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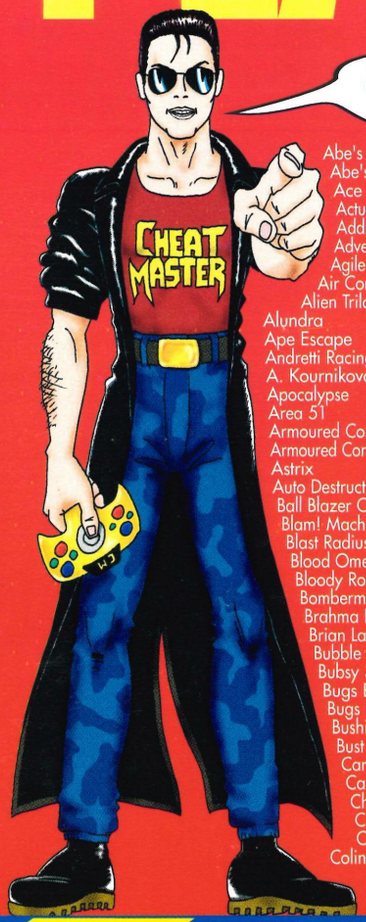
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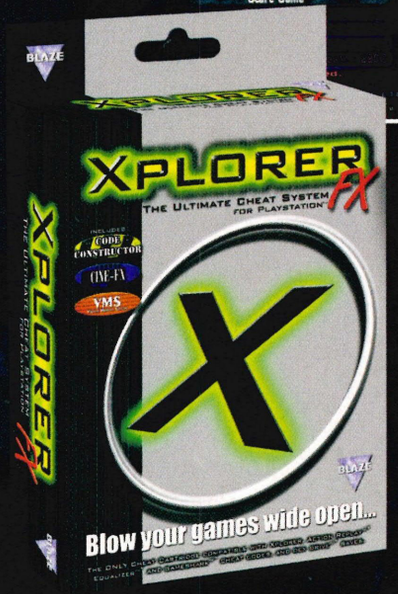
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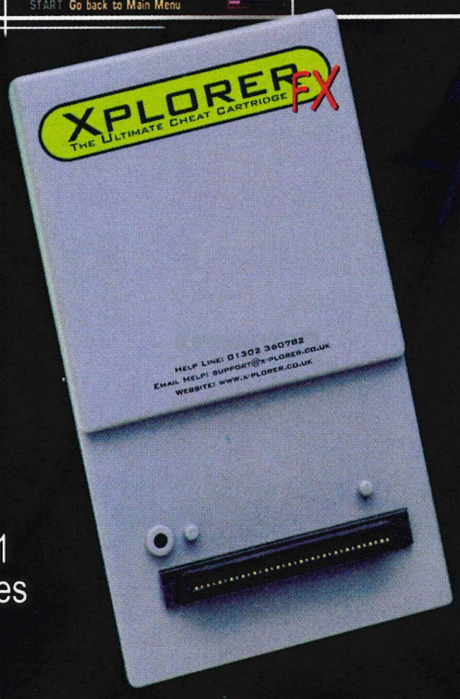
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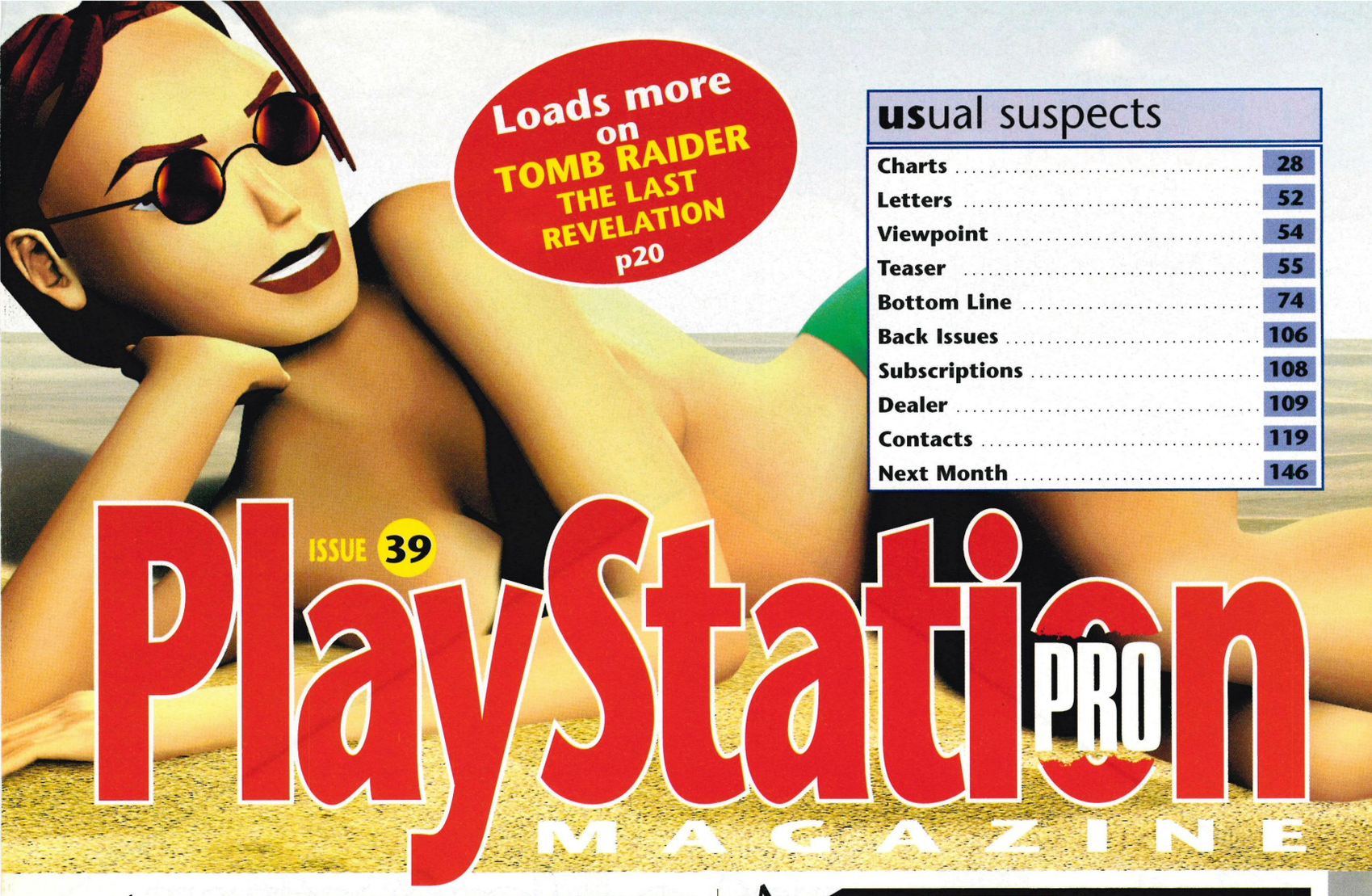
Well that's Step One taken care of – you're looking at the magazine. Nice one. But have you bought it yet?

If you're still perusing the shelves then you might like some more information. What you're looking at is the UK's fastest growing PlayStation monthly. Bullshit? No mate, fact. The latest official figures show that PlayStation Pro is so damn good at what it does it's started taking readers off other magazines. See, while our sales have increased enormously since last time the figures were stacked up, a couple of our rivals have seen their readers disappear more quickly than a raver's virginity in San Antonio. One's waved goodbye to 16,000 of them and another can only wish it'd lost so few.

It doesn't take a genius to work out where they've gone. All it takes is a look through PlayStation Pro. PlayStation gaming brought to you by PlayStation experts who also happen to have a life.

That's Step Two. Take it – you won't be on your own.





Loads more on TOMB RAIDER THE LAST REVELATION p20

usual suspects

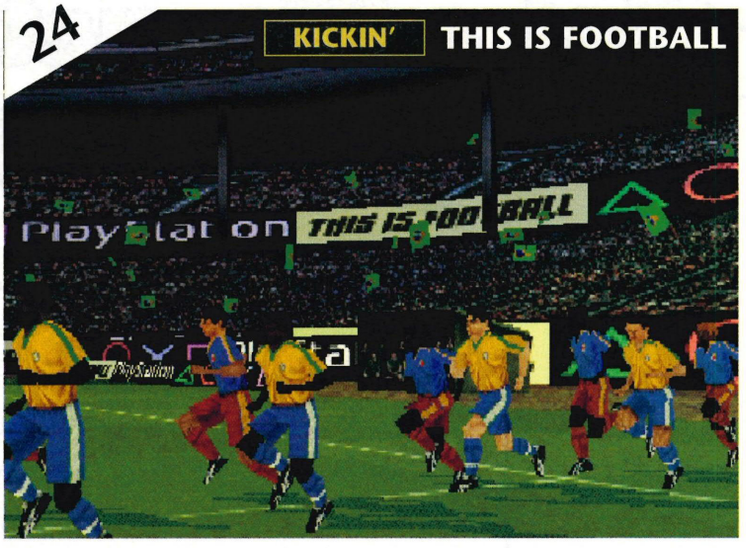
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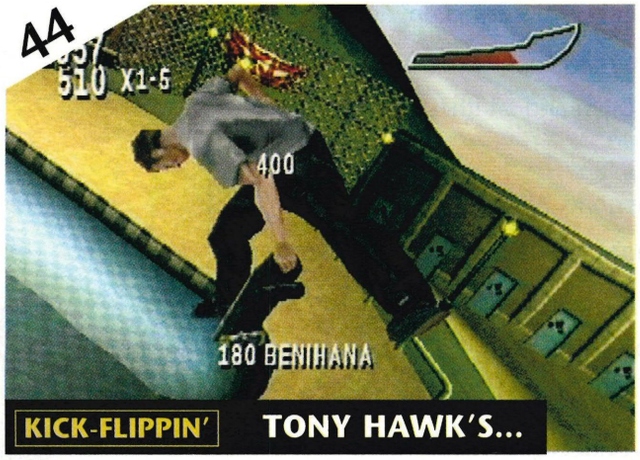
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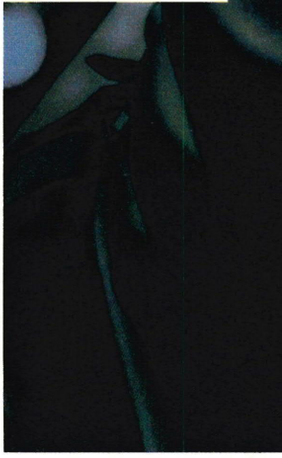
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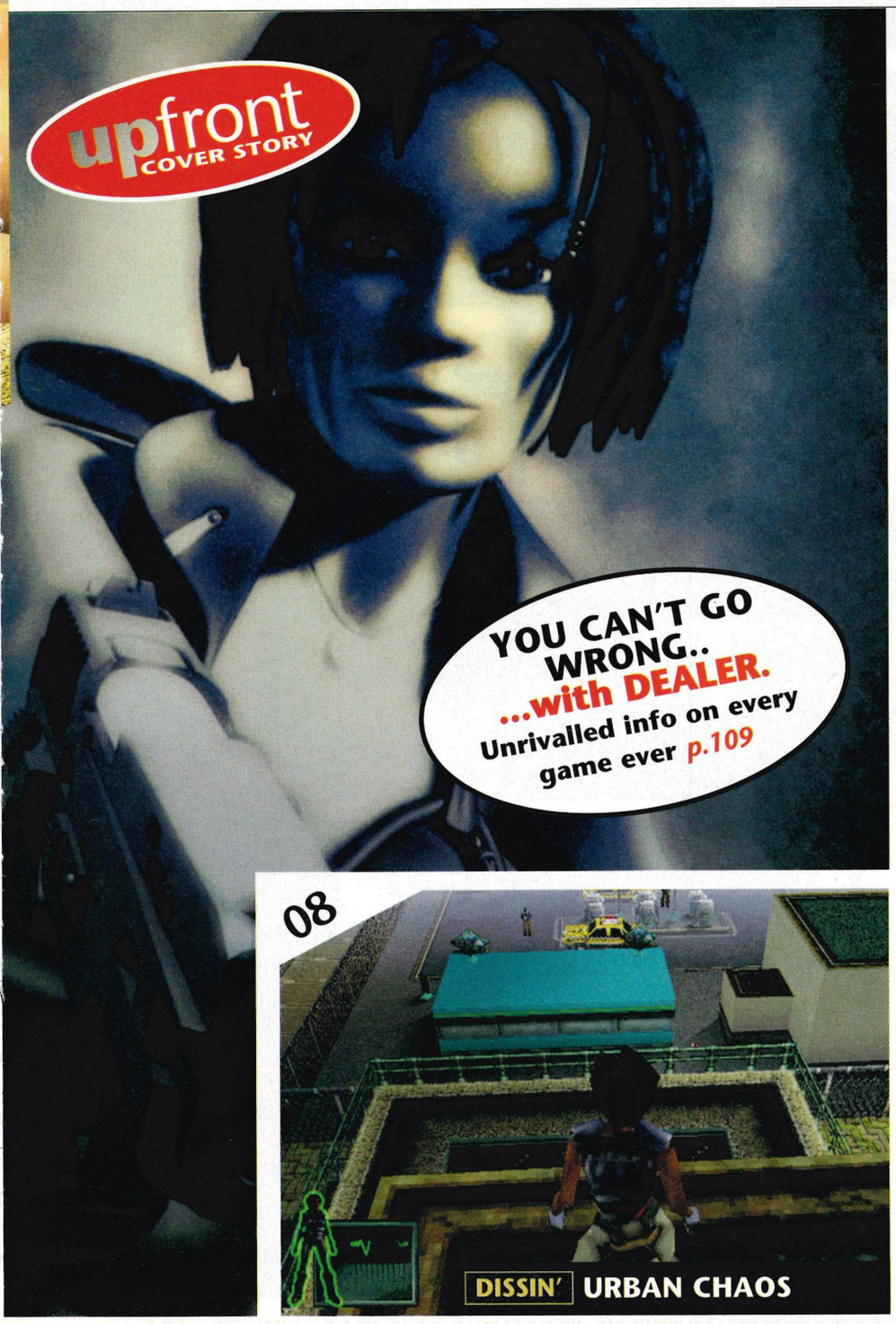
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Need the van for a little love action – no problem, just nick it

upfront COVER STORY

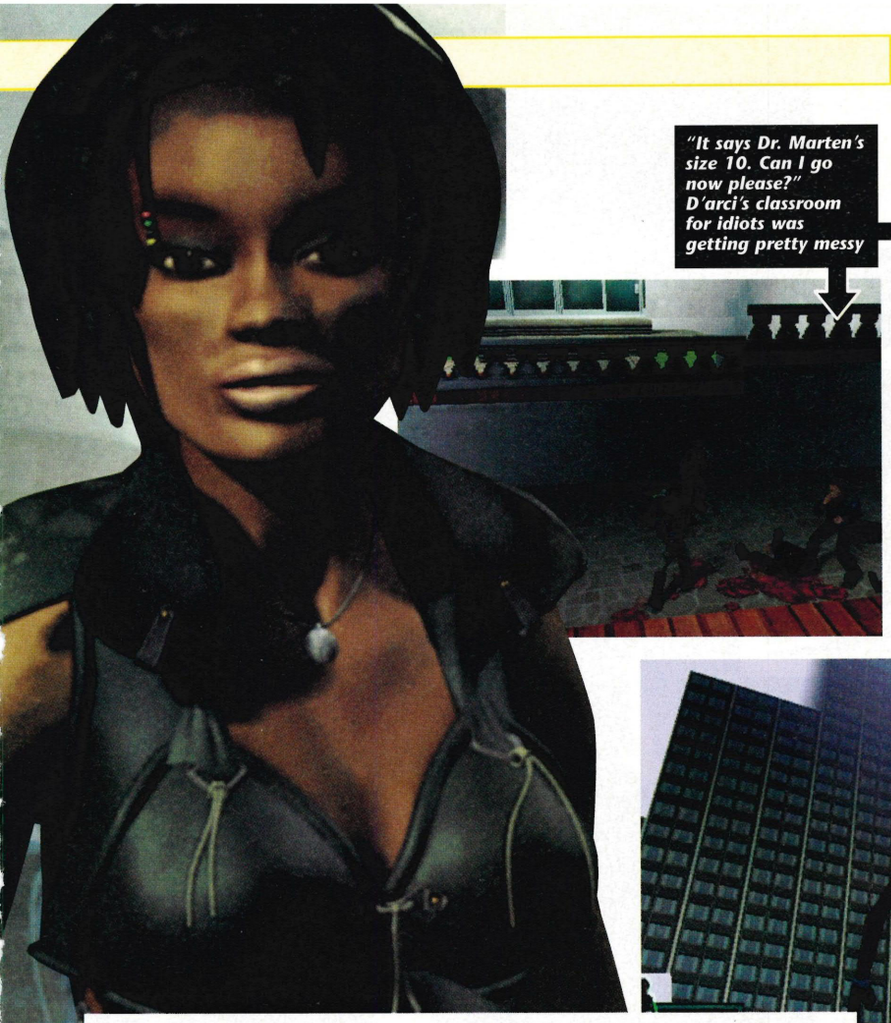
Urban Chaos

Set to be the surprise hit of the year, there's chaos being caused and it's coming to a town near you soon. Paul McNally investigates...



Who the hell are MUCKY FOOT?

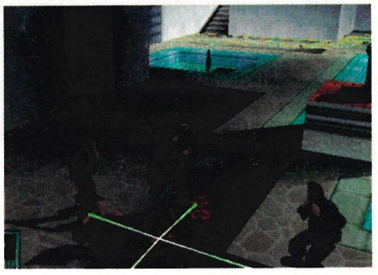
Even those of you who like to keep up with who makes what games will probably struggle to recognise the name of Mucky Foot. That's due to the fact that they were only formed in 1997 and were initialised from three senior members of the world renowned Bullfrog operation (of Theme Park, Populous and Dungeon Keeper fame). Now they've culled talent from most of the other major UK developers and reside happily in Guildford, Surrey



"It says Dr. Marten's size 10. Can I go now please?" D'arci's classroom for idiots was getting pretty messy











You can wander anywhere, strolling the streets like a badass hooker

Not Tomb Raider. That's how European powerhouse publisher Eidos is pushing its latest action adventure game. Which is strange, since you'd think that when a game's as popular as Ms. Croft's exploits, it would be more sensible to describe their venture as very much like Tomb Raider.

But it's all too easy to make comparisons. The viewpoint is the same, there's a strong female character to control and there's a healthy dose of platforming and combat to get your head round. So why are they so keen to get as far away from Lara as possible?

Maybe it could be because, despite being the first female lead character in a videogame, the hugeness of her tits now means she's nothing more than pixelised wanking material for a generation of geeks. Urban Chaos' D'arci Stern, on the other hand, is streetwise and generally a bit of a bitch and this is what developer, Mucky Foot, set out to achieve with their own brand of leading lady.

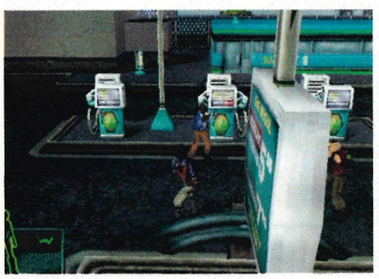
If Urban Chaos isn't to be a Tomb Raider clone then what banner exactly does it come under? That's a difficult question to answer, but from what we've seen so far we can promise you that you won't have seen anything quite like this before.

nice tight cult

Set in 1999 the complex plot revolves around a dangerous group calling themselves the Millennium Cult. They firmly believe that good old Nostrodamus's prediction of the end of the world will come true and they've been busy constructing a giant underground temple ready to embrace Doctor Evil when he arrives to end it for us all. Cheers!

This underground temple is located under the fictitious (but loosely based on New York) metropolis of Union City and you dear reader are a copper there! Now this concept of the city is very, very important because you can go

'Lara was the first female lead character, and now due to the hugeness of her tits, she's nothing more than pixelised wanking material for a generation of geeks'







The amount of detail and view distance is very impressive







It doesn't take a genius to work out by looking at the screenshots that Urban Chaos hasn't scrimped on the graphics. Mucky Foot told us that the 3D system used is the most up-to-date available and it is this that allows D'arci and Roper to freely roam around the lush landscape.

thin blue line

You can even use any vehicle you come across, although you may have to disable the alarm first. Need a bike to get somewhere in a hurry? Commandeer one Grand Theft Auto style (you're a cop you can get away with what you like).

There's no doubting that Urban Chaos is one of the most ambitious projects Pro has seen in a long while. In a world obsessed with sequels and brands, Mucky Foot are constructing an original challenge that will take the PlayStation world by storm. Maybe Nostradamus was referring to the huge welter of sports games with the number 2000 after the title that started arriving in July. Clever bloke that Nozzer.

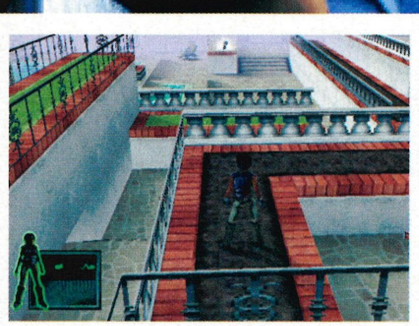
Released **November**

anywhere within its boundaries. There are no limitations. You go where you want and sometimes where you don't want to go.

The game starts off with you dealing with small crimes such as muggings and car theft and as you deal with these small misdemeanours you'll gradually learn your way around finding short-cuts that will no doubt come in useful at a later date!

If, even by this point, you think it's still a Tomb Raider clone the plot departs further with the ability to play as a male character – Roper McIntyre, who handles things in a much more brusque way than D'arci – but at the end of the day they're both cops trying to save the city, and indeed the world. Now for the clever bit. You need to use both characters' in conjunction with each other to succeed. And you can't do that in Tomb Raider.

'Need a bike to get somewhere in a hurry? Commandeer one Grand Theft Auto style (you're a cop, you can get away with it)'

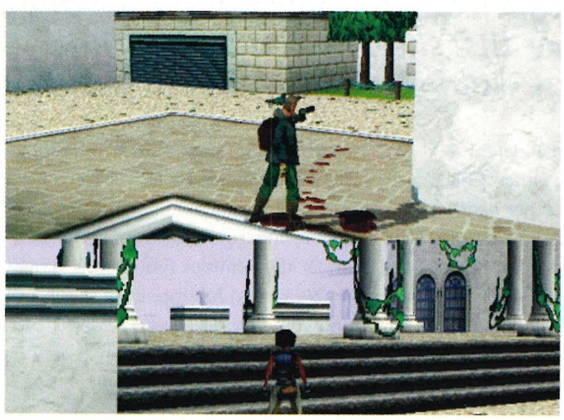


The end of the World

In the year 1999 and seven months, from the sky will come the great king of terror. He will bring to life the great king of the Mongols. Before and after war reigns happily.

Nostradamus







"This may be the best looking Play Station game yet" TELEGRAPH









Tony Hawk's Skateboarding









Release Date: September 1999

"...the kids will stop skating the streets just to play this game." LODOWN

ACTIVISION.

PlayStation

TONY HAWK'S SKATEBOARDING

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Incredible news
Colin McRae 2
page 36

trackrecord
Developer: **Koei co. Ltd**
"A lot of weird jap-crap"



eyewitness

You'll find the next 40 pages of Pro literally bursting with essential game information that you really shouldn't be without. News, gossip, hard facts and fantastic flights of fancy await to feed your PlayStation hunger. You know, we spoil you lot. We really do...

RUNAWAY HIT

Destrega

Free-roaming beat'em-up that lets you loose in a big, bad world

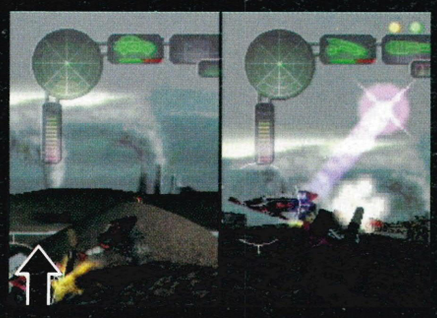






Star Wars *page 18*
Monster news unsheathed!





Vigilante 8: 2nd Offence *page 21*
Disco and destroy with this boogie n' bullets sequel

This Is Football *page 24*
Sony kick off a football ride of GT proportions!





Res Evil Nemesis *page 29*
Exclusive new shots from the shit'em-up of the century!







Turned On

You know where to come

Retail giants Comet are set to make parting with cash a less risky business when it begins work building a chain of 'destination' stores.

The 70 out-of-town megastores will span the country and are to be kitted out with a full-on dedicated gaming section where customers will be able to play-test every item of new software before deciding whether to buy it or not.

It's another sign that retailers are starting to take the power of the games market, and its consumers, very seriously, which can only mean better times ahead for PlayStation purchases.

Two of the new stores should be ready to do business before the end of the year.





It's not really fair is it? Standing toe-to-toe, punching each other's faces into hamburger meat. What we need is the ability to leg it like a big girly blouse, leap to the top of a monument and rain death-magic onto our enemy's head 'till they reek of pork scratchings. With the freedom to explore your surroundings, you'd be able to find hidden escape routes or even use walls to deflect blast attacks. Destrega gives you this freedom and it even has the good manners to wrap it in a hyper-weird RPG bow.

Unlike other fighters, this bizarre Japanese olde-worlde scrapper is played from a top-down perspective. This buzzard's eye view allows combatants to nip around castle ruins, underground catacombs and wide-open countryside while keeping track of each other. Of course, there's no point trying to beat a bag of steaming crap out of an adversary who's quite happy to run away, you need some form of projectile attack to follow it up.

Luckily, the characters in Destrega are not only pretty handy with fists, feet and sword, they've got some fearsome spells. At a distance you'll have a full range of pyrotechnic attacks. Move in for the kill and it's time to get busy with martial art slappings and sword swipes.

If you don't fancy facing non-stop batterings, Destrega gives you the option of playing the extremely detailed story mode. This sprawling epic gives you in control of a variety of heroes as they take ridiculous amounts of time between bouts to act like furniture and confuse the hell out of the player. These cut scenes threaten you with over an hour of battle linking stinking yawn-fests. Oh well, you can't have everything.

Released **November**

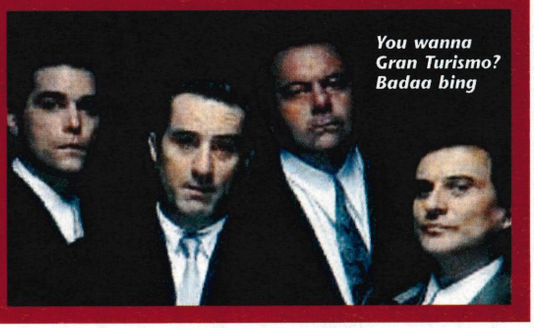


Console Crime

With software piracy at ridiculously high levels, industry watchdog ELSPA have released a series of adverts stating that 80% of software pirates are involved in some other criminal activity. The poster campaign suggests that the people you are buying your illegal software from are probably involved in activities such as drug dealing and child pornography.

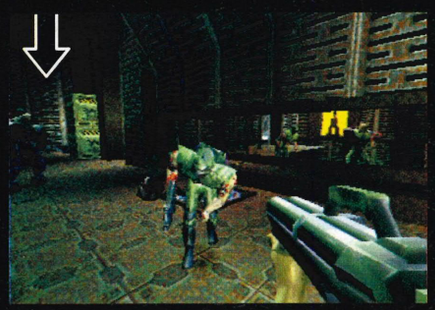
Now while Pro obviously doesn't condone software piracy, this seems like a bit of a sweeping generalisation. Bearing in mind that piracy of music is just as big a problem, you have to wonder what they'd accuse people who tape CDs of? The Great Train Robbery perhaps? Jill Dando's murder? Several high school shootings? Ah well, thanks to ELSPA the world now knows where to get its drugs and porn.

Copying games does harms the software industry, but Pro believes that to even mention the practice along with such appalling crimes is a bit self-centred and everything needs to be put into perspective.



You wanna Gran Turismo? Badaa bing

Quake II *page 29*
The ultimate frag fest is almost ready to unload





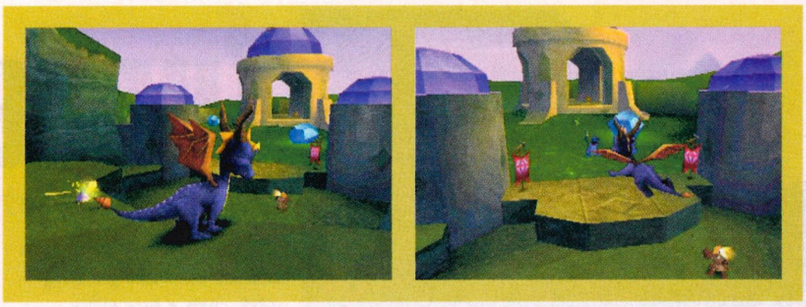


Tony Hawk's Skateboarding *page 44*
Get gnarly without the grazed knees and bad haircut

Inside eyewitness

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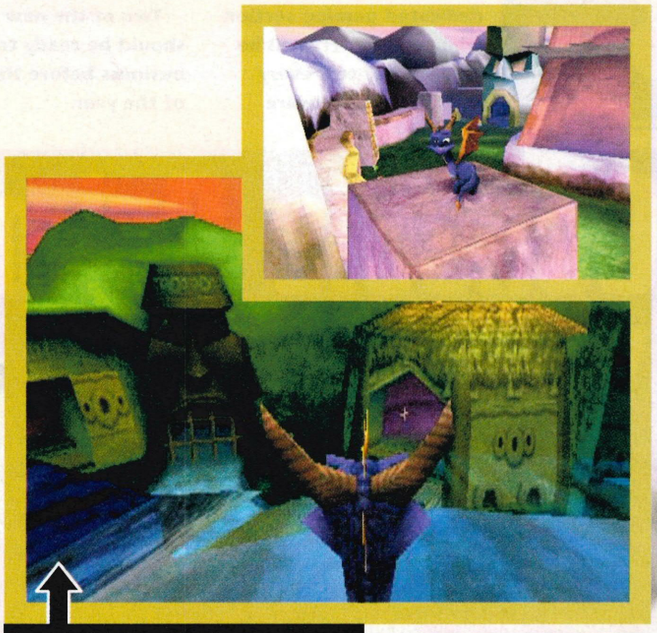
Imports supplied by **WILD IMPORTS**



PREVIEW

Sp

With more Christmas Number One potential than the Spice Girls, prepare for a cute attack



Everybody's favourite dragon now lives in an even better looking world

Last Christmas a little purple dragon sneaked up and took the PlayStation by surprise. Funky TV ads and slick graphics zoomed Spyro straight to the top of the charts. As soon as it touched down the programmers were given the green light to get cracking on a sequel. Now, nearly a year later, we've got it in our grubby mitts.

Better or worse? Action-packed or more of the same? We've put Spyro 2 through his paces, in anticipation of next month's review, and this is what we've discovered.

Besides offering well over 100 new characters and loads of new moves, Producer Michael John took the time to tell us a little about his brainchild. "Spyro 1 was primarily a game of collection with the player gathering treasure etc. Spyro 2, by contrast, is a game of completion where you have several unique tasks each of which with a clear reward. We believe that Spyro 2 is a much bigger game than the original in terms of geography and the number of things for the player to do and will provide many more hours of gameplay than Spyro 1."

What all these challenges mean in the real world is that Spyro can now swim, climb, hover, stomp and spit. Insomniac have created 30 new worlds with their own theme and enemies. The presentation has also been ramped up. Expect better music and cut-scenes and just generally a lot more polish.

There wasn't a lot wrong with the original Spyro and this stays faithful enough to appeal to everybody who bought it the first time around, while fixing annoying things like slightly awkward control and over-simplistic gameplay. So it looks like this is going to be absolutely huge!

Released **November**

CHILDISH

Here comes the Smurfs

Look everyone it's a game for small children. How cool!







There's no real objective to the Smurfs. Just wander around!

These little blue guys used to be quite cool, when you were three. Now powerhouse Infogrames have tied up the PlayStation rights to generate games based around their antics. The thing is, this really is going to be an out-and-out children's game. Large sections of it have no objective other than to wander around as a Smurf interacting with the scenery. So if you're looking for something to make sure your little brother stays out of the way while you get busy with your girlfriend, get them this when it comes out.

Released **November**

yro 2





He's grown a little since his last adventure and has developed new skills

trackrecord

Developer: **Insomnaic**
Track Record: Spyro ☆☆☆☆
Publisher: **Sony**



Paul McNally looks forward to Tokyo this month and PlayStation 2

Any day now I'm flying off to Tokyo once more, this time for the official launch of the PlayStation 2 at the Tokyo Game Show. At the time of writing we're being promised a look at the new case, the first games that will be released and a final specification sheet of what the thing can do. Then once this is over, the world will begin to gear itself up for a December launch in Japan.

And so will begin a new era in gaming. Sony are promising that only developers with a proven PlayStation track record will be allowed to develop for the new machine in order to keep the quality up. How this pans out in terms of non-Japanese games initially is anybody's guess, but it may (just about) prevent the tide of bandwagon jumpers that a new console invariably brings with it.

Back to the big question on everybody's lips though? What will the box look like? Well, we'll be truthful - we're like everybody else in that we really don't have any idea. Rumour is that it will be half the size of the current PlayStation, so we're expecting something Dreamcast shaped, but we're not going to tease you with pie-in-the-sky artist's impressions. I don't see the point of that. What we can be sure of though is that it will be pretty smart and won't look out of place sitting under your telly.

As far as rivals go, Nintendo has recently announced that its new machine WON'T actually have a DVD drive or a modem and that these will appear later as add-ons. This will allow them to keep the cost and development time down, but industry rumour has it that we won't see the Nintendo "Dolphin" this side of 2001 anyway.

So Sony steal yet more yards on their major rivals, as we wait eagerly to gauge the success of the Dreamcast launch later this month, smug in the knowledge that the PlayStation will obviously win this battle anyway. There really is no stopping them.

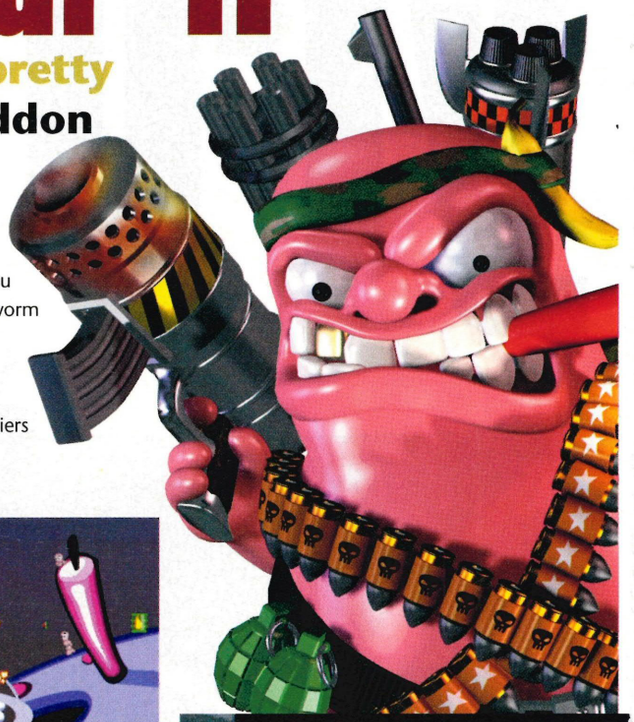
chicken@idg.co.uk

perspective

SQUISH

Worm War II

They're pink, wrinkly and pretty pissed off. Worms Armageddon is now at hand

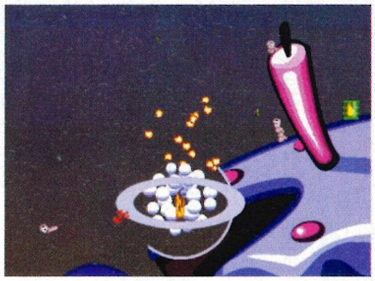


The sequel to the best multiplayer game ever is at last readying itself for a skirmish, Sony style. The long awaited Worms Armageddon has finally been unveiled and has the look of another monster multiplaying ruckfest. New lavish and even more insane backdrops, from breakers yards to Liberty Island, are the stomping grounds where you'll be enjoying the fruits of some seriously vicious wormy warfare, with the testy wrigglers now packing more heat than Sam Janus' in a solarium.

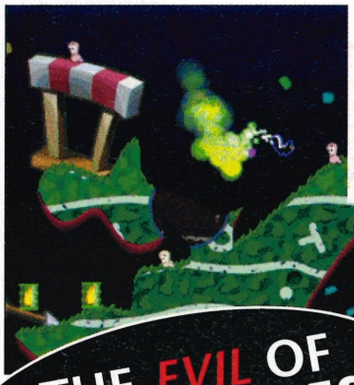
A massive arsenal awaits all worm-mongering fans with new features including a steerable rocket and a solid donkey statue that's dropped from the heavens and can take out enemies and scenery like a full-on delivery of oblivion. Multiple use Ninja ropes, which can be fired out as you fall allow you to swing the entire width of the screen in a few simple moves, are another standout upgrade that'll have you wanting to catch this worm earlier than the proverbial bird.

We'd play with the rampant little pink soldiers all day if we could.

Released **October**





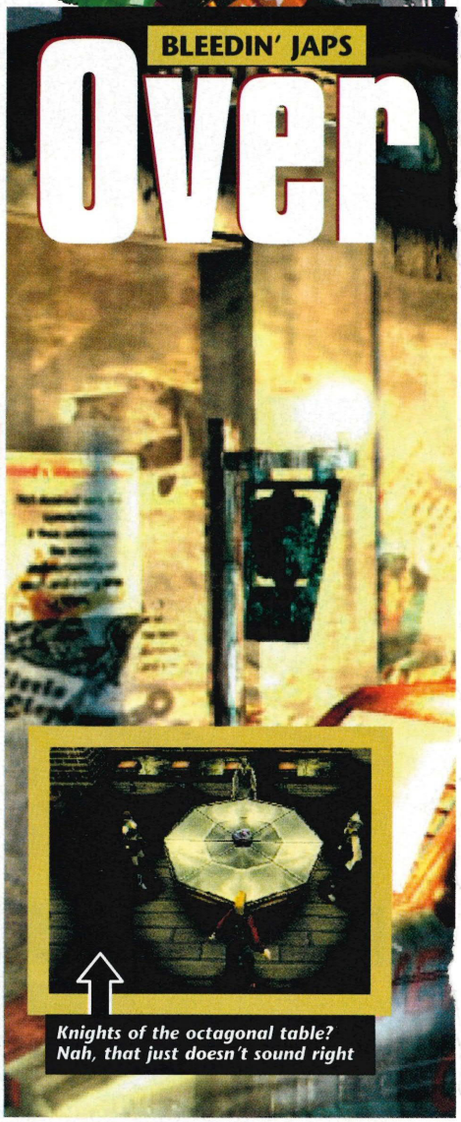


trackrecord

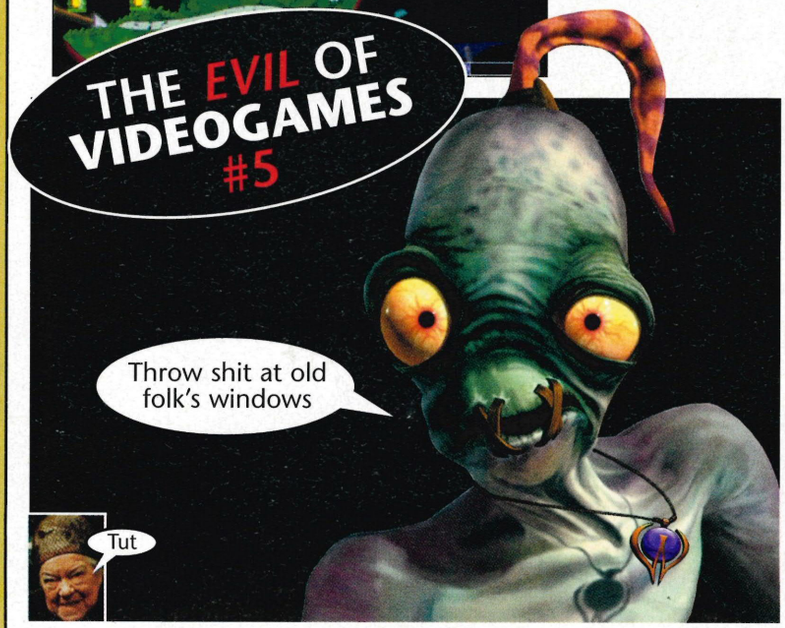
Developer: **Team 17**
Track Record: Worms Platinum ☆☆☆
Publisher: **Hasbro**

BLEEDIN' JAPS

Over



Knights of the octagonal table? Nah, that just doesn't sound right



UPDATE

South Park



Cartman's mom is a clean living virgin!

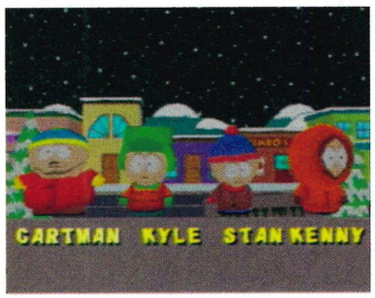
Hello children! The first of the three badly drawn South Park obscenity-fests is currently rocking its badly drawn self towards its PlayStation debut. We've got an early version and believe us, it's going to be funnier than watching Noel Edmunds drowning on his own vomit!

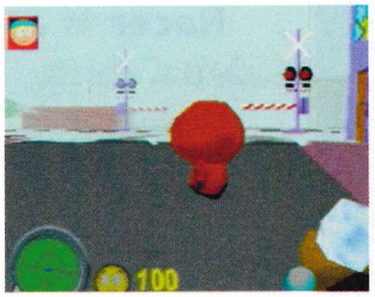
Featuring all the show's best loved characters (but thankfully no Barbara Streisand!) and one of the most rib-cracking multiplayer modes ever, things are looking damned spanky! Frame rates are high, fogging problems are low and the graphics look as close to the TV show as you can get without using sugar paper and a pair of Crayola safety scissors.

South Park looks like it's going to match up to the N64 version in all its pissed-on snowball glory. With its everyday tale of evil comets, mutant killer turkeys and talking Christmas shite, fans are set to be cracking their ribs in laughter. And how can anyone fail to be amused by the sight of innocent woodland creatures being brought to extinction levels by a group of kids armed with cow launchers, sniper chickens and the mysteriously name "fart doll"?

Tree huggin' hippies expect to be offended in late September. There won't be much time to make sweet luv down by the fire though, South Park Rally and Chef's Luv Shack will be licking their salty balls only a month later. Schweet!

Released **September**



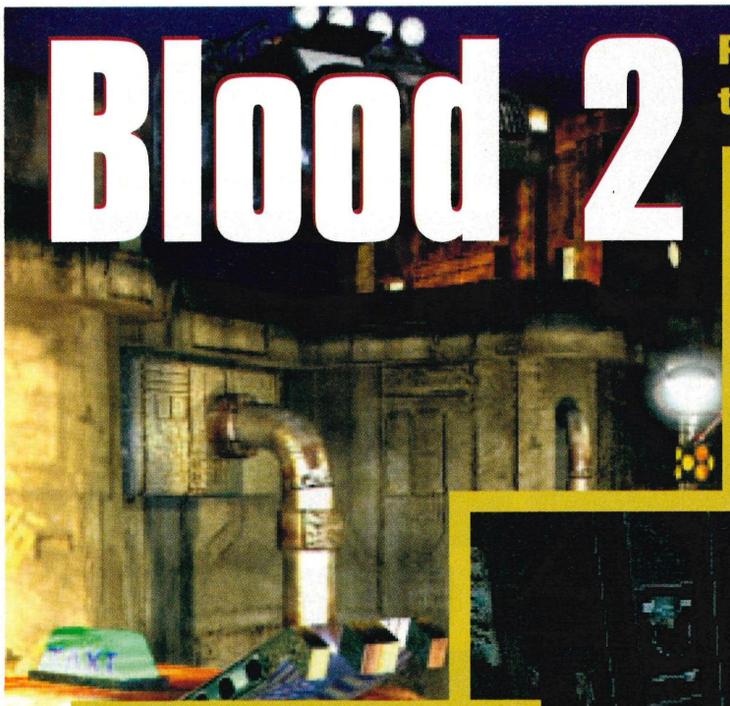




trackrecord
Developer: **Acclaim**
Track Record: WWF Attitude ☆☆☆☆
Publisher: **Acclaim**

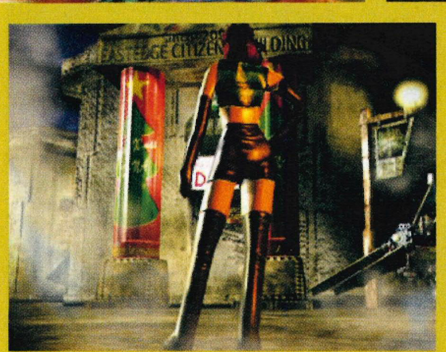
Blood 2

Futuristic adventure that's heavy on the brain and light on the trigger









trackrecord
Developer: **Riverhillsoft**
Track Record: OverBlood ☆☆
Publisher: PBH Systems

Long time readers may remember a smart adventure game by the name of OverBlood. It was a clever Resident Evil/Fade To Black crossover that held our attention with its gripping storyline but, as with most good things, it ended prematurely. Well, sur-prize! Here comes the sequel and it goes a little something like this...

"In the year 2115 AC, the centre of the Earth, called East Edge, is delightfully colourful. It is Christmas soon. The people could not live any longer without the air cooling machine since the unknown temperature rise of the Earth, called the sudden death of the Earth which occurred 70 years ago..." Hang on! This is making absolutely no sense.

Whoever translated the storyline from its native Japanese really needs to be taken outside and forced to read Peter and Jane books. It's written in a way that would make your nose bleed.

Oh well, this still looks like it could be a real stunner. It stretches over two CDs and incorporates 69 fully rounded characters. Judging by the quality of its predecessor, this immense adventure could be a real stormer. Once we become geniuses in Japanese grammar, we'll bring you more.

Released **October**

wider world

with Marcus Webb

The Disease

Following a summer-long outcry in the USA, Europe and Australia have joined the debate over violent videogames. Most of the furore is directed at home games, but the arcade industry has targeted as an afterthought. In Italy, the Public Prosecutor of the Court of Rome has banned Capcom's consumer title Resident Evil and its sequel. Officials ruled all copies of the Capcom games must be seized, claiming they "incite violence."

Over 5,000 units have been cleared from 350 stores across the country...Perhaps even more ominously, Spain wants the European Union to pass serious restrictions on violent games - restrictions that would apply across the continent...

Meanwhile, on the other side of the world, Australia's government is worried about "new levels of onscreen violence." The Aussie government ratings board will review videogame classifications early next year. The Australian Family Assn. wants ultra-violent games restricted to players 18 and up.

The Cure

After months of violent videogames being battered by negative press and government attacks worldwide, gamers were pleased to see videogames receive a bit of positive publicity... and from a respectable source too.

Scientists working with epilepsy patients say 3D video games produce brainwaves that may help them improve learning and memory. A recent issue of the prestigious U.S. magazine "Nature" said researchers at Brandeis University and the Children's Hospital in Boston have recorded the production of brainwave patterns (known as "theta oscillations") in direct proportion to the difficulty of electronic videogame mazes. Once scientists understand how such rhythms are produced, they may be able to use them to influence learning and memory.

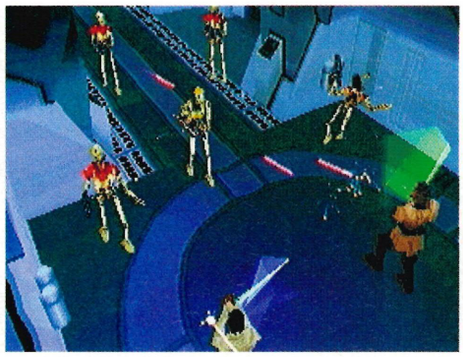
The research could reportedly vindicate claims by some start-up companies producing games to treat learning disorders in children and prompt further attention from major consumer video companies already looking at educational products.



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

SPACE COWBOYS

Star Wars Episode 1 The Phantom Menace

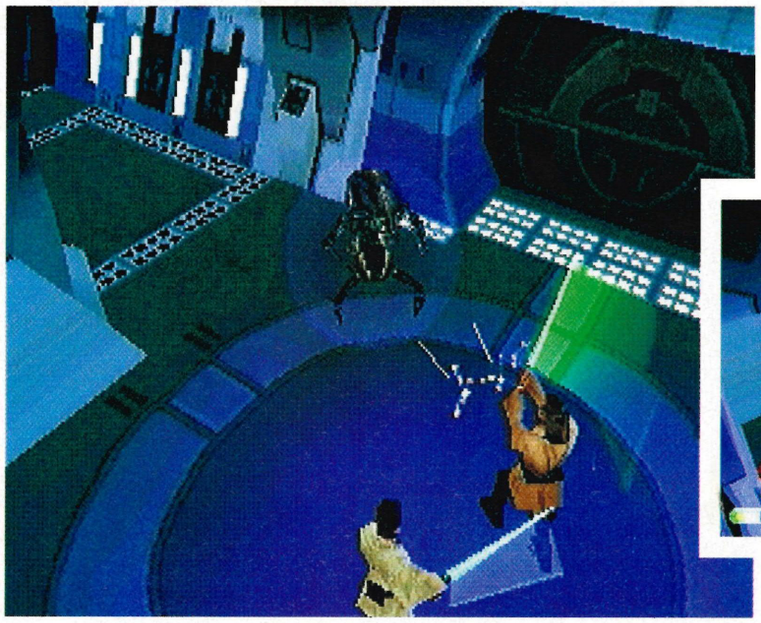


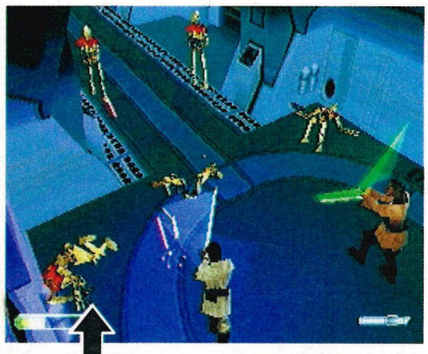
Star Wars Racer is a dead duck, but this should be treat

Setting new standards in movie hype might be like taking candy from a baby for the Lucas team, but ask 'em to produce a racer for the PlayStation and you'll get the kind of puzzled look usually resevered for those who suggest that Star Wars is just another film really, isn't it?

After months of development and a slipped release, Pro can reveal Episode One Racer is now about as likely to appear on our machine as a Mario vs. Sonic fighting game with racist, ageist, homosexual overtones and a boss character called Dr Evil-Walkman-Don't-Buy-Them-Kids-They-Make-You-Blind. It's over. It's done. It ain't gonna happen folks.

