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ISSUE 42

PlayStation PRO MAGAZINE

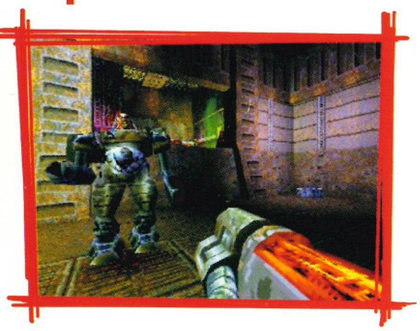
EXCLUSIVE REVIEW

Le Mans 24 hours

All night long fuelled by speed, in a 24 hour session!

Quake II

Fourplay and fragging inspected





WIN

Hot red Porsches, baby!

Tomb Raider 4

She's saved the best 'till last!

REVIEWED

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Bubble Bobble
Bubsy 3D
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Bust A Move 1,2,3 & 4
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Crash Bandicoot 1,2 & 3
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Cyberia
Cybersled
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Dance Dance Revolution: 2nd Remix
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Dead or Alive
Death Trap Dungeons
Defcon 5
Descent & Descent Maximum
Destruction Derby 1 & 2
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Diablo
Die Hard 1, 2 & 3
Dino Crisis
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Doom
Dracula X-Nocturn in the Moonlight
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FIFA '96, '97, '98 & '99
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Final Fantasy VII & VIII
Firestorm
Firo and Klawd
Fisherman's Bait
Formula 1, '97 & '98
Formula Karts
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Future Cop: LAPD

G–K

G Darius
Gex, Gex 3D & Deep Cover Gecko
Ghost in the Shell
Global Domination
Goal Storm
G-Police & G-Police 2
Gran Turismo
Grand Theft Auto 1, 2 & London 1969
Grid Runner
Gunship & Gunship 2000
Hard Boiled
Hard Edge
Hardcore 4 X 4
Heart Of Darkness
Heavens Gate
Hello Kitty - Cube de Cute
Herc's Adventure
Hercules
Hermie Hopperhead
Hexen
Hot Shots Golf
Hugo
Hybrid
Hyper Formation Soccer
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Iron Man XO Manowar in Heavy Metal
ISS Pro '98
J. McGrath Super Cross '98
Jersey Devil
Johnny Bazookatone
Jonah Lomu Rugby
Jumping Flash 1 & 2
Kensei Sacred Fist
Kileak:The DNA Imperative
King of the Fighters '95 & '96
Kingsfield
KKND Krossfire
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Knockout Kings
Krazy Ivan
Kula World

L–P

Legacy of Kain: Soul Reaver
Legend of Legaia
Lemmings 3D
Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lost Vikings 2
Lucky Luke
Lunar Silver Star Story
Machine Hunter
Madden NFL '98, '99 & 2000
Magic Carpet
Magic Gathering Battle Mage
Marvel Super Heroes: & vs Street Fighter
Mass Destruction
Max Power Racing
MDK
Mech Warrior 2
MediEvil
Megaman X4
Men In Black
Metal Gear Solid & Special Missions
Micro Machines V3
Mobile Suit Gundam
Monkey Hero
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NHL '98 & '99
NHL Breakaway '98
NHL Face Off '97 & '98
Nightmare Creatures
Ninja
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Nuclear Strike
ODT
Off World Interceptor Extreme
Ogre Battle
Omega Boost
One
Overblood
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Pandemonium 1 & 2
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Ray Tracers
Rayman
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Resident Evil 1, 2 & Director's Cut
Return Fire
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Rugrats
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Running Wild
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Sampras: Extreme Tennis
Samurai Showdown 3
San Francisco Rush
Shadow Gunner
Shadowman
Shadowmaster
Shellshock
Silent Hill
Silhouette Mirage
SimCity 2000
Skull Monkeys
Sled Storm
Small Soldiers
Soul Blade
South Park
Soviet Strike
Space Jam
Spawn
Speed Freaks
Speedster
Spice World
Spider
Sports Car GT
Spot Goes To Hollywood
Spyro the Dragon
Star Fighter 3000
Star Gladiators
Star Wars: Episode 1-The Phantom Menace
Star Wars: Master of Kesai
Starwinder
Steel Harbinger
Steel Reign
Street Fighter Alpha 1, 2, 3 & Ex Plus Alpha
Street Fighter Collection 2
Street Fighter: The Movie
Street Racer
Street Sk8er
Suikoden
Super Puzzle Fighter 2 Turbo
Swagman
Syndicate Wars
Syphon Filter
T'ai Fu
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5 & Off Road
The Lost World
Theme Hospital
Theme Park
Three Lions
Thrill Kill
Tiger Shark
Tiger Woods
Time Commando
Time Crisis
Tobal No. 1 & 2
TOCA 1 & 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3 & 4
Tomba
Tommi Makinen Rally
Tony Hawk's Pro Skater
Top Gun
Total Drivin'
Total NBA & Total NBA '97
Transport Tycoon
Trash It
Treasures of the Deep
Triple Play 2000
Tunnel B1
Twisted Metal 1, 2 & 3
UEFA Champions League
UFO:Enemy Unknown
Ultimate Battle 22
Ultimate Doom
Ultraman &
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Ultraman Fighting
Evolution
Um Jammy Lammy
Unholy War
Uprising X

V-Z

V2000
Vandal Hearts
Victory Boxing 1 & 2
Viewpoint
Vigilante 8
VR Baseball 97
VR Powerboat Racing
V-Rally 1 & 2
Vs
V-Tennis
War Craft 2: The Dark Saga
War Games
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War Hammer:Shadow of the Horned Rat
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Warzone 2100
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Wipeout, Wipeout 2097 & Wip3out
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Worms
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X Games Pro Boarder
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X2
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Get a life, get a PlayStation, get PlayStation Pro

So this is it. Again. *Tomb Raider 4* comes along once more with so little to offer. The PlayStation scene is alive and kicking this issue though with first-person shooters *Quake II* and *Medal of Honour* leading the charge, stretching the limits of the 'Station without being in their ninth instalment. This issue has a new line up of PRO staff too, as you may notice. We hope that you'll enjoy the first review you'll see of *Le Mans 24 Hours* and we *know* you've been gagging for views on the gangster mentality of *GTA 2* and colourful frolics of *Spyro 2*. Sadly, *Gran Turismo* won't make it this year in the UK, but get ready for the review next issue when we'll lift the lid off *Resident Evil 3* as well as the biggest racer ever. See you later...

PlayStation PRO MAGAZINE

contents

usual suspects

Charts 16
Subscriptions 30
Bottom Line 66
Letters 68
Back Issues 86
Teaser 92
Dealer 93
Contacts 129
Next Month 130

ISSUE 42

PlayStation PRO MAGAZINE



58 PAIN TASTIN' WU-TANG



COKE SELLIN' GRAND THEFT AUTO 2 42



62 SLIDIN' MTV SNOWBOARDING



HEAD BUZZIN' QUAKE II 38

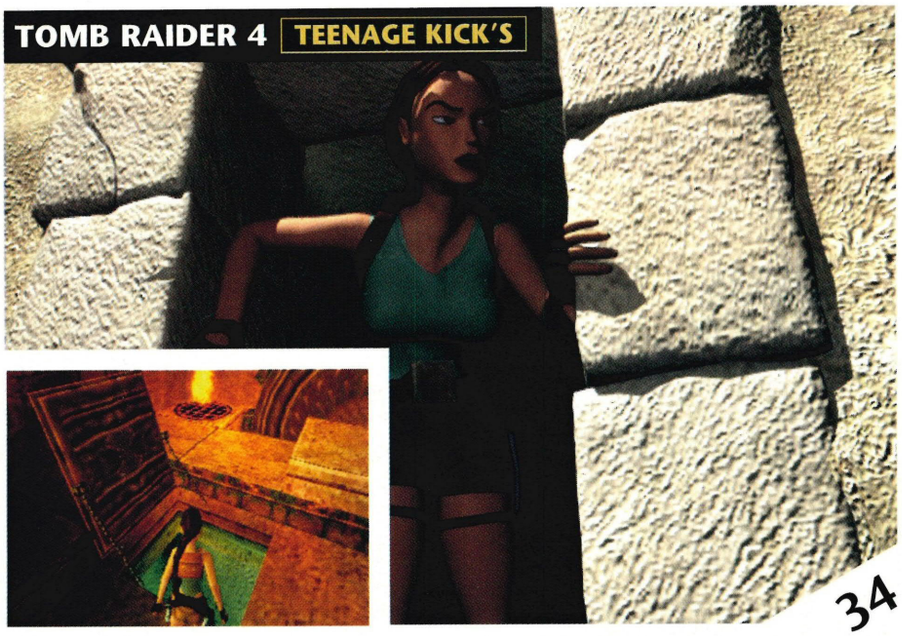
Christmas Cracker 1999

WIN!

Don't enter this compo and let us keep it! Oh, it's on Page16 by the way.



TOMB RAIDER 4 TEENAGE KICK'S



34

LE MANS 24 HOURS NO SOOZIN'



08



eyewitness

Micro Machines 4 14
Supecross 2000 14
Vagrant's Story 16
1000 Arms 17
Final fantasy Collection 17
Tommorow Never Dies 18
Spider-Man 18
Eternal Eye 18
Munch's Odysee 20
Psychic Force 2 22
Toma Runner 22
Full listing's on page 15

reviewed

Tomb Raider 4 34
Quake 2 38
Grand Theft Auto 2 42
Spyro 2 44
Medal of Honor 48
No Fear Downhill Mountain Biking 50
FIFA 2000 52
Ronin Blade 54
Xena: Warrior Princess 56
Wu-Tang: Taste the Pain 58
South Park 60
MTV Snowboarding 62
Space Invaders 64

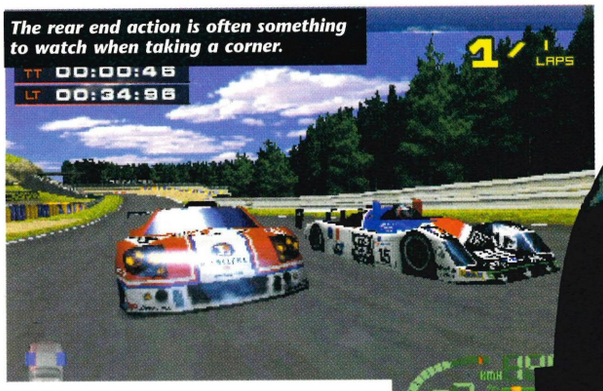
tips&cheats

FA Premier Stars 71
Rollcage 71
Tony Hawks Skateboarding 72
Shadow Man 73
South Park 74
Star Wars: Masters of Teras kasi ... 75
Final Doom 75
Spyro 2 guide 76

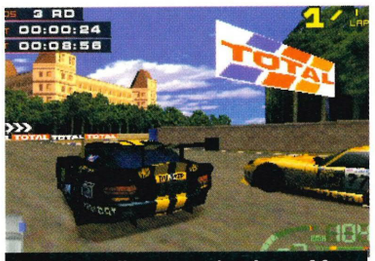
Le Mans 24 H

upfront COVER STORY

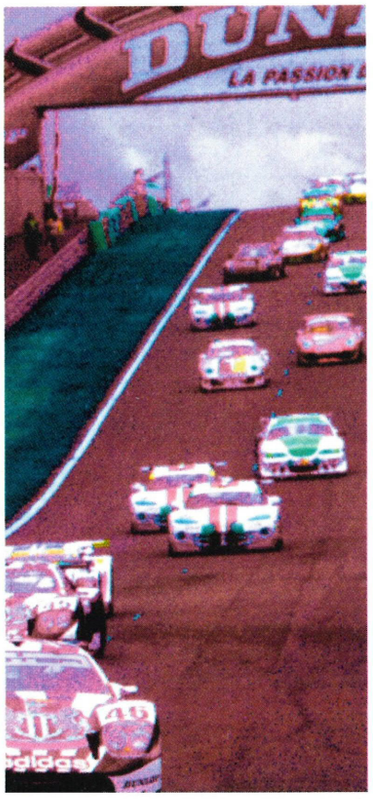
A pure racer that separates the men from the meek...



The rear end action is often something to watch when taking a corner.



Battering fellow racers is a leap of face but do it anyway. Schumacher does.

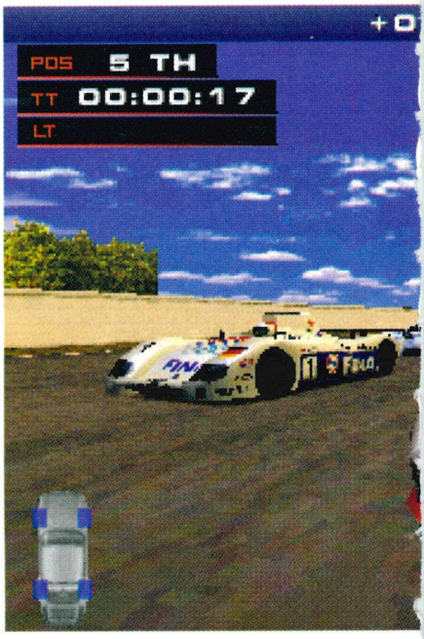




Playing videogames used to be for wimps. Real men throw themselves from mountain peaks, plunge down potholes and bungie from helicopters. But all that's about to change. Now you need quarts of piping hot Java, an adrenaline drip and Pro Plus suppositories to play a videogame. What's its name? Well, normally I'd tease you for a bit, but since that bloody great heading has already shot my bolt (Er, "you've blown your load" surely ?) it's *Le Mans 24hr*.

Now, I'm going to rattle through the usual description stuff as fast as I can because that doesn't really interest me and then I'm going to tell you why this game is so special. What we have here is a damn tasty looking racer. It's from Eutechnyx, the same guys that brought us *Total Drivin'* and *Max Power Racing*, so they know a bit about car physics, game graphics and the mashing together of the two. And this is without doubt their best effort yet.

Le Mans 24hr is the greatest motor race in the world, and that's an undisputed fact. The combination of agonising endurance racing, some of the sexiest cars imaginable and one of the toughest circuits in the universe, mixing purpose-built track and public roads, is a recipe for spectacular success and, in some cases, unmitigated disaster (Mercedes really should have built a parachute into their latest model).



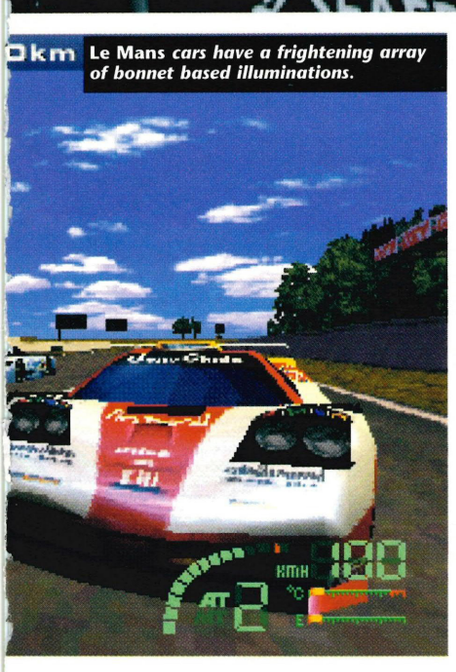
Control yourself

The game reproduces the event perfectly. Select Arcade and within seconds you're at the wheel of an outrageous supercar. That's after you've chosen the aerodynamic downforce, the fuel capacity, type of tyre and steering speed of course, but you expect that from every thoroughbred PlayStation racer. What you may not expect is having the option to choose braking

ours

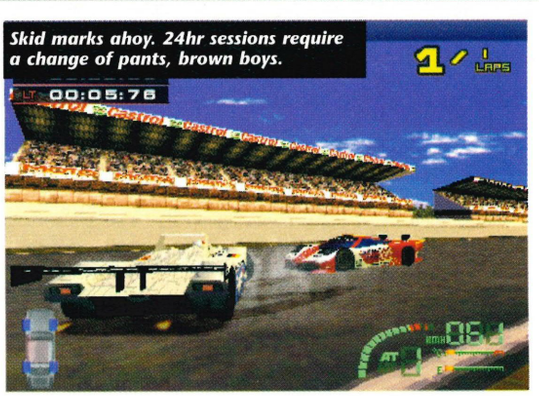


Burn baby burn. **Knight Rider** *spews fire as Michael Knight lets rip.*



Le Mans *cars have a frightening array of bonnet based illuminations.*





Skid marks ahoy. 24hr sessions require a change of pants, brown boys.

Christmas Cracker 1999



White stallions! This car can also double up as a boat if you wish.

assist (*Formula One* owners will recognise this option) and traction control. Both give the beginner every chance to keep from tearing a chunk from the French countryside by taking over the controls of the car once you have completely lost them.

However, you won't mind ploughing off the track when the scenery looks this lush. There's no pop-up; the track flows smoothly underneath a very solid looking car that leaps, bumps and dashes realistically across its surface. Enter the stadium section of the circuit and camera flashes erupt from the crowd and you can hear them clapping and cheering you on. And for once the motors themselves sound terrific, not that irritating hair-dryer noise. Instead there's full-blown turbo-charge popping and banging, with the wheels screaming under hard acceleration and whining under heavy braking.

Tiff Needell introduces the teams as the camera flashes past each car on the grid, all 16 of them. You're then into a rolling start and if you've qualified badly, you're going to be at the rear of the pack. Thankfully, that's where all the action is – some of the opponent cars





Collisions are frequent as the cars are just so big.



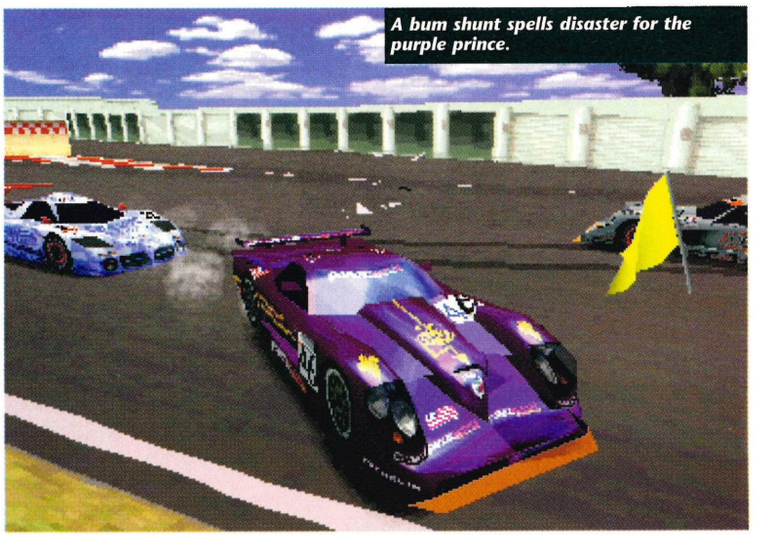
Headlights reveal tramps and hedgehogs on the track.







Giant spoilers offer extra speed and increased downforce. Oh yes.


A bum shunt spells disaster for the purple prince.

have very mean streaks indeed. Whilst nudging a competitor into a barrier is fun and the crash crowd pleasing, they too are partial to a bit of bump and grind and if you don't pay attention to the flag system, you could wind up with a fender bender at 200kph!

Vehicle variation

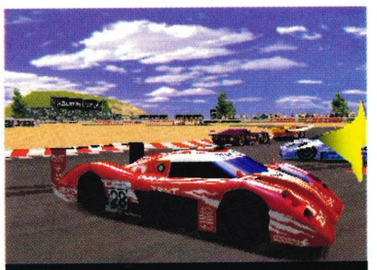
You'll recognise the flag system if you've ever been karting or played *Formula One*, but what's different in *Le Mans* is the three very different types of car competing in the same race. There are Prototype cars, the fastest on the circuit and close in speed to Formula One cars, then GT1 supercars and finally GT2 cars, which are closest to road-going sports cars like Porsches and Dodge Vipers. What this means is that if you're in one of the slower GT2 cars, then you'd better get out of the way when a Prototype comes haring up behind you travelling at almost twice your speed. And thankfully, a twirling flag lets you know when it's time to make a leap for the kerb.

As you can imagine, each of the three categories of cars handles very differently. The Prototypes are like grounded aircraft, lightening fast but not very nimble; unsettle one of these going into a turn and things can get very messy. The GT2s are tweaked sports cars – light, quick and easy to control, they get left behind on the straights but make up time on the corners. And finally, GT1 cars take the speed from the prototypes and the handling from the GT2s and deliver the thrills without too many of the spills.

Now you'll need to get to know each type of car thoroughly, so when you've accepted a team's offer to become their driver, take some time at the test track to learn the quirks of each motor. When you're racing you can choose either Amateur level or Professional. Amateur restricts damage and tyre wear to none, and evens out the abilities of the other drivers giving you a sporting chance. Professional, on the other hand, throws you a bit of a curve.

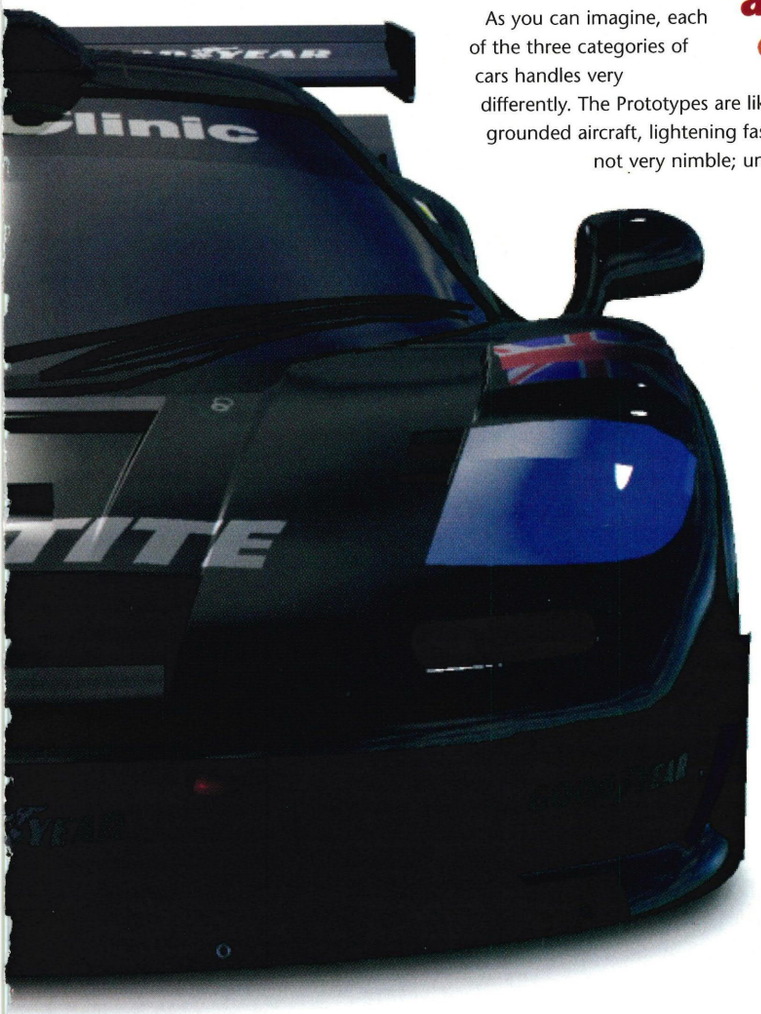
In Professional, go to the test track and try out a few laps. After you've raced check out the telemetry information and you can bring up graphs and circuit details that tell you what speed you were doing at what bend, how hard you were braking and your top speed overall. It's pretty frickin' impressive.

Tyre wear is shown in the bottom left of the screen with a small diagram of the car. As you race the tyres change colour from blue (cold and not very grippy) to green (fine and stable) to black (you've spun onto the gravel and now have no grip) and finally red (they're almost bald!) *Gran Turismo* tried this approach, but few of the races were long enough for tyre wear to make any impact on the racing, but in *Le Mans* it's vital that you take care of your tyres, because, unlike in *GT*, if they flash red and smoke billows out before you reach the pits they'll blow, leaving you stranded and retired from the race.



This car is obviously modelled by Halfords' cycle helmet designer.

"You'll be able to drive cars you can never afford, which beats driving around the town centre in that old brown Cortina of yours!"

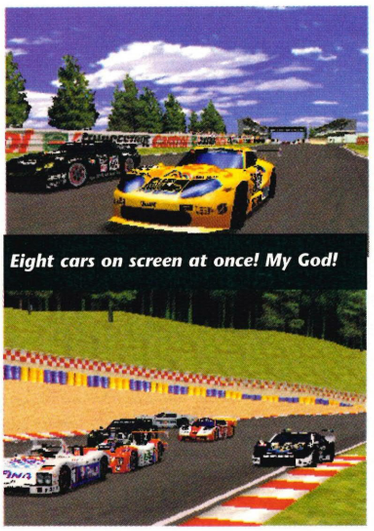




Engine battering

Le Mans also scores against other racers in that the cars (in Professional mode at least) can take a real hammering. The shells warp and contort as you hit other cars and the scenery, making it more unstable each time because you're upsetting the aerodynamics. This means that if you want to get the best lap times you'll have to head into the pits for repairs. Unfortunately, the more damage you've sustained the longer it takes to repair the car and you'll lose precious places before you can head back onto the circuit once more. And what all this mounts up to is strategy.

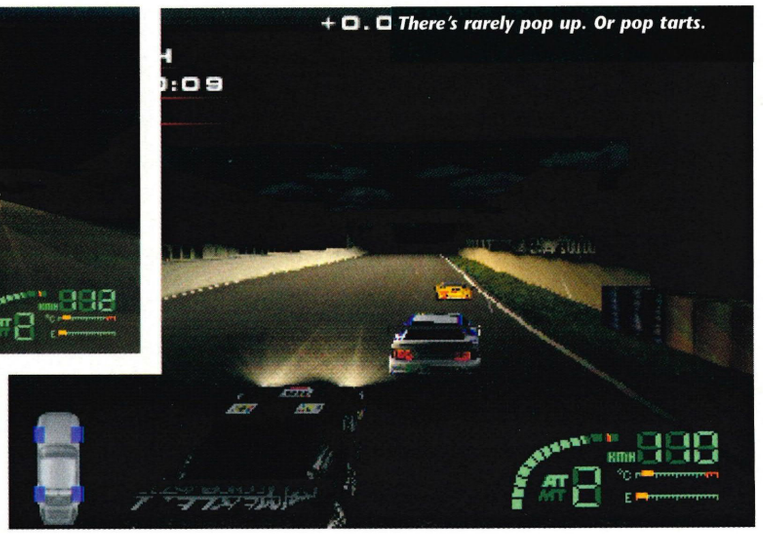
Le Mans 24hr is a racing game in which your driving strategy is as important as your ability behind the analogue stick. Holding your nerve into a corner, getting the line just right is



Eight cars on screen at once! My God!

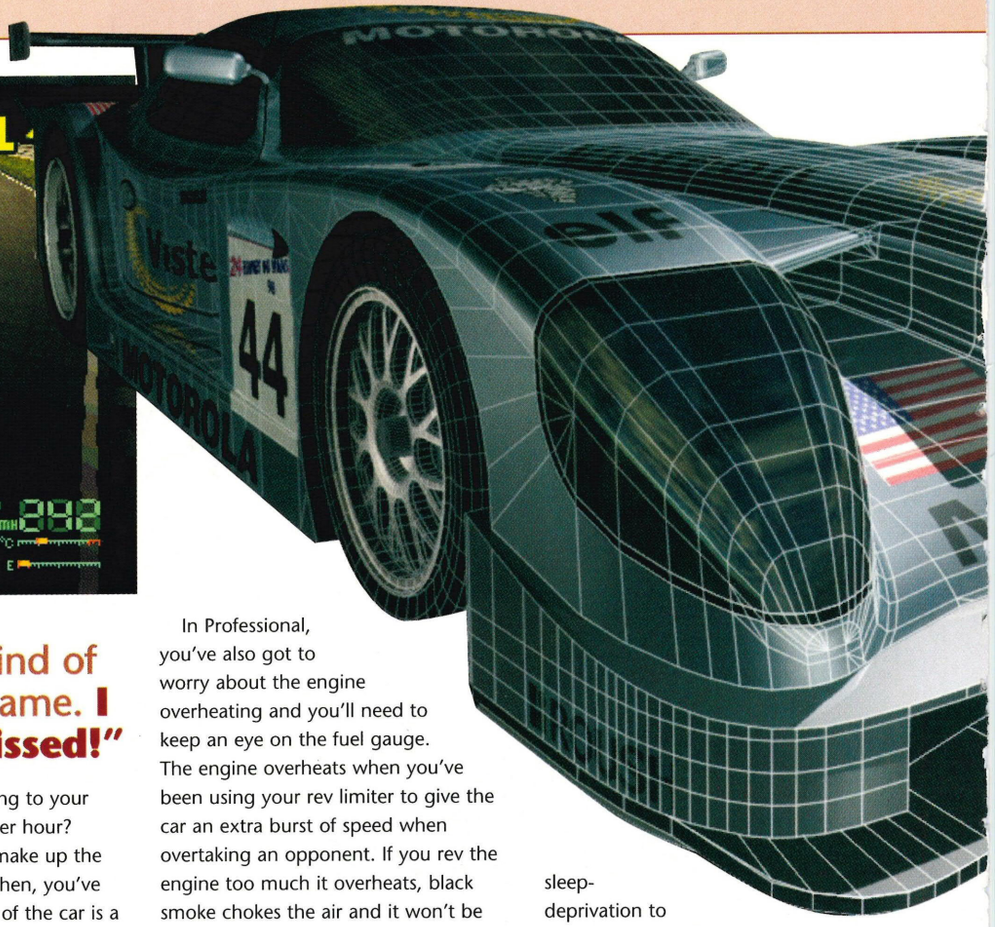


Poor light and wet tarmac are just right for midnight riding.

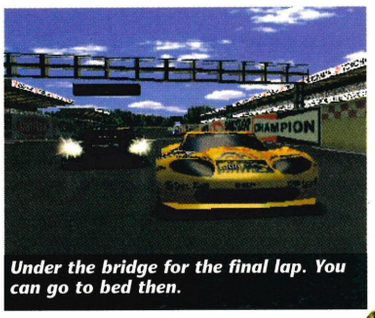


There's rarely pop up. Or pop tarts.





"I can't be doing with that kind of game... I won't play that kind of game. I wanna hold down X and get pissed!"



Under the bridge for the final lap. You can go to bed then.

thrilling, but what's it doing to your tyres? Will they last another hour? Should you ease off and make up the time by not pitting? But then, you've also noticed that the rear of the car is a bit light coming into the Mulsanne corner. If you pit then you'll be able to correct the aerodynamics, pick up more fuel, do some necessary repairs, check on your position and, sweet Jesus, save the game.

In Professional, you've also got to worry about the engine overheating and you'll need to keep an eye on the fuel gauge. The engine overheats when you've been using your rev limiter to give the car an extra burst of speed when overtaking an opponent. If you rev the engine too much it overheats, black smoke chokes the air and it won't be long before the car bursts into flames. So all the time you're balancing you need to preserve the car against your desire to win the race.

It's this strategic element that makes *Le Mans* quite original. Sure, you can change the options and race for 12 minutes, or 24 minutes and even for two hours, but that's for those pot-holing, skydiving pussies. Real men will be inserting the Pro Plus and chewing on the coffee right through the day and night, beating back the nausea and sleep-deprivation to actually achieve something with their pathetic lives! Yes, you'll be a hero! You'll actually be somebody! And yes, you will be absolutely knackered!

There's nothing quite like the first light of dawn as it dazzles your frazzled pupils, or the claustrophobia of night as it envelopes the car at 200kph with fireworks exploding in the background as the French folk get all carried away. You've got to fight your way from the pack at the beginning, bashing your way







What makes Le Mans such a special race?
The history, the tales of great legends and the fact that it's basically the same long, part-road part-race track that's been used for generations.

You've raced there fourteen times – what does it feel like to finish the race?
Just to finish at all is a euphoric feeling for the whole team, but to get on the podium as I did in 1990, finishing third behind the two works Jaguars was a very special feeling.

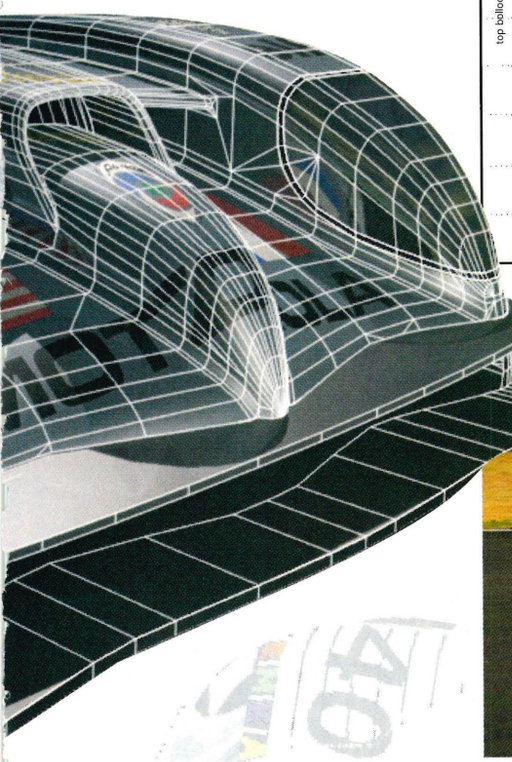
What's it like to drive over 200kph at night?
I think you mean 200 mph! And it seems a lot faster than even that when you first go out, but things soon come into focus and you just want to go even faster.

What are the differences between the three types of car – Prot, GT1 and GT2 and does that make it more difficult, with all three types on the track at once?
Big speed differentials have always been a feature of Le Mans and it's a danger you just have to accept. But the open prototypes and GTI 1s are really pretty evenly matched.

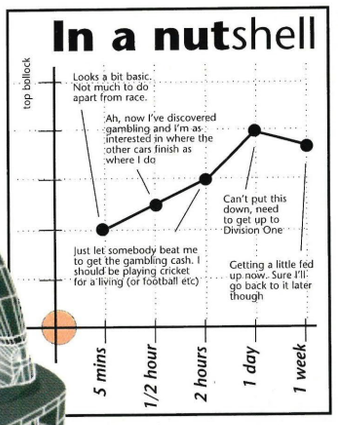
Le Mans includes professional, amateur and paying drivers – does that make it more dangerous?
The fact that a full grid at Le Mans will include 148 drivers is a worry because there aren't that many professionals in Europe, so it's always something to remember when you are overtaking.

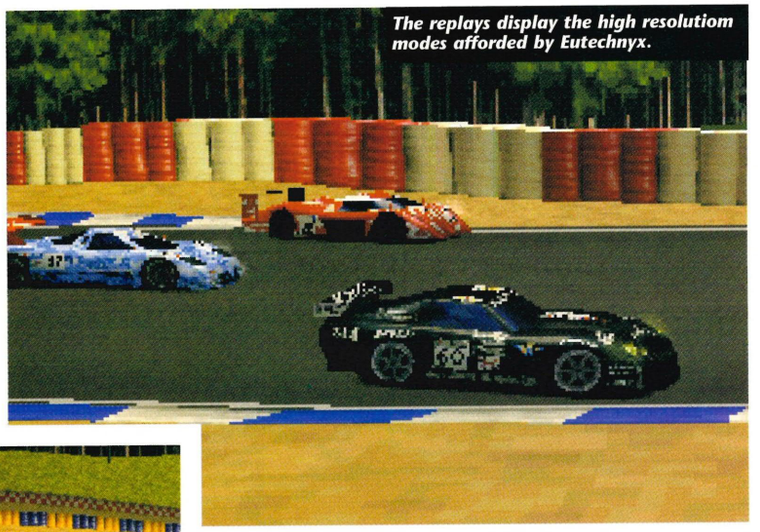
How difficult is it on a public road surface? Do you have to be mechanically minded in order to cope (as all repairs must be carried out by the driver?)
The road surface can be a problem, especially on the Mulsanne straight where lorries trundle down all year long and create ridges in the tarmac. But the driver only has a very basic tool kit so if the problem is very serious then it's time to walk home anyway.

Why are the cars quicker at night?
They're actually quickest in the early hours of the morning when the driver is well in the groove and the cool night air increases engine horsepower.



In a nutshell





The replays display the high resolutiom modes afforded by Eutechnyx.





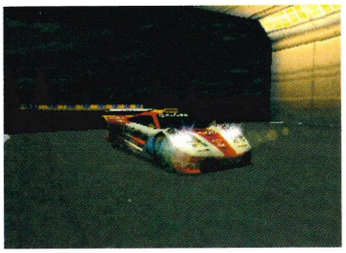
I've got the flag. Come and catch me and watch the paintwork you swine.

through if necessary, the skid marks of a particularly nasty incident staying on the track for the entire race.

It's a battle of nerves staying in the lead without the tail-lights of other cars alerting you to the corners. And then, before you know it, you're up against the pain-in-the-arse back markers. Some of them will swerve into your path just out of spite and it's about now that the whole thing starts to descend into something closely resembling stockcar motorway driving!

All the while Tiff is encouraging you to go faster, to take that corner better, to get off the farmer's field and to stop cracking into every opponent. "Was that really necessary?" he screams. Definitely!

However, if the gruelling rigours of the 24hr race aren't for you every night, try your hand at *Le Mans'* Championship? All-new tracks, lots of teams and a steady progression up the leader table for the best drivers, who then get offered better drives with bigger teams. The tracks are all new, with Mulsanne, Arnage, Maison Blanche, Tertre Rouge and Bugatti. All drives start at different times of day and night, with reversed routes, vastly changing weather conditions and spectacular sunsets and sunrises. The options are just boggling.





Concerned about the parking for the manor house orgy, the drivers raced

Two-player gives you the same list of choices as in one-player. You can race a mate in the *24hr Le Mans*, a three or five race championship or go head-to-head in Arcade mode. There's no slow down or pop-up as you battle your cars, wits and levels of concentration against each other, and afterwards you can sit back and watch the super-slick replay and add that extra buff of turtle wax to the cars as you crash and smash your way round the circuit. It's superb.

For challenge, playability and lastability *Le Mans* is a good concoction. It's more of a thoroughbred racer in the fashion of *TOCA 2*, but manages to compete with that classic by pitting you against real racing strategy and the eye-popping, nerve jangling experience of 24hr motor racing. *Le Mans* throws down the kind of man-sized gauntlet that strikes fear into casual gamers. Do you have the ability, unwavering stamina, grit and pure patience to win a 24hr race? Bollocks you do!

Lewis PRO

Do you have any tips for any would-be first time drivers at Le Mans?
Is it a 24 hour sprint or do you pace yourself? I noticed that James Weaver recently said Le Mans needed four drivers not three to cope with the F1 type speeds. Nowadays the cars are so strong it's really a flat out sprint. Most cars will have problems but the one that has the least will probably win. So each driver has to be prepared to do 4 flat out Grand Prixs within the 24 hours.

How does the game compare to the real thing?
The game gives you the visual experiences that you can expect in a real race – the rest is down to your imagination.

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Infogrames

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

Andrenaline racing that brings originality to the PlayStation race scene like an attractive guest to a boring party. Screw those Mazda Demios and Honda Civics, this is sweat and tears in super-charged four-wheeled doses.

PRO Rated 90%

Alternatively: TOCA 2 - Codemasters ☆☆☆☆

And you thought you new it all. Guess again!

Micro people: my machines are missing!

The ultimate party game is back and it has got nothing to do with Mars Bars or biscuits. The now platinum *Micro Machines V3* has always been ready for an update but we didn't expect Codemasters to keep the licence but steer away from the vehicles! You control small little characters that spin round the tracks like Flash Gordon on recreational pharmaceuticals. The tracks remain the same synergy of breakfast bars and cartoony environs. There have been few other details leaked about this potential stunner but rest assured that the preview next month will weed out all the details from the development team.

Release **March 2000**

Micro Machin

MINI ME'S!



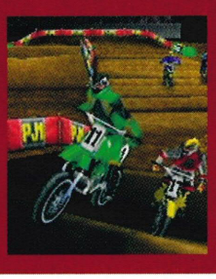
eyewitness

Eyewitness brings you the hottest gaming news, previews and in-depth developer interviews. This month, it's the smallest eyewitness ever. We've had too many games to review so we've crammed the mag with only the hottest titles...

CROSS BOUND TRAFFIC

Supercross 2000





EA should be the official sponsors of the millennium with the biggest collection of '2000' products ever. This time, a Motocross game in the style of arse comrades Jeremy McGrath and THQ's up and coming bike game. *Championship Moto Cross*, it's called. EA's game looks chunkily bold in its surprising selection of brown speedway confines. What is it about American sports though? I mean surely EA must realise that a double platinum *NHL* or *NFL* game isn't going to have anywhere near the same effect over here. Motorbikes though, well there's a thought. It's got 25 real riders, tracks based on real environments and contestants that look like Crash Test Dummies. The bland white things, as in the band.
Release : November Developer: EA Sports Track Record : *NascaS*

Vagrant Story *page 16*
Square do it again. Fantisise!





