeed. Promising enough, but could have been better.

dealer

£ Lemmings ☆☆☆

One of the classic puzzle games 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 as well. Bargain!



£ Magic Carpet ☆☆

The 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 there's no cute pooch but everything else is faithfully reproduced. Pointless. And very shit.



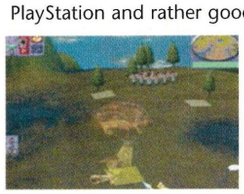
£ Panzer General ☆

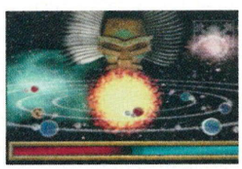
Take control of Ernst Rommel as he attempts to bltzkreig his way across western europe. The screams of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.



£ Populous: The Beginning ☆☆☆

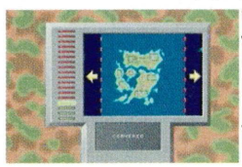
Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.





£ 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.



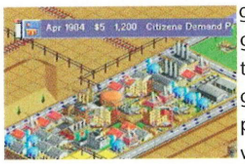
£ Risk ☆☆

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 really, 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. But definitely worth a look.



£ Space Hulk ☆☆

It's sub-headed Vengeance of the Blood Angels, which will make a great deal of scene 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 vs. alien thinker.



£ Syndicate Wars ☆☆☆☆

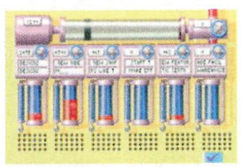
Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass weaponry and some cool missions, all done in a Bladerunner style setting. It's beginning to look a bit old hat now, but is still a classic strategy title



£ 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 health care fun.



£ Transport Tycoon ☆☆

Absorbing light rail network 'em-up that will have you hooked, especially if you've got spotter tendencies





£ 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.





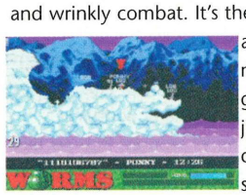
£ Warzone 2100 ☆☆☆☆

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!



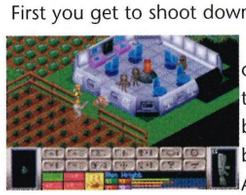
£ Worms platinum ☆☆☆

Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best multi-player game available and does not even need a Multi-tap. The graphics are terrible, but this just goes to show you that quality playability will always shine through .



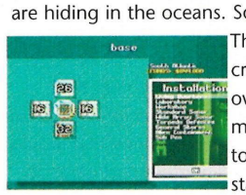
£ X-Com: Enemy Unknown ☆☆

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 dissect their bodies to build bigger and better weapons. Atmospheric and even scary.



£ X-Com: Terror From The Deep ☆☆

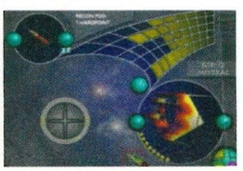
The sequel to the excellent UFO. This time the invaders are hiding in the oceans. Somebody call StingRay! The difficulty has been cranked up to "no-way" and owning a mouse would really make things a lot easier. Want to swim? get this. Want to stay dry? Get UFO.



£ Xenocracy ☆

This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay.





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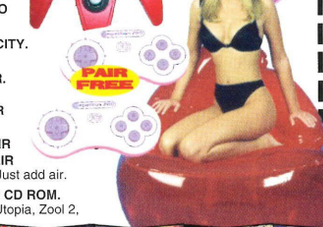
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