LucasArts wouldn't elaborate and UK



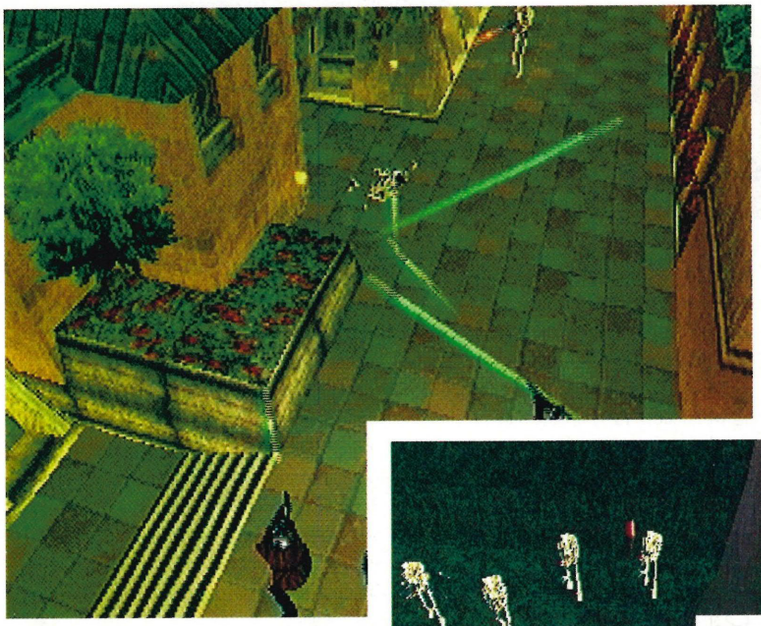


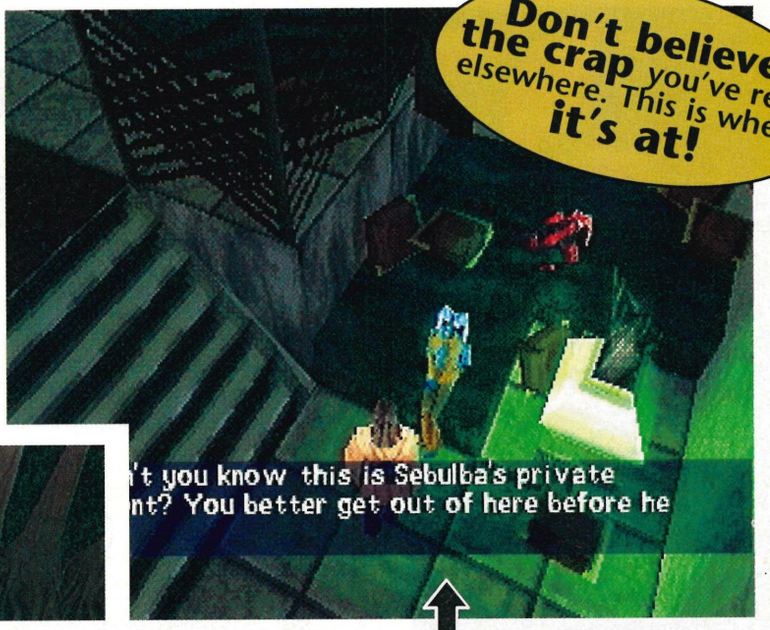
Liam became confused when he was handed the kryptonite light sabre





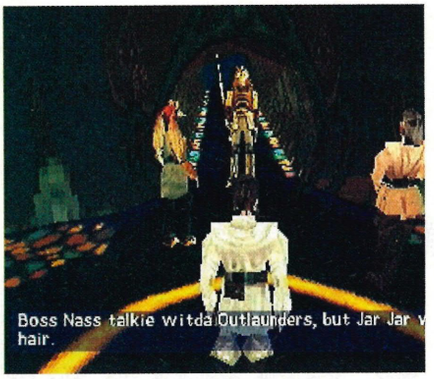
Don't believe the crap you've read elsewhere. This is where it's at!

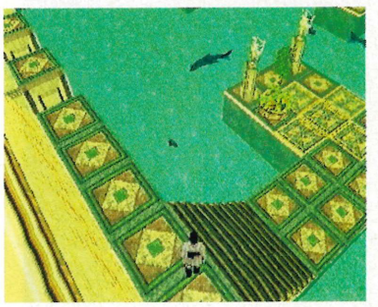




"Before he what?" It'll take more than a genie to scare a Jedi master, love







publisher Activision has little to offer in terms of an explanation, but both parties are looking ahead to the release of The Phantom Menace in October. Which is to say, any time now.

Rick McCallum, producer of The Phantom Menace movie, explained to Pro that there will be certain differences between the game and film. This is because LucasArts first saw film footage as far back as the end of 1995, and began – and continued – modeling a game based on what was at their disposal at any given time. Which generally, was a lot. But George Lucas's penchant for fiddling with material right up to the last minute means that much of what existed three, two, and one-plus years ago underwent a few tweaks by the time of the movie's release.

"It is," maintains Lucasarts President Jack Sorensen, "true to the film. But it's an earlier vision of the film than that which you'll have seen."

Clear as mud, then, but our great mate Jacko is delighted with the way it's all panned out and believes The Phantom Menace is on to a winner if only because of the "level of corroboration" between the Lucas game and movie factions which other licensing developers don't have.

This has allowed the creators to produce 12 stages which each re-enact a major part of the film. So you've got the bit at the start on the Federation ship, where Ewan's hilarious Guiness-mimic accent is first heard; the bit in the swamps in Naboo (you have seen the film, haven't you?); the bit with the Darth Maul scrap, the bit where the ship needs fixing; the bit with the pod race (sort of) and more.

Anyone paying attention will realise that all of these sequences are widely different, and you'd be right. Which is why The Phantom Menace is part shooter, part adventure and part RPG. It will, say LucasArts, be all three at once. But then they said Star Wars Racer was coming out for PSX.

Players can control Obi-Wan, Qui-Gon Jinn, Anakin and Captain Panaka (who said 'Who?'), and will meet with varying success in certain situations since each has got his own strengths and weaknesses. Weapons are left waiting to be found and it's a certainty the larger ones will be desperately needed in the latter stages because there'll be a crazy amount of seemingly intelligent enemies to overcome.

Shame about its belated arrival then, but with FF VIII, GT2 and now this all slated to be in the shops for mid October, the Halloween month should witness the biggest collection of empty wallets since the last time Man United unveiled a third away kit. In Devon. Released **October**

'The Phantom Menace is part shooter, part adventure and part RPG. It will, says LucasArts, be all three at once. But then they said Star Wars Racer was coming soon'

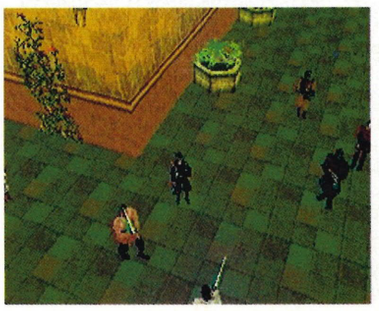
Web Masters

Anything you still need to know about The Phantom Menace can be found on that bastion of cyber-geekery, the internet. Providing you know where to look. Pro did a search on loads of Star Wars related "things" to find out who's in with the, ahem, in crowd.

	web sites		
Phantom Menace	62,020	Jar Jar Binks	3,960
George Lucas	32,286	Ahmed Best	803
Natalie Portman	9,263	Obsessive geeks	7
Queen Amidala	4,416	Obi Wan	20,220
Jake Lloyd	3,203	Ewan McGregor	12,590
Anakin Skywalker	9,282	Qui Gon Jinn	4,225
Anal retentive	4,993	Qui Gon Jin	8
Yoda	86,700	Qui Gon Gin	11
Frank Oz	3,070	Breasts	941,647



Of course, formica floors were different back in that galaxy, a long, long time ago





USA

correspondent Quincy Prendergast tackles the latest sporting games hitting US turf

Sport has been the hot Stateside topic lately, and things have been getting real tense following an awesome announcement from THQ that gave MTV's legion of snowboarding viewers something special to look forward to.

MTV Sports: Snowboarding will keep boarders well represented on PlayStation by featuring a whole mountain range, six real cool riders and all of the extreme events those radical snow-surfers live for, like Big Air, Half Pipe and Freeride. But what's really got us trippin' is the customisable 'create-a-park' mode in which players will be able to design, build and save their very own courses straight to a memory card. Cool.

Meanwhile, the first grapple title from EA since they snatched the WCW license from THQ, is **WCW Mayhem**, and it's had sports fans drooling with delirious anticipation.

In a major step forward for the genre, wrestling bouts, or pathetic comic-strip pant-o-mime as you Brits like to call it, can spill out of the ring and into the backstage area where you can take the brawl into, say, a dressing room, where a few other man mountains may be chilling – until you show up. You can even take it out to the parking lot!

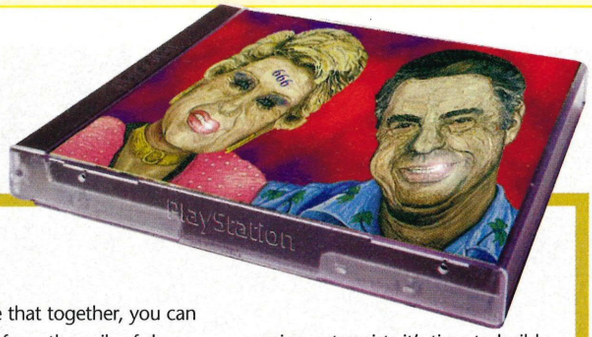
There's a career feature called 'Quest for the Best' which will reward players with new guys and game modes after nearly every match, and the special pay-per-view mode is sounding a blast too. Players can enter a password, obtained from a real pay-per-view TV event, and instantly get all the relevant matches and line-ups from that event right on their console. Pretty funky huh?

Then there's the daddy of all football games, **Madden 2000**. The new features are subtle, but improve the game by an amazing amount. For instance, the set-up screen allows you to customise everything, even the opponent's AI, and it has an amazingly in-depth management mode as well as the most impressive animations I've ever seen in a videogame.

It's gonna be one hell of a season.

gameon

It's coming soon, really!



TV Evangelist Robo Hunter: Extreme Prejudice 2

It's spent nearly 2,000 years in development hell, but now it's here. You take the role of an American Television Evangelist on his path from obscurity to infamy. The game is split into a series of sub-games, each one defining a pinnacle moment in your career.

Hallelujah! Praise be

After being blinded by the heavenly light of Cuzin' Bobby's pick-up truck, your character is blessed with the ability to find a God fearing, shopaholic and make-up intensive wife. Together in wedded bliss you begin to realise that together, you can save the world from the evils of drugs, homosexuality and foul-mouthed games journalists. Hallehluyahhhh!

Level two and it's off to you local public access TV channel. Skilful manipulation of an FA Manager style subsection and your presence in front of the cameras will begin to win you viewers. Now you've gained the attention of lost souls, it's time to make some serious wonga (hint: charge members of your "flock" $99 for the privilege of owning a fully poseable messiah doll and watch the money come flying in!)

With the adoration of 60 million gun owning extremists it's time to build your Jesus inspired wonderland. Enter the Sim City style element of neon crucifixes, candy floss cathedrals and the world famous march of the martyrs. But be warned. Somewhere on the screen waits an up and "coming" porn star who just can't wait to pray at your chapel and bring your kingdom down around your head, just as your pants are around your ankles.

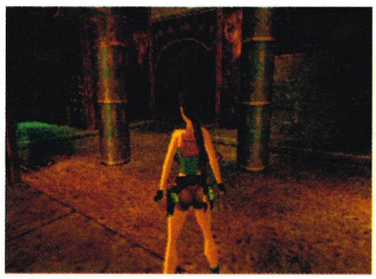
Only by beating a series of Robotic lawyers can you possibly stand a chance of salvation. Bless ya awl!

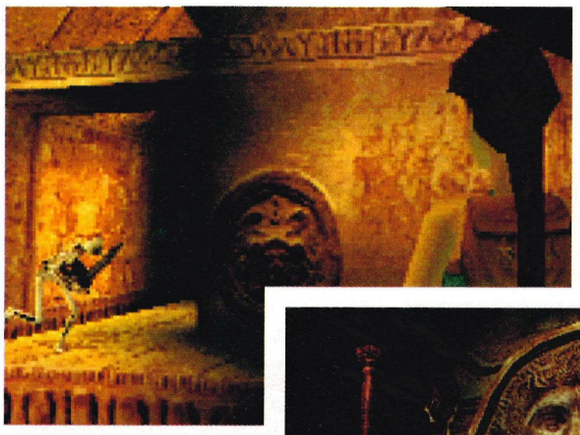
Next Month: GM Food Combat Mythology

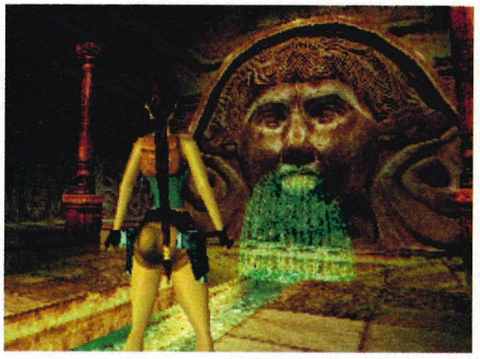
QUEEN THIEF

Tomb Raider

The Last Revelation







Based entirely in Egypt, Last Revelation's plot revolves around ancient mythology and the alignment of the stars at the impending millennium. The plot line for this prequel to the original Tomb Raider is still a little sketchy, but it has something to do with escaping a terrifying destiny and saving humanity after the overly keen Ms Croft gets her grubby thieving mitts on an ancient artefact and, in a round-about way, triggers the beginning of the end of the world. She just couldn't resist raiding those Pharaoh's' tombs could she, eh? The daft cow. Women and glittery stuff – you just know it's all gonna end in tears.

Anyway, Lara's pseudo-debut duty is to rectify her wrong doings, which no doubt will lead her round countless Pyramids and Sphinx type constructions. Eidos are promising Lara a load of new moves to help her out, including a first-person perspective option, a new inventory system that now allows items to be combined and collected and stored with greater ease, spunky new graphics and the elimination of those testy waiting screens with seamless loading and some nifty FMV distractions. So it's all sounding damn exciting.

Released: **November**

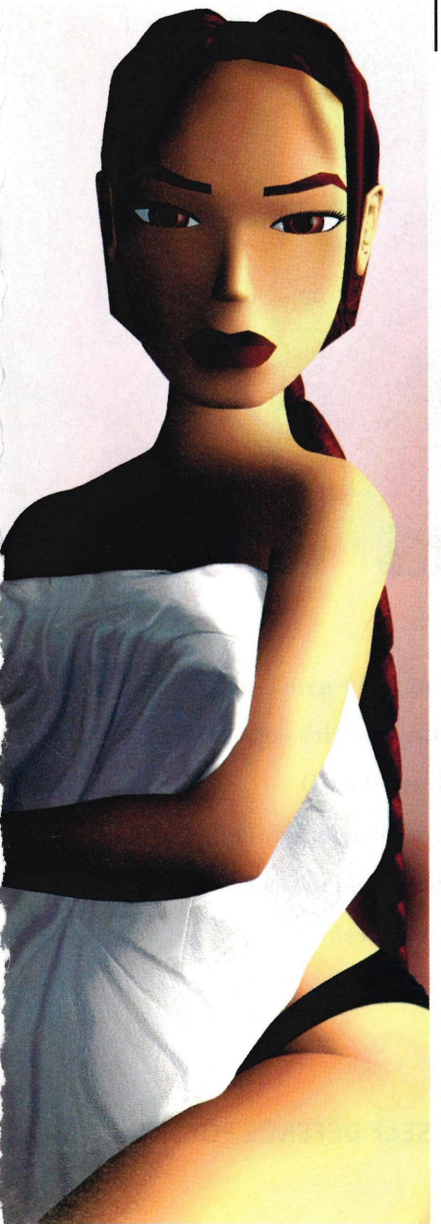
CAREERING CRIMINAL

Vigilante 8 Second Offence

Grooveriding roadblaster that's back for another disco inferno





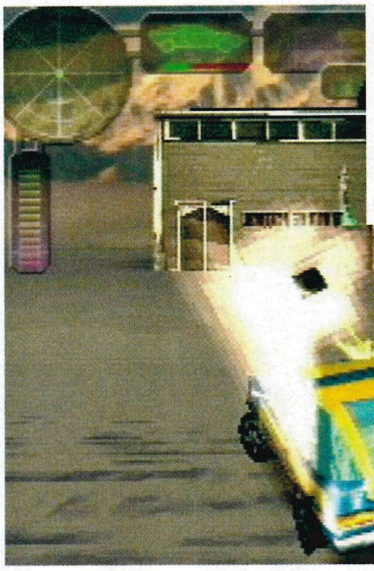


Now, we know that Vigilante 8 was a rather top automobile gun'em-up. We played it to death and loved every retro-styled second of it. But did you listen to our praises? Did you buggery you bastards!

Well, you're going to get a second chance to get behind the wheel with the hot-doggin' sequel. The Second Offence will give you lucky people the chance to take your hotrod out to the badlands of a future America. These Seventies inspired automobiles can now be customised thanks to a rather smart sounding customisation feature.

By wreaking havoc through the game's 10 free-roaming arenas, you will gain special points. These little beauties can then be spent on extra nuts and bolts and turn your Sinclair C-5 into a Trans Am of death. As you'd expect from a car based combat game with no costly licences to deal with, all damage will be fully visible. So when you and your three other mates get fly with the four-player option, you're get to take each other apart piece by jagged piece.

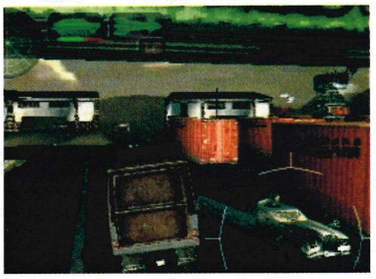
The Second Offence promises to take Vigilante 8 to a new level of graphical detail with added exhaust, fog, water and huge bloody explosions.
Released **November**

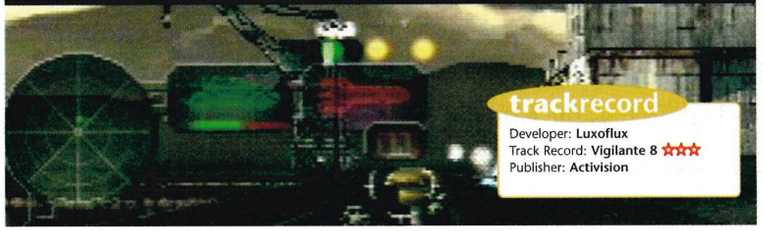


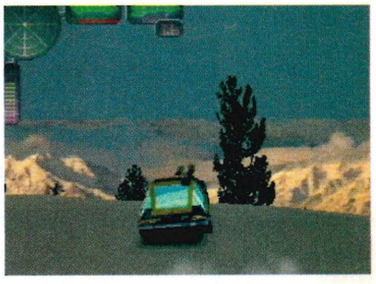












trackrecord

Developer: **Luxoflux**
Track Record: **Vigilante 8** ☆☆☆
Publisher: **Activision**



LARA MEETS

Lara likes it rough. We all know that. Scratches, bumps and grinds are all in a day's work. So of course she needs protection. But while two semi-automatic pistols and an energy drink may be great for her, they're not much use to your games CD. Like Lara, they aren't indestructible. And they're not cheap either.

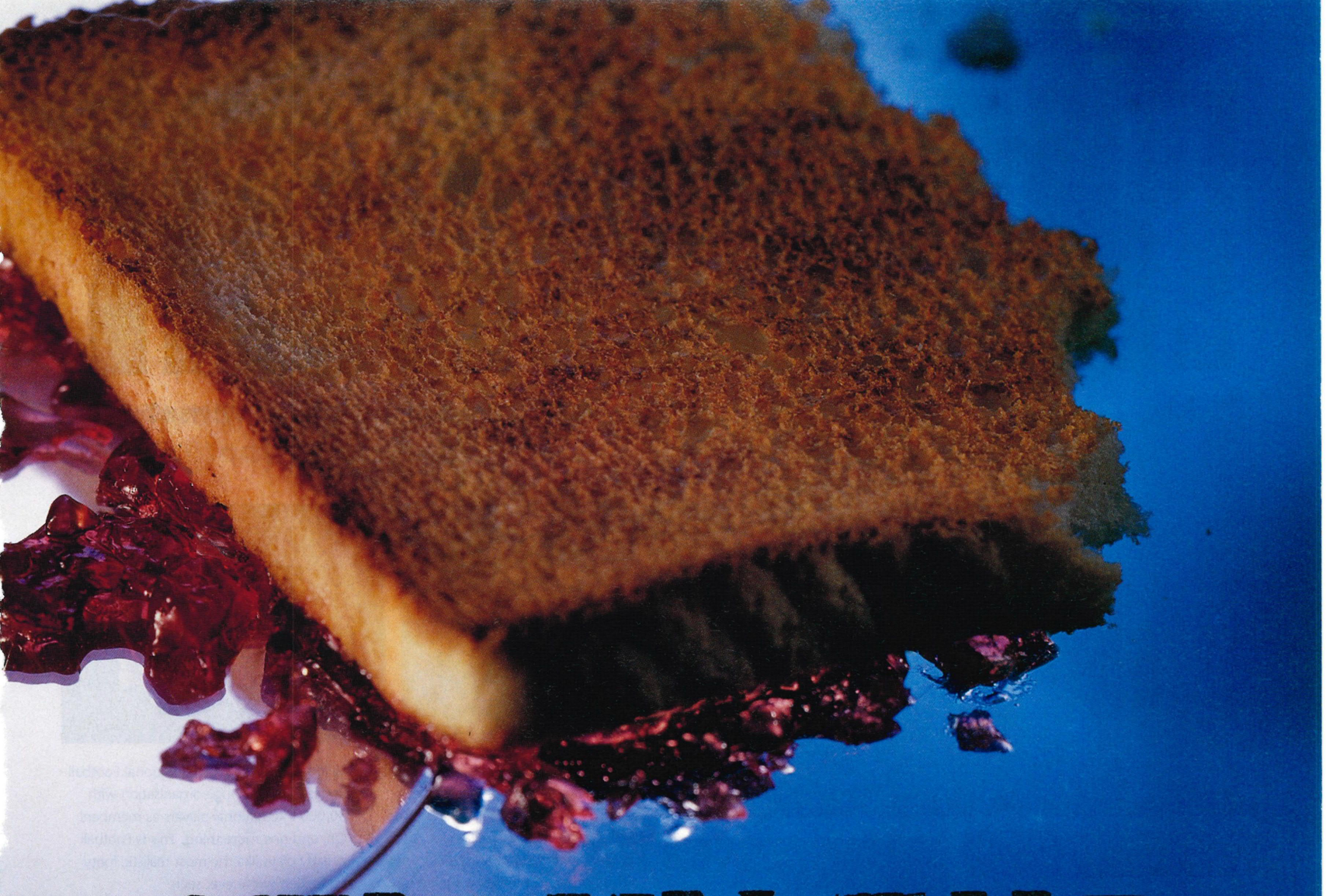
Fortunately you can now protect your favourite games from damage with something as high tech as the CD itself – CDfender. Its optical quality polycarbonate film shields the disc but lets the laser read the data.

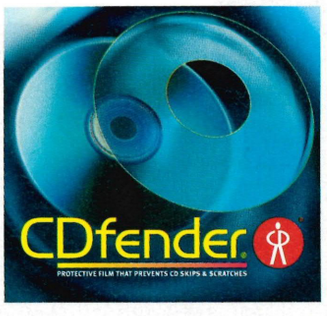
CDfender fits perfectly over any CD – game, music or CD-ROM – and stays put play after play. It's cohesive rather than adhesive so it remains safely on the CD.

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FEVER PITCH

THIS IS Football

Realism, replays and rematches. Is it just another footy game?







Players can choose from a variety of celebratory dances and run-bys





It's a sweltering Tuesday morning, July 1999. A gathering of international journalists swarm upon The Cobden Club, a small, dark, old fellas club, that looks like some kind of Masonic chapel.

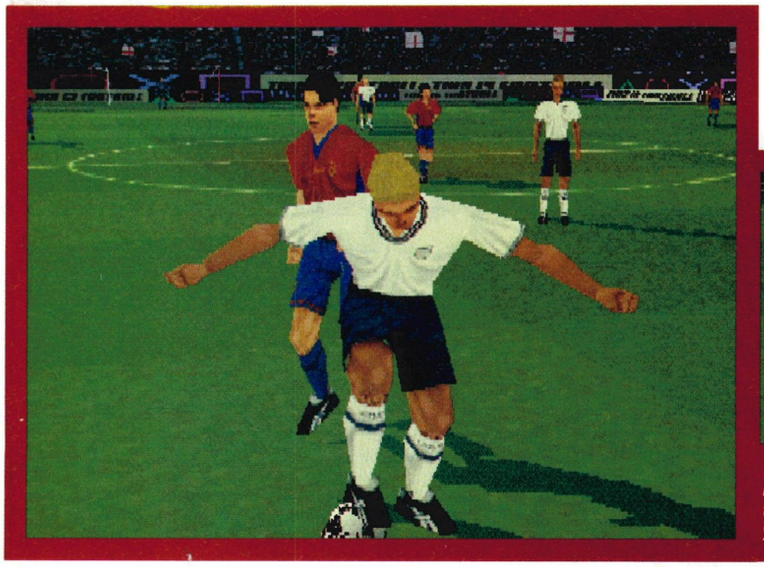
This odd way of bringing such a big title to the press may seem a little over-confident, but This Is Football already has so much going for it that it doesn't need the whistles and bells, fancy lights and high-powered presentation of other big console footy games.

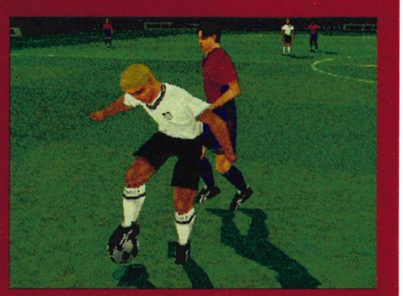
For a start, Sony's development team on this project are the same team who revolutionised realism in sports games with NBA Pro '96. This Is Football will also be the first footy title to get the backing of FIFPro (Federation of International Football Professionals), a huge organisation with 30,000 international players as members. Oh, and one more thing, This Is Football already plays like the most realistic footy simulation we've ever seen.

it's the real thing

By now, enough football titles have been released on the PlayStation for console owners to know exactly what to expect from a new game. This Is Football will be no exception, with a staggering amount of graphical realism, right down to camera flashes in the crowd and options to create the team flags waved by the spectators. The next step in replay technology will also be implemented, showing those golden goals from every angle (allowing you to get up as close as the laces on the players' boots).

'There's a staggering amount of graphical realism, right down to camera flashes in the crowd and options to create the team flags waved by spectators'



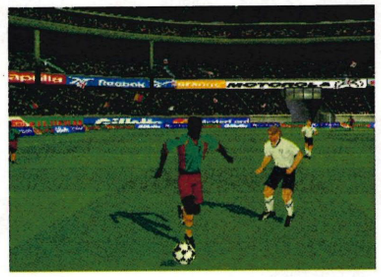


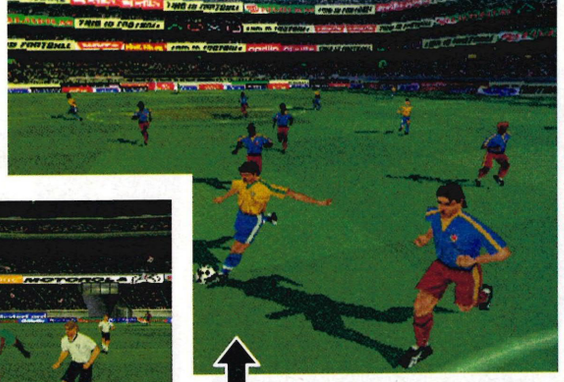
The high level of detail in the players means that more and more complex tackles can be performed. During replays you can also get real close to the action

What's different here from the mass of FIFA and Actua sequels that we see each year is the incredible level of depth and realism within the actual all-important gameplay. This Is Football was created from scratch, without any overused engine as its base, which meant the developers discovered opportunities for getting one over on the existing football titles.

Firstly, there will be a supreme amount of moves available to the player. The simple method (tapping a button to pass, tapping









Everything about the teams is customisable. Right down to eye colour

another to shoot etc.) will be there, but by holding buttons down, or tapping them twice (or with combinations) a massive rainbow of moves will be available. Through balls, after-touch swerves, unique defensive blocks, first touch volleys, chest and thigh reflections, step-overs, body swerves, and the ability to flick the ball on to other players will all be available with a simple combination. Players lose energy if they leg it about too much, and actually start hobbling if they're injured and need to be subbed.

eat, sleep, feck

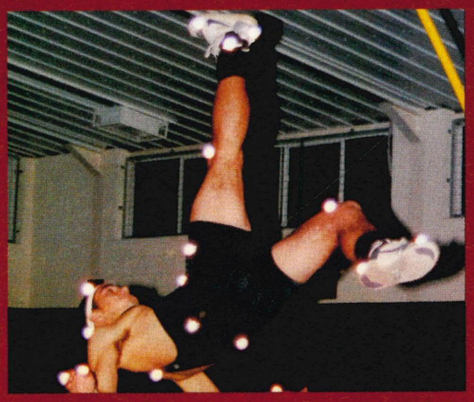
Over 230 authentic teams will be packaged with This Is Football, featuring the individual playing styles and characteristics of every single player. Players will also be able to adjust or create their own players and teams from scratch, with over 2,000 possible kit designs, 30 flag designs, 26 individual player attributes to adjust and over 5,000 player faces to select from. It will even be possible to choose which way they want their team to celebrate when they score a match winning goal.

Commentaries available in six languages (ITV's own geezer Clive Tyldesley shouting for UK), up to eight players on multi-tap, a unique wide-screen mode (which actually reveals more of the pitch) and a smattering of fun play modes (including the chance to play soccer on the beach) all mean that there's certainly a lot to keep footy fans and PlayStation owners alike happy for a long time. This is one to watch out for, and that's exactly what we'll be doing until its release.

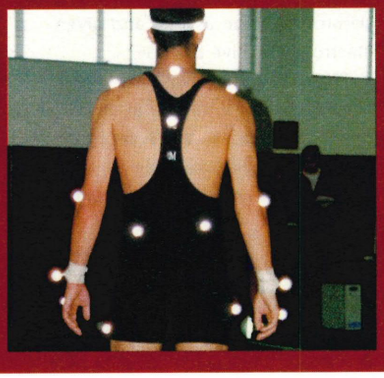
Released **October**

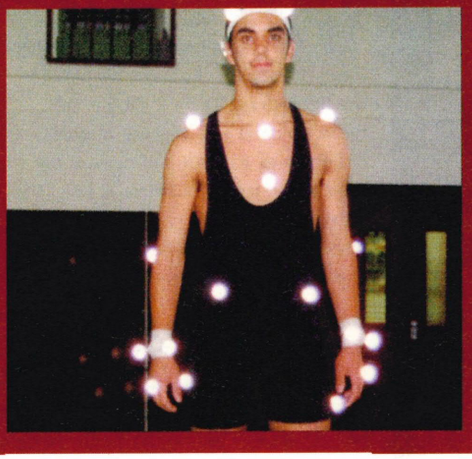
Motion Colour Scene

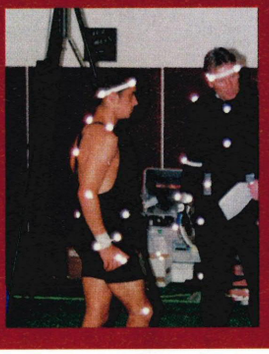
To get that " Oh my God, its real!" feeling, the developers of This Is Football had to get the footballers' movements as close to the professionals' actions as possible. They did this by forcing real-life professionals to stick shiny balls all over their person and jump about in a big, locked room. By tracking the reflective balls, a computer creates a wireframe of the players, which can then be covered with a virtual skin and programmed into the game. It is believed that Sony now has over 200 innocent people locked in 'capture camps', solely for use as motion capture subjects for their games. At least 60 children have disappeared in the last five months. Rumours suggest they will be forced to wear dragon suits for the next Spyro game.

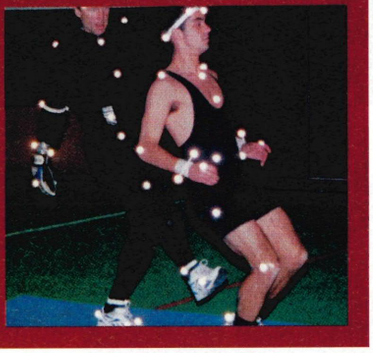












Wanna sell
your Metal Gear Solid?



trackrecord
Developer: **Syrox**
Track Record: **Asteroids** ☆
Publisher: **Activision**



X-FACTOR!

X-Men

Uncanny freaks get busy with the Lycra



Marvel Comic's hotter than hot uncanny X-Men are finally getting ready to don their gaudy costumes and step into the battle arena to fight for the future of mutantkind. Players will take on the evil Apocalypse in the ultimate battle for survival in a series of character dedicated arenas.

"What the hell?" You cry. Well, it's simple really. Not only will you take control of Wolverine and his chum's twisted powers, you'll also benefit if they're fighting on their own turf. Each character has an area that befits their abilities. For example, foes will fumble on frozen floors as they take on Iceman in his hood, get distracted as Cyclops smacks their bitch up in his local opticians (actually, that one's a lie) and battle Beast in the poodle parlour (another lie).

You've read the comics, watched the cartoons and slurped on the sweet, sweet candy, but you'll have to stick with us to hear more on this rather promising Superhero face-breaker. Released **October**

PREVIEW

Super Speedy Animals

They've banned cock-fighting, bear-baiting and llama wrestling, but who's gonna' stop Crash Team Racing?

We don't have Mario Kart on the PlayStation. So what? Here comes a mad-assed marsupial who's got his paw to the floor. Crash Team Racing is the turbo-boosted tale of good buddies, old enemies and one sad bastard by the catchy handle of Nitros Oxide. The rather pissed-off Mr O plans to warp days into hours, minutes into seconds and that unit that's less than seconds into some unit of time that's a hell of a lot shorter. What a dick!

Luckily for us, all our favourite Crash Bandicoot characters have put aside personal grudges and are revving-up to beat this velocity-obsessed geek in a series of comedy-caper races. Well you would, wouldn't you?

Naughty Dog are pulling out all the stops to make Crash Team Racer the most stunning speed event of the year. Imagine a world where frame rates are super-fast, visuals are hi-res and if anyone said they'd witnesses objects popping-up out of nowhere, they'd be slammed into an asylum and given electro-convulsive therapy.

The road-ripping will take place across adventure, time trial, battle and grand prix modes. And what's more, four players can take their customisable carts out at the same time. And the speed will not suffer. And the graphics will be needle sharp. Amen!

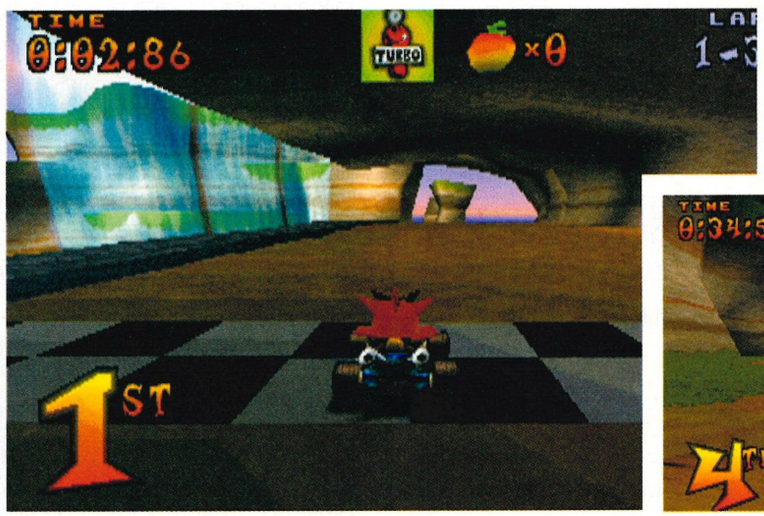
'They've got bowling balls. They've got power-slides. They've got turbos. But best of all, they've got big, big air time!'

On their gas-guzzling quest, our goofy pals will smash open crates, pick up comedy weapons and prove that when it comes to racing, there are no rules. They've got bowling bombs. They've got power-slides. They've got turbos. But best of all, they've got big, big air-time!



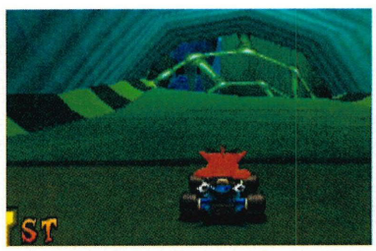
It's your licence to more rib-cage ripping than an organ donor card







By conserving your power-ups you can guarantee that a bump in the road will turn into a launch pad to low orbit! It looks good, it sounds good and by God, it even smells good! Stay tooned to Pro!
Released **November**



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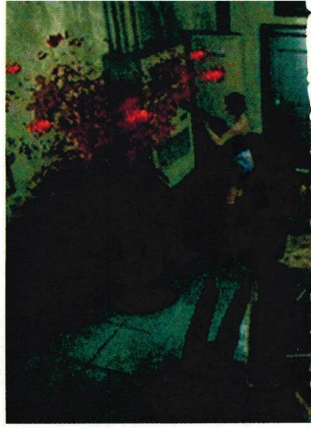
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in association with GAME



ASS TWITCHER

Gore Blimey!

Resident Evil 3 Nemesis

is gonna take your sphincter to new pinnacles of relaxation





We've played it, and we've seen the future of toilet cleansers. It's bright – as you're gonna be needing plenty of Harpic Fresh when Res Evil 3 Nemesis reaches release. This prequel/sequel continuance of the series is surely going to be the most intense Evil outing so far after Pro was granted the privilege of sampling some of the later parts of the game before anyone else, and we can confirm – you're gonna need balls the size of grapefruits to play this alone in the dark.

Continuing with the role of Jill Valentine (the sexy brunette chick from the original) Resident Evil 3 Nemesis plants you slap bang in the shit attracting Racoon City, following on from the action in the first game. Jill's





"Scissors, paper..." Jill and Carlos decide who's gonna kick off with the Nemesis

zombie fragging spree runs alongside Res Evil 2, in so much as it's all supposed to be happening at the same time – Jill will venture into locations such as the Racoon Police HQ, but most of her adventure takes place in the vast outdoor areas of the city, whilst Leon and Claire are busy legging it around the maze-like Police HQ, and it all culminates with a battle after the Res 2 heroes have escaped.

Of course you won't bump into the Res 2 guys, instead the character you swap with this time is with a young mercenary sent in to cover up the evidence called Carlos Oliveira. He takes over the escape after Jill is poisoned, but there are a few appearances from some of your favourite grizzly ghouls, not to mention the heart-attacking new line up of funk faced dead dudes.

The stock zombies remain the same, though they all wear different clothes rather than just having a small selection from Age Concern and Fosters Mens, and will spit, bite, crawl and grab for all they're worth. A new skinless bast', not unlike the famous Licker, makes an appearance at regular intervals and quickly plants a kisser on you whilst trying to suck your lungs out, but the crowning glory is the killer named in the title. The Nemesis zombie – is one scary sonofabitch.

Does he amble after you with a cold calculating grimace? Does he lethargically throw punches once in a while? Does he 'eckers like! He legs it like an undead Linford in a relay, he smashes through the door you've wasted time locking in a vain attempt to stop him, he rains punches at you like a rabid Prince Naz and if you're out of reach the sneaky f*cker has a pump action rocket launcher strapped to his back. Oh yes! You'd better run, you'd better hide – this Resident Evil has yet to be tamed.

Released: **February 2000**



PAIN DEVILS

Quake II

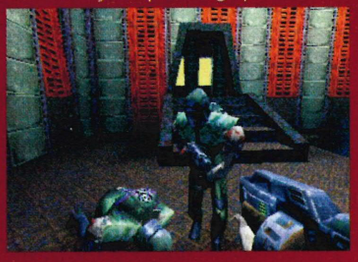
This f*cker's gonna hit you so hard you'll think a brain tumour's a birthday present

We've seen it and Quake II on the PlayStation is going to be a bit of a revelation. In fact, you're looking at the all-time shoot'em-up masterpiece of gore and chaos.

Quake II's one player mode will use a mission-based system, each level illustrated by a super-fast graphics engine. It'll be realised in hi-resolution with an amazing level of detail, allowing players to run haplessly through a 3D arena of complex corridors and rooms, solve puzzles and fight relentless demonic forces. Judging by the preview version of the game, it seems that the multiplayer modes (up to four players, split screen) will feature little or no graphical slow-down, making Quake II a huge post-pub favourite. More visual gifts await in the form of realistic fluid effects (that's 'water' for the lay-person) and some serious kick-ass explosions.

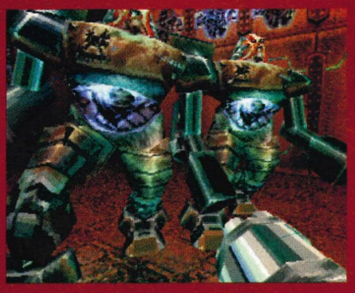
If you thought Quake II was going to be another Duke Nukem 3D, then think again. Developers Hammerhead are doing a fine job of bringing the menacing worlds of Quake II to the PlayStation. With a massive arsenal of weapons and death-dealing action at your fingertips, you're going to want to keep an eye on this baby.

Released **October**









trackrecord

Developer: **Hammerhead**
Track Record: **Shadow Masters** ☆☆☆
Publisher: **Psygnosis**

Turn to page 139

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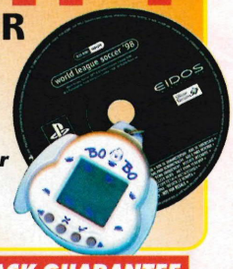
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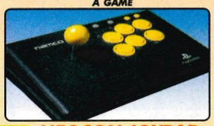


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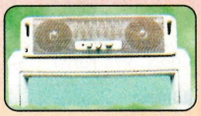
NUGEN ASSASSIN LIGHT GUN....£30.99

SPEAKER SYSTEMS

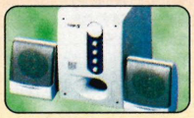
The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
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FIRE XPLORER CHEAT CART
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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.

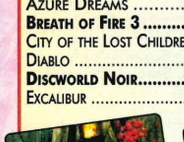
ADVENTURE / ROLE PLAYING

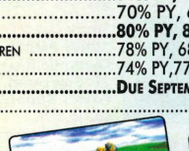


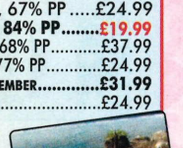


Discworld Noir *takes you to the darker side of the Discworld. Set in the city of Ankh-Morpork, you play Lewton, a private investigator. Familiar characters such as Death, the Patrician, Vimes and Nobby are all here and the game is filled with Pratchett humour. A must for all Discworld fans!* **RRP £44.99 Our price £32.99**

Alundra	**91% PY, 91% PP**	**£17.99**
Azure Dreams	70% PY, 67% PP	£24.99
Breath of Fire 3	**80% PY, 84% PP**	**£19.99**
City of the Lost Children	78% PY, 68% PP	£37.99
Diablo	74% PY,77% PP	£24.99
Discworld Noir	**Due September**	**£31.99**
Excalibur		£24.99

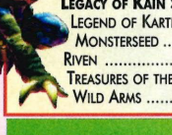






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Final Fantasy 7	**93% PY, 97% PP**		**£17.99**
Granstream Saga	76% PY, 55% PP		£29.99
Guardians Crusade	Out Now		£24.99
Kingsfield	61% PY		£14.99
Legacy of Kain Soul Reaver	**Due 3rd September**		**£31.99**
Legend of Kartia	Due September		£28.99
Monsterseed			£27.99
Riven	84% PP		£24.99
Treasures of the Deep	83% PY, 78% PP		£22.99
Wild Arms	85% PY, 83% PP		£29.99

BEAT 'EM UP







	TEKKEN 3	RIVAL SCHOOLS	STREETFIGHTER ALPHA 3
Bloody Roar	85% PY		£18.99
Bloody Roar 2	**Out Now**		**£31.99**
Bushido Blade	**94% PY, 83% PP**		**£21.99**
Capcom Generations	Due 13th August		£32.99
Darkstalkers 3	89% PY, 71% PP		£31.99
Evil Zone	Out Now		£29.99
Kensei Sacred Fist	75% PY, 75% PP		£28.99
Marvel Super Heroes V Streetfighter	84% PY,		£32.99
Mortal Kombat 4	87% PY,		£19.99
Mortal Kombat Trilogy	92% PY, 91% PP		£18.99
Pocket Fighter	84% PY		£19.99
Rise of the Robots 2:The Resurrection			£9.99
Rival Schools	96% PY		£24.99
Soul Blade	**96% PY, 94% PP**		**£18.99**
Streetfighter Collection	67% PY, 87% PP		£29.99
Streetfighter Collection 2	out now		£32.99
Streetfighter Alpha 3	Out Now		£31.99
Tekken 2	95% PY, 95% PP		£18.99
Tekken 3	**94% PY, 96% PP**		**£28.99**
Tobal No.1	94% PY, 91% PP		£14.99
Toshinden 2	74% PY		£12.99
Toshinden 3	78% PY, 76% PP		£24.99

DRIVING / RACING





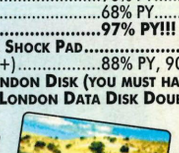


RRP £39.99

Our price £30.99

Ayrton Senna Racing 2		£19.99
Bomberman Fantasy Racing	Out Now	£29.99
Bugriders	N/A	£9.99
Burning Road	**90% PY**	£12.99
Carmageddon	**Due September**	**£29.99**
Circuit Breakers	81% PY, 80% PP	£19.99
Colin McRae Rally	**93% PY**	**£18.99**
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	50% PY	£19.99
Driver	**94% PY**	**£30.99**
Formula 1	84% PY, 88% PP	£18.99
Formula 1 '97	90% PY	£17.99
Formula 1 '98	68% PY	£21.99
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Gran Turismo + Dual Shock Pad		**£29.99**
Grand Theft Auto (18+)	88% PY, 90% PP	£14.99
Grand Theft Auto London Disk (you must have GTA)		**£15.99**
Grand Theft Auto & London Data Disk Double Pack		**£26.99**

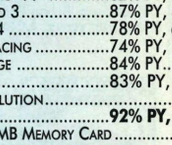






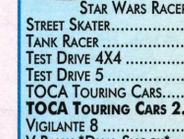
	MOTO RACER 2	COLIN McCRAE RALLY	NEED FOR SPEED 4
Jeremy McGrath's Supercross 98	67% PY, 52% PP		£18.99
Jetrider 2	78% PY		£14.99
Max Power Racing	90% PP		£24.99
Megaman Battle & Chase	N/A		£14.99
Micro Machines 3	**92% PY, 95% PP**		£17.99
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Motorhead	79% PY, **92% PP**		£14.99
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Moto Racer 2	87% PY, 91% PP		£25.99
N_2O	70% PY, 89% PP		£9.99
NASCAR Racing '99	82% PY, 64% PP		£17.99
Need For Speed 3	87% PY, 89% PP		£18.99
Need for Speed 4	78% PY, 68% PP		£32.99
Newman Haas Racing	74% PY, 75% PP		£14.99
Porsche Challenge	84% PY		£18.99
Rally Cross 2	83% PY, 79% PP		£29.99
Ridge Racer Revolution			£17.99
Ridge Racer 4	**92% PY, 93% PP**		**£26.99**
Ridge Racer 4 & 1MB Memory Card			£29.99

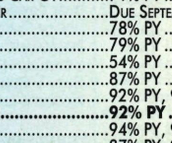






	MONACO GRAND PRIX	RIDGE RACER 4	CARMAGEDDON
Ridge Racer 4 & Jogcon Joypad			£49.99
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Star Wars Racer	Due September		£31.99
Street Skater	78% PY		£32.99
Tank Racer	79% PY		£30.99
Test Drive 4X4	54% PY		£33.99
Test Drive 5	87% PY		£25.99
TOCA Touring Cars	92% PY, 91% PP		£17.99
TOCA Touring Cars 2	**92% PY**		**£23.99**
Vigilante 8	94% PY, 91% PP		£19.99
V Rally *Dual Shock*	87% PY, 94% PP		£18.99
V Rally 2	Out Now		£29.99
Wipeout 2097			£18.99





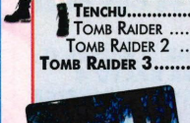


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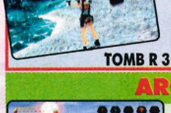






TOMB R 3 TENCHU AKUJI

ARCADE SHOOTERS

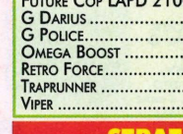


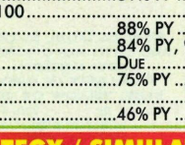


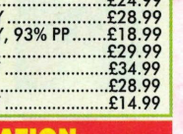


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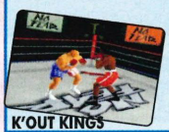
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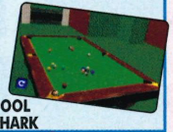



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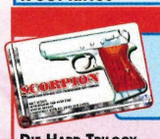
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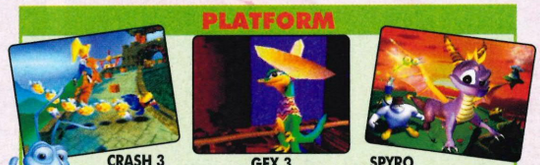
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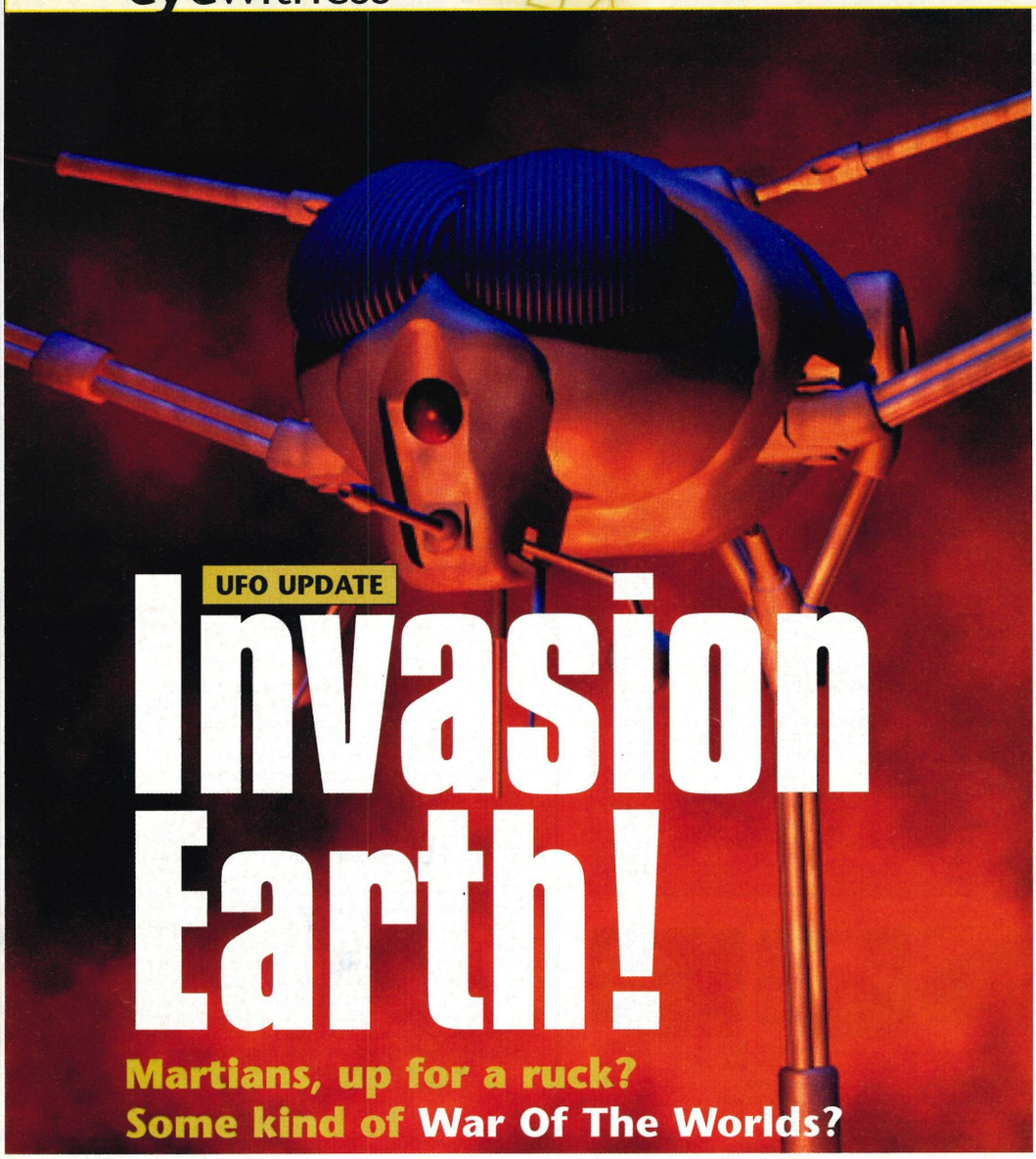
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UFO UPDATE

Invasion Earth!