Thousand Arms *page 17*
Anime RPG action from Sunsoft.

Knockout Kings 2000 *page 27*
Mamma said knock you out. We did.





Dukes of Hazard *page 24*
Top flag-waving country boy racing. Yee-hah!

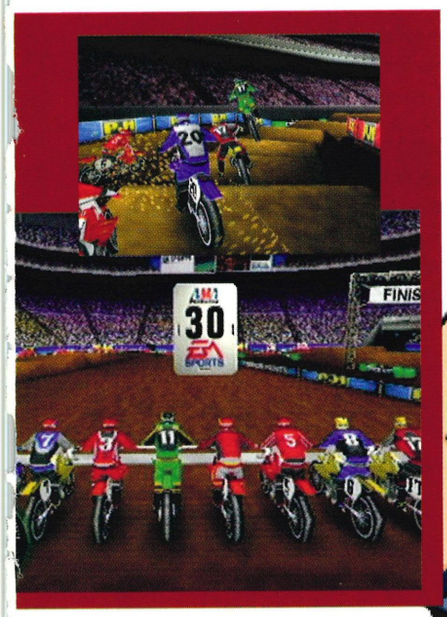


"The tracks remain the same synergy of breakfast bars and cartoon environs!"



More vehicles, more bad-asses, bigger and better explosions. Oh yeah...

es 4



Spiderman *page* **18**
Does whatever a spider can, like crawl.







Off The Road *page* **26**
Codemasters go all American on us.

Inside eyewitness

14	Micro Machines 4	20	Charts
14	Supercross 2000	22	Psychic Force 2
16	Vagrant's Story	22	Toma' Runner
17	1000 Arms	22	Perspective
17	Final Fantasy Collection	24	Dukes of Hazard
18	Tomorrow Never Dies	26	Off The Road
18	Spiderman	27	Knockout Kings 2000
18	Eternal Eye	27	This is Football
20	Munch's Odysee	28	Game Over

Imports supplied by **Project K**

⇩charts⇧

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VAGRANTS

Vagrant story

Vagrants will get medieval on yo' ass, Square style. Be ready.



Vagrant Story is Square's hot new RPG after *Final Fantasy VIII*. It's set during the middle ages in Europe. Early indications show that its a mix of *Parasite Eve*-style gameplay with a Cluedo-style plot. Special agent Ashley Riot has been assigned to investigate a murder a la *Murder She Wrote* but he's been accused of being a cold blooded killer himself. At the moment the game is pending a US and UK release, with a translation likely to take some time. It looks like it will be worth waiting for though as the graphics of *Final Fantasy VIII* have been niftily translated into the *Parasite Eve*-style game engine with rendered backgrounds and the like. Square heads will be frothing excitedly at the prospect of exploring the dungeons and multiple roomed mansion with new spells.

Release **June 2000**

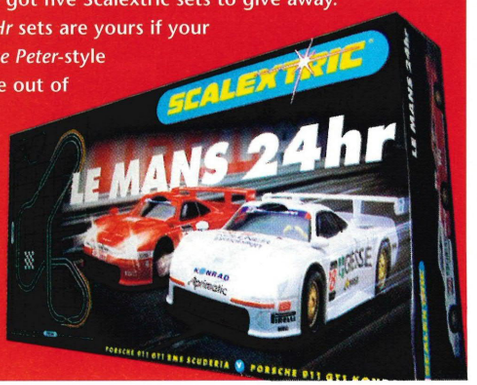
trackrecord

Developer:**Square**
Track Record: ***Final Fantasy VIII***
Publisher: **Square/Sony**

WIN a car!

Fancy burning down the street in a red Porsche. Well, now you can. If you 2cm tall. Yes, we've got five Scalextric sets to give away.

The groovy *Le Mans 24Hr* sets are yours if your entry is plucked from our *Blue Peter*-style transparent ball. The first five out of the ball will win but be sure to get you entries to us by **20 December** with the heading 'I goon all night' at the usual address. Postcards or sealed down envelopes only please as any other entries will be binned.



FURIOUS WINKING

Thousand Arms



An Atlus RPG? Yes, and if you enjoyed the likes of *Alundra* and *Breath of Fire 3* then this is the kind of thing likely to spin your propeller constantly. It's looking like standard pseudo 3-D stuff to us but the one thing that did strike the PRO team is the in-game speech by a twee American kid that irritatingly narrates the game.

Imagine if every word of *Final Fantasy VII* was spoken and you might be suitably impressed. Currently seeking a UK publisher, we assume that most will be put off by the fact that Atlus make wargames in the the style of *Risk* which are so exciting that you just might slip into a coma.





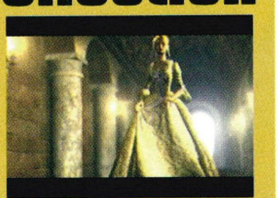




Final Fantasy Collection

FULL ON FANTASY

Whoa bugger. More RPG action but wait, come back! This time it may be of interest to you if you have managed to finish *Final Fantasy VIII* already. The collection of Final Fantasy games here are the Super Nintendo games which were never released here in Blighty. The pinnacle of these is *Final Fantasy III* which is so cool you'll blink and wonder how it ever managed to run on a16-bit system. Controversially we reckon that it's better than the modern day *Final Fantasy* games but of course we're not supposed to say that but bollocks to repression of speech. Currently a pricey import proposition, you'd have to be as enthusiastic as us when it comes to gaming, but we assume you are.









The lovely colour palette of the Super Nintendo. Very classy.

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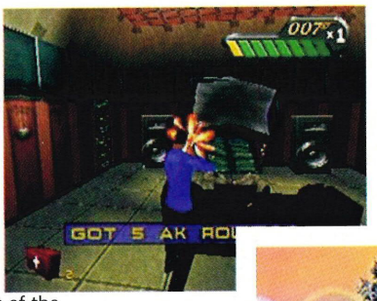
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TOMORROW IS NOT GOOD ENOUG

Tomorrow Never Dies









Looking absolutely nothing like the film because well, it has got snow scenes and the film is set in chinatown for the memorable parts, *Tomorrow Never Dies* is almost with us. The developers have taken it upon themselves to collect all the best bits from Bond film while trying to stick to the plot of the film as loosely as possible. We'll possibly be spared the spectacle of Teri Hatcher's droopy breasts and given a massive armoury of guns including new Walther PPKs. These new shots show the variety of the levels although we don't think it's going to trouble the likes of *Syphon Filter* and the stonking *Medal of Honour* – reviewed this issue.

Bond fans will flock to the game in droves we suspect but if you're suspecting something like the N64's *Goldeneye* you should hone your sadistic sites elsewhere. We're a mite worried about the time it has taken to reach us and just hope that the developers haven't lost the plot completely. We'll review it next issue.

Release **January 2000**

LEGGY BLONDE

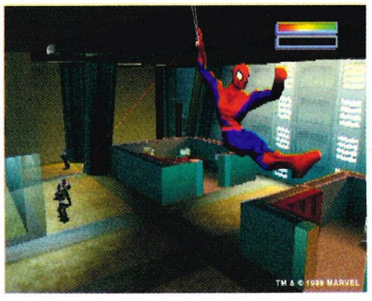
Spider-Man





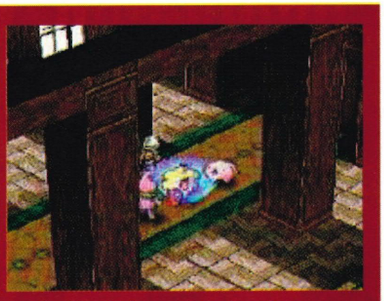
You will not have seen spidey on he Station since Capcom's *Marvel Vs Capcom* japes that fans of the 2-D beat-'em-up love. This new all Spidey game works in the way that Core's Fighting Force did. It's strictly web slinging pugilism and superb acrobatics. We'll think you'll agree that it looks stunning and everybody loves a bit of arachnic activity. Will first got into journalism when he got the Spider-Man Peter Parker journalism set. He still uses it today, although we had to tell him that the small walkie talkie device no longer works. He still changes into his leotard occasionally though.





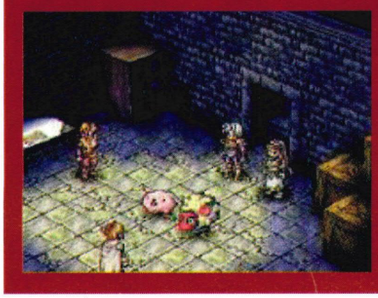
Koukuroearpo -Eternal Eye

BONKERS FANTASY



Sunsoft, the quiet Japanese developers have got their crazily titled RPG ready for Christmas in Japan. The game is of interest mainly because the story and character basis has been left to some bods who have been stolen from Square swayed by huge amounts of Yen to stuff in school girl's knickers. You have to insert mystical stuff dubbed 'Jade' into your body in order to power up your characters in the style of Sony's own Arc The Lad. Dodgy as this sounds, however we're told that it's more complex than *Final Fantasy VIII*.

An English version has been mooted and we're desperate to discover more about the battle system and whether the game does capture the magic of earlier Square games. If not, then we guess Square runaways have a lot to answer for.







SHAO LIN

Gather and fight!

Prepare for combat in the most authentic 3D martial arts-based fighting game on the PlayStation, encompassing the 6 true styles of Kung Fu. Set amidst beautifully detailed and atmospheric Chinese surroundings, Shao Lin offers an unrivalled multiplayer experience in your quest to become the very best.

- 1 - 8 player fighting action allows for up to 8 players to compete at the same time - a first on the PlayStation.
- Players can choose between 6 true Kung Fu fighting disciplines, Hung Gar, Jeet Kun Do, Tai Chi Chuan, Drunken Boxing, Eight Extremities Fist and Shao Lin.
- Unique 'Quest' mode provides adventure, depth and longevity to the gameplay.
- Fully motion-captured character animation accurately represents the different fighting disciplines.
- Beautifully rendered 3D environments, including ancient Chinese temples and shrines, for added realism and atmosphere.
- Authentic Chinese soundtrack.

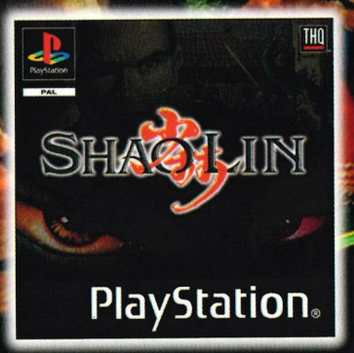
"It moves at an awesome speed ... if you love martial arts, you're in for a treat."
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"The most exciting four-way fight you will ever encounter."
PLAY

"Mightily impressive ... so authentic it positively whiffs of Bruce Lee's BO."
PLAYSTATION POWER

"One of the most authentic fighters around."
C&VG

19th November 1999



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PlayStation

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ODD BABIES

Oddworld Munch's Odyssee

The green is back with the help of their odd creators

The shape shifting game has another instalment but this time your looking after the green mutated ones as they grow and it's on PlayStation2. It might sound a bit boring but erm, well, the habits of the mudokons are even worse than Abe's bottom exploits and green guff that floats from his behind. The sinister aspect of this is that you can experiment with animals in a way that would have Greenpeace running for their slogan T-shirts and lifting mullets from faces in order to see what is going on. If you've looked at something like Creatures on the PC then you'll no doubt have been terminally bored by a PC owning friend wibble about artificial intelligence in this life sim style of game. Oddworld Inhabitants will no doubt have a field day with their experiment with the PlayStation2 hardware and it's a launch game so it may well be the first mascot led game for the black tubular device. The cut-scenes should be great, and this is just the style of game to benefit from a DVD drive.

Release **September 2000**

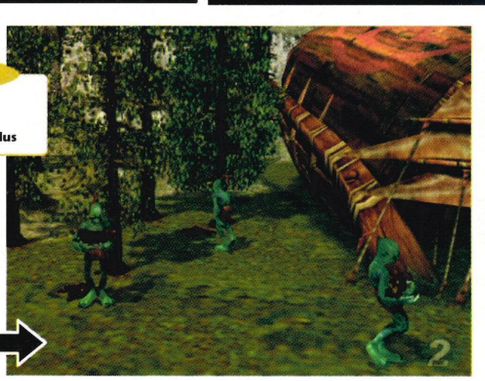
"The habits of the mudokons are even worse than Abe's bottom exploits..."

Look up your daughters and take cover. The beard, the hair – Class!

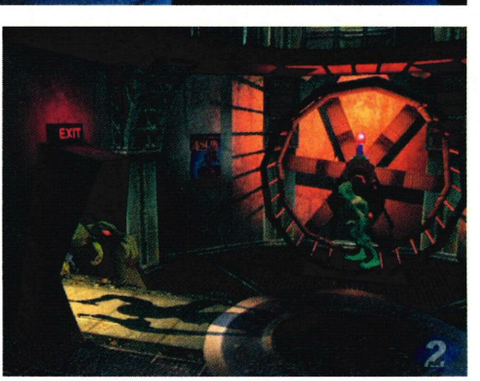
trackrecord

Developer: **Oddworld Inhabitants**

Track Record: **Abe's Exoddus**



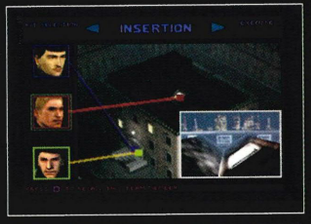
The magical snot goblins gathered bogeys for food.



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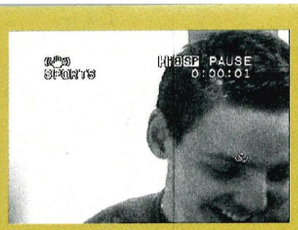
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Richard Melville Celebrates the birth of Jesus and the death of Dreamcast

Hello, I'm Richard, the new Ed after chicken. I'm not really one for introductions and I don't have an animal name. Not in this magazine anyway. This is the point where I talk about important issues with the world of PlayStation. But it's Christmas and we no we won't be having a PlayStation till March 3rd next year when the machine is released in Japan. So what should you do for Chrimbo ? I suggest buying *GTA 2* and *Quake II* while gathering a few select friends and an even more select array of drinks for your festivity. Don't visit your parents, forget about your pets and just relish in all the free time you'll have with friends or your partner. If your single then it's probably best to play Tomb Raider as a single player game and if you complete it you can then visit your parents or do festive things like phoning the Samaritans, watching films that you've only seen three times and concentrating on swelling that belly.

More PlayStations than ever will be out and about this Christmas too, with Tescos, Dixons and mobile phone shops selling the machine for around £60. Some leading newsagents are giving the machine away free when you buy 10 Mars Bars. Import retailers are desperately trying to offload Japanese Dreamcasts as quickly as possible and UK retailers are bigging up the machine only for Christmas. No decent games are arriving until three or four months after Chrimbo and Sega really are repeating what they did with the Saturn. Only this time there are more problems like managing the flawed Internet system and PlayStation2 arriving in a few months. The whole industry shares the same view, even Sega fan Dave Perry of Shiny Entertainment agreed when we spoke to him about 1999: "I look back with fond memories of many of the PSX titles. *Ridge Racer, Metal Gear Solid, Tekken 3, Gran Turismo, Parappa.* Sony has really sealed their global domination after 1999 on Playstation. Now it's time to press the reset button and see if they can do it all over again with the Playstation2. I think they will. Either way, we are all gonna have some bloody stonker gamers to play in 2000!" We couldn't agree more, and this jovial attitude is to be found with every developer we've spoken to. Have a good Chrimbo, Millennium and enjoy your gaming. Seeya next year, and I'll make it my New Years Resolution to get an animal name. Roar...

Perspective

FUTURE FEELINGS

Psychic Force 2





This intergalactic Taito beat 'em up is steeped in anime culture with Dragon Ball references all over the shop. This means that the characters resemble young boys with unfeasibly spiky hair fashions and women dressed as girls in inflated skirts. The presence of another 3-D beat-'em-up after *Tekken 3* is not really a great help but flying through space with no actual floor to land on is a perfect excuse to up the polygon count of the large breasted heroines and extend the glimmering metallic cod pieces on the male contestants. We are sure the Japanese will love it and hope that Taitos beat 'em up skills have improved since that last instalment of the game. Release **TBC**

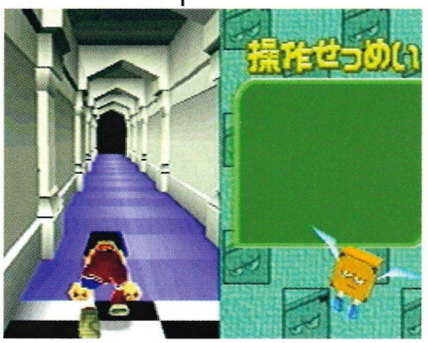






RUN BABY RUN

Toma Runner



A running game from Sony ? Yep you bet and this is another weird title from Japan. We're hoping that this is going to be an original success in the way that ***Ape Escape*** was but after a quick play of the Japanese version we're worried. It appears to be cack y'see with a numerous amount of game options and some colloquial Jap chit chat voice overs.

Running down corridors has never been our thing really and the option to slap your opponent in the face while speeding along brings back memories of legging it to the school playground in order to see a scrap.

After Sony of America publishing Running Wild we won't urge you to put much hope in this title because although it couldn't be any worse than Running Wild, it could still turn out to be a steaming pile of sh*t. We'll see.





THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,
THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,
THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP,
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP,
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP...

[LIBERATION!]





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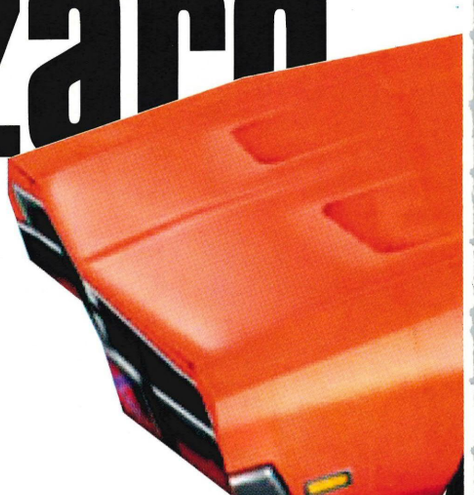
DRIVING MISS DAISY

Dukes Of Hazard

trackrecord
Developer: **Media Gold**
Track Record: ***South Park*** ☆
Publisher: **South Peak Int**

Yee-hah! Well lookee what's here folks...





If you long for that kitsch TV series to be shown again, just look at this *Driver*-style PlayStation version. Set scenes are created in a fun piss-taking way, with dubious cut-scenes. The racing is a ramp-ridden back seat rodeo as the camera pans TV style when you hit a large jump. The game doesn't look too bad and it could be a surprise hit here, even if its status guarantees US success.The cars from the series are all ported in polygonal glory and when PRO saw this at the recent ECTS videogame show we were artificially excited by the

"Set scenes are created in a piss-taking way with dubious cut sequences..."

retro action. As you can see from these shots, the police are often in hot pursuit and the numerous ramps and bridges make for some *Cannonball Run* scenes which are certain to bring a smile to your face. A *Blues Brothers* companion would be cool but we're ready for this. Boy are we ready...





Roadblocks and cones mean that you've got to travel the hard way!

If you wanna get drastic I'll pull out my automatic and whack ya!

STOP

IF GAMING IS YOUR WORLD, IT'S BEST YOU STAY AT HOME

URwired.com

GAMES DELIVERED TO YOUR DOOR

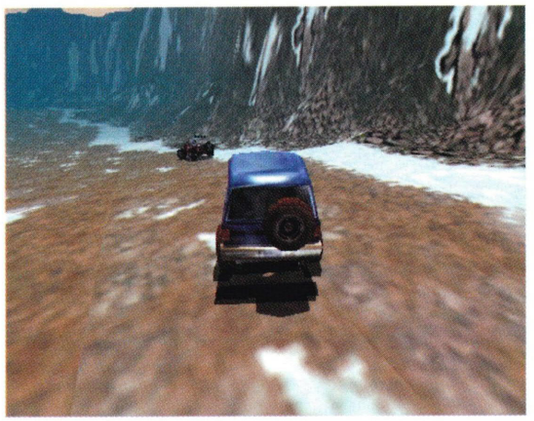




Off The Road

4X4 = 0

Four way action on the highway raceway



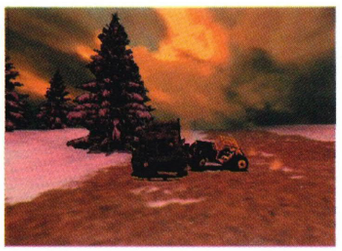


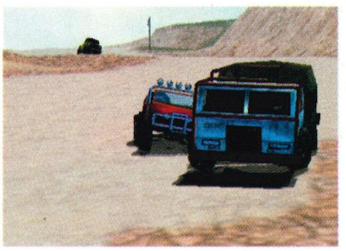
When Codemasters publish a new racing game, you generally sit up and take notice of what is going on. It could be *Colin McRae 2*, for example. *Off The Road* is an all American foray into the large moustached world of 4X4 trucking with fat men. In all honesty it looks much more impressive than the usual selection of shit jeep games that filter through from America. One only has to recall Hardcore 4X4 to see just how bad these games can be – anything by Midway is usually the kind of modern American toss with country music that we hate too The free roaming gameplay of *Off The Road* and decent graphics should at least give the title a fighting chance against the might of fellow racers *GT2* and Codemasters own output. *TOCA World Tour* is just around the corner you know.The Codies wouldn't have picked it up for themselves if they didn't have faith in the game. Just look at *Music* and *No Fear Downhill Mountain Biking*. Please change the title though lads? *Super Buggy Racing* is better – I know! Go and ask some Americans to sponsor the game and call it Dan Rather's 4X4 Millennium adventure with music from Fear Factory and top US garage bands. Or maybe not.



Release:February **2000**







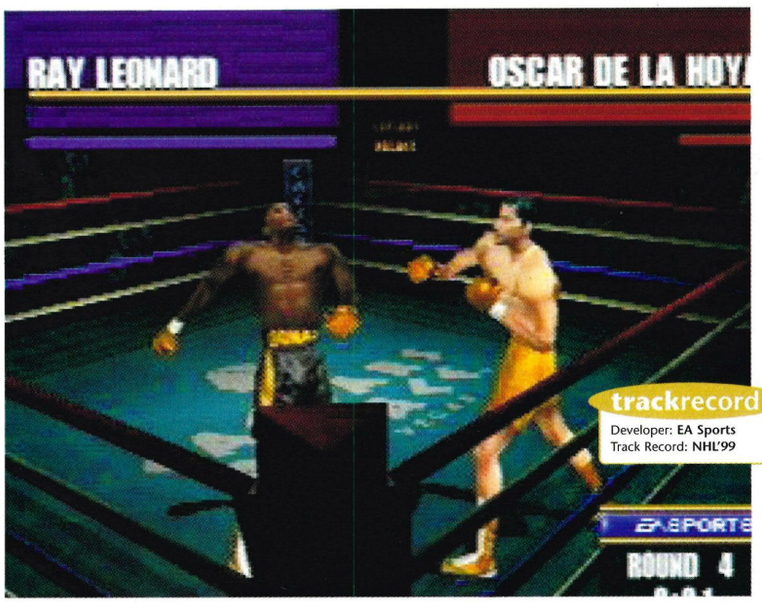
Look! Big cars! And guess what? Yep, there are nowhere near roads. Amazing



Relive those James Dean decapitation moments and head for stardom

Knockout Kings 2000

BAD ASS

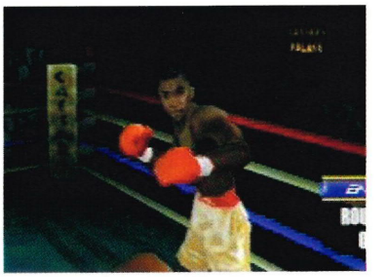


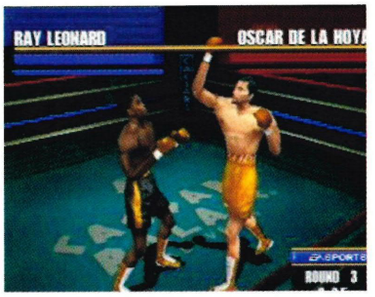
Dance around my multiple rings

The original game was good, but EA have justifiably issued a sequel which is faster and now features places closer to home such as Wembley Arena. The create a player feature nabbed from sweat ridden wrestling sims such as *WWF:Attitude* should mean that it could be more interesting than a straight sluggish punch up. Character faces now look remarkably improved which mean that, although the boxers still move like monkeys, they don't look like them anymore. The series is still keen on it's boxing history heritage and has been using greats like Sugar Ray Puff Daddy as consultants on the game. This means that they motion capture old blokes for five minutes,stumbling around a dark room and then call their efforts 'signature moves'. Can it beat *Ready 2 Rumble* though ? Will is currently gearing up for the review next month and comes into work with a pint of milk, after his 45 minute jog. His insistance on listening to The Eye Of The Tiger and wearing tracksuits must stop then, although he does appreciate the freedom of movement.

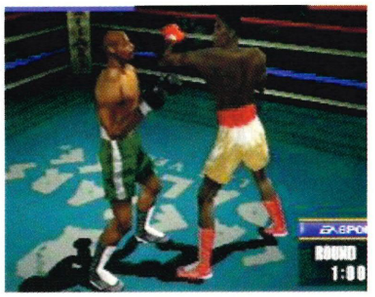
Release **December**

trackrecord
Developer: **EA Sports**
Track Record: **NHL'99**



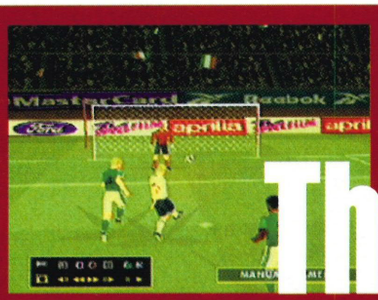


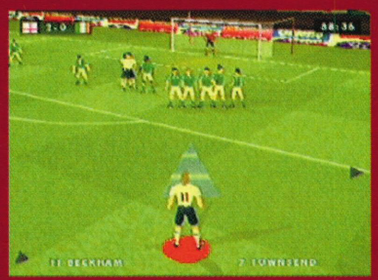
They've got style. They've got grace. They've got blood all over their face!



KICK IT

This is Football



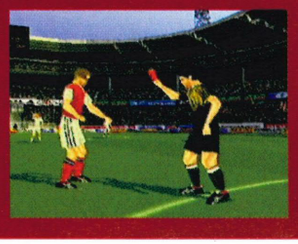


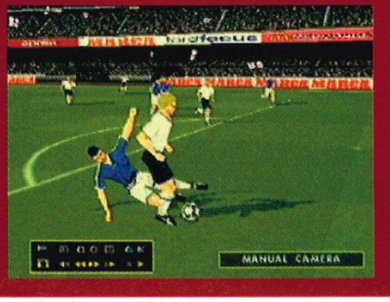
The might of *FIFA 2000* and it's pals hasn't stopped Sony from releasing this game amid much hype. This Is Football is Sony's homegrown attempt at producing a football game without a major licence and concentrating on gameplay. Real player names are used and Sony are boasting that this will be the title to pick up the mighty ISS and give it a Vinnie Jones style squidge of the knackers. World Cup and League games are available to play and the whole things works with some fine motion captured footy ballet. Pro noticed that the replay facility owed something of a debt to Konami's game and even though it's not that original, it looks a lot better.Perhaps those who have already invested in FIFA won't be interested but we'd advise waiting for our verdict on the end of the millennium football fest that has turned into an ugly scrum. Due from Sony any time now, you'll see our opinions next month. Till then, you can read our evaluation of FIFA 2000 this issue.

Release **December**







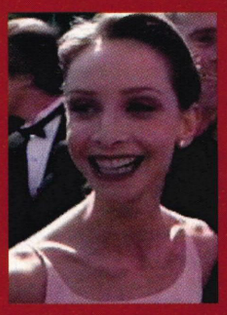


Game Over PlayStation stand

CRAP!

Imagine,if you will, one of those £20 storage devices that holds your PlayStation and pad so that you can shove them all neatly underneath your telly. Now think about that device being taken in by a member of the Royal family such as Prince William. He'd adorn the whole lot in cushions and neat metallic curves along with some post Nineties minilimist styling. Imagine his uproar when you can only put a postage stamp style TV in the middle of the unit. Crap or er, "jolly unconvincing to a laudable fellow such as myself" he would undoubtedly say. Unless he read PlayStation Pro and discovered that this company is manufacturing a limited '500' run of the dodgy units. We were amused by the item until we discovered that it costs £300. Feel free to voice your concerns to Recoton which sounds curiously like a digital rectum (aptly enough) on 0161 284 2232. It works with the PlayStation2 remarkably, say the manufacturers and you can also stack cakes and coffee on it too. Use that for your adverts, you dozy pillocks.







Above: TV's Ally McBeal and Left: That freaky piece from the Sony Ads.

weird

The bizarre Sony ads with the large headed squeaky girly have been so successful that she is releasing a single called Land On Your Own Moon. Likewise Lara has unleashed the once cancelled Dave Stewart produced project as an EP called Female Icon. Tracks include crap like Rock Your Own World, Getting Naked and Sure is Pure. It seems too comical to be true but it is.

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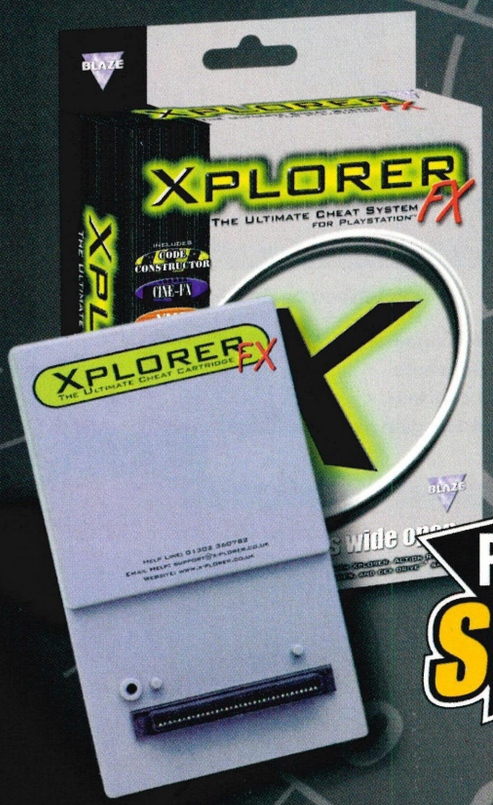
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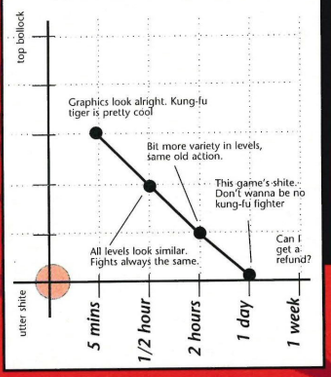
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reviewed

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'll notice that our opinions are conscise and bullshit free.

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

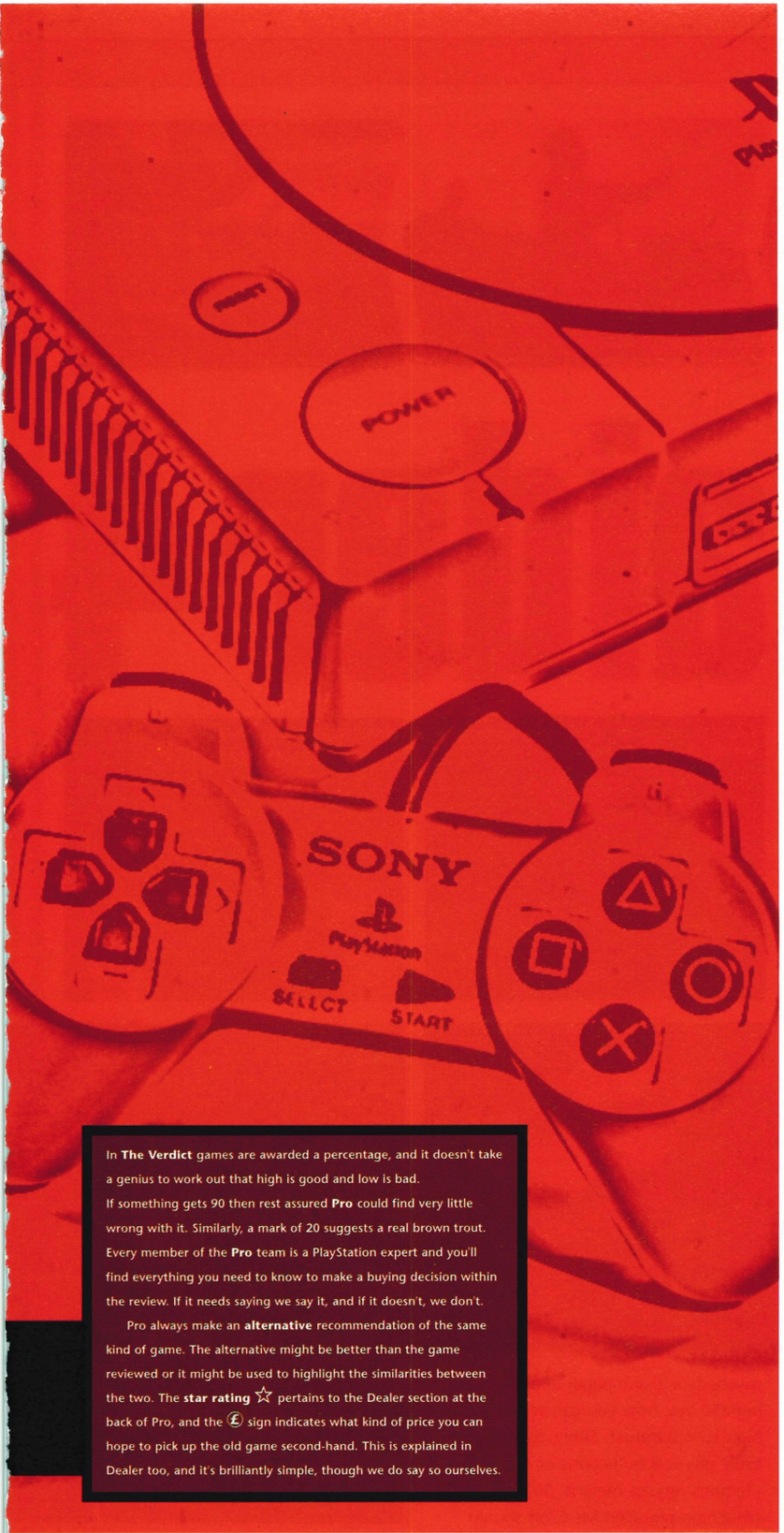
PRO Rated 38%

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









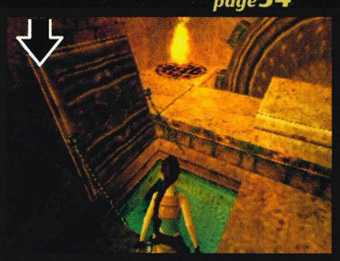
In **The Verdict** games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad. If something gets 90 then rest assured **Pro** could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the **Pro** team is a 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.

reviewed

34 Tomb Raider 4
38 Quake II
42 GTA 2
44 Spyro 2
50 No Fear: DMB
52 FIFA 200
54 Ronin Blade
56 Xena: Warrior Princess
58 Wu Tang :Taste The Pain
60 South Park
62 MTV Snowboarding
64 Space Invaders

Tomb Raider 4
page 34



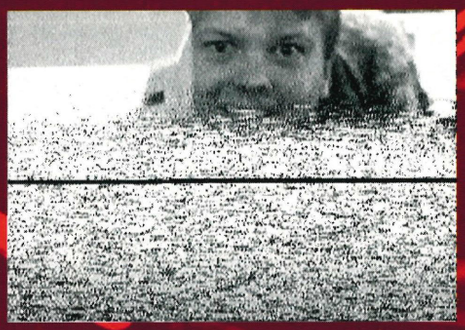
"Magical singing lady"

This month, the newly rejigged Pro team have all been moving house, living out of a suitcase or sleeping on the streets due to the office move.



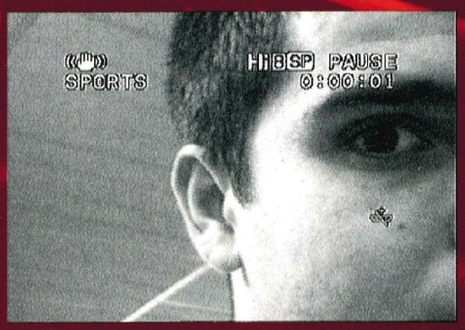
rich

My opinion of B&Bs has been changed beyond belief as I've just signed in to my new abode which has a bloke who looks like Cameron Diaz serving bed takers and a magical singing lady who serves what is called a full English breakfast. She loves singing Shania in a Liverpudlian accent so mornings are made all the better. I become a recluse in the evening, listening to Ma$e,watching Ali McBeal and eating pre made sarnies. Bad shit, really. But my girlfriend has just come to save me. I am Alan Partridge, industry gyspy and clueless nomad.



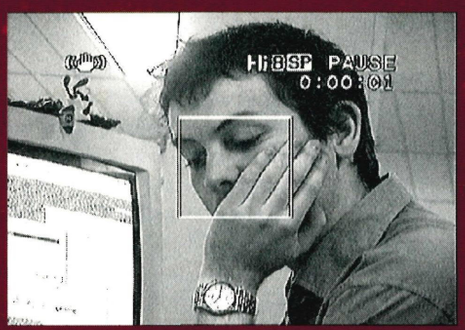
gaz

Gaz has been so busy this month, we've even had to write his comment. He's been leaving in a loft, a holiday home and occasionally legging it back to Manchester. To dress up as an alien in a highly suspect fancy dress party. At least he is as settled as the rest of us, then.



will

Cast into the pit that is a Bournemouth holiday apartment, will found himself 300 miles from home; a strange man in a strange land indeed. What is this place that sells chip butties with a glace of wine? In a confused state, Will mumbled his way to one of the many sloane ranger pubs only pay £4.30 for a watery pint of beer tainted piss. Come back meths, all is forgiven!



ian

Ian has always lived out of carpet bags and found no trouble packing up his collection of used tooth picks and heading south. Unfourtunatley, the man the ladies like to call "Mighty Dobber" found that southern fashion had yet to blossom to portable shag flooring. Shunned by his friends and hounded by locals, Ian now lives under a bridge; passing his time by listening out for the three billie goats gruff.



Tomb Raider 4

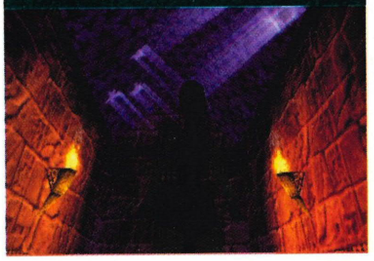
From nubile woman to 16 year old ponytailed schoolgirl minx, Lara is back. And how...

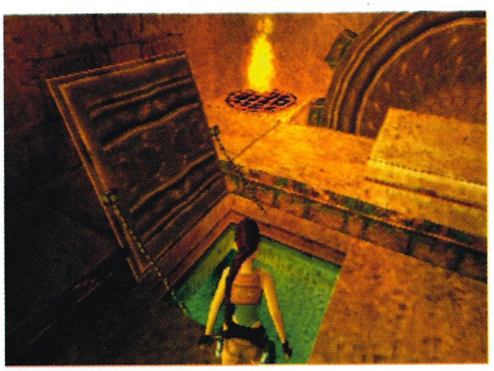


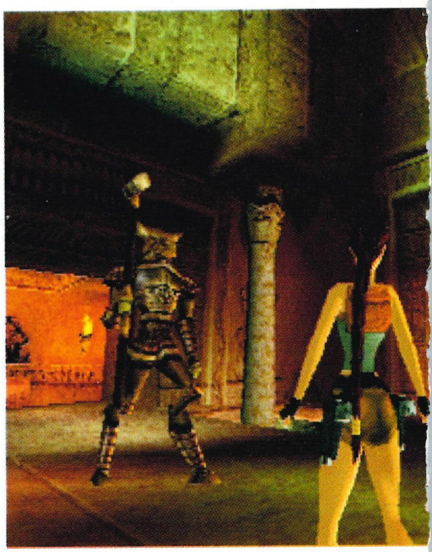
There seems to be a lack of enemies within the game. See?



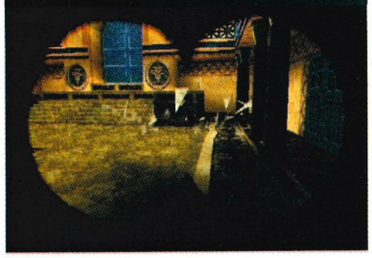
Hello, is anybody there? Can I have a croc or large man to fight?