Martians, up for a ruck? Some kind of War Of The Worlds?

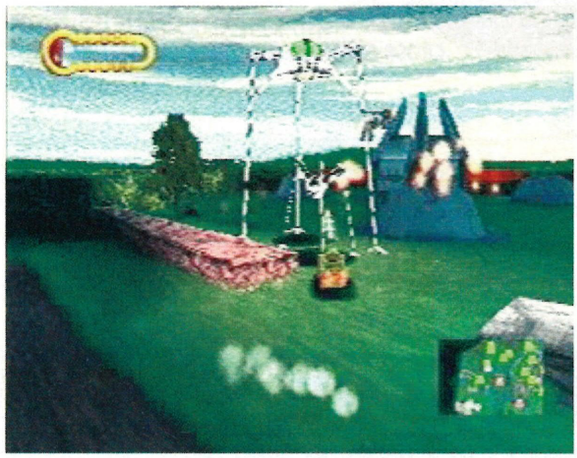
Right then, let's 'ave it! It won't be long now before the invasion assault begins – we've been blessed with a preview copy, and it's coming together quite nicely. There are still loads of bugs to be ironed out, but most of the missions are in there (they're a bit big 'n' 'ard) and it's shaping into quite a nice game, running at a fair old pace too.

It follows the classic plot line of a full on alien ground invasion, and sees you taking on the role of the British Army, switching between armoured transports, tanks, bikes and machine gun turrets as you see fit. The basic make-up of the game is to defend towns, military installations and places essential for your incoming supply line of engineers, troops and new technologies and equipment. That's because re-building on the move is your only chance of victory seeing as though those tripod bastards are pretty trigger-happy. If you run out of retaliation vehicles I afraid it's game over.

Of course there are tactical attacks to be had, everyone likes a skirmish now and then, but defending the innocents will be the priority, which means plenty of bullets, blood and ballsy action, all set to a fantastically re-mixed Jeff Wayne soundtrack. We hope to be 'getting it on' real soon. Stay tuned to this station

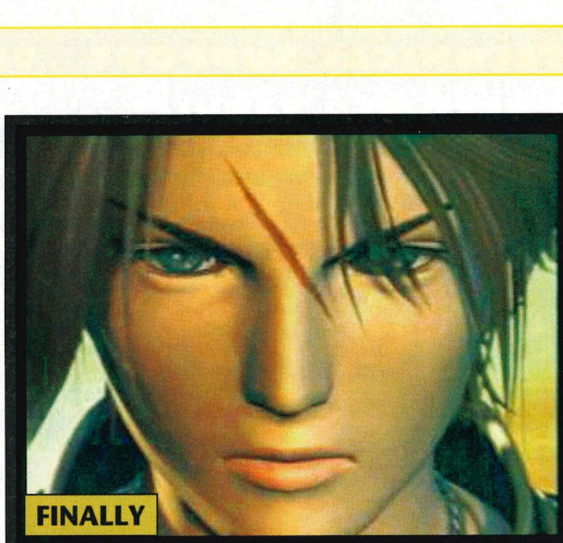
Released **October**







Twenty foot alien bug mobile or local bakery? It's an easy mistake to make



FINALLY

Final Countdown

Final Fantasy VIII's release date looms ever closer...

Get your diaries ready. October 27th should be a date you ring for a visit down to your local games emporium, Yes folks, Final Fantasy VIII will arrive in all its PAL glory by Halloween (if it slips it's not our fault – remember that when you ring in to complain!) so start saving those pennies.

If FFVII is anything to go by, the adventures of Squall Leonhart are going to be re-enacted in thousands and thousands of homes on the first weekend of sale alone, so make sure you get down to the shops early to avoid inevitable disappointment.

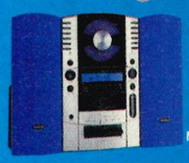
Watch out for our exclusive preview in next month's issue where Pro will take a long, hard look at Square's latest lush graphical masterpiece.

Released **October**





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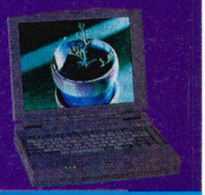
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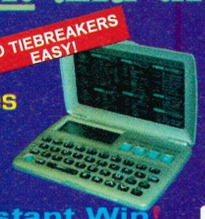


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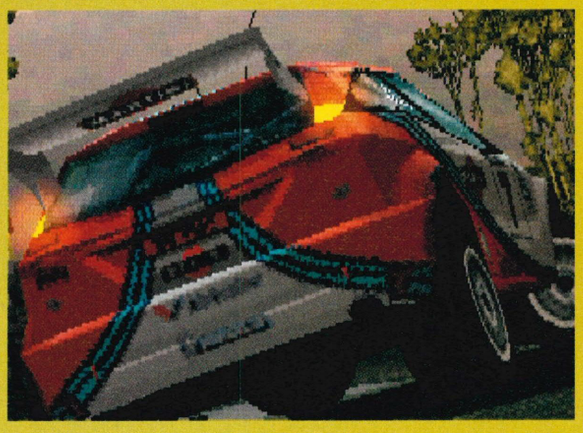
Colin McRae Rally 2

The off-road ruler gets ready to roll

The rumour line on a sequel to the genre defining Colin McRae Rally has so far been a crackling, stifled connection, with the dreaded threat of a PlayStation snub in favour of a launch for Sony's all powerful under-construction console. The wait for confirmation has left Pro more anxious than a bag-full of new born kittens, but we're finally able to let the cat out of that gloomy sack to purr the good news.

Although a final game title has yet to be decided, the favourite being some sort of Colin McRae/Ford Focus hybrid, The Flying Scotsman will definitely be ram-raiding the PlayStation party once more, and Codemasters are promising a shitload of new stuff to get you all damp and clammy in the Y-fronts area.

Any improvement on the original more or less guarantees the kick ass ride of your life, and Codemasters were quick to point out that











We only have these PSX replay shots so far, but they do look absolutely stunning

their refined graphics engine will intensify the depth of detail and the speed of movement, even though the cars are having their polygon count upped by monumental amounts.

They're also improving the reflection mapping gizmos to make the motors look as sleek as a panther in silk stockings, but it's the actual race physics engine that Codemasters are currently concentrating on as Guy Wilday, the original game's producer and product leader for the sequel, was keen to stress: "While the graphical power of the sequel is the most immediate difference, the heart of the game - it's structure and content – is where we're doing the majority of the work. We're taking everything that was raved about in the original and building on it, engineering a wealth of new gameplay mechanics and race styles that we are incredibly excited about."

'We're taking everything that was raved about in the original and building on it, engineering a wealth of new gameplay mechanics and race styles'

And these new race styles would be...? Well, he was keen to talk, but not that keen - keeping the Codemasters' pack of McRae trump cards pressed tightly to his chest. But you've got to think of the changes Codemasters made to TOCA 2 from the original. There they doubled the number of tracks, doubled the number of cars and splashed hi-res right across the game.

So more courses, modelled more closely upon the actual rally stages (as exact reproductions would give real rally drivers an unfair advantage – they could study the game stages and then use that knowledge to gain an unfair advantage). Weather effects that change as the stage progresses and damage that mirrors the real crashes - such as bumpers dragging along the ground and even the handicap of losing a wheel and having to limp across the finish line might be a good idea.

New additions to the '99 rally calendar should be added to the game, and a GB stage set at Blenheim Palace (new for this year's Network Q Rally) would be nice. Then there are the latest cars delivered right down to the tiniest details and handling characteristics, along with the great rally cars of the past and more specialist rally cars, able to handle Kenyan safari stages and well... the inclusion of safari stages. And they could take us to Argentina, Finland, Portugal and a whole host of new locations, maybe the 555China Rally in Beijing? But that's all guesswork.

However, Guy hastened to spurt out the promise that, "The second Colin McRae Rally game will be a defining moment for off-road racing games on the current PlayStation system," and that was good enough to keep the McRae Rally fans here at Pro content for now. But we'll be back Wilday!

Released **April**



trackrecord

Developer: **Codemasters**
Track Record: TOCA 2 ★★★★★
Colin McRae ★★★★★
Micro Machines ★★★★★
Brian Lara Cricket ★★★★★
Music ★★★★
Publisher: **Codemasters**





UP THE SKIRT OF

Xena Warrior Princess

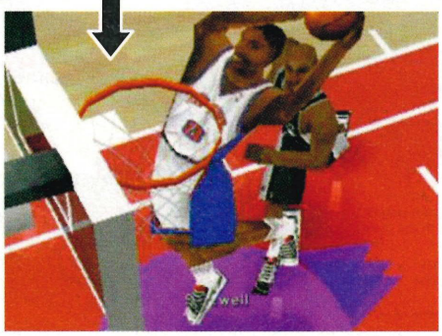
Sisters are doing it with themselves!

She's Xena, a mighty princess forged in the heat of battle. Recreated in three dimensions and thrown into a world of exploration, combat and lesbian sub-plots – her courage will change the world. Oh yeah? But does she get her baps out? Well... no. But don't worry, when the leather one makes her PlayStation debut you sure can make her wiggle her leathered tush like a salt shaker in a tornado.

Xena Warrior Princess (or PHWOAR! for short) plays like an offspring of Fighting Force and Ninja: Shadow Of Darkness and feels just like the TV series. And just like the show Xena's sexually confused friend, Gabrielle, gets her sweet butt kidnapped. Cue lashings of over the top combat, kicks that sound like a giant salami swinging

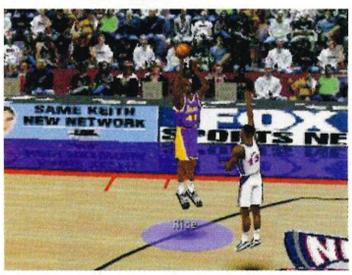


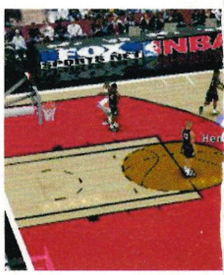
It looked a certain basket until Krammer slipped his fist in

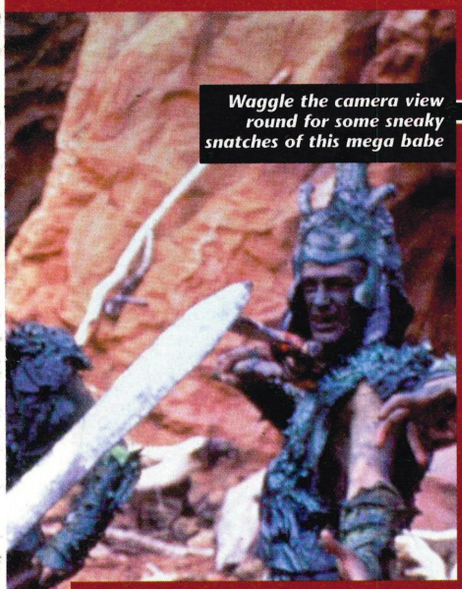


RUNNY

Eggs in one





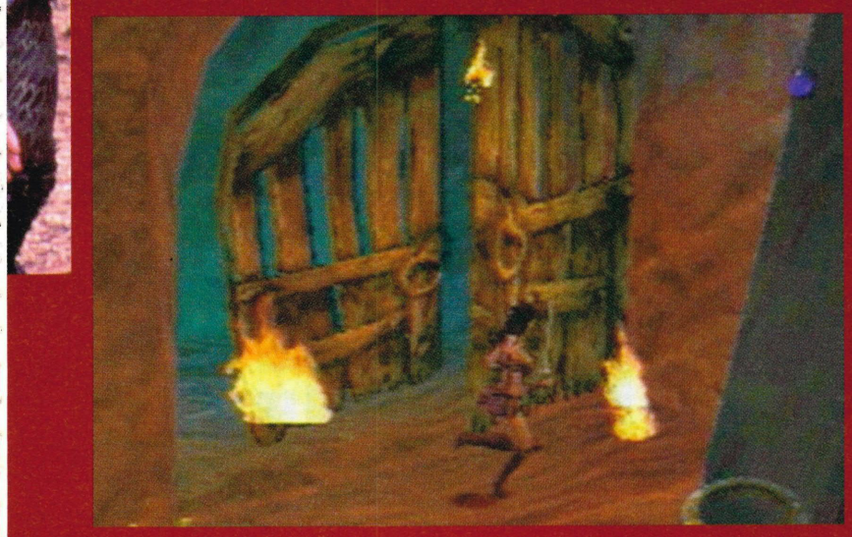


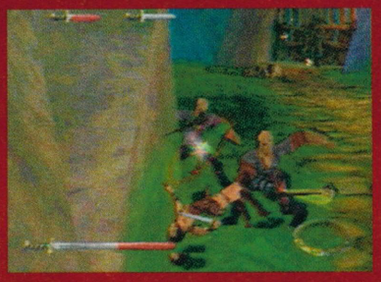
Waggle the camera view round for some sneaky snatches of this mega babe













Those razor capped nipples are gonna come in handy in this game



past your ear at Mach 4 and hundreds of bad-dudes biting ancient dust.

Not only can you cartwheel round soldiers and kick them in the nuts, you can also make groovy use of that killer Frisbee, the Chakram. This nasty little gadget is great for sorting out those difficult to reach hostage situations. Not only can it be guided to a soldier's throat with more precision than an Exocet, it returns to your hands every time. What a bargain!

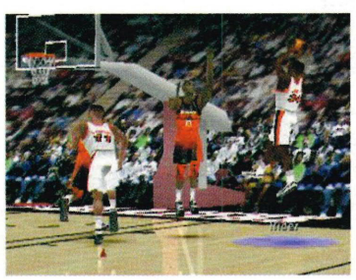
Even though Xena is only at preview stage, we can already see that Electronic Arts have done a top job of re-creating the show's sense of fun and adventure. And because we're all big time fans of any chick capable of crushing hedgehogs with her thighs, we'll be bringing you more info as and when it wiggles our way.

Released **October**

'Recreated in 3D and thrown into a world of exploration, combat and lesbian sub-plots'

basket NBA Basketball 2000 is the first wave in the tide of '2000' games...





It's getting on for autumn, therefore it must be almost time for the annual flood of American sports sims to arrives on our desks. Activision are going to be publishing all the top Yank label Fox Sports Interactive's products on these shores and first to the line is NBA Basketball 2000.

It's a nightmare if you actually want to buy one of these games because all the names are so similar, but in terms of gameplay our Fox spy reckons that this actually looks promising.

It's going to be fully NBA licensed, which means you'll be able to play with all the teams and players you've never heard, so that's a bonus. Real Fox Sports commentators will talk you through proceedings play-by-play and we're being promised the big replays, presented in exactly the same way as you'd get on the telly.

There's plenty more that you'd expect, create your own enormous players, give them kneepads and so on, but we're told that it's the way it plays that could make it a challenger to EA Sport's successful NBA Live series. Watch this space.

Released **October**

KIT ON

Hot in the City

Lara Croft has been setting football fans' hearts a flutter in the Nationwide Division One. Manchester City now sport Eidos sponsored shirts and have been parading Ms Croft around their Maine Road ground both at the official press launch and their opening game against Wolverhampton Wanderers. Anyway, here's what happened when City launched their new sponsorship deal. A bloody big Lara turned up!



ON TARGET

He shoots he scores!

This is pacey play, and there's an accurate pass... UEFA Striker is through on goal!



One of the earliest PlayStation footy games was the Striker title of '96, and it was pretty cool in its day. It's looking like a tired old has been now of course with the ever youthful FIFA and current crowd darling UEFA Champions League taking all available glory, but that monopoly's set for a shake up.

The new Striker generation is just about ready to begin its blaze of glory back into the big time, and now it's Euro giants Infogrames who're bankrolling UEFA Striker's charge to the top.

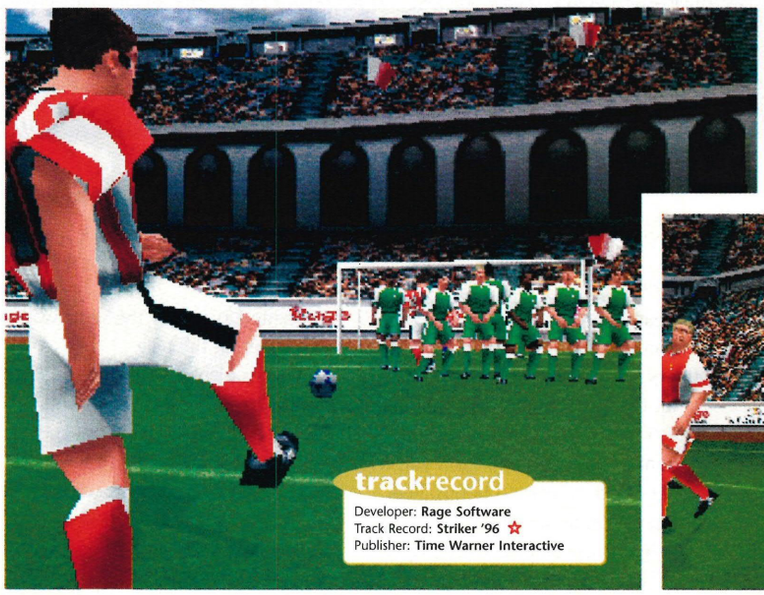
Imagine the playability of a Champions' League up front, with the speedy midfield and animation of a FIFA game. Shore up the defence with some excellent graphical touches and bang the finest animated keeper you can find between the sticks and you've got the makings of a European dream team; and UEFA Striker can boast the full quota. A couple of versions have come and gone and each one has been the instigator of countless Pro 'stuffy bastard!' outbursts, so we're definitely expecting big things from the new boy.

Channel 5's resident commentary nutter, Jonathan Pearce, is joined by big Ron to add to the atmosphere and apart from your standard selection of league and cup competitions and all of Europe's top teams, you'll also be able to get into some classic match scenarios to try and repeat or change football history. And in addition, there's a comedy 'spot the ball' competition to keep you entertained before you step out onto the pitch.

UEFA Striker also introduces footy fans to real time gaming, meaning that there's absolutely no dead time when the ball is kicked out of play. So if, say for instance, you win a corner, and take it really quickly, you'll find only your two strikers in the box, but if you wait a few seconds the midfield contingent and a couple of big boys from the back will come jogging into the penalty area too.

It's touches like that, and being able to call your keeper off his line instead of waiting for the pathetic grunt to pounce on the ball when it's an inch from the goal line, that Infogrames are hoping will set UEFA Striker apart from the rest of the footballers waiting to be picked off the playground wall. So if you're a picker, take note; there's a new French signing about to join the Premier League.

Released **September**



trackrecord

Developer: **Rage Software**
Track Record: **Striker '96** ☆
Publisher: **Time Warner Interactive**



Call the keeper from his line to snuff out the threat and spare your defence

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

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Phone our free access line compo and answer a very simple question and you could find yourself in the same position as Philip Weir 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 S. Scannell who has chosen the spooky Silent Hill!

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FIRST LOOK

Infernal Indy

The bad ass explorer with the rumpled fedora whip cracks his way through another amazing adventure in Indiana Jones And The Infernal Machine

It's 1947 and the Cold War is just beginning to rear its ugly head, with Soviet agents hot on the trail of a fabled machine which, as legend states, could be the key to opening an inter-dimensional gateway and unleashing a deadly force. Naturally the powers of the West are shitting it just a little, so they're calling on one of the good old boys to sort those commies out good an' proper. Step forward Indy Jones.

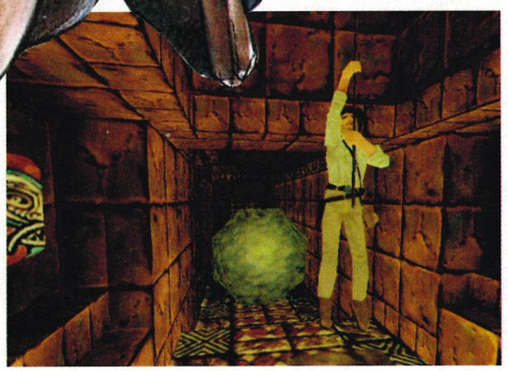
Indy's ready to whip out his weapon and swing through another test of nerve and guile as he gets hot on the heels of those Soviet scum and attempts to locate the missing pieces of the Infernal Machine before they do.

The gallivanting gem collector is gonna find himself knee deep in camel cack in all corners of the globe as he crawls, runs, leaps, swings, swims and climbs his way through a million different puzzles, not to mention guiding a raft through some vicious white-water rapids. There'll also be an ass pounding off-road jeep chase to be had, and a crazy 'Temple of Doom' mine cart ride.

It's the first real time 3D action adventure featuring the Jones boy to hit the PlayStation, and it's sounding and looking a tad bitchin' at the mo'. Can't wait to get the ace archaeologist up and at 'em. 'Cause he's well 'ard

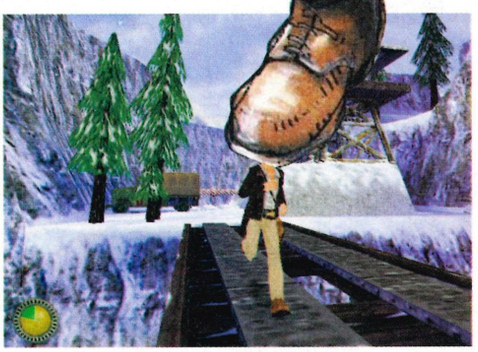
Released **November**



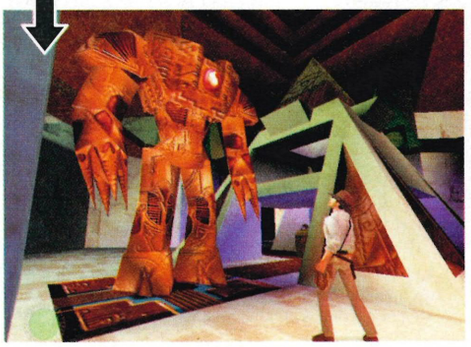




Some bitch has been in and messed the place up. I'm gonna whip her ass!



25ft luminous red mechanoid freaks with spiky hands – I hate these guys!





trackrecord

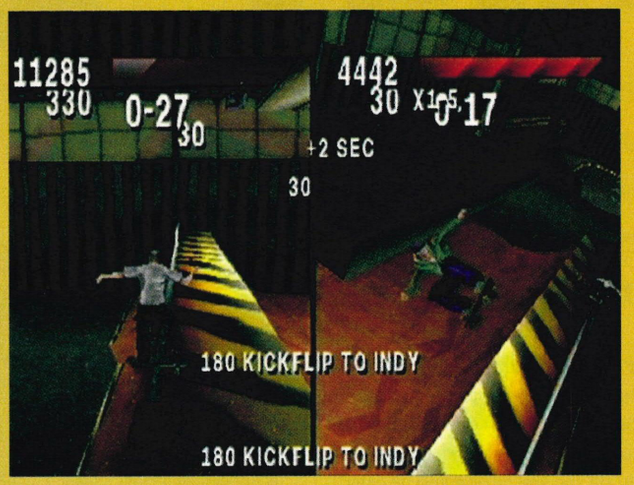
Developer: **LucasArts**
Track Record: Rebel Assault 2 ☆☆
Publisher: **Virgin Interactive**

Radical Riders

AWESOME DUDE!

Legendary ramp kings are set to get gnarly in gameland with Tony Hawk's Skateboarding







'It's full of street attitude, gnarly glitch-free gameplay and some seriously fine graphics'

This involves bandaging your feet and serving sake whilst airborne









It's the best looking boarding game for the PlayStation and plays well too



You're gonna be so totally wired with this ride. You'll be buying baggies and bandannas like they're, er... coming into fashion, 'cause cool kickflips and skyscraping grabs are coming back in a big way.

Tony Hawk's Skateboarding is looming with dangerous intent; it's full of street attitude, gnarly glitch-free gameplay and some seriously fine graphics, and it's the only street surfing game you need hold your tobacco fresh breath for.

The undisputed heavyweight king of skating (Hawk has picked up more titles than a career paper-boy) has teamed up with Activision to create the first excellent skating experience.

The result is a very tasty looking bit of kit featuring loads of motion captured moves including the signature tricks of featured skaters like Bob Burnquist, Geoff Rowley and Kareem Campbell. Take them out for a burn on one of the 10 courses – in a swimming pool, a half pipe, shopping mall or even at the Roswell crash site, or enter yourself as a newcomer and work your way right up to the big air big time.

It's refreshingly easy to play, and yet still offers you an amazing amount of moves whilst looking totally bodacious, and is rapidly becoming one of those games you'll have welded into your machine whether you have the slightest interest in being a skate dude or not. We've played it and it's every inch as cool as a particularly frosty cucumber. This is gonna go all the way man, and you better believe.

Released: **September**

Protester

What have you been playing?
Fighting Force 2

How complete is it?
About 70%

Sample time
Played it for a good 45 minutes

Is it spanking?
At the moment it looks pretty good, but there's still quite a bit missing from the game.

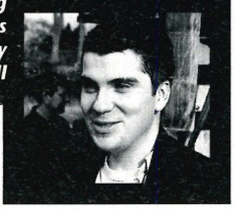
How does it handle?
The controls are pretty easy to use and responsive enough, and the instant turn around move is a very cool feature – it'll probably be pretty useful in the finished game.

So, looking sexy or dirtier than Sam's long johns?
VERY sexy. The graphics on the game are absolutely amazing, and they don't slow it down a bit. There are also loads of cool effects, such as electrical fires when you smash the computers, and very tasty explosions from fuel barrels.

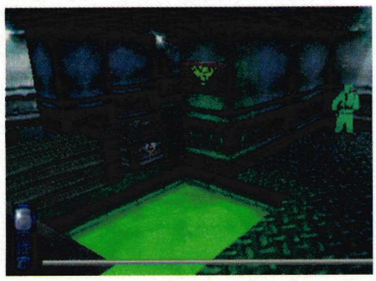
Any cool tunes 'n' stuff?
Well, the music fits in with the game, providing a cool atmosphere, but so far they've only included a few of the basic sound effects.

STORMER or STINKER?
Kick Ass! ☆☆☆☆

Fighting Force 2 was ProTested by Will









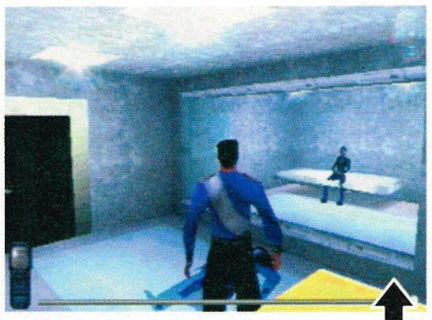
PREVIEW

Mission:

Sneaky bastard simulator kicks N64 into a cocked hat

'Unlike the N64 version, PSX Mission: Impossible features full FMV cut-sequences, translucent lighting and audible dialogue'





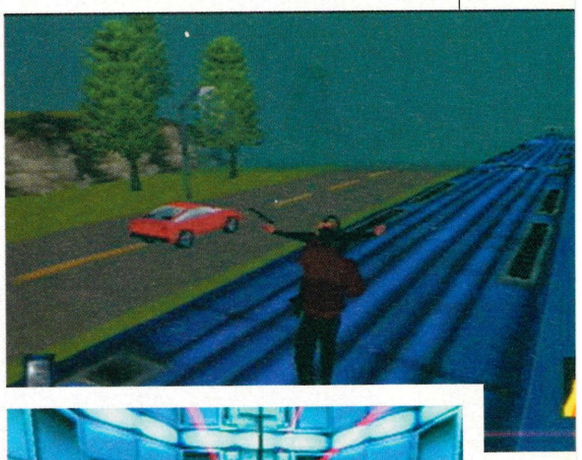
"...and then they chopped off my legs and used them for bedposts!"

stoppress

Sony are attempting to clarify the grey area of use of footballer's names and their likenesses in computer games following their recent deal with the Federation of International Professional Football Unions, FIFPro. The deal covers the use of the FIFPro brand as well as 28 other associations and the collective use of names and likenesses, and if all runs smoothly it should hopefully allow any PlayStation game to use accurate data without fear of being sued over copyright stuff. **Labour's Wythenshawe MP**, Paul Goggins, has joined the crusade to clamp down on violence in videogames following a news article on Silent Hill, which recently featured in the Manchester Evening News. Apparently, Konami's horror blockbuster has provoked a strong reaction from the House of Commons, and Goggins has called for injunctions to prevent the sale of Silent Hill and other games like it.

MP's will no doubt not be too impressed when they hear that Codemasters are also set to 'cause a videogame storm in with a new mini race game from the man who created Micro Machines V3. Although it isn't a sequel it's expected to have the same insanely addictive multi-player features, only without the cars. Information on what will replace them is still sketchy at the moment, but weird little bi-ped creatures have been spotted on design sheets. But what's so bad about that? The name of the game – Little Bastards! **Codies were also** keen to announce their first signing of the new football season, and it comes in the shape of a certain Mr Alan Hansen. The Scotch-Scouser will provide commentary for the new LMA Football Manager game which is due for release in October, we should have review code next issue. **Meanwhile Eidos'** ever expanding catalogue is due to include athletics after the signing of a six year deal that will see them publishing games using the International Olympic Committee license. Already ear-

Impossible





The spark's about to strike the powder so duck and cover, Mission: Impossible is primed and ready to blow. The levels are in place. The missions have been tuned to a perfect pitch and the graphics are looking smoother than Tommy Cruise in a sand blasting accident. We know, we've seen it and we've managed to get pictures without having to sneak our way into high-security complexes or use a single poisoned dart.

Unlike other special service games like Syphon Filter or Metal Gear Solid, Impossible: Mission doesn't adhere to a single gaming style. One mission you will be infiltrating an embassy dressed as a waiter and serving 'delicious' Ferrero Rocher, the next you'll be planting magnetic mines in a submarine pen. And then there's the chance to knock out generals with farting powder and take on their appearance. Why, it's like a gadget intense dream come true.

This is development company X-Ample's first outing on the PlayStation. Unlike the N64 version, PSX Mission: Impossible features full FMV cut-sequences, translucent lighting and audible dialogue. Everything's in place and ready for the signal to leap into action. So roll those drums and get ready to hit the bass, 'cos we are in for one unforgettable espionage experience.

Released **October**



marked for development are tie-ins for Sydney 2000, Athens 2004 and the Winter games at Salt Lake City in 2002. **Gran Turismo 2** has suffered the agony of a stall on the grid and its release will now have to be delayed until November. One of the most keenly awaited games of all time has run into problems with a number of car manufacturers whose cars will hopefully still appear in the game. Sony are still in negotiations to get a much larger European representation in the game after complaints from the European market about the amount of pathetic Japanese motors in the original game. **Driver publishers**, GT Interactive, are set to make an announcement regarding their future. The company has been in financial trouble for a while and has been the subject of much speculation, with a number of companies interested in buying. Hasbro seem to be the favourites as ever expanding French giants Infogrames are thought to be more interested in picking and choosing from GT's diverse business activities rather than buying the company outright, and Mattel's discovery that the more 'family-friendly' THQ could be up for grabs could sway them to turn their attention to the Rugrats creators. **Classic Michael Caine** heist movie The Italian Job is set to pull into the PlayStation car park alongside Carmageddon following SCI's triumphant signing of the rights to make the game of the movie, which should hit the shops sometime next year. Old and young gamers alike should be caught up in the buzz as a long overdue movie sequel will be hitting cinema screens at the same time. SCI are now trying to tie-up a licensing deal with Rover/BMW to ensure that the Mini Cooper makes its essential appearance. **And finally,** Final Fantasy is the latest gaming legend put forward for a full-on Hollywood feature film, and it's already showing its pulling power with Square confirming the thesping voice-over talents of Alec Baldwin, Steve Buscemi, Ving Rhames and Donald Sutherland for what is bound to be the most spectacular CGI movie yet unleashed on lucky cinema going audiences. More details next issue.

One finger one thumb keep moving! Push the ball through this obstacle course





Having first appeared on the Nintendo Glover is now set to repeat his console success







in the House

GLOVER



On and on and on they go...Interactive Studios keep on shouting about their new game, Glover. "Unlike any other", they cry, "with a unique hero" they screech. Paul Rigby is the one with the ear plugs...

Glover is the story of a wizard who, one day while mixing the ingredients for the latest of his magical potions, makes a slight miscalculation. Personally, I think he added too much sherbet, but whatever it was-kaboom! The cauldron explodes turning our poor wizard to stone and sending his totally innocent gloves flying. Why his private bits didn't go flying too is anyone's guess? – possibly because any resultant game based on them would be censored and rather embarrassing. So no, it's the gloves we concentrate on here. Glover, our hero, goes out the window, landing safely on the ground outside the castle.



"The cauldron explodes! Now why his private bits don't go flying is anyone's guess?"

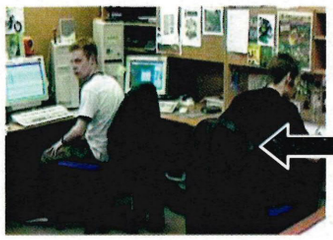
Cross-Stitch, Glover's twin, falls into the cauldron-o-magic, instantly turning him evil and intent on destroying Glover and thus preventing him from possibly saving the wizard and the kingdom. All is not lost, however. Just as the kingdom's power source, the seven magic crystals, are about to hit the ground and shatter, Glover casts a spell (not too shabby for a glove) and transforms them into rubber balls, which bounce away unharmed (so that's where those private bits went!). And so begins our adventure.

Can Glover retrieve the balls, now scattered throughout the kingdom and save the world? Will the evil Cross-Stitch reign supreme? We shall see my friends, we shall see.

The unique gameplay and style of Glover may have something to do with the fact that Glover, wasn't so much planned, it evolved, Interactive Studios co-Boss, Philip Oliver explains,

"...the original specification was a racing game! We then decided to set the racing game on a crazy golf course, which soon changed everything to a crazy golf game. Eventually the golf club was replaced with the magical glove character and Glover was born."

A difficult childhood then. At first everyone thought

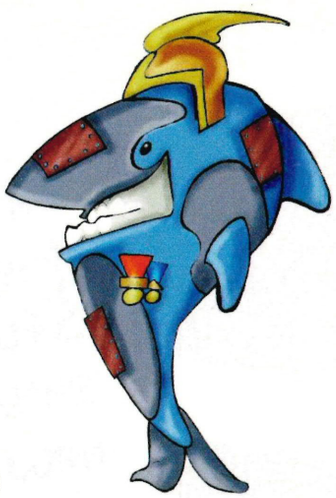


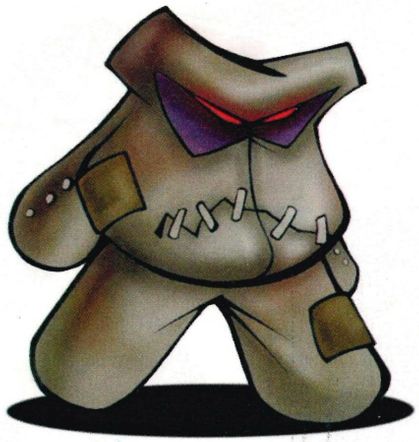


The boys are hard at it converting Glover onto the trusty old PlayStation. They look a bit suspicious though!











Now all you need to do is find the left hand glove and you won't be cold





the idea was a bit weird but once they got used to it, Interactive Studios began to see the full potential behind what is a spin on traditional gameplay.

So what do you do in Glover? Being a living, breathing, walking glove leads directly to some very interesting capabilities. Glover does all of the things you would expect a glove to do: walk and jump, push things, climb, crawl and smash things. Just think, it's a pretty big world out there, a little glove needs all the help he can get. Using the ball, Glover can climb up and over stairs and walls. And if that's not enough, he can also float on water, throw the ball to whack enemies, walk on top of it, use it as a trampoline...you get the idea. Believe me now and remember later, you will need to do all of these things to play this game.

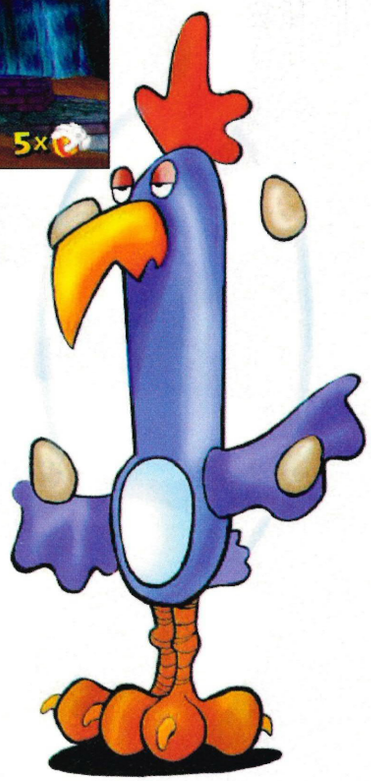
Glover can magically transform the ball into a ball bearing (which is magnetic), a bowling ball and back to the original crystal. Figuring out when and where to use each one is half the challenge. And although learning the movements of Glover might take a while, mastering them is its own reward.

The game itself is divided into different worlds with separate levels and bosses between them. There is Atlantis (a water world), Carnival (a circus-type world with cool pinball and slide action), the Pirates world (for a swashbuckling adventure), Prehistoric world

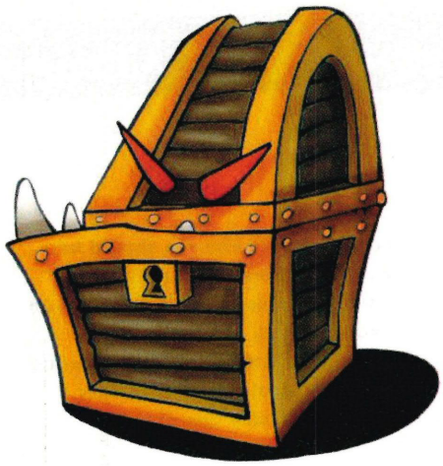


Your ethereal snooker referee has found himself a beach ball to play with. This can be used as a weapon if necessary

"Throw the ball to whack enemies, balance on top of it or use it as a trampoline"

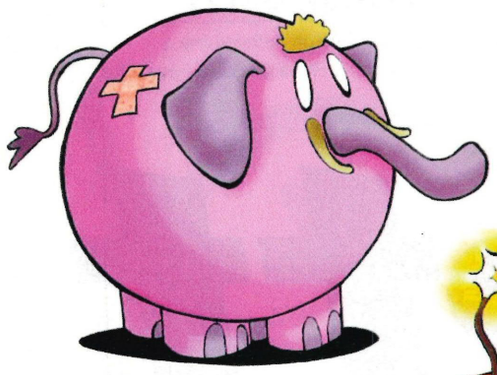


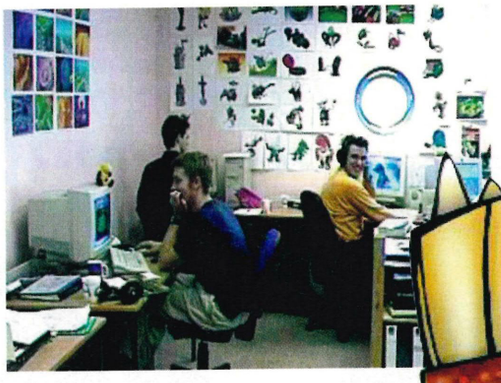
















(where snow makes for some interesting effects), Fear (a sort of haunted world) and Space (no gravity – no problem).

Interspersed throughout the game are bonus levels that depart from the basic puzzle-solving play into more of a junior-action level.

Glover has already hit the N64 and is due out on the PC. So what differences will we see on the PlayStation? Philip explains,

"The PlayStation version runs in high resolution mode, with a crisp clean look and at a better frame rate than the N64 version. The graphics are more detailed, with many more polygons than the N64 version, much more atmospheric lighting and special effects and we have produced special rendered video and improved quality audio for the PlayStation."

"It runs in hi-res with a crisp look and a better frame rate than the N64 version"



But that's not all, at the beginning of the game, the training area has been completely redesigned so it's much more interesting to explore, and much more fun to learn how to control Glover.

"We've also adapted the controls to make full use of the PlayStation's Dual Shock Analogue controller," enthused Philip, "which allows better control of both Glover and the camera. There're also some PlayStation exclusive levels and additional features in the game that are not on N64."



Finally, the gameplay has been tweaked. Following some criticism from the initial N64 version regarding overly tough levels Philip was glad to report that,

"In places, the original version was very tough, so we've toned down the difficulty for the PlayStation version and made the gameplay fairer."

When Interactive Studios started writing Glover their aim was simple: to create a unique, original and fun platform/puzzle game. They wanted to add something extra to the 3D platform genre.

"We believe that we have done just that," said Philip rather smugly.

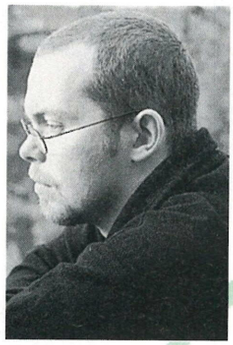
Released **February**





Write to PlayStationPro Letters, Media House, Adlington P

mouth



It's been a busy old month. Kay's left us for pastures new and we've got a brand new chick starting work next month, so it's all change at PlayStation Pro.

You lot are still having the same arguments as ever, so why don't you all do something handy for us and write in and tell us exactly what you do and don't like about Pro. Only then can we look at constantly improving the fastest growing PlayStation magazine in the county.

lett

Mouth is your section. Speak your mind then take part in our teaser quiz. You love us. You know you do!

STRAIGHT TALKING

For a start, girls should not be playing on the PlayStation or any other games console, they should stick to doing the washing and the house work, otherwise there will be chaos with loads of crap videogames on the shelves especially made for women.

The other thing is when is the Pro website coming out because in issue 28 you said it was under development and should be out next month, but it hasn't come out yet, so can you tell us when it will be arriving?

David Wood, Portsmouth

Up and at 'em eh Dave? Don't be so bloody sexist. Why shouldn't girls play games? Chances are they can still make time to do the washing up (kidding ladies!). Seriously though, we've had some well informed arguments from girls 'explaining' why we shouldn't use pictures of girls along with an increasing number from girls who say it simply doesn't bother them. I reckon people like you should be glad that more girls are playing games, because then it gives you an excuse to talk to them about something and therefore increasing your minuscule chances of ever getting off with one of them.

ARTHUR DALEY

Last week someone offered me a PlayStation 2. He said I could have it for 50 quid and my current PlayStation. I'm going round to see it on Friday. What the hell is going on?

Oh, and another thing, if I want to see pictures of semi-naked women, then I'll buy FHM or something. Why don't you stick to what you are supposed to be good at (that's producing a PlayStation magazine by the way). Others don't do it so why do you lot feel the need? Scared people won't buy your mag it if you don't litter it with women?

Jonesie, via email

If I were you mate I'd buy it. You seem to have hit upon a unique

PlayStation PRO MAGAZINE

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IDG Media, publishers of PlayStation Pro, PlayStation Zone, Planet PlayStation Magazine, N64 Pro, PC Home, PC Advisor, PC Basics

opportunity to get your hands on something that hasn't even been built yet. Your mate down the pub must have some bloody good contacts. Just don't go and meet him in a car park with the cash on your own and be surprised when you get belted over the head with a stick.

As for the girls I find it hard to believe that you say other magazines don't do it. Do you look at the other PSX mags? We're hardly alone and again I will defend the pictures we print as nothing more than eye candy, far from pornographic and you can often see much much more walking down a high street. Incidentally, do you write to FHM and complain about their videogame content? One of life's little ironies I suppose.

ers

WHERE'S PRO?

Hi, I come from Liverpool and it's the first time I've ever bought your magazine and I think it's great. However, I have one problem that you may be able to sort out. Not one of my local shops sell PlayStation Pro, because they're all crap. I got your magazine in a newsagents in London. This now forces me to buy shitty magazines from my local stores because they don't sell the best mag around. Help!

Simon Williams, Liverpool

Hi Simon, there's no reason why you shouldn't be able to buy us in all good newsagents in Liverpool, but if you are struggling you could always subscribe. Our Subs Monkeys have a couple of good offers going at the moment. Turn to pages 41 and 108 to see the different offers available. There should be something to suit all pockets there. Failing that, move out of Liverpool.

CAN YOU TELL ME..?

I'll get straight to the fricking point. Why the hell have you got Sesame Street characters with offensive and deadly weapons on the side of your newly designed magazine?

On issue 34, Cookie Monster has a gun in his hand. On 35 and 36 Burt is holding a knife and on 37 Elmo is holding a gun. On 38 I can't determine what the geezer is holding, so if you'd be so kind as to inform me, I would be pleased to see what the pictures hold in the future.

I found this out when I was looking for a cover story on a game in a past mag. I looked at the re-designed magazine and could see characters on the side and my friend noticed they were holding deadly weapons. We first thought of it as a publicity stunt for Sesame Street.

Martyn 'Pure' Newton, Chesterfield

Well spotted mate. Most of you lot won't have noticed that if you line the mags up since issue 34 on your shelves the spines will actually form a complete picture and give a personal little message from us to you. Don't forget if you've missed any issues you'll need to order your Back Issues via the cunning form on page 106.

DREAMCAST DILEMMA

Firstly, I just wanna say a big R.E.S.P.E.C.T. to the new look magazine. Not only do I like the stuff inside, but the price is scorching.

Anyway, I'm in a dilemma because on the 23rd of September the Sega Dreamcast is coming at us and I just gotta have it somehow, so I'm faced with two choices. Do I:-

1. Sell my PSX with my games and play Dreamcast till PSX2 arrives?
2. Sell my PSX, but keep the games so I can play them on the PSX?

The logical thing to do of course would be to keep my PlayStation as well as getting a Dreamcast, but as I'm unemployed I can't really afford to do that because I'd be tempted to keep buying PSX titles and I'd end up in a loony bin trying to decide what to spend my pauper pennies on. I mean it's bad enough feeding a PlayStation – let alone a Dreamcast as well. So tell me what would you do?

Also, could you tell me how much I can expect to fetch for my PSX. It has three controllers, a memory card and (imagine a list of about 30 games and that's what was here – Ed).

Okay, now that I have that out of the way I've got just one last question before I sign off, some member of your staff put issue 37's introduction into issue 38 – they must have been trippin. Later.

Wez (fastest gamer in the West), Hampshire

I'd never tell anyone to sell their PlayStation mate. We've got some Dreamcast's knocking about the office though and they are very good machines, but whether they're worth getting rid of your PSX is another question entirely. Some of the initial games are also a bit ropy, so it's always worth waiting till the price of the machine comes down after Xmas.

You could always get yourself a job and then buy whatever you like. What then tends to happen is you get a large sum of money every month and then you start to fritter it away on all manner of nonsense/women/illegal stuff.

HAIR TODAY

First off, I must congratulate you on your fabulous magazine. I think the contents of the mag is just what new and experienced gamers need. The new design looks absolutely fab, even clearer and contains so much punch it could knock Holyfield down. And I like the idea of the competition of the strangest body parts with PlayStation Pro issues on them.

Now down to business. I want to know why the Final Fantasy VIII release date has been set back so many times? Do the developers only work part time or something? I am going to purchase the sequel to the previous and most magnificent game as soon as it comes out. After 80 hours on FF7, my mates persuaded me to try the emerald weapon. I did, and I conquered (we've cut out a lot more bland FF7 chat here readers – Ed!).

My mates and I have got another point. We simply cannot discover the reason behind creating your own custom character in games. Not the idea of creating a good character to win, but why you can create at all if you cannot have a full range of choices in front of you. I'm talking about games where you can change the hair styles, bald, mohican, partings and everything else included. Why not MULLETS?

Mullets – no game I have played on has the choice of a mullet. Personally, I don't have a mullet, but my father does. He's proud of it and knows nothing of this letter, but we find it very amusing and we can have a good laugh over them. So we decided to write in and ask you to try to persuade developers to include Mullets in all of their future games.

Martyn "Motor" Newton, James "Cars & You" Hendry, Stephen "Bad Ass", Whiteth the Warrior of the Night – Chesterfield.

That's a mighty fine set of nicknames you have there boys. I'm sure everybody quakes every time they run into old Bad Ass himself in a dark alley. You're dead right though, there is a serious lack of Mulletism on the PlayStation and it's just not on. Even Driver didn't fulfil it's true potential as far as the mighty rear plumage is concerned. Rumours that the lovely Lara is about to start sporting one in latest Tomb Raider 4 (Revelation) have yet to be confirmed though. But we reckon it's true!

"The only thing worth watching with this disc is the eclipse"

viewpoint

Got something to say. Disagree with another reader or us? Make your point here so we can all have a go. Come on! Show your mettle.

Eclipsing the others

Why is it that everyone seems to be going head-over-heels about VR2? It's crap and well overrated. The only rally game that-V Rally 2 is better than is V-Rally 1 (well that's my opinion, and that of about 15 others). Obviously, magazines are meant to sell games for its advertisers, but surely not at the expense of the truth?

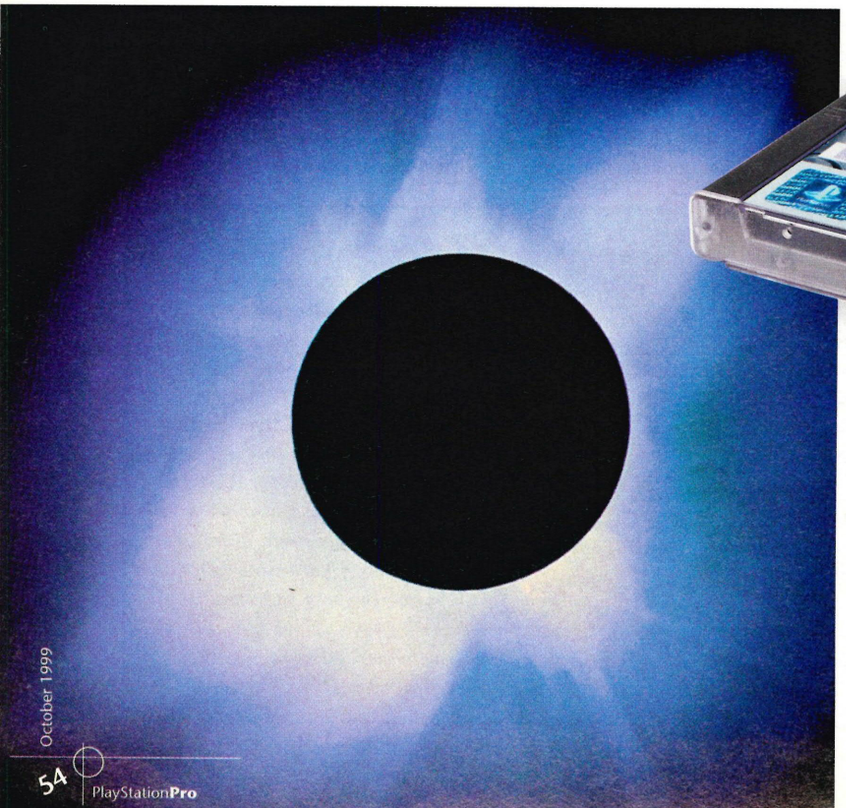
In your review of VR2 you mention Colin McRae Rally as lacking 'opposition.' Anyone who knows anything about rallying knows that it's a race against the clock, the one who completes the special stage/s in the fastest time is the winner. Colin McRae has its opposition, they just don't race on the same track.

VR2 is meant to be an improvement on its predecessor, yet it still features some of the nasties that spoilt VR1, such as poor graphical representation of the cars (squared edges, flattened and generally rough looking), then there's the awful co-driver who sounds totally disinterested and what if you get cars to race close together, they'll just go through each other or over (see issue 37 page 74 – the diagram of the Cordoba crushing the Beetle). So is VR2 as good as you make out, I think not.