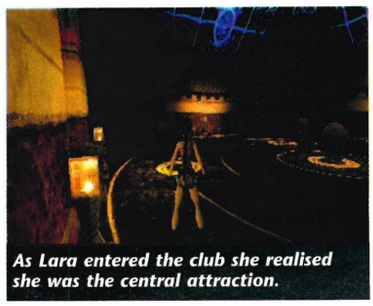






Metal Gear Solid-style vision ahoy in cardboard cut out shocker!





As Lara entered the club she realised she was the central attraction.

The seasonal barometer that lights up at the height of festive activity no longer relies on the arrival of a crap 'Chris Tarrant Chrimbo Hits IV' album, crowded sock shops or even the fat-bellied father himself descending from on high. A new *Tomb Raider* means that we are in the middle of sending cards, snogging with mistletoe and getting drunk. Or, in Pro's case, all three.

The fourth version of *Tomb Raider*, which could be the last (we'll see!) on this PlayStation is embarrassed to admit that it's in it's fourth incarnation. The sub title replaces any number – Core couldn't even be bothered to muster the IV numerals. Silly fools.

Anyhow, starting the game reveals a similar yet slightly different graphical look to the game. Lara's jagged edges have gone, the clouds now move like psychedelic tissue paper and there are pigtails! Yes, now you can see Lara in high school format. Sadly, there is the usual physical reductions of being young - lemons replace melons. Still, a crouching pigtailed Ms Croft should satisfy the festive urges of most joypad totting tinkers.

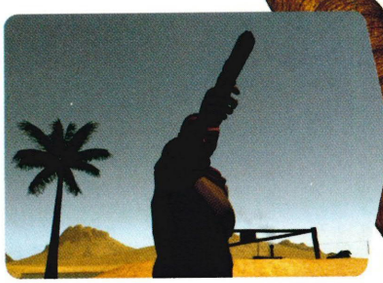
'A crouching pigtailed Ms Croft should satisfy the festive urges of most joypad-totting tinkers'

Hot Love

Plot wise, this is similar to the first game with Lara on the hunt in Egyptian tombs, only with a greater deal of characters on offer such as an elderly safari bloke who trains you from the beginning. The start of the game sees you following the codger around, with some odd voice-over banter from the distinctly pervert like tutor. It's worse than a *Carry On* film.

You'll learn how to jump,walk and hit switches as if you didn't know how to.

The impressive control system means that it's much easier to leap without pressing the jump button two days in advance. General movement, however, is



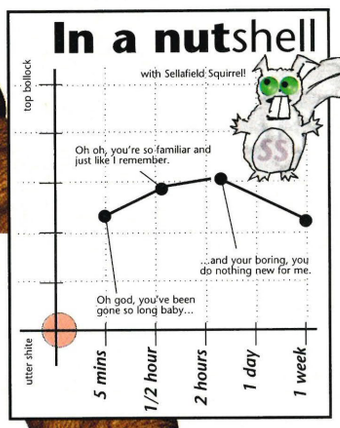


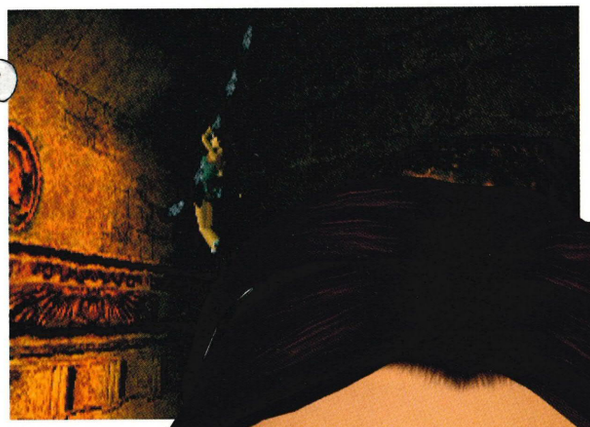




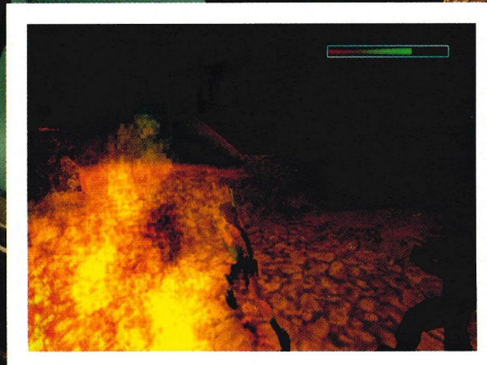






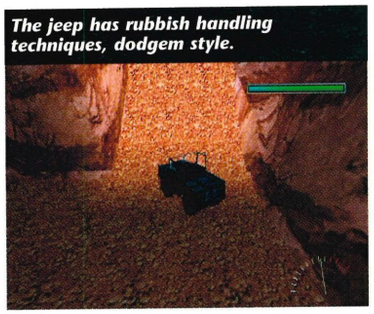




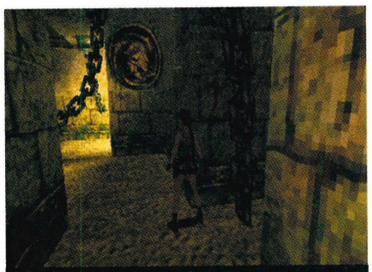


still poor. You will still fall down pits without warning and headbutt walls while trying to escape an evil gun-mad bastard. Just like the 1996 original – that's progress for you.

What has actually progressed, or is at least 'a bit different' is the range of weapons and items. The developers have er, nicked the sniper sight and binocular techniques used so brilliantly in *Metal Gear Solid,* and pieced it together with game maps from the first game that



The jeep has rubbish handling techniques, dodgem style.



Lara in chains. Should keep fans interested until the nude cheat.

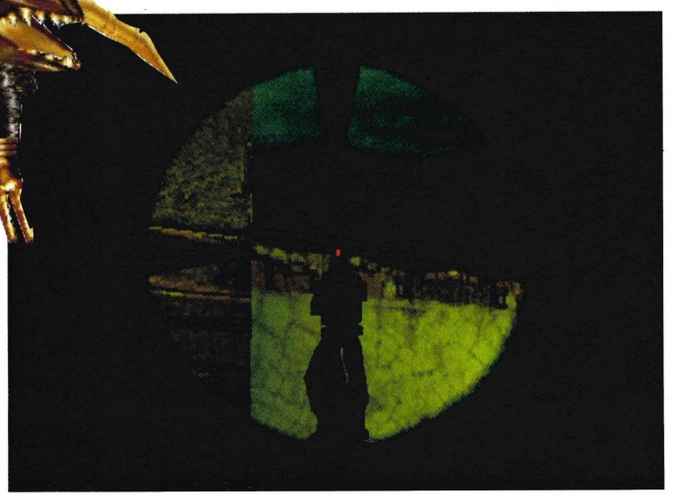


The shimmering water is a great effect. Go and have a skinny dip.



The roaming sky effect, Doom-style graphical routines. Class.





weren't included first time around because they were buried under wads of cash in the development studios.

Auto aiming is back in too, which is appaling given the development made by games like *Syphon Filter* which allow you to blow the ears of the enemy from 200 ft away. Running and jumping while keeping the fire button depressed is about as exciting as listening to an old dear at the bus stop. You can close your eyes while your doing it which isn't hugely interactive.

Real-time cut scenes happen mid-level with nice rendered video sequences placed between levels. Lara's Liz Hurley style accent sounds very saucy against the garbles foreign chatter of the *Die Hard* style enemies. Combat is especially weak this time round though - the crocodiles of the latter levels are very sorry slappers. It becomes rapidly apparent that this version of *Tomb Raider* is a beefed up version of the original intended to entertain new PlayStation owners who may have only tinkered with the previous games. Which is fine, unless like the majority of the gameplaying public, you've played all three games and want something more - but different. Which you're entitled to.

"Like a record company forcing an addled rock star into the studio, Core have put Lara in a time machine..."

There is about as much change on show here as a new *Street Fighter* game. ie. bugger all. It's not that the game isn't a good achievement but, by videogame law, gameplay should progress between sequels. Even *Street Fighter* manages that. But no, we're treated to new intros, sharper visuals and varying breast sizes. A new plot? Yes, but it's irrelevant really given the circumstances – It's Lara in Egypt. The game is the biggest game of the lot, which will be good if you haven't played *Tomb Raider* - it'll probably be your favourite adventure even but veterans will have been there before and have déjà vu in spades.

The Pro team have played through all the previous games and have largely enjoyed them. We expected more in the light of the original games that have been cropping up on the PlayStation since this time last year. The 3D adventure scene now has *MGS* and first person shooters like *Medal of Honor* and *Quake II* which have advanced combat fun in comparison to the frankly old and bollocks system here. Ironically Eidos' own *Soul Reaver* has made a mockery of Lara's sad efforts to advance the genre.

If you've been saving for this game, we'd advise a





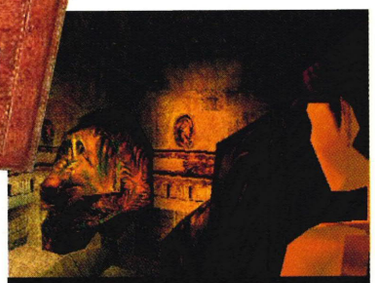
The second analogue stick still acts as a camera changing device.



Cornered with nowhere to run, Lara wonders if she should go home.

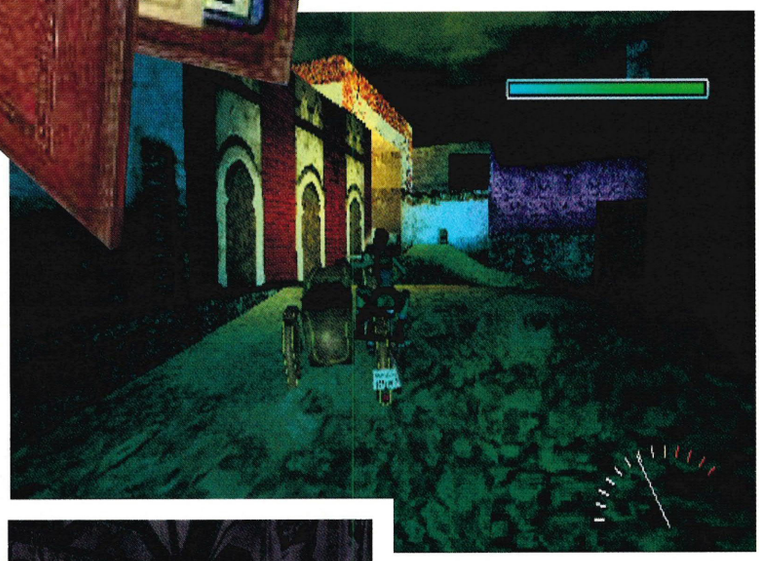


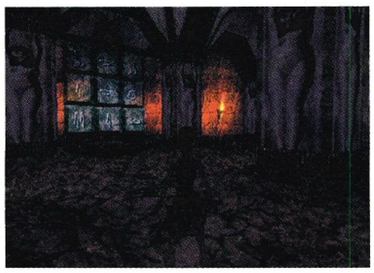




Looking into the abyss of Egyptian artefacts reveals the cool shading.







quick rental to see if it's really what you want. If your so much of a fan that you've got everything Lara then we are sure this will sit nicely beside your M&S slipper and mouse mat gift set.

Casual gamers will probably enjoy this game but logic dictates that Lara hit her high point with *Tomb Raider II*. *Tomb Raider 4* should've been the rejuvenation of Croft, something that regained the glory. It's desperately hard to see the game as anything else other than a pretty yet average title, released for financial reasons. *Tomb Raider III* made more than both prequels put together so Eidos must have been chomping at the bit for another money-spinner. This really should have been Lara for the Millennium, released on the PlayStation 2 next year with a whole new style of gameplay and features.

Losing The Plot

But like a record company forcing a cocaine addled rock star into the studio for another concept album, Eidos have chucked Lara into a time machine and hoped that she would be reborn. Rather, she's come out of the machine looking like Jeff Goldblum in *The Fly*.

Things just haven't progressed - Lara could've gone into space or had a male co-star to double-up with for *GoldenEye* style larks. Instead we've got these luscious water levels and superbly crafted pyramids with a videogame character in crisis. Maybe the next game won't feature Lara at all, just a silicone pair of breasts, *Kula World*-style. It's been a carefully considered review of a game that we've grown to love so much in the past. Now we would rather play *Resident Evil 2* or *Tomb Raider 2* and they're only £20 each. If you're in doubt have a go but don't be disappointed if this is lurking somewhere in your Chrimbo stocking.

The above Platinum games could entertain you well into the New Year but we'll wager that you'll be bored of the last revelation by the millennium should your get this for Christmas. We would dearly love Lara to return but with new gameplay. Not a new bodywarmer, pair of vans and cute backpack (if you're into all that female icon bollocks) We just want to play great games, not average ones. Lara, go and grow up. Please.

Rich

dual shock analogue • memory card • One player

The Verdict

Out now £39.99

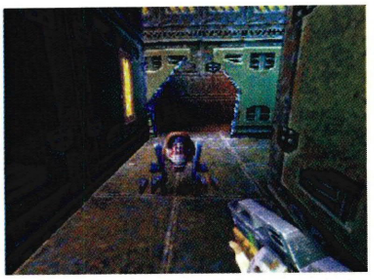
Published by Eidos Interactive

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

She's hit the skids. Like the Rolling Stones you know she should be good, but she has become stale, wrinkled and unoriginal. We await a PlayStation 2 version with baited breath. If she doesn't turn to the Dreamcast.

PRO Rated 75%

Alternatively: MGS - **Konami** ☆☆☆☆





The enemies are often huge and look good enough to scare you senseless!



An electronic baldy, possibly George Dawes, will regret coming fourth.

Quake II

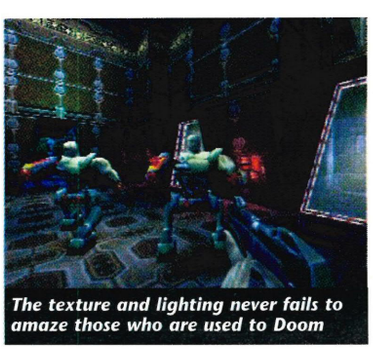
Trigger-happy intestine shredding that'll have your thumbs testing positive for handling explosives...

The PlayStation hasn't been served too well when it comes to that high school massacre inspiring genre we commonly call the *Doom*-clone. We've had *Lifeforce Tenka*, which was nearly there. We've had *Alien Trilogy*, which is so long in the tooth it's lacerated its bottom jaw. It's not a great list; for every *Duke Nukem* we have a battered copy of the god-awful *Exhumed*. Only *Doom* came close. But that was because it was *Doom*. Obvious really.

Well quit your grinnin' and drop your linen because *Quake 2* is the most impressive conversion that has ever picked up a big gun and stepped forward. You know you want it.

Fraggin' your best mate 'till they've gibbed their last. Pumping grenades into enclosed spaces and watching flesh get blended by shrapnel. Oh yes please, I'll have that basted in the blended juices of the finest ultra-violence with a side serving of power-cord guitars. And make that a meal for four, because when it come to killing, I like to dine with friends. The world's favourite first-person shooter is here, straight from the PC and with minimum battle damage. My God, it's survived the entire transfer completely unscathed and it can't wait to start another tour of duty.

"*Quake 2* is the most impressive conversion that has ever picked up **a gun and stepped forward.** You know you want it..."



The texture and lighting never fails to amaze those who are used to Doom



Double-barrelled weapons are rife and so are large guns. Ho hum.

Front and centre

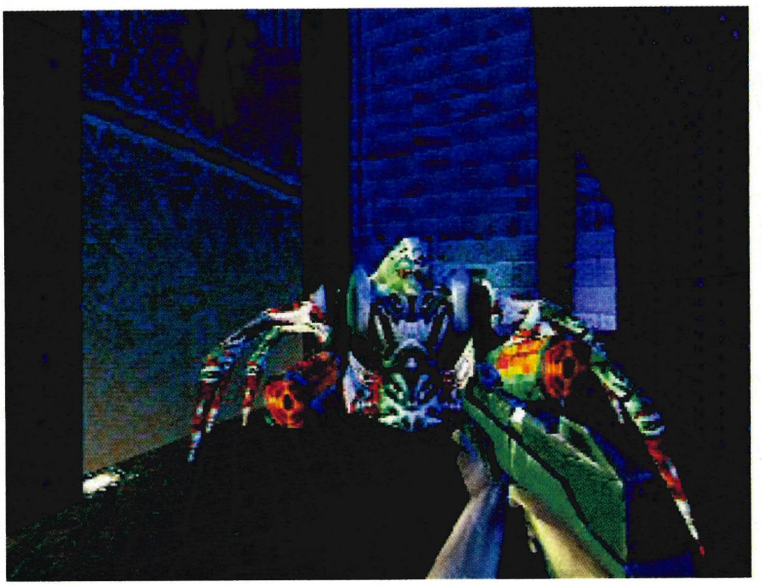
You take the role of a space marine who has lost his way. Dropped from high-orbit above the Strogg home world, you and your comrades are off to kick some xeno-morphic arse. Why? Who cares? The whole mission goes tits over elbow as your space suit's guidance system sends you miles off course and on your

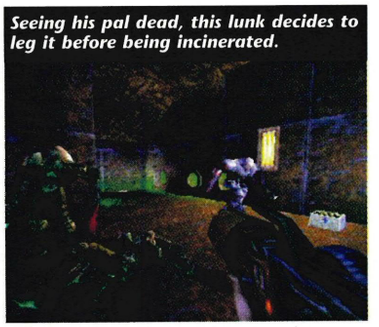
The arrival of **Peter Pan***-style shenanigans should be met with pain.*

What an opportunity for a bull's-eye shot. Ground the flying enemies asap!


An airborne target means adjusting your aim. The game is then truly 3-D.


Strafe as quickly as you can before something bad happens between you!




Seeing his pal dead, this lunk decides to leg it before being incinerated.


The illuminous belly button toys are all the rage this Christmas, you know.

own. Surviving the crash, you find yourself in an alien city surrounded by sinister architecture and the occasional rotting corpse of a dead buddy. Looks like that faulty gyroscope saved your bacon as your entire platoon is dead, or wishing they were.

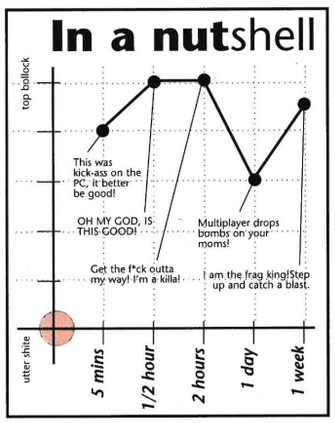
Mission control don't seem to think that this is a total Vietnam though, they keep on sending you mission briefings – what are they thinking? So it's you and a rather pathetic blaster against a planet that's filled with emotionally unstable cyborgs. Right then, let's go out there and get some!

Your first priority is to set up a com-link. Well, that's what your bosses think. Let's consider this again; your first priority is to find a weapon with more stopping power than this lollipop lady of a side arm. Right, killed that son of a bitch, found a shotgun – let's have a look around then shall we?

The visuals are a light-sourced vision of metallic hell. This war isn't going to take place in broad daylight. In fact, you'll be lucky if you can find a light that works without flickering like an epileptics nightmare. If you can't see down a corridor, don't fret about it. Launch a rocket or fire your blaster and the propelled round lights up everything in its immediate vicinity. Now that's value for money.

As a one-player game, *Quake 2* is the mutt's nuts and as a four-way blast-fest it's got more canine testicles than Battersea dogs home.

In a nutshell



Megadeath

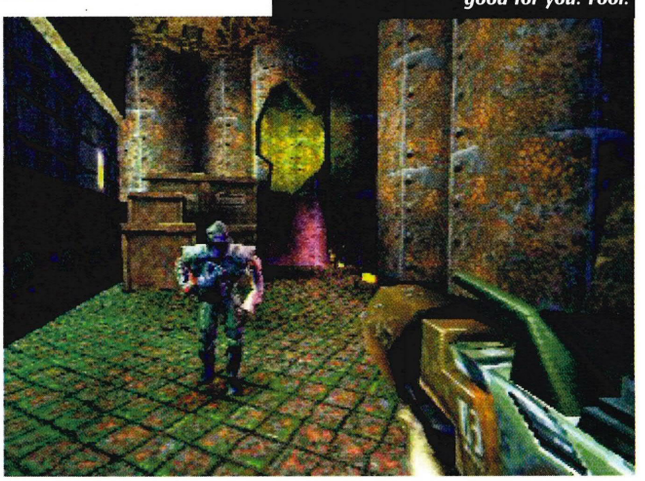
This one has got more blood-packed set pieces than a John Woo movie double bill projected onto an abattoir. Thanks to the duel-shock analogue control, you can run in one direction while keeping your aim locked onto any possible threats. Leg it to one of the few open spaces and feel the fear as sweat slickens your hands.

Hidden in the gloom could lie any number of threats with any type of firepower to bear down on you from higher levels. What's on that walkway?

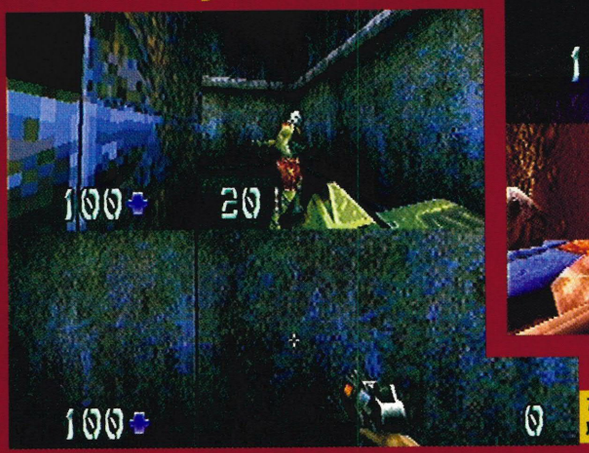
"As a one-player game, *Quake 2* is the mutt's nuts. As a four-way blast fest it's got more canine testicles than Battersea dogs home!"


When this close, headshots are always preferable but constant fire will do.

Any target has enough dancing room to get the hell away from a rocket; better change to the Ultra-fast (name of gun). If the bugger legs it a spray of 100 rounds will leave 'em with a sting in their tail. What about behind that pillar? Quick,

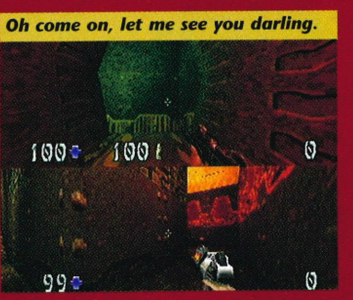

If you aim like that, it's not going to be good for you. Fool.

Momma say knock you out!





The speedy two-player battles should ensure that you enjoy killing real people. Er, opponents.



Oh come on, let me see you darling.



rig-up the grenade launcher and bounce a round off the wall and behind the obstruction. The explosion rocks your pad; no one screamed. Damn, they're here somewhere. The sound of a rocket snaps your reactions. Side-step out of the way and check your six. Son of a bitch!

Another player leaps from a higher level and is plummeting down, blasting mini-gun rounds which ricochet all around. That was his last rocket and he's no William Tell when it comes to automatic weaponry. A steady aim on his chest and just squeeze that trigger. Jesus, this guys more absorbent than a packet of Lillets! Still falling. Still shooting. Still shrugging off lead like it was rain. This situation is not terminal. MOVE IT!

Weapon running low. He's on the ground and out for the kill – what a psycho! Nothing left but the Machine Pistol. Duck behind the pillar and wait. A crimson wretch of a marine stumbles round the corner. Those bullets have left puncture wounds all over him and he's not happy. Too bad. A rip of lead to his face will erase his insane grin along with his entire head! It's over. Nick his kit and get the hell out of this killing zone.

Guns and roses

There is a crossing over a pool of water. How pleasant. Trip-trap trip-trap over the bridge. Cool, there's an ammo crate! Something catches your eye. Something beneath the surface of the water. Twitch to the left. WHAT? A flare of light rips from the murky depths. Rockets fly straight towards you. It's a marine! He leaps out of the water just as the high-explosives dissolve your body to wet rubble. Insult is added to injury as your still seeing head watches the soldier steal all your weapons and run out of the area. Damn it!

Quake 2 excels itself in four-player mode. Never has so much adrenaline been pumped thanks to a multi-tap. You've never had such a good reason to live on beans on toast and put every spare penny you have into buying a ten-foot television. Scratch that idea, hire yourself a TV projector and bask in the muzzle-flair.

Will PRO



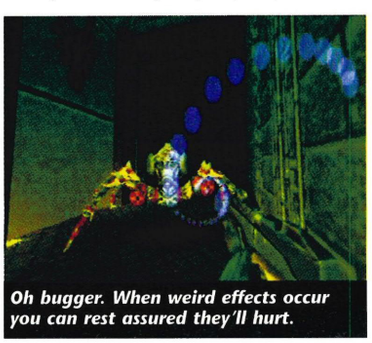
Hybrids of man and machine lurk around open spaces waiting for you.



When armoured adversaries appear, it's time to break out the heavier weapons.



Semi-naked monstrosities appear as if by magic.



Oh bugger. When weird effects occur you can rest assured they'll hurt.

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

The Verdict

Out now £34.99

Published by Activision

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

***Quake 2* is every bit as good as it could be. So little has been lost during the transition from PC that we were waiting for a major fault. Surely nothing can be this perfect? This is the finest game in its field.**

PRO Rated 93%

Alternatively: Exhumed ☆☆☆



Relive that British holiday maker in Miami feel with GTA2. It's the bollocks!

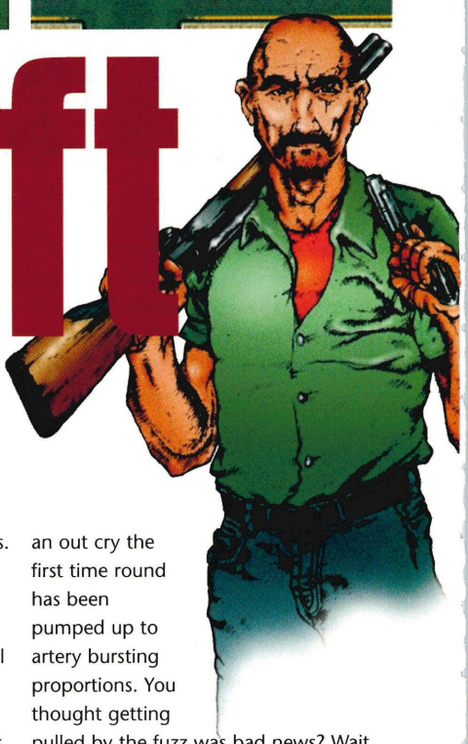


Arghh! Job failed! That's it, I'm going to do it for real. YES! Ha, ha, ha, ahem.



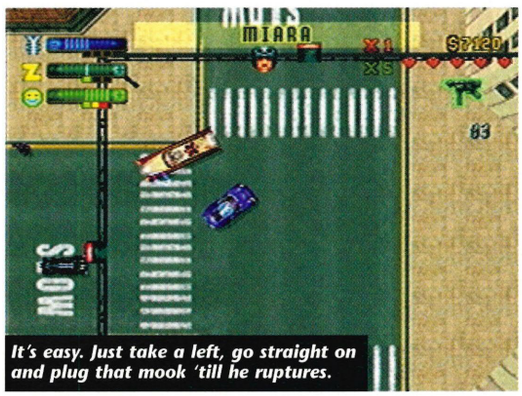
Sometimes you've got to kill innocent people with big weapons just for points

Grand Theft Auto 2

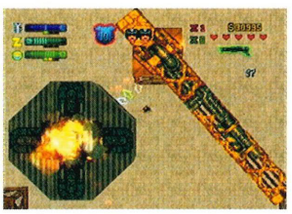


Smoother than a fun lovin' criminal in a baby powder factory!

Society is in a right old state. Rival gangs battle for respect while the everyday Joe is so wired up on uppers, downers, wizers and screamers that they don't notice they're being screwed left, right and centre by ominous corporations. It's a city of chaos. And then there's you; an opportunist with light fingers and low morals. Work for the gangs or do it for yourself, it doesn't mater. Nick cars. Assassinate rival gang members and double park outside hospitals – it's all possible. And all such healthy behaviour for your bank account too. So it's a big hurrah for Thatcherism and let the games begin!



It's easy. Just take a left, go straight on and plug that mook 'till he ruptures.



Any more police after me and it's going to be SWAT team city !





Town called malice

Naked in the city is a bad situation to be in and naked is the way you start the game. No car, no money, no weapons and no qualms about being a right. Pick up the phone and get a job 'cos it's time to go to work. Be careful though, piss off the wrong crew and you'll be sleeping with the fishes before you can say 'Colombian Neck tie'.

Fans of the original *Grand Theft Auto* will recognise the set up; run about, nick cars and perform all manner of illegal activities. It was enough to cause a debate in the House of Commons where a gaggle of old farts cried for its immediate banning. And then forgot all about it when something else rattled their piss-soaked cage.

GTA2 plays heavily on the notoriety of its predecessor. Everything that caused an out cry the first time round has been pumped up to artery bursting proportions. You thought getting pulled by the fuzz was bad news? Wait until SWAT teams get thirsty for your arse. And then what? Amoral Federal Agents that will stop at nothing to take you down. Women, children and guide dogs are just bags of blood waiting to be burst. They don't care how they do it, you're going down. But you're now a super smooth criminal and it will take more than a pissed off spooky Mulder to soil your day. Try a dose of martial law as the Army leap into their tanks and take their safety catches off!

Freeze mo-facka!

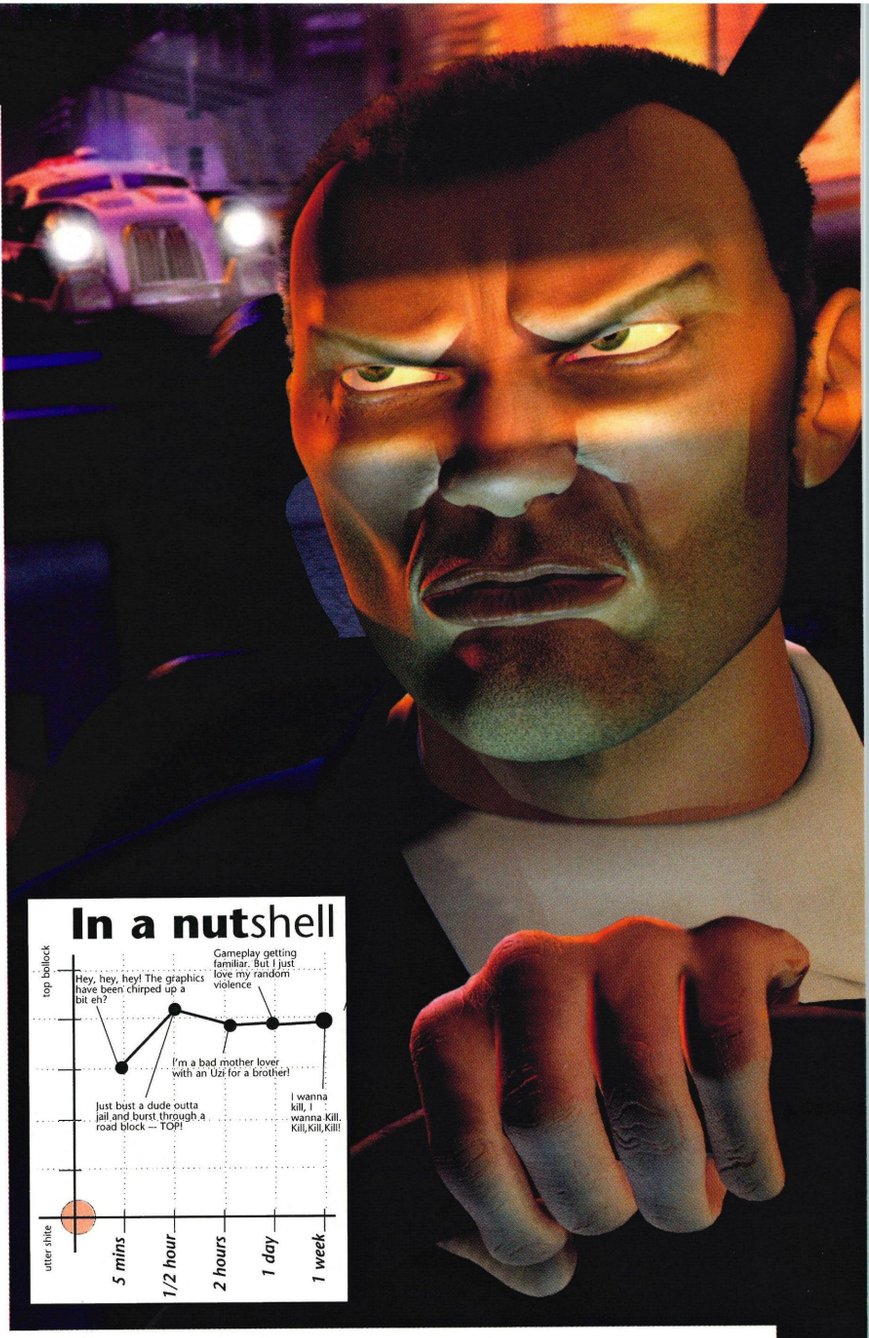
And its not just the powers that be getting hard-core. Because we now have multiple gangs out to prove their worth on the streets. These guys can be your best buddies or your worst nightmare depending on the life you lead. But not all the crime in this city is organised. You can be walking down the street when a perp runs up to you and tries to nick your wallet. Too bad you've just picked up an Uzi from your new mates, the



Elvis steps in to give you orders. When the King speaks, ask no questions!



Wow! Nick cars, kill cops AND you can get totally wasted. What a game!



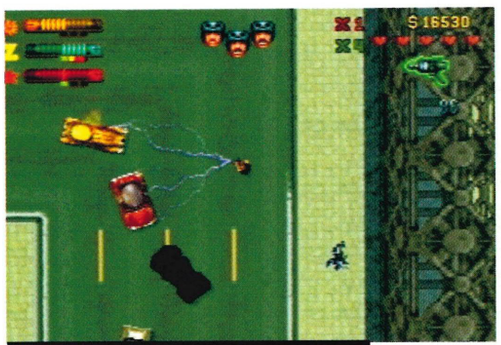
"Nick cars. Assassinate rival gang members and double park outside hospitals – it's all possible..."

Yakuza really – he can have the money in lead change!

And this is *GTA2* and it's way, WAY over the top. Bangin' drum and bass kicks out of the stolen sports cars super woofers as you prowl the streets for criminal action. Climb behind the furry wheel of a pick-up truck and it's good ole' hillbilly rock. This game knows how to use music and it shows it big time.

However, the same problems that dogged the original remain. Your nefarious activity basically breaks down to stealing cars and performing tasks for crime lords. Sounds great until you realise that it all involves the same set up. Get a job, nick a car, carry out the job, do the job (or die horribly) then go and get another one. You can play the gangs off against each other and the insecure nature of the city means that there is always something going on and it's usually something extremely violent. But as we all know, pimpin' ain't easy – but it sure is fun!

Will PRO



GTA2 *is set slightly in the future. Here we have a futuristic weapon. No, really*



Each arrow points to a gang HQ. Choose your gang and head out!

dual shock analogue • memory card • one player

The Verdict

Out now £34.99

Published by Take 2

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

Although it's more of a spit and polish than a brand new game, *GTA2* sets out and conquers its original with flair and unashamed ultra-violence. A must-buy for armchair hustlers with a thirst for dark dealings.

PRO Rated 84%

Alternatively: *Grand Theft Auto* + London Mission Disk – Take 2 ☆☆☆

Spyro 2
Gateway to Glimmer

Mischievous midget wises up to get on down!



Fire breathing is Spyro's only means of defence in the land of dragon





Mario offers Spyro advice: "be a good boy and do not copy me, you swine!"

He's horny and purple and can't say anything without sounding like an American brat in need of a good beating with a big leather belt. Well golly-gosh folks, Spyro is back, and this time he's going to scamper his little cloven feet around bigger levels. He's going to learn more jaw-dropping moves. He's going to talk to more people and he's going to have a down and out's dream of new missions to explore.

> "The PlayStation's finest free-roaming adventure featuring a pre-pubescent dragon!"

Yep, the sequel mould has been working double shifts to bring us the next instalment of the PlayStation's finest free-roaming platform adventure featuring a pre-pubescent dragon. *Spyro 2* is here to stay, it's true to say that it's better than the original in every way. Tra, la-la, la-la!

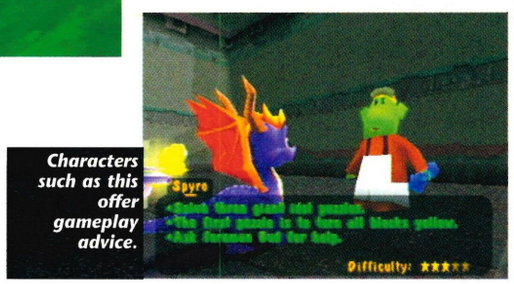
Purple-headed marvel

Close your eyes and try to imagine a happier time. A golden time. A time when summer lasted forever and when the police knocked on your door, it was to help get the cat out of your tree. Childhood. Right, now turn on that old television set that you managed to screw-up by messing with magnets. What on? Why, it's the 'Spyro TV' show and it's a brand new series. Wow! Someone's really gone to town on the animation this season. The little tearaway's face couldn't contain more expression if it was drawn by Vincent Van Gogh. Ooh, that cute little reptilian scamp. He sure gets his scaly little scrote into some right old scrapes don't he? And they must have decided to pay a lip-sync artist in big shinny gold doubloons, 'cos he just can't stop talking to people he meets and sorting out their problems; be them mental or social. But generally the sort of problems that need big, sparkly things placed in special holes.

They've made him much more versatile than ever before. He can now climb, swim, carry objects and make really delicious cakes out of delicate pastry. Well, to be honest, his baking skills are still in the breathe-fire-and-watch-things-burn stage. Apart from that, Spyro is one smarter looking dude on every level. Right, shite childhood analogy out of the way, why does *Spyro 2* deserve a dedicated shrine in your



Running into things grants many rewards and a sore horn!



Characters such as this offer gameplay advice.

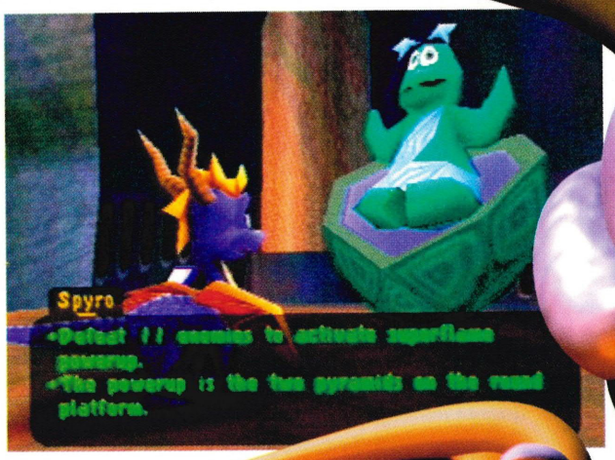
The magical Mr Blobby prances about while looking for Noel.

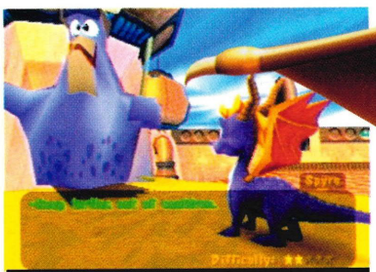






Mr Hanky made an impromptu appearance leading to smelly business.

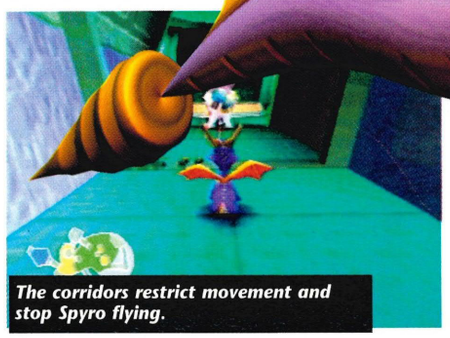




Oh, you've stolen my legs Spyro. You fat young kid. Why did you do it?



Pressing X allows you to stay in the air for longer than you really should.



The corridors restrict movement and stop Spyro flying.



Eskimos arrive in unison to reclaim the chipstick that they need to survive.



Handily, the world map allows you to plot your journey with deft skill!



game collection? For a start, everything's so much better now. Where the original *Spyro* had you buggering about collecting gems, *Spyro 2* has you er... buggering about collecting gems. But this time you can spend them in order to learn new tricks. Where the original *Spyro* had you freeing big and friendly dragons from crystal cocoons, *Spyro 2* will have you unlocking doors, fixing electrical generators and head butting sheep to death so you can steal their life force. Now that's progress.