Maybe if you've never been to a rally or never seen McRae Rally, then yes this would seem good. But as for "Invest, ignite and watch the fireworks" the only thing worth watching with this disc is the solar eclipse. Hold the disc to the sun, use the hole in the CD to reflect the sun's image onto a piece of card, follow the full eclipse, see the whole thing for two hours and you'll have got more than your monies worth.

F. Rogers, Cheshire

Personally, I haven't heard a bad word about V-Rally 2 – anywhere, and that includes TV programmes, newspapers etc. Fair enough, you don't like V-Rally, but, like us, you have to accept that not everybody will agree with your views all of the time. V-Rally 2 is an arcade style game, whereas McRae is an out-and-out simulation. It all depends upon what kind of game you prefer really.



Overpriced crap

I completely agree with your comments in the last two issues of Pro about game prices. Unfortunately, I don't think the industry will cut its prices. I think that there are a number of reasons for this, some of which are below.

1- From the industry point of view, why should they reduce prices? If Driver can shift 180,000 copies at £45 in a month, there is obviously both demand for the game and the ability to pay for it.



2- Consumers. If people want to be "the first" to own something, then they will find the money to pay for it. Remember how much the PSX used to cost and how much it is now. It would be interesting to see how the number bought relates to the price.

3- VAT – the government adds on 17.5% to games; thus all games are "marked up" by this amount.



4- Margins. The shops will say they have distribution, staff and all other kinds of costs. Thus they have to make a profit from each sale. If the £45 cost of a game has a margin in it (and remember, very few of us know how much that is) and we're still paying for it, then obviously the shops can continue to charge that margin as people are still buying the game.

5- "Cool". Face it, PSX is sexy. The brand name has a definite cool image – are consumers paying for it? Think how much it costs to advertise on TV and how often you see a PlayStation game advert.



The industry knows that good new games will be bought (sometimes in high volume) and that consumers will pay high prices to own such games. Short of everyone not buying PSX games, I can't see how prices will be reduced unless it can be proven that a cartel is operating to the disadvantage of the consumer. That means bringing the government in, lots of lawyers and endless debate, all of which may well not lead to reductions in price.

Perhaps Asda, Tesco or Sainsburys will turn their attention to games once they have finished doing cut-price mobile phones?

On a different note, well done with Pro – I think it is excellent! Your game reviews are right on target and I use them as my guide to buying new or second-hand games. I reckon you have saved me my subscription twice over at least.

Adrian Davis, via email

We don't normally print such long letters in Pro, but you made some sound points about an issue that's close to our hearts at the moment. Everything you say is correct, but the more cynical could look at those points and say that they are justifying greed at the end of the day rather than just the high prices of games.

teaser

questions and what not

Now with prizes, by God!

Welcome, welcome, welcome. This is the land of quiz, and you are its newest inhabitants/prisoners. Fight your way through the jungle grass and answer all the questions to grant yourself freedom. Failing that, fill in the answers, send it in to us and if you're lucky we'll send you a dodgy prize. Job done.

Q&A

Guess which bit you've got to provide...?

1. In FA Premier League STARS, what do you do with the STARS in question?

a. Stick them in your eyes and run around saying "look at me, I've got f**king Stars In My Eyes, I have", before being beaten with branches. ☐
b. Trade them in for valuable player attributes ☐
c. Stick one of them on a piece of blue crepe, stick your baby brother underneath it and tell him his dad made the world with his bare hands. ☐

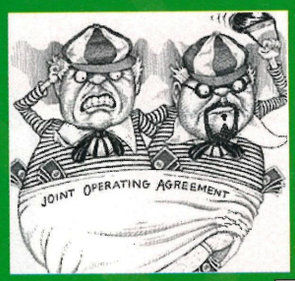
2. Why do the WWF wrestlers have a real bad Attitude?

a. Because they're paid to be pissed off ☐
b. Because they're made to wear women's leotards, even in the daytime ☐
c. Because they all have nasty rashes in their bottom clefts ☐

3. What is Puchi Carat?

a. A hairless badger with a relentless hunger for human flesh ☐
b. A millennial cult revolving around the belief that all vegetables play chess ☐
c. A rotund, female rabbit with pudgy eyebrows and a rucksack ☐

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. What's the difference between Duke Nukem and Crash Bandicoot?

a. One of them is a man, the other is a Bandicoot ☐
b. One drinks his own piss, the other can make people do anything ☐
c. There is no difference. They are exactly the same in every way ☐

5. What's wrong with you?

a. Absolutely nothing. Ate a bit of a dodgy curry last night, but I spent the night tied to the bowl and my problems are no more ☐
b. You're looking kind of down to me ☐
c. Everything's wrong. Why do you think I'm wasting my time with this shit stupid quiz? ☐



Fancy a bit of fun? Well, fun is our middle name so we're giving you this game. Just study the picture above and tell us what the wrestler is saying to the woman with the big charlies.

Cunning Conundrum

A bit trickier this month (if you're thick as pig manure). Just rearrange the words below into a perfect sentence. Make sure you use every word, and feel free to add as many as you want in the process. You see how generous we are? Just don't expect gratitude.

Stealth tailpipe puts up snake gerbils between his solid missions

---

Yes, unlikely though it may seem to many, I've taken the time to fill in The Teaser to the best of my ability and am sending in my entry in the vain hope of winning a prize. Please treat me nicely as I'm clearly a dick.

Name. . . . . .

Address . . . . . .

. . . . . .

Telephone. . . . . **Age** . . . . . .

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

reviewed

This is the bit that may influence your buying decision. You will find an honest, up-front opinion on each of this month's new releases, written by one of the Pro team experts. You can then check up on everyone else's opinions in the reviews round-up



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 Comment area, where you will find a summary of the review. If you can't be arsed reading the whole review and you're not amused by the comedy captions, cast a glance here to get an idea of how good the game is

PRO Rated 38%

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

Speed Freaks page 58

Ride the white line



Premier League Stars page 62

It's football, but not as we know it





WWF Attitude page 66

The men in Lycra return

reviewed

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

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

X Files *page 70*
If they're FBI, tell them I'm out



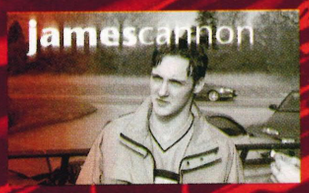
Gun

reviewed

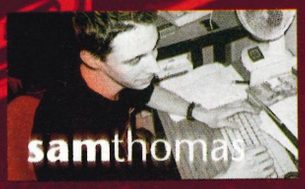
58 Speed Freaks
62 FA Premier League STARS
66 WWF Attitude
68 Puchi Carat
69 Kingsley
70 X Files
72 Metal Gear Solid: Special Missions

"What the f....."

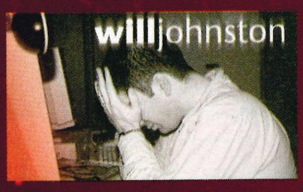
This month the Pro team take the psychiatrist's chair to relive the scariest moments of their pasts. Beware, this document proves the existence of ghosts and giant lobsters



After a heavy cider and gumball binge, six year old James went home with his mate for light banter and larfs. Staring out across the garden at the calm night, they both came close to filling their kecks when they caught sight of a ghostly figure standing on a house roof. After an intense night playing MegaDrive, to take their minds of it, James awoke to see that it was merely a white sheet covering the house extension.



Back in the olden days, a 13 year old Sam popped home from school for lunch at his mate's. As per usual, they switched on his friend's Spectrum computer and loaded up a game (from tape don't you know). Sam and friends were a bit shit up when a quiet, human voice whispered from the tape recorder. The lads played the tape back, but it was no longer there. Further scares were had when the stereo downstairs suddenly started playing.



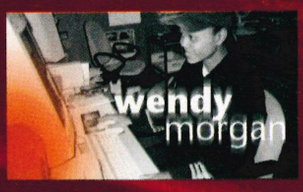
A cocky wee Will, of eight years, potters about the sand dunes in a Huck Finn fashion, making dens willy nilly. Until suddenly, he comes face to face with the biggest, reddest (and deadest) lobster. After much hysterical screaming, Will makes like a tree back to his caravan, straps tennis rackets to his feet and heads back to finish his den. However, the lobster is gone, so he uses the handy shoes to kick the shit out of jellyfish.



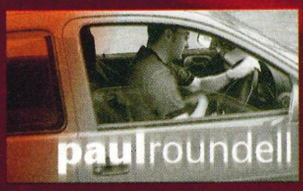
A few years back, around Christmas, Chicken was visited by a couple of angels. No shit. As a bit of a sceptic, Chicken was a bit startled to wake suddenly to the sound of an old couple talking to him. He recalls that the old bloke told him he'd died during the war, and that everyone has two of their own angels. Another time, in a hotel in Tokyo, Chicken was woken when he was punched on the nose by a ghost. No shit.



Ugly, stupid and reeking of vagrants' trainers, Gaz's long held fear of rejection and eternal spinsterhood began to manifest itself in his constant badgering of office females. Anonymous emails and a restraining order following a particularly unsavoury banging off incident at the Christmas 'do' which culminated in an unsatisfied stiffy, all failed to deter the Beast of Heaton Norris, and his only fear now is that soon the whole office will be aware of his badly kept love secret.



Coming home from seeing Ghostbusters at the pictures, 10 year old Wendy found the bus was driving way to fast. She managed to ring the stop bell, getting off a bit early. Taking a short cut through a derelict church, our Wendy got her knickers caught and started messing with an old headlight. It suddenly lit up, casting a glow across a huge stone gargoyle with red eyes. Leaving her knickers behind, she legged it like a nutter until she woke up.



After a severe Ibiza drinking spree, that involved frequenting numerous disco joints and ladyboy hang-outs, an inebriated 18 year old Paul settled on a plant pot to lay the day's waste. Unfortunately, said pot was on the balcony of his hotel room in view of two pensioners. The landlord was not happy with his turd activities and threw him out, threatening to call the press. To this day, Paul can't watch Ibiza Uncovered for fear of parental reprisals.



On a visit to Hungary, 16 year old Lewis was in for the shock of his life. On arrival, Lewis' grandad arranged for him to be shown around by his cousin, a 17 stone beast called Edith. Hair sprouting from every hole, she took Lewis out onto the waters of the Tiza for a tour. But Edith had more than trees on her mind, and when she squeezed her massive mamas together and leered, Lewis jumped for the river, swimming ashore through the sewage.

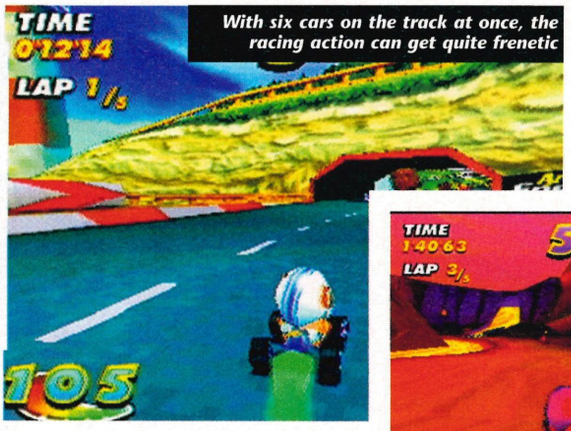
Have you ever had a mild scuffle with a giant lobster, seen a scary ghost, or lost control of your shit-pipe in a shaky situation. If so, and you think it tops the tales of this bunch of badass twats, send in your story to the usual address. If it makes us laugh/cry like children, we might send you a prize.



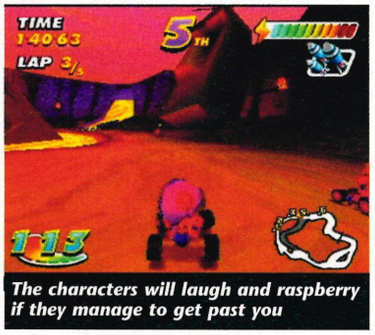
It can be tricky keeping up with your opponent. Keep tight on the corners



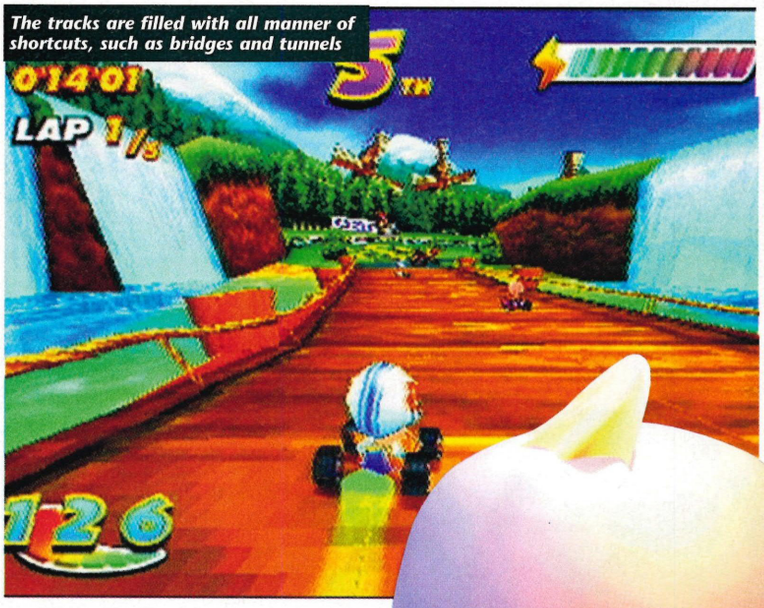
And there she blows, hopefully he'll wipe out three of his cocky mates



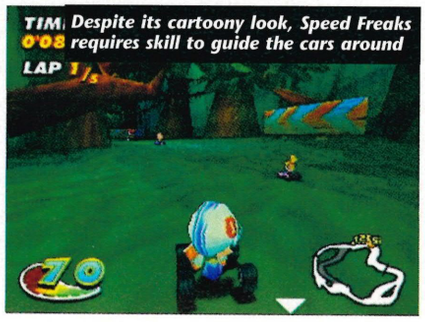
With six cars on the track at once, the racing action can get quite frenetic



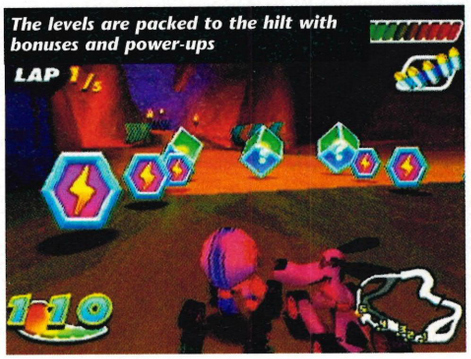
The characters will laugh and raspberry if they manage to get past you



The tracks are filled with all manner of shortcuts, such as bridges and tunnels



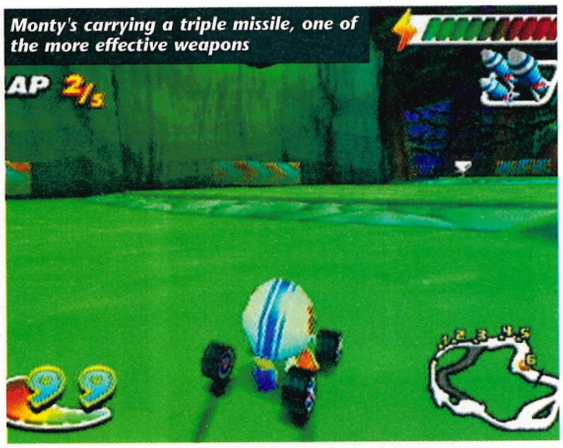
Despite its cartoony look, Speed Freaks requires skill to guide the cars around



The levels are packed to the hilt with bonuses and power-ups



Green boxes give mystery weapons, now get your mates off the road



Monty's carrying a triple missile, one of the more effective weapons

Speed Freaks

Impressive multiplayer antics in a colourful kiddy karter

Okay, so we all have bad memories about being a kid, but there's still no doubting that you get the best deal of your life when you're a little tinker. With the incredible shitload of toys, cable channels dedicated to ream cartoons and specially made meals in McDonalds, there's never been a better time to get born and grow.

Even the PlayStation (which is one of the few consoles to target its games at an older audience) is starting to show some seriously fine kids entertainment. With Spyro 2, Ape Escape and Toy Story 2 on the way, it's time for mums and dads everywhere to start whinging about the holes in their threadbare purses.

'Speed Freaks charts the life of a bunch of twisted cartoon kids as they fight it out on tarmac'



By collecting the lightning bolts you pump up your turbo meter

What's more, there's another fantastic game aimed at the kids market that's hammering its way towards us with homing missiles blazin'; and Speed Freaks is that game.

Speed Freaks charts the life of a bunch of twisted cartoon kids as they fight out their differences on the tarmac, a la Cannonball Run. Each of the characters is completely different in personality; Monica is a wayward, purple-haired chick who breaks out of the school for young ladies to take part in the competition, whilst Brains is a nutty professor who builds his own mean machine, packed with enough power to take his opponents off the road.

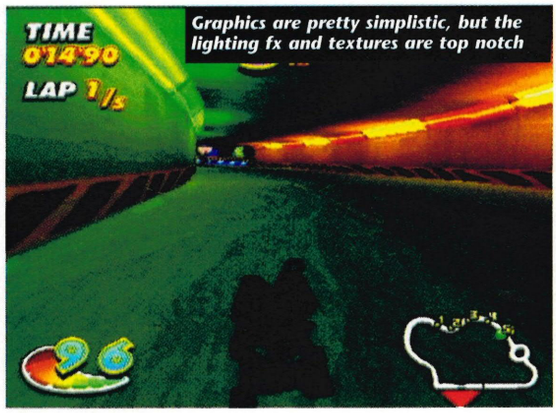
What they all have in common is that racing is their hobby and the open road is their dream. These little fellas' personalities are so varied that before long you're going to find a character that will suit your driving style.

diddy rollcage

After making your choice from the menu (the usual tournament, single race, time attack and multiplayer options) you get



In multi-player there's masses of power-ups and weapons to use against mates



Graphics are pretty simplistic, but the lighting fx and textures are top notch

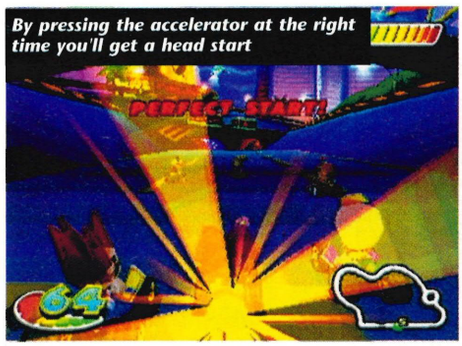


The six characters you choose from have their own quirky personalities

to choose your driver. As well as Monica and Brains there's also Tabatha (a nasty pig-tailed smirking blonde), Buster and Wedgie (a terrible twosome who'll stop at nothing to burn off their friends), Monty (the token good kid who's in it for the racing thrills) and Tempest (spike-haired weirdo whose twisted antics makes Hannibal Lecter look like a Buddhist). There's also a few extra characters (Cosworth the Dog, Tetsuo and Beemer) who can be unlocked by completing the tournament levels.

In Tournament mode you're given a choice of easy, medium and hard levels. There are four tracks in each category, making a total of 12 tracks for those who find sums a bit tricky. You have to finish the races in 1st, 2nd or 3rd place to continue to the next one, and complete the first four in these places to gain entry to the medium levels, and then the hard.

There is also a handy custom option, so you can make up a tournament of your own out of the tracks you've unlocked, and once you've completed the tracks, you can also choose to race them in single race mode, or with friends in vs. or multiplayer mode. Not a vastly original set of game modes then, but Speed Freaks' simplicity adds to the 'pick up and play' factor.



By pressing the accelerator at the right time you'll get a head start

The tracks themselves have enough wacky features to put Speed Freaks a good notch above Nintendo's Mario Karts on the cartoon racers' measuring stick. Serious racing options like replays and car tune-ups are dumped in favour of interactive scenery, short-cuts and comedy weapons. Starting off with beach and coastline based tracks, you are hurled into the topsy-turvy world of Speed Freaks by the seat of your pants. Five opponents race you on each track. By pressing the accelerator just before the lights hit green, a quick burst of energy will give you a head start. The basic aim is to finish before everyone else, but extra fun can be had by ditching your opponents with the weapons scattered throughout the devious course.



It's not a grudge match really, it's only for fun. Why are you all staring at me?

diddy turismo

The weapons range from serious firepower to puddles of goo that throw your opponents off course. By picking up rockets, careful aiming will push one of your bizarre buddies back a couple of places, whilst a homing missile will knock the life out of the next player in front, leaving you with a safe passage to the front of the group.

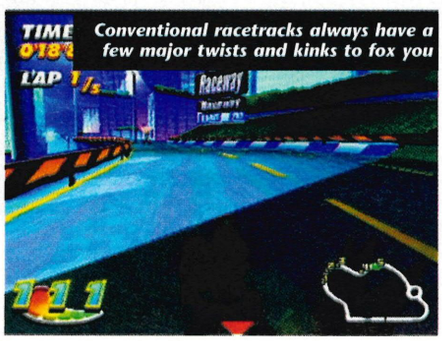
The karts fly along at a jowl-wobbling pace, so aiming at other players can be tricky, but as with most great games practice makes perfect. Other weapons include the WipeOut favourite, triple missile for obliterating pesky opponents, a belt of bullets that administers comedy pain on the opponent that unwillingly drives through a target crosshair, a mega-cloaking device also knocks karts off the course if they hit, and a super turbo boost pumps up your speed when you hit the R2 button. Another way of filling up your turbo boost meter is by collecting the lightning strike symbols across the course. Each token will give you a burst of energy, if you fill the meter to the top, you get a super turbo as mentioned above.

If its gameplay you're after, Speed Freaks is your busty lady with hips like

'Tempest is a spiky-haired weirdo whose twisted antics make Hannibal Lecter look like a Buddhist'



Buy a multi-tap, get Speed Freaks and your mates in for the race of your life



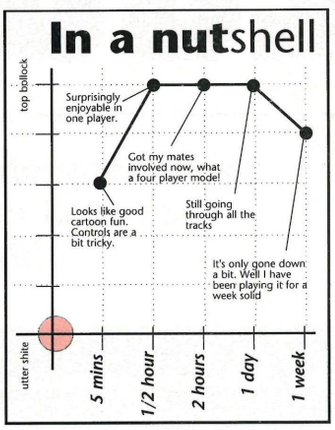
Conventional racetracks always have a few major twists and kinks to fox you





The races take place in a variety of locations, including this jungle level


There's always one player who's looking at the wrong part of the screen





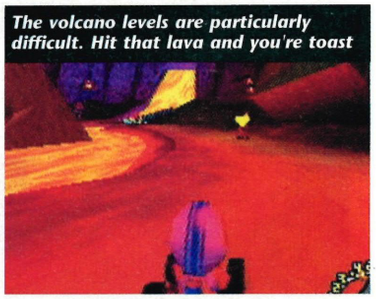
Imaginative scenery is drawn with basic graphics to keep the races fast


The cars have the same speed, so winning the race is down to skill


As you can see from the map, the jungle levels are riddled with short cuts



Brains has a homing missile that'll to seek out the guy in front and blast 'im


The volcano levels are particularly difficult. Hit that lava and you're toast

Homebase shelves. The level of difficulty is finely judged throughout the tracks, the easy levels proving a meagre challenge for racing fans (whilst providing a simple introduction for the less qualified), the medium courses are significantly harder but repeated playing will knock your time's down, until you finally will come first. The hard levels take a lot more work (obviously), but they're not impossible.

diddy freaks

Don't expect racing realism from Speed Freaks. This is toon country where everything from the landscapes to the obstacles and the shenanigans on the racecourse are snatched from a Hanna Barbera classic. The scenery varies from seaside locations to hellish underworlds, neon cities, theme parks, raceways and skate parks, and each track has been lovingly created with immense detail such as tunnels, buildings, flags and aircraft that swoop above as you race.

Hardcore gamers may be put off by the colourful kiddy aura that Speed Freaks radiates, but this is the sort of game that will have older brothers, sisters and parents alike grabbing the controllers from the tight grip of the tots.

The multiplayer mode (up to four players battling it out split-screen in a single race that doesn't slow down one jot) just adds to the appeal for older gamers, whilst making them jealous of kids forever.

Sam PRO

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

The Verdict

Out now £34.99

Published by Sony Interactive

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

Not a comprehensive and realistic racer then, but 'wholesome fun for all the family that doesn't make you puke'. Colourful tracks, varied characters and cracking power-ups, together with superb multiplayer gaming.

PRO Rated 90%

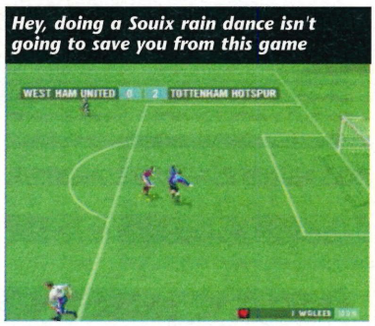
Alternatively: V-Rally 2 -Infogrames ☆☆☆☆

FA Premier League Stars

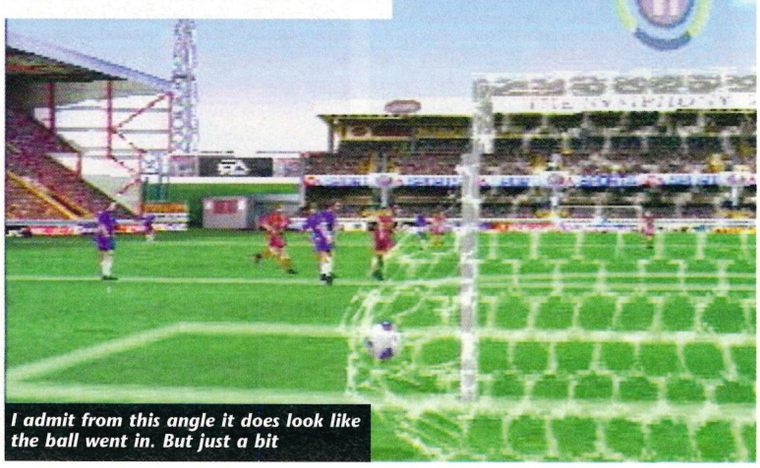
Shoddily made football action/RPG that's full of more shit than John Motson in a Balti house



Zola uses the early 80's haircut method of penalty shot. Go on my son!



Hey, doing a Souix rain dance isn't going to save you from this game


I admit from this angle it does look like the ball went in. But just a bit

And it's with the boy Owen, truly a God amongst men who are clearly not"

Thanks John, well that's it then, no chance of anyone stopping the nippy-knee'd, baby faced wonder.

"Southampton have no chance against a lad who can only be described as the world's greatest player from Liverpool!"

Hang on Motty, who's that bloke nipping in at mach 5?

"It's Ken Monkou, still nursing his heavily bandaged groin, but he's literally come from nowhere and by the look on his face, he's got some serious football on his mind!"

Jesus! He's just nicked the ball like it was candy from a very skilled, yet charisma free, baby! This is amazing!

"This is football at its ball kicking best. Where else can you see a relative unknowner perform like he should be known a hell of a lot better!"

That's crazy. There's no way he could do that. Look! He's taken the ball right to Liverpool's net. Is it? IS IT?

"Like a bolt from an angry sky comes a goal from Heaven!"

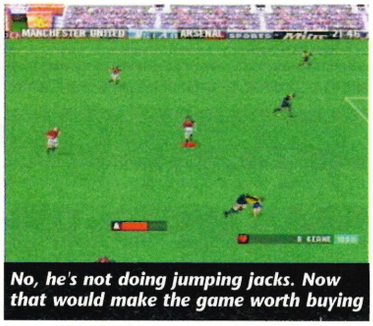
But he just got past some of the best players in the world and scored! That's the most ridiculous thing I've ever seen. Hey Motson, what's their secret?

"I can only hinder a rather sneaking suspicion that the boy Monkou is now playing under the influence of something quite shameful."

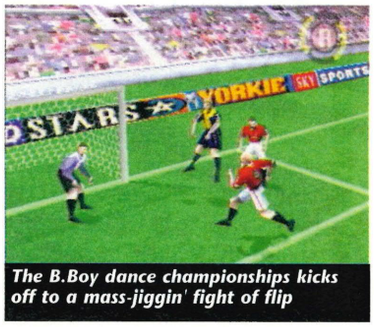


Look, you silly old fart, no one wants to hear about how big that fish was – okay!

'Southampton have no chance against a lad who can only be described as the world's greatest player from Liverpool'



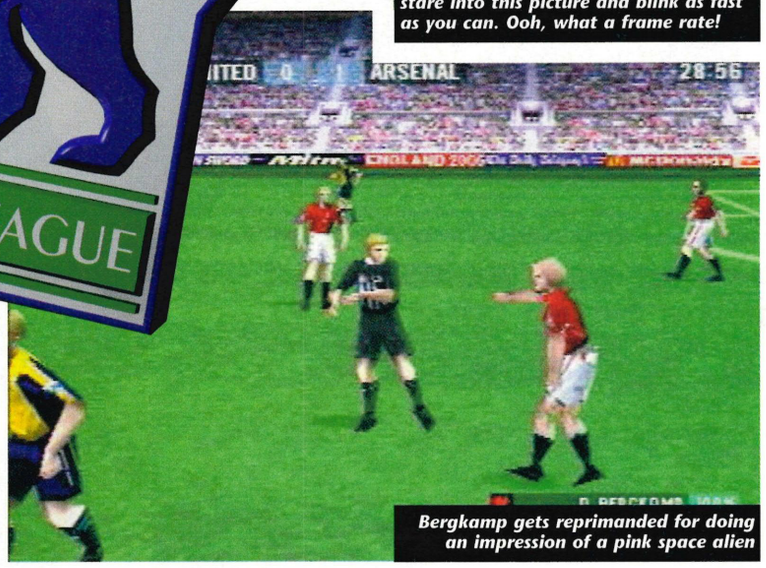
No, he's not doing jumping jacks. Now that would make the game worth buying



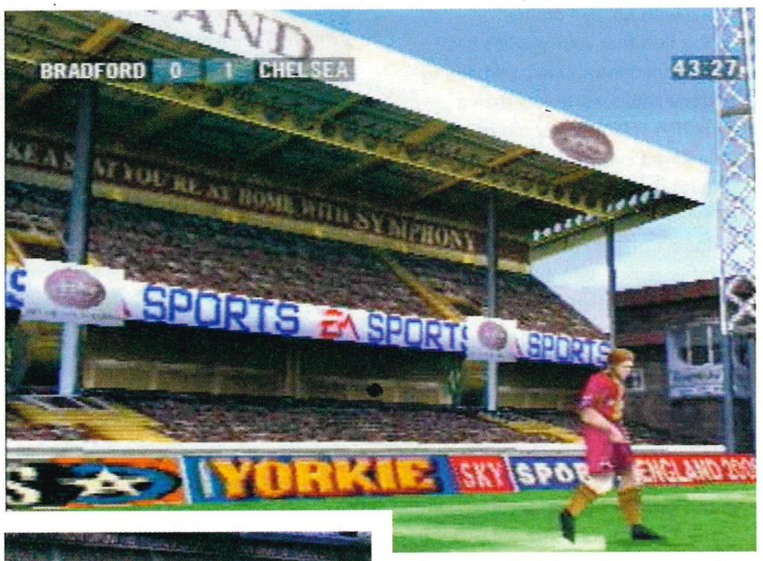
The B.Boy dance championships kicks off to a mass-jiggin' fight of flip

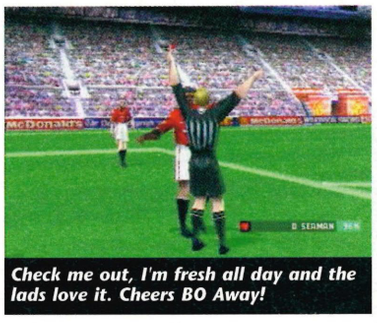


stare into this picture and blink as fast as you can. Ooh, what a frame rate!

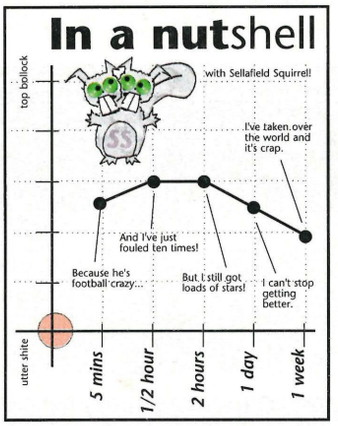


Bergkamp gets reprimanded for doing an impression of a pink space alien





Check me out, I'm fresh all day and the lads love it. Cheers BO Away!



What does it say on the CD box?

"FA Premier League Stars, and indeed, stars they are, and of a definite Premier quality to boot."

Not the same Stars that can transform a cripple into a ballet dancer, water into wine and a pathetic player into an Adidas Predator wearing Jesus?

"Yes, it is a sad day for the great game when such underhanded tactics are used with such ruthless cunning to bring the underdog back to his undeserved top"

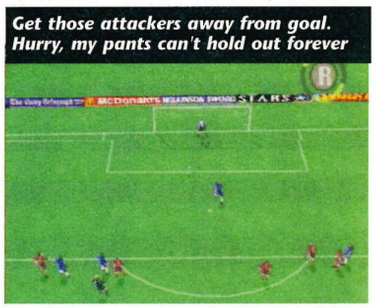
Yeah, they may as well just give them give them a big bag of cocaine and pay for sex romps with some of the world's most beautiful women. Hang on...

Testicle control

This is no ordinary game of football. Oh-no, this one's got stars! And what makes those stars so football-tastic? It's simple, at the end of every match you earn a fist full of the buggers. These stars/points can then be dished out on various player attributes, just like you would in a role-playing game like, say, Diablo. But football has absolutely nothing to do with taking a gang of blade wielding psychopaths out for a blood-soaked rumble. Well, unless you're a Milwall supporter, but that's not the point.

What matters is that even if you get your arse whipped 5-0, you will gain star points. Convert these into attributes (speed, passing ability, shot power etc.) for your striker and watch in amazement as he warps from a six stone gimp that wouldn't get picked for a kindergarten team, to a one-man football army.

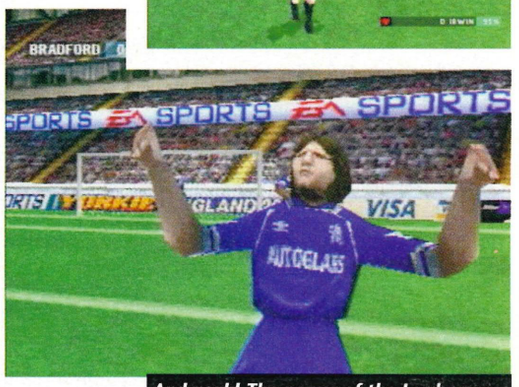
Now take him out there, make sure you give him the ball and enjoy as he runs like a



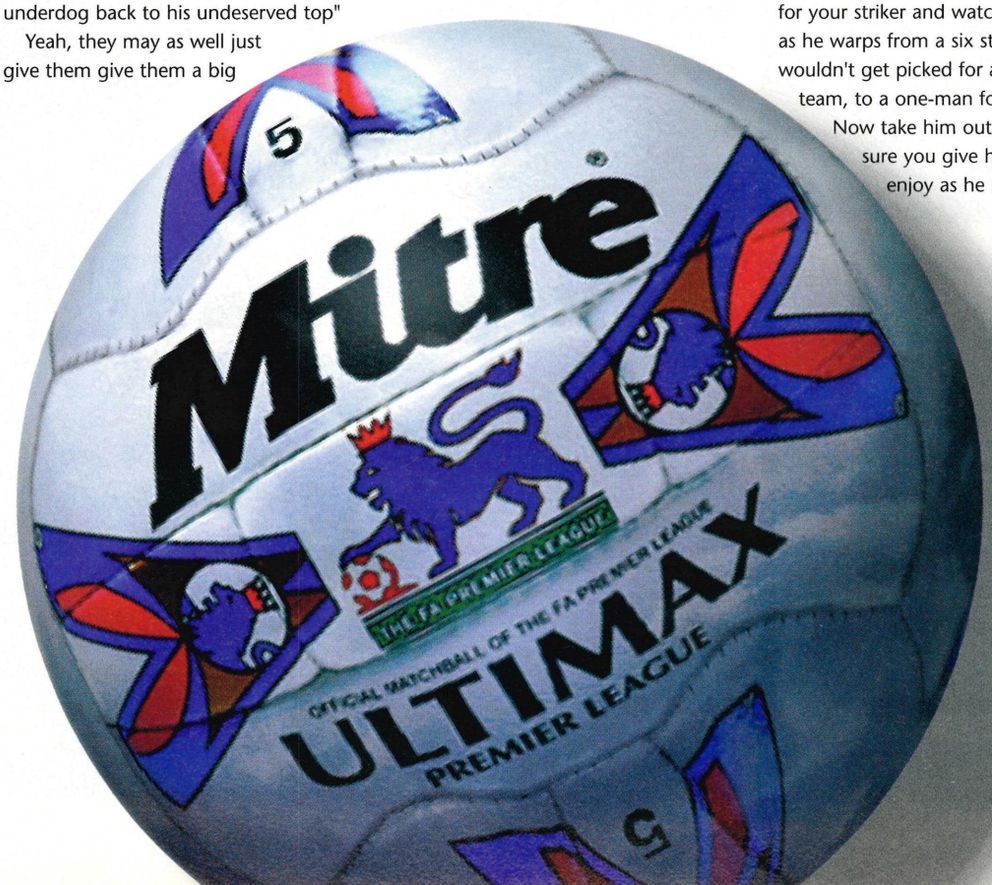
Get those attackers away from goal. Hurry, my pants can't hold out forever



Arsenal implement the famous OASIS "LARGE IT!" Pose to intimidate M.U.



And yeah! The power of the Lord came unto me. And yeah! I was blessed

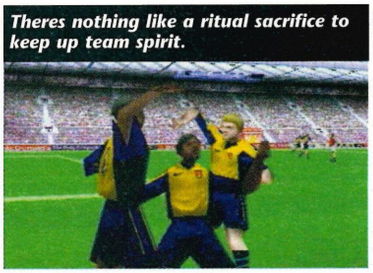


puma with his arse on fire.

You find that your player's been transformed from being a wheezing nobody who's worth less than a shredded Panini sticker album, to being able to get every member of All Saints into his gold plated love-nest. The chain of events is simple. Win a match (or lose, it doesn't matter) spend your stars, play another match. Win a match (and you probably will) then get even more stars.

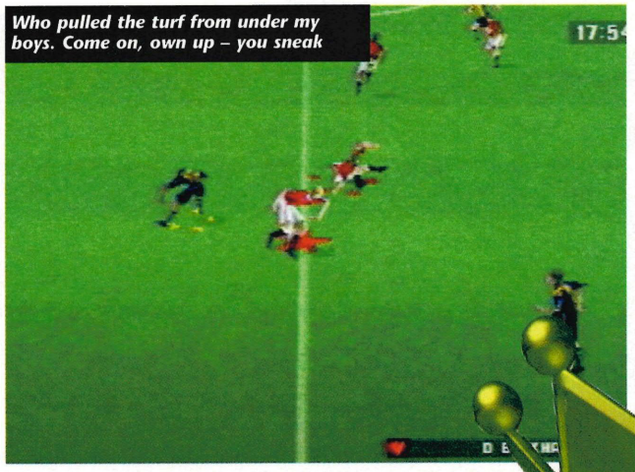
naughty dribbler

A non-cynical player might think that the amount of stars you receive is directly proportional to your performance; lose badly – no stars, win and get showered in the bastards. Well no. You can lose a game 1-4 and you'll get only 10 stars less that the victor. Spend all your stars on one player and ba-da-bing! You now have Clark Kent on your side wearing a No.10 shirt .



Theres nothing like a ritual sacrifice to keep up team spirit.

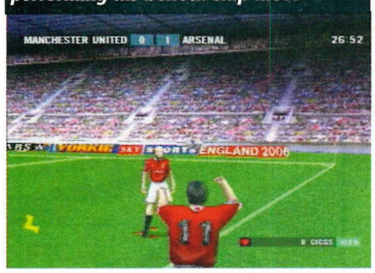
With the game's main feature well and truly filed under "NO!" what else can we expect from one of the most well respected sports game's publishers? Well, apparently FIFA '99 never happened. Maybe we all imagined the lush graphics and faultless game-play as we were all in some drunken state. Oh, no we didn't, it's out there, it sold by the stadium load and EA know that. So why have they ignored all the advancements and given us graphics that are so jerky, you'd think you were watching a match from 1920?



Who pulled the turf from under my boys. Come on, own up – you sneak

'Spend all your stars on one player and **ba-da-bing!** You now have Clark Kent on your side **wearing a No.10 shirt**'

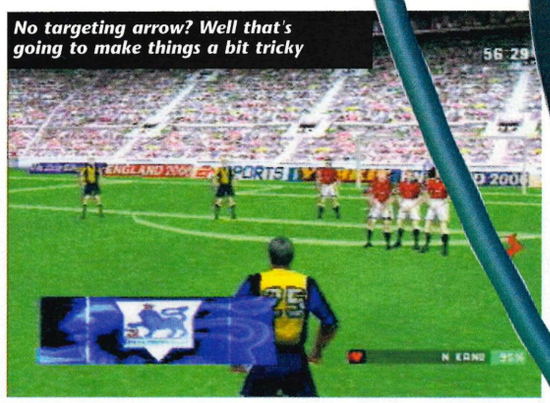
FA Premier League Stars is not just a geriatric game engine that's been strapped to a poor man's football management game. We have extras that attempt to add a stronger simulation element to the on-pitch shenanigans. You can now force your player to push his over-paid legs at super speed. As an energy bar depletes, your player runs out of breath and acids start to build up in their muscles (or something).



GIGGS concept of perspective stops him performing his bollock slap move



Damn these bleeding haemorroids! Now I'll have to get a pad with wings



No targeting arrow? Well that's going to make things a bit tricky



Wow, you can score goals and audition for tap class a the same time



Sometimes all the stress just gets to you and all you can do is relax



It's not even half time and already, Seaman is on everybodies lips

The beginers guide to creating a superman

Nazi Scientists may have spent years trying to manufacture a race of supermen, but with FA Premier Leaugue Stars you can get that Aryan feeling without having to saw a single twin in half. It's as easy as...



Damn your eyes, Everton get a goal

And Le Tissier is now God! Let's go!

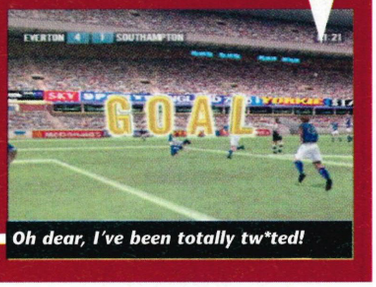




Half time and I'm fouing like crazy!

Never mind, just spend those stars!





*Oh dear, I've been totally tw*ted!*

It's meant to simulate fatigue, and it does – unless you give the ball to your star-pumped player. Do this and the other team won't know what hit them. They'll be left with dust in their eyes as you hit warp factor nine and practically go back in time.

The power bar method is also used to give you a wide range in shot strength. It's no longer a question of getting into a good position and booting the ball at the goal, you have to worry about how strong your shot is going to be.

So there you are, worrying about being tackled, watching where your team members are so you can get the ball into position. And you make a terrific cross! The ball's ready. Kick it! Err. No, hold down the key for a few vital seconds and decide exactly how much va-va-voom you want to put behind it. Oh, dear - you've run on too far. Sod this, just give the ball to your star-pumped superman and hoof it up the pitch and rip that net in two.

In an attempt to give the world a football experience where you have total control over almost every part of your team's career (except what toilet paper they use), EA have been busy on the ideas department without any thought to how they'd work together. Or even whether they need to be in a footbal game at all. Don't they realise that you can't just chuck together a few badly tuned features and flog yet another footy game? No, there not that stupid.

As a finishing thought, just consider the title of the game. Take the first letter from each word, re-arrange and what do you get? Yes indeed sports fans, this game is total FLAPS!

Will PRO



Wa-hey! I can levitate balls on my head. I call it teabaggin and it's so much fun!



Offering the ref a piggyback has been known to make the gimp chill out

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

The Verdict

Out now £39.99

Published by EA Sports

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

Everything about FA Stars just smacks of a rush job. It looks like no-one really cared about it during development and you shouldn't care either. All in all it's a very obvious attempt to make fast cash out of footy mad punters.

PRO Rated 77%

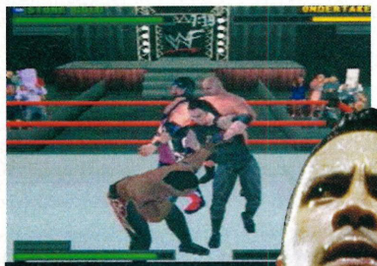
Alternatively: FIFA '99 - EA Sports ☆☆☆☆

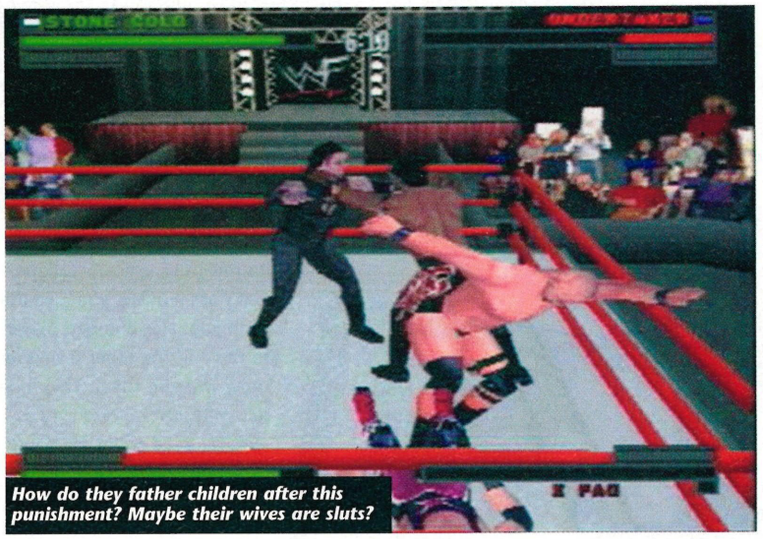
WWF Attitude

Wrestle-fest that shatters more bone than an Owen Hart nosedive



So much talent, such a loss to the world. A comedian right to the end


Sample pics from www.groupsex.com


How do they father children after this punishment? Maybe their wives are sluts?

The oil. The muscles. The rock and the roll. And then again with the oil! A fast cut of wrestling footage and then comes the sadness.

Owen Hart is dead. He fell while abseiling into the ring. He was dressed as a superhero. He wore a blue cape. When he fell he ruptured his organs and died in extreme pain. The audience kept cheering as they thought it was all part of the show. Excuse me but... HA-HA HA-HA HA-HA-HA HA-HA! Oh, come on. That's really funny. He was dressed as a...

Ah well, if you don't burst a lung over that news, then you won't understand how neck-breakingly funny WWF Attitude is. Where else can you see an obese (and we're talking beached whale here!) woman in heavy eye make-up as she repeatedly swings her pig-like foot into a well-oiled man's family jewels? "Ooh! Ooh! Ooh!" He cries, like C3-P0 being given a Taiwanese massage from a muscular Julian Clary. And then comes the real pain. Grab an opponent by their arm, shuffle behind and start applying pressure to their shoulder socket. "Arghh! Arghh! Ooh! Ohh!" And the classic "That really hurts!" All the while your grotesque femme appears to be attacking in a way that can only be described as anal.

hart attack

Apart from the fat-mamma possibilities of creating your own wrestlers, Attitude gives you a whole glammed-up gang-bang of characters to fiddle with. There are over 40 of the freaks, including such big-balled talent as The Rock, Stone Cold Steve Austin and of course that man who will always have the ring on/in/through his mind – Owen Hart!

So we're 272 words into the review and things are looking good for WWF Attitude. What gives? Where's the "WWF is for mullet-haired red-necks" type piss taking? Well, for the record, WWF is for mullet-haired red-necks. Yes it is! So shut up. Of course, that doesn't stop the sight of four megalith men twisting each other's pinkies off being extremely funny. It's the final ingredient that actually helps to make WWF Attitude appeal to an audience of Wrestle-detesters. Welcome in humour, what took you so long?

sham-slam!

As you'd expect from a franchise that thrives on fans thirst for extra details, there are options a go-go. You can pummel the blubber in your own customised pay-Per-view event. Select who's gonna rumble, what the stadium is going to look like and even give the event a typically stupid name like "Thong-Fest." And when you're playing with your own customised mutant chick who's wearing a shirt that declares "I love c*ock!" You know you're onto a winner.

WWF is a multi-million dollar industry

Is all this really professional wrestling, or something a little more "Swedish?"


The game of Ring-A-Ring-A-Roses was cut short when Faaroog let rip a fart!



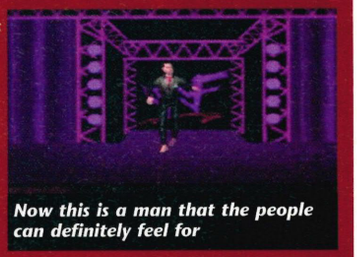
The Undertaker shows he's a caring man by removing a painful thorn

WWF uncovered: Tony Blair

"meets" mystery woman

Yes, ladies and germs. We have uncovered previously unseen footage of our beloved premiere in a rather compromising situation, all thanks to the wonders of customisation

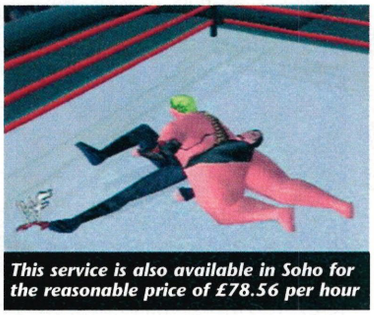
Chopper and Owen Hart take time out to wrestle with each other's tongues.



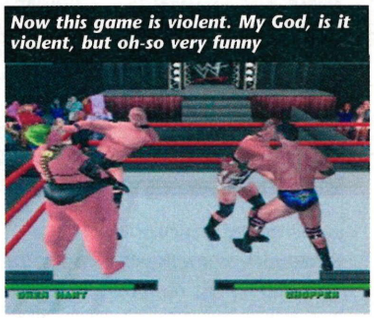
Now this is a man that the people can definitely feel for



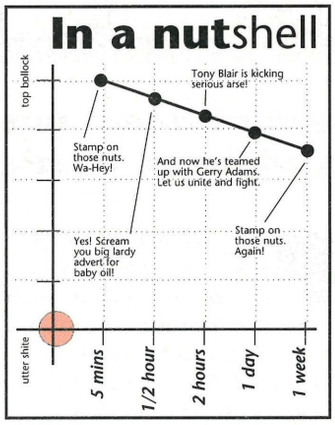
Look into my eyes! You are feeling veeery sleeeepy!



This service is also available in Soho for the reasonable price of £78.56 per hour

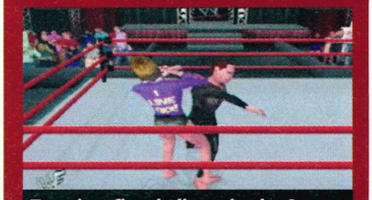


Now this game is violent. My God, is it violent, but oh-so very funny





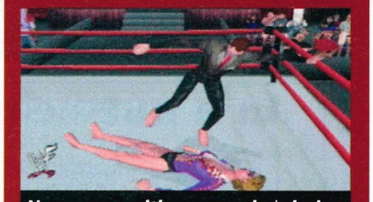
This position is more suited to extremely intimate lovers.



Tony is a firm believer in the Sean Connery method of wimin control



Er... Monica Lewinsky anyone?



Never mess with a man who's losing power in European elections!

with enough merchandise to make George Lucas piss blood with envy. So it's good to see that Acclaim haven't just doled out another bag of bear-toss and hoped for the best. For a lagered night of pant-wetting ranting, Attitude is the bad boy for the job.