Everything starts off fine and dandy. Spyro decides to take a break and go on holiday to the Dragon Shores. Not the best set-up for adventure you'd think. And it isn't, until misfits from another dimension decided that they need the help of a big scary dragon to sort out their realm's share of problems. A pint-sized dictator was accidentally drawn through their dimensional gate and is now ripping up the land in a royale style. Guess who gets sucked in to give the bad guys a good licking? Oh yes!

For a good few levels we are in well-explored Spyro country. That is until you find that the landscapes are just littered with colourful characters cut up on a huge sugar rush. They just can't speak enough and everyone seems to have a problem that requires the expertise of a small, cute dragon.

Nothing too taxing for the first few levels. It's your basic 'collect object and place it in the right place' sort of affair. And then comes a head-to-head with the classic end-of-level bad guy. From not losing a life for hours of exploration, you're brought face to face with this watershed of a bastard. Not impossible to kill, but certainly a big wake up to the fact that Spyro is a game with plenty of tricks up its sleeve. And then onto the next set of levels. Heads up, we're not in Kansas anymore Dorothy and from now on things are decidedly

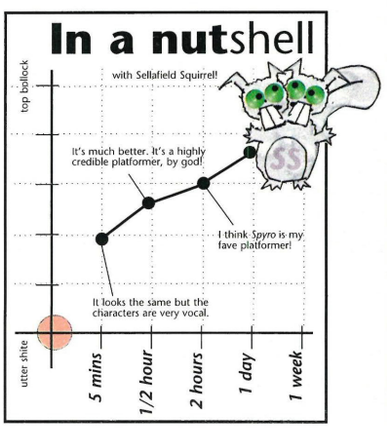
Trapped at homebase, Spyro played with his dragonfly companion.





Mr Hanky in turban attire kindly asked Spyro to be his wife...

In a nutshell



Worlds Apart

Spyro goes from rainbows to castles in the sky without batteri







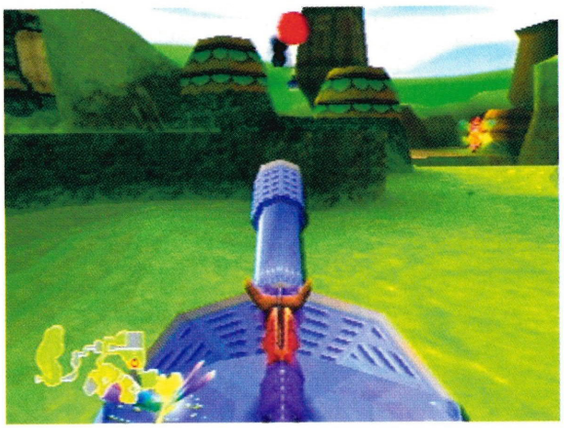


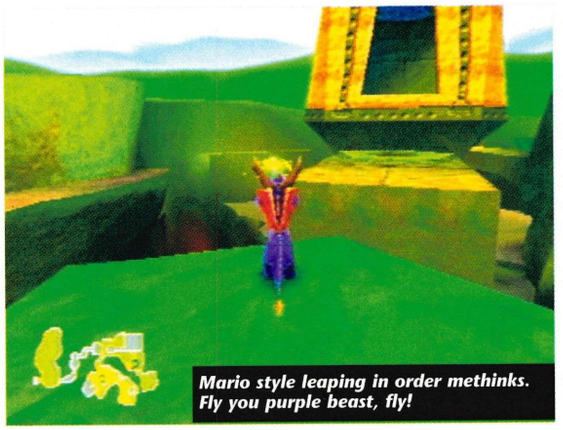
Colourful explosions as Spyro mounts a green worm!



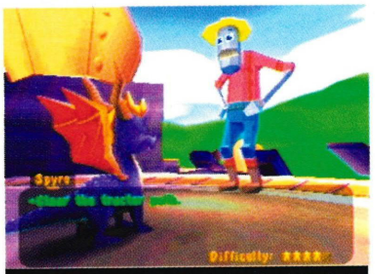


Spyro uses his tail as a unicycle but gets major underside chaffing





Mario style leaping in order methinks. Fly you purple beast, fly!



Line dancing was refused point blank by the style conscious puff dragon.



Spyro continues his leg-stealing exploits by abusing a frog!



The dragonfly acts as your energy seeking friend and provider.

hard-core. Boofish baddies give way to smarter, deadlier sons of bitches that won't stop until you're doing crispy pancake impressions on your way to dragon heaven. In fact, you'll end up fighting dragons. Bigger dragons. Dragons that want to see you burn. You're going to need every trick in the lexicon of dragonhood to get past these gits. That, or a fine thumb controls and an unheard of level of aggression. So, wake up call! It's time to get your mind off cruise control and realise that it is going to take more than cute winks and charging head-butts if you want to overcome this game.

"On the surface it seems as though nothing has changed; that this is just a mission disc. **This just isn't true."**

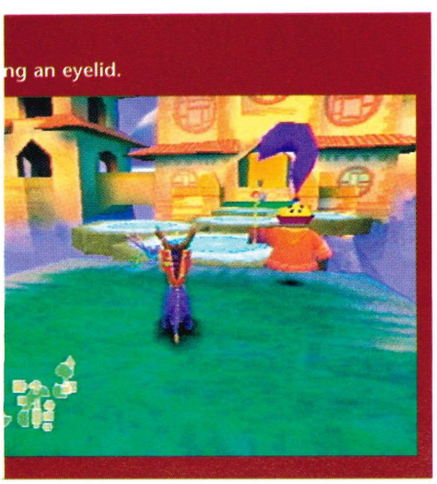
Smoking kids

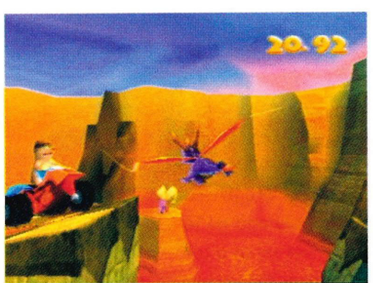
Spyro has always been about fun. The game was as much of a blast for adults as it was for kids. Who could resist the games pure sense of wide-eyed adventure and tear away central character? No one, it was a top game. And *Spyro 2* is better in every way.

On the surface it seems that nothing has changed; that this is just a mission disc. Not true. The levels are set up to drag you in by the horns and lead you around a truly absorbing game-world. The extra moves are held back to the point that you will stay up all night in order to find out how to climb ladders. Turn on, tune in and drop out to *Spyro 2* and watch as time loses all meaning. So you made it through the first few levels without so much as a scratch? That was just a warm-up session. And boy, do things get hot.

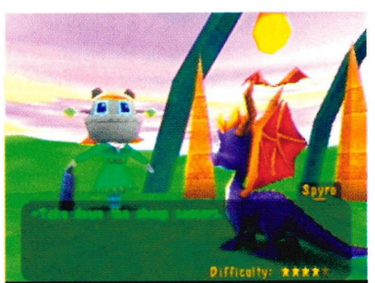
Once you've guzzled your first molten rock and spat it at a soon-to-be-shattered fire imp, you'll know this one is going to keep your eyes glowing for weeks. What better purchase could there be at this time of year? Kids will love it for the shear spectacle of taking part in a fairy tale. Chicks will dig it 'cos it features lots of polished gems and you'll bust a gut to have a go because it's the best way to escape from a year of shooting, driving and bare faced bitch-slapping. So go on, pretend you bought it for someone's Christmas prezzie and just nick it. You know you want to, and once you let them have a go – they'll understand.

Will PRO





Flying high has perils – descend into the lava or aim for the tricycle...



This frog honestly says, "Take down the sheep saucers". Bonkers!

dual shock analogue • memory card • one player

The Verdict

Out now £34.99

Published by Sony

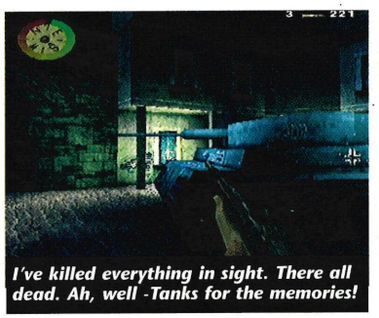
Graphics ☆☆☆
Sound ☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

This one takes a whale-sized dump all over its predecessor. It's bigger, it's better and it's more fun than a zero-g nudie romp with a nymphomaniac girl band. Spyro, you clever little bastard!

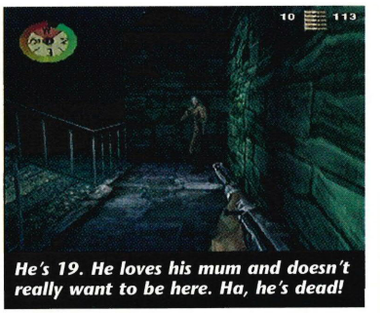
PRO Rated 93%

Alternatively: Spyro the Dragon £ - Sony ☆☆☆

Medal of honour



I've killed everything in sight. There all dead. Ah, well -Tanks for the memories!



He's 19. He loves his mum and doesn't really want to be here. Ha, he's dead!

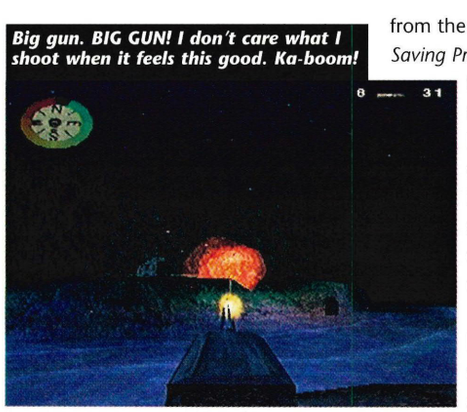
WW2 first-person Nazi-blaster that'll do wonders for European relations...



Knock him off and he'll fall to the ground to a hearty thump.

WAR! What a right old lark eh? Proving yourself in the greatest adventure a man could have. Leaping from transport planes, sloshing up crimson beach heads while giving Gunther a good one-two to his glass jaw! It sorts the men from the boys and makes widows of the wimmin' - fantastic! And thank god for those lovely Americans. Without them we'd be in a right old pickle and no mistake. Bless them, and bless Steven Speilberg for giving us *Medal of Honor*. It's a chance to relive the horror of mechanicised combat from the comfort of our PlayStations. It's *Saving Private Ryan* meets *Doom*. It's the thrill of shooting a German in the knee and watching him limp. It's the best first-person shoot 'em-up set around the D-Day landings so let's open the slaughter gates and wade into a certain and extremely painful death!

'...even that funny bit of skin between the **se and the ******ks can be victimised.'



Big gun. BIG GUN! I don't care what I shoot when it feels this good. Ka-boom!

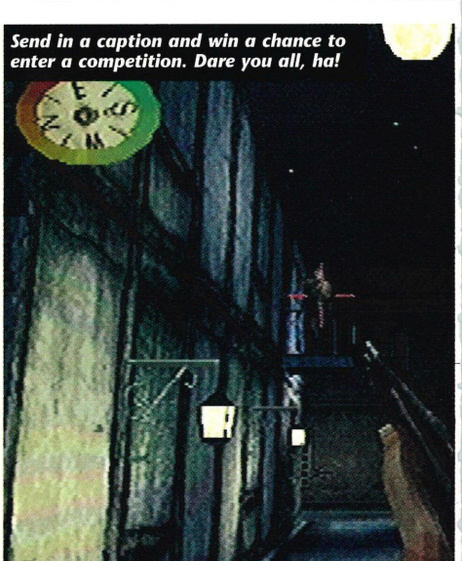
Shot down behind enemy lines with nothing but a bolt action rifle, it's up to you to sort out Europe and put an end to this silly war business. Kind of. You play an American (bless them and their nylons!) pilot who's C-47 aircraft has been shot down over occupied France (bless them and their shite-fed meat!) on the night before D-Day.

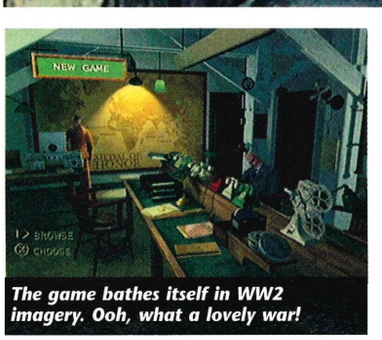
Kelly's Heroes

Your narrow escape from the jack-booted minions of fascism gets brought to the attention of the American O.S.S and from that point on it's single man insurgence missions all the way!

The level of detail in *Medal of Honor* is enough to make an eagle beg for a magnifying glass. Shoot your first German. Go on, DO IT! Ha! You legged the Aryan and he's hopping around like an epileptic at a jive contest. Put him out of his misery and go for his blue eyes! His helmet flies off as a tracer round grazes his temples. Oh yes! Individual body parts can be shot at to hilarious results. Arms, legs, midriffs and even that funny bit of skin between the **se and the bo****ks can be victimised. Almost.

Just because you can humiliate your foe before delivering a death blow doesn't mean that they're backward soldiers in the mould of TV's *'Allo 'Allo*. These guys are hard enough to eat their

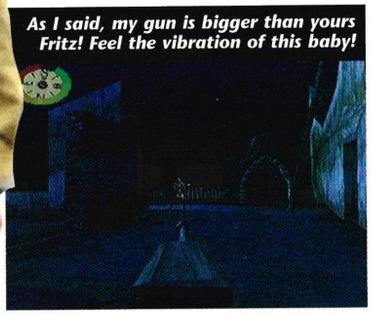

Send in a caption and win a chance to enter a competition. Dare you all, ha!



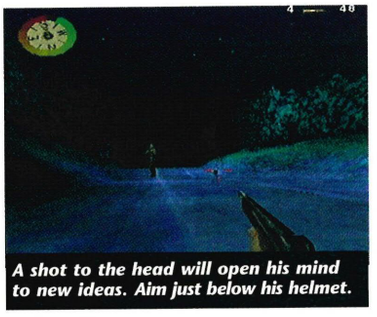
The game bathes itself in WW2 imagery. Ooh, what a lovely war!



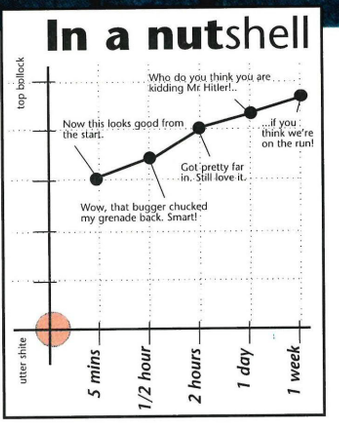


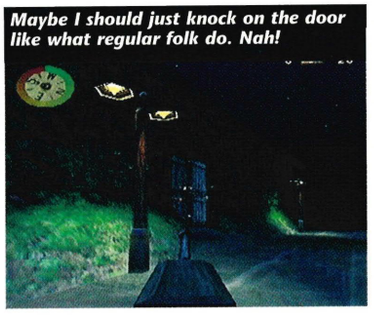


As I said, my gun is bigger than yours Fritz! Feel the vibration of this baby!

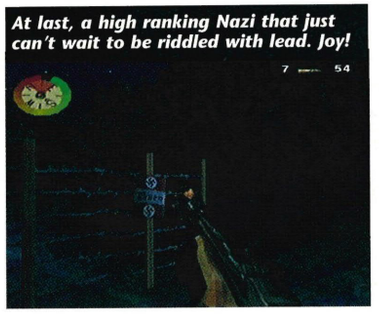


A shot to the head will open his mind to new ideas. Aim just below his helmet.

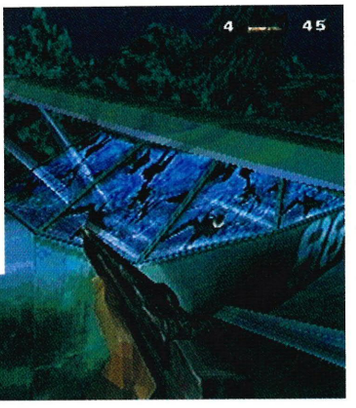




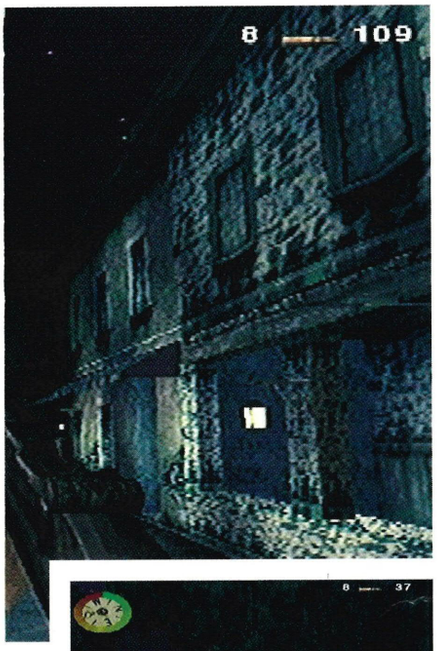
Maybe I should just knock on the door like what regular folk do. Nah!

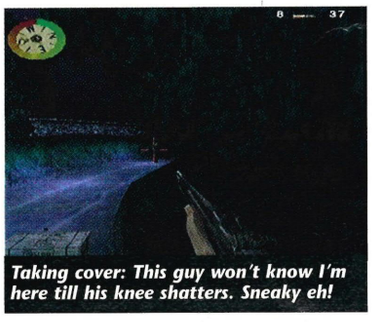


At last, a high ranking Nazi that just can't wait to be riddled with lead. Joy!



The detail in the game is gob-smacking. Found the plane, time to scarper!





Taking cover: This guy won't know I'm here till his knee shatters. Sneaky eh!

own intestines and then ask for seconds. A single Wermacht infantryman won't try and take you on single handed, you are American after all. Oh no, he'll hide behind a wall and take a sly pot-shot. Lob a grenade near by and he will try and boot it away.

His determination can be his downfall; wait for him to run for the explosives and take out a shoulder joint with your rifle. Ha! He'll wince in pain while the fuse runs down, then get blown to hell.

Dirty dozen

Guard dogs can be heard snapping at the air as they track you down. Nazi propaganda cackles from tannoys and the screams of a confused enemy punctuate the air. This is total immersion into a digitally rendered war. You don't just hike around and send battalions of the Fatherlands finest to hell, as fun as that sounds. No, you can be a right sneaky bastard! Enemy uniforms and papers are used to fool guards. Specially-designed crossbows can lacerate skulls without a sound and Hitler youth can be bludgeoned to death with rifle butts. Jump behind a German machine-gun post and you can take control of a heavy calibre death-sprayer. Sod stealth, this baby 'll make your ears burst while the Dual Shock will have you queuing up at the local ER complaining of vibration white-finger!

And all this carnage spread across a Sunday afternoon war movie wish list of locations: Bavarian castles (*Where Eagles Dare*), V2 rocket factories (*Operation Crossbow*) Occupied France (*'Allo 'Allo* - Again) and Hitler's bunker (Er.. Some movie based in Hitler's bunker.) And then there is the two-player mode. Choose your weapons and location then head on to wage war against a mate. While not on *Quake 2*'s level of brilliance, the hot potato mode is a right laugh. The hot potatoes in question are live grenades which you have the toss back and forth 'till your hand's get rendered to crusty stumps. Ha, Hilarious!

Medal of Honor so wants to be *GoldenEye* for the PlayStation. While it doesn't quite reach the dizzy heights of the Nintendo Bond 'em-up, it sure has fun trying.

Will PRO

dual shock • memory card • two players

The Verdict

Out now £39.99

Published by Electronic Arts

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

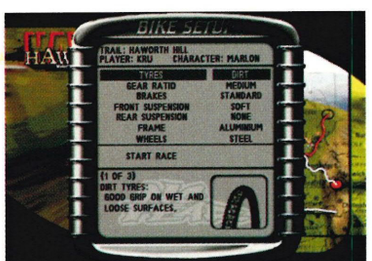
Medal of Honor was specially programmed for the PlayStation and it shows. All that's missing here are bigger levels and a few buzzers and bells to attain Gold Award status and of course the 'Sony's answer to *GoldenEye*' tag.

PRO Rated 93%

Alternatively: Quake 2 £ - Ubisoft ☆☆☆

No Fear DownHill Mou

Pointless free-wheel simulator for lazy gits.



Mess around with your bike set-up to get the most out of the beast. Ooh!



If this guy had any less fear he'd be a sociopathic killer. He like bicycles.

The mad and the brave. Those are the type of people who'll burst a lung climbing up a mountain only to turn around and kamikaze down again. You've got to have a healthy respect for life and full knowledge of your bike's capabilities. Of course, the fact that gravity does 90 percent of the work does help.

So that's the sport; free-wheel down a really steep slope and peddle on the shallower parts. Pure and unadulterated excitement which does, indeed, require absolutely and positively no fear. Otherwise you wouldn't be doing such a pointless thing in the first place. The fact that anyone and their talented poodle can ride a bike downhill, even without stabilisers, seems to have slipped Codemasters by completely. Race cars with big, f*ck off engines – YES! Five grand's worth of titanium constructed bicycle plummeting down a hill – NO!

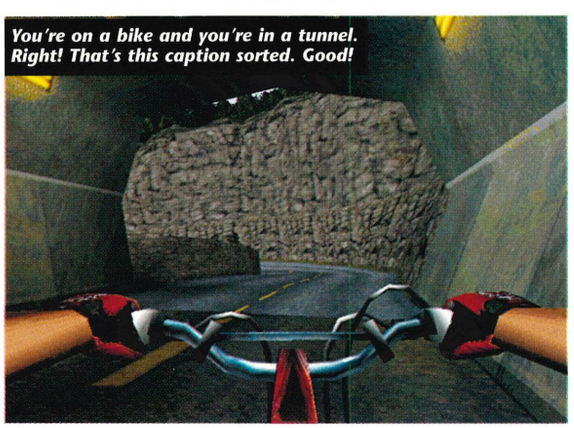


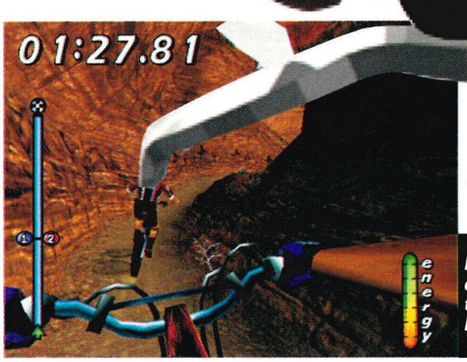
Steep slopes and frozen paths. Now, this is pedalling to the extreme. Er... No!

Of course, racing a bike down a hill isn't as easy as, say, falling off a log. Hell no, you've got to have strategy. In *No Fear Downhill Mountain Biking*, this strategy boils down to the basic steer left/right and decide when to pump those peddles. Peddle too much and you run out of energy. Run out of energy and you'll be back to using good old uncle gravity for power. And that's as exciting as this gets.

Forget those tales you've recounted of how you flew over the handlebars of your brand new Muddy Fox and broke all your teeth. That doesn't happen here since each rider seems to have a NASA grade gyroscope surgically implanted in their arse. Tumbling off a bike used to be a piece of piss. Not so now, you can ride as badly as you want. Only the most extreme of forces are going to unplug

You're on a bike and you're in a tunnel. Right! That's this caption sorted. Good!





Play with a friend and you can relive that 'going for a bike ride' feel!

ntain Biking





First-person view is the one cool thing about this game. Looks okay, but...



Racing through the mucous membranes of a pathetic game's never been so...

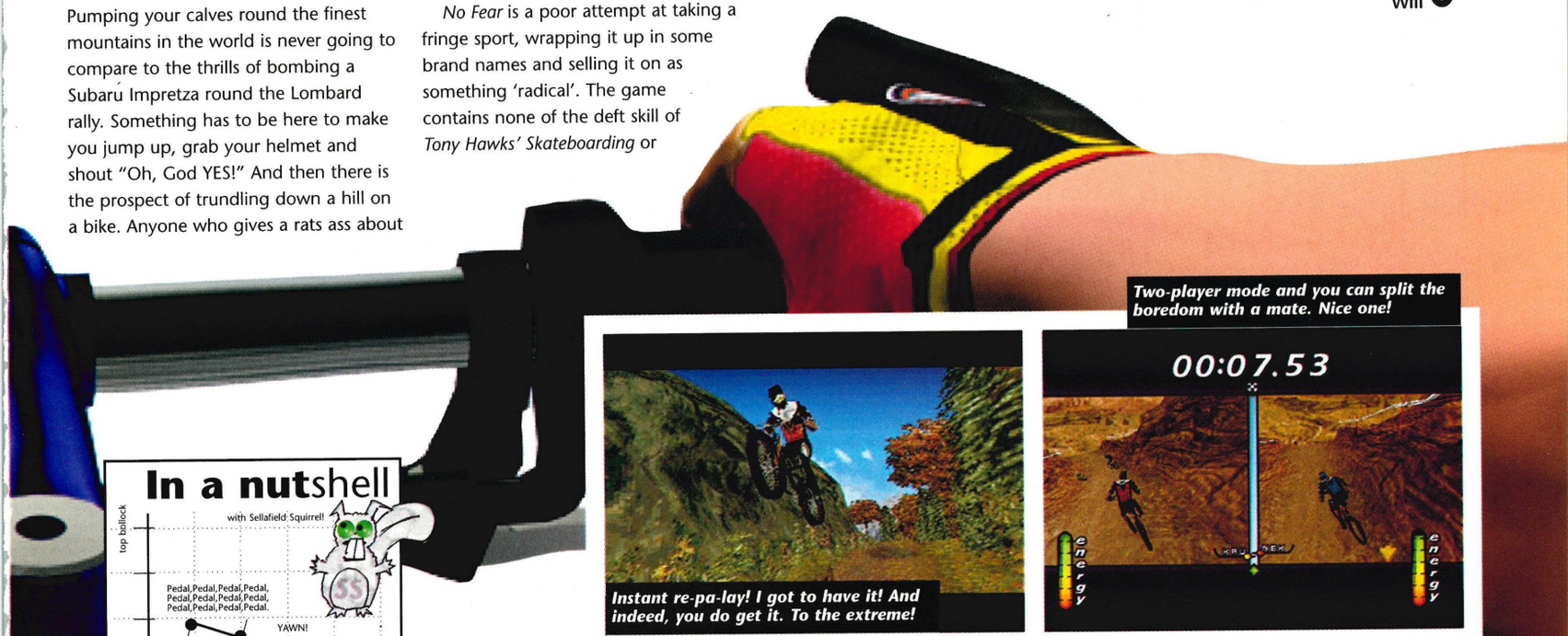
your butt from that saddle. Hitting a rock won't budge you, while a by-the by hazard, like, say, a shallow river will knock you on your back faster than a Dutch whore who's just received a party bonus. Now that's just...

No fair!

Pumping your calves round the finest mountains in the world is never going to compare to the thrills of bombing a Subaru Impretza round the Lombard rally. Something has to be here to make you jump up, grab your helmet and shout "Oh, God YES!" And then there is the prospect of trundling down a hill on a bike. Anyone who gives a rats ass about mountain bikes should own their own 'cycle and have access to hills. There not hard to find, are they? And as for the rest of us beer-guzzling pizza fiends who'd rather French-kiss a gull-pecked mackerel than waist muscle power on transport when we've got cars. What's in it for us? Nothing.

No Fear is a poor attempt at taking a fringe sport, wrapping it up in some brand names and selling it on as something 'radical'. The game contains none of the deft skill of *Tony Hawks' Skateboarding* or the pure fun of *MTV Snowboarding*. It just exists in a world devoid of bicycle games. And there's a reason for that; push bikes always have been and always will be extremely dull. And with absolutely, positively no fear!

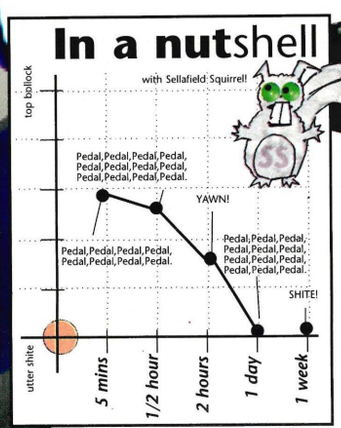
Will



Two-player mode and you can split the boredom with a mate. Nice one!

Instant re-pa-lay! I got to have it! And indeed, you do get it. To the extreme!

In a nutshell



dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Codemasters

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

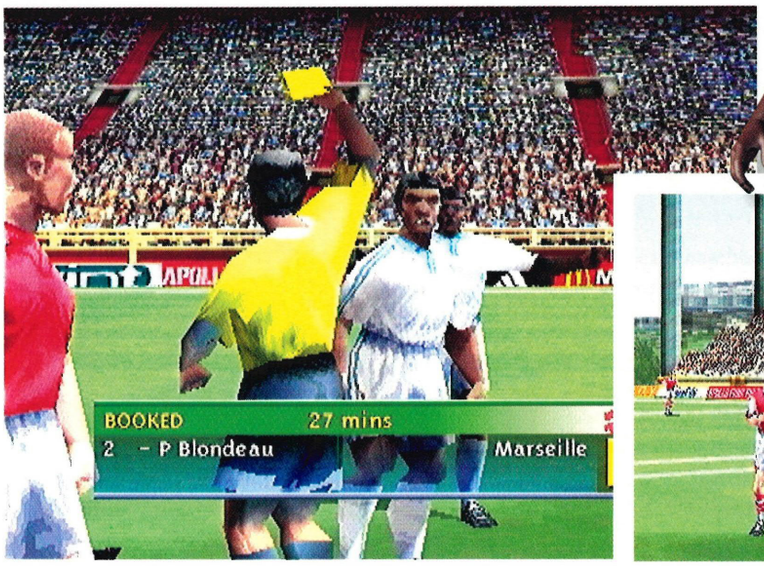
Spend money on this or cycle up a really steep hill and then peddle down again. Now, that will cost you didley-squat and you'll never have had better cardio-vascular health. Tough choice eh?

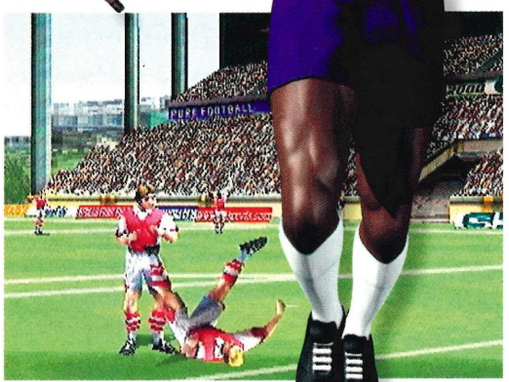
PRO Rated 70%

Alternatively: Courier Crisis - BMG ☆☆☆

FIFA 2000

Like fat uncle Harry at Christmas, it's back to clean up!







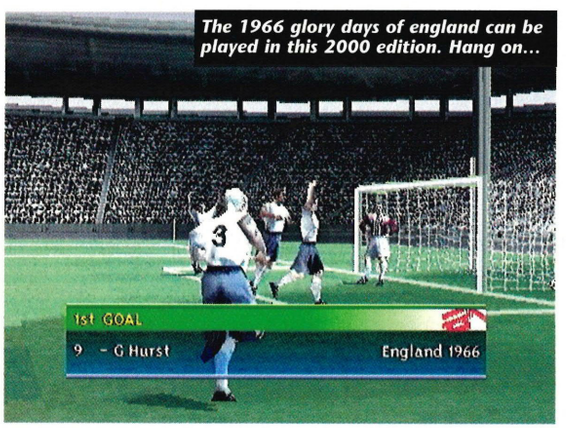
Italy makes a run for the jiving defender of Chile. The fellow defender shows his behind and runs.



The stadia is actually impressive for the first time, looking almost N64 quality.



England V Scotland – how apt. Not too sure about the 1-0 score though...



The 1966 glory days of england can be played in this 2000 edition. Hang on...

Here we go again. You can always tell when Christmas is approaching, no not simply by your girlfriend leaving the latest NEXT catalogue everywhere and making big gooey eyed hints, but by the release of the new FIFA game. Hmmm, FIFA... football... hmmm... pies... hmmm... sorry. So *FIFA 2000* then. It's last year's soar-away license to print money, but with new names, right? Last year's multi-million pound phenomenon, but with some posh graphics, right? Well yes, but that's what we want!

Fat Robbie

The first thing you notice is that there's money spent on this game. Robbie Williams bellows and blusters through the opening intro sequence, as rendered old footy players mix it up with rendered new footy players. You see FIFA, like the Premier League, is a showbiz extravaganza; a tour de force of skill, goals and posh superstars. It's not the Italian Sierra, it's not thoughtful probing passing and pressure. No, FIFA is about goals, goals, goals!

So that's just what you get. From the opening minutes of the first game you'll be putting them away, not too gracefully at first, but soon with 30-yard whoppers and clever turns. You'll look good. Your mates will be jealous. Then you turn the difficulty up a notch, things change. Your passing gets messy, the options run out and the goals dry up. Now you must learn to play FIFA properly.

In fact you've really got to get damn good to beat the later level settings. Your passing exact, your strikes on target and ideas must flow as fast as the games run.



Tinkering with formations can be profitable if you're crap at the game.



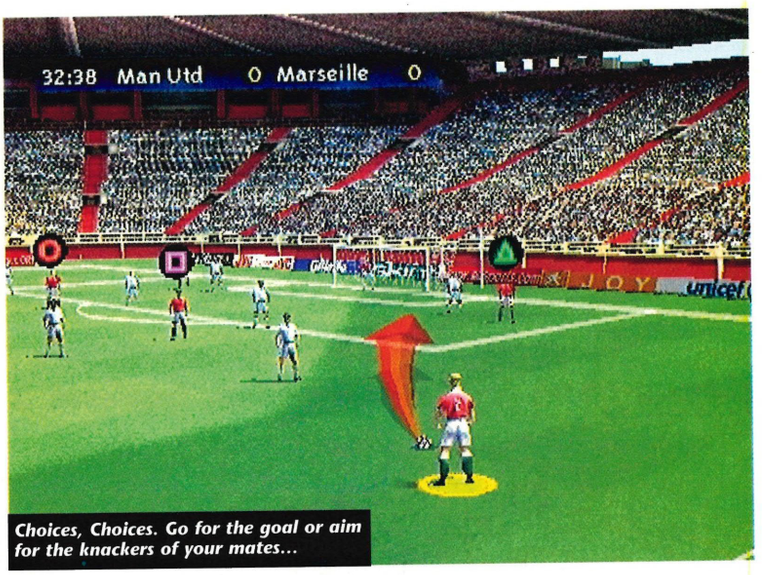
The ref's fury incites one player to offer grass-based favours with open arms.



Isometric goal scoring is as hard as Vinnie Jones after a match



The defence was weak and so the middle player abseiled in, magically



Choices, Choices. Go for the goal or aim for the knackers of your mates...

And that's bleedin' fast, as FIFA 2000 is the fastest footy game you'll ever play!

Now this can be a godsend or a pain in the arse depending on your opinion of what makes a cracking game. Now we here at PRO like things kept simple; we like our beer cold and our girls hot. So that's how we like our games – simple. So we were chuffed to find that FIFA's already fluid and intuitive controls have been tweaked to perfection. All the old moves are still here – nutmegs, shimmies, heel flicks – along with a new close control button which lets you, well, keep close control of the ball. Perfect for inviting a foul or late tackle if you fancy playing in the Italian mould.

Visually the FIFA licence has improved dramatically. The players feel solid and actually connected to the pitch, rather than the strange floaty feel of last year's effort. The whole look is bigger, bolder and more realistic. Detail pours from every corner of the pitch, advertising boards bear real names, players push and shove like the irritate foreigners that they are.

Now here's an important point. The pitch is built to a larger scale than in previous games which offers a greater width and depth than ever before. Opening up a whole new passing game that was so lacking in *FIFA '99*'s limp tap-the-run-button-until-you-reach-the-goal-and-score gameplay. Now you've got to build from the back, win the midfield, use your flicks and one-twos

Now, of course, it's not all a dewy-eyed realization of the glorious game.

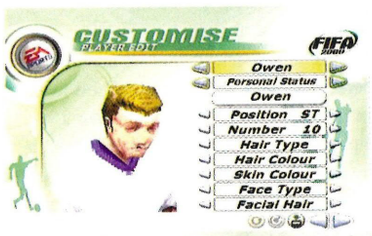
"Gazza felt his bollocks crack under the pressure of Vinnie Jones grasp, so FIFA crumbles, at times, under the **weight of its ambition..."**

Just as Gazza felt his bollocks crack under the pressure of Vinnie Jones' grasp, so *FIFA 2000* crumbles, at times, under the wait of it's own ambition. The pitch and players are packed with too many neat touches and textures, which soon leads to some horrendous juddering and jerking! This doesn't ruin the game, as *FIFA 2000* still offers the best multiplayer action around, but it does ruin what is a slick and ambitious experience.

At the end of the day *FIFA 2000* comes exhilaratingly close to capturing the mood, the feel and the passion of those Saturday afternoons we need so much. Sure it's flawed, and a little scrappy in places, a little too simple for the nerdier pundit maybe. But it's fast, it's glossy and it's got more goals than an Alan Partridge Self Starter Seminar. Marvelous.

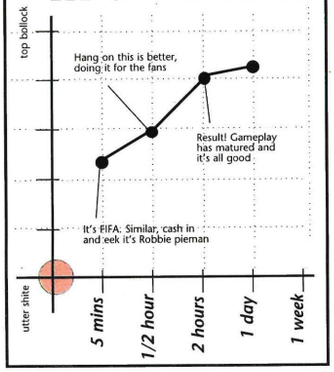
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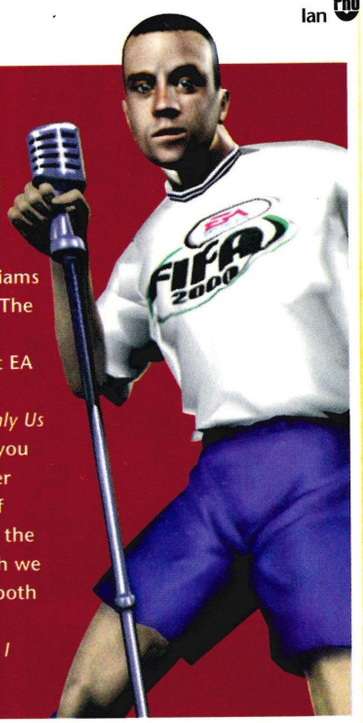


Kryton from Red Dwarf wondered why he was called Michael Owen.

In a nutshell



Let me entertain you!



Popular music entertainer, Robbie Williams is featured in *FIFA 2000* sadly enough. The pie eating All Saint/Corr delighter was motion captured with Sol Campbell, at EA Sports' Canadian offices. He then contributed the main title song, *It's Only Us* which surprisingly is also shit. Should you wish to act like the funny man, his alter ego is hidden in the game. You may of heard of his hi jinks with a member of the All Saints and then the Corr lady which we were stunned by. Sadly he never had both on the go at the same time.Too busy recording wank records like *Old Before I Die*. We hope not. Honest.

dual shock analogue • memory card • Four-player Multi Tap

The Verdict

Out now £39.99

Published by EA Sports

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

I wanted to hate it. I wanted to slag off its overpriced boots and swanky new shirt, but I can't. It's just too much fun. FIFA 2000 is the closest thing to playing in the Premiership, bar talent and a French passport!

PRO Rated **89%**

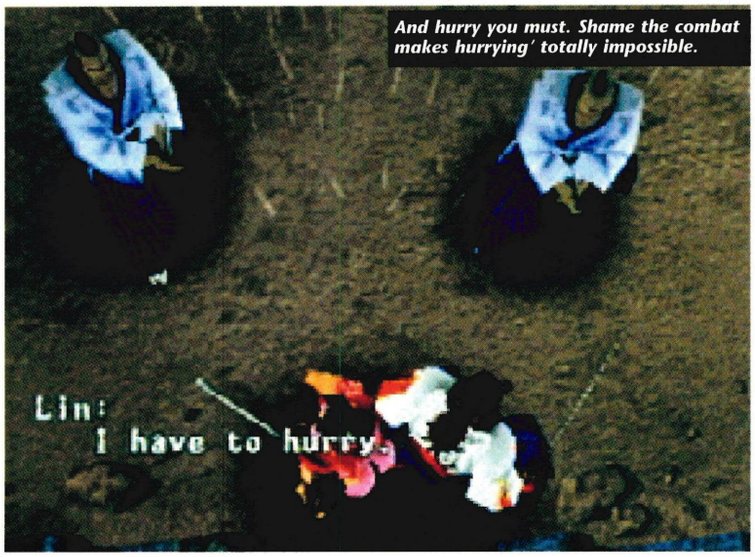
Alternatively: ISS Pro Evolution – Konami ★★★★

Ronin Blade

Savagely dire oriental adventure that's slower than cancerous death, but not as fun.



Yes, ninja mini-skirts were all the rage in ancient Japan.



And hurry you must. Shame the combat makes hurrying' totally impossible.

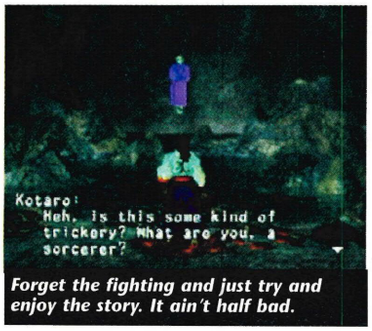
"Show us yer weapon". "Nah, you first". (Ancient Chinese schoolyard game.)



Things get spooky while the game remains shite. Come back **Tenchu!**



What the hell is happening here? Words fail as the graphics take over.



Forget the fighting and just try and enjoy the story. It ain't half bad.

A Ronin is a samurai without a master. Now that's a little bit of information that's bound to shine on the ladies. Shame then, that *Ronin Blade* is possibly the worst attempt at an arcade adventure that ever shat its way on to a PlayStation. Taking the role of either a female ninja (complete with ninjitsu mini skirt!) or a male samurai (complete with pigeon chest!), it's up to you to amble around ancient Japan and save the planet from terminal boredom – sorry, a parasitic menace.

Play as the tastefully attired ninja and you can scrape your martial slippers around grubby two-dimensional background while getting clues from the local peasants. Not that you have a mean line in questioning; just press a button and receive a few pearls of oriental wisdom. If you don't fancy the holistic approach then unsheathe your sword and dice them to death. These rice-munchers will happily stand around as you criss-cross their stomach with razor sharp steel. Random bloody-death has never been so poorly recreated.

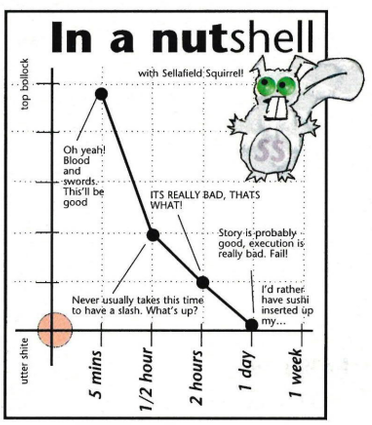
The samurai has much more of a hands on approach to problem solving. There must be something about his face that attracts attention as he just can't help being accosted by strange men down dark alleyways. Combat is a matter of pressing attack and watching as your on-screen self pauses between strikes and generally acts as if he's posing for a glamour photo shoot. Forget the blinding battles of an Akira Kurosawa movie, this is combat on Prozac. Fair enough, when you finally find other swords the combat picks up a beat and you can learn new moves, but that's no excuse for giving the player confrontations which are heavy on gore while being feather light on actual fun.



Forget the delicious throat slitting action of *Tenchu: Stealth Assassins* or the engrossing story line of *Resident Evil*. *Ronin Blade* tries to be a combination of the two, but in the end only manages to serve up an infuriating combat system wrapped up in the usual oriental adventure guff.

Will PRO

In a nutshell



dual shock analogue • memory card • one player

The Verdict

Out now £39.99

Published by Konami

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

Occasional cinematic touches do nothing to save this from being an atrocious game. It's not sure whether it's meant to be heavy on the arcade or adventure and consequently manages to be a mixed bag of schizophrenic shite.

PRO Rated 40%

Alternatively: Tenchu - Activision ☆☆☆☆

ScreenBeat **SOUND STATION**

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Great game, fantastic graphics, shame about the sound, but not any more thanks to the *ScreenBeat* ***SOUND STATION*** – get the sound quality of a £500 TV from your portable. The new *ScreenBeat* ***SOUND STATION*** *300 watts* of pure sound quality. Blow your mind with the stylish acoustically engineered speaker system. Hear the difference as the *sub-woofer* thumps out the sound of the engine as you rev the game to the limit. Listen to the world in *'wrap around'* sound from the *twin satellite speakers*. The *ScreenBeat* ***SOUND STATION*** is the must have audio add on for the serious games player, compatible with *Sony PlayStation, Sega Dreamcast* and multimedia *PCs*. This top range speaker system can also be used on your *personal cassette, portable CD* and *MP3* player, to give you a true *stereo system* sound quality anywhere you want.

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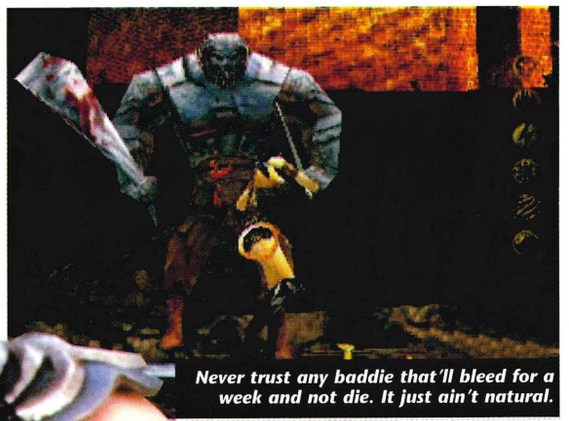
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One, two, three... HE'S BEHIND YOU! Xena get's ready for a seasonal panto!



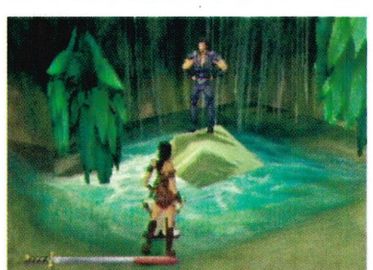
"I say, that's a mighty big weapon you've got there." CheapGags Ltd™



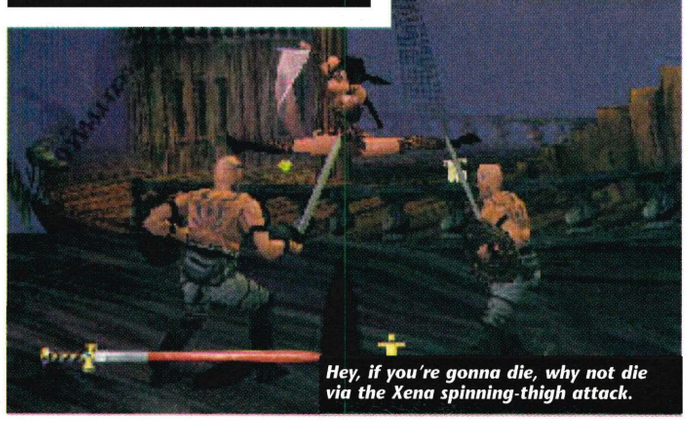
Never trust any baddie that'll bleed for a week and not die. It just ain't natural.

Lucy Lawless in a leather bodice and surrounded by an army of evil Persians. These guys are grunting and bragging. Basically, they expect to subdue our heroine by weight of numbers. Wrong, wrong, wrong! You know the score; tune in to Channel 5 at eight o'clock on Saturday evenings and you will see pretty much the same scene. Chunky lass in leather, lots of grunting bad guys - girl kicks ass and saves her best mate and finishes with a cheap quip. That'll be Xena the TV series then, but what about the game? It's the same god-damn thing!

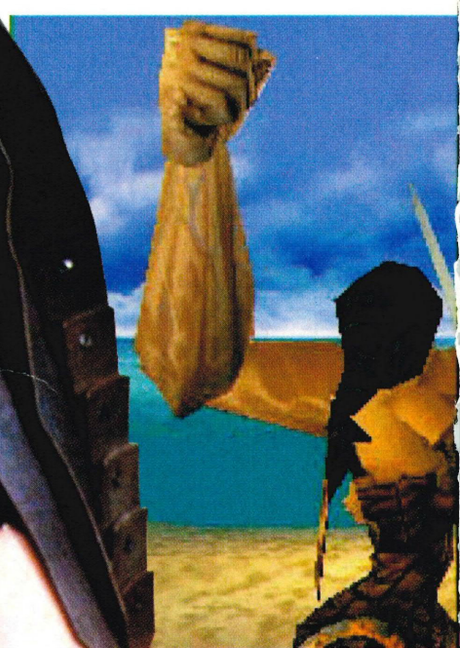
The story line is just as complicated as any narrative you'd find on the telly. Yep! You can always depend on Xena's faithful sidekick Gabrielle to get herself kidnapped. Why would anyone bother stealing the sexually ambiguous progeny? One of two reasons: To kill her



Xena is fully adept at pulling men anywhere. Even in garden centres!

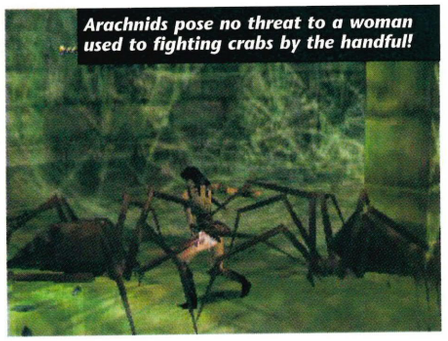


Hey, if you're gonna die, why not die via the Xena spinning-thigh attack.

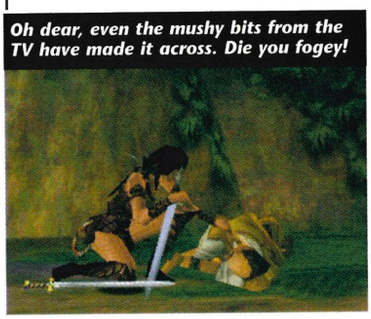


Xena warrior princess

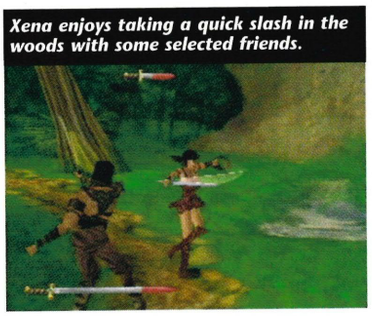
Swords and sandals beat 'em-up adventure whips some fine booty.



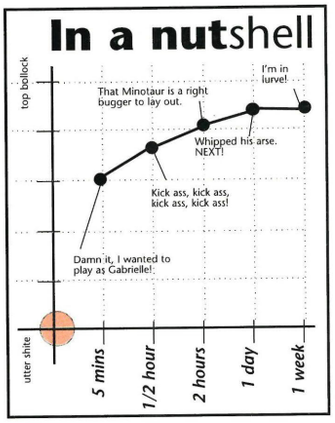
Arachnids pose no threat to a woman used to fighting crabs by the handful!

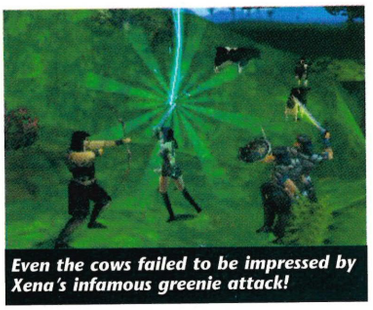


Oh dear, even the mushy bits from the TV have made it across. Die you fogey!



Xena enjoys taking a quick slash in the woods with some selected friends.





Even the cows failed to be impressed by Xena's infamous greenie attack!

or to entice Xena into a trap - and then kill them both - in a horrible way. Classic! And guess what you have to do in the game? Oh yes! It's up to you to run around the ancient world and take on armies of bad guys, kick their ass and then save Gabrielle's sexually confused neck from being sacrificed to a big, bad and extremely evil sorceress. When will the girl find time to do her hair?

Rock hard chick

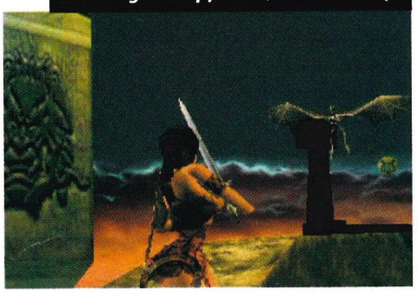
This nubile young thing sure knows how to handle herself. By pulling of simple combinations, Xena can cartwheel around her foe, slash them to ribbons or even take them out at long range with the use of her ever dependable Frisbee the Chakram. Forget sending a cruise missile into Yugoslavia and accidentally blowing up a Chinese embassy - this hoop of death can be guided on to target with little danger of losing its razor-sharp way. As soon as you fling your favoured side-arm, the camera jumps right behind it, giving you the best view in the house. From this point you can guide it round corners, over roofs and generally anywhere you want have a peek. Don't worry about losing it and having to ask the grumpy old fart from next door to hand it back, it returns automatically. Smart.

You can use the Chakram at any time and even boost it's power so that it'll curve round the level and smack-up any opposition before returning to your delicate, yet deadly, hand. Hostage situation? No problem, just aim for the bastards legs. Need to deck that sneaky archer on the battlements? No problem, he falls to his death with a brand new smile gashed into his head.



Poke him in the eye and then slash-up his fingers. Oh yes, Xena just hates men!

Best reach for your ring and toss it at that winged harpy. Yuck, sounds messy!



The Chakram works a treat, but the real joy is when you get in close for some clanging sword action. Take on multiple enemies with a skilled flash of steel. Pull of a multiple combo and Xena will even shriek her trademark "Aiiie, aiiie, aiiie, aiie aieeee!" battle cry. Oh yes!

'This cat's got more than corn flakes on his mind, and a whole load of kung-fu clans to battle through!!'

Big Baddie

After a hard days slaying, Xena likes nothing more than to relax while beating seven-shades out of a seriously huge end of level boss. Walking along a beach may seem like a beautifully romantic way for a princess to spend her time. That's until a 60 foot Cyclops pokes his head above a cliff and starts chucking boulders at your long, brown locks. There is nothing you can do but get the hell out of there. The one-eyed freak is miles away. Got to get closer. So you manage to find an escape route and pound your sandals into the dirt 'till you get to the cliff top and are face to face with this giant. He's holding onto the cliff with one hand while trying to pound you with the other. Not a problem, just hurl your Chakram at his eye and watch as he puts a hand to his freshly severed optic nerves. Right, now run up to his gripping hand and chop away at his fingers. Do it right and he'll be dashed against the rocks before you can say "don't look down!"

Xena may initially come across as lacking in challenge, but it's the little touches that make it a truly compelling experience. Even the fairly easy puzzles keep up with the TV shows tongue-in-cheek humour.

A sentinel guards a wooden bridge. A handy scroll tells you that he just can't stand bees. Right then, back to that bees nest you go. Smack it up and run the Hades away from a swarm of extremely pissed of insects. Leg it back to your man and watch as he flings his arms around like a big girlie blouse and then falls of his perch. Simple yet fun stuff.

You'll have no trouble with the first few levels and the constant combat is fast and frequent enough to keep your grin firmly in the right place. Mix this together with imaginative levels and enemies, spells to master and an armoury that would have Ice-T dripping with envy and you've got one of the finest TV tie-ins that has ever slipped off a cathode-ray tube.

Will PRO

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by Activision

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

A fine conversion of the historically unaware TV show. Once you've kicked your first mythological butt, you'll be hooked. The puzzles are light on the brain and the action is heavy on the thumb - just like the TV show.

PRO Rated 84%

Alternatively: Nightmare Creatures. - Activision ☆☆☆

Wu Tang
Taste the Pain

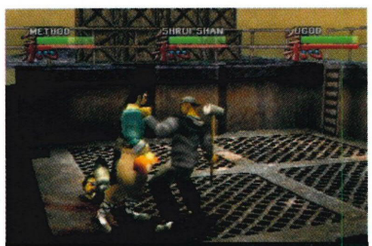




*:Statements reagrding the Wu-Tang as criminals are false. ooh, yes they are!

Woo haa! Bullock headbutting inna de area!

Rap takes on Tekken and gets its ass all jacked up – Be-atch!



If I have to tell you again, I'll hit you with this weapon. Cheeky bitch!



Down on the ground, you ugly mother. Feel my fan.

Four-way fun eh? Some serious shit is going down. Brother.





This has to be the biggest genius stroke in gaming history this side of a posh tart with huge Babylon's grunting her way through trap-ridden tombs. Take the world's biggest rap collective and strap them to the souped up code of the ultra-violent and never released *Thrill Kill*. Tantalise Clan fans by placing three unreleased tracks on the soundtrack et voila – Mega sales and no worry about quality. Wrong, wrong, wrong.

By taking a big a sceptical knife you can strip away all the Wu-Tang Clan connections and see what *Taste the Pain* really is – an extremely violent fighting game that's hard, fast and totally relentless. But you'd expect that from a band whose members can account for 56 percent of New York crime.*

Dirty Methods

Taking the role of two of the nine members of the Wu-Tang Clan, it's up to you and a like minded friend to do battle against an ancient group of oriental misfits. The secret of the Wu-Tang discipline is at risk. Should it fall into the wrong hands (that's the dudes subtly dressed in evil armour and carrying huge swords in case you weren't sure) then the world will be turned into a heavy metal fan's wet dream. Bad shit. And to make things worse, the Clan's Sensei has been kidnapped. Now, there are people that you should quite happily piss off, and then there's the Wu-Tang Clan. Bad mistake.

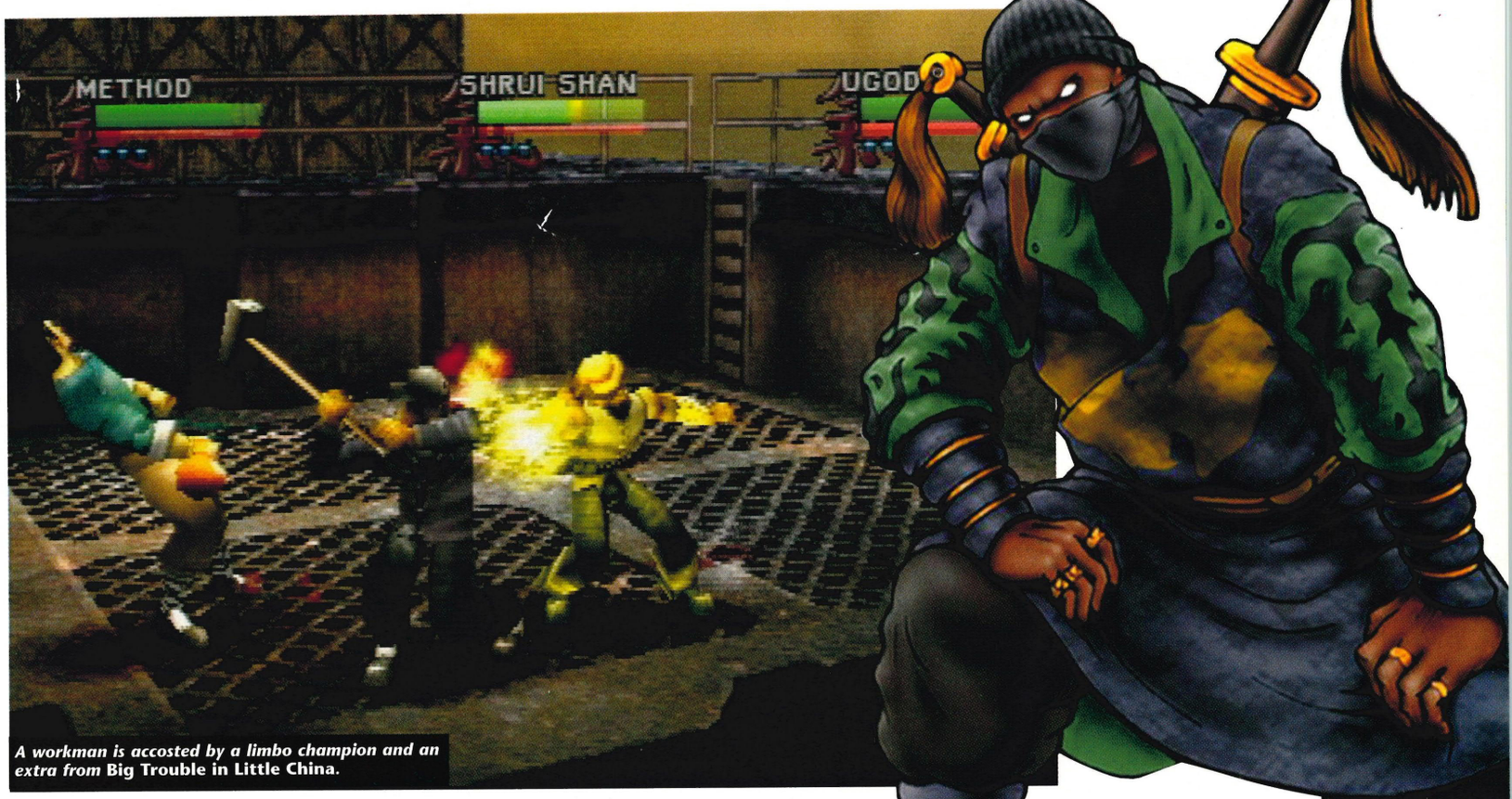
Each member of the Clan has their Shaolin alter ego, complete with vicious weapon and deadly skill. And good job too, since multiple enemy combat is an eye shattering experience. There you stand, brandishing a pair of swords that reek of a thousand dead men. And there are your three adversaries, each one faster than a bitch in heat and all attacking at such a rate that tactical thought is a complete waist of… arghh, the bastard's ruptured my guts!

"You'll never see 'Ole Dirty Bastard beat off Tekken's Heihachi unless you have access to game-crossover porn!"

Yep, *Wu-Tang* is a frantic affair. The old beat-'em-up law of making do with some basic moves until later levels won't do you much good. If you're going to leave a stain that even Bold 3 can't remove, it's got to be combo attacks and there are plenty to master. In Story mode you'll have to take 'em down using skill rather



Tekken-style lighting effects as old geezer gets it. Big style.



A workman is accosted by a limbo champion and an extra from **Big Trouble in Little China.**

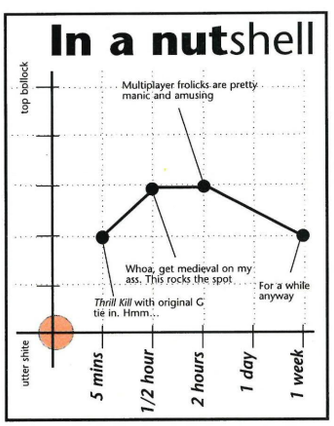
than pure aggression. By pulling off the right moves you will be awarded points from the 36 chambers of Shaolin. Gain five and an extra knee-poppin' move will be yours!

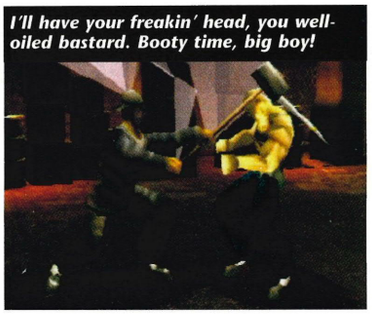
Enter the Wu-Tang

Although you'll never see 'Ole Dirty Bastard beat off *Tekken*'s Heihachi, unless you have access to some weird game-crossover porn, *Wu-Tang: Taste the Pain* does manage to hold its own in the crowded arena of PlayStation beat-'em-ups. Four-player combat and a mean line in claret spillage will give hip-hop sceptics plenty to smile about, while the novelty of playing an international rap star is certain to appeal to fans who want to bring da ruckus with their idols.

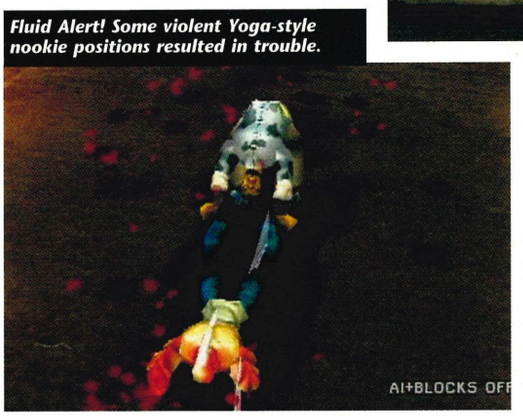
Play as Method Man and you can f*ck 'em up with a bad-ass sledge hammer, each blow bringing a shower of intestines while a well placed final blow can render an enemy to meat balls. Now you never got that kind of action out of MC Hammer. And that is a very good thing!

Will PRO

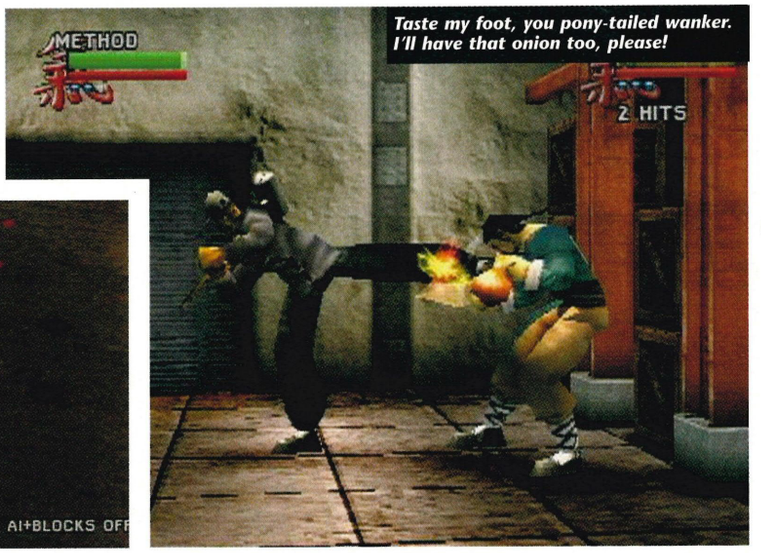




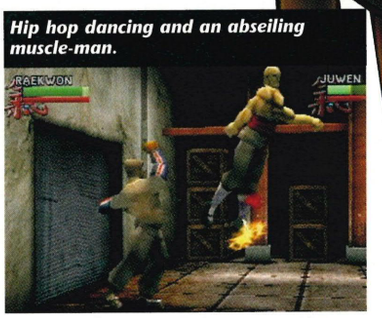
I'll have your freakin' head, you well-oiled bastard. Booty time, big boy!



Fluid Alert! Some violent Yoga-style nookie positions resulted in trouble.



Taste my foot, you pony-tailed wanker. I'll have that onion too, please!



Hip hop dancing and an abseiling muscle-man.

dual shock analogue • memory card • Four-player Multi Tap

The Verdict

Out now £39.99

Published by Activision

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

This is possibly the greatest idea for a beat-'em-up that's let down by a few flaws. The four-player mode is too confusing to bother with while the combat is much more brutal and in your face than *Tekken*, which is bad shit.

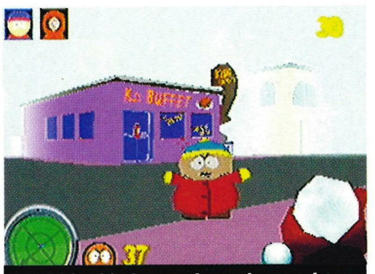
PRO 85% Rated

Alternatively: *Tekken 3* SCEE ☆☆☆☆

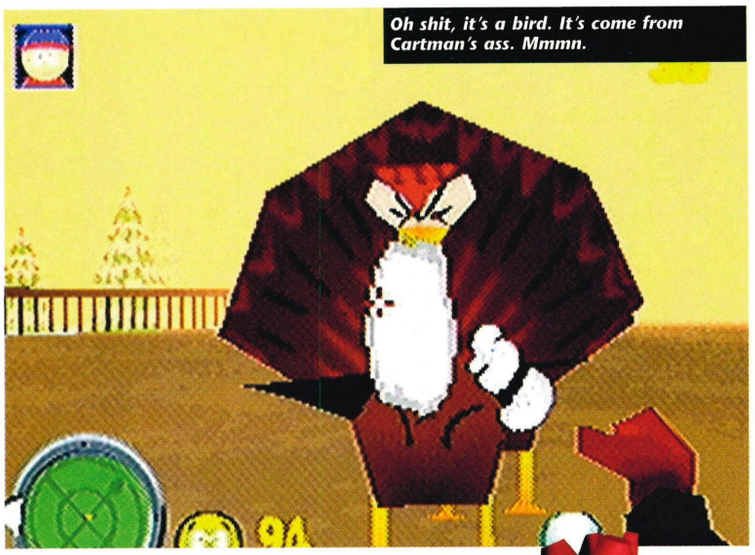
South Park

Why, it's just as crappy to look at as the TV show!





Eric hides his fat ass from the nearby burger bar. Screw ass meat!



Oh shit, it's a bird. It's come from Cartman's ass. Mmmn.



The Birth of Anal Peacock. Smelly and very loud!

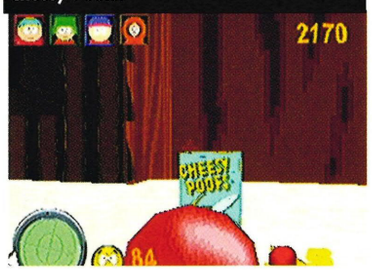
So there you are, right, sitting on your Friday night sofa, feet up, banging away on a few beers watching some old scrag on the television, when... Bam! *South Park* lands in your lounge! No more nauseatingly chummy *Friends*, out with Jools freaking Holland and in with foul mouthed kids with a knack for knocking off their white trash mate.

This is how it all started. This is how the rollercoaster of TV specials, feature length movies, toys and tiny desk gadget thingies that go, "mph, mph, mph," landed in our lives. Some have hailed the stunted brats a godsend, saving us from boredom and a life of *Cheers* re-runs. And then you have to play tosh like this.

Squeal For Daddy

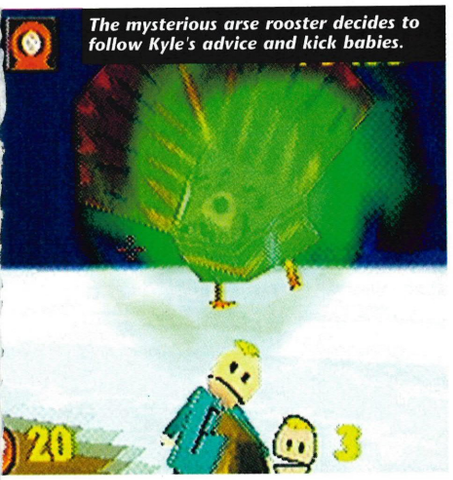
It all starts off rather well, with some slick FMV sequences and a healthy dollop of the show's abrasive humour. A bit of story twaddle about aliens, world oblivion and killer turkeys. Then you start playing. Oh... my... clucking... God! What's happened? Where are the show's imaginative death scenes? The warped

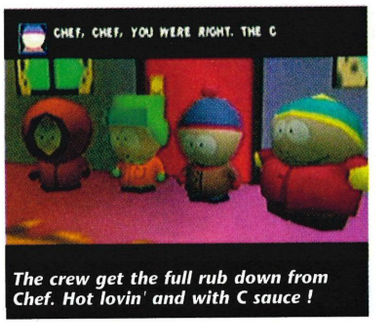
Screw you, we're all going home, to eat Cheesy Poofs!





The characters are all here and some odd bods that you won't have seen


The mysterious arse rooster decides to follow Kyle's advice and kick babies.



The crew get the full rub down from Chef. Hot lovin' and with C sauce !


!!!! Change Shot !!!!!


Ahh. Bless. Something so cute is in danger in South Park. It will die.

humour, the foul language... where's Mecha-Striessand and the four-arsed monkeys? Nowhere.

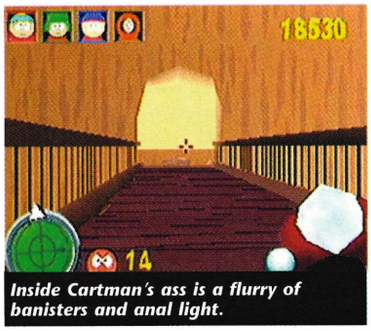
Instead *South Park*, the game, is a simple first-person shoot-'em-up. With very little to shoot and even less to do.

"Devoid of any real gameplay you'll tire of it's 'hilarious' one player mode quicker than the time it takes to kill Kenny..."


Target the rooster, the rooster. He'll go back up Cartman's bum, y'know?

The level designs are appalling; lacking puzzles, mazes and tension your only goal is to reach the hidden exit.

You see, where as *South Park* the TV show is original, often extreme entertainment, *South Park* the game is dull scrot. Devoid of any real gameplay you'll tire of its 'hilarious' one-player mode quicker than it takes Kyle and pals to kill Kenny! Honestly, there's nothing to do here. Shoot turkeys, run to exit. Shoot turkeys, run to exit. Shoot turkeys, run to exit. With gameplay this flaccid you can understand why the South Park population abuse drugs and small animals.


Inside Cartman's ass is a flurry of banisters and anal light.

Respect my authori-tah

Now check out those graphics. They look alright, don't they? They look like the cartoon, right? Wrong! When the screen starts shifting the whole South Park world flicks and cracks; glitches the size of Fergie's arse shred the snowscapes! A few levels in and things just get worse. A game like this needs variety, it needs colour and imagination. We get snow, and more snow. Even Canada would be more interesting than these levels.

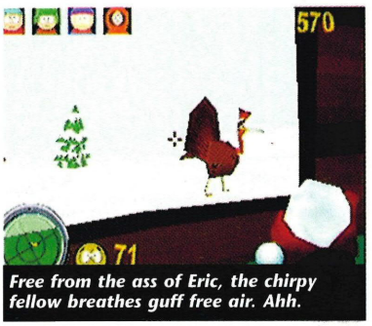
Unfortunately the drab graphics only compound the game's flaws. Snowscapes are white, so everything in South Park is... WHITE! Making guiding your squat world saver a complete nightmare! If you can't find the exit it won't be for devious level design, it will be due to you running over the same patch of bollocking snow for the 200th time!

There is of course a respite in this gaming wilderness. The Multiplayer Mode is a storm. The split-screen effect remains fast and fluid, but as with the Story Mode the levels lack any real detail or depth. But it does play well. There are some crazy weapons to collect and hunting a mate with a cow launcher has to be experienced!

The sound, too, is fantastic. All the show's characters are in here with their sordid phrases. You WILL chuckle the first time as the seedy Mr Mackey mumbles, "M'kay!" as you smack-off his shrivelled face with a snowball!

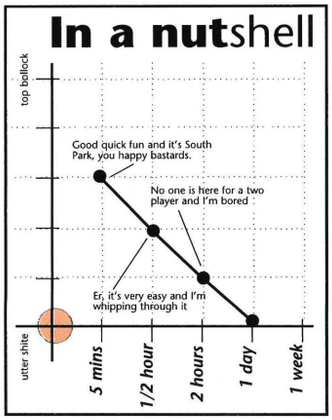
However, good though they are, these small tit-bits of quality really can't save South Park. Forty quid for a decent multiplayer mode and a nice bit of sound is a complete rip-off considering the main game is a pile of steaming pig arse! Poor graphics and slack level design have trudged what could have been an imaginative laugh into the snow. And pissed all over it's carcass

Ian PRO


Free from the ass of Eric, the chirpy fellow breathes guff free air. Ahh.


Ooh another cutie. The poor bear will meet his maker very soon.

In a nutshell



dual shock analogue • memory card • Four-player Multi Tap

The Verdict

Out now £39.99

Published by Acclaim

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

Where's the challenge? Where's the nailbiting tension and exhilarating puzzles? Well, those small details are in a quality first-person shooter, like *Quake II*, and are no where to be found here. Son of a bitch!

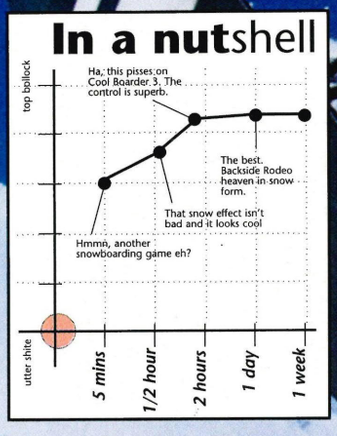
PRO Rated 42%

Alternatively: Quake II £ – Activision ☆☆☆

MTV Snowboa

Rider: Chris Engelsman / Photographer: Zacher

In a nutshell





When you take rails you're rewarded with a burst of flames. Hmmn, realistic?

Revitalised genre that's let loose to the ex-ta-reeem!

The path to snowboarding greatness is littered with the frozen corpses of failed attempts. For every *Cool Boarders* we have the dire *Chill*. For every *Cool Boarders 2* we have the unfeasibly bad *Phat Air Snowboarding* and for every *Cool Boarders 3* we have the 'not too bad actually' *Snow Racer '98*. It doesn't take a doctor in avalanche physics to notice a pattern here, does it?

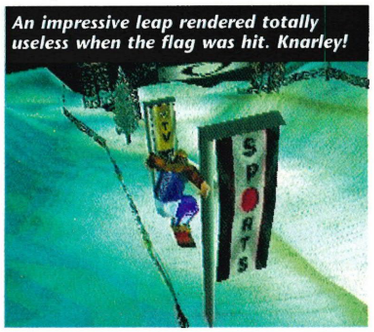
Cool Boarders has ruled the roost since it first went for the big air. Well ring the bell 'cos school's back in! The reign of *Cool Boarders 3* is over. It's a melted popsicle. It's a deformed snowman on the first day of spring.

MTV Snowboarding has cut it up, sprayed hail in its face and beaten it to the winning post. Its so far ahead it's currently busy downing suds at the resort bar while the opposition is waiting for a slobbering St Bernard to revitalise them with a drop of brandy. To use less flowery language, *MTV Snowboarding* is the best snowboarding game on the PlayStation. Simple.

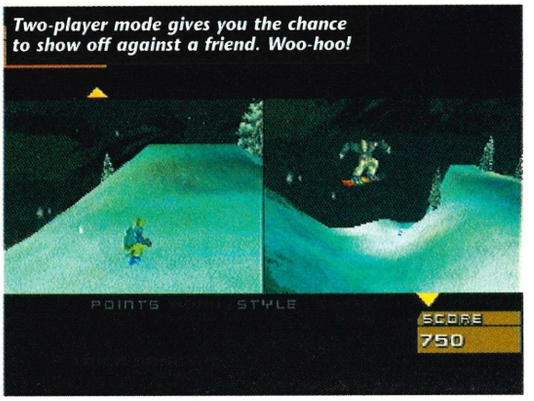
Oh, no! Why do itches always get you at really bad moments? Damn it!



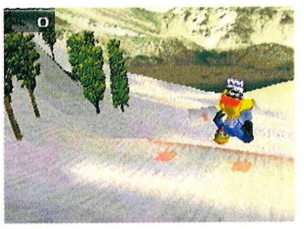
An impressive leap rendered totally useless when the flag was hit. Knarley!



Two-player mode gives you the chance to show off against a friend. Woo-hoo!



rding



Wow, these slopes are bigger than the ones on Gaz's forehead. Za-oom!



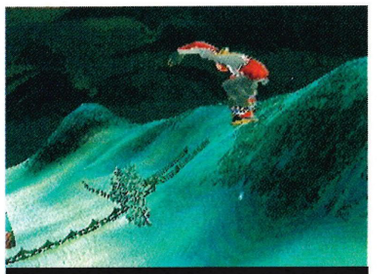
Get lined up for that jump and launch skyward for maximum points



Bright sun and white landscapes. Pass the sunglasses and grab some air.



No! Do not be landing that board on that stone cladding, you'll bust yer nuts.



High altitude guarantees maximum trick potential. Spin you bastard, SPIN!



Oh yeah, there's a really cool level designer too. It's easy to use and... cool!

Proper Piste

Forget keeping to a well worn groove, With *MTV*, the powder blasted mountains provide your hunting ground. No longer do you hurtle down a channel that's flagged off by advertising bill boards of corporate whores. Apart from the occasional MTV logo the mountain is yours. This is freedom to explore. To express yourself in a wild style. To keep it real and to the max. And to talk absolute bollocks and get away with it!

Charge up a jump and leap of a peak. Goodbye stomach and hello defence satellites! Tuck in and pike 'till your spine can't take anymore. Just make sure you land with the grace of a ballet dancer or it will all be for nothing. Do it right and the reassuringly old-skool pings of an Eighties arcade game ring out. Congratulations! You've pulled off something special. Shame you didn't manage to land on that rail and string together a series of moves though. Better luck next time eh? As you fly down the slope the sense of acceleration is the next best thing to being in a snow-bound F1 car. Obstacles hurtle past in a blur of pixels and, at times, you can barely believe that you made it through that dense pine wood without so much as gaining a splinter.

"Goodbye stomach and hello defence satellites! Tuck in and pike till your spine can't take anymore!"

As you hurtle down a Norwegian piste you can discover hidden jumps, rails and half-pipes with which to ply your aerial trade. Pulling off a jaw-dropping and most probably gnarly feat is an exercise that is so easy. Concentrate on your board and place that mental image over your controllers buttons. To the left you have a square, to the right a circle and you know where the others are or you wouldn't be reading this mag. Each button corresponds to a grab.

Your D-pad controls your rotation. Combining these and a frosty-horde of moves that can be brought to bear as you bite the air. And what air it is!

Each of MTV's six characters has their own handling skills and personalised style to master. Up to 46 aerials and stunt moves can be yours if your skill can match up. Fakie Boardslides and Frontside Tailgrabs can be strung together with reverse 1080's to give you more delicious combo's than a Burger King during spice week. The difference in handling is not just a set of numbers and no real world meaning. Just because your the daddy of one dude, does not mean that your the Granddaddy of them all.