10 seconds after you pick up the gamepad you'll be rolling on the floor with laughter. Don't waste too much time flexing those facial muscle though, you'll miss out on the finest re-creations of stuntmanship that has ever been slipped into a PlayStation. Wrestle virgins will easily get their sweaty hams all slippery just by decking an opponent with the kick and slap moves. But once you've worked out how to manipulate foes like a rubber doll, you'll be hooked.

'For a lagered night of pant-wetting ranting, WWF Attitude is just the bad boy for the job'

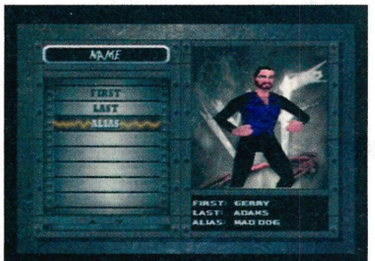
Every cartilage-popping move is pulled off with a level of slickness that could smother a million seagulls. Every athlete/contestant/happy meal character has been motion captured to perfection. There are the odd glitches where you see a man's head disappear into a chunk-woman's thigh or a bitch-slap pass right through a man-sized jowl, but that just keeps the realism on par with the actual 'professional' sport.

If you can place your tongue firmly in your cheek then you'll have a ball-royale with Attitude. It's the best wrestling game available and it delivers on all levels. Wrestle beasts will dribble at the depth of the game while those of you who'd rather have a ready-mix enema than watch glistening men touch each other up will be able to take the over-the-top campness of the spectacle as one big (and supremely funny) joke.

Will PRO



At last, they have decided to join powers and do the world some good



The brothers put forward their best man. If he doesn't win no one can

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Acclaim

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

It's got everything for the WWF sleeping bag brigade while those of us who usually regard this "sport" as "shite" will get a speed-freak grin from the whole stupidity of the events. Fantastic fun.

PRO Rated 89%

Alternatively: Warzone - Acclaim ☆☆☆

Puchi Carat

Fluffy Japanese mutant rabbit goes apeshit in addictive puzzler



If you manage to clear all the jewels from the screen you get extra points



You haven't played Puchi Carat until you've played the two-player. Game on



Don't get rid of the jewels in time and your character starts to feel the squeeze



It may look a bit plain and simple, but aren't they always just the best?

Puchi Carat cuddly toys are selling like hot cakes in the Land of the Rising Sun, which means they're bound to be hanging from the baseball caps of our little tikes before the year's out. The company behind best-selling PlayStation puzzler Bust-A-Move (Taito) are unleashing Puchi on an unsuspecting public by way of her own PlayStation puzzle-fest.



This is Puchi. She's your worst nightmare, but the kids just love her

hare-brained lunacy

Puchi Carat's crazy antics take place in similar surroundings to the Bust-A-Move games. Coloured jewels slowly shift towards your bat, line by line. You have to chuck a ball at the jewels and destroy them before they crush you. However, whereas in Bust-A-Move you had to fire the balls from a turret at the bottom of the screen, Puchi Carat brings in a Breakout/Arkanoid influence.

You are given a bat to move left and right, which you must use to bounce the ball against the jewels to destroy them. What's more, if you pop a jewel at the root of a stick of jewels, the whole stick of jewels will collapse. This opens up a mass of opportunities for bagging plenty of bonus points and gaining skills after repeated playing.

Of course, Taito have used their expertise to pack Puchi Carat with a whole spectrum of game modes, including that all important two player mode. The difficulty varies equally well between beginner, medium and hard games, and you can play as one of 12 characters (all of which show you their fighting moves in the background as you play).

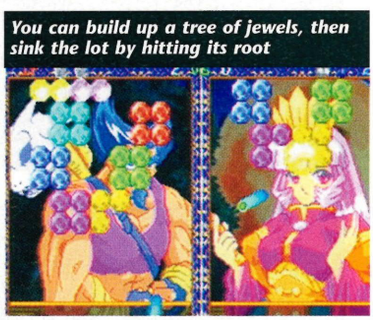


There's plenty of kooky characters. The usual foxy minxes and startled kids

> 'The graphics are as garish as they come, yet do nothing to cover up the fact that Puchi Carat is **serious puzzlesome fun**'

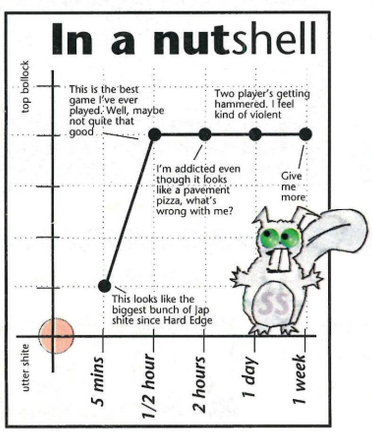
This isn't as basic and childish as it looks either. The graphics are as garish as they come, yet do nothing to conceal the fact that Puchi Carat is serious puzzlesome fun. Just try and put down the controller once you've begun playing. I dare ya!

Sam PRO



You can build up a tree of jewels, then sink the lot by hitting its root

In a nutshell



dual shock • memory card • two players

The Verdict

Out now £34.99

Published by PBH Systems

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

The people behind the Bust-A-Move series have applied their expertise to this title brilliantly. Puchi is a seriously addictive, fun-packed puzzle game. It may not be the most polished of games, but once you play it you'll never stop.

PRO Rated 83%

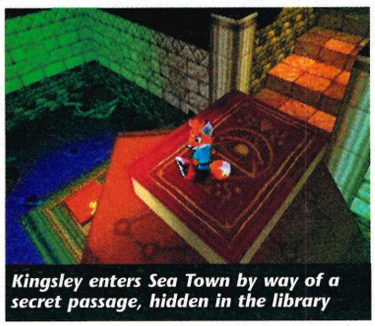
Alternatively: Bust-A-Move 4 - Taito ☆☆☆☆

Kingsley

Pesky junior fox makes a tit of himself in an unimpressive platformer



The kids of Kingsley's castle are shown a puppet show to tell the hero's story



Kingsley enters Sea Town by way of a secret passage, hidden in the library

As the menagerie of PlayStation animals grows by the day, you have to wonder when it will all just stop. Dragons, geckos, crocodiles, lemmings, apes, bandicoots, and now foxes pace behind the bars of the PlayStation zoo.

It won't be long before Rolf Harris gets his oar in and brings Friends Of Animal Hospital to our consoles; take a gangrenous dog through rooms of vicious opponents, including rabid ferrets, gammy chinchillas and nit-ridden moggies. Until that fine day though, we'll have to make do with this shite.

Kingsley The Fox is the kind of furry git that even the most ardent hunt saboteur would love to see ripped limb from limb by ravenous hounds. Psygnosis have really overdone it with the cute factor this time, giving you a big headed, cross-eyed orphan fox cub (with cute, squeaky mumble for a voice) to control through his 3D mission-based environments. The world in which he operates is not dissimilar to Croc, colourful scenery built with less than smooth graphics.

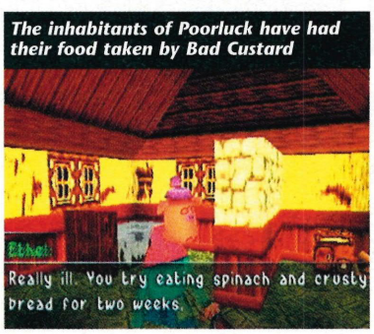
out-foxed

The story begins as our hero decides to take on the might of the evil wizard Bad Custard.

'Kingsley is the kind of furry git that even hunt saboteurs would love to see **ripped limb from limb** by hounds'



The swordfishes are usually nasty buggers, but this one has retired

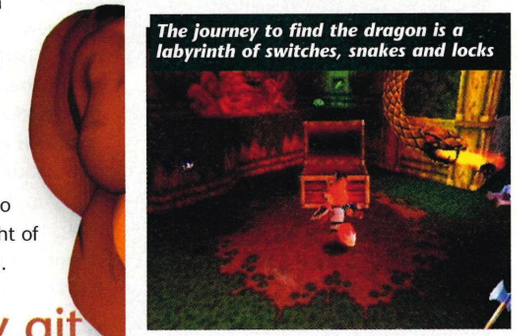


The inhabitants of Poorluck have had their food taken by Bad Custard

Kingsley must train to become a true knight and defeat each of Bad Custard's henchmen before battling the bastard himself. After a brief set of training exercises (there really aren't many moves to learn), Kingsley enters Sea Town, the first of several towns in which Kingsley must complete several missions to continue.

Like Croc 2, Kingsley is passably playable (as kids' entertainment) for a certain amount of time. The gameplay is peppered with the platform clichés we've seen more of this year than any other, and before long the difficulty and frustration factor rockets so sharply skywards that you just have to turn off the machine and do something else (just try to rise above it). This is utter shite!

Sam PRO

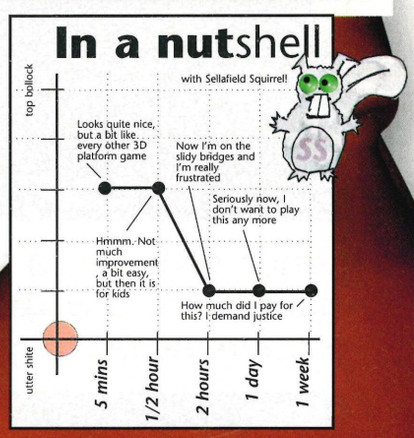


The journey to find the dragon is a labyrinth of switches, snakes and locks



By collecting bonus keys, Kingsley can open the locked chests full of extras

In a nutshell



dual shock • memory card • one player

The Verdict

Out now £39.99

Published by Sony

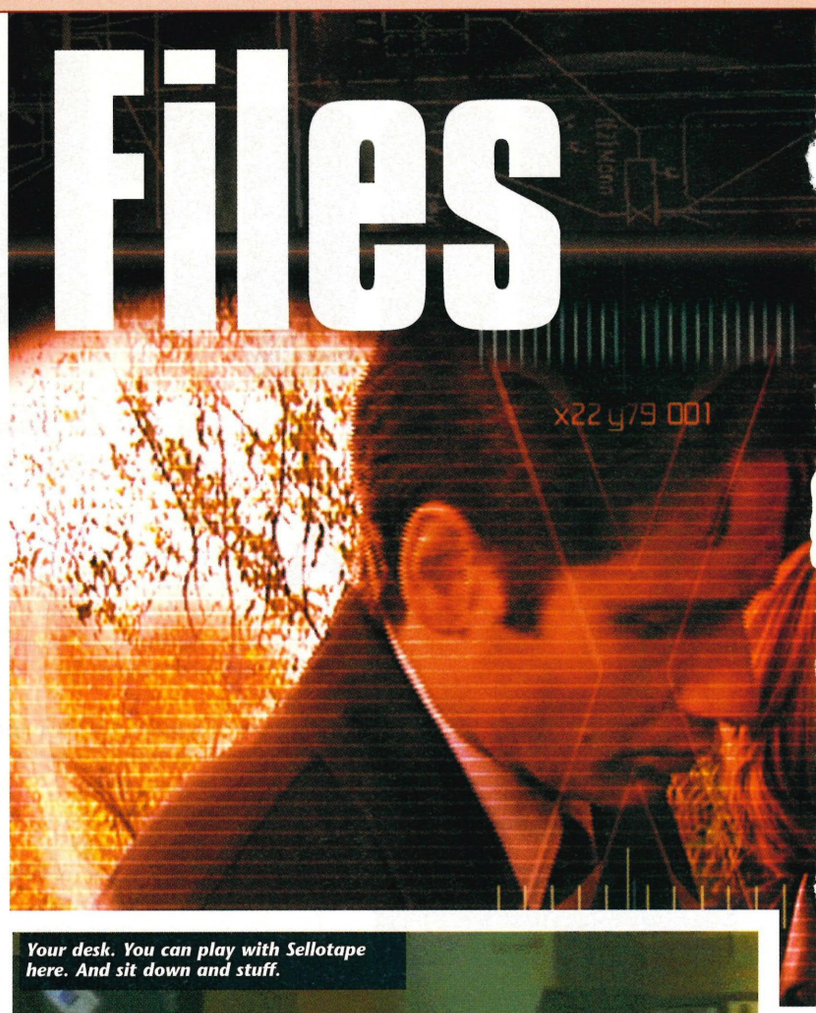
Graphics ☆☆
Sound ☆☆
Gameplay ☆☆
Lastability ☆

After tearing my hair out in despair playing Croc 2, I thought this game may at least be consistent in its difficulty. But no, again we have a platform game that will equally frustrate and patronise the many children who will play it. Crap.

PRO-Rated 48%

Alternatively: Spyro The Dragon - Sony ☆☆☆☆

The X Files



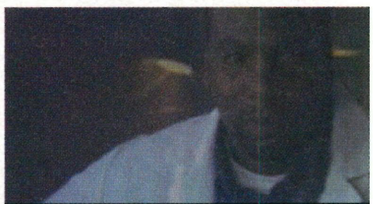
Inevitable attempt to create an interactive episode. Which fails



Your trusty personal data assistant unerringly guides the way forward



Perhaps there's a clue in this Halifax council estate?



This man owes you a dollar. Would you ask for it back?



Your partner's called Cook and this is his office. Move along now please

The X Files. The adventure game. On the PlayStation. At last. Buy champagne. But keep it on ice for now. There's a bit near the beginning where Agent Wilmore (that's you) visits a motel. Outside near his car, if he turns towards the road he can watch a lone white vehicle idle by. If he keeps looking, he'll see it come back into view – in reverse – and retrace its route. Then it reappears going forwards again. Then backwards. Then forwards. Then backwards. Etcetera. The piece of footage is a five second loop. It's a tiny inconsequential part of the game, but it cocks up the atmosphere of a scene in what, this being The X Files and all, is meant to be an atmospheric experience. It isn't the only culprit.

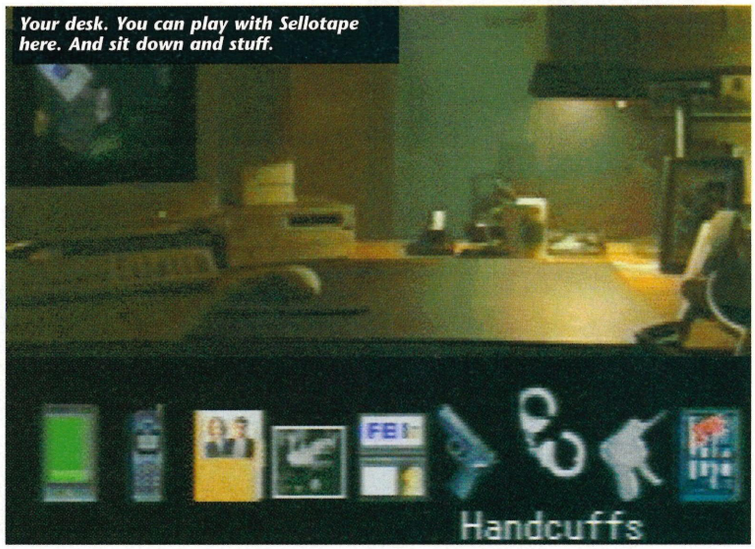
mime/piss artists

And there's more bad news. Mulder and Scully are bit-part players – stars of the intro who provide us with a couple of minutes of meaningful facial expressions, but not a single word between them. Then they get shot and only reappear close to the end with a script about as thin as Arnie Schwarzenegger's in a Charlie Chaplin film. It's difficult to imagine Tomb Raider getting away with the same...

Of course, there's a point to their continued non-appearance. Realistically, cash and the lack of it on offer, but for the sake of the storyline they've 'disappeared.' Mysteriously, no less, and clearly need finding. That's your job.

Armed only with a sharp suit and

'Armed with only a sharp suit and a short haircut – and **a gun and a badge** – Wilmore needs to get to the bottom of it'



Your desk. You can play with Sellotape here. And sit down and stuff.



"And this was us when we went to Virginia..."



That's you. Hey, you're a mighty handsome man

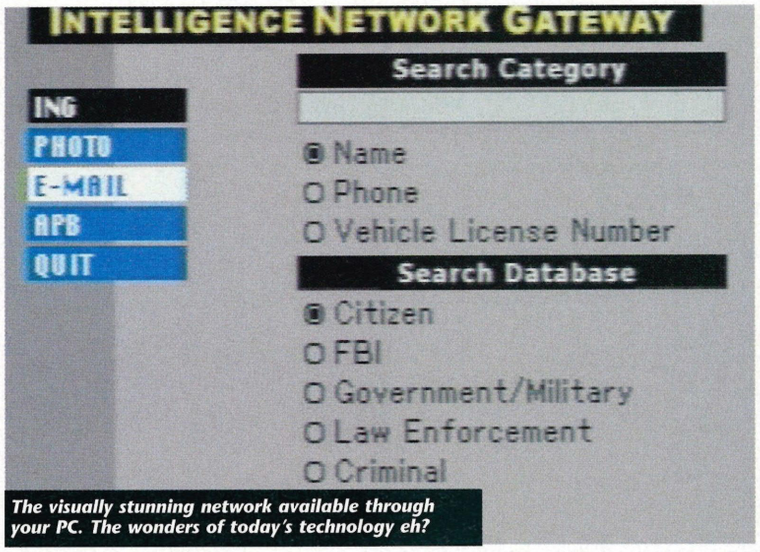


1 = "Quick, open the door – I'm choking for it." 2 = "The floor looks hard." "The loft it is, then." 3 = "Give it to me Mulder you spooky love machine." 4 = "Tell me you liked it, Goddamnit. Tell me I'm the best you've ever had."



Look above the hand. That's the magic reappearing car





The visually stunning network available through your PC. The wonders of today's technology eh?

short haircut – and a gun and a badge – Wilmore needs to get to the bottom of it. Typically, the bottom's a long way down – four discs, in fact – and the path to it is littered with interrogations, puzzles, telephone calls and journeys to various locations. Because this is the X Files it's all very cloak and dagger, with the underlying premise being the usual trust no-one approach. Sadly, this also includes the programmers, who've "crammed" this bad boy onto those four discs in order to incorporate the high amount of video footage.

the awful truth

Now, this video footage is actually not bad; it's everywhere else that the problems lie. Played from a first person perspective, agent Wilmore never comes into view in the interface-controlled part of the game. What he does is look up, look down, look left, look right and go forwards. And when he does, the current static screen changes to a more appropriate static screen.

Confront a filing cabinet or a drawer, which – as you can tell by the special icon – he can 'use,' and a video clip is initiated. In fact, let's call it the movie mode, it sounds more exciting. So every time you 'do' something, the movie mode kicks in and you're treated to several seconds of decent footage as the digitised thespians either act out your command or respond to a question you've just asked. When these interludes are over, it's once again up to you to make something else interesting happen.

point. click. bleed

Not only is this not easy, there's every chance you simply won't want to bother. Okay, so point-and-click is the only way to go with a venture like this, and without a mouse it's a slow process. All the more reason then to ensure that the scenes connect quickly and that commands don't hang in the air for several seconds before any kind of response occurs.

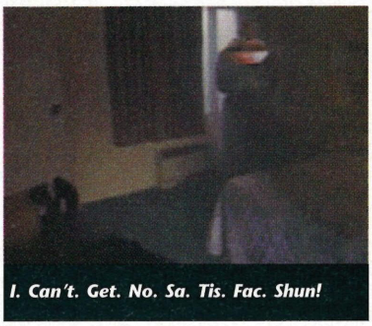
All the more reason to build a game in which the player is rewarded for fruitful endeavour and careful thought, as opposed to one which presents a list of possible questions and seemingly doesn't care in which order they're asked, or even if the whole lot are run through like a bland old lady's shopping list.

All the more reason to provide a non-linear path and numerous sub-plots to mask the formulaic hunt-and-gather that is acceptable for the first disc, grinds for the next and by the time No.3 comes around... well, it won't. You'll have binned it by then.

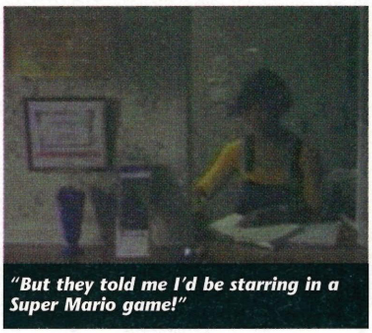
Which is a shame. Because for all its flaws there is in The X Files an over-riding feeling of 'need to get to the next location; see the next scene; meet the next character.' Because everything is real. And therefore that bit different. And therefore worthy of a better effort in the gameplay department than this boring and pointless attempt.

Fact is, the PlayStation is about as suited to running this type of PC monotonous crap as it is to running the 2000 Guineas with Bernard Manning as a jockey.

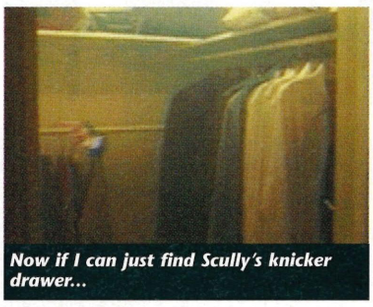
Paul PRO



I. Can't. Get. No. Sa. Tis. Fac. Shun!



"But they told me I'd be starring in a Super Mario game!"



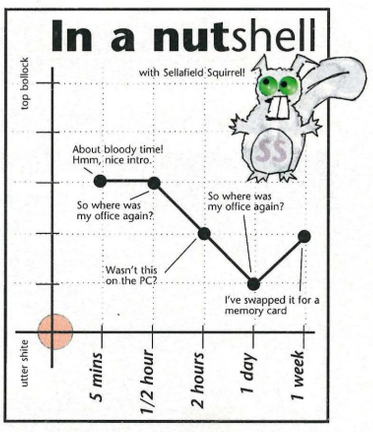
Now if I can just find Scully's knicker drawer...

MAKE IT SNAPPY

Gillian Anderson. Righter of the wrongs, candy of the eye, heroine of the sad, seeker of attention



In a nutshell



dual shock analogue • memory card • one player

The Verdict

Out now £34.99

Published by Fox Interactive

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

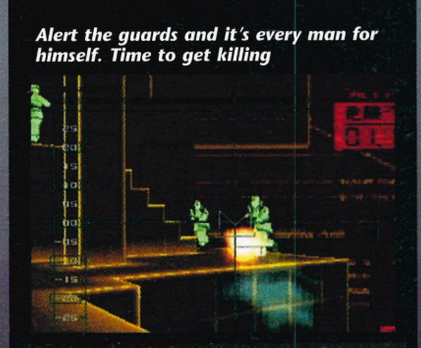
The Johnny Mnemonic game was a bit like this. Who remembers playing it on the PlayStation then? You don't, do you, because it never got released. There's a reason for that you know.

PRO Rated 55%

Alternatively: Broken Sword 2 £ - Sony ☆☆☆



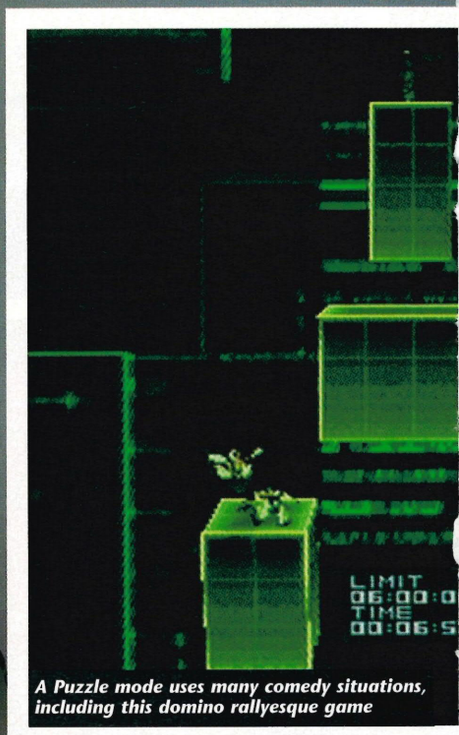
Stingers make short work of those pesky guards, but they make a lot of noise



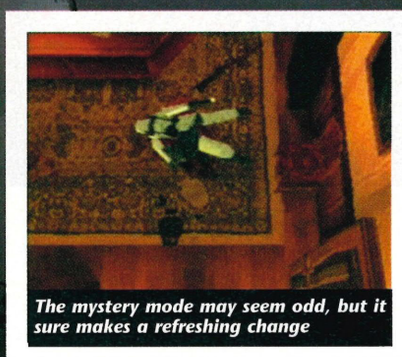
Alert the guards and it's every man for himself. Time to get killing



Wear the armour of the Ninja and the guards won't know what's hit them



A Puzzle mode uses many comedy situations, including this domino rallyesque game



The mystery mode may seem odd, but it sure makes a refreshing change

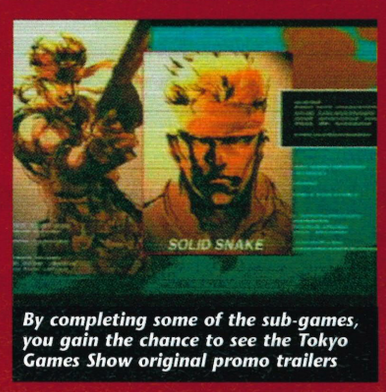
Metal Gear Solid

Special Missions

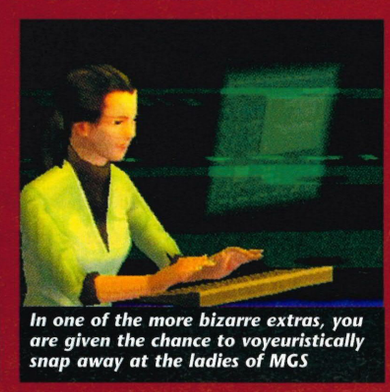
Snake shrugs off the criticism and returns for some superior puzzling foolery



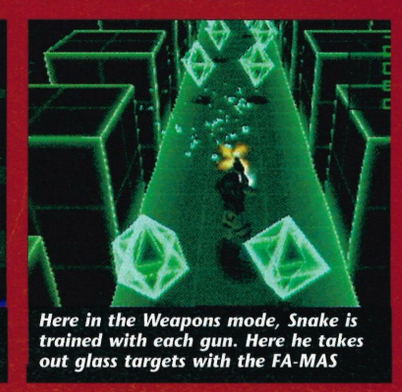
Wear your Sherlock hat for the Mystery mode. Which one of these two do you think knocked the camera off the wall?



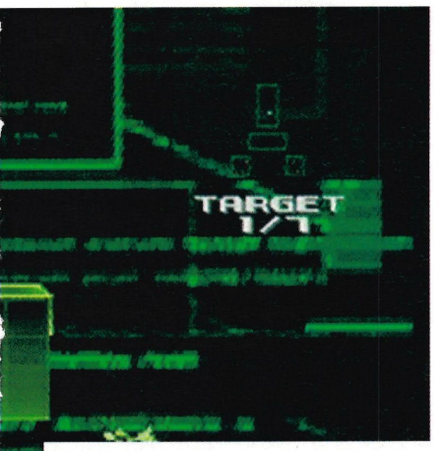
By completing some of the sub-games, you gain the chance to see the Tokyo Games Show original promo trailers

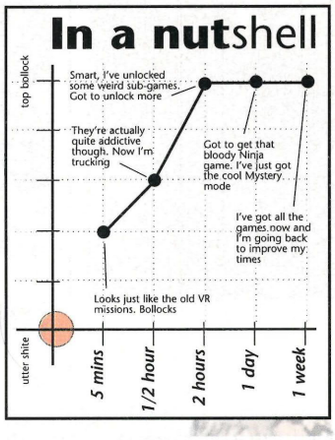


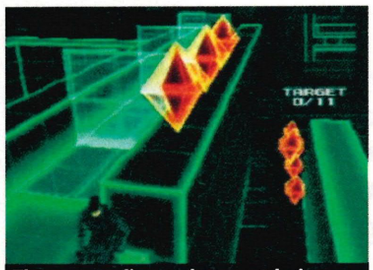
In one of the more bizarre extras, you are given the chance to voyeuristically snap away at the ladies of MGS



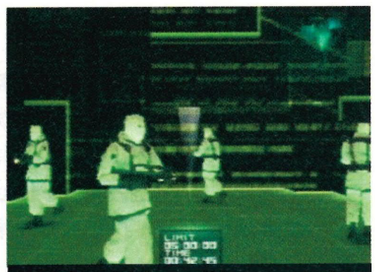
Here in the Weapons mode, Snake is trained with each gun. Here he takes out glass targets with the FA-MAS







The orange diamonds are explosives. Planning can set off a chain reaction



Sometimes it's impossible to reach the outpost without causing any of pain



The intro sequence shows Solid Snake in his very own CGI movie

Less sinister than Darth Maul, more capable of fighting international crime than Austin Powers, Solid Snake is the fella to take out this month's summer icons for some serious shit-kicking. This add-on disc features over 300 extra VR training missions, plus a mass of extra treats, that'll add frustration and excitement to the game that changed PlayStation adventuring earlier this year.

As the Integral package (the original Metal Gear Solid with a first person option and the missions disc) won't be released over here, this extra disc is being sold by itself at a budget price, though you'll need the original game to load it up.

Special Missions expands on the VR originals from the full game by offering 300 artificial environments to test your physical dexterity and all new tasks to flex your mental agility. This is not a game in the sense that Metal Gear Solid was, there's no story and no adventuring within stylish, well-designed environments, Special Missions is primarily a puzzle game.

extra solid

You are introduced to the training exercises through the sneaking mode and the weapons mode. Players of Metal Gear will be familiar with the importance of Snake's stealthing, the way he deals with most situations is by jumping people from behind (which explains his disastrous sex life).

Sneaking mode simply puts you in a situation with either no weapons or with a silenced SOCOM pistol, whereas in weapons mode Snake gets the chance to practice with the rest of his arsenal. The difficulty is bumped up a notch in the advanced mode, in which you are trained to use all the weapons, but in more difficult situations. Each of the missions in these modes take place in a computer generated matrix, in which you have to avoid or destroy a set number of targets before heading for the outpost.

The fun really starts when you've completed the initial training exercises. A special mode unleashes various sub-games that make the sneaking and weapons modes seem boring. You can't just go right ahead and play them though, each game is unlocked as you complete the training exercises.

The mystery games (an area where Special Missions excels), the brilliant Ninja mode (in which you tackle the bad guys as Metal Gear Solid's cyberninja) and a variety section (in which you use all your new found skills in different situations) are all unlocked after you've completed at least 70% of the game. Many more variations on the training missions are also accessed from the special mode menu.

top gear

At £20 you can't expect a full-blown sequel to Metal Gear Solid, but this mission pack goes some way to achieve that. If this disc was simply a collection of VR missions then it would probably still be worth the money, but there's so much more to it that it deserves some serious praise.

Just scrape the surface and you have a variety of training missions at your fingertips, but play the game for an hour or so and you will begin to unlock a cavalcade of extra missions and fun puzzles. By the time you've unlocked a few of these sub-games, you'd have to be of strong mind to put down the controller before you've unlocked the whole shebang. This is a worthy companion to Metal Gear Solid, and a teasing puzzle-treat in its own right.

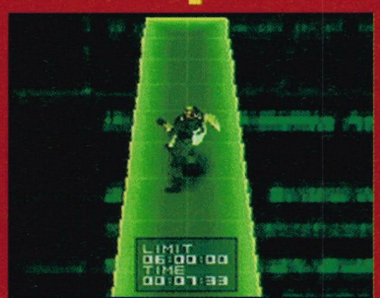
Sam

'The way Snake deals with most situations is to jump people from behind (which explains his disastrous sex life)'



As an added bonus, you get to shoot off at some of Snake's favourite ladies

Extra Special



The Variety levels allow you to utilise all your skills. On this level, Snake has to drag a guard a few feet by the neck



The extra VR Mission tests your survival techniques by taking you through several missions with limited energy

dual shock • memory card • one player

The Verdict

Out now £19.99

Published by Konami

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

If you're prepared to wait for a sequel to Metal Gear, think back to the problems Konami had bringing out the original PAL version and give up. This is more than worthy of your attention in the meantime. Seriously addictive action.

PRO Rated 92%

Alternatively: Metal Gear Solid - Konami ☆☆☆☆

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



chicken



james

Speed Freaks
sony page 58

chicken: Great game, that abandons shooting everyone in sight for harmless straightforward entertainment. Get your mates round and don't be put off by its childish looks because that would just be plain stooopid. Easily my favourite game this month ☆☆☆☆

james: This has had the look of a brilliant game for a long time and we weren't disappointed. It's fast, furious and funny as fook, and it'll keep you entertained well into the millennium. The best multi-playing race riot yet and it should be yours without further ado ☆☆☆☆

Premier League STARS
electronic arts page 62

chicken: Rather disappointing effort from the same company that brings us the excellent FIFA games. Jerky graphics and generally disappointing gameplay lets this down from all angles. I'm all for novel twists and originality, but only when they make sense ☆☆

james: I know it looks fantastic on TV adverts, but in actual fact it's the dodgiest footballing licence to come from the usually sound EA studio. Kind of an arcade manager cum rpg type football thing. Sounds bad doesn't it? You get the idea then. Hang on for UEFA Striker instead ☆☆

WWF Attitude
acclaim page 66

chicken: Wrestling games are unfeasably popular and this had quite a good crowd around it in the office. The configurability helps keep it entertaining even though the fighting is a little bit basic. Good all round fun though and with just enough campness to make it realistic ☆☆☆

james: I'm a reformed wrestle fan after playing this rib tickling ruck monster - it's an absolute scream and plays very well too. There are loads of moves which are pretty easy to pull off and the graphics stand up well too. A fine game all round that's definitely worth owning ☆☆☆

Puchi Carat
pbh systems page 68

chicken: Bust-A-Move clone that, while being very good at what it does, never really offers anything that we can't get already. It's one of those 'one-more-go' games but even so, it remains largely girlfriend fodder for the most part. Look hard at yourself before getting it ☆☆

james: Another one of those instantly playable bat, ball n' brick games that are so addictive but really just keep your mind in a state of comatose. It's also very pricey - I'd rather buy some kind of £4 hand held thing off the market to be honest ☆

Kingsley
sony page 69

chicken: Much delayed crap that should never have even been released. Avoid at all costs and I'm not even going to carry on writing... ☆

james: Kingsley displays very little in the way of anything entertaining. It tries to be kiddie-simple, but ends up just plain boring and irritating. A sly fox Kingsely aint, as this fails to even disguise itself as anything but a waste of time and money ☆

X Files
fox interactive page 70

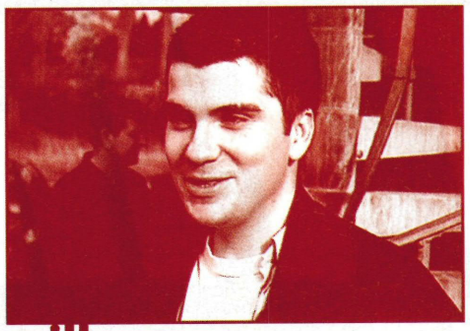
chicken: Not as good as the PC version and that wasn't very good at all. Fans of the X Files will lap it up regardless of what I say, but it's just a static, frustrating FMV game and I don't like it much at all. ☆☆

james: I'm a bit partial to anything X-Filesy, and this had me drawn in for ages, but that's just because of the references to the on-going alien conspiracy. A good attempt at an FMV sleuth game, but you kind of just follow the plot rather than uncover one ☆☆

MGS: Special Missions
konami page 72

chicken: More espionage mayhem for owners of the original Metal Gear Solid. It's just a load of new training missions at the end of the day bu, it'll keep the population happy for a while longer yet. ☆☆☆

james: "I've got a great idea" said one Konami bloke to the other, " Let's bring out some mission discs for the game, they'll be just what the fans want." They were right, that is what we want, so piss off with this vector outline training crap and get the real thing done ☆☆



will

Now this I like. It's a four-player feast of fun that looks like a packet of Skittles that's strapped to a cruise missile. You really can taste that rainbow! It will please all age groups and managed to appear cute without being sickly. It's bloody marvellous – get it. ☆☆☆☆

This bat and baller specialises in hypnotising the player and leaving them with intense eye strain. It's all very absorbing and playable, but then again, so was Breakout. Worth a look and guaranteed to keep the chicks busy. ☆☆☆

I don't understand this. Kingsley is a kids game right? Fair enough. So why does it start off easy peasy pudding and pie, then gets tougher than Wendy's meatloaf? Maybe if someone had bothered to... Er... make a different game, then we'd have a winner. Obviously. ☆

Tape yourself an episode of the TV show. Watch five minutes then go and play with a 500 piece Jigsaw puzzle. Do that for a bit, have a cup of tea then press play on the VCR again. Repeat. Well done, you've just saved yourself some dosh by not buying this dross. ☆

I don't care if Special Missions only costs 20 quid. Why can't the missions use the game's proper graphics. I didn't like the virtual missions in the full game and I'm no big fan of this. I hope other companies will start releasing mission disks. But ones that look good. ☆☆

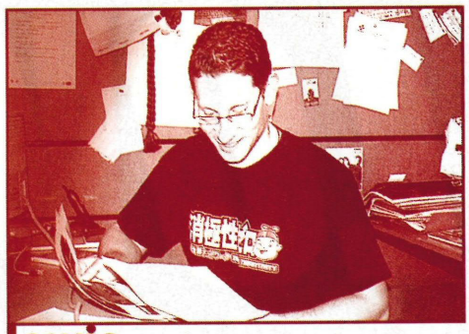


sam

I expected a lot more from Premier League STARS. I was actually quite surprised at how bad this game plays, and it really doesn't look the part. As Will said in his review, it takes on the appearance of a rushed job. Keep hold of your money until UEFA Striker arrives. ☆☆

I'm not exactly a big wrestling fan (hey, who would admit to it if they were?) but Attitude is pure class. Anything that can make me roll on the floor with laughter for more than an hour is a winner in my book. More of a comedy title than a sports game. ☆☆☆☆

The idea of a video based game conjured up bad recollections of the early days of CD games, but when I managed to finally get James' hands off it, I was surprised to find a well decent game. Not perfect, but there's plenty here to keep you on your toes ☆☆☆☆



lewis

Gather together Crash Team Racer, Chocobo Racing and Speed Freaks, and the PlayStation's drought of Mario Kart beaters has finally come to an end. This isn't the most in-depth racer around, but it is pure gaming fun that's probably too bright for its own good. ☆☆☆

Now this will probably sell by the container load despite everyone at Pro hating it. It's a poorly thought out cash-in on a successful footy license, and if there's ever a time you want to listen to us before stumping up your cash, then this is it. Wait for FIFA 2000! ☆

Wrestling games are huge on the PlayStation and finally there's a game that justifies the masses of fat-slapping titles already out there. It's comic, it's smoothly animated and contains all your favourites (including a posthumous Owen Hart) and is a must for all fans. ☆☆☆☆

Piss off with this Japanese cute crap. It's Arkanoid, it's Breakout – but what it certainly isn't is a six foot (Harvey wannabe) rabbit that's seriously shit-scary. Buy Bust-A-Move or get a Pokemon, just stay away from Manga/drug/bomb-damaged bunnies. ☆

Anyone remember Rascal? Anyone still having the same recurring nightmares? Don't worry, this game isn't real, just go and take a lie down and I'll fix you up a nice warm cup of valium. Now remember, repeat after me: "Kingsley doesn't exist." ☆

Myst, Riven and Atlantis have a few things in common with X Files. They're all flick screen adventures that put puzzling and discovery at the top of the list, and rely on the gamer's patience to keep retreading over the same old ground. Oh, and they're all shite. ☆

Did you finish Metal Gear with just one life? Go on – you moaned about it not having enough longevity, but can you complete it without being killed? No, I didn't think so, and now this Special Missions disc is out you have the chance to practice and hone those stealthy skills. ☆☆☆☆

LOVE AT FIR

In the name of research Pro sets out to discover what a sad place the Internet really is. We sent roving reporter Claire deep into cyberspace to see what abuse she'd get from those of you out there connected to the Net...



ST SITE

I began this assignment with high hopes, enthusiasm and an innocence to the realities of cyberspace, which was soon to be shattered. I felt little trepidation although I was warned about the weirdo's I might find. How controversial could one computer screen be???? Boy, would I be proved wrong!

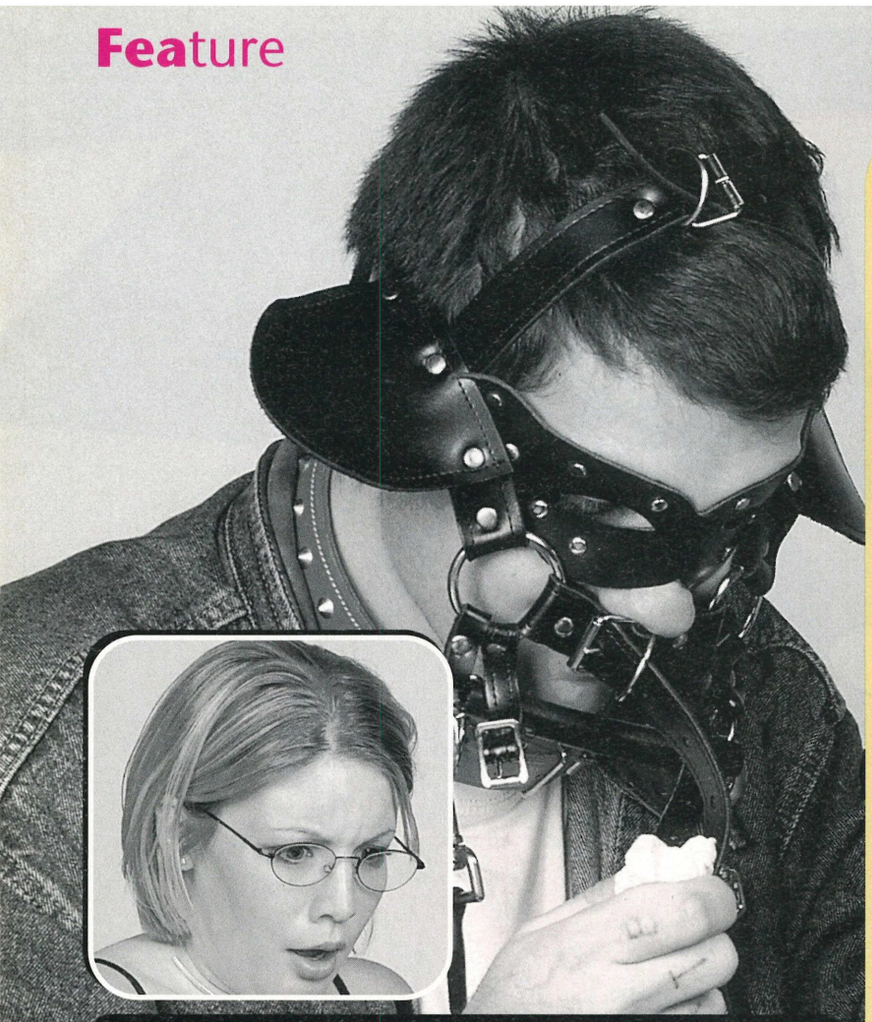


THE AIM

To expose gaming channels for what they really were; to enter their world as an inexperienced FEMALE PlayStation enthusiast, i.e. "Hi guys, can you help me, I need some advice on gaming, especially racing games, I'm a typical female driver!" I would then retire, reload and return bogusly as a bloke – one of 'them.' How would they react to my two opposite personas? In opposite ways I supposed – but I was to be proved wrong again. Read on...

THE SEARCH

The Net is supposedly packed with millions of people all of whom are chatting with each other at the same time. My first task was to get hold of a chat program to enable me to get in to the Internet Relay Chat (IRC from here on) system. Once I'd got my hands on that it took a surprisingly long time to find a gaming channel, and to cross the language and time barriers to talk to the world-wide gamers. After half an hour of "Channel Surfing", I finally found what I was looking for – a chat line specifically designed for PlayStation 'Pros'.



"They should forbid girls anywhere other than the kitchen, laundry room and bedroom"

THE VIRGIN CHAT

THE CHANNEL: "#PlayStation" on I.R.C,
PSEUDONYM: ClaireinUK, – a "Damsel in Distress"

Instant success; they were hooked, "HI CLAIRE, HEY CLAIRE," I've got the little mutants (I thought smugly) unfortunately, I hadn't and they soon reverted to their native language, i.e. geeky crap: "KICK THE TIMING BASTARD" they chorused. Then some freak calling himself "*jhljh@*.ipt.aol.com" was kicked off the channel. Oh dear! At first they just take the piss out of my relative inexperience – (so, I'm not glued to a computer screen 24/7, so what?). This is boring; when will they show their true , filthy, colours?

THE CHAT-UP

Very soon it seems... and 'Bingo', they're putty in my hands. "HOW OLD ARE YOU CLAIREINUK, NOT TRYING TO START CYBERSEX OR ANYTHING, JUST WONDERING, DON'T SEE MANY FEMALE GAMERS."
"Yeah right, sicko, you'd be lucky !" (I keep up a pleasant facade though).

GAMING CHAT

Once they realise I'm not going to involve myself in their sad "COME AND PLAY WITH MY JOYSTICK" games, they do give me some road-travel advice, advising Gran Turismo rather than TOCA, yet running to expectation, they soon revert to arguing the relative merits of these fine games and forget all about their damsel! Well, these American geeks hadn't even heard of the 'Manics', what do you expect?

THE 2ND EXPERIENCE

THE CHANNEL "#PSX" on IRC,
PSEUDONYM: ClaireinUK (again a distressed novice)

My early suspicions were confirmed, I have indeed entered a parallel universe. I just watch them for a while, laughing at their sick, nonsensical conversation about sticking parts of their anatomy onto Mario. Eg. "MY ASS COULD BE MARIO'S HEAD!" At this attractive juncture I joined in: "Hi guys, can you help?" The response: "NO DAMNIT, I WON'T TALK TO YOU... I HATE YOU." I'm just not fitting in here, this is obviously a male idiot-only zone. When someone called 'MODGoblin' tells me he only speaks to "WEIRD SICK OLD MEN THAT WANT TO TOUCH HIM," I make a very sharp exit.

The THIRD "HELL HOLE "Channel, (I'm getting sick of it now)
#PSX NORWAY on IRC
PSEUDONYM CUNNY! (I know – don't say it)

THE CHAT

Again an immediate response and an immediate introduction to my potential 'Net Buddies' "WE'RE PATHETIC GUYS LOOKING FOR GIRLZ" (Well, at least they're honest freaks).

GAMING CHAT

However, their honesty went a wee bit too far. One kid decided that the powers that be "SHOULD FORBID ALL GIRLS ON PSX," in fact, he added, (obviously a real '90s type of guy) "THEY SHOULD FORBID GIRLS ANYWHERE OTHER THAN THE KITCHEN, LAUNDRY ROOM, OR BEDROOM." (These guys should be forbidden to re-enter normal life – if they were ever there? Which I doubt!).

Another freak, responding to my usual distress call, suggested that he'd "GET MY BROTHER TO PLAY WITH YOU!" You won't be surprised to hear that I resorted to similar smut, and was told that I had to accept that we were "LIVING IN A SEXIST WORLD" – maybe so, but it certainly ain't the world they're living in!!

The conversation then degenerated into unprintable material, and the rest of the PLAYSTATION PRO crew gathered as the show gathered pace...

Thoroughly disillusioned with being a girl I decided to change my sex and see if I'd get treated with an ounce of respect from these goons.



Part 2...

THE MALE APPROACH

THE CHANNEL: Computer Talk, using a chat channel on the World Wide Web,
PSEUDONYM: TiminUK

For a change of scenery I decided to leave Internet Relay Chat and went a-hunting on the more respectable World Wide Web using my trusty Netscape browser.

"You'll get no response... it won't be as seedy" the crew chorused as I entered Computer Talk. And it wasn't... to start with.

THE CHAT

Nothing of interest – these are pure, white-trainered compu-geeks!

GAMING CHAT

My call for gaming advice was ignored; these freaks are lost in their secret world of Internet jargon, insulting each other and fighting over web space! In desperation I get Will to insult their mothers in his Welsh-sheep-folk 'compu-speak,' but I'm still ignored. I give up, who needs their so called 'expertise' anyway?



THE 2ND EXPERIENCE

THE CHANNEL: 'HyperChat UK', hang-out for the young and beautiful (!?!) on the World Wide Web
PSEUDONYM: TiminUk, again asking for PSX hints

THE CHAT

Tim received his biggest shock from this apparently straight, English general chat channel. Insults and sexual innuendo were flying about wildly. There are actually, (or apparently – you never know who is behind all these crazy names) a few girls on this channel, and it certainly makes for some fireworks! NYKKI GRABS MANC.LAD OFF HER TITS... MANC.LAD GRABS BACK! Etc.etc. It's pretty pathetic really.

THE CHAT-UP

I was chatted up immediately. 'BigWillieStyle' fancied me: "ARE YOU ATTRACTIVE THEN?" I assumed this was a lad who'd missed the fact that I was supposed to be male (well, in cyberspace at least!), but oh no, this one was female and she wasn't going to be put off (I imagined a bearded boob-tubed heffer wearing lipgloss). I suppose I should have stopped when BWS asked "DO YOU HAVE A BIG ONE? Then followed a "Friday night-style" chat-up, where pseudo and real personalities mingled. Who was this girl? Was she a girl? Did she really want sex with me and a troop of Wizard Of Oz flying monkeys?

GAMING CHAT

None, I couldn't get a word in amidst all the filth and unabashed cybersex flying around!!!

"These geeks are lost in their secret world of internet jargon, insulting each other and fighting over web space!!!



My final trip into unknown cyberspace was rather disturbing – I think I'll leave it to the experts,!... or at least, all those sad males who seem to live their lives in this parallel universe. MY ADVICE...in the words of the great Jerry Springer, Don't go there girl!!!!

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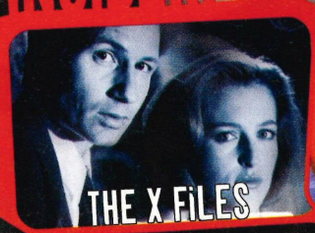
SPEED FREAKS

SILENT HILL REVIEWED AND TIPPED!

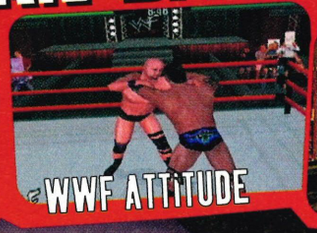
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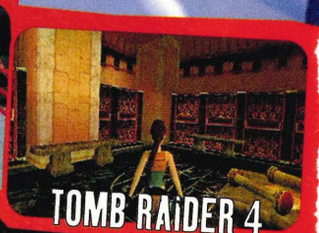
INSIDE...

BURN BABY BURN!


THE X FiLES


UMJAMMER LAMMY


WWF ATTiTUDE


TOMB RAiDER 4

MEET SIEPS AT THE DISNEY KIDS AWARDS • CARMAGEDDON GOODIES • AND LOADS MORE!

Nice Mems

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Miss Bea reckons... **You'd be a right tit not to**





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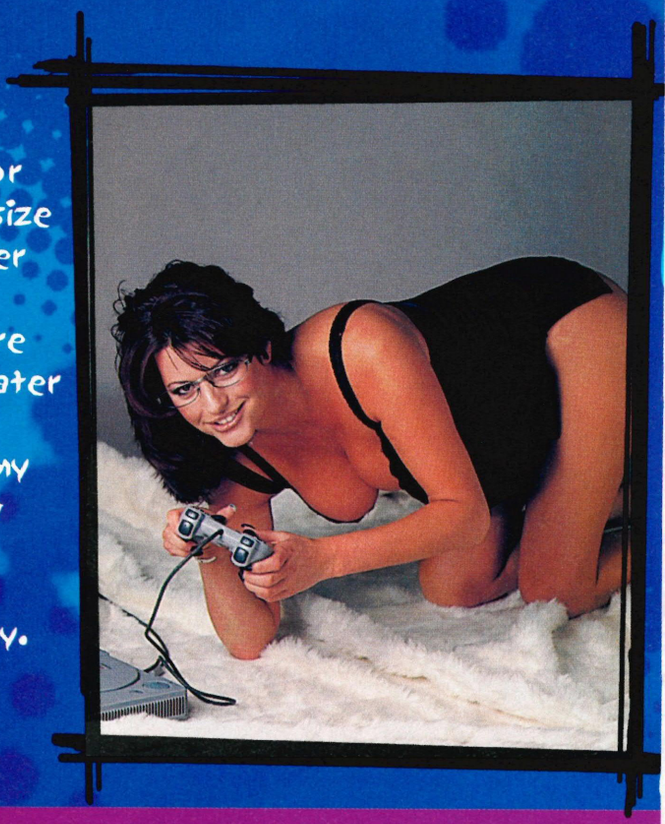
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tips & ch

Relief with

tips

Whether you're feeling legless in Rayman, getting whipped in WCW Thunder or are just stuck into a king size box of Kleenex for no other reason than I've answered one of your letters, I'm here to dowse you with cold water and set you on a path to recovery. This month saw my postal sacks reach bursting point. So read on naughty boys and keep your perversions flowing my way.



Lick those fingers and get ready to flip pages. This month we've got a gusset-full of tips and cheats, from Resident Evil to Driver; Silent Hill to Soul Blade. And of course, there's the hormonal rantings of Perverts Paradise. Smack your lips and tuck in while it's hot!

Colin McRae page 86
Beam me up Scoty!





Soul Blade page. 85
Now play in a nightie

Driver page. 84
Bringing down the man





eats

Miss B

Resident Evil

Q *Dear Miss Bea,*
As an old, but new PlayStation player, may I say "Excellent magazine, wonderful tips." As a new player (three games and none completed) I need help with Resident Evil. All I've had from workmates is "the one with the mansion? Nah, can't remember it." So I hope you can help me with either a walkthru or tips to get me through the hard parts (like door codes!).
In return, may I offer a tip for Command and Conquer.
Enter the code PATSUX. Once started, abort the game. Now play any game that involves Orcas and you will now find that they are armed with lasers, rather than guns (vicious buggers). I don't know what effect it has on the Brotherhood Of Nod disk, as I haven't played it yet, sorry.
Your ardent admirer

Tony Humphrey, Swindon

A It's always a pleasure to give a helping hand to a gentleman in need. Especially one who gives as good as he takes. But why can't I receive more letters from classy men? Anyway Tony, here are a few hints. Now don't be cross, you're going to have to complete the game, rescue everyone and then you'll be awarded a secret key that will make your next visit a whole lot easier. To do this, just follow my instructions.

You must get all the MO Disks located in the rooms of the three floors. After you get all three Disks, go to the room that is near the the stairs. Once inside move all the way to the end of the hallway. There should be a computer terminal located on the wall. When all the cards are inserted, the door will open. Go inside the door and follow the path until you come to another door.

After this is done, go to the elevator that will take you to the fourth floor. Here is you will first encounter the last level leader, Tyrant. (He's relatively easy, just run around the room and shoot him. The Magnum and (Jill) bazooka works best.)

After he is dead, run back to the room where you met either Chris or Jill and free him/her.

Once he/she is freed run to the elevator located next to the main entrance. There should be a trunk there, so arm yourself with a lot of herbs and spray. Leave one spot open because you will need it for the battery that you will receive along the way.

After you get outside, take the signal flare that is in a box next to the door, and light it.

The helicopter should appear. Once the helicopter tries to land, the leader Tyrant also shows up. He's much harder now so make sure you have a lot of bullets and herbs.

After about 10 shots, the helicopter will drop a rocket launcher. Quickly run and get and use it on Tyrant.

Once he's dead, the game ends.

After the credits scroll by, a screen should appear which says: "You have received the special key." Use this key on the 2nd floor of the mansion. It should be the only room that is left unexplored.

After you open the door and go into the closet, move all the way to the end of the rack of clothes. A message should appear which says: There is an outfit that fits you perfectly, do you want to put it on? Click yes and your characters' clothing will change.

Remove Emblems

To remove the emblems from the Doom books, examine the books and turn them on their side with the pages facing you. Press X to open the books and retrieve their emblems.

Rocket Launcher

For unlimited use of the Rocket Launcher finish the game within three hours. After the credits roll you'll see a rocket fly by. Wait for the game to restart, then choose to play on. You'll start the new game with a rocket launcher!

V-Jolt

Enter the room with the number pad in the dormitory. To create V-Jolt mix UMB No. 2 with water to create the No. 3 chemical. Then mix UMB No. 2 with UMB No. 4 to create Yellow-06. Then mix No. 3 with UMB No. 4 to create No. 7. Next mix Yellow-06 with No. 7 to get No. 13. Finally make more No. 3 and then mix it to No. 13 to make V-Jolt. Don't worry, it's not as tricky as it sounds.





Brave Fencer page.88
It's not even released yet!







Syphon Filter page.84
All the weapons, none of the hassle!

Games this month

83	Resident Evil	86	Rayman
84	Driver	86	Crash 2
84	Syphon Filter	87	Silent Hill
85	Soul Blade	88	Perverts Paradise
86	Colin McRae	88	Brave Fencer

Driver









Q *Dear Miss Bea Havin'*
Although I would love to misbehave with you in every possible way, I need your steady hands to calm me down. I've just bought Driver and have got on the New York Stage. This game is class, but New York is hard to clear so I was wondering if you could help me out. Please could you give me some cheats for it. And, after I clear it, maybe I could take you for a drive around the West Coast of Ireland, where I will wine and dine you and answer to all your needs.
Lots of love, your no 1 fan

Chris, Armagh

A **You Irish do have a wonderful way with words. As romantic as your offer sounds, I'll let you in to a little secret. When it comes to driving I like to take the top down and take control. It must be something to do with having all that power at my fingertips. Anyway Chris, here's some information that will help your handling skills.**

High Suspension

At the main menu, quickly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. If you entered the code correctly, you will hear a sound and the code will be unlocked on the cheats screen.

Invincibility

At the main menu, quickly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.

Syphon Filter

Q *Dear Beautiful Miss Bea,*
I quite fancy you actually, but unlike these other gimps, I've got me a real girlfriend who I love very much. So don't be too flirty or she'll get jealous. Firstly, when a girl says she's happy, but acts like she's really pissed off - what gives? This seems to be happening every month and it's really begining to get to me. Oh, can you give me some tips for Syphon Filter. My woman's acting all funny again, so I need something to do while she sorts her bloody head out!

Marcus, Weston-Super-Mare

A You're one of those caring sharing men aren't you. Well, when your special lady is having these episodes, why don't you make her a cup of tea and just keep quiet. Girls reserve the right to act like this at least once a month. Don't feel cheated, you get to go to the lav while standing up.

All Weapons and Infinite Ammo

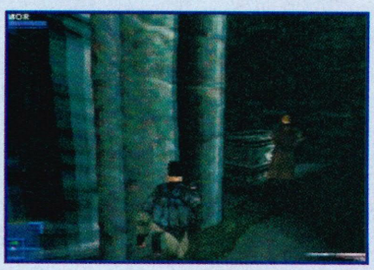
Pause the game and highlight the Weapons menu. Now press and hold ⇨ + L2 + R2 + ○ + □ + ⊗.

Defeating Anton Girdeaux

When playing against Anton Girdeaux, try to always keep a pole between you and him. Then he will be unable to see you. Hold L1 to manually aim whatever weapon you want.

Now hold L2or R2 to peek out from behind the pole. Fire only at his gas pack on his back. Otherwise it will hit his body armour. You can see his gas pack from behind him when he turns to fire. Fire at the pack and let go of L1 and the other shoulder button and press L2 or R2 by themselves to crank your tail away from the flames.

Repeat this about five times with .45 or about 10 times with the 9mm.





Soul Blade

Miniature Cars
At the main menu, quickly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.

No Police
At the main menu, quickly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.

Rear Wheel Steering
At the main menu, quickly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

Upside-Down Screen
At the main menu, quickly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.

View Credits
At the main menu, quickly press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.

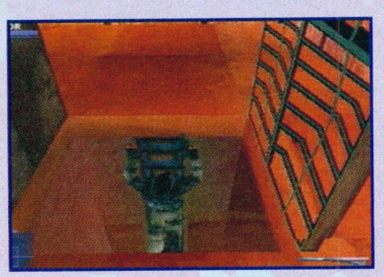
Easier Enemies
Pause the game and highlight the MAP entry. While it's highlighted, press and hold ⇨, R1, L2, ⊗. A laugh will confirm the code.

Harder Game
At the title screen press and hold ⇦, L1, R2, SELECT, □, Circle, and ⊗. "dammit" will confirm the code.

Level Select
Pause the game, go into the Options menu. Highlight the Select Mission option, then press and hold ⇦ + L1 + R1 + SELECT + □ + ⊗. It's hard, but not impossible, to do this.

Super Ammo
Pause the game, then select WEAPONS and highlight 9MM. Now press and hold ⇦, R2, SELECT, L1, □, and ⊗. You'll hear "understood".

Survive Burning
If you're lit on fire, quickly press the **START** button then press the **START** button again. You'll be hurt, but still alive at least.



Q *Dear Miss Bea Havin'*
I was wondering if I may have the cheats for Soul Blade and would very much thank you if you could give me tips as well. And I was reading the PlayStation Pro issue 34 and you wrote that you would like world peace I have the same views as you. And I bet you are very smart and I know you are very smooth sexy and good looking. May I have cheats for Victory Boxing 2, (Oh dear Miss Bea, your my cup of tea with your smooth legs and sexy smile, but your best feature is your style

William Abel, Ashley

A **With that cunning tongue control, and poetic heart, it sounds as though you're quite the lady man. It's good to hear from a lad who appreciates my mind as well as my... charm. Here's a tip for Victory Boxing 2: hit the other man faster and harder than he's hitting you. Do this a few times and you will find that you'll win the bout. Repeat this action (don't worry, you'll soon get the rhythm) and you'll find that you've beaten everyone. Simple.**
Since I enjoy kicking Will's arse at Soul Blade, I'll give you some of my tips.

Alternate Costumes
In order to change your costumes in Soul Blade, go to the character selection screen and press one of the following:
SQUARE = Costume 1
X + SQUARE = Costume 2
TRIANGLE = Costume 3
X + TRIANGLE = Costume 4
CIRCLE = Costume 5

Alternate Endings
When the endings start, press the following buttons for each character when the view shifts to full-screen:

Mitsurugi: Use the control pad to dodge Tanegashima's shots, and use Square or Triangle to deliver the fatal blow.+
Seung Mina: Hold X and press Left or Right.
Li Long: Press Square or Triangle repeatedly.
Taki: Press X.
Voldo: Press Up and Down rapidly till Soul Edge breaks (you can also change the camera angle while Voldo is speaking to Vercci with the Triangle button)
Sophitia: Press Right
Siegfried: Press Triangle
Rock: Press Triangle
Hwang: Press Square.
Cervantes: Press Triangle

Change Replay View
As you are watching your replay, press:
Triangle: Zoom out
Square: Zoom in
Up: Top View
Down: Horizontal View
Right: Spin Right
Left: Spin Left

Namco Voice Trick
At the start of the game you will hear a voice say Namco. Hold L1+L2 then press UP for Seung Mina's voice, DOWN for a quick voice or BACK for a normal voice.

Play as Evil Siegfried
Find Siegfried's 8th weapon in Edge Master mode.

Play as Han Myong
After Soul Edge becomes selectable, beat Arcade Mode using Hwang, then Seung Mina immediately afterward. There are conflicting reports whether you must see both endings for these characters or not.

Play as Sophitia in a Bathing Suit
Get every character's 8th weapon in Edge Master mode. She looks a treat!

Play as Sophitia without Armour
Find Sophitia's 8th weapon in Edge Master mode.

Play as Soul Edge
To play as Soul Edge, beat Arcade Mode with each character, OR leave the game running for 12 hours. If you pause mid-game, this 'timer' will still continue to run.

Ultimate Weapon
After defeating Cervantes/Soul Edge, your character's Ultimate Weapon will appear in one of the stages that can be reached directly from Spain. If you lose the battle where the Ultimate Weapon was, your character will perform his/her 'loss by time-up' animation on the map screen. If this happens, the Weapon will have moved to one of the stages adjacent to the one you are on, but it will not move to Spain.

Ultimate Weapon in Arcade Move
To use the Ultimate weapons in arcade mode highlight the character you want to be and hold up till a weapon list shows up beside the character. Know you can choose the Ultimate Weapon or any other weapon in battle.

Note: You must earn the weapons in Edge Master Mode.

Winning Poses
To change your winning pose, press Triangle, Square, Circle or X after you've beat your opponent.





Rayman

Q *Dear Miss Bea,*
I got Rayman when I bought my PlayStation 2 years ago and it's solid after the first few levels. So please, please, please send me some tips and cheats for it. I bought Driver a few days ago and was wondering if you could send me some cheats for that too.
Thanks a lot.

Gary Brown, Lancashire.

A You're being a bit cheeky aren't you Gary? Asking me for so much help. Well, I've already helped one poor boy who can't handle his gearstick so I'll just forget your cornering problems and get straight on with your Rayman blues.

After the UbiSoft logo appears, press and hold L1, L2, R1, R2. Keep holding these buttons until the animation of the brick wall appears. Continue to hold these buttons and press Start. KEEP HOLDING DOWN EVERYTHING INCLUDING START, then release everything when the screen turns black.

Extra Continues

When you've lost your last man and are down to two or fewer continues, press **Start** to continue your game, then press ⇧, ⇩, ⇨, ⇦ for 10 free continues.

Full Power-Ups and 99 Lives

While playing, pause the game and hold R1 + R2 + L2. While holding these buttons, press ○, ⇨, □, ⇦, ○.

If that doesn't work, pause the game by pressing Start. Press and hold L2. Continue to hold L2, and press and hold R1. Holding both L2 and R1, press and hold L1. Now press and hold R2 while holding the others. Now release them in this order: L1, L2, R2, then R1. Now tap ○. Press and hold ⇦, press and hold ○, press and hold □, and press and hold △. Release them in this order: ⇦, △, □, then ○.

Passwords

Level	Password
Band Land, Allegro Presto:	**!GNSZ36N9X**
Blue Mountain, Twilight Gulch:	**PJNJF!Q29P**
Blue Mountain, The Hard Rocks:	**Z?WOZ3QTF**
Picture City, Pencil Pentathalon:	**Z8N8P36D6**
Picture City, Space Mama's Crater:	**Z8WOZ5QNOZ**
Cave Of Skops, Crystal Palace:	**VPN8P!646Z**
Cave Of Skops, Eat At Joe's:	**P1NO7!6NSZ**
Cave Of Skops, Mr Skop's Stalactites:	**FGN83562SZ**
Candy Chateau:	**FJSJ!C62OP**

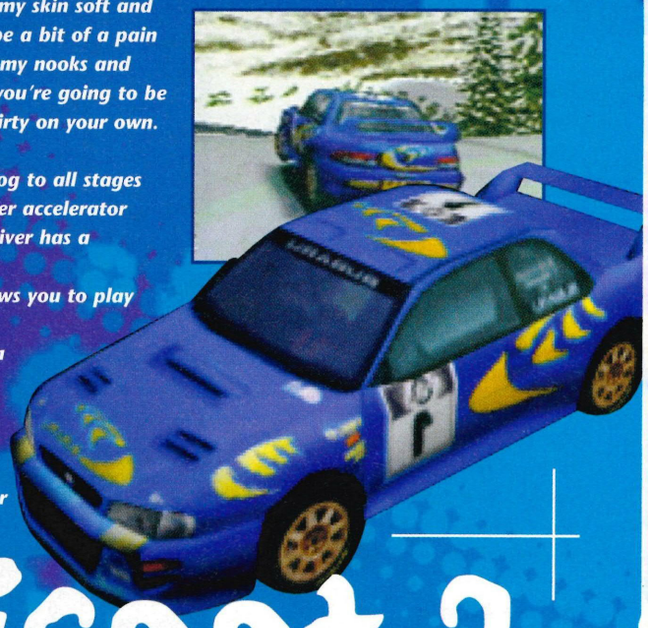
Colin Mcrae Rally

Q *Dear creamy arse Miss Bea',*
I love frolicking about in mud and was wondering if you'd fancy a bit of dirty slap and tickle in the woods behind my house. I know a very romantic place. Failing that, could you show me how to keep my rubber in place with Colin McRae? Help me mistress, I've been a very naughty boy.

Matt Williams, Fleet

A *That offer sounds very cleansing, but I'm only prepared to use volcanic mud from Iceland. It's so good at keeping my skin soft and smooth, but it can be a bit of a pain getting it out of all my nooks and cranies. Looks like you're going to be getting down and dirty on your own.*

PEASOUPER - Adds fog to all stages
BUTTONBASH - Power accelerator
HELIUMNICK - Co-driver has a squeaky voice
DIRECTORCUT - Allows you to play with replay
KITCAR - Gives you a turbo boost (press SELECT when the green bar is full)
MOREOOMPH - Double engine power
FORKLIFT - Rear wheel steer Trolley - Gives your car 4 wheel steering
Green Jelly Car
Enter "BLANCMANGE" as a name. Then, start a game in rally or time trial mode to race in a wobbly car.
Play in the Dark
To race in the dark on any level enter your name as NIGHTRIDER and then start any race plus you will notice that some of the blocked of roads are now open. If you go down them then the car will stop and the lights will go off, then a beam of light will flash on to the car and lift it in to the air.



Crash Bandicoot 2

Q *To Bea,*
This is going to be quick because I'm gonna get embarrassed otherwise. How do you get to be so sexy and beautiful 'cause I need to know to impress a bloke I know. I'm so bloody jealous of you and could only pray to be like you. Oh yeah, and have you got any cheats for Crash Bandicoot 2 because I'm stuck. I'll admit I'm not too good at games.

From the very embarrassed Lynda Playings (Aged 28), London

A **A good healthy diet, plenty of water and lots of fresh air will help you rid your body of harmful toxins that can lead to straight hips and limited breast growth. When you meet this fella, keep eye contact and touch his arm. Don't leave it there for to long or he'll think you're being possessive. Failing that, learn how to drink a pint of lager in under seven seconds. When he sees just what you can do with your throat, he'll be yours forever.**

Unlimited Lives

Go to the secret level in UNBEARABLE. At about the halfway point there is a bouncing box and an arc of fruit. Go to the highest step and super jump up to find two extra lives. Get both of them and kill yourself. Return to that spot for two more lives. Repeat as many times as you want!

Extra Shield

When Crash dies hold Up and Circle. When Crash comes back he will have an extra shield.

Boss Warp

To go to the next or previous boss, press and hold Triangle when standing on the middle platform of a warp room. NOTE: This only works if you're already fought the boss you wish to visit.

Coloured Gems

Here's how to get all the coloured gems!
TURTLE WOODS (Blue): Get no boxes.
THE EEL DEAL (Green): Go past the dead end in the Nitro box filled room.
PLANT FOOD (Yellow): Get no boxes and beat the timer.
BEE-HAULING (Purple): Go up the stairs of Nitro boxes.

Silent hill

Q *Dear Bea'*
I'm not going to be one of those guys who goes on about your breasts (although they are like a pair of fat labradors that can't wait to come out to play!) or your fine arse (which reminds me of a fleshy peach that's escaped the fruit bowl and is out looking for attention). I'm not even going to mention that you are the answer to every man's (wet) dreams. And a few girls ones too. No, I just want to know how do I kill that bitch at the end of Silent Hill. Maybe after I finish it I can come around and prove to you that nine inches is better than four?
PS are you a good gardener? Do you have green fingers? I bet everything you touch just can't stop growing! Yours, in a not-at-all horny way (you dirty little pant-popper!)

Jon Fielder, Southampton.

A You certainly know how to keep your darker thoughts to yourself, don't you Jon. Don't be shy, you just let go with your feelings. But you don't want to hear me going on and on do you? Didn't think so. When you've finished Silent Hill, maybe you should get yourself a maths book and look up the difference between centimetres and inches?

Defeating Alessa

In the last stage, Alessa will use lightning bolts to hit you. To avoid this attack, just press Forward + Left or Right and Run! Harry will keep running in circles. After tow or three circles you may stop and start shooting her. When she starts another round of lightning just stop shooting and run again. Just make sure you don't shoot prematurely. That'll only get her angry!

Ending Bonuses

There are four endings to Silent Hill, each with its own set of bonuses.

BAD ENDING- Prizes: Gas tank, Chainsaw, Rock Drill. The Gas tank is found in the gas station. It is used to power the other two prizes, but only one of the two weapons can be taken. The rock drill is in the room under the drawbridge control room. It's not very good. The Chainsaw is in the smashed window of Cut-Rite chainsaws, and is a lot better than the rock drill. These two weapons are useful against slow ground enemies, but the hammer works better, and you don't need to beat the game to get it.

BAD ENDING- Prize: Katana. This is found in the previously locked room in the Dog House on Levin Road. It WAILS any slow moving enemies, and you lunge forward with every stroke. Hold the circle button for an overhead blow, and tap twice for a double slash. You can perform a three-hit combo by holding the circle for the first hit, then rapidly pressing it.

GOOD ENDING- Prize: Hyperblaster
This gun is mega-powerful and has an unlimited supply of ammo.

GOOD+ ENDING- Prize: Channelling Stone. Found in the convenience store.
Extra Health Drinks in the Hospital
For three health drinks, search the wrecked Drink-Machine in the first floor of the hospital.

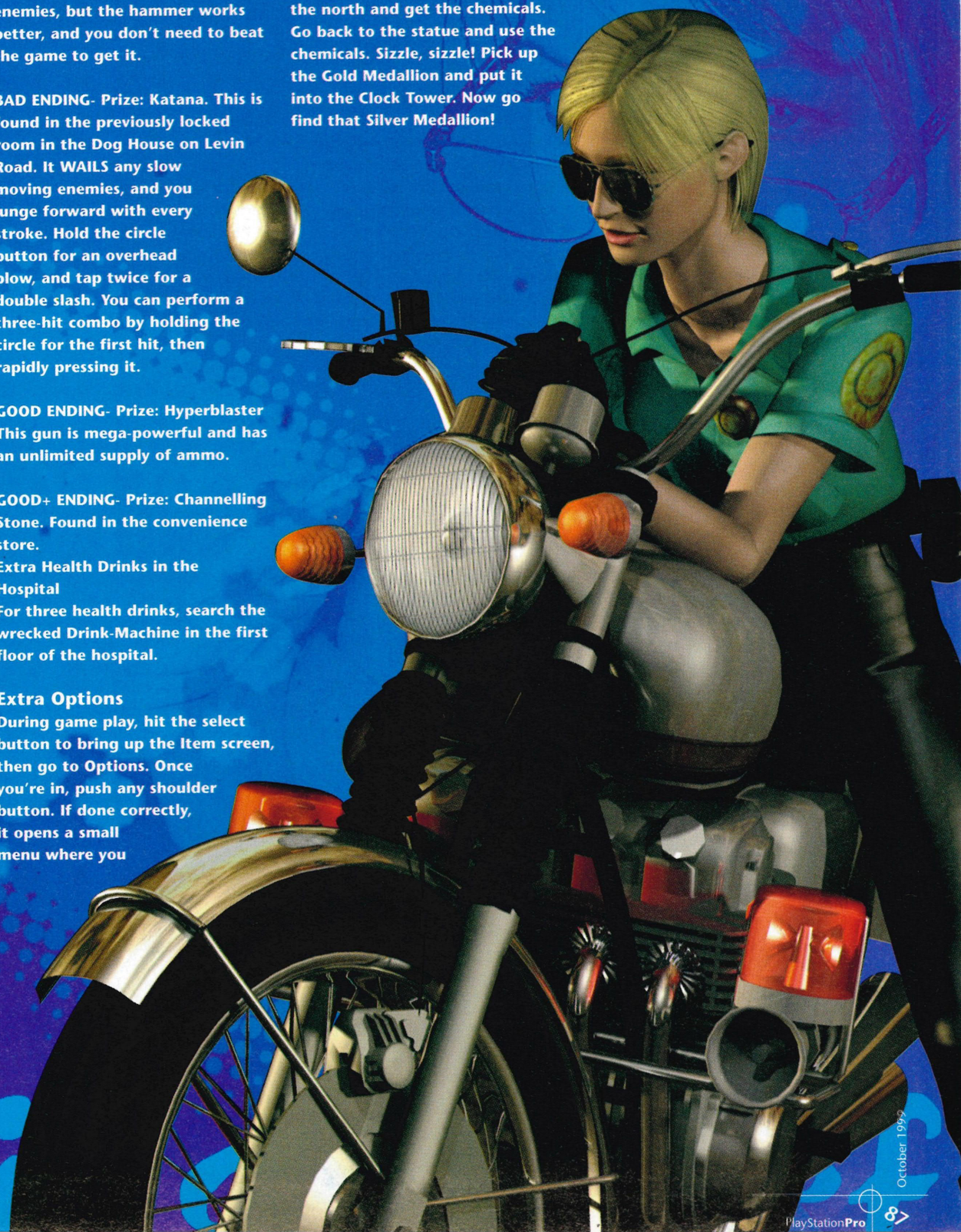
Extra Options

During game play, hit the select button to bring up the Item screen, then go to Options. Once you're in, push any shoulder button. If done correctly, it opens a small menu where you can change the colour of the blood, reverse some of the controls, and turn off auto-aim.

Finding the Gold Medallion
Get to the school, when you get to the room with the Statue of the old man's hand go into the room to the north and get the chemicals. Go back to the statue and use the chemicals. Sizzle, sizzle! Pick up the Gold Medallion and put it into the Clock Tower. Now go find that Silver Medallion!

Zodiac Room Tip

In the room with the Zodiac Signs, click the digit according to the amount of limbs in the picture (from left to right - Sagitarrius:6, Taurus:4, Gemini:8).



Pervert's Paradise

Q *To Miss (F*ck*ng huge titted) Bea, Please, please oh PLEASE send me a signed photo of you. Remember, you won't have to be wearing clothes. From the pictures that I have seen you before it must be great to suck on your nipples. Love from Andrew Borg, Middlesex*

A Call me Siegmund Freud, but it sounds like someone wasn't breast fed as a baby. I would send you some of my more personal pictures to enjoy in the privacy of your own hand, but I don't think I could stand the thought of being responsible for your resulting hairy palms and fading vision.

Q *Gorgeous Miss Bea, Your tips are really something else! Jugging fantastic! I'm a great admirer of your hot and horny heaving headlights, (I'd love to Gran Turismo round your circuit!) and your long lovely Lara like legs. Will you and Lara come visit me, please, please! You wouldn't be disappointed! Please send two signed photos, make sure you have your black kit on and ask Lara to show me her rocket launcher! Also, if you send me a memory card with all the RE2 special weapons on plus an item of your underwear, I will send you a signed photo of me with my thong on! I hope you like big men with hairy chests! PS TR3 is the best game in the world. Yours forever, P. Harrision (aged 36 and a half) - Ex prefect!*

A Really P. your going to have to do a lot better than flatter a girl with a few limp racing analogies. And all this from an ex-prefect. In a strange coincidence, I was the best head-girl my school has ever seen. What's all this about Lara and me coming over to give you a show? Trust me, with our combined attributes, we'd have a hard job getting in the same room as each other, let alone being able to do anything else. Enough to say, you'd have to give a hand with a packet of lard and a crowbar. Maybe if you'd let me wax that rug of yours I'd show you some kindness.

Q *Dear Bea, I'd like to point out that Caprice's song is total shit and you make her look like shit. That blonde bimbo is a bloody twig with no meat on her at all, especially in the cleavage department - What a loser. What do you Reckon? PS Oh baby, you are so fine and I agree with that bloke in issue 38 that you are so damn sexy and Buffy is a Microscopic titted twerp as you can see she's not very popular compared to you. Jack Charles*

A Personally, I believe that Caprice has finally found her calling. Her chart-topping song, Oh Yeah, is a great little sing-a-long that shows that she's not just a body, but a tortured soul as well. Poor little lamb. Maybe I should pick up the mike and belt out a few ballads of my own? My rendition of "Like A Virgin" never fails to get attention.

Q *Miss Bea, As much as I would like to suck your large breasts, put them lips of yours to good use (preferably below my belt if you know what I'm saying!), have a continuous session for 24 hours and I'm not on about PlayStation and have a cold shower with you I feel that I am way too advanced for the likes of you and I would need a real woman to satisfy my needs. If you want I'm sure I could meet up with you sometime and try you out. PS Have you appeared in one of those late night naughties on Ch5 recently? Twisty*

A So you're a fan of those romantic movies are you Twisty? Well, keep watching and maybe you'll catch a glimpse of a certain lady. Or maybe you won't, I'm not saying. But what's all this about yours truly not being woman enough for you. You really are going the wrong way if you want a girl to play your body like a cathedral organ. Maybe you should stick with your late-night smut and practice flying solo?

Brave Fencer







Q ***Dear Miss Bea, I was recently given the game, Brave Fencer Mushinden on American import. It's a brilliant game, but I'm bloody stuck on the mine section where you have to get a flower for this kid that's ill. Please help. PS. I think all those perverts need to get a life. Yours faithfully B Leatherhand, Nottingham***

A **So, Mr Leatherhand, you may think the pervs need to get a life – but have you checked out your surname lately? Sounds like someone's got some unusual fantasies of their own to me. Don't worry, your secret palm-bruising habits are safe. And just because you're such a tease and want help for a game that no one else owns, I'll spill some secrets.**

Pay a visit to Wid at night and he'll give you the key to the mine and a valuable bit of information. Misteria is found in the mine's underground river, and it ONLY blooms between the hours of 3:00 AM and 7:00 AM. Where you want to go is the brown area near the bottom of the island.

Climb up the spiralling landscape and you'll find a crystalline flower at the top. This is Misteria, if the time isn't between three and seven in the morning, just go to sleep for a while. See, it's easy really.

Love Miss B

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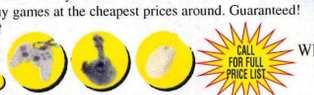




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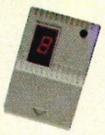
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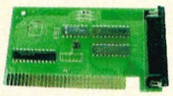
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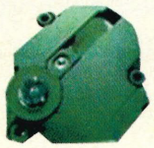
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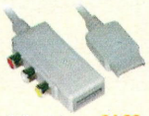

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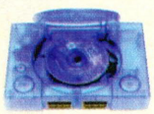

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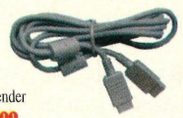

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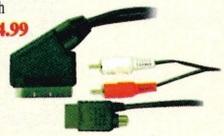

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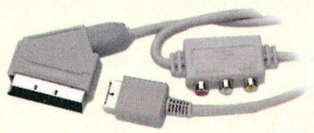

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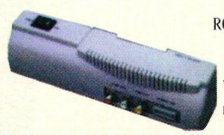

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Anna Kournikova Smash Court T

New balls please! Andy Sharp has watched Wimbledon and come up with all the moves and tactics you'll need to hit that winner every time. Anybody who's played the original will know that the two player game is the ultimate, but if the truth be told, there's plenty to achieve in a one player game. Read on to become the champion of the tennis circuit.

General Playing Hints

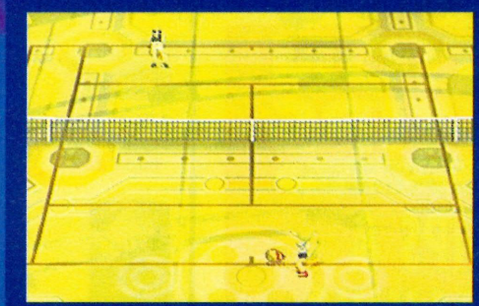
- Don't just use one button all the time. Try to vary the power of each shot and this should keep your opponent on his toes.

- Directing your shots is dependant on position, timing and angle. The further to the side of you the ball is the easier it is to completely change the direction and really out-fox the computer.

- Know your courts. Clay and grass are slower than hard-court so don't stay on the baseline as many shots will simply run out of steam before they reach you. Whereas to stand a better chance on hardcourt surfaces, get further back for the serves.

- Computer players, while predictable, very rarely make mistakes. They'll never hit a ball that is going out or serve a double fault.

- The Powershot should only be used when you are absolutely certain of winning the point. If the opponent manages a return it'll be just as quick. Practice your timing in the training mode.



Receiving

Every character has got at least one great service game in them, so don't get too upset. To counteract the stronger serves move back to the baseline and move to one side. Move to either side as soon as the ball is thrown in the air as he'll be unable to change his mind about shot direction. Return most powerful shots with the ⊗ since if you need to stretch for it this will give you time to be ready for the next shot. Don't use this button too often as your opponent will get wise to it and hit a unstoppable power drive straight back at you.

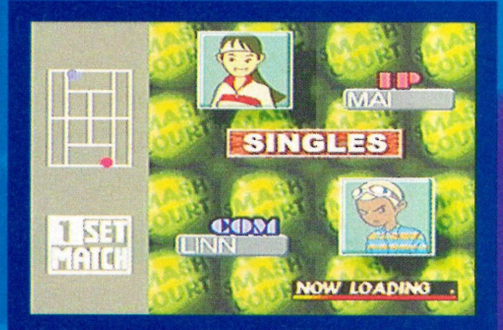
A great way to fool your mates in two-player is to lob the occasional return as this give you plenty of time to position yourself for their following return.

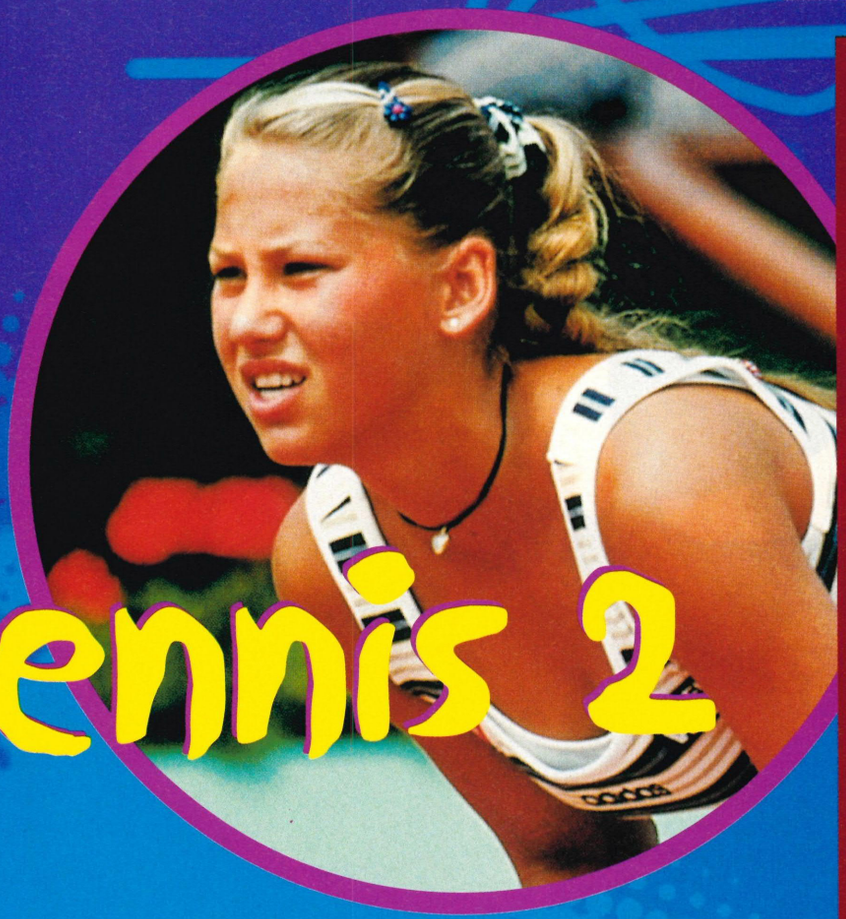
Competitions

The main crux of the game for the single player are the tournaments. By competing in, and winning, these you can unlock a whole host of extra characters and equipment. The number of sets you play doesn't matter, so if you want to get everything as quickly as possible simply set the preferences to single set matches. You'll get new characters by winning the Street Tournament modes and there are around 20 new ones including some old Namco favourites. Equipment such as dynamite and wave raquets are also obtained from the Grand Slam mode.

Serving

Serving an ace against the computer is extremely difficult no matter which character you select. Fortunately, there is a much easier method to



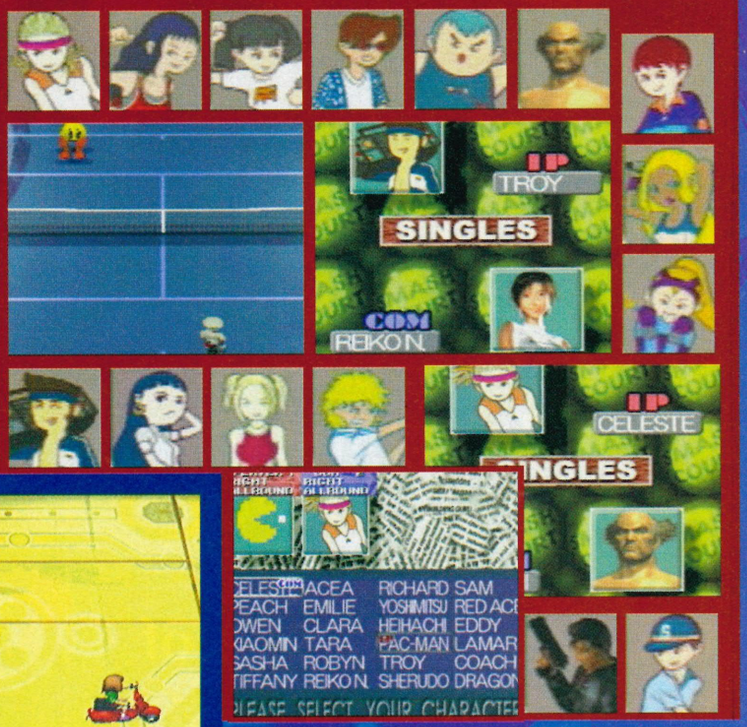


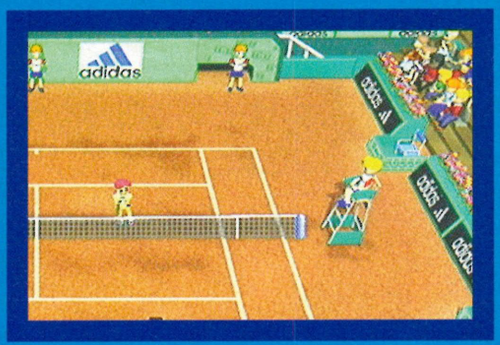
ennis 2

Wackka wacky players

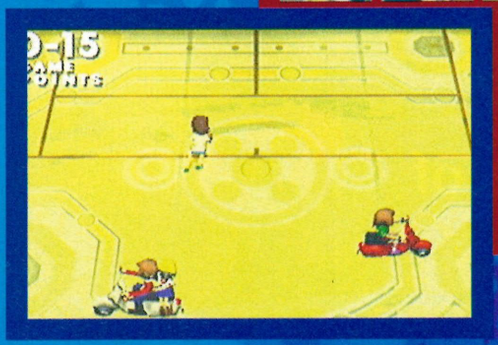
If you can drag your eyes off the tiny stick figure of Anna Kournikova and stop drooling long enough to choose another character, you can unlock loads of extra players, many from Namco's library of PSX classics. Players from Time Crisis, Tekken and Ridge Racer 4 can be unlocked by competing in and winning the street tournaments again, and again and again, until you're sick. So if you fancy playing as Pacman against Heihachi, prepare for some serious net court abuse. To choose the secret character from the menu list, simply hold down R2 and L2 to reveal the unlocked list of players.

Oh, and if you win any of the Gland Slam tournaments you can unlock a series of extra special racquets that create explosions and water ripples when you slap the ball back to your opponent. It's useless and pretty distracting but looks nice – bit like Miss Bea. Oh sweet Jesus, it was a joke!





ensure you win the point that will work 90% of the time. From the starting position take a single step away from the centre line, if you go any further you'll really need to be accurate. Serve using the ◎ and direct it wide. If you get it right the only possible return is straight back at you. If you follow the shot until you reach the inverted T in the centre you should simply be able to whack the ball into the large gap on the other side of the court. When playing against your mates the only real tip is to make sure they can't get a look at your joypad to see where you're



directing the shot. Sound obvious, but it's amazing how many people try to cheat!

Rallies

Inevitably you'll end up having a few decent rallies per match. To retain the upper hand when this happens alternate your shot power and change the direction every now and then. Try to stay about halfway between the baseline and the net. Never try to lob the computer, they'll time a smash perfectly, so it's much safer to keep the ball low. Your eventual goal is to push them wide and open up the opposite side of the court for a winner.

Doubles

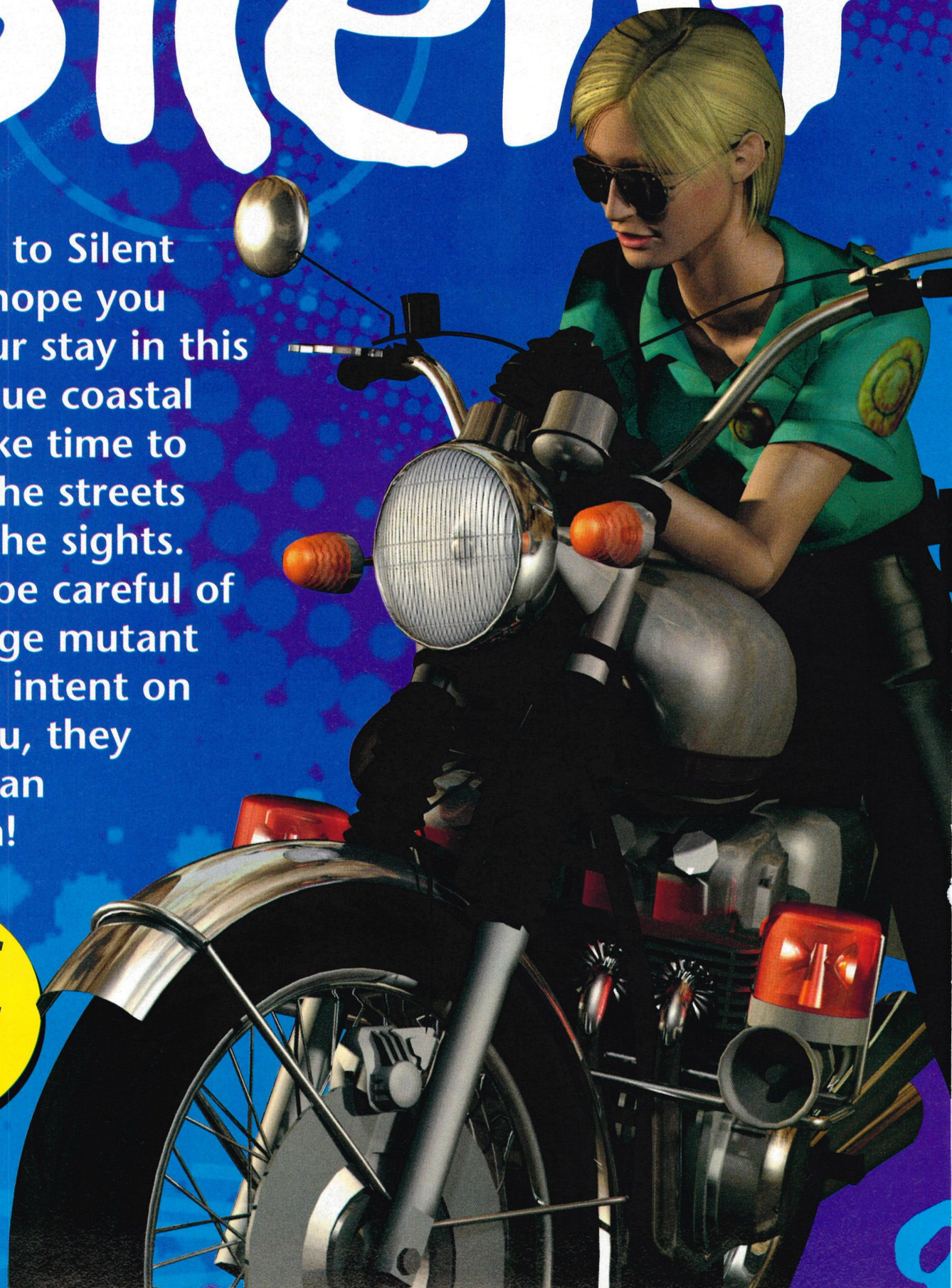
Playing doubles is a different kettle of fish entirely, all the tactics you've perfected playing one-on-one won't work here. Serving can be handled in pretty much the save way, but you should always return the ball back to the server as hard as possible. Your computer partner can handle most situations thrown at you, depending on which character you choose, but they'll always leave a ball if it's possible for you to get to it.







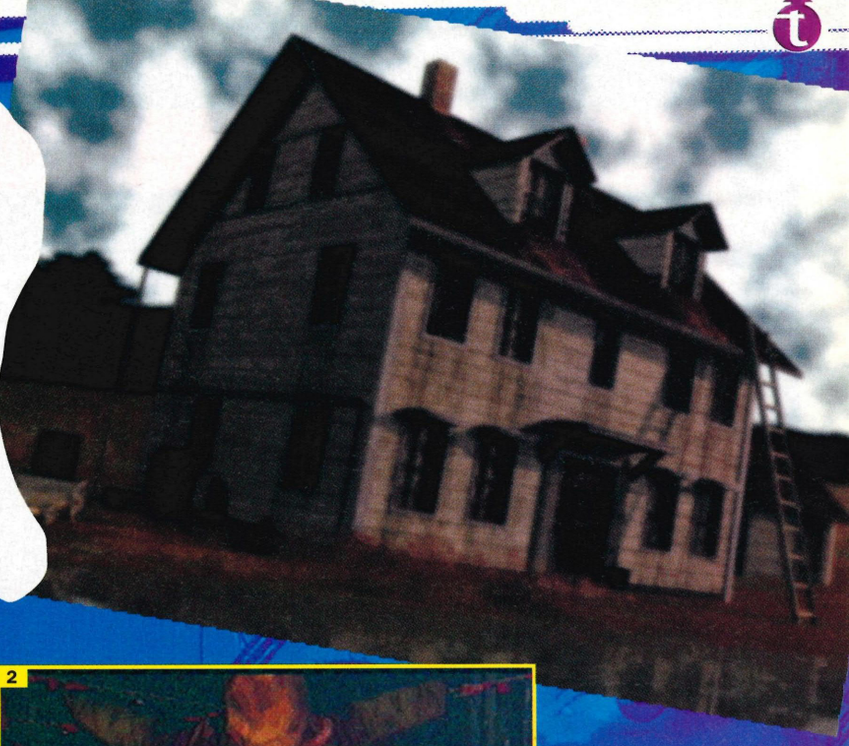
Silent



Welcome to Silent Hill. We hope you enjoy your stay in this picturesque coastal town. Take time to wander the streets and see the sights. Oh, and be careful of the strange mutant creatures intent on killing you, they don't mean any harm!

PART ONE

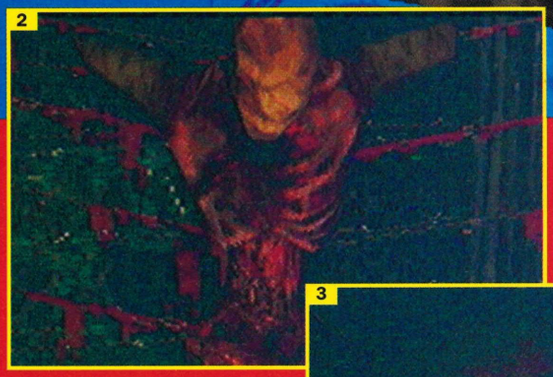
Hill



1 Arrival in town

Head forward until Harry hears footsteps and runs around the corner to investigate. 1 The fog prevents you from telling whether it is Cheryl you can see or not and when she runs off give chase. She'll lead you down an alleyway to a gate which you should go through. Ignore the remains of the guard dog and proceed down the alley until you reach another gate. On the other side of this you are plunged into darkness and use a lighter to illuminate the immediate surroundings.

A little further along you'll come across a broken wheelchair and hospital gurney. Turn right here and follow the trail of blood until you reach a body hanging on the fence. 2 A short animation will give you a closer look at this, lovely. 3 Upon resuming the game you'll be attacked from behind by two dwarf-like creatures. Don't attempt to fight back or run away, they're supposed to kill you.

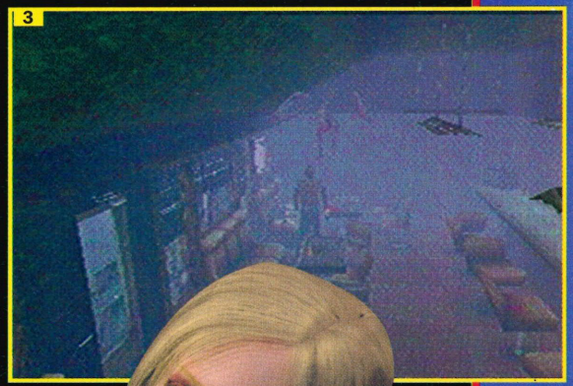












2 Meet me at the coffee shop

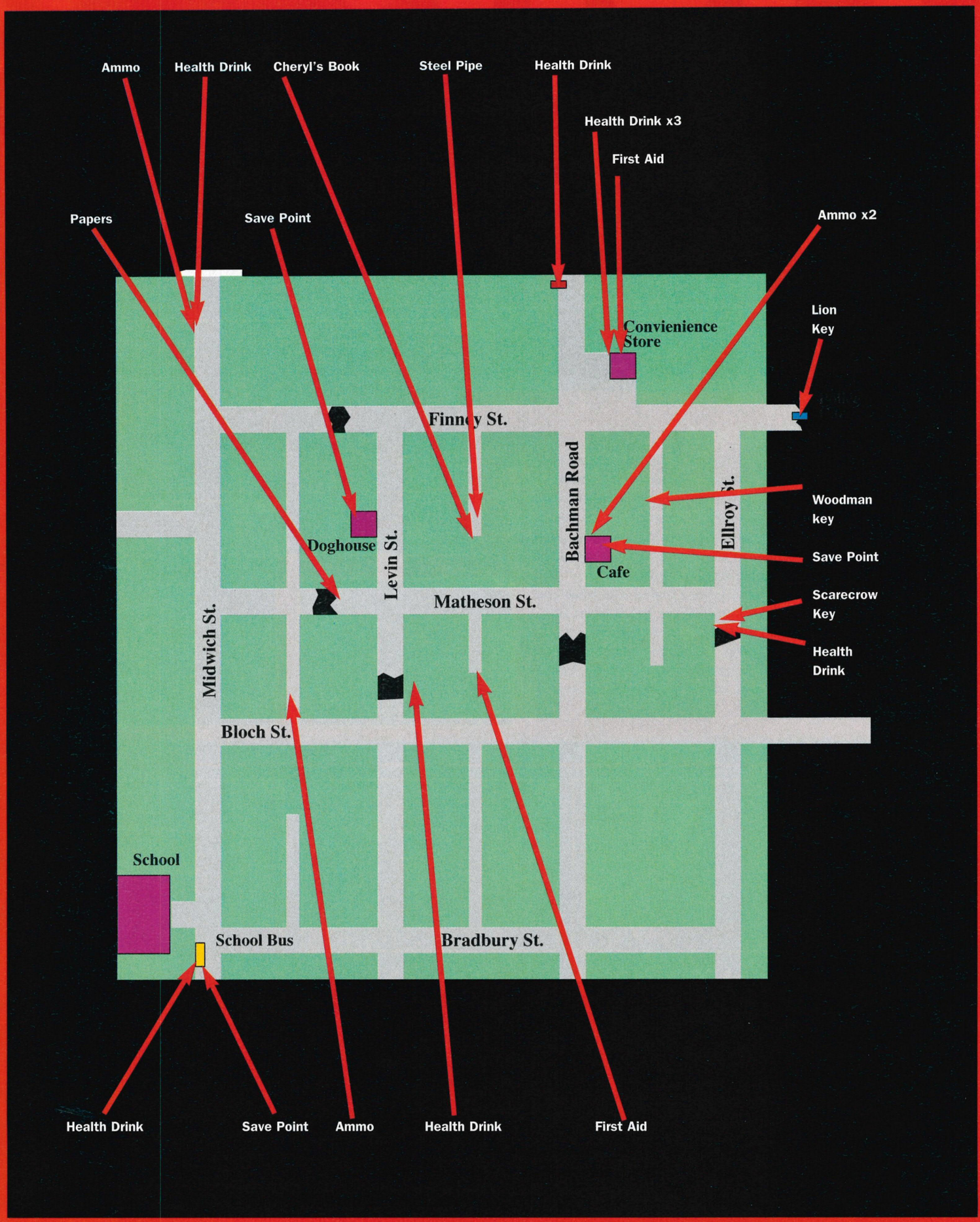
You'll awake in a Cafe to be confronted by Cybil who'll explain that she's a police officer from the neighbouring town and that all lines of communication are down. 1 When she leaves to get reinforcements she'll give you a gun.