Backside Rodeo

This is MTV, so what's up with that licence? Well, anyone who has tuned into it's namesake cable show will know the deal with the music. It's American punk/ska/rock/grunge type cross-over all the way. Gary Newman's Cars gets a Fear Factory rendition and Ministry's neck breaking Jesus Built My Hot Rod turns a gentle cruise down a slope into an industrial death-run.

It's not the music that makes *MTV Snowboarding* the leader of the pack. This is by no means just a cheap licence type tie-in. It could be sponsored by Terry Wogan's Radio Two snooze-fest and still hold it's head high enough above the rest to be able to hock up a huge, green loogie and gob on their heads.

Will

dual shock analogue • memory card • two players

The Verdict

Out now £39.99

Published by THQ International

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

Without doubt, this is the closest to snowboarding you will get without having to pay out huge amounts on medical fees. Never bought a snowboarding game before? Get this one! Got them all? Then still get this one!

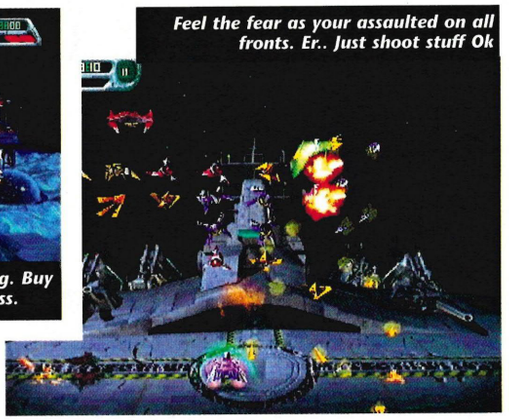
PRO Rated 92%

Alternatively: Cool Boarders 3 – Sony ☆☆

Space Invaders

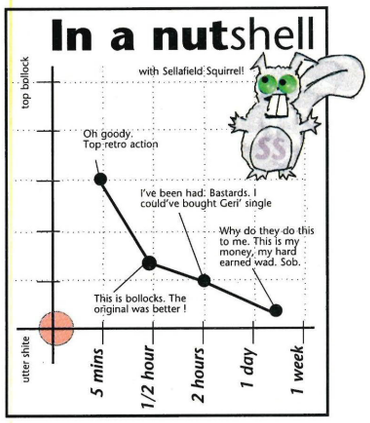


Come back in time to aged gaming. Buy the original arcade machine for less.



Feel the fear as your assaulted on all fronts. Er.. Just shoot stuff Ok

What the hell were they thinking?



And you thought we were joking when we said that *Space Invaders* was getting the re-mix treatment. Well, we said it with straight faces because it's not at all funny. It's this sort of constant pining for the past that's given Ocean Colour Scene record sales and made people think that Oasis are anything more than a big eye-browed Beatle's cover band. Look, the past is over. We learned from it and we moved on. Didn't we?

Wack-Wack Oops!

In 1978 large cabinets began to sprout up across the land. The simplistic left, right – SHOOT! Gameplay gave many strangely dressed people a whole new way of wasting bag upon bag of ten pence pieces.

It was a worldwide sensation; from greasy chip shops in Skegness to the cocaine dowsed mansions of Hollywood producers. Fast-forward 21 years. Slam to a halt here in 1999. Wow, these PlayStation things are pretty nifty aren't they? Look what that big-breasted bird with the guns can do! Hey, check out that Solid snake chap – he's a bit of a geezer. This machine is amazing – it can do anything!

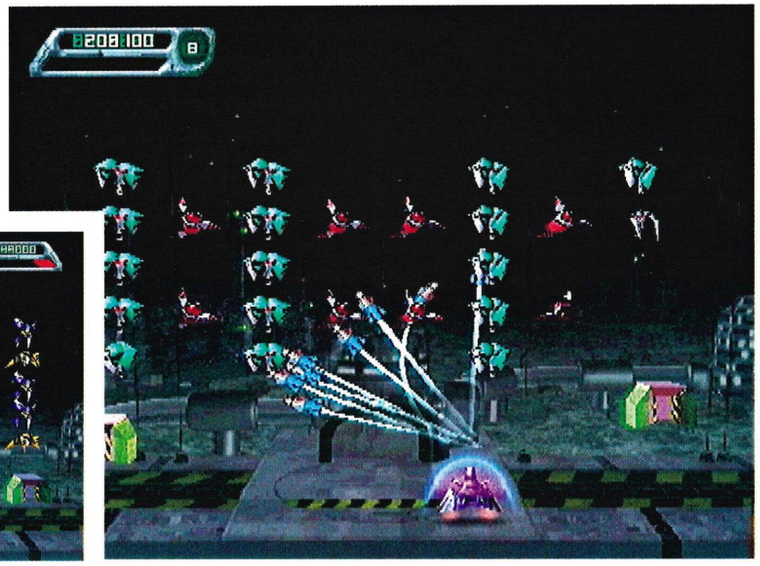
Right, now load in *Space Invaders* and get ready to see a mighty clash between old-skool-style and late Nineties pure processing power! It's taking a while to load therefore it MUST be amazing! Press X to continue – here we jolly well go then. Left, right – SHOOT! An alien bites the dust. Another. And another. Why are the graphics so dull? The explosions – what's that all about then eh? And as for this terrible ambient-hippie nonsense music? Utter shite! Four invaders are dead, got that power-up – let's see how many triangles a second this baby will push round the screen. Missile away! Urghhh! A line of aliens buys the farm. OOH! But quick! Dodge those droppings, shoot back – finish the level and do it all again.

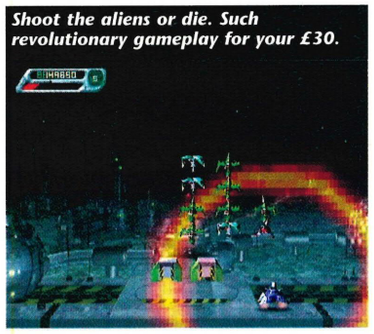
It's hard to see how they could have done it, but as with the terrible *Asteroids* update, *Space Invaders* isn't as good as the original in any way. It's like you're playing a Net Yaroze game and are supposed to be grateful that it's cost you thirty quid. Ha, ha, ha, what a joke!

Will PRO



The polygonal backgrounds make all the difference to the gameplay. Not!





Shoot the aliens or die. Such revolutionary gameplay for your £30.





The explosion rocks you from your seat and it's just sooo bzzzzzzzzzzzzz.

dual shock analogue • memory card • two players

The Verdict

Out now £29.99

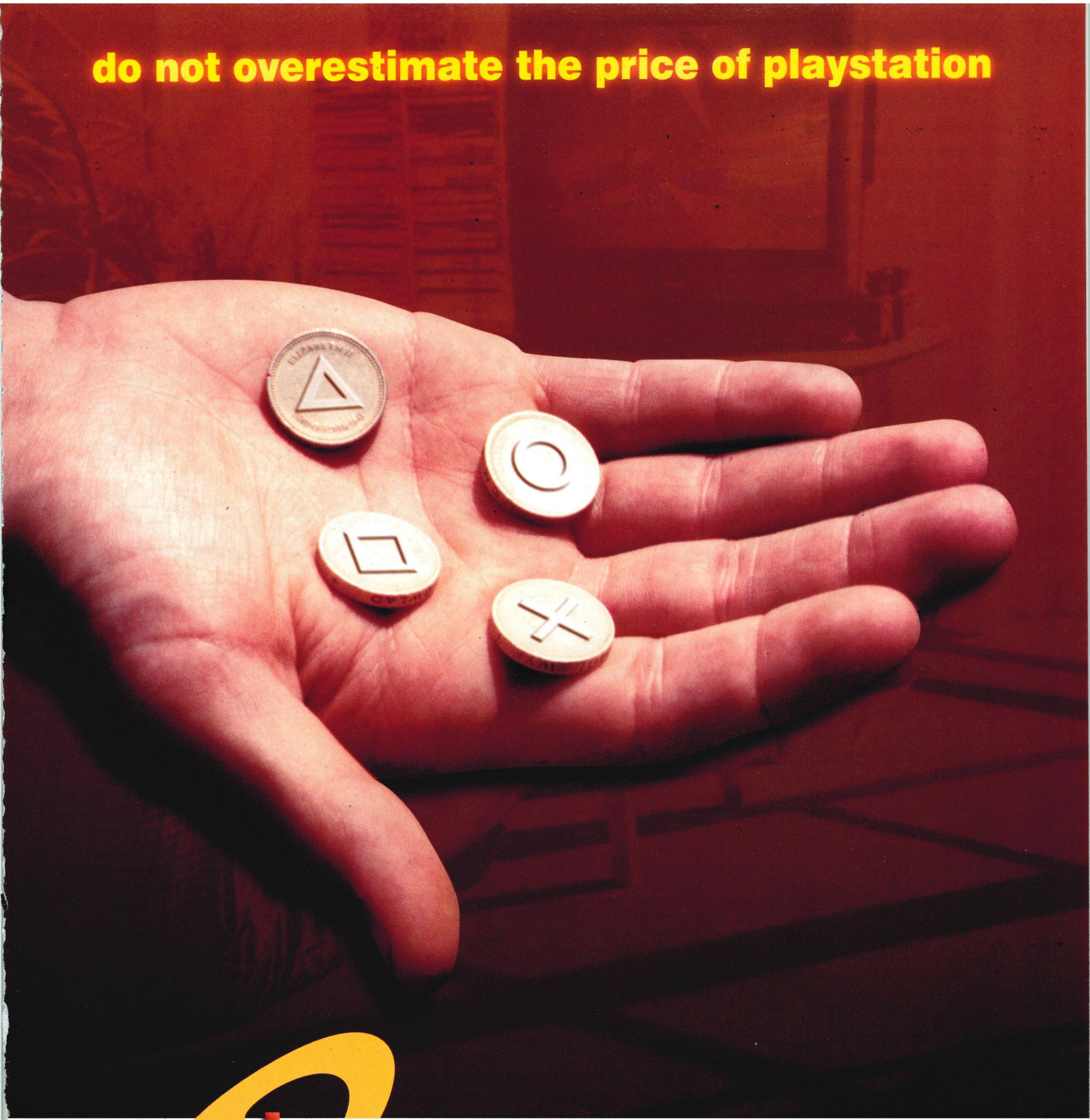
Published by Activision

Graphics ☆☆
Sound ☆☆
Gameplay ☆☆
Lastability ☆

In Victorian times kids used to hit hoops with sticks and call it entertainment. But then they were dim, abused and spent most their formative years shoved up a chimney. Now we have PlayStations so why do we want this?

PRO Rated 12%

Alternatively: Namco Museum Vol 2 . – SCEE ☆☆



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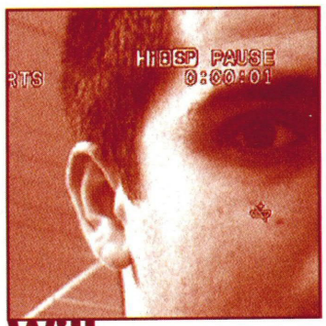
Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

http://www.simplygames.co.uk

Three men, made a documentary entitled, 'The Will Hair Project', about the unusual monkey-like growth of hair on his face, body and even surrounding furniture. This is what they found. This is their story...



Rich



Will



Gaz

	Rich	Will	Gaz
Tomb Raider 4 Eidos page 34	Strangely, I've been let down by Lara this time around. An average rehash with little innovation and it's just so frustrating for everybody concerned. ☆☆	Please, please - NO MORE LARA. I can't stand the sight of the bint. A big rehash was in order to make me smile at this. WHERE IS IT? ☆☆	Urrgh. Ms Croft again. To be honest, I enjoyed it more than my fellow mates. Or work buddies. ☆☆
Quake II Activision page 38	A good port of the PC version, but personally I prefer the more in depth and enjoyable Medal of Honor. Good multiplayer mode though. ☆☆☆		Bangin' stuff from the 'Quaker Makers'. Mouse control and the whole shooting match. ☆☆☆☆
Grand Theft Auto 2 Take Two Interactive page 42	A bigger step forward than the London 1969 version and one that demands that you invest whole evenings in gang-wars and drug-trafficking ☆☆☆☆		
Spyro 2 Take Two Interactive page 38	The dinky dragon may have accidentally crept into bed with Nintendo's Banjo and had a child.The best childrens platformer on the PlayStation? Probably ☆☆☆		
Medal of Honor Dreamworks Interactive page 48	Unexpected and praiseworthy. Will almost had to change trousers when he saw this incredible PlayStation only game. Top work, EA. ☆☆☆		
No Fear Downhill Codemasters page 50	Fun bike action that could've been a bit better but is still an original racing game albeit with the extreme sports connotations that make you barf! ☆☆		
FIFA 2000 Electronic Arts page 52	Another FIFA that I like but have to say that I prefer Konami's *ISS Evolution* which is just the best. And this has Robbie Williams in which is bad. ☆☆	Slamming the 'cheeky chappy' of pop on this made me want to puke in an *Exorcist* style. A fine *FIFA* game though, but please - no FIFA 2001. ☆☆☆☆	
Ronin Blade Konami page 54	Could've been a good game, but is just bizarre adventure action which shouldn't have been translated. I'm sure the Japanese love it. I don't. ☆		
Xena Electronic Arts page 56	Xena has made a good journey to PlayStation land with this above-average arcade hacker. It even looks the part too. Should give Lara some stick at least ☆☆		Why did EA release this, it's just simple hack-and-slash with that lady who wants to be a man on the front of it. ☆
Wu-Tang Activision page 58	Woo ha, gameplay faster than Busta Rhymes and it's *Thrill Kill* with slightly less violence and better gameplay. Top soundtrack as well. ☆☆		
South Park Acclaim page 60	A fairly by the numbers port of the TV show, sadly coming on the back of the quitening of the fat-ass revolution of dead Kenny and Cartman's anus. ☆	Not a total disaster on the N64, but a true skid-ridden mess on the 'Station. Fun in multiplayer - untill you realise it's actually shite ☆☆	
MTV Snowboarding THQ International page 62	*Cool Boarder 3* was poor, and as *Cool Boarders 2* isn't Platinum you may as well get this. It's rad. Oh yes. ☆☆		
Space Invaders Activision page 64	The original shoot 'em up, up circa 1978. £30 for vintage goods only works with booze.		

dial A game™

A Good Call...

HERE'S HOW IT WORKS!!

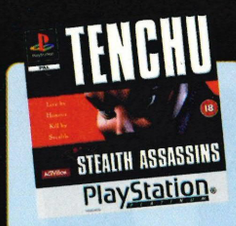
It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff without actually having to pay for them first. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

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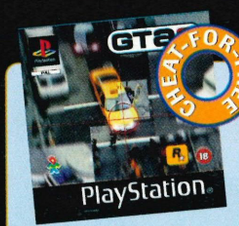
When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing! Offer closes 7.1.200



Tenchu
0906 2223302



Grand Theft Auto
0906 2223301



Grand Theft Auto 2
0906 2223004



TEKKEN 3
0906 2223305



Gran Turismo
0906 2223304



Gran Turismo 2
0906 2223000



Final Fantasy VII
0906 2223309



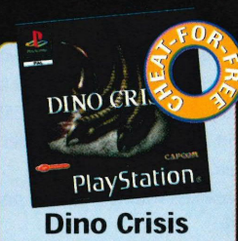
Final Fantasy VIII
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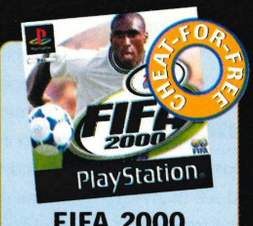
Resident Evil 2
0906 2223303



Metal Gear Solid Special Missions
0906 2223306



Dino Crisis
0906 2223002



FIFA 2000
0906 2223003



Multitap
0906 2223310



24 Meg Memory Card
0906 2223317



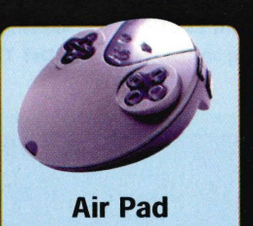
Dual Shock & 1 meg memory card
0906 2223316



Recoil Light Gun & reload pedal
0906 2223318



Cheat Card
0906 2223315
If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100's of top cheats, it also finds new ones!



Air Pad
0906 2223313
Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



TopDrive GTO Dual Shock compatible wheel
0906 2223005
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

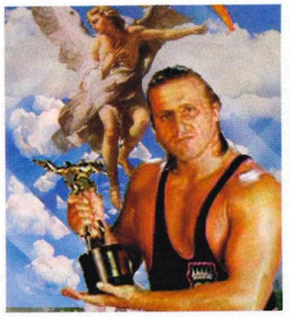
There's loads more PlayStation stuff available than listed here. Just listen to the Dial-a-Game™ service for full details.



Calls cost £1.00 per minute. The maximum cost of call for all products is £22 with the exception of items displaying the 'cheat-for-free' badge which are £42. make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 2611320. Game:24/7 PO Box 247, Leeds LS16 8XJ.

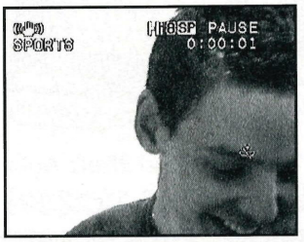
dial A game™

mouth



Rude and Offensive

I am writing to PlayStation Pro (Yep - you sure are - Ed) as I am somewhat offended by the review of *WWF Attitude*, poorly written by Will in issue 39. He wrote a fair review on the game, but his remarks on the death of Owen James Hart were very rude and offending. Some friends and fans have respect for the Owen Hart family.
Rick Startin, Tongham



What have you been up to this month ? We've been getting all sorts of letters full of spiteful remarks about wrestlers, Ms Bea's melons and the PlayStation 2. Now that we've finally got games like Res 3, Tomb Raider 4 and Quake 2 in our grip we have refused to go out of the office except for beer and the like. We're glad we've got you lot to speak to, so please send all opinions to our office dungeon...

Rick, we're sorry if we offended you but great entertainers have died on stage and we're sure that they want to go out with a laugh. Look at Rod Hull. The game is dedicated to him and we give the greased one much respect. RIP.

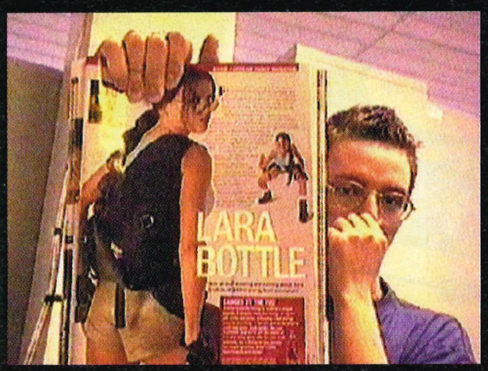
I make no bones

I am a pirate, I make no bones about the fact that I copy games and sell them for £5, making a profit of about four quid. I sell the games at my local Sunday car boot sale and sell about fifty copies each weekend. I don't have to work and all I need is my £800 PC to burn 25 CDs a day. I don't see that I am doing anybody any harm as most of the games I copy never make it to the UK. *Parasite Eve*, for example. Who wants to play the game that influenced *FFVIII*? I do sell games like *GT2* and *Resident Evil 3* but I charge £10 for these premium titles. I provide instruction manuals and UK owners with an import cartidge for £10 when you buy a game. You just don't need to pay £50 for an import game. Screw you retailer like EB and Virgin.
Name and address withheld for this poor blokes safety.

Oh you fool. Do you really think that getting £200 per week is worth leaving you PC on overnight to copy CDs? The police could be at your

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

PlayStation PRO MAGAZINE



Wise words mate...
This month, we are annoyed and amused by the horrific Lara Croft model used by Lucozade for strange promotions in mens magazines. The biffa in question has mousey brown hair, a fat ass and looks nothing like Lara. Such poor tie-ins belie the fact that Lara is now meant to be sixteen years of age. The idea of media men dressing up as Lara to show that they are up for a laugh is a sad attention seeking ploy, and is just a display of how attached they are to their mothers and the homely comfort of PC strategy games. We reckon. If you've got anything strange to rant about send the details and a picture of yourself and we'll do our best to showcase your anger and discontent.

door and ELSPA, the videogames crime comission, could come and torture you. We'll send you a subscription in jail.

DVD PlayStation

I was talking to my friend the other day and he said that Sony may not release a DVD PlayStation 2 in the UK. Is this true ?
Tim 'Stud' Huctins via email

Nope it's utter bollocks. He may be confused with the new Nintendo machine, which may not feature a DVD drive in it's UK and US versions.

ers

Face covered

Can we see a picture of your writer Will, as he's always got his face covered by his hands. Is he afraid to show his face and does he actually exist? Me and my friend think he's a made up character as he often sounds crazy in his reviews.
Steven Brookes, Hertfordshire

Will does exist ! For you, we've got this amusing picture of him. He's a real person - his favourite PlayStation games are *Soul Blade, Medal of Honour, Bust A Move 4* and *PS puffy I love you*. Currently obsessed by Xena and smelling things, he's a great lad. As you can see.

Strange Games

Why is it that Japanese games have such strange game names? I know that they're a bit odd, sniffing knickers and watching Endurance but *Derby Stallion '99*? It sounds like a porn film! And I read about a game called *Bishi Bashi 2* from Konami too. Explain.
James Grant, Reading

Well, James. We live in a different country or world even to the kinky knicker-sniffing posse of the Tokyo gaming scene. We also have different lingo to the Japanese but the game names stem from the strange genres that are popular like fishing, train and dating games. *Bishi Bashi 2* is Konami's weirdest game with *Point Blank* style sub games featuring *Fisherman's Bait* and *Beatmania*. You've seen nothing to what comes into our office though - *Lord of Fist*? *Get Love*? We've printed your letter as we are on a quest to find the weirdest names and we'll print them next month. Along with our idea of what they actually are or what they should be.

Grand Ambition

GT2 looks like the dog's bollocks but I have to say that I'm a bit fed up with waiting for it. I just can't wait to get it in and use all my licenses on the new vehicles. I've got every license and every car of the original and have played it more than any other game for the past year. Please tell me when it is out and how much it will cost as I need it now, damn you !
Ben Richardson, Totnes

Ben, we're sorry but *GT2* has slipped from a mid December release until sometime next year. Probably at the start of February. The Japanese version is out now however and we'll be doing a huge review and feature next issue - we've got people pulling it apart as we speak. It's on two discs and as we've played it we can safely say it's worth the wait. We'll send you a copy of the next issue as soon as it's out just for you.

Star Letter - Whip The Tits

Xena Warrior Princess eh? Cor blimey, it's going to whip the tits off Lara surely? For one thing, Xena is real, unlike Lara, so you can actually pretend that your controlling her. None of this cyberbabe business that has led to Lara becoming a videogame symbol. I like the Xena TV series, and I am desperate to play the game – is it any good and if you have any pictures of her can I have them for my bedroom please.
Tim Wheeler, Nortern Ireland



Xena, even if she is a Warrior Princess, is not real. She is a TV character and even if you do think Lucy Lawless is a fox, we're not that into dear Lucy Lawless. Wills obsessed with leather and is well into her brown booties. Strangely enough, Lara's recent stumble from grace has left the recent Xena game, reviewed on page 56, almost on a par with Core's title. We suggest that you perhaps pursue real women as you seem unnaturally obsessed with er, cyberbabes. Electronic women just don't cut it, we've asked Will and he said that they don't work. But that's another story altogether. We will send you a lifesize cut out poster of Xena for your bedroom/bathroom though.

tips

tip

Relief with Miss B



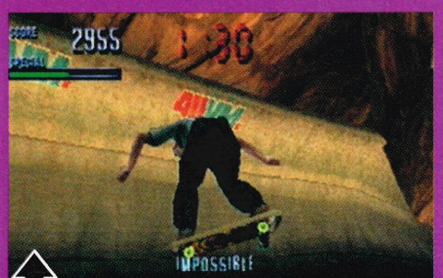
Well hello again readers. I've got a festive bundle of joy in my sack which includes a full guide to Spyro 2 and all the tips that you've been gagging for. Come on!



This month I've slimmed down to my fighting weight to bring you the latest cheats for the newest games. We're talking just released here. Old timers get a crash helmet... we're going in baby!

Spyro 2 page 75
Be a god of fire in the full guide





Tony Hawk's page 70
Radical board action from the tubular dude

South Park page 72
Goin' down with the fat ass freaks.





s&cheats

Dear Bea'
I've only gone and bought *FA Premier Stars* ain't I? The game is pure dirt, but since it cost me a fair packet I am determined to get the most out of it. My Cousin has lent me her Action Replay Cartridge. How about some codes and a life sized cardboard cut out of you in some skimpy football clobber?
He shoots, HE SCORES?
Jeff Mitchell
South Wales

Jeff,
Bad news I'm afraid. But don't fret, here are the codes. Unfortunately, last time we printed off life-size renditions of yours truly a few copies got 'lost'. They were later found posted along the A6 and caused a tailback for 16 and a half miles. The local authorities have asked me not to send in another order unless I want to be arrested for causing a public nuisance. As much as the rub of handcuffs excites me, I'm going to have to say no to that one as a stint in prison would really mess up my exercise regime. Better luck next time!

The FA Premier League Stars

Home team has 99 goals:
30030BD8 0063

Home team cannot score any goals:
30030BD8 0000

Away team has 99 goals:
30030BDC 0063

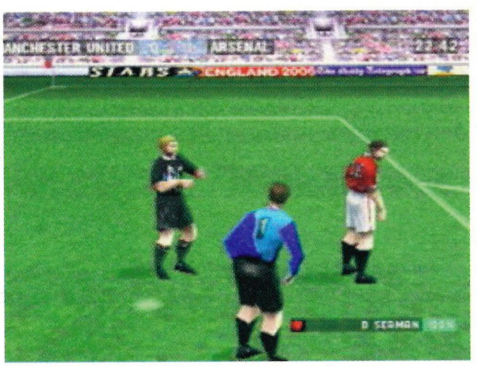
Away team cannot score any goals:
30030BDC 0000

Home teams goalies are slow:
8011BD5A 0001

Away team goalies are slow:
8011D7A6 0001

Have 999 stars in season play:
801B85E2 03E7

Floating football that's harder to save:
8004130C 0020
8011A118 0020
8019DADA 0020



Beatrice,
I was wondering if you would be ever so kind and maybe find time in your busy life to endow me with some cheats for the rather spiffy *Roll Cage*? I find it a right old hoot and would be proud as punch if you could help a young blade out with some fine hints for it.
Chin chin you sweet-faced young lady.
Lord Winton-Beaver
Kent
PS Would an interfacing of bodies be out of the question?

You're a fine pen smith aren't you? Being an old-fashioned girl at heart, I'll help you in the ways of this vomit-flowing racer. I like your style, I like your name, but your second question was asked in vain. Bye!

Roll Cage

All easy difficulty tracks:
Enter EEFNIEBA as a password, select the Easy difficulty setting, and begin gameplay.

All hard difficulty tracks:
Enter EEFPHMBC or FAFNOEAP as a password, select the Hard difficulty setting, and begin gameplay.

All expert difficulty tracks:
Enter HEMPCMDD as a password, select the Expert difficulty setting, and begin gameplay.

All hard difficulty and mirrored tracks:
Enter EADNCMAH, BDGENADM, or EAFNLEAM as a password.

All expert difficulty tracks, bonus car, mega time trial, mirror mode, all deathmatch modes:
Enter HHMPNEED as a password. Alternatively, enter OGGBEDJE as a password.

All leagues and Neoto Deathmatch:
Enter KKKJBCFA as a password.

Harpoon Deathmatch:
Enter HAFIJEAF as a password

Air horn:
Enter AIRHORNS as a password, then press Select during gameplay. Note: Ignore the Invalid Password message.

Deathmatch mode:
Finish in first place in all tracks in a league.

Mirrored mode:
Finish in first place in all leagues.

Cheat mode:
Enter MAXCHEAT as a password. Ignore the invalid password message. All leagues, mirror mode, mega-time trials, the Skid Pan and Superbowl bonus tracks, and bonus driver Yuri will be available.



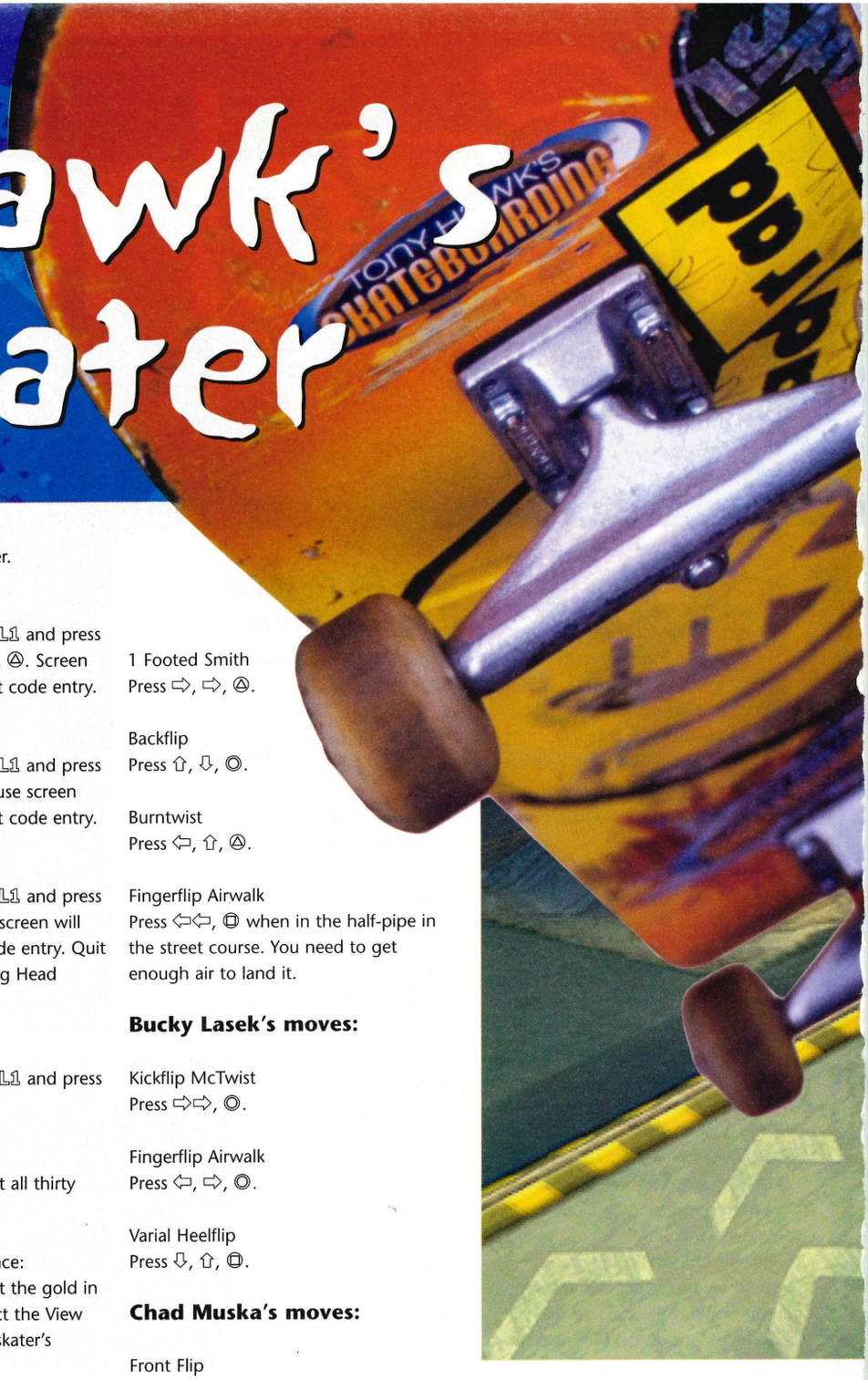
Star Wars page 72
Tera Kasi action on the bog. Be careful



Games this month

69 FA Priemier League Stars
69 Rollcage
70 Tony Hawk's Skateboarding
72 Star Wars
72 Final Doom
72 South Park
73 Shadow Man
74 Spryo 2 guide

Tony Hawk's Pro Skater



Q I'm so down with you Bea'. You're the hottest chick... and so on.

Right, down to business! As much as I'm pretty fly for a white guy when it comes to pushing wheeled-wood round car-parks in *Tony Hawk's*, I do generally end up with a face full of grit when it comes to the later sections. Let me cheat like a Frenchman and I will give you my first born child. Well, you will have my gratitude. Cheers Bea' – you're the hottest chick... and so on.

Dwight Shultz (Seriously, that's my name and I was never in the* A-Team *either!)
Didsbury

A Dwight,

I'll take your gratitude if it's all the same. Getting sweaty with a piece of wood can take it out of you, can't it? Here's a huge selection of tasty treats which won't only get you some mammoth scores – you'll also get to play with Officer Dick! So off you go and McTwist 'till you go blue in the face etc etc etc.

Pause gameplay, then hold L1 and press ○, ⇨, ⇧, ⇩, ○, ⇨, ⇧, □, △. The Pause screen will shake to confirm correct code entry. All levels, tapes, FMV sequences, tapes, and Officer Dick will be unlocked.

10x multiplier:
Pause gameplay, then hold L1 and press □, △, ⇧, ⇩. The Pause screen will shake to confirm correct code entry. You will have ten points in all stats for the current skater.

13x multiplier:
Pause gameplay, then hold L1 and press ⊗, □(2), △, ⇧, ⇩. The Pause screen will shake to confirm correct code entry. You will have 13 points in all stats for the current skater.

Level select:
Pause gameplay, then hold L1 and press △, ⇨, ⇧, □, △, ⇦, ⇧, □, △. Screen will shake to confirm correct code entry.

Special always available:
Pause gameplay, then hold L1 and press X, △, ○, ⇩, ⇧, ⇨. The Pause screen will shake to confirm correct code entry.

Big Head mode:
Pause gameplay, then hold L1 and press □, ○, ⇧, ⇦⇦. The Pause screen will shake to confirm correct code entry. Quit and start a new game for Big Head Mode.

All practice areas:
Pause gameplay, then hold L1 and press □, ⇧, ⇦, ⇧, ○, △.

Play as Officer Dick:
Use a single character to get all thirty tapes in Career mode.

View skater's ending sequence:
Use a single character to get the gold in all three competitions. Select the View Replay option to view that skater's ending sequence.

Extra points:
Hold the D-pad + ○ while in the air and release the button before hitting the ground.

Andrew Reynolds' moves:

Backflip
Press ⇧, ⇩, ○.

Heelflip Bluntslide
Press ⇩⇩, △.

Triple Kickflip
Press ⇦⇦, □.

Bob Burnquist's moves:

1 Footed Smith
Press ⇨, ⇨, △.

Backflip
Press ⇧, ⇩, ○.

Burntwist
Press ⇦, ⇧, △.

Fingerflip Airwalk
Press ⇦⇦, □ when in the half-pipe in the street course. You need to get enough air to land it.

Bucky Lasek's moves:

Kickflip McTwist
Press ⇨⇨, ○.

Fingerflip Airwalk
Press ⇦, ⇨, ○.

Varial Heelflip
Press ⇩, ⇧, □.

Chad Muska's moves:

Front Flip
Press ⇩, ⇧, ○.

One Foot 5-0
Press ⇨, ⇩, △.

360 Shove-It Rewind
Press ⇨⇨, □.

Elissa Steamer's moves:

Backflip
Press ⇧, ⇩, ○.

Primo Grind
Press ⇦⇦, △.

Judo Madonna
Press ⇦, ⇩, ○.

Geoff Rowley's moves:

Backflip
Press ⇧, ⇩, ○.

Double hard flip
Press ⇨, ⇩, □.

Darkslide
Press ⇦, ⇨, △.

Jamie Thomas' moves:

Front Flip
Press ⇩, ⇧, ○.

1 Foot Nose Grind
Press ⇧⇧, △.



540 flip
Press ⇦, ⇩, ◻.

Kareem Campbell moves:

Front Flip
Press ⇩, ⇧, ◯.

Casper Slide
Press ⇧, ⇩, △.

Kickflip Underflip
Press ⇦, ⇨, ◻.

Officer Dick's moves:

Yeeeehaw Front Flip
Press ⇩, ⇧, ◯.

Neckbreak Grind
Press ⇦, ⇨, △.

Assume The Position
Press ⇦ ⇦, ◯.

Rune Glifberg's moves:

Unknown
Get a lot of air with your special available and press ⇧⇧, ◻.

Kickflip McTwist
Press ⇨⇨, ◯.

Christ Air
Press ⇦, ⇨, ◯.

Back Kickflip
Press ⇧, ⇩, ◻.

Tony Hawk's moves:

360 Flip To Mute
Press ⇩, ⇨, ◻.

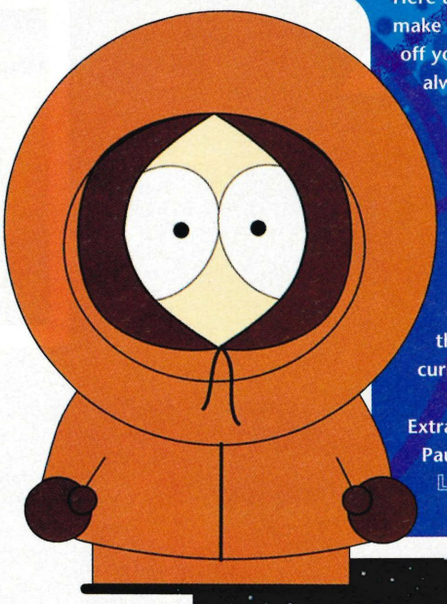
540 Board Varial
Press ⇦ ⇦, L1 when in the half-pipe in the street course. You need to get enough air to land it.

Christ Air
Press ⇦, ⇨, ◯.

Hand Plant
Press △ △, ⇧ at the top of any vertical wall at a slower speed.

Kickflip Mctwist
Press ⇨ ⇨, ◯.

South Park



Q Bea'
No time for chit-chat. Please just give me the cheats for *South Park* and keep the septic pit that is your mind under close wraps. I'm a decent church going lad and I just want to finish the game if you don't mind – not get aroused. Bless you.
PJ
Hereford

A Fair enough PJ, if that is your real name. What's a guy like you doing with this game anyway? Don't you know that you're going to get sent to hell in a baked bean tin just for playing it? And we all know how tricky baked beans are to get out of pleated cotton don't we. Enjoy and bless you too!



Master cheat:
Select the Enter Cheat option from the main menu. Enter ZBOBBYBIRD as a code to unlock all cheat features (all multiplayer characters, invincibility, unlimited ammunition, all weapons, and level select) under Cheats option. The name of the cheat will appear to confirm correct code entry. Note: Any cheats that are enabled can be saved during gameplay.

Chef in multiplayer mode:
Enter YLOVEMACHINE as a code.

Phillip in multiplayer mode:
Enter PPHAERT as a code.

Ned in multiplayer mode:
Enter JHAWKING as a code.

Mr. Macky in multiplayer mode:
Enter ACHEATINGSBAD as a code.

Officer Barbrady in multiplayer mode:
Enter DELVISLIVES as a code.

Big Gay Al in multiplayer mode:
Enter GOUTRANGE as a code.

Starvin' Marvin in multiplayer mode:
Enter MSLAPUPMEAL as a code.

Mr. Garrison in multiplayer mode:
Enter VDOROTHYSFRIEND as a code.

Pip in multiplayer mode:
Enter EFISHNCHIPS as a code.

Jimbo in multiplayer mode:
Enter QSTARINGFROG as a code.

Ike in multiplayer mode:
Enter HKICKME as a code.

Ms. Cartman in multiplayer mode:
Enter KALLWOMAN as a code.

Mephisto in multiplayer mode:
Enter NGOODSCIENCE as a code.

Alien Visitor in multiplayer mode:
Enter TMAJESTIC as a code.



Final Doom

Here are some cheats that'll make sure your hand never slips off your weapon and you'll always shoot straight.

Weapons, ammunition, and keys:
Pause gameplay and press ⊗, △, L1, ⇧, ⇩, R2, ⇦⇦. All weapons, ammunition for them and keys for current level will be available.

Extra ammunition:
Pause gameplay and press ⊗, △, L1, ⇧/⇨, ⇩, R2, ⇦⇦. All weapons, ammunition for them, and keys for current level will be available.

Map all lines:
Pause gameplay and press △△, L2, R2, L2, R2, R1, ○. All walls and boundaries will appear on the map for the current stage.

Map all objects:
Pause gameplay and press △△, L2, R2, L2, R2, R1, ○. All objects including enemies, items, weapons, and secret switches will appear on the map.

Map of entire level:
Pause gameplay and press △△, L2, Square + ⇧, R1, ⇨, L1, ⇦, ○.