2 After she's gone head over to the counter and collect all the items you find: a flashlight, two health drinks, a kitchen knife and a town map. There's also a save game point here if you want to use it. As you try to leave the cafe the radio will crackle and you'll automatically wander over to investigate.

3 The windows will smash and a flying creature starts to attack you. Run away and equip yourself with the firearm before blasting the enemy. Four shots should be sufficient. Once dead go over and collect the radio, the crackling from this will alert you when mutants are near, now leave.



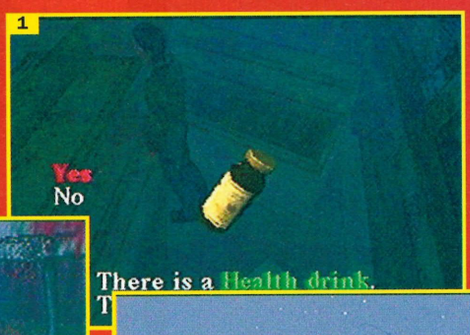
Silent Hill Town Map

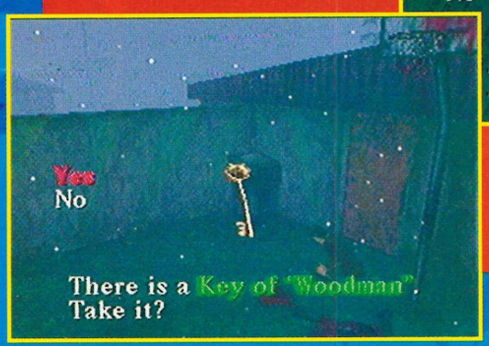


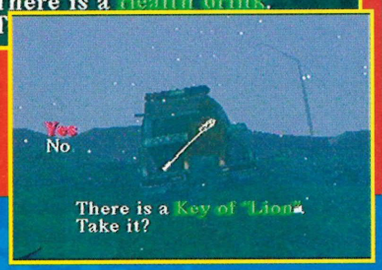
3 Hit the streets

Immediately outside the cafe turn right and collect the two boxes of bullets on the nearby bench. Check the map to show your current position and head north up Bachman Street to the store. Ignore the flying beast outside and just enter through the open door.

1 Collect the health drinks and first aid kit from here and go back outside again. Continue north on the opposite side of the street until you find your wrecked jeep. Kill the flying mutant and collect the health drink from the jeep. Now head back to the alley from before (check your map if you're unsure of your positioning).







4 Beware of the Dogs

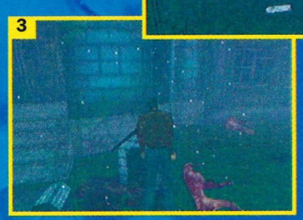
When the radio starts to crackle stop running and proceed forward with caution. Take out the two dogs prowling near to the gate and the flyer who'll attack you from the rear. Continue into the yard and down the alley as before. This time when you go through the gate the lighting will stay the same. Collect the two boxes of bullets on the floor to the right and make your way left. 1 Examine the paper on the floor and you'll be instructed to head for the school. Go back the way you came but be sure to collect the steel pipe before doing so.

Whichever route you choose to take to the school will be blocked by large holes in the roads. Head down Levin Street to the junction with Matheson and go west. 2 Examine the papers lying on the ground which advise you to head over to the doghouse back on Levin Street.

The doghouse is on the west side of the street about a third of the way up. 3 Examine the kennel to discover a key taped inside and use it to enter the house. Collect all the health drinks and first aid then head over to the back door. This is locked with 3 padlocks. Look at the map on the wall to the left.







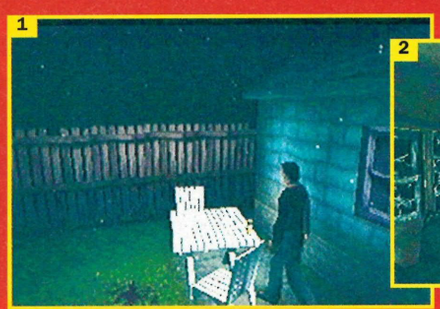
5 Keys To Success

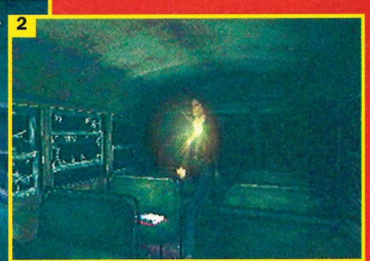
Three new areas are now marked on the map to indicate the whereabouts of the keys you require. Head east along Finney Street first of all until you reach the second alleyway. About halfway down here is a metal gate with "Off Limits" written on it. Go through and you'll find yourself on a basketball court. Just under the basket you'll find the Key of Woodman and on the bin to the left is a health drink. Collect both of these and head back up the alley again to Finney Street once more.

Continue east to the bridge and you'll find a police car perched on the edge of a large hole. Shoot the two flyers that attack and collect the bullets on the ground just next to the car. Look in the boot and you'll find the Key Of Lion. Get this and run back to the corner of Finney and Ellroy.

Run south until you come to another large hole. On the far right of this the camera angle will change to show a plank crossing a short gap. It's impossible to fall off this so just run across and look in the mail box for the Key of Scarecrow. Collect the health drink on the steps of the house and head back to doghouse on Levin Street.



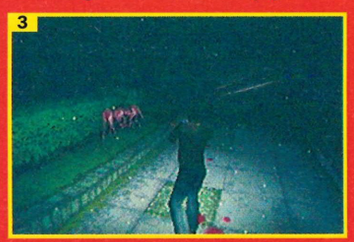




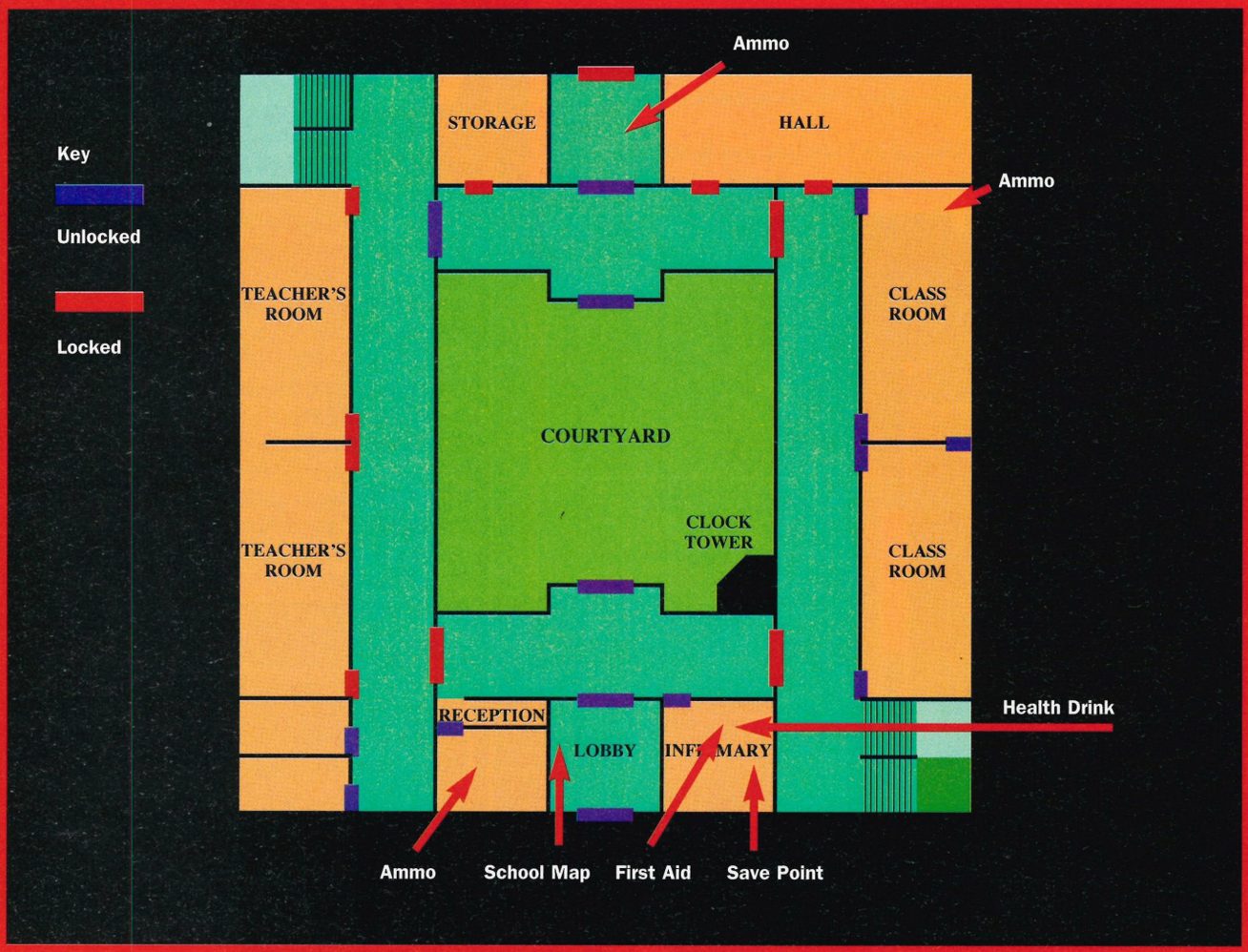
6 Darkness Falls

Use the three keys on the padlocks in the door and go outside. Night will fall the instant you step out of the door and your flashlight activates automatically. 1 Follow the garden path to the gate, there are two health drinks on the table should you need them, and go into the alley. You can head straight for the school now if you want but we'd advise collecting a few more health drinks and bullets first. These can be found in two places. First the northern most point of Midwich Street under the collapsed highway and second in the alley linking Matheson and Block Street.

Collect all of these and practice killing some dogs with the steel pipe rather than wasting bullets. When you reach the school head a little further south before entering to find the school bus. 2 Inside here is a good opportunity to save your game and yet another health drink. 3 Return to the school, kill the dog guarding the entrance and go inside.

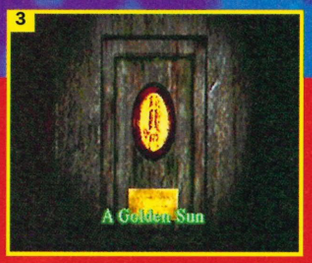


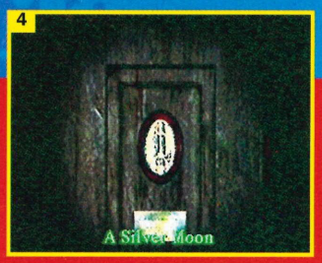
Midwich School floor 1











School's out

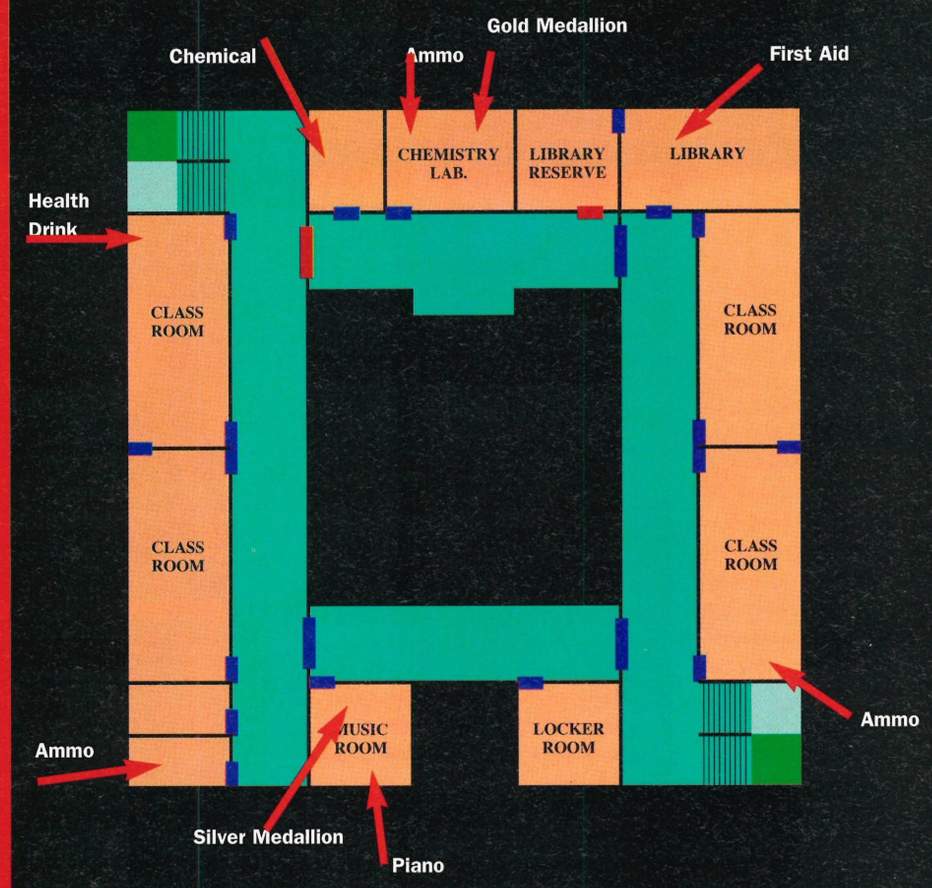
On the left hand side of the lobby you'll find the map of the school collect this and proceed into the hallway. 1 Go left to the reception area and look at the three clues written in blood. These correspond to the tasks you must complete in the school. Go into the office and now collect the box of bullets that's resting on the table.

Go back out into the hallway and switch off your flashlight then exit into the courtyard, all other exits are locked. With the light off the dwarves won't attack as they cannot see you. Run straight across the courtyard and through the doors on the far side.

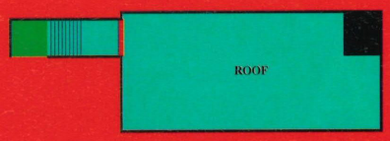
Switch on the light and fight the two dwarves with your steel pipe. To kill them outright you'll need to kick them once for good measure when they seem dead. Through the double doors opposite the courtyard is another box of bullets. Get these and go through the set of doors to the left of where you fought the two dwarves. All the doors in this corridor are jammed so just proceed straight up the stairs. The classrooms down the side of this corridor contain a health drink should you require it. Instead just go straight through the door opposite the stairs and immediately turn left to enter the Lab Equipment Room. In here you'll find a bottle containing acid on one of the shelves, take this and go into the next room along – the Chemistry lab.

2 The statue of a hand lies on a desk in here, use the acid on it to dissolve it away and reveal a Gold Medallion. Collect this and return to the courtyard following the same route as before. Shoot the dwarves which attack and run over the clock tower in the far corner. 3 Place the Medallion in the slot to the left and head back to the second floor once more. The music room is your destination this time. Run down to the far end of the corridor, unlock and go through the double doors. Turn right and go straight through the door you see. In the centre of this room is a piano. Examine the keys and you'll be shown a close up of them with a pointer. You are required to play a five note tune on the keys with missing strings. 5 The order is shown above.

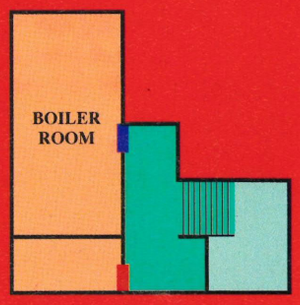
Midwich School floor 2

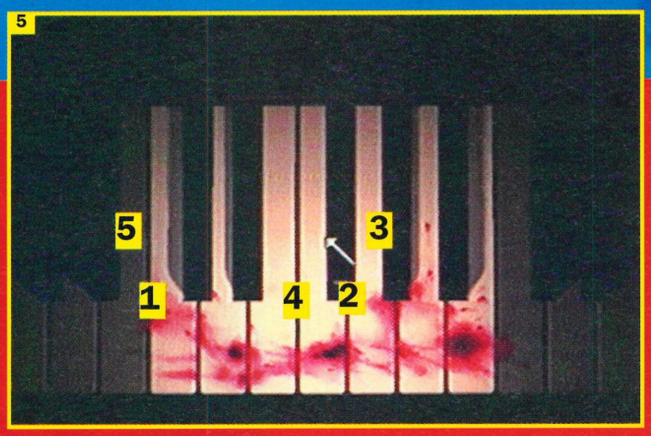


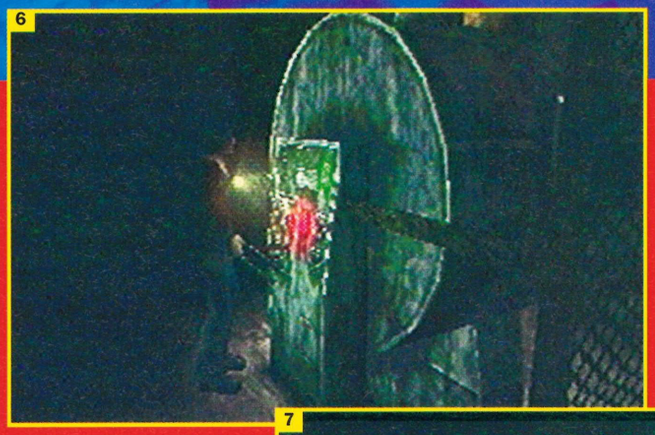
Midwich School Roof



Midwich School Cellar







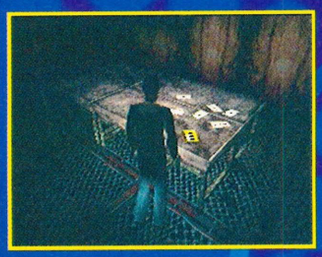


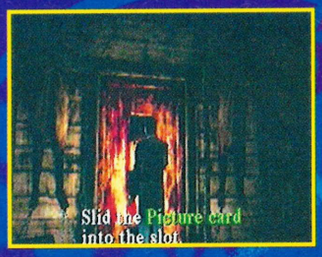
When this sequence is completed the Silver Medallion will fall from above the blackboard.

To place this in the clock tower head right past the locker room when you exit. Kill the two dwarves waiting in the hall and go through the double doors at the end. Go straight down the stairs and unlock the doors at the bottom before going through. You should now be back where you entered the school originally.

4 Place the Silver Medallion in the right hand side of the clock tower and then go to the infirmary. In here is a save point and plenty of energy replenishment. Collect all that you can carry but don't save just yet, you have a little more to do (unless it's been a long time since you did!).

Go back to the right hand corridor and take the stairs down into the basement. 6 The only door that's unlocked down here takes you into the boiler room where you'll find a red button just aching to be pressed. This unlocks the door in the clock tower so press it and head back up to the courtyard once more. Stop off in the infirmary to save your game at this point, you'll thank us later. 7 Once in the courtyard enter the clock tower through the door on the front and climb down the ladder inside...







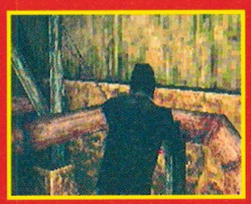


Higher Education

As you exit the clock tower Harry will wander over to a symbol on the ground when you regain control there is only one way you can go. Head through the top door, if you turn off the flashlight beforehand you'll not be spotted by the dwarves patrolling the corridor but it's actually better if you kill them as you need to come back this way later on. When one of them is dead conserve ammo by killing the other one with the metal pipe.

In the room immediately opposite where you entered (it's got a very large fan on the back wall) you'll find a first aid kit and a health drink. Collect these, then go to the storeroom next door and pick up the pink rubber ball from the counter. You'll find there is only really one route you can take from here and it involves going through the hall on the right of the map.

In this room you'll be introduced to the giant cockroach type creatures. A single bullet will knock these onto their back and a quick kick will finish them off. Once they are dead proceed through the second door in the long corridor. Unlock the double doors that lead back to where you started but don't go through. Instead go into the classroom to the west.



Examine the playing cards scattered on the table and pick up the picture card. Continue into the next classroom and through into the lower end of the corridor. There's a health drink sat on the bench in here for you to collect before you head through the double doors at the bottom.

The first door on the left is the infirmary and contains a first aid kit, health drink and save point. Save your game here and go into the lobby to collect the Ampoule off the wheelchair. On your way to the reception unlock the door that leads back out into the courtyard. In the reception room you'll notice there is now a door where the picture was hanging in the real world. Use the picture card on this to unlock it and then go through.

You'll emerge facing the two bathrooms. The left-hand one of these acts as a lift between the two floors so go to this one first. The upper level is blocked off by a wire fence so all you can do is enter the other bathroom and collect the ammo located within.

Go back down again and head for the right-hand room. Inside the cubical here is a body strung up, which is nice. Those who are a little squeamish avert your eyes while you collect the shotgun on the floor.

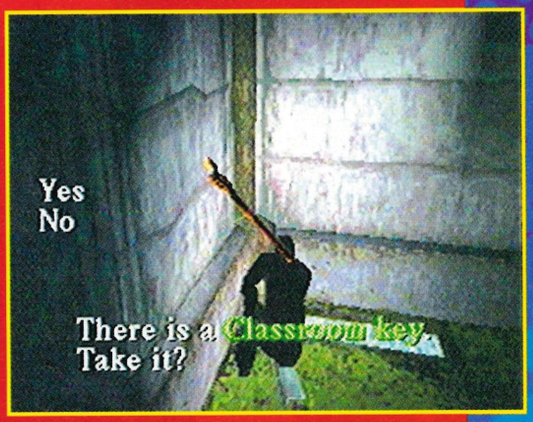
As tempting as it may be don't use this just yet as you'll need all the firepower you can get later. Instead go to the top left corner of the first floor, you'll need to go through the Teacher's Rooms to get there as the corridor is fenced off.

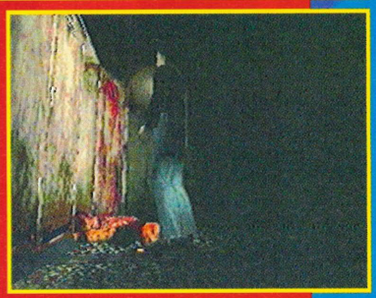
The second room has a number of phones on a table, examine them and you'll be told they're all dead. However when you attempt to leave the room one of them will start ringing. A short scene follows as Harry wanders over and answers it. When this is over go out into the corridor.

Unlock the set of double doors that lead to the courtyard and go up the stairs. There isn't a set order for the next bit but this is how I did it. Continue up until you reach the roof where you'll find two drainage holes in the far corner, a water tank and a valve. Hidden in one of the drains is a key, the only way to get this is to use the rubber ball on the other one and turn the valve. The water will wash the key down to the courtyard but don't go and get it just yet.

Make your way back down to the second floor and go down through the classrooms. Collect all the ammo you find and kill the three dwarves that block your path. When you exit through to bottom door ignore the crackling from the radio and get through the double doors as quick as possible.

Use the metal pipe to kill the dwarf and two roaches in this small corridor and go into the locker room. As before one of the lockers is rattling so go around and investigate. Spookily it's empty (apart from a hint on crimson) so start to make your way out again. Without warning a body will fall from a locker on the left, don't worry it can't hurt you! Collect the Library Reserve Key that it drops and head back up to the top left staircase again.









Quickly run down to the courtyard and collect the Classroom Key from the bottom of the drainpipe and return to this position. Now go through the double doors to the right and go right to the end of the corridor and use the Library Reserve key.

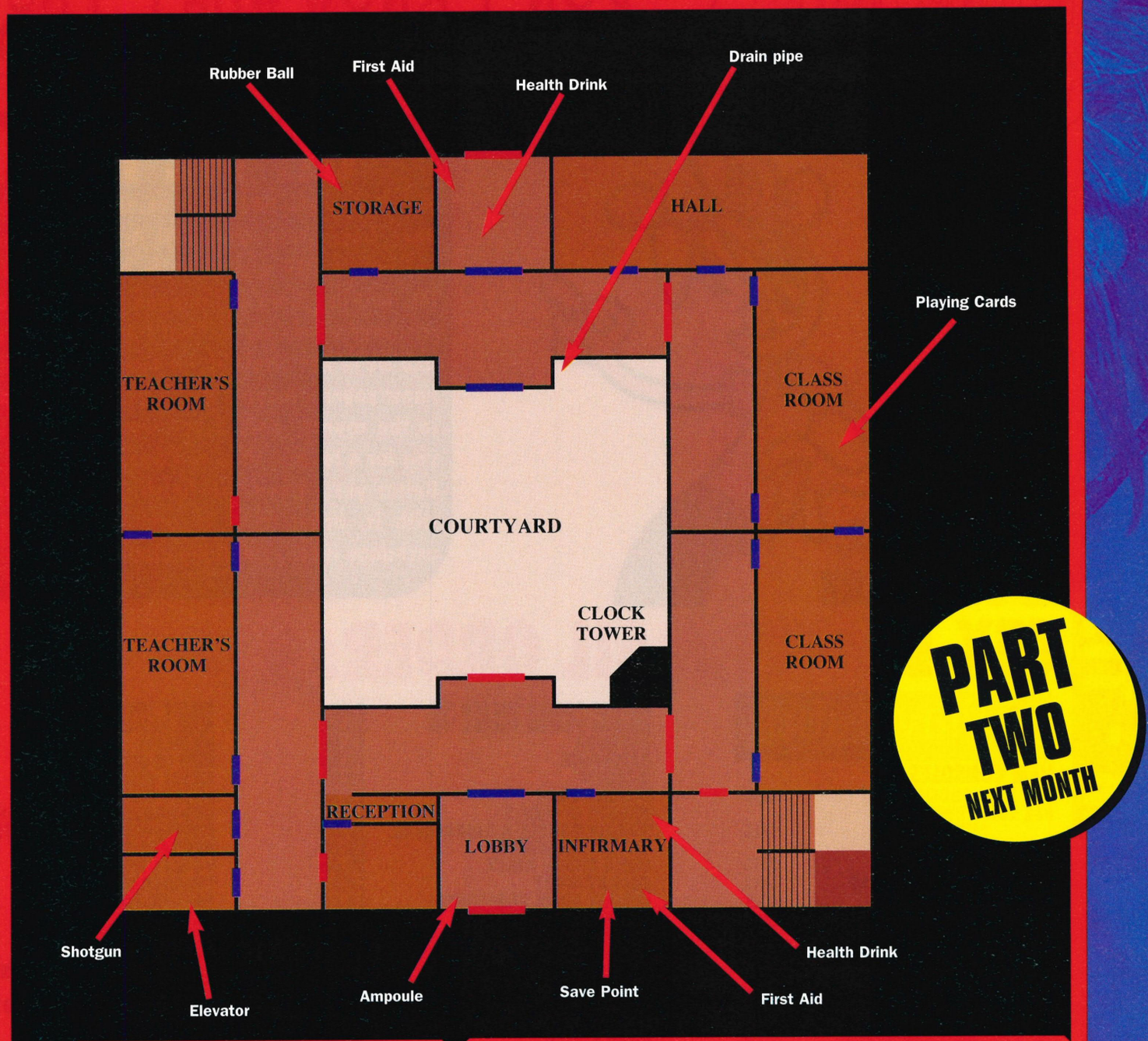
Collect the first aid kit found within and go through to second door in the back corner. In this next room read the open book on the table and make a mental note of what it says. Take the bullets from the other table and go out into the hallway.

Use the Classroom key on the door immediately to the left as you emerge and kill the three dwarves found within. Continue through the adjoining door and collect the health drink off the chair before heading out into the corridor again. Another health drink is located on a bench between the two doors if you want it. Use the stairs to return to the first floor once more.

You can now unlock all the doors between you and the infirmary to save your game and we strongly advise you do. Once this is achieved head down into the basement.

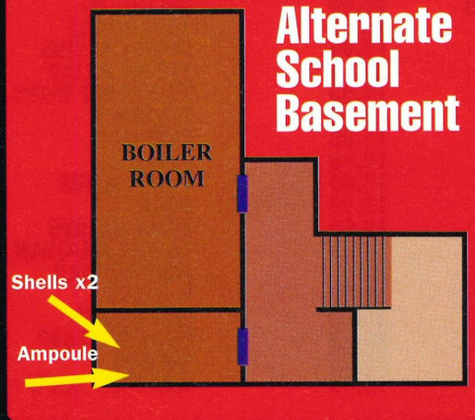
Take the shotgun shells and ampoule from the storeroom and make your way into the boiler room. More thrills next month!

Alternate School 1f

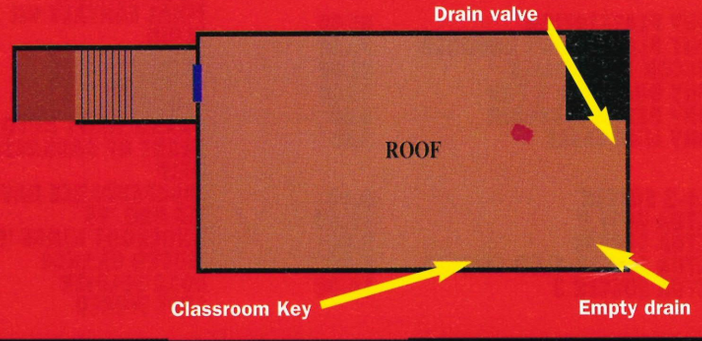


PART TWO NEXT MONTH

Alternate School Basement



Alternate School Roof



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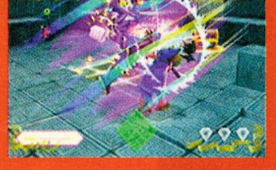












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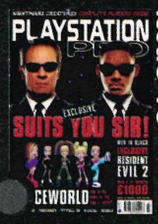
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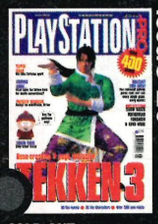
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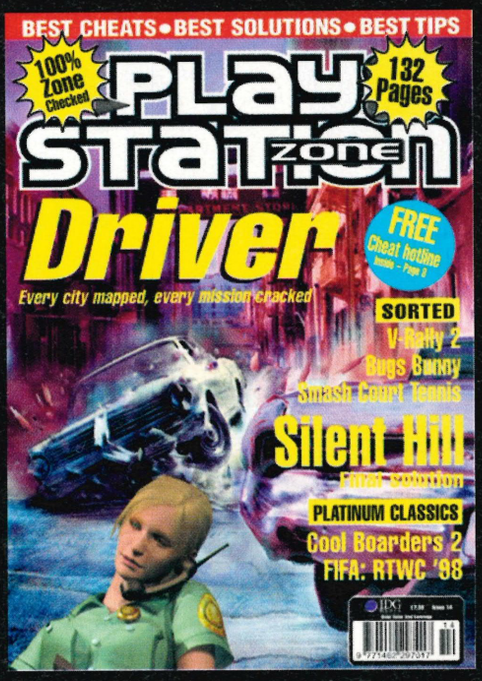
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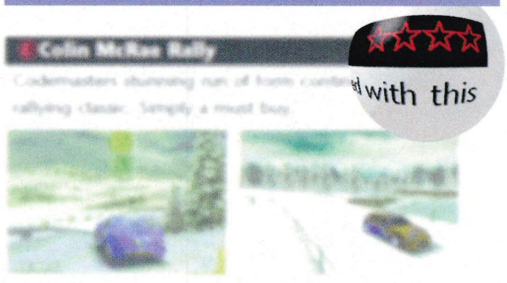
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racing

£Buggy ☆☆

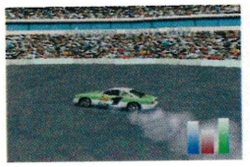
An altogether too realistic simulation of Remote Control racing that can be impossible to play.



If you've ever tried to steer one of the little bleeders in real life you'll know exactly what we're talking about. Prepare for teeth knashing if you plump for this.

£Destruction Derby ☆☆

The game that initially sold thousands of PlayStations now looks dated and shoddy. Just like Chris Tarrant.





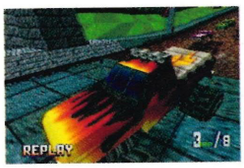
£Andretti Racing ☆☆

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.



£Burning Road ☆

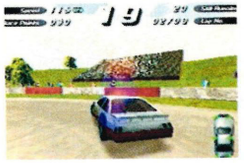
A fast paced effort which never performed as well as it should have. But check out its improved sequel Explosive Racing, rather than harking back to the old days with this. This dog never had its day in the first place and there's no reason you should let it start now.



£Destruction Derby 2 ☆☆☆

Infinitely better than the original. Faster, more polished and generally more fun. Worth checking out still.

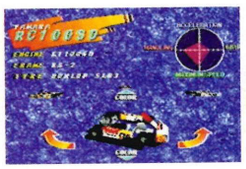




£Ayrton Senna's Kart Duel ☆

An attempt which looked okay, but lacked any real gameplay. Ayrton's name deserved better.





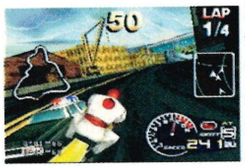
£Circuit Breakers ☆☆☆

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.



£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.



£Ayrton Senna Kart Duel 2 ☆

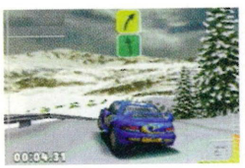
Ayrton would be spinning in his grave if he knew his name was being attached to this bucket of toss.

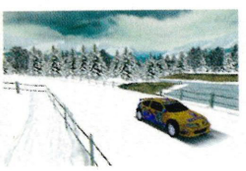




£Colin McRae Rally ☆☆☆☆

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.





£Felony 11-79 ☆☆

Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.

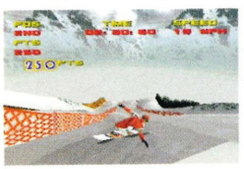




Big Air ☆☆

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.





£Cyber Speed ☆

Only serial sci-fi masochists will want to go near this pile of absolute cyber-shite.





£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

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£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.



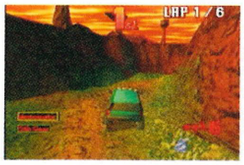
£Gran Turismo ☆☆☆☆

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.



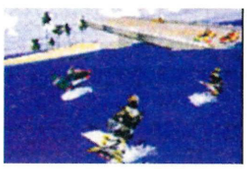
£Jeremy McGrath Supercross ☆

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.



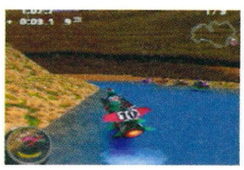
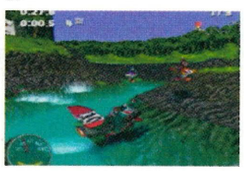
£Jet Rider ☆

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.

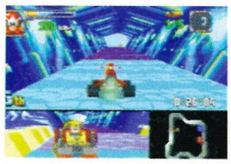
£Max Power Racing ☆☆☆☆

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.



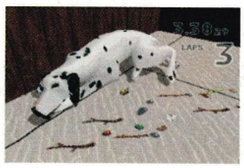
£Megaman: Battle and Chase ☆

"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.



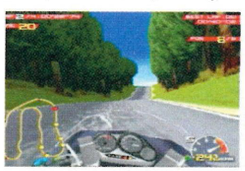
£Micro Machines v3 ☆☆☆☆

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.



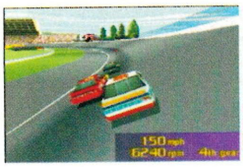
£Motor Toon GP 2 ☆☆

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.



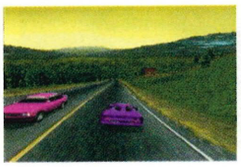

£Need For Speed platinum ☆☆☆

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.



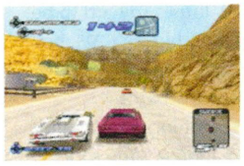
£Need For Speed 2 ☆☆

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 ☆☆

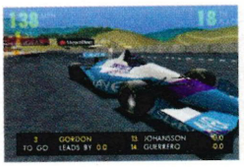
It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of reamness.



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.

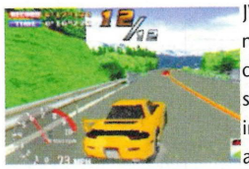
£Off World Interceptor ☆

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.



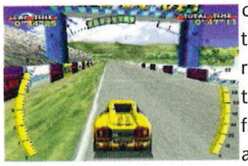
£Peak Performance ☆

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.



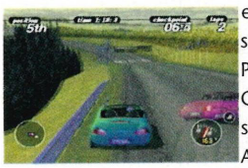
£Penny Racers ☆

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.



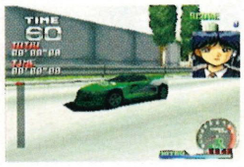
£Rapid Racer ☆☆

Good fun in the short term but again failed to be Sony's answer to the N64's Wave Race 64.

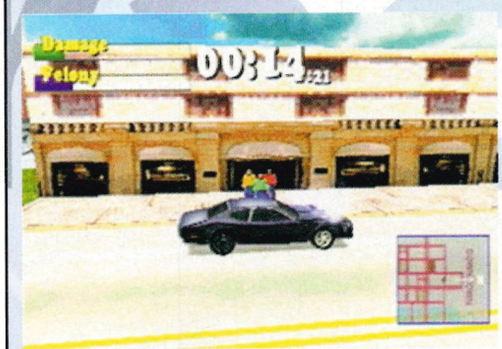
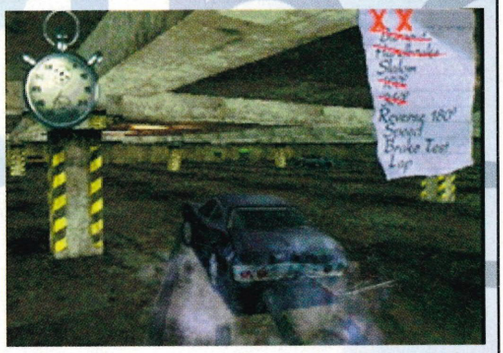



£Ray Tracers ☆☆

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.

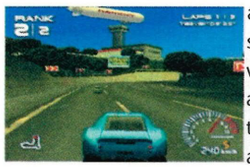
£ Ridge Racer platinum ☆☆

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.



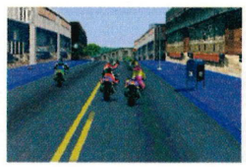

£ Ridge Racer Type 4 ☆☆☆☆

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



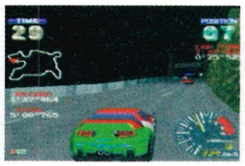
£ Road Rash ☆☆

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

Percentage of Electronic Arts' share of software sales this year, up to 31st July: 10.9%

Percentage of Sony's share of software sales this year, up to 31st July: 8.6%

Amount of mullah British retail pulls in from videogames each year: $2 billion

Current value of global business in the videogames industry: $15 billion

Estimated price of PlayStations, after a price cut this autumn: £69.99 or £99.99 with extra games and peripherals

Estimated mood of Nintendo bosses when Sony begins advertising PlayStation 2: shaky and tense

Number of copies of FIFA '99 sold worldwide: 3.2 million

Estimated time of launch for PlayStation 2 in Japan: December

£ 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.



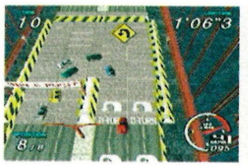

£ S.C.A.R.S ☆☆

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.



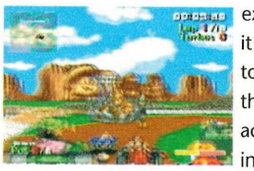

£ Starwinder ☆

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 ☆

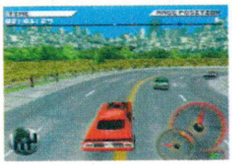
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.





£ 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 ☆☆

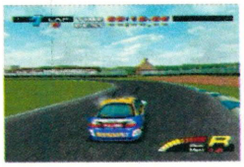
Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.





£ 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 ☆☆☆☆

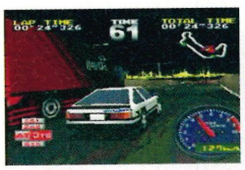
Simulations don't get much better than this. The original TOCA was excellent but this takes everything a

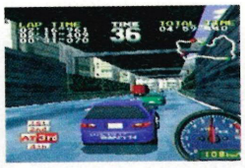


step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.

£ Tokyo Highway Battle ☆

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't bother.

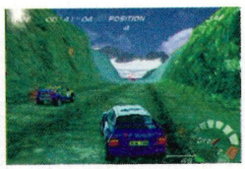




£ Tommi Makinen Rally ☆

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim.

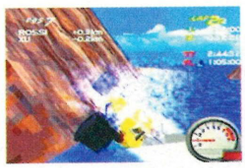




£ Total Drivin ☆☆☆

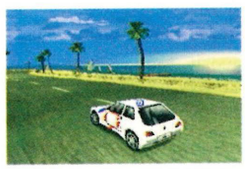
Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again

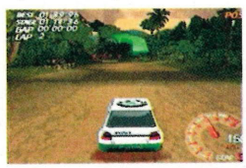




£ V Rally ☆☆☆☆

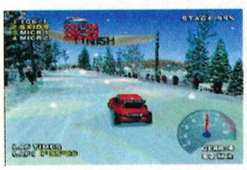
Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.





£ V Rally 2 ☆☆☆☆

Better than Colin McRae and featuring a ream four-player mode. Fancy making some skidmarks? Get this!





£ 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 ☆

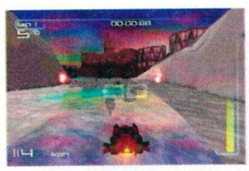
Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of

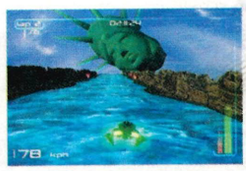


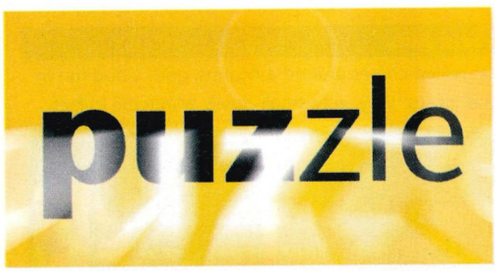
delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.

360 ☆

A water based WipEpout wanna be that fails to deliver on all counts. A shoddy release that should be avoided.







£ 3D Lemmings ☆☆

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.

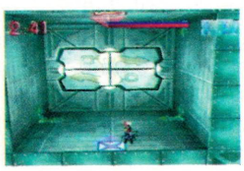




£ Blast Chamber ☆☆

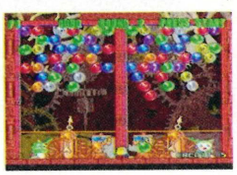
Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of wierdness.





£ 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!



£Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.





£Super Puzzle Fighter Turbo ☆☆☆☆

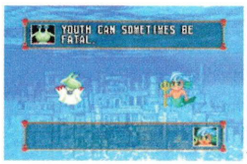
A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.





Bust-A-Move 4 ☆☆☆☆

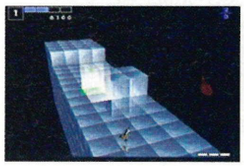
The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag!



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.

£Kurushi: Intelligent Cube ☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.

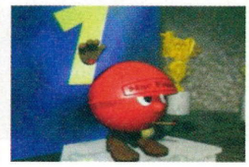




Swing ☆

A puzzle game for people who do the Time's crossword to relax. Ugly, tricky and boring.

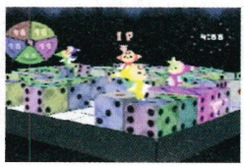




£Devil Dice ☆☆

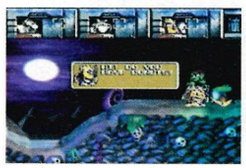
Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.





£Lost Vikings 2 ☆☆☆

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.





YoYo's Puzzle Park ☆

A brightly coloured pain in the arse that shouldn't even be inflicted on criminals. Burn every copy!

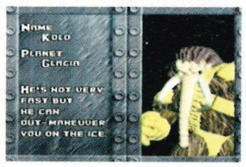


Don't be fooled by the cutesy guise, the game is purest evil. Countless levels of very similar levels to wiggle around and slightly different enemies to kill.

£Grid Run ☆

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.





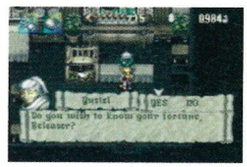
£Oddworld: Abe's Oddysee ☆☆☆☆

An excellent puzzle game.Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



£Alundra ☆☆

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.





£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!



Sports Car GT ☆

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word crap manageable. Good graphics, but the gameplay, sound, cars, tracks, handling and control - well, all of it - are all on the shitty side of barely



£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 ☆☆☆

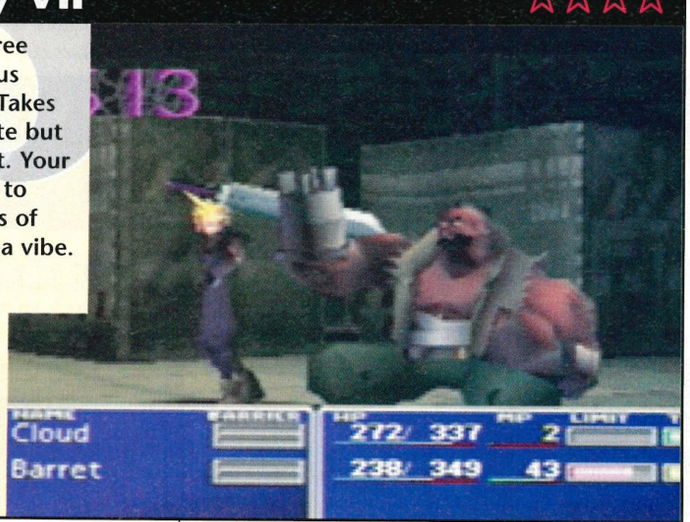
Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo. Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead



£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.





platforms

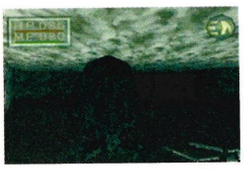
£Diablo ☆☆☆

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 ☆☆☆

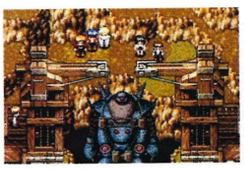
Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until



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.



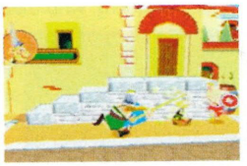

£Ape Escape ☆☆☆☆

Fantastic free-roaming platformer where you nab apes in a big net. It'll only run with a Dual Shock though.



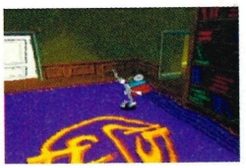

£Asterix ☆

A crappy Gallic affair that owes a lot to Risk. Sub-standard arcadey sections do nothing to help this cack.

£Bugs Bunny: Lost in Time ☆☆

An inoffensive/bland platformer featuring that rabbit. Get it cheap or forget about it and get Ape Escape.

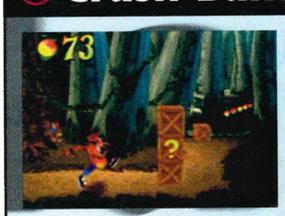



£Captain Blasto ☆☆

Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.



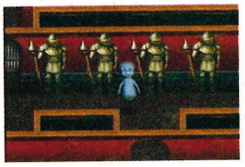
£Crash Bandicoot 3 ☆☆☆☆




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.

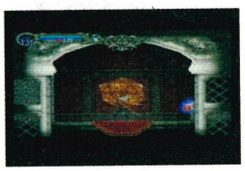
£Casper ☆

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 hel. Stay there, you crap game you!



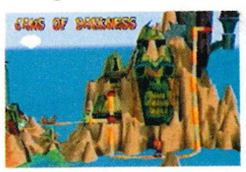
£Cheesy ☆

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.



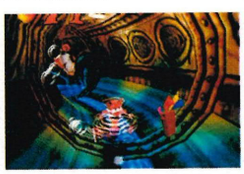
£Crash Bandicoot ☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.

£Crash Bandicoot 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.



£Croc 2 ☆☆

A cute game that's to tough for kids, to bland for hardend gamers who would prefer Ape Escape.




£ Earthworm Jim 2 ☆

An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.





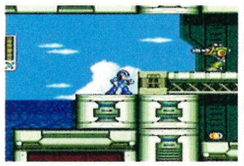
£ Johnny Bazookatone ☆

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?



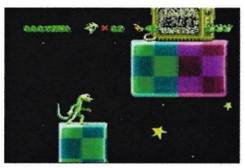
£ Mega Man X3 ☆

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.



£ 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.



£ 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.



£ Megaman 8 ☆

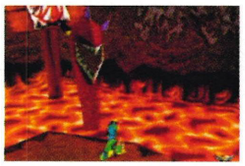
See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.




£ Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.





£ 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.



£ 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!



£ 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.



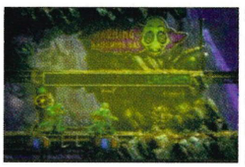
£ Klonoa ☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.



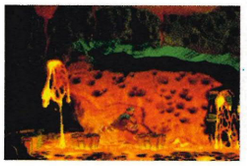
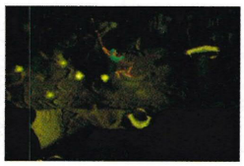

£ Oddworld: Abe's Exoddus ☆☆☆☆

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.



£ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.

£ 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.



£ Pandemonium ☆☆

A 2D platformer made to look all 3D. Not bad, but there are those which do this for real.





£ 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.



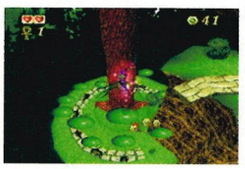
£ Jurassic Park: Lost World ☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.



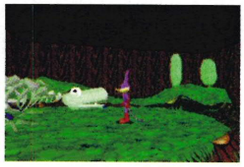

£ Pandemonium 2 ☆☆☆

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.



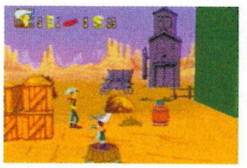
£ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.

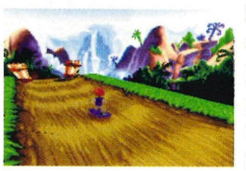
£ Lucky Luke ☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.




£ 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.



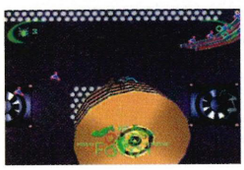

Skull Monkeys ☆☆

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.



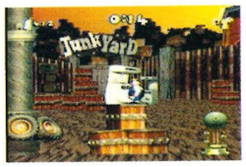
Spot Goes To Hollywood ☆

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.




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.

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.



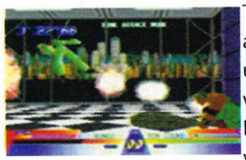
Battle Arena Toshinden 2 ☆☆

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.



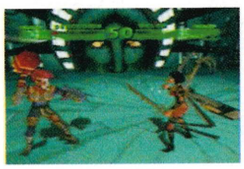
Battle Arena Toshinden 3 ☆☆

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.



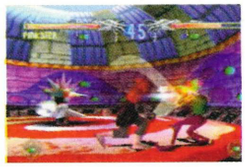
Bushido Blade ☆☆☆

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.




dealer

£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.