Invincibility:
Pause gameplay and press ⇩, L2,

Star Wars: Masters Of Teras Kasi



Q Bea'
Fancy strapping some sticky buns to your head and showing me the ways of the Force? Good! I picked up *Star Wars: Masters of Teras Kasi* for a right good price from some dirty Jawas. I've got bored of it in less time than it would take Han Solo to do the Kessel run. It's really bad, how come people can get hit with a Lightsabre and survive? Look what it did to that Hoth Wampa for Christ's sake! Anyway, I like my *Star Wars* and the games backgrounds look a real treat. Please help me O-Bea'-wan, you're my only hope.
Qui-Gon Mike
Leeds

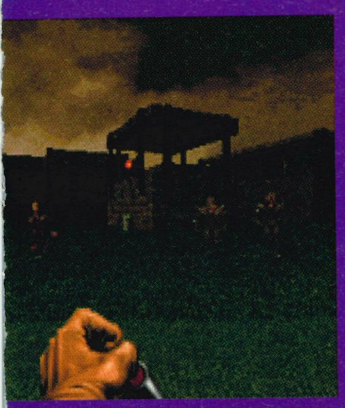
A You are a big *Star Wars* fan, aren't you Mike? I can just tell, so I guess the Force must be strong with me. Don't fancy wearing a pair of Danish pastries though, I'm more inclined to that rig that Princess Leia had on when she was strapped to Jabba the Hutt's bad green butt. Much more my style. Enjoy and do try to get out a little more often.

Alternate costumes:
Press L1 at the Character Selection screen.

Level select:
Select Chewbacca as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Practice or Arcade mode. Level Select may now be accessed in Versus mode.

Full screen:
Hold Select + L1+ R2 after choosing a character and keep the buttons held until the match begins.

Shadow Man



Square, R1, ⇨, L1, ⇦, ○.

Level select:
Pause game play and press ⇨, ⇦, R2, R1, △, L1, ○, ⊗.

Transparent walls:
Pause game play and press L1, R2, L2, R1, ⇨, △, ⊗, ⇨. Your character may now see through one layer of wall or sprites.

Q Dear Miss B,
Are there any cheats or tips for *ShadowMan*? I keep getting killed in the Temple of Blood in the chamber of the Nager by the Sisters of Blood. I hope you can help me before I have a nervous breakdown. Also, I wondered why it is that you have never reviewed *Virus*, *Deception 2* and *Corpus Rex*?
Yours Sincerely
T Brick

A All right Mr Brick. Who gives a rats bum about those games anyway? What on earth are you whining about? We will be covering the rather disappointing *Shadow Man* in another issue. Until that day you will have to beg, steal or borrow an Action Replay Cartridge to get the best out of these codes. But you're probably too busy hunting round shite games in bargain bins to be bothered with one of those handy devices. Oh well, it just goes to show doesn't it?

Unlimited bullets
800C2100 0063

Nettie's File
D00BCD30 0000
800BCD30 0003

The Prophecy
D00BCD34 0000
800BCD34 0003

Jacks Journal
D00BCD38 0000
800BCD38 0003

Book of Shadows
D00BCD3C 0000
800BCD3C 0003

Teddy Bear
D00BCD40 0000
800BCD40 0003

Accumulator
D00BCD44 0000
800BCD44 0003

Enseigne
D00BCD48 0000
800BCD48 0003

Asson
D00BCD4C 0000
800BCD4C 0003

0.9-SMG:
D00BCD50 0000
800BCD50 0003

Flashlight
D00BCD54 0000
800BCD54 0003

Engineer's Key
D00BCD58 0000
800BCD58 0003

Flambeau
D00BCD5C 0000
800BCD5C 0003

Pistol
D00BCD60 0000
800BCD60 0003

Shotgun
D00BCD64 0000
800BCD64 0003

Keycard
D00BCD64 0000
800BCD64 0003

Violator
D00BCD6C 0000
800BCD6C 0003

Marteau
D00BCD70 0000
800BCD70 0003

Baton
D00BCD74 0000
800BCD74 0003

MP-909
D00BCD78 0000
800BCD78 0003

2nd shotgun
D00BCD7C 0000
800BCD7C 0003

Retractor
D00BCD80 0000
800BCD80 0003

Spare (green)
D00BCD84 0000
800BCD84 0003

Calabash
D00BCD88 0000
800BCD88 0003

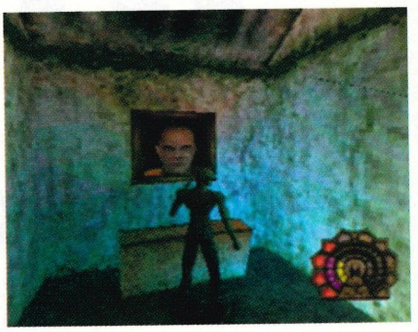
Spare (purple)
D00BCD8C 0000
800BCD8C 0003

Spare (green)
D00BCD90 0000
800BCD90 0003

Prism (0)
D00BCD94 0000
800BCD94 0003

L'Eclipser: La Lune
D00BCD98 0000
800BCD98 0003

L'Eclipser: La



Soleil
D00BCD9C 0000
800BCD9C 0003

L'Eclipser: La Lame
D00BCDA0 0000
800BCDA0 0003

Cadeaux (0)
D00BCDA4 0000
800BCDA4 0003

Unlimited Health
800C20E0 FFFF

Unlimited Voodoo Power
800C20F0 FFFF

Full Shadow Power
800C20E8 2710

Full Shadow Power
800C20E8 2710

9999 Cadeaux
800BCDC6 03E7
800C20FC 03E7

Unlimited Shotgun shells
800C20F4 000C

Unlimited Violator Ammunition
800C20F8 0063

Fight as a Stormtrooper:
Select Han Solo as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Arcade mode. Note: The alternate costume for the Stormtrooper is a Speeder-bike Scout from The Empire Strikes Back.

Fight as Darth Vader:
Select Luke Skywalker as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Arcade mode. Note: The hidden Mara Jade character will appear instead of a mirror match when playing as Darth Vader.

Fight as Mara Jade:
Set the difficulty level to Jedi, Player Change to No, and Continue to No. Select Team mode and hold + L2 + R1 before the first match starts. Defeat the side designated as the Empire to select Mara Jade as a playable character.

Fight as Jodo Kast:
Set Player Change to No, and Continue to No. Select Survival mode and defeat at least seven.

Fight as Slave Leia (oh yes!):
Select Princess Leia as a character, set the difficulty level to Jedi, Player Change to No, and Continue to No. Complete the game in Arcade mode.

Small fighters:
Select Versus or Practice mode. Hold Select + ⇧ + ⊗ + R2 after choosing a character and keep the buttons held until the match begins.

Super Deformed mode:
Select Versus or Practice mode. Hold Select + ⇧ + ⊗ after choosing a character and keep the buttons held until the match begins.

Big Head mode:
Select Versus or Practice mode. Hold Select after choosing a character and keep the button held until the match begins

Big Head, Feet, Hands, Legs:
Select Versus or Practice mode. Hold ⇩ + ⊗ + Select after choosing a character and keep the button held until the match begins.

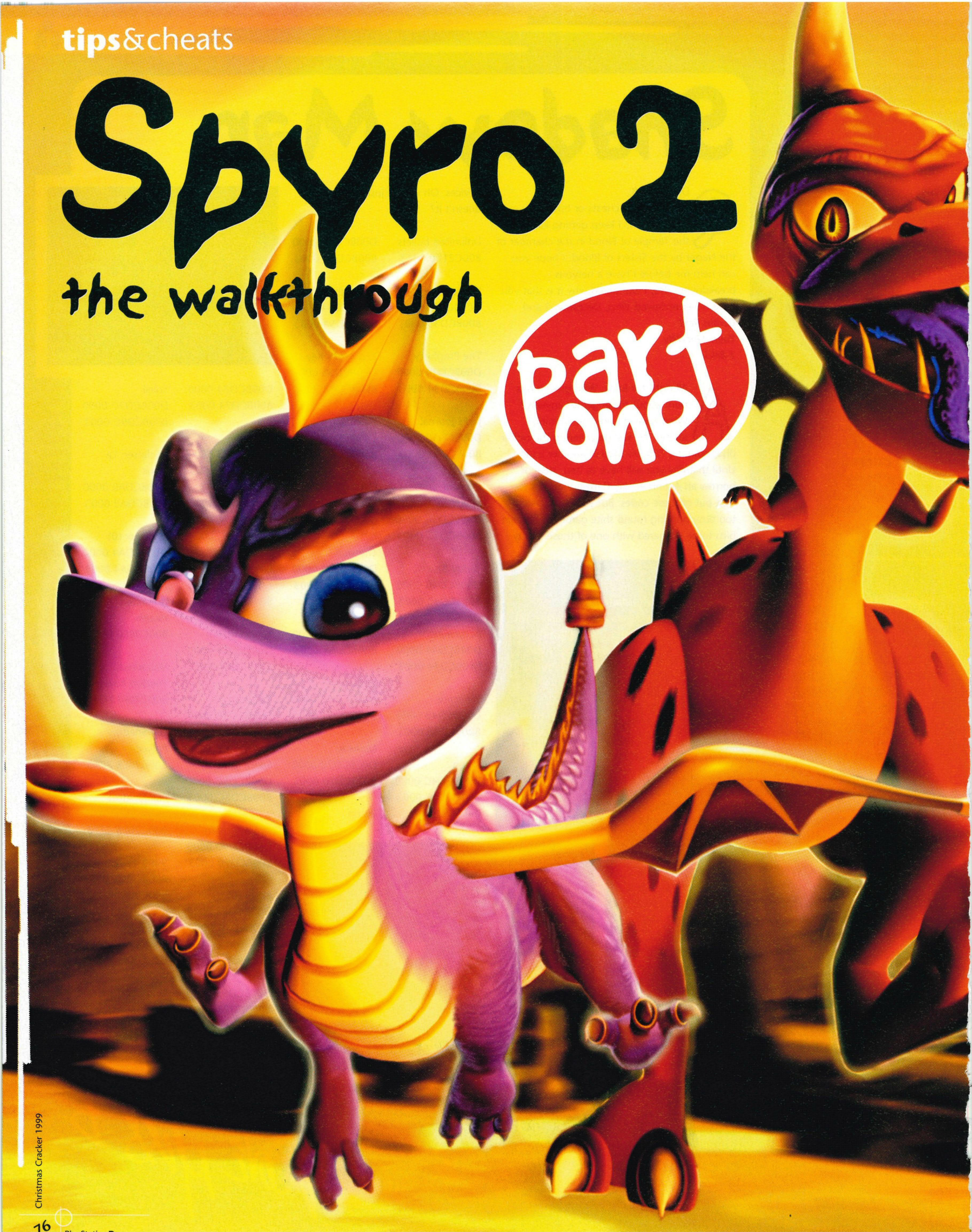


Love Miss B

Spyro 2

the walkthrough

part one



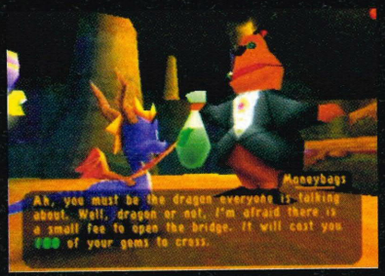
The Adventure Begins
WORLD 1: GLIMMER

CRYSTALS: 400
ORBS:.....3
TALISMAN:.....MAGIC PICK
ENEMIES: 14



Flamin' heck! Spyro's landed in a spot of bother again. Luckily we've nobbled St George and brought you this guide to getting every Orb and Talisman in the game.

Walk up to Pogo, the gem cutter. Have a few words and he'll tell you about the lizards that are thieving Gems. If you manage to deal with all 14 enemies, he'll give you the first Talisman. Search the area for Gems and be sure to kill all the enemies here before heading into the cave. Speak to Zoe. She'll activate a restart point for you. Enter the cave. Collect the crystals and talk to the fat guy on the bridge. This tight-fisted choffer charges 100 crystals to open the bridge. Pay him off and cross to the other side to get the lizards. Exit the cave via the right passage. Talk to Pogo and he'll give you the Magic Pick Talisman. Don't go to Summer Forest just yet. Re-enter the passage and turn right. Defeat the final two lizards and collect the extra Gems.



ORB QUEST 1

On the left side of the passage, leading to the portal, is an area with another gem cutter. Speak to him. Collect the Superfly Power-Up. Fly around the area, using your flame breath to light the orbs on the end of the poles. Once they are all lit, return to the gem cutter and collect the first Orb.



ORB QUEST 2

In the same section as the first orb quest, there is a small dark cave. Talk to the gem cutter in the cave. Collect the rock he drops. Use the s button to zero in on the small lizard and hit it with the rock. Follow the gem cutter and take out all the small lizards to get an Orb.

ORB QUEST 3

Having gained the climb ability from Autumn Plains, return to the cavern and climb up the ladder. Grab the Superfly Power-Up. Circle the cave and light all of the gem lamps before they go out. When this is done, the gem cutter will hand over another Orb.





Old dragons can be tough to handle
Check out this handy guide to help you round

SPYRO SKILLS



GLIDING
After leaping off a high ledge, press and hold the 5 button. This will allow Spyro to swoop around the level. By leaping from ledge to ledge like this, Spyro can glide round and pick up otherwise inaccessible items.



FIERY BREATH
The mainstay of Spyro's arsenal, his fiery breath can by used to dispose of large enemies. It also comes in handy for burning pots. During the adventure, fire will be needed for defrosting Eskimos, lighting boilers, and even clearing forests. It can't be used under water though.



CHARGE
Press and hold the n button to give Spyro a speed boost. When boosting, his horns become deadly weapons. Use them to batter small opponents and creatures that are invulnerable to fire. They also come in handy for breaking down doors and removing clay pots.



HOVER
Whilst gliding, Spyro can get a bit of height by pressing the s button. If you don't manage to reach a ledge after a few seconds, he'll drop like a stone. This move is used extensively on the later levels of the game, and on the early levels to reach secrets.

TALISMANS
Collecting these is Spyro's main quest. Each level, apart from the hub levels, contains one Talisman. To get it you'll have to complete the main quest for each level. They are needed to open the gateway to each end-of-level guardian's chamber.



SUMMER FOREST

CRYSTALS: 400
ORBS: 3
TALISMAN: .....None
ENEMIES: .....None

As before, wander round the area collecting the Gems. The Summer Forest has portals that lead to every other level. Talk to Flora to find out more about the Talisman you are carrying. Enter the dome and go out the other side, to reach an area with a number of portals. Moneybags is standing next to the pond in the centre. Pay him 500 Gems to gain the swimming ability. Dive into the pool and swim through the underground doorway to get to the second part of the forest.

This part contains the Summer Speedway bonus area and the portal to the next world. You'll also need to pay Moneybags to open the doorway to Aquaria Towers. Once you have been to the Autumn Plains and bought the climbing ability, you can scale the walls that surround the forest.



ORB QUEST 1
Climb up to the ledge where Hunter is standing and waiting. Have a few wordswith him and he'll attempt to teach you the art of jumping and manoeuvring. Follow his instructions and leap over the ledges. Complete all the tasks that Hunter sets in order to receive an Orb.

ORB QUEST 2
After getting the climbing ability from Autumn plains, climb up the ladder. Take the Gems on top of the walls and grab the Orb as well.



ORB QUEST 3
After obtaining the swim ability, return to the water near the entrance to Glimmer. At one end of the stream is a deep pool. Dive into this and follow the passage. At the top of the cliff is an Orb.

ORB QUEST 4
Face the Ocean Speedway entrance and turn 180°. Leap onto the window ledge and face left. Jump over to the opposite ledge and hover onto it. Walk in through the window and collect the fourth Orb.

IDOL SPRINGS

CRYSTALS: 400
ORBS: 2
TALISMAN: .....Jade Idol
ENEMIES: 11



Have a few words with the green bloke as you step from the portal. Your mission in this world is to destroy all the living idols that are wreaking havoc in the area. Use Spyro's fiery breath to burn the idol guarding the door. Once he's down, the green dude will pop the lock on the temple. Inside are shield-wielding idols. These bozos are immune to Spyro's breath. Use his ram attack to deal with them. Burn the idol on the bridge. His hostage will open the lock on the opposite door. Pass through it. Enter the next area and defeat the idols to open the following door. Continue until you reach a dead end. Talk to the green guy to get the Jade Idol.



ORB QUEST 1
To the left of the exit portal is an archway. Go through it and climb the platforms that circle the level. There are many Gems to collect up here. Down below is a brown idol in the middle of a circle of green girls. Swoop down and land on the platform. Talk to the girl chained to the wall. Walk over to the Speed Power-Up and hold down the n button. As Spyro goes through the Power-Up he'll get a speed boost. Crash through all the pedestals on the path to release the Hula girls. They'll then perform the rain-dance to destroy the boss idol.

ORB QUEST 2
Once you have bought the swimming skill, dive into the pool near the start of Idol Springs. Swim through the underwater passage. Surface and speak to the green bloke. Solve the yellow tile puzzle, then swim back through the underwater pool. Talk to green bloke again. Stand at the edge of the water and blast the fish into the idol's mouth. Don't hit any red fish, otherwise the idol will spit them out. After it has eaten ten fish, move round the map to get to the coloured squares. Have a word with the green guy again. Step on the shapes in this order: Star, Diamond, Orange Crescent, White Crescent, Circle. The Green bloke will then give you an Orb. Be certain to check out all the underwater areas on this level, otherwise you may miss some crystals.





COLOSSUS

CRYSTALS:.....400
ORBS: 3

TALISMAN: .....Golden Statue
ENEMIES:.....13





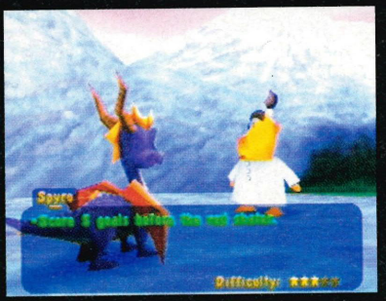
Speak to the brother and he'll tell you about the Yeti problem. Walk over to the next brother to open the door. Continue through the temple and get the brother to raise the large platform. Ride it to the top of the room and float over the gap. Talk to Zoe and glide down to the platform below. Continue walking. Speak to the brother guarding the Yeti. Collect the Talisman from him.

ORB QUEST 1

From the room where you collected the Talisman, exit through the window. Walk round the ledge and across the ice. Talk to the brother. Say yes to his offer of a game of hockey. Step onto the ice and collect the puck, by walking up to it. Use the I button to spit the puck into the enemy goal. Once you have scored five goals, the Orb will be awarded.

ORB QUEST 2

Talk to the brother by the ice-hockey pitch again and he'll set you the task of beating the red team in a game of one-on-one. This is much the same as the last game, but there's a red hockey player on the pitch, competing with



Spyro for the puck. You can use flame breath to knock this fool down and steal the puck. Score five goals to win another Orb.

ORB QUEST 3

After activating the Bounce Power-Ups, use them to reach the high buildings. Bounce off the second spring trap to get to the highest building. Speak to the professor inside. You must now hunt down all ten green statues in the area, and flame them, to receive another Orb.



ORBS

The Orbs are hidden on all the levels in the game. They are used to power the teleporter that unleashed the evil Ripto upon the realm. By completing sub quests in each of the worlds, you'll be rewarded with Orbs. They also unlock bonus levels when traded in.



EXTRA LIFE

Hidden in bottles, the blue butterflies provide Spyro with an extra try. They are usually concealed in hard-to-reach places around the levels. Sometimes by destroying the defenceless creatures, such as frogs or sheep, one can be found.





HURRICOS

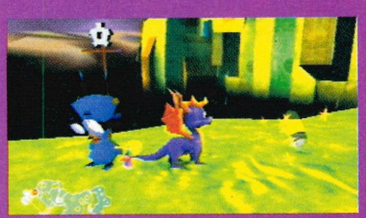
CRYSTALS: 400
ORBS: 3

TALISMAN: .....Gear Of Power
ENEMIES:.....22

Your mission here is to collect the Diodes and deactivate the forcefields. Move forward and grab the Diode. Crisp the mullah with the spanner, using Spyro's fiery breath. Turn off the first forcefield. Pass through it and clear the area of bad guys. Use Spyro's charge attack to deal with the guard robots. Once you have collect two Diodes, proceed to the bridge and turn off the fields. Do the same in the next area and speak with the boffin to obtain the Talisman.

ORB QUEST 1

To the left of where you entered the level is a grassy verge. Climb this and leap over to the left ledge. Continue





walking until you reach a boffin being double-teamed by two purple freaks. Burn the freaks and speak to the boffin. Swallow the small round balls on the ground and place them in the pincers by the side of each generator. Occasionally the purple freaks will turn up to attack. Burn ten of them and they'll stop stealing the balls. Once all the generators have been brought on-line, you'll get your Orb.

ORB QUEST 2

Once the Speed Power-Up is activated, run through it and charge the solid windmills on either wall. Destroying them reveals a set of buttons. Activate these to slow down the fan blades above. Run through the Power-Up again and head down the blue passage. Turn right and smash the next windmill to uncover the last button. Run through the Power-Up and down the blue passage again: this time steer hard right and take out the windmill. It'll reveal a set of steps: talk to the boffin at the top and jump across the fan blades to reach a second boffin, who'll then give you an Orb.

ORB QUEST 3

Talk to the second boffin and leap over to the fan blade opposite. Wait until Spyro faces the next fan blade and jump across. Glide across the metal platforms. Float to the grassy area on the right. Cross the moving platforms ahead. Enter the building on the right and activate the switch. Talk to the boffin to recover an Orb.



GEMS

Gems come in four values, each with differing values. Red Gems are worth one, blue are worth two, green five, and yellow ten. Gems can be traded for special abilities and secrets. When you have a big stack of spare gems, go and talk to Moneybags. He usually has something he can rip you off for.



SUNNY BEACH

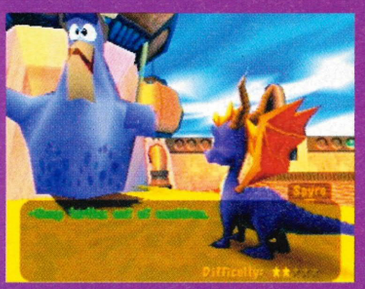
CRYSTALS:.....400
ORBS:.....3
TALISMAN:Turtle Medallion
ENEMIES:.....17



Talk to the turtle king. Move the large turtle with your horns, so that it stands on the blue disc and keeps the gate open. Follow the small turtles and move the large turtle to cover another disc, when they reach a set of doors. Follow the small turtles underwater. Surface and herd the large turtle across the bridge, to open the throne room door. Fromit will then hand over the level Talisman.



ORB QUEST 1
Just before you head underwater to get to the throne room, talk to the turtle on the island. You must destroy all the enemy creatures on this level to activate the Flame Power-Up. Once it is obtained, use the fiery breath to destroy all seven turtle crates.



ORB QUEST 2
Standing next to the second ladder is a turtle. Talk to him to find out about the chef. Climb the ladder and talk to the chef. Walk over to the cauldron and stop the turtles from hopping into the pot. Use Spyro's horns to knock them into the water. Once three turtles have been saved, the chef hands over an Orb.

ORB QUEST 3
Talk to the chef again. Walk over to the pot. This time you'll have to rescue ten turtles. Knock them into the water, as before. When they have all been saved, collect the Orb from the chef.

AQUARIA TOWERS

CRYSTALS:.....400
ORBS: 3
TALISMAN: .....Enchanted Shell
ENEMIES: 29

Spyro's mission here is to press all three buttons, to refill the tower with water. The first button is straight ahead. Be sure to collect all the treasure before pressing it. Swim through the tunnel to reach the next button. Kill all of the enemies, collect the treasure, then push the button. To get to the third button, you must first pay Moneybags for the use of his submarine. Pay him 100 Gems and hit the last button. The seahorse will then give you the Talisman.



ORB QUEST 1
From the portal room, swim upwards to get to the ocean. Talk to the seahorse king. He'll tell you about the babies trapped in the six towers. As the king blows off the doors on the towers, guide Spyro into them to rescue the seahorses. Once all six have been recovered, he'll give you an Orb.

ORB QUEST 2
Return to the area where you met the seahorse king. Talk to Hunter. Take his manta ray for a ride. Guide the ray through all the hoops on the course. Swim back to Hunter and talk to him until he gives you another Orb.

ORB QUEST 3
Talk to Hunter after you've completed the first manta course and he'll set you a harder challenge. Race the harder course and pass through all the rings to get the third orb. Swim as fast as you can. Stay near the seahorse that creates the rings and it should be no problem.



CRUSH'S DUNGEON

CRYSTALS: .....None
ORBS: .....None
TALISMAN:.....None
ENEMIES: .....None

After getting all six Talismans, the gateway to Crush's Dungeon will open. Drop in to face Crush, who will run around the arena stepping on the blue circles. Every time he steps on a circle, he sends out rings of energy towards Spyro. Leap them both and charge towards Crush. Breathe fire on him, then quickly run away. Crush will chase you with his club, bringing the roof in. This takes a bar of energy off him.

Keep burning Crush with Spyro's breath as he runs from circle to circle. If crush stands on the red circles, zigzag to avoid the fireball he uses. Once Crush has been crushed, the gateway to World 2 will be opened.

BONUS: OCEAN SPEEDWAY

This bonus course is very tough. You must pass through two different sets of eight coloured rings, as well as destroying eight boats and eight cars. This must be done within a tight 30 second time limit. The best way to do this is to first go through the translucent rings, then the solid ones. When they have both been completed, land on the race course and run in the opposite direction to the cars: this will allow you to destroy them quickly. Once you have beaten the speedway all in one go, talk to the woman in the spectators stand, for a bonus.



LEARN HOW TO DEFEAT THE BOSS

Crush is strong but his skin is weak.
Use fiery breath to bring him low.



[1] Use Spyro's charge move in order to catch up with Crush. Then hit him with fire.



[2] When Crush is standing on the blue circle, leap over the rings he fires.



[3] After successfully hitting Crush, run away from him before the roof caves in.

WORLD 2: AUTUMN PLAINS

CRYSTALS: 400
ORBS: 2
TALISMAN: .....None
ENEMIES: 0



This is the hub area for World 2. You can get to every level from here. Before you do anything else, find Moneybags. Talk to him and buy the climbing ability. Then return to the previous world and tie up any loose ends.

ORB QUEST 1
Activate the whirlwind in front of the Metro Speedway. Hover up to the entrance. From there, face right and leap onto the outer wall. Run along the wall, to the right. When you reach a dead end, charge the wall. An Orb will be revealed.

ORB QUEST 2
When you reach the staircase that leads down to Gulp's Overlook, turn left. You'll notice that the wall is slightly damaged. Charge it with Spyro's horns. Ride the whirlwind up the next to levels, to get to the top of the map. From the highest point, glide down to the small pillar on the outside of the compound, on the right. Collect the Orb from there.

CRYSTAL GLACIER

CRYSTALS: 400
ORBS: 2
TALISMAN: ..Ice Crystal
ENEMIES: 38

Use Spyro's fiery breath to defrost the three Eskimos. They'll help you get over the seesaw. Cross to the next section and burn the two snow beasts. Rescue the four Eskimos. Climb up the human platform they make. Walk over to Money bags and get him to activate the bridge. Cross it and free the final set of Eskimos. The wizard will then escape.

ORB QUEST 1
Walk back to where Moneybags robbed you at the bridge. Drop into the valley and talk to the wizard. Grab the Superfly Power-Up. Fly through the caverns and burn the spider creatures. You must try to get them all before your flying power runs out. Go for the spiders hanging from the web threads first, then run along the ground to toast the spiders there.

ORB QUEST 2
Just before you reach the wizard, turn left and take a look behind the buildings. Cross the bone bridge to reach an Eskimo. Talk to him to get another Orb quest. Walk up to the snow leopard next to the pool. Flame the fish that leaps from the pool and then wait for the leopard to eat it. Walk to the next two pools and do the same thing. When the leopard has eaten three fishes, he will follow Spyro back to the Eskimo.



BREEZE HARBOUR

CRYSTALS: 400
ORBS: 2
TALISMAN: .....Glass Anchor
ENEMIES: 16

Float across to the pelican. He'll tell you to relight all the fires. Float back to the ledge you started on. Use the charge attack to defeat the two land blubbers. Light the fire using Spyro's breath. This activates a whirlwind on top of the pipe. Ride it to the ledge above. Cross over to the next fire and keep climbing a until you reach another. Light this fire to activate the two boats. Leap onto a boat and ride it across the chasm.

Defeat the creatures on the other side, then light the fire and stand on the catapult. Remove the enemies from the boat. Light the fires that are either side of the engine room. When the boat rises, leap off and talk to the pelican that is on the high platform.

ORB QUEST 1
Near the boats is a pelican. Talk to him to learn about the mines. Leap onto the silver cannons and manoeuvre them to destroy all eight mines. The first two mines are located to the side of the cannon. There are four in the smelting pit on the other side of the boat chasm. The final two are by the second fire.

ORB QUEST 2
Behind the catapult is a secret cave. Inside is a Bounce Power-Up. Use this to reach the level above. Talk to the pelican. Leap through the window and onto the trolley. Ride it round the course collecting the cogs. Once you have all 50, the pelican will hand over an Orb.



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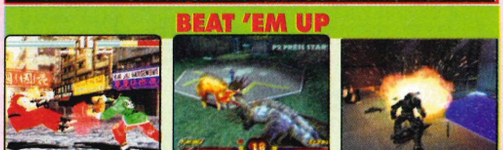
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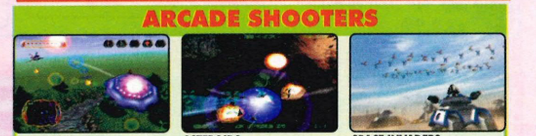


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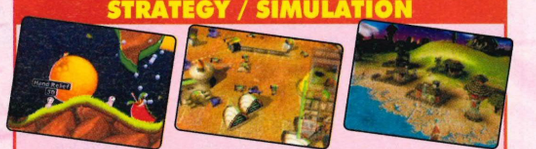
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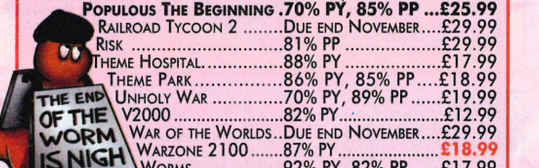


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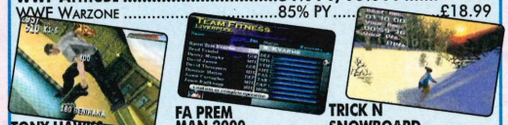
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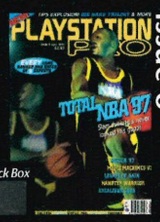
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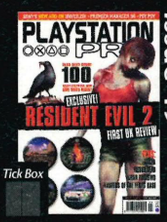
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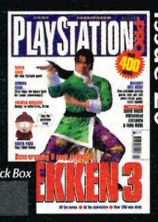
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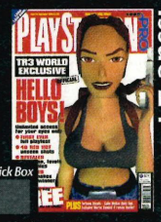
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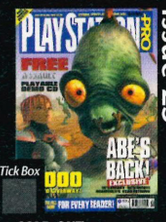
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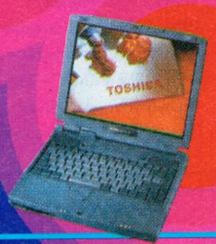
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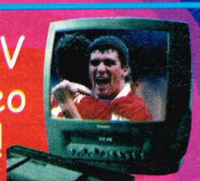


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  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

BACK	SELECT	FORWARD	< SEARCH MODE
1	2	3	
4	5	6	PLAYSTATION & NINTENDO 64 CHEATS & TIPS
7	8	9	
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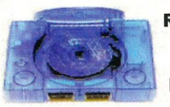
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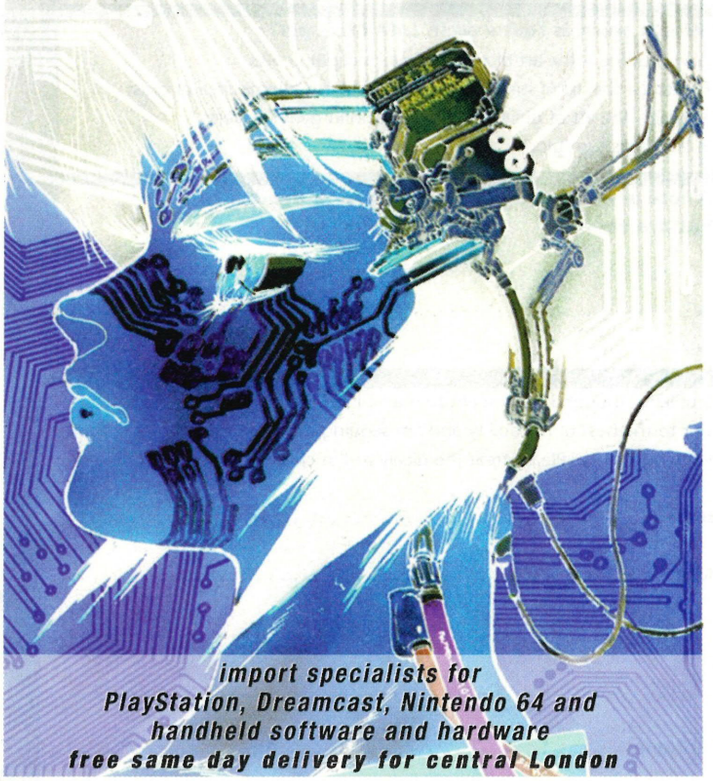
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questions and what not teaser

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Questions&Answers

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

1) What is the name of the most recent skateboarding game to hit the streets?

a) *Bob Monkhouse's ironing board* ☐
b) *Tony Hawk's Skateboarding* ☐
c) *PJ and Duncan are boring* ☐

2) In which game do we see aliens, rudely, attack our beloved planet earth?

a) *War of the Worlds* ☐
b) *Theme Park World* ☐
c) *Plane Crazy* ☐

3) *Dino Crisis*, what's the deal?

a) Huge prehistoric thingies roam the earth, threatening the very existence of human people ☐
b) Dino's had a bad time. He has lost his job and with two kids and a wife to support he's going to find it hard to survive on the pittance that is Jobseeker's Allowance ☐
c) It's nothing dear, just go back to sleep ☐

4) Which sport is featured in *LMA Manager*?

a) Cow pushing – the art of pushing over sleeping cows ☐
b) Football – the art of men kicking pigskin about a large area of grass ☐
c) Netball – the art of girlies running around in gym knickers until their legs turn blue ☐

5) There are three distinctive uses for a dead cat. What are they?

1) .....
2) .....
3) .....

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 .....

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The Eye Test

Spot the difference between these two renders...





There are six things to spot!

1) .....4). .....
2) .....5). .....
3) .....6). .....

We've moved. Send entries to teaser PLAYSTATION PRO, Paragon House, St Peters Rd, Bournemouth, Dorset BH1 2JS

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dealer

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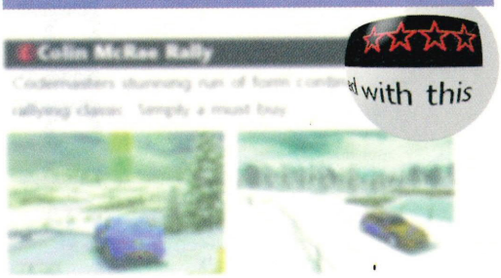
Two reasons. One, who cares? And two, a score of 99 per cent three years ago might not count for too much in light of developments since, just as a solid but uninspiring game three years ago may well be seen as the same today.

Dealer is written with you, the game buyer, in mind. In the case of sequels we advise you on which game to choose. A newer model of an older game isn't necessarily better. It might offer slightly more or be cosmetically superior, but if it comes with a hefty price tag while its sibling is available for less, then we'll tell you where to look.

And this is the point. Every single game in Dealer is given a value, both in terms of what you can expect to pay for it second hand, and its value to you as a trade-in. These are presented in colour-code form and can literally save you pounds. **The values are arrived at with the help of Game Guide, an organisation with years of experience** in advising independent game stores. Information on all of the 600-plus games is updated every month, and it's always accurate. Whether you're buying, swapping or trading games, Dealer has all the information you need.

rating system

Each game gets a star rating from 1-4. We think you can work it out yourselves, but in the event of difficulties don't hesitate to call...



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dealer

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Dealer is an indispensable guide for any PlayStation owner who doesn't have more money than sense. It's here to provide you with the most from your PlayStation for the minimum amount of cash, and to help you avoid the ball-ache of being landed with a game which is sub-standard, mildly disappointing, or simply not 'up your street'. This is how it works...



racing

£Buggy ☆☆

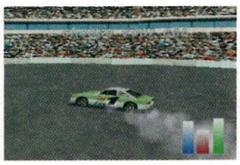
An altogether too realistic simulation of Remote Control racing that can be impossible to play.



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.

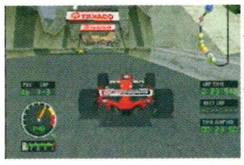
£Destruction Derby ☆☆

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



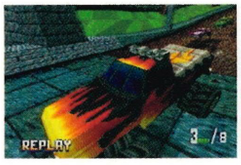

£Andretti Racing ☆☆

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.



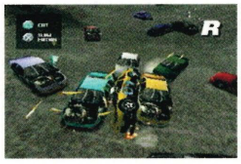
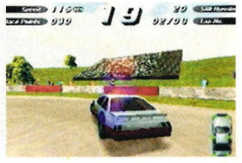
£Burning Road ☆

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.



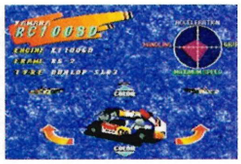
£Destruction Derby 2 ☆☆☆

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 multiplayer 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.



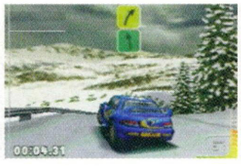
£Ayrton Senna Kart Duel 2 ☆

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



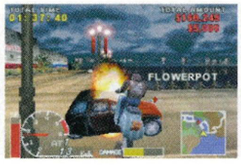

£Colin McRae Rally ☆☆☆☆

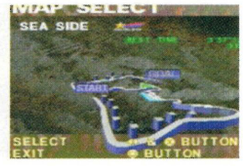
Codemasters stunning run of form continued with this rallying classic. Simply a must-buy.




£Felony 11-79 ☆☆

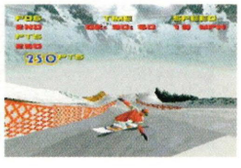
Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.





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 superseded.





Compiled with the kind help of Game Guide – providing specialist information for independent retailers.

page 99

puzzle

page 118

sports

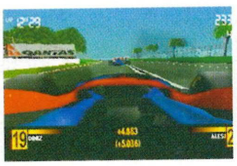
Inside dealer

95	racing	108	US chart
98	facts & figures	110	shoot-'em-up
99	puzzle	110	odds 'n' sods
100	rpg	116	misc
101	platform	116	reader top 10
103	beat-'em-up	118	sports
107	flight sims	123	shouts
106	jap chart	127	strategy
107	adventure	129	enquiries

dealer

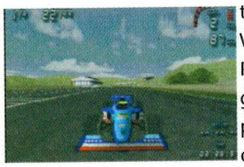
£Formula One '97 ☆☆☆☆

Formula One was a front-runner, but *Formula One '97* seized poll position and set the new standard.




£Formula One '98 ☆☆☆

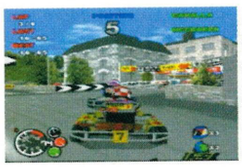
With two far better *F1* games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham.



We expected far more from Psygnosis, but the software giant took their foot off the pedal this time and delivered this dud instead.

£Formula Karts ☆☆☆

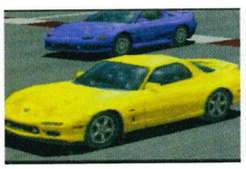
A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche,



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 really 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 licence 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 licence, nice game. Full marks all round.

£Megaman: Battle and Chase ☆

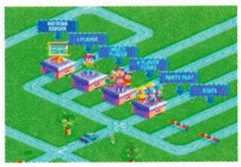
"Hands up who wants to pretend to be *Mario Kart*? Put you arm down *Megaman*, as you've absolutely no



idea how to pull it off." Unfortunately Mr M. failed to take heed of 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.




£Monaco Gran Prix ☆☆☆

A winning formula which successfully plugs the gap left by the dreary *F1 '98* and provides for more



pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis.

£Monster Trucks ☆☆

Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a



big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.

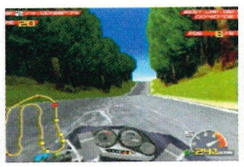
£Motorhead ☆☆☆☆

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)




£Moto Racer ☆

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.




£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.

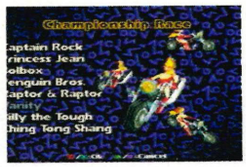
£Motor Mash ☆☆

Enjoyable *Micro Machines* clone. But it doesn't quite have what it takes to topple the classic though.