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.

£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?

£Dark Stalkers 3 ☆☆

Street Fighter gets all gothic in this fun spook-em-up that amuses and frustrates in equal measure. A rental.





Fighting Force ☆☆

Tries to mix adventure with fighting but turns up like Monica Lewinsky – a bit dull and far too easy





Mortal Kombat 3 ☆☆

These games rocked the world a few years ago, but video games have a habit of aging quickly and this

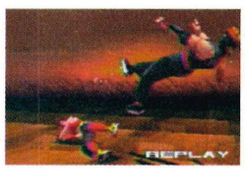


one is no exception. With the domination of 3D fighting, it's hard to see a place for this old timer. Plenty of blood and gore though.

£Dead Or Alive ☆☆☆☆

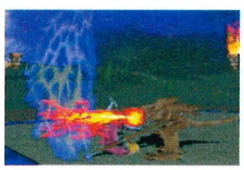
Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.





£Iron & Blood ☆☆

Where do they get the names from? The medieval setting makes a nice change but the game is average.





Mortal Kombat Mythologies ☆

Take the worst part of the Mortal Kombat games and mix well with the shoddiest idea for an RPG, leave

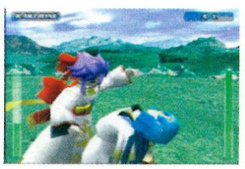


to fester 'till the mixture takes on a brown, crinkley and odorous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.

£Evil Zone ☆☆☆

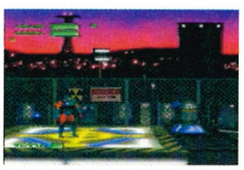
Suprisingly good beat'em-up. Suprising because the Manga action is controlled with one button. Rent it.





£Iron Man ☆

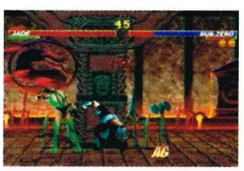
Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among



the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.

£Mortal Kombat Trilogy ☆

The original three arcade smashes rolled into one tiresome collection. They're all the same though.





£The Crow: City Of Angels ☆

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.





£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.

£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.

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!

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

£Pocket Fighter ☆☆☆

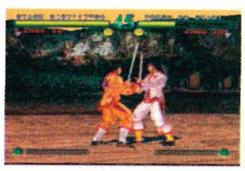
A cracking little game that's great fun. See tiny characters beat seven shades out of each other



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.

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.

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!

£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.

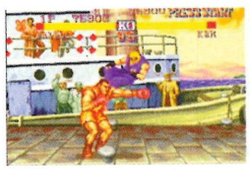
£Street Fighter Collection ☆

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.





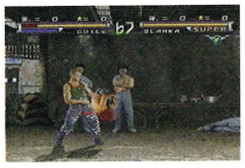
£Street Fighter EX Plus Alpha ☆☆☆☆

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.





£Zero Divide ☆☆

A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no suprise that this droid fighter is a bit on the cumbersome side. Who wants to play characters like these? People who like their games on the average side, that's who.



£Zero Divide 2 ☆☆

And the same could be said for this. The graphics in both games are the high point, although there is a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone. Ne pas toucher, as the French say.



flight sims

£Ace Combat 2 ☆☆☆

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.



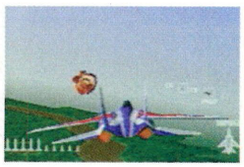

£Agile Warrior ☆☆

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.





JAPANESE CHART

1. Dance on the ceiling
2. Lunar: Star Story
3. Racing Lagoon
4. Chocobo Racing
5. School fight

£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...



£RC Stuntcopter ☆☆☆☆

A Radio controlled helicopter simulator that is as tricky as the real thing. Stick with it and reap the rewards!



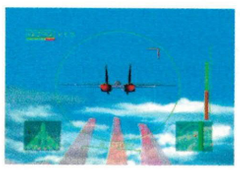

£Strikepoint ☆

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.



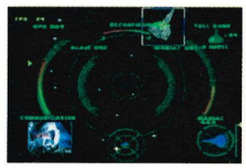
£Wing Commander 3 ☆

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.



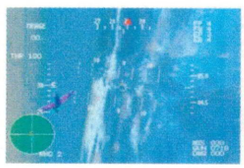
£Wing Commander 4 ☆

Another Mark Hammill pay day and another tale of style over substance. Pants, with a capital shite.




£Wing Over ☆☆

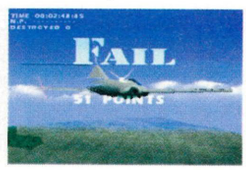
Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.




£Wing Over 2 ☆

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, The humanity!





adventure

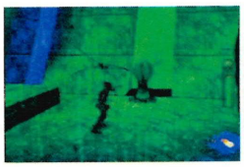
£Alone In The Dark m☆

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.



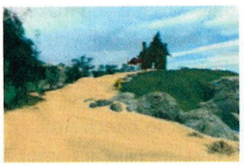
£ Akuji The Heartless ☆☆

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.



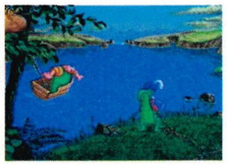

£ Batman & Robin ☆

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 ☆☆☆

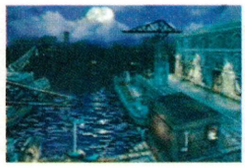
Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games



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..

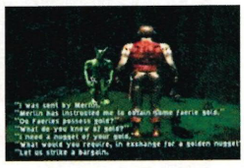
£ Broken Sword 2 ☆☆☆

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 ☆

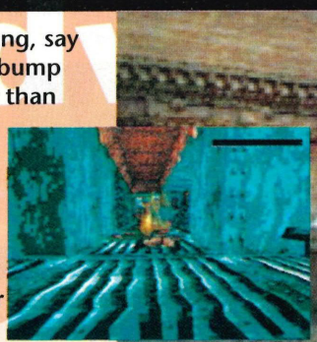
Resident Evil meets Die Hard. Ohh, that sounds good. Well it isn't. It's just a bunch over- manganised shit.





£ 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!



£ Herc's Adventures ☆

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



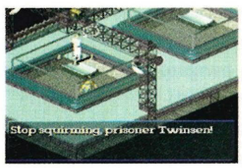

£ Legacy Of Kain ☆☆☆

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.



US CHART

1. Syphon Filter
2. Lunar: Star Story
3. Star Ocean
4. WWF: Attitude
5. Driver

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.

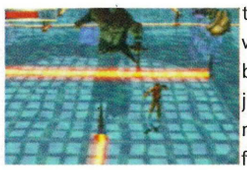
£ Perfect Weapon ☆☆

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!



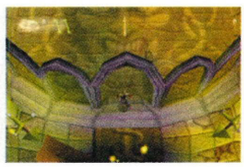
£ Pitfall 3D: Beyond The Jungle ☆☆

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.



£ Medievil ☆☆☆

Ghosts n' Goblins is brought into the 90s in this excellent swashbuckling comedy type thing.

£ Nightmare Creatures ☆☆☆

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.




£ 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.



£ Men In Black ☆

Cacky movie tie in which pseudo sticks to the plot of the film, but you just don't care.




£ Ninja: Shadow Of Darkness ☆☆☆

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.




£ Reboot: Countdown To Chaos ☆☆

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.




£ Metal Gear Solid ☆☆☆☆

One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake. Just buy it!




£ ODT ☆

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...




£ 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.



£ 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.



£ 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.



£ 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.



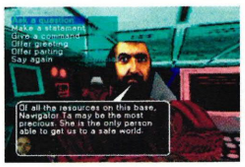
£ Riven ☆

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.





£ Silent Hill ☆☆☆☆

Buy it and make sure you've got a years supply of incontinence pants. It's scary, jesus is it scary!




£ 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.



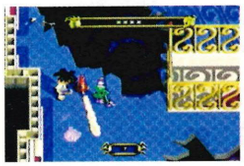
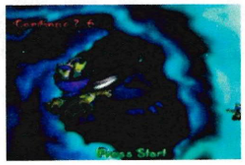

£ Spyro The Dragon ☆☆☆☆

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.



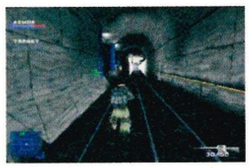
£ Swagman ☆

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.

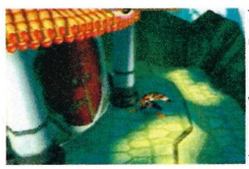
£ Syphon Filter ☆☆☆☆

A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.




£ 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.



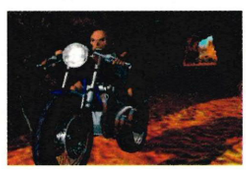

£ Time Commando ☆

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.



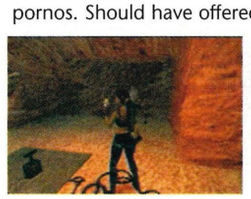
£ Tomb Raider ☆☆☆☆

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

£ Aironaughts ☆☆

It's not PlayStation Pilotwings, but anyone looking for an instant buzz will enjoy this. Good for a bargain.




£ 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.



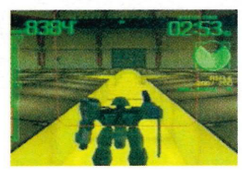
£ Apocalypse ☆☆☆

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



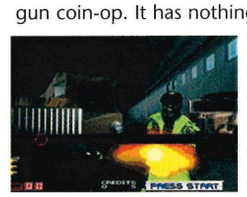

£ Armoured Core ☆☆

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 ☆☆☆

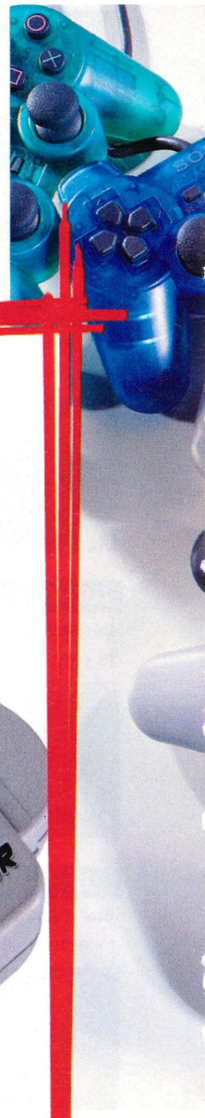
The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.






Odds'n'Sods

Work, spend money, marry and reproduce. Ahh, the fun of being human!



£14.99 is a penny less than 15 quid and is just enough to buy you this dinky Gamester memory card. It's grey and it plugs into you PlayStation. What more could you ask for? Well buckle up bucko - this puppy has enough memory to store 60 blocks of saves. And in case you're wondering, that's four times more than your standard card. Magic!





These Adidas Visor watches have been inspired by ski goggle design. No, not pots of yoghurt strapped to your eyes, you know - the snowy sport. Anyway, they're hard as bastard nails and will set you back £45.

£ 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.



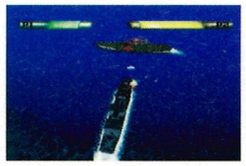
£ Auto Destruct ☆☆

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.



£ Battle Stations ☆

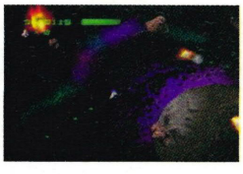
Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.

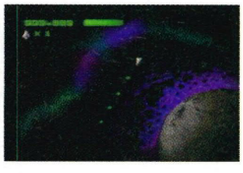




£ Asteroids ☆☆

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.





£ B-Movie ☆☆☆

Alien-chasing shoot-'em-up with some subtle humour to keep you amused. Tricky to complete.





£ Beast Wars ☆

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it do you? Well you would...







This transparent joy pad from Gamester is a bit of a show off really. Like those slappers who get their baps out at weddings, this slutty controller puts aside any sense of shame and reveals its internal workings. You may have thought Dual-Shock effect was created by tiny hamsters running around the pad and bumping into things really quickly. Well, check this out and learn the shocking truth!







If you're stuck for decent music in a strange place where no one has heard of electricity, let alone batteries - you must be in Cardiff. Well, hip-hop hooray for the Freeplay S360. This baby can be wound up to pump out 15 hours of clockwork-powered beats and costs a measily £59.95. Just don't let the locals see it or they'll burn you for being a witch.

£ Blam! Machinehead ☆

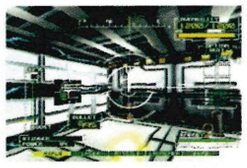
It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occassionally nice graphical touches that's let down by a stupid name, over complex missions and a control system that just is'nt nice to use. car boot sale purchase only.



£ Brahma Force ☆☆☆

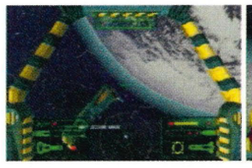
The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.





£ Colony Wars: Vengeance ☆☆☆☆

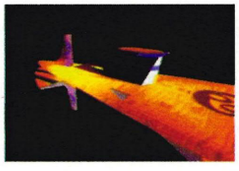
...and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.

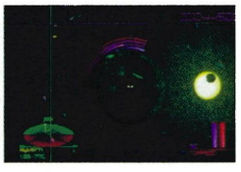




£ Blast Radius ☆☆

Star Wars style shoot'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.





£ 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...



£ Contra: Legacy Of War ☆

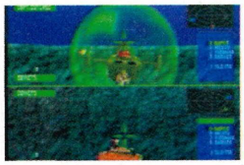
Horizontal scrolling shoot'em-up offering nostalgia at best and tits-all at worst.





£ Critical Depth ☆

After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



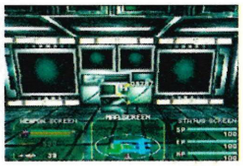

£ Duke Nukem Time To Kill ☆☆☆

Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



£ Epidemic ☆

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.

£ Exhumed ☆☆

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.




£ Fade To Black ☆☆☆

A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.



£ Final Doom ☆☆☆

The Doom games are classics and a landmark in gaming technology. This 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.



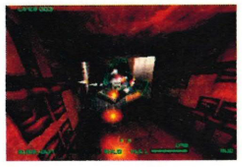
£ Firo & Klawd ☆

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.



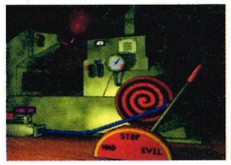

£ Forsaken ☆☆☆

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.

£ 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!



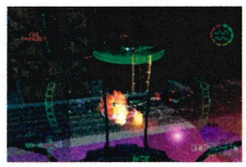
£ G.Darius ☆☆☆

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.

G-Police 2 ☆☆

Interesting missions and new vehicles fail to make this sequel anything more than a stand alone mission disk.



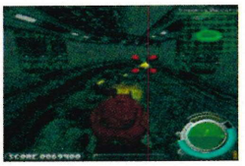

£ Galaxian 3 ☆

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.



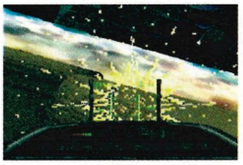

£ Hexen ☆

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.



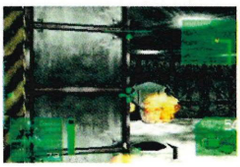
£ Judge Dredd ☆☆

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 ☆☆☆

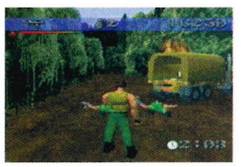
A fast moving isometric shoot-em-up where you get to control gun totin'' freaks. The graphics were



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 ☆

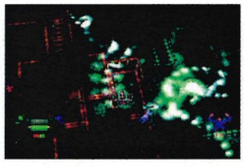
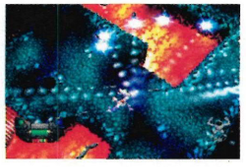
That old arcade classic, Commando is given a 3D treatment. That sounds promising at least.



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 ☆☆☆

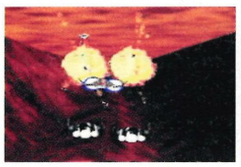
A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate



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 ☆

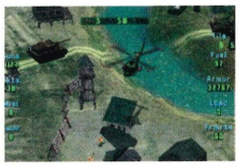
This one harks back to the days of the original PlayStation demo disk and boy, does it show.



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.

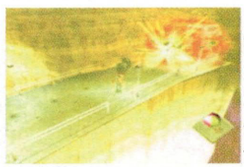
Omega Boost ☆☆☆☆

Fly a robot and shoot up the universe. A simple game thats stunning to look at and plays like a dream.




£One ☆☆

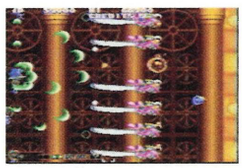
Yawn. Another case of great graphics let down by getting really boring, really quickly. The lucky thing is,



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.

£Time Crisis ☆☆☆☆

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.



£ Rapid Reload ☆☆

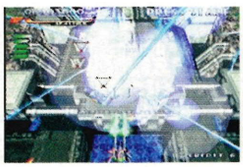
Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects



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.





£ 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 ☆

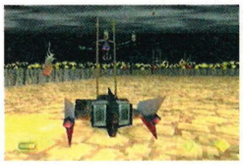
Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't



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 ☆☆☆

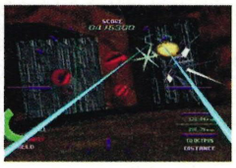
These Strike games all share the same excellent quality of gameplay as they do everything else. Once



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 ☆

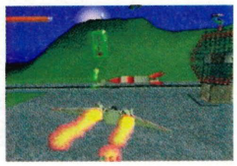
The arcade version was terrible and this conversion, amazingly, manages to be even worse, which must



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 ☆

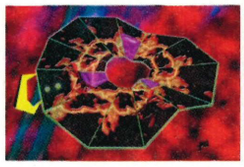
Painful weather that. Almost as grim as the weather in Manchester. The game itself is even worse.

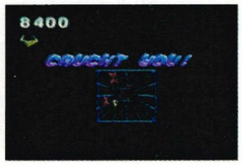




£ Tempest X3 ☆

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 ☆☆

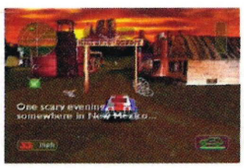
It may sound like a cheap Bournemouth bed 'n' breakfast but is actually a visually attractive



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.

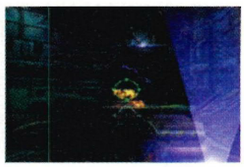




£Viper ☆☆

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

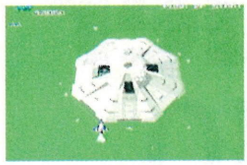


and a difficulty level that will make you rip out your own hair, and that of anyone else to hand. Feeling tough then have a look. Wimps should stay clear.

£Xevious 3D/G+ ☆☆

As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid.

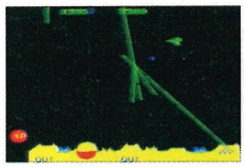


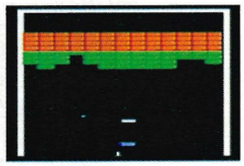


miscellaneous

£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 ☆☆

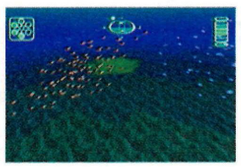
Another chance to remind yourself just how far games have advanced in such a short space of time.



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

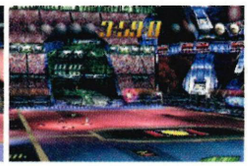


you will ever have the mis-pleasure to "play." Aquanauts at work, now that would be something. A truly awful game that has no place anywhere.

£Ball Blazer Champions ☆

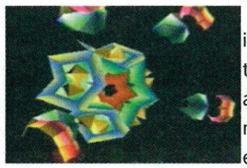
Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.





£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.

dealer

PRO reader top10

As expected, we're seeing the same titles again, but there's been a bit of a tusslin' going on. At last we see the amazing Driver break into the Top 10. Not 'arf, Cocknockers.

1. Gran Turismo
2. Driver
3. Metal Gear Solid
4. Final Fantasy VII
5. Syphon Filter
6. Tekken 3
7. Tenchu
8. Oddworld: Abe's Exoddus
9. UEFA Champion's League
10. Syphon Filter

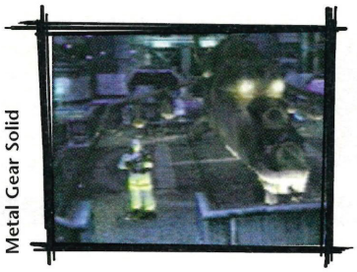


Gran Turismo


Driver

As with any sunny day in Manchester, there's always a dark, stormy cloud close behind. The following is the pick of the dirty, great, stinking shite articles that have made one and all's life a misery over the years.

1. Wreckin' Crew
2. Independence Day
3. Hardcore 4X4
4. Overboard
5. Motor Mash


Metal Gear Solid

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

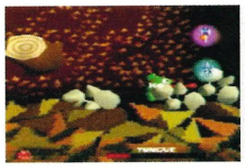
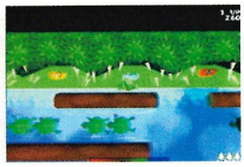
£Fluid ☆☆☆

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



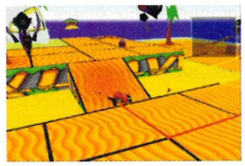
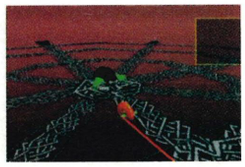

£Frogger ☆☆

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.

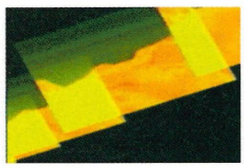
£Mr Domino ☆☆

Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



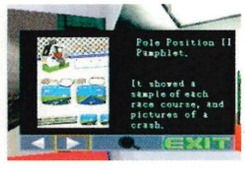

£Music ☆☆☆

Not a game but a music making tool. 1000s of samples to patch together and great fun too.



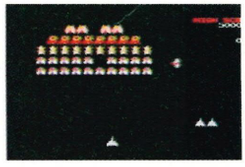
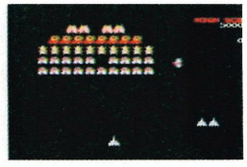

£Namco Museum Vol 1 ☆

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.

£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.



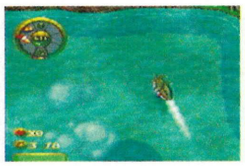
£Namco Museum Vol 4 ☆

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 ☆

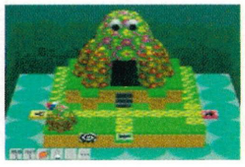
Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.





£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.



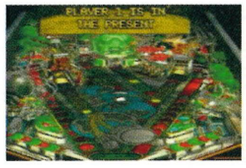
£Pro Pinball: The Web ☆

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.



£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.



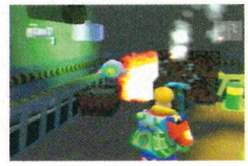
£Riot ☆

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.

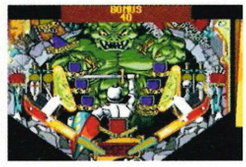




£Tilt! ☆☆☆

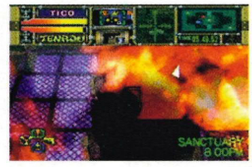
Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.





£Trap Runner ☆☆

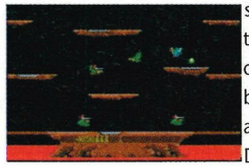
Top Idea! Run about, plant bombs – kill enemy. Unfourtunatley, it gets very samey, very quickly.





£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!



£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.



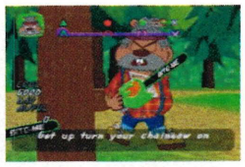
£ Treasures Of The Deep ☆☆

Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.




Um Jammy Lammy ☆☆☆

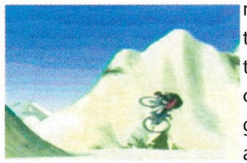
Parrapa the Rapper with a cute guitar weilding lamb taking the doggy dogs place. As fun as you can get.



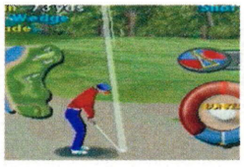
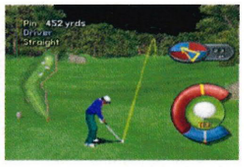
£ 2xtreme ☆

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.

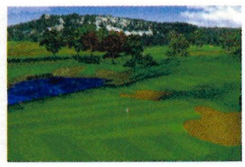
£ Actua Golf 2 ☆☆

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.

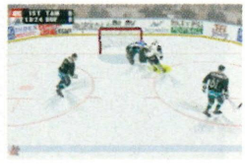
£ Actua Ice Hockey ☆☆

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.

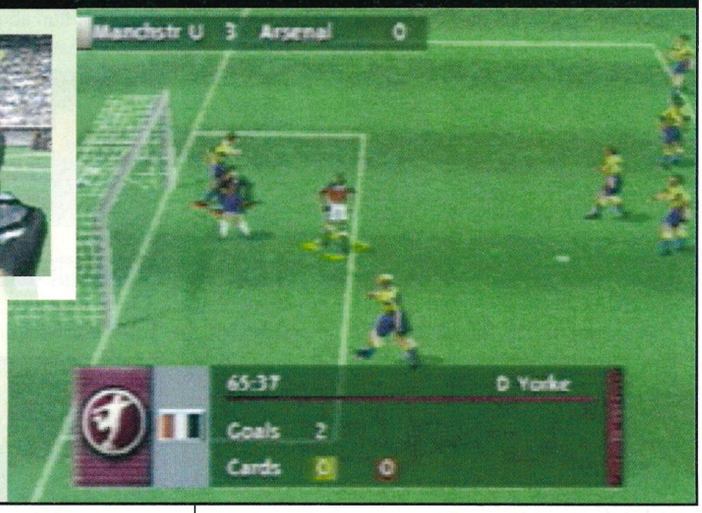



£ Actua Soccer platinum ☆☆

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.



£ FIFA 99 ☆☆☆☆

Quality football game, possibly the best there is. An essential purchase for all footy fans. Away the lads.

£ 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.



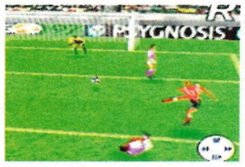

£ Adidas Power Soccer ☆

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 ☆☆

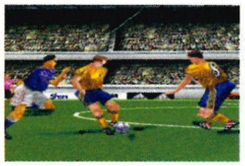
Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.





£ Adidas Power Soccer '98 ☆

The Power Soccer brand goes from strength to strength with yet another crap soccer sim.




£Adidas Power Soccer 2

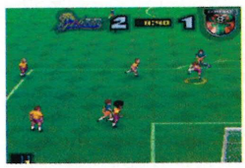
An ever oh, so slight improvement on Adidas Power Soccer Bear in mind that the original was pretty bad



to and that should give you some indication that this incarnation is well worth avoiding. Like the plague...or a herpes-ridden ex-girlfriend.

£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

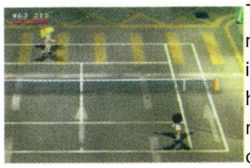
Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.





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

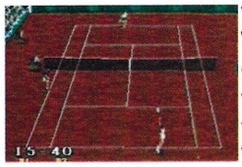
What a great excuse to make lots of gags about bouncing breasts. The only Volley ball game on the



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

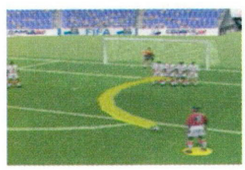
Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.

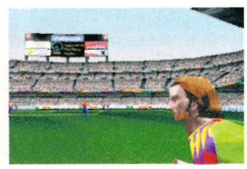




£FIFA RTWC '98

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

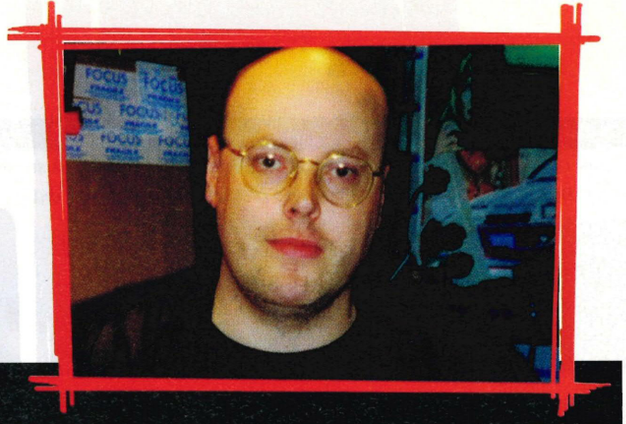
A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.





Shoptalk

TheCountermonkey



Name: Sean Conner
Shop: Game Zone, Macclesfield

Pro: Did you know your name sounds a bit like a famous wife beater?

Don't even bother...

Pro: Okay, we'll keep things sweet. What's selling so much it leaves you shaken... and stirred? Ha! Got you.

Silent Hill, Syphon Filter, Driver and Grand Theft Auto. That's selling really well, with the London pack and on its own. Time Crisis and Tomb Raider 2 on platinum. They're probably the biggest sellers. We've got some unusual ones too, like Brunswick Bowling. Four copies in a week and sold them all. It's all very strange.

Pro: Indeed. So do you do part exchange here?

Yeah, that's a major part of the business. When Virgin and Dixons cut their prices it gave us the edge.

Pro: So, did their action piss you off big time, or were you shaken and stirred? Ha - got you again.

Shut it! Anyway, we did a few of our own deals. Funny thing was, Dixons is just up the road and they didn't say what they were going to do. But they have probably shown customers what bastards they are, one day they were selling driver for £29.99, the next it was 44 quid. They've got the money to do that, but it could seriously hurt independents.

Pro: Okay, we're running out of space because of this serious discussion on software economics. Let's get to the usual shite. Best game, worst game, best selling peripheral.

Competition Pro game pads and memory cards sell more than Sony ones. Best game? Metal Gear Solid is great but short. 360° is terrible. Attack Of The Saucer Men is unbelievably bad. Sports Car GT looks like a MegaDrive game. Oh yeah, loads of people are asking for WWF Attitude, Dino Crisis, Final Fantasy VIII and Soul Reaver.

Pro: Cheers matey. Hey, your name sounds like Sean Connery!

You said you wouldn't... GET OUT!

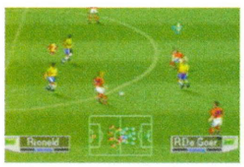
£ISS Pro platinum ☆☆

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



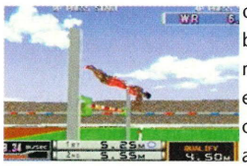

£ISS Pro '98 ☆☆☆

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.



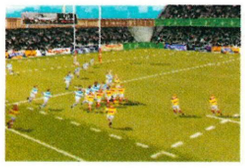
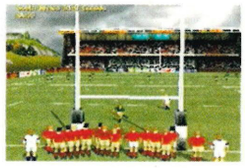

£Int. Track & Field platinum ☆☆☆☆

The is still far and away one of the most playable and addictive games you can play. The controls are a doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knackering as the real thing. Almost.



£Jonah Lomu Rugby ☆☆☆

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.

£Kick Off '97 ☆

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.



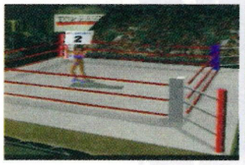

£Kick Off World ☆

Playable enough but overtaken and overshadowed by so many other football titles.




£Knockout Kings '99 ☆☆☆

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box you ears son.



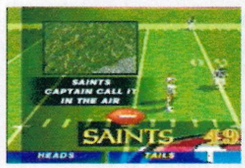

£Libero Grande ☆☆

You only control one player while the action happens around you. Not as bad as it sounds - quite playable.




£Madden NFL '97 ☆☆

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.



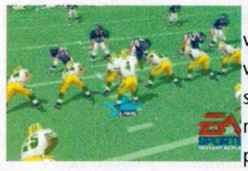

£Madden NFL '98 ☆☆☆

Vastly improved graphics than the original. But the gameplay remains largely similar.



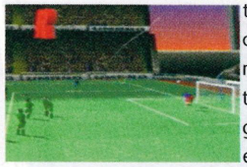

£Madden '99 ☆☆☆

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all but the most dyed-in-the-wool fans of the series would be just as well served by saving some money by picking up a prequel on the cheap.



£Michael Owen's WLS '99 ☆☆☆☆

You'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.



£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.



£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 ☆☆☆☆

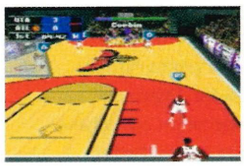
The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.

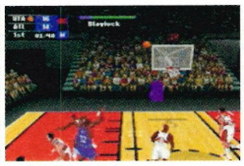




£NBA Fastbreak '98 ☆☆

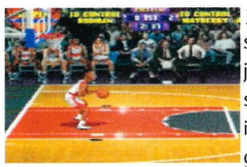
With so many bazzyball games clamouring for our dough, it takes a doozer to score. This ain't it.





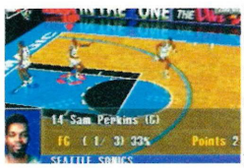
£NBA Hangtime ☆☆

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.



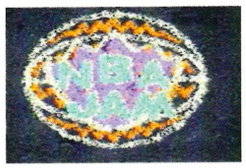
£NBA In The Zone 2 ☆☆☆

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.





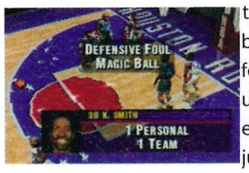
£NBA Jam TE ☆☆☆

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.



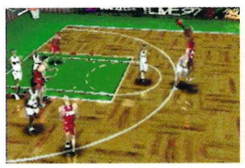
£NBA Live '96 ☆☆

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 ☆☆☆

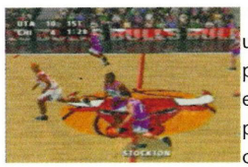
Improved and updated with all the league players and a greater feeling of control. Really good effort.





£NBA Live '99 ☆☆☆

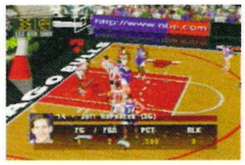
The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



£NBA Pro '98 ☆

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.





NBA Pro '99 ☆☆

Arcade hoop action that is fine for a quick dribble, but lacks any of the additions that in depth players yern for.





£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 ☆☆

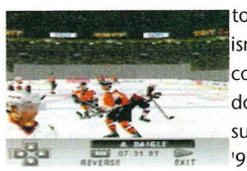
The NHL series stand out as the best ice hockey games. This early version looks old now though.





£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.



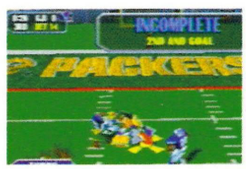
£NHL '99 ☆☆☆☆

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 ☆☆☆

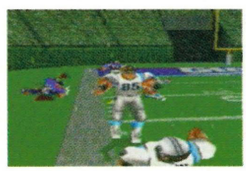
The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.

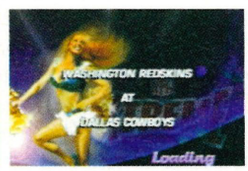




£NFL Xtreme ☆☆

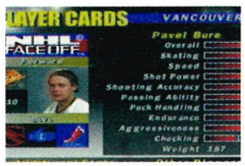
Similar to Blitz but not quite as fun. The rules are still missing, but so is some of the gameplay.





£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.



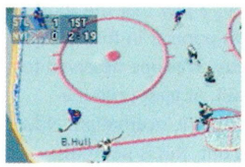

£NHL Faceoff '98 ☆☆

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.



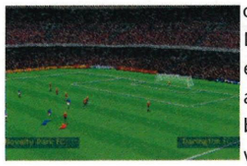
£Olympic Soccer ☆☆

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.



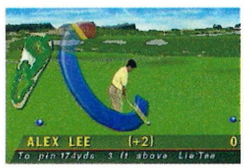
£Open Ice ☆

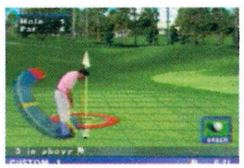
Comparatively poor attempt at capturing the speed and brutality of the sport.




£PGA Tour '96 ☆☆

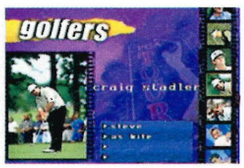
Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.





£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.



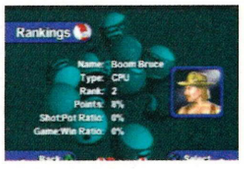

£Player Manager ☆

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.

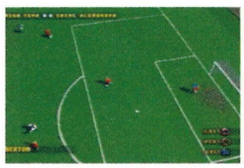
£Power Move Pro Wrestling ☆☆

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 ☆

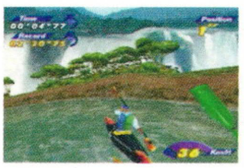
From the chaps who make pumps. Four-a-side "action" for rich kids with no mates. Pretty awful.





£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.



shouts

Selling your granny or just bragging about high scores, send in your rantings and we'll print 'em.

Wanted: Simcity 2000. Will swap any game from my list of games to swap. Also wanted a penpal to swap games with. Send your lists of swaps to Jonathan McNicholl 58C Oaktree drive, Steeple Antrim, N.Ireland. BT411DB. About 30 to 40 games to swap. No pirates or badly scratched discs please!

Tekken, Fade To Black and Road Rash for £9- £14 or will swap depending on the game. All in mint condition. Also interested in buying a multi-tap or swapping for the games above. (Here's the bit that shows this guy is "da" man - Pro) Hello Homo Hammond. Glase Arse Rubber Ronny Josh and Craig. (Why can't people just say hi without calling each other names? WHY! - Pro)

No way you getting me on that plane - FOOL! - B.A. Baracas (Of A Team fame!)

Hello readers, I'm a 19 year old guy who lives in Malaysia and is crazy about PSX. Wanted: Brit male or female penpal aged 18-22 years old. Love to talk about games, personal and anything. Reply guaranteed no problems, I love to know new friends. M. Yassir No. 9 Jalon Setia, Sungai Ramol Boru, 43000 Kojonh, Selangor, Malaysia.

I'd like everyone in Dyke (As in comfortable shoes? - Pro) House to know that Philip has got the fattest arse, tits and belly in England. He says he has completed games before they come out and says he completed Final Fantasy VII in under three hours.

Male, early 40s, but still in Punk/twenties attitude. I am seeking company to play, discuss, track cheats on PlayStation (also Saturn). As I'm ill with liver disease and apart from a trip to game shop, that's it. It annoys me to miss out on the two-player modes that bring the games alive. Phone/write to Malcolm Redpath 19 Muswell Rd, Bedford, BRS15 MK42 Tel 01234404332.

Hi! It's me again. (yes, and stop sending in those soiled pants -Pro). I would like to sell Die Hard Trilogy for £10, Micro Machines 3 for £8 or all of them for £25. Well, it's goodbye. But I'll be back if I can't sell 'em! (Just make sure you don't send in any more pants! - Pro) 11 Hulworth Road, Beechwood Middlesborough, Teeside T54 3DW

Will the pillock who keeps on writing sarky comments on shouts just stop it. Do you really think anyone wants to hear that drivel? We just want facts. Just the God damn facts, okay! I bet you think you're really cool, but you're not. No way! You're not clever at all. And I bet you smell too. YES! That's it. YOU ALL SMELL! Ha, ha, ha, ha, ha you smelly people!

Actua Soccer 2, Worms, Tomb Raider and Premier Manager '98 for sale £10 each. I would like a penpal - Female 14-17 likes PlayStation and football (you've no chance - Pro). Please send photos. Matthew Walker, 12 Loweswater Cl, Orford, Warrington, Cheshire WA2 9UZ 242 742

I am looking for a pen pal age: 13-15 years old. Girls mostly, boys not as much as girls. Dear penpal, can you write back if you are? I live at 48 Park Lane, Middleham, N.Yorkshire, Leyburn, D18 4QT. I will give you my phone number when I write back. (We know what you want, but haven't a clue what your name is, 'cos you didn't say. Good luck matey! - Pro)

Hey, I'm Colin and I'm looking for a girlfriend. Must be good looking, have a great sense of humour and like playing tricks on people. Also I'm looking for someone in the Ruislip area and around 11 years old. I love America, especially 'Friends' and I like platform games. Thanks. Colin McGuire. 3 Kent Gardens, Ruislip, Middlesex, HA4 8RX

Swap Syndicate Wars for Rage Racer or Rival Schools United By Fate. For the record, PlayStation Pro is the best mag a person could wish for and Miss B is absolutely the sexiest girl ever. Mark Beech, 5 Willmans Walk, Hadfield, Glossop, Derbyshire SK13 1BF

PlayStation games for sale. Alien Trilogy £20 Thunder Hawk 2: Heli' sim £20 and Nightmare Creatures (NTSC U.S) £25 bought for £50. All prices include P=P also video films, horror, martial art, action 35 to 40 titles £5 each P+P 50p each call for list after 6pm. MR Avtar Johore 01235 534537

Pen pals aged 13-16 wanted. Must like all good PlayStation games, love PlayStation and like Man Utd. Girls only, send letter and photo. I will reply to all letters. Oh yeah! Must like PlayStation Pro. Anyone selling Brian Lara's Cricket? Can anyone get me Gran Turismo 2 imported? (Maybe you should ask the flying pigs - G2 isn't out anywhere yet. Oink! - Pro) Andrew Morgan 25 Leaton Avenue, Baguley, Wythenshaw, Manchester, M23 1HL

Hi all, can you help me? I need a replacement laser unit for my PSX but can't afford £40-£50. Does anyone sell re-conditioned ones? I can pay up to £20. I would prefer one with a few months guarantee. Also Music for sale £25 no offers (so don't mess - Pro)

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? .....

£ Sensible Soccer ☆

Don't be fooled by the fact it looks shite. It plays even worse. The crappest football game available, really.




£ 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.

£ 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.

£ 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

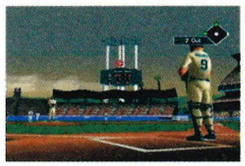
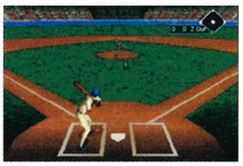
£ Tennis Arena ☆☆

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.



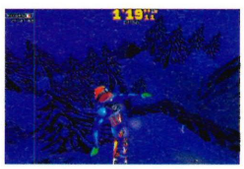

£ Triple Play 2000 ☆☆☆

Top Baseball action that will please fans and American toss game haters alike. Hey! Swing bada-bada SWING!

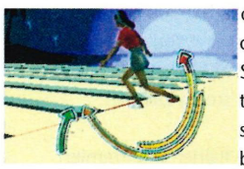
£ Snow Racer '98 ☆☆☆

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.

£ Ten Pin Alley ☆

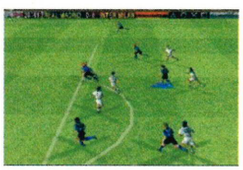
The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind



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.

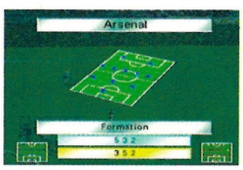
£ UEFA Champions League ☆☆☆☆

A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved

£ Soccer '97 ☆☆☆

Updated version of Olympic Soccer with league teams. Looks good and plays well.





£ Three Lions ☆☆

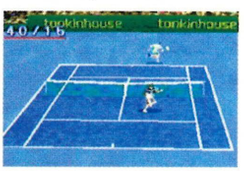
Talk about football coming home. This average effort should have stayed there.




£ V Tennis ☆

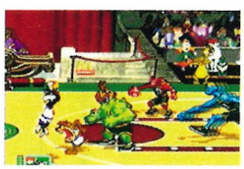
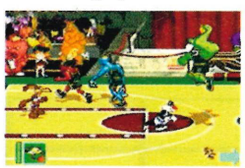
Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?





£ Space Jam ☆

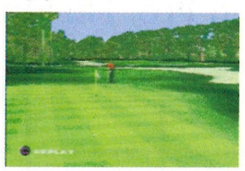
Basketball-cartoon combo with a movie tie-in. Go on, try and have a worse idea, we challenge you.

£ Tiger Woods '99 ☆☆

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.





£ 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.

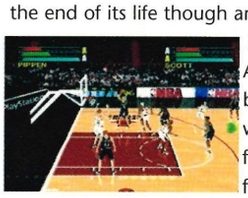
£ Streak ☆☆

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.




£ 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.

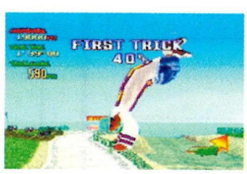
£ Victory Boxing 2 ☆☆

More involved than the first. Take your fighter through the ranks. Mostly the same game though.




£ Street Skater ☆☆

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute

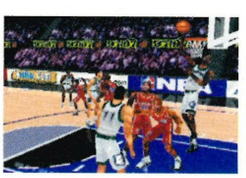


for Cool Boarders 3, and it looks worse than Chris Evans in drag, but the easy to grip gameplay is near perfect for some post piss-up entertainment

£ Total NBA '97 ☆☆☆

What? WHAT? Go away. Read the next one. It's identical. Honest!





£ Virtual Golf ☆

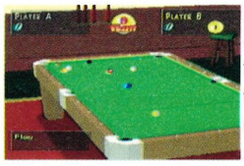
This just goes to show you how badly old simulations age. There are fresher, faster and generally much



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.

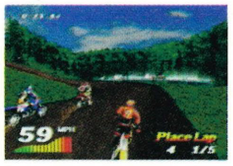
£Virtual Pool ☆

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.



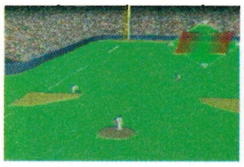
£VMX Racing ☆

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.



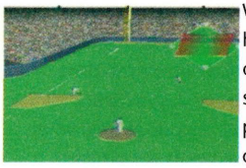

£VR Baseball ☆☆

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...




£VR Baseball '99 ☆☆

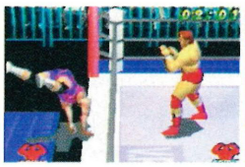
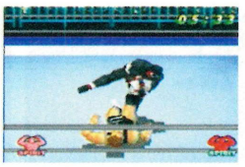
No one wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



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.

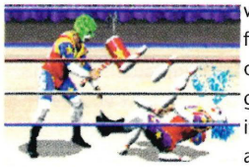
£WWF In Your House ☆

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.



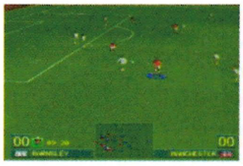
£World Cup Golf ☆

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.



£World Cup Strategy ☆☆☆



£AIV Evolution Global ☆☆

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself up to Richard Branson proportions. It's all done in a Sim City style that will have strategists and trainspotters soiling their Y-fronts for weeks. Nice.



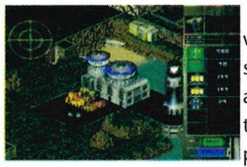
£Allied General ☆

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.



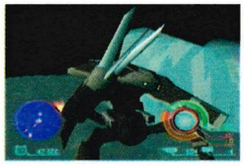

£Bedlam ☆

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



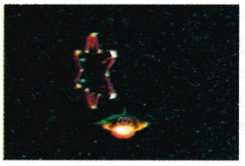
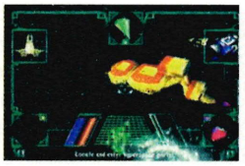

£C&C Retaliation ☆☆☆

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.

£ 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

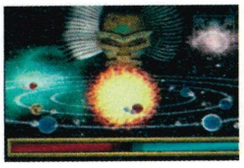


of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.

£ 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 ☆☆

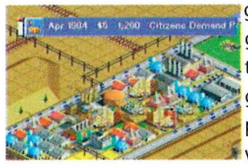
Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



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

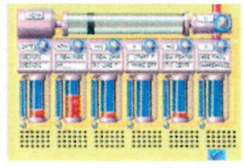


weaponry and some cool missions, all done in a Bladerunner style setting. It's beginning to look a bit old hat now, but is still a classic strategy title

£ 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 ☆☆☆☆

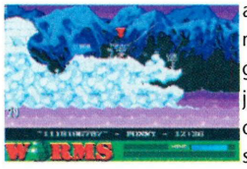
The best looking and most detailed Real Time Strategy game there is. Accept no substitute, this is the best.



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 .

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Website: Not applicable

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Website: www.konami.com

MINDSCAPE

Priority House, Charles Avenue, Burgess Hill, West
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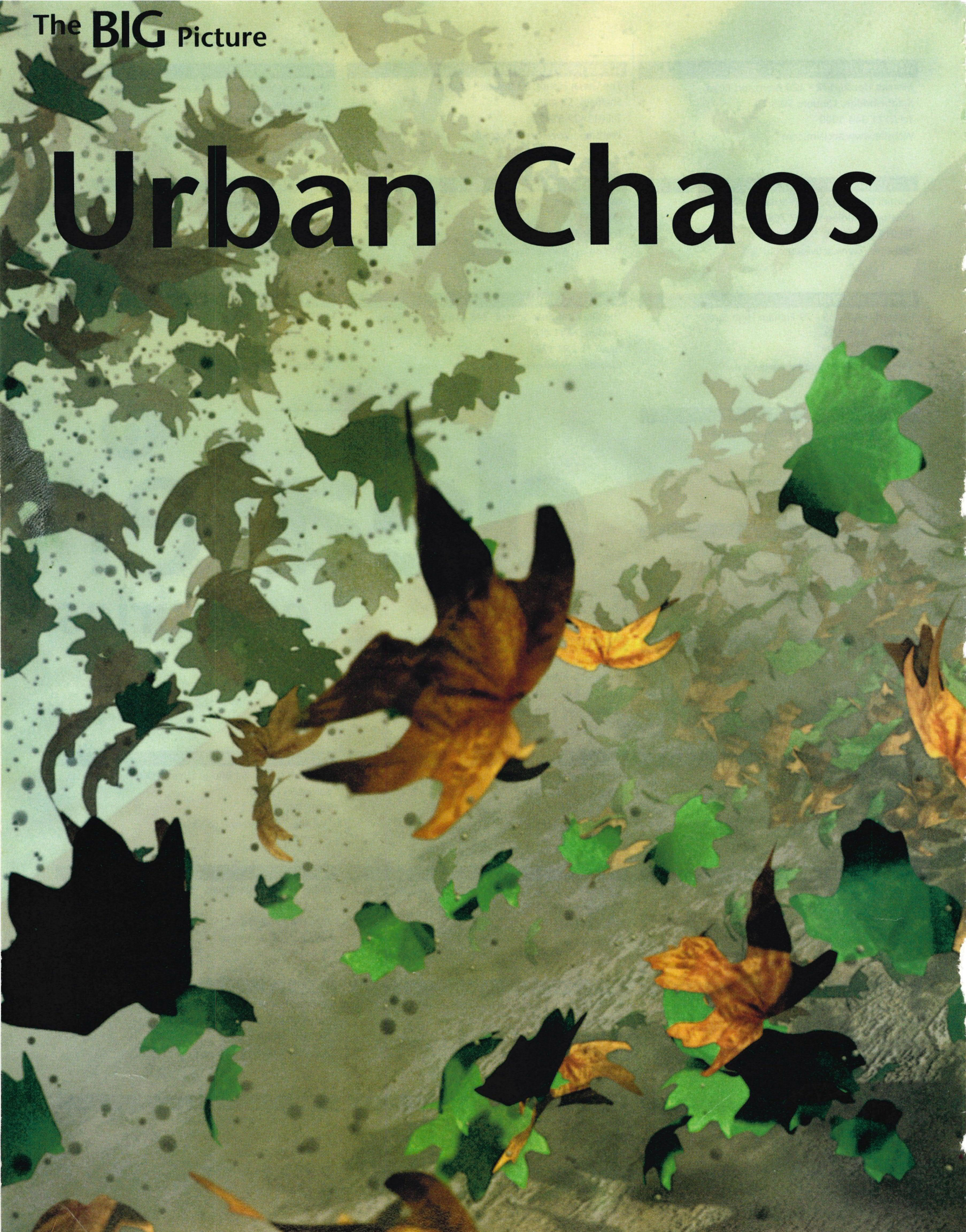
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