£Motor Toon GP 2 ☆☆

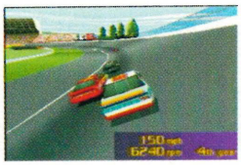
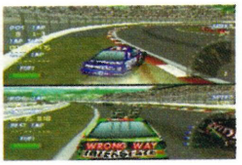
Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper,



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.



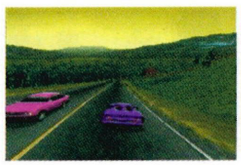
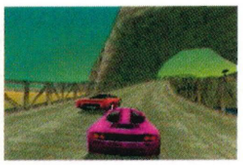

£Need For Speed platinum ☆☆☆

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.



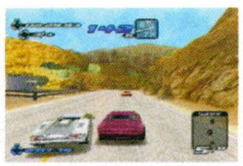
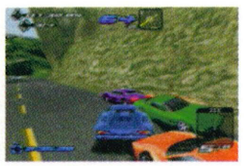
£Need For Speed 2 ☆☆

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 realness. *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 the kind you'd see a Tokyo Bank manager in than you'd expect in a PlayStation racer.



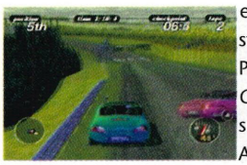
£Penny Racers ☆

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*.

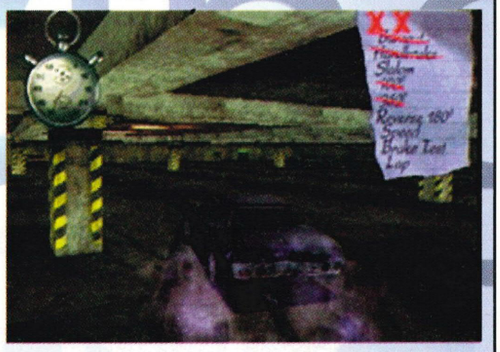



£Ray Tracers ☆☆

Rapid chase game which is over all too soon but brings back memories of *Chase HQ* and the like.




£Driver ☆☆☆☆

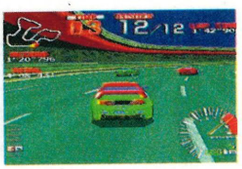



Everyone should own this game. It managed to live up to all our dreams, and so much more. Chase crooks up, around and over the streets of San Francisco while avoiding the cops and looking as cool as possible without the use of an iceberg. It's superb – buy it.

dealer

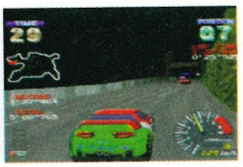
£Ridge Racer Platinum ☆☆

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

£Ridge Racer Revolution ☆☆

The sequel to Ridge Racer packs a mean punch, but the limited courses on offer stops it being a classic.

£Ridge Racer Type 4 ☆☆☆☆

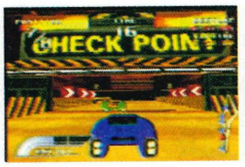
Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry,



and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience.

£Road Rage ☆

A poor man's *WipEout* in every sense. In fact a man so poor he only eats from bins. Avoid.




£Road Rash ☆☆

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.




£Road Rash 3D ☆☆

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor



bike race across America while avoiding the cops and beating the opposition with baseball bats. A great idea that sadly fails to hit the target.

£Rock 'N' Roll Racing 2 ☆

This looks amazing until you actually start racing, then you'll find it is one of the worst games ever.




£Sled Storm ☆☆☆☆

The best motor-thingy-on-snow racer ever. It plays like a Bond movie chase scene, looks like a winter dream!




£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 multiplayer mode.

£Speed Freaks ☆☆☆☆

Cute racer with a multicoloured mean streak. It's *Mario Kart* for the PlayStation. It's faster than Will's bird. Top!




£Speedster ☆

A racing game with a weird overhead view point. Original, but still largely complete arse.




£Starwinder ☆

What is this, clock work stars? No, it's a 3-D 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. Another game winging its way to the bargain basement incinerator, and not a moment too soon.

£Street Racer ☆☆

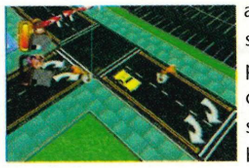
Mario Kart was an obvious influence with its development but this four-player cartoon racer looks



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.



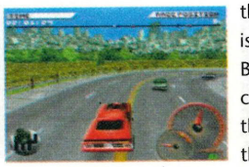

£Test Drive Off Road ☆

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 tend to 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.

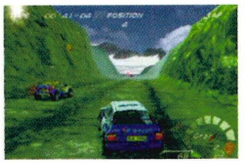
£Tokyo Highway Battle ☆

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.

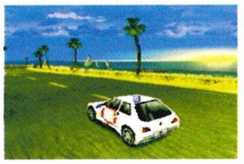
£Total Drivin ☆☆☆

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.




Wip3out ☆☆☆☆

The finest future racer just got better. Well, it got multiplayer options and tidier tracks. Superb!



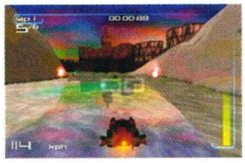

£Wreckin' Crew ☆

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.




puzzle

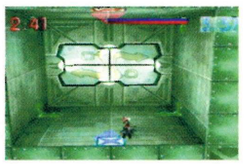
£3D Lemmings ☆☆

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.



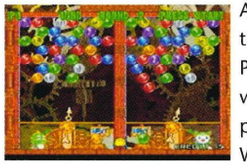

£Blast Chamber ☆☆

Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of weirdness.

£Bust A Move 2 ☆☆

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action. A good game for showing the little lady that PlayStations aren't just about watching Lara's arse while punching your buttons. Well, not all the time.



£Bust A Move 3 ☆☆☆

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting hammered. The downside is that you'll never be able to use your PlayStation again, cos you won't get her off it again. So you'll have to dump her!



Bust-A-Move 4 ☆☆☆☆

The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag! But for us blokes this top puzzler is as about alluring as a repeated kick in the nads, and this puzzle-fest is guaranteed to screw with your head.



£Devil Dice ☆☆

Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.




£Grid Run ☆

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.



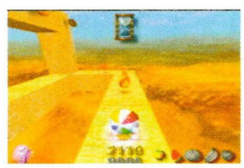

£Hebereke's Popoitto ☆

Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD intake. Full marks though for having the strangest name in Dealer. That's got to be worth getting it for alone. No? God, what do you people out there want!



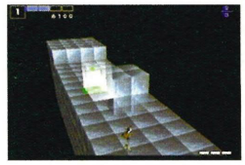
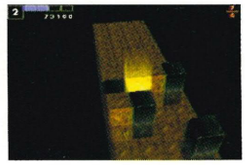
£Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.




£Kurushi: Intelligent Cube ☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.

£ Lost Vikings 2 ☆☆☆

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.




£ Oddworld: Abe's Oddysee ☆☆☆☆

An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



Puchi Carat ☆☆☆

Bust-A-Move has a fling with the bat and ball classic *Arkanoid* and produces this neat puzzle-baller. Tasty.




Sports Car GT ☆

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word, crap



Good graphics, but the gameplay, sound, cars, tracks, handling and control – well, all of it really – are all on the shitty side of barely manageable.

£ Super Puzzle Fighter Turbo ☆☆☆☆

A bizarre *Street Fighter/Tetris* combination which will zap your social life into extinction within minutes.




Swing ☆

A puzzle game for people who do the *Times* crossword to relax. Ugly, tricky and boring.




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.

rpg

£ Alundra ☆☆

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.




£ Blaze & Blade ☆

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.




£ Breath Of Fire 3 ☆☆☆

Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo.



Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead

£ Diablo ☆☆☆

EA convert their successful PC slash-'em-up cum RPG very successfully onto the console format. Most of the



games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joypad with no fuss. Treat, as they say.

£ Final Fantasy VII ☆☆☆☆

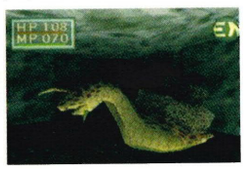
The biggest game ever! Three whole CDs full of sumptuous graphics and sleazy music. Takes about 100



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.

£ King's Field ☆☆

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.

£ Suikoden ☆

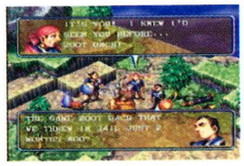
This one has the rather dubious pleasure of being the first true role playing game on the PlayStation.



The game's drabness drags what was a bad game to the levels of a really bad one. With *FFVIII* on it's way, this can happily be avoided with confidence.

£ Vandal Hearts ☆☆☆☆

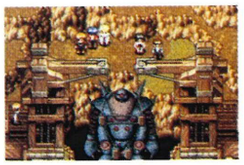
Magic, action, strategy and fighting. It's a corker, that's for sure, and was probably the best in the genre until



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.




£ Final Fantasy VIII ☆☆☆☆

The graphics will make you pant while the storyline may make you weep. It's a steam-punk classic so buy it.




platforms

£Ape Escape ☆☆☆☆

Fantastic free-roaming platformer where you nab apes in a big net. It'll only run with a Dual Shock though.



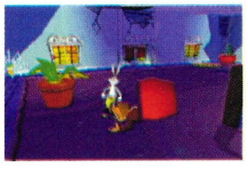
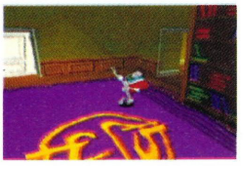

£Asterix ☆

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*.

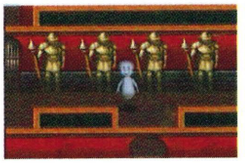
£Captain Blasto ☆☆

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.



£Casper ☆

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeeming features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?



£Castlevania ☆

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!



£Cheesy ☆

I know, let's make a game and give it an ironic title like 'crap game' or something. Trouble with this one is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature. Smells like rotten Brie.



£Crash Bandicoot ☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.

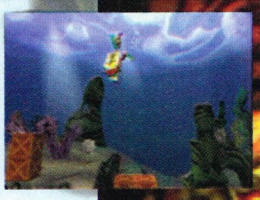



£Crash Bandicoot 2 ☆☆☆☆

A massive improvement on the original with more variation than its predecessor. A winner.




£Crash Bandicoot 3 ☆☆☆☆

This is how sequels should be approached. The basic idea remains the same but the gameplay is revamped and redrawn for a newer, freshe look, with more variety in the levels and an all-round tougher challenge. One of the PlayStation's finest platformers.

£Croc ☆☆

A *Mario* clone for the PlayStation was the aim for *Croc*, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



£Croc 2 ☆☆

A cute game that's too tough for kids and too bland for hardened gamers who would prefer *Ape Escape*.



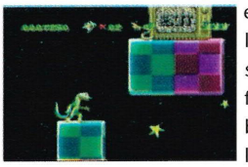

£Earthworm Jim 2 ☆

An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.



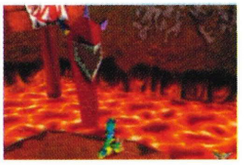

£Gex ☆☆

Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, *Gex* is in need of a facelift (he got one – see below) but still provides limited fun for a while.



£Gex: Enter the Gecko ☆☆☆

3-D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.

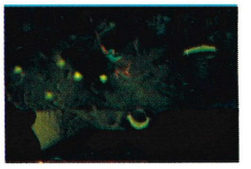
£Gex: Deep Cover Gecko ☆☆☆☆

He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes than Mr Ben on speed and an one-line library to rival Bruce Campbell's. Gex is deeper into his bizarre but beautiful 3-D world than ever before.



£Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.

dealer

£ Hercules platinum ☆☆☆

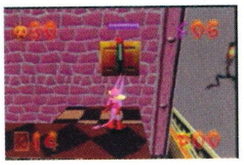
All the fun of Disney's re-re-writing of the famous Greek legend in a mighty fine platform-based caper.

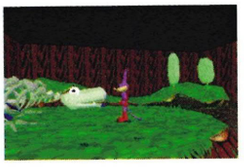


Everything in this garden is rosey. Quality animation, top sounds, but oh no – it's only been a only a few hours of play and it's all over. Short, but fun.

£ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top ten platformers.





£ Johnny Bazookatone ☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile off



as even their names make you want to double over and puke until you see stars. When will these developers stop wasting our time?

£ Jumping Flash ☆☆

This well average platformer has nothing to do with ropey Whoopi Goldberg movies or Rolling Stones



lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocre. Easy to complete yet friendly. Inoffensive bargain fodder.

£ Jumping Flash 2 ☆☆

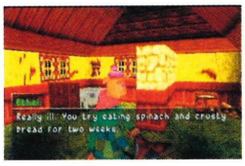
A sequel that was eagerly anticipated by no one except Whoopi Goldberg, who thought that her ropey



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.

Kingsley ☆

Kid's Fox adventure that'll make hippies shut up, pick up a shotgun and go hunting the little bastards. Crap.





£ Klonoa ☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.





£ Lomax In Lemmingland ☆☆

He'd have been much better off visiting somewhere else – Lomax Crash Bandicoot Land, for example.



It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready for the little green git.

£ Jurassic Park: Lost World ☆

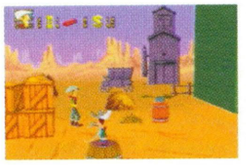
Never heavy on plot, *JP:LW* could have made up for it with stunning gameplay, but missed the boat.





£ Lucky Luke ☆

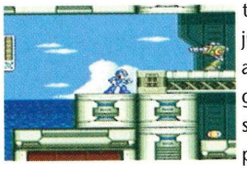
Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.





£ Mega Man X3 ☆

For some reason that we will never know crap games seem to be the horniest and most fertile genres out



there. *The Mega Man* series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.

£ Megaman 8 ☆

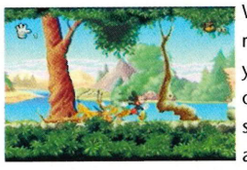
See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.





£ Mickey Mania platinum ☆☆

Remember the days when every game licence was converted into a platform game, no matter what?



Well, Disney seem to remember and have given you lucky people this piece of retro-gaming action. It's short but it's fun and it's got a six foot mouse!

£ Oddworld: Abe's Exoddus ☆☆☆☆

The gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this



superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.

£ Pandemonium Platinum ☆☆

A 2-D platformer made to look all 3-D. Not bad but there are those which do this for real.





£ Pandemonium 2 ☆☆☆

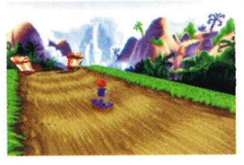
A 3-D platform game that's 'on rails' but offers enough fun and frolics to keep even the grumpiest person



happy. That is until you complete it while you're waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly mayfly.

£ Psybadek ☆☆

An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive



levels and fiddly controls. One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.

£ Rayman Platinum ☆☆

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 ☆

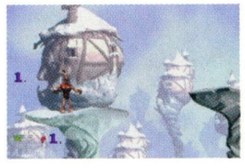
Like we said, you could do a lot worse, and this is a lot worse. Good looking, but absolutely no gameplay.





£ 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.

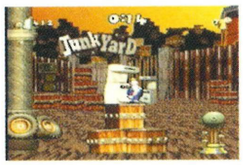
£Spot Goes To Hollywood ☆

Another example of 16bit characters failing to make the transition into 32bit gaming.



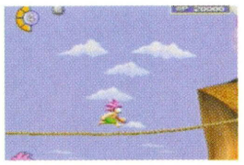

£Trash It ☆

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 108.

£Wild 9 ☆☆☆

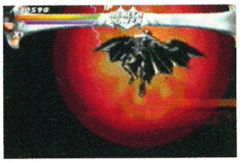
The world's first torture-'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



beat 'em-up

£Batman Forever ☆

Appalling dog's-mess of a game. The average human would be better served eating their own arse.

£Battle Arena Toshinden Platinum ☆☆☆

An early PlayStation beat-'em-up that was good, but has been overtaken by the likes of *Tekken 3* and *SoulBlade*. *Tekken 2* and *SoulBlade* are available on Platinum so it's hard to recommend this anymore. It was 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.



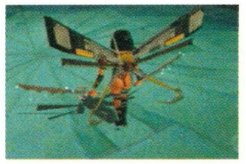
£Battle Arena Toshinden 3 ☆☆

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 regain the balance of power. This wasn't it, but it's still good.

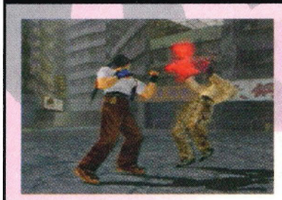


Bio F.R.E.A.K.S ☆

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.

£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.

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 adrenalin.




£Criticom ☆

That old chestnut about the game with good graphics and piss poor gameplay has never rung more true than with this piece of stale wank. If you're one of those sad people that likes things this way, then by all means buy this game. But if you do, you're certifiable.



£Dark Stalkers 3 ☆☆

Street Fighter gets all gothic in this fun spook-'em-up that amuses and frustrates in equal measure. A rental.




£Dead Or Alive ☆☆☆☆

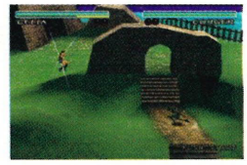
Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.




Destrega ☆☆

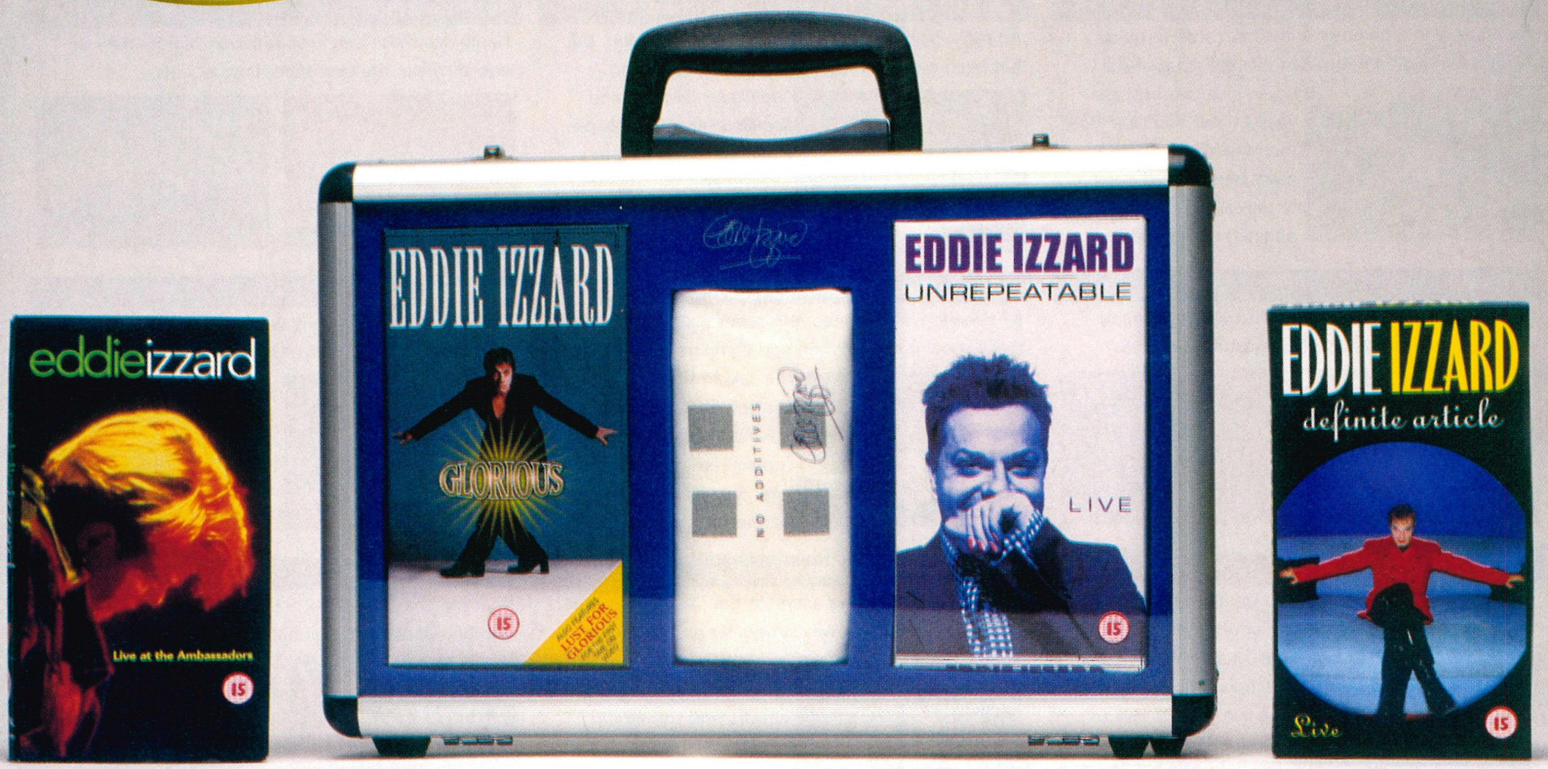
Run around an arena, check a firebolt – move in and kill. A really stoopid fighting game that's really bad.





WIN Eddie Izzard's Box

If you're up for a laugh and find Ed Gizzard's style of comedy funny, then this silver flight case box set could be for you. Including four concerts which chart Eddie's career from funny man to hilarious tranny or a 'a man who just likes women's clothes'. There are also a couple of books about being on the road and a t- shirt for your skinny waif-like stature. Eddie designed this shirt himself so it's obviously cool. To win this **£100** glory box you must dress in drag and the most convincing ladyboy will march triumphantly into Pro history as a tranny. We'll print the best but to enhance your chances we suggest you disguise yourself Martine Mcutcheon, Britney Spears or Anne Robinson from Points of View. All entries to the Pro address headed 'Ladyboy boxes compo' by 20 December 1999.



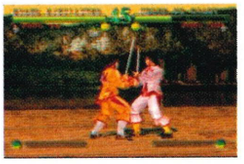
£Evil Zone ☆☆☆

Surprisingly good beat-'em-up. Surprising because the Manga action is controlled with one button. Rent it.




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.



£Iron & Blood ☆☆

Where do they get the names from? The medieval setting makes a nice change but the game is average.




£The Crow: City Of Angels ☆

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.




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.



£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.



Darkstalkers ☆☆

It's not like Capcom to use the *Street Fighter* engine for virtually every other game they produce now is it? This 2-D 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!



Fighting Force ☆☆

Tries to mix adventure with fighting but turns out like Monica Lewinsky – a bit dull and far too easy.




£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.





Mission Impossible :
Blag watches, jackets and the game

WIN watches, jackets and the game

Infogrames' spanking new title got 85 percent last issue and to celebrate the game of the film being 'quite good' we've got stacks of bits and bobs to give to you.

The first prize will consist of a copy of the game, a Mission Impossible jacket, rotating watch, bleeping pen and ticking clocks. You can behave just like Tom Cruise in the film, bar getting jiggy with Emmanuelle Béart when she seduces you. But hey! Videogames are cool and just imagine what fun you can have with your mates with all the male-orientated tech dooberies. Runners up will win copies of the game and one of the aforementioned items.

Your mission, should you wish to blag all this kit, is to find a picture of you or a mate which you think has a resemblance to one of the main characters in the film – could be Tom Cruise, the woman or Jon Voight. We've included pics of each starlet just in case you can't watch TV because you belong to an obscure religion or something. The most convincing look-alike will find fame and fortune with prizes and their pic in our magazine. Entries to the usual address at the back of the magazine under the heading 'I like Cruising with Ms Beart' by 20 December 1999. Good luck, people.

Legend ☆☆

Novelty slash-'em-up in the mould of Eighties classic *Golden Axe*. Only worth a look if you're going to play in multiplayer 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



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 3-D fighting, it's hard to see a place for this old timer. Plenty of blood and gore in it though.



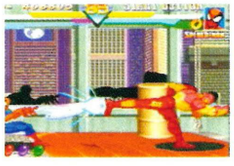
£ Mortal Kombat 4 ☆☆☆

Mortal Kombat finally gets a game worth playing as it enters the 3-D 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.



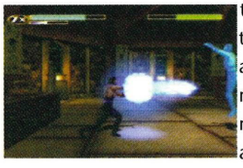
Marvel Super Heroes ☆☆☆

What more can you want from a game than the chance to pit Spider-Man against Wolverine and find out who will win. The biggest let down in the game is the use of the ancient *Street Fighter* engine. Still, it does have Marvel Super Heroes. Excelsior!



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.



£ 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.



£ Marvel Vs Street Fighter ☆☆☆

Not exactly a *Street Fighter* classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap *Tekken* for this?



£ Mortal Kombat Trilogy ☆

The original three arcade smashes rolled into one tiresome collection. They're all the same though.





£ 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 'cos it really was smart. Well worth adding to your cupboard if only for the gusset abundance.



£Soul Blade Platinum ☆☆☆☆

A £20 game that simply everybody must own. One of the best fighting games to be released on any format.





£Star Gladiator ☆☆☆

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)





£Star Wars: Masters of Teras Kasi ☆☆☆

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.





£Street Fighter Alpha 2 ☆☆

Oh, God. Will they ever stop doing this? Who exactly owns a Street Fighter game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot – or taxed heavily. If you want a SF game just pick any at random.



£Street Fighter 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.

JAPANESE CHART

1. Arc The Lad III
2. Derby Stallion '99
3. Pro Baseball '99
4. Densha Den Go !
5. Legend Of Mana

£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.





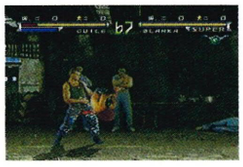
£Street Fighter EX Plus Alpha ☆☆☆☆

Funny that Capcom realised that the *Street Fighter* series needed to pack it's bags and head for 3-D territory and then decided to go back to 2-D. 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 Platinum ☆☆☆☆☆

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 Platinum ☆☆☆☆

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!





£Tobal No.1 ☆☆

An old and crusty fighting game that came out at the same time as Toshinden (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-'em-ups and really should just shrivel up and die 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 was regarded as 'good' then this offering from the 'bad in the head' Japs would be a classic. Of course weird does not equal realness, 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 Uzis and 'shanks' are missing and it's all a trifle average, homes.



WCW Mayhem ☆☆☆

Slick camera action makes some attempt to bring this easy to pick wrestlefest into the classic arena. Almost.





£ X Men: Children Of The Atom ☆☆

Standard 2-D fighter from the 2-D 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 surprise 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.



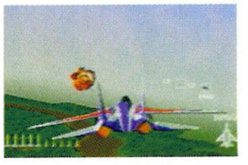

£ Agile Warrior ☆☆

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 Platinum ☆☆

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.

£ Black Dawn ☆☆☆

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequel to *Agile Warrior* and has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like being back in 'Nam. I guess.



£ Firestorm: Thunderhawk 2 ☆☆☆

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!



£ Gunship ☆☆

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning". For furtive joystick fiddlers only.



£ Raging Skies ☆

Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho, ho, no, but really readers, that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...



RC Stuntcopter ☆☆☆☆

A radio controlled helicopter simulator that is as tricky as the real thing. Stick with it and reap the rewards!



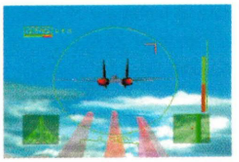

£ Strikepoint ☆

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 whose basic graphics badly let down a fair game. The game's one saving grace is the fact that the missions are well designed and you find yourself needing to finish them. Available for a tenner in bargain box. Somewhere.



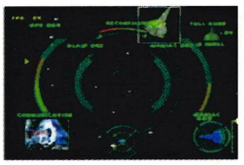
£ Wing Commander 3 ☆

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

dealer

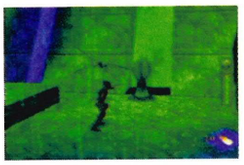
£ Alone In The Dark — m☆

One of the original PlayStation adventure games which takes the player into a haunted house scenario and provides its 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.

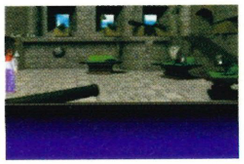




£ Ark Of Time — ☆

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. Get the picture?





US CHART

1. Final Fantasy VIII
2. Wu Tang
3. NCAA Football 2000
4. Final Fantasy VII
5. Driver

£ Blazing Dragons — ☆

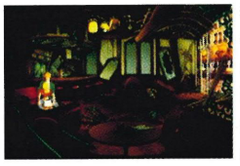
This may sound like the sort of stupid exclamation that Robin (the boy wonder) would squeak at Batman.



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 — ☆☆☆

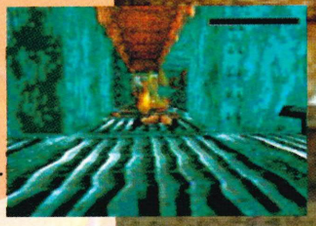
Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games



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.

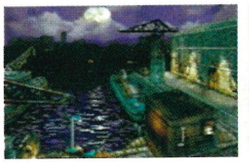
£ Tomb Raider 2 — ☆☆☆☆

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!



£ Broken Sword 2 — ☆☆☆

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.

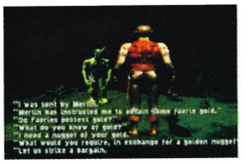




£ Chronicles Of The Sword — ☆

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.

Dino Crisis — ☆☆☆☆

Resident Evil chomps on the script to Jurrasic park and chucks up this supreme shocker. Scary? VERY!





£ Deathtrap Dungeon — ☆☆☆

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.





£Discworld ☆☆

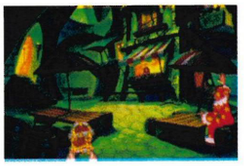
A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it.



£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*. Oh, that sounds good. Well it isn't. It's just a bunch over-manganised shit.

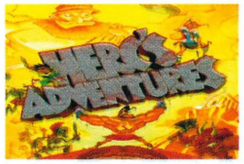




£Herc's Adventures ☆

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.





£Legacy Of Kain ☆☆☆

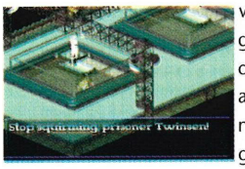
Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.





£Little Big Adventure ☆☆

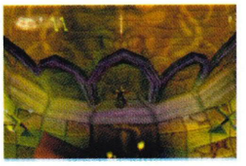
A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.



£Medievil ☆☆☆

Ghosts n' Goblins is brought into the '90s in this excellent swashbuckling comedy-type thing.





£Men In Black ☆

Cacky movie tie in which pseudo sticks to the plot of the film, but you just don't care.





£Metal Gear Solid ☆☆☆☆

One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake. Just buy it!





£Mission Impossible ☆☆

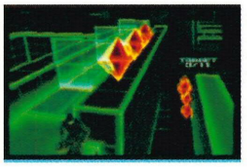
It'll self destruct after a few days gaming, but the variety of missions will keep you interested.





£MGS: Special Missions ☆☆☆☆

More VR training missions like the ones from from the full game. It's 20 quid and it's *Metal Gear Solid* - Lite!





£Myst ☆

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up-their-own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The CD makes a good frizbee.



£Nightmare Creatures ☆☆☆

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.





£Ninja: Shadow Of Darkness ☆☆☆

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.





£ODT ☆

A poor attempt at creating a challenger to *Tomb Raider*. Someone'll succeed, sometime...





£Overblood ☆☆

A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



Parasite Eve ☆☆

Great Full Motion Video but... hello? Where's the game to match? *Resident Evil* without the good bits. It's got a dark atmosphere, some of the graphics are good, but it's not enough to cover the poor control system and repetitiveness of the game. Parasitic import.



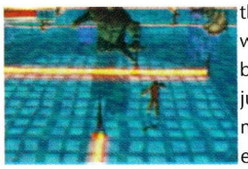
£Perfect Weapon ☆☆

Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those titles which if you make it half way through you'll lose sleep and food until you finish it. Looks great and you get to punch stuff. Christ, it's Naomi Campbell!



£Pitfall 3-D: 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.



dealer

£ Psychic Detective ☆

Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." End of game. Shite interwanktive movie shitefest. Shite-shite that's heavy on the crap.



£ Reboot: Countdown To Chaos ☆☆

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.





£ Resident Evil Platinum ☆☆☆

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Combine any four of the above and a fantastic game ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.



£ Resident Evil 2 ☆☆☆☆

Twice the adventure of the first game. Leon and Claire's battle is, shock-horror, a stunning shock-horror





£ Resident Evil: Directors Cut ☆☆☆

Justly falling between *Residents Evil 1* and *2* for quality, and the chance to get a peek at *Resident Evil 2*, which has come out now making this version totally obsolete. If you absolutely must own *Resident Evil 1* then this is a better version. Just as scary, but more so.



£ Riven ☆

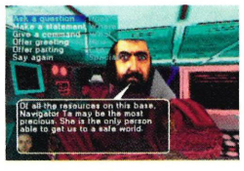
Not much of an adventure game, but a very striking little collection of moody holiday snaps.





£ Sentient ☆☆

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.

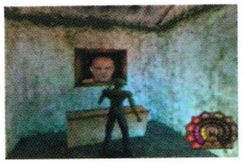




Shadowman ☆☆

Great ideas, great style, interesting puzzles. Damn, those graphics jutter! Try before you get disappointed!





£ 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 ☆

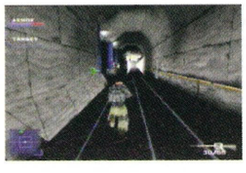
A spooky cartoon adventure. But then so is *Scooby Doo*, and it didn't cost 40 quid to watch.





£ 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 Farleys 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 Platinum ☆☆☆☆

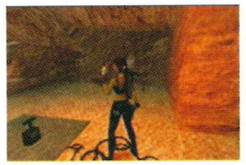
The game which launched a thousand magazine covers. And the same amount of pretenders.





£ Tomb Raider 3 ☆☆☆☆

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



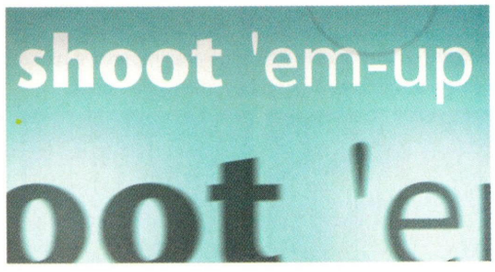


£ X Files ☆

An 'interactive' movie. This isn't a game, it's a TV episode with puzzle breaks. Boring 'adventure'.







£ Aironaughts ☆☆

It's not PlayStation *Pilotwings*, but anyone looking for an instant buzz will enjoy this. Good for a bargain.



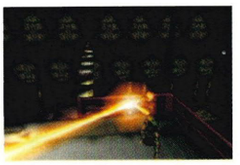

£ Alien Trilogy platinum ☆☆☆

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.



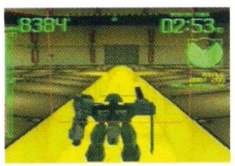
£ Apocalypse ☆☆☆

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 with a few fresh ideas create a fast frag frenzy.




£ Assault Rigs ☆

This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some nice touches in what effectively is a *Doom* clone in a robot suit. Good for its time and a worthy ten quid purchase, but no more than that.



£ Asteroids ☆☆

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.




£ Auto Destruct ☆☆

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.



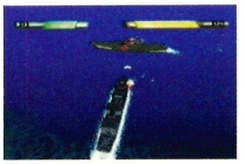
£ B-Movie ☆☆☆

Alien-chasing shoot-'em-up with some subtle humour to keep you amused. Tricky to complete.




£ Battle Stations ☆

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.




£ Beast Wars ☆

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it, do you? Well you would...



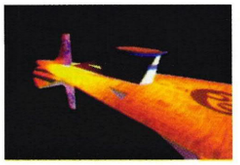

£ Blam! Machinehead ☆

It sounds like a dull college indie band and plays no better. A 3-D shoot-'em-up with the occasionally nice graphical touch that's let down by a stupid name, over complex missions and a control system that just isn't nice to use. Car boot sale purchase only.



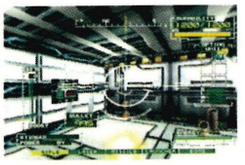
£ Blast Radius ☆☆

Star Wars style shoot-'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.




£ Brahma Force ☆☆☆

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.

£ Colony Wars ☆☆☆

All the fun of pretending to be Luke Skywalker or Starbuck out of *Battlestar Galactica*. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The multi-ending campaign is a nice touch. Could have done more really...



£ Colony Wars: Vengeance ☆☆☆☆

... and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



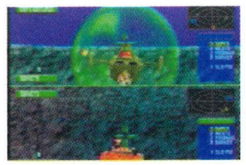

£ Contra: Legacy Of War ☆

Horizontal scrolling shoot-'em-up offering nostalgia at best and tits-all at worst.




£ Critical Depth ☆

After *Tiger Shark* failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



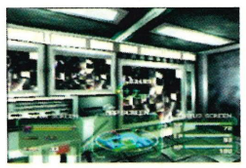
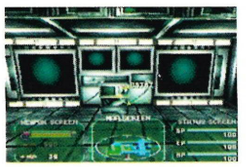

£ Duke Nukem: Time To Kill ☆☆☆

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.

dealer

£Exhumed ☆☆

Flawed *Doom* clone set in ancient Egypt which musters some of the gameplay elements of its hero.




£Fade To Black Platinum ☆☆☆

A great 3-D 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 Nukem*, but this one has a few in-game surprises of its own. Top.



£Final Doom ☆☆☆

The *Doom* games are classics and a landmark in gaming technology. This sequel is a goodie but a toughie – its 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 *Quake 2* 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 disc.




£Galaxian 3 ☆

An interesting idea spawned long before the 'let's do an old thing, but make it 3-D' 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.



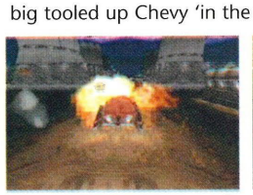
£Ghost In The Shell ☆☆

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.



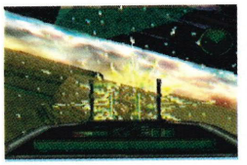

£Hexen ☆

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 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.



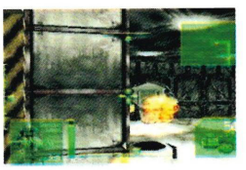
£Judge Dredd ☆☆

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!



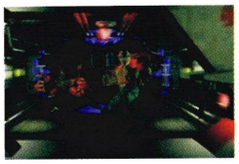
£Lifeforce: Tenka ☆☆☆

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 Platinum ☆☆☆

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 soundtrack by Pop Will Eat Itself. Good two-player fun, but let down by our old enemy, repetitiveness.



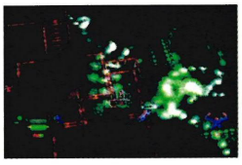
£Lone Soldier ☆

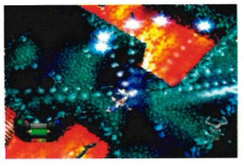
That old arcade classic, *Commando* is given a 3-D treatment. That sounds promising at least. However, a potentially good idea somehow becomes the the worst shoot-'em-up in the history of the genre. Games this piss poor aren't even worth burning. Shite.



£Machine Hunter ☆☆

3-D effort which borrowed from the 2-D *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.



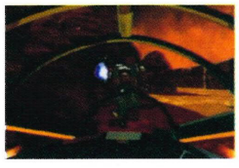
£MDK ☆☆☆

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 that you're put under. Great if you can find it cheap.



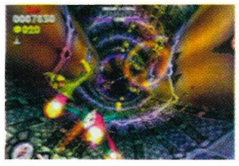
£Mechwarrior 2 ☆☆☆

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.



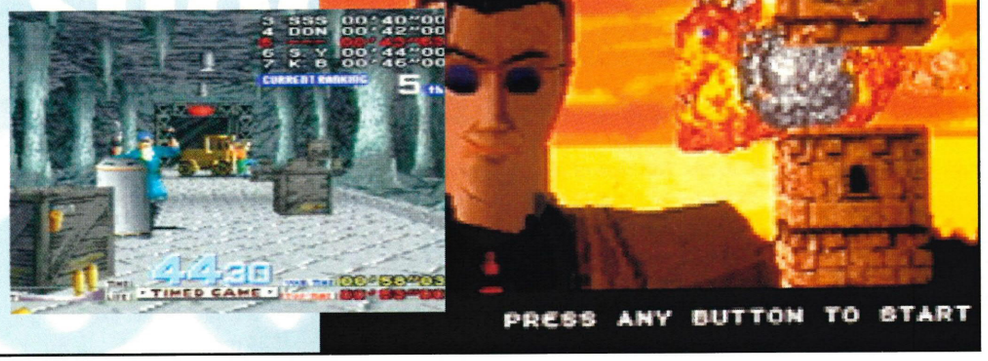
£N20 ☆

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement through the 3-D levels with a reasonable if standard soundtrack but there's never quite enough going on. Wasted potential. The Stan Collymore of games.



£Time Crisis ☆☆☆☆

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.



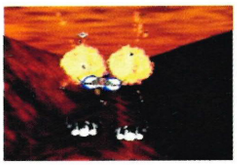
£Nanotek Warrior ☆☆☆

A Psychedelic 3-D blaster that does everything to the best of its abilities but still fails to attain ultimate realness. 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 disc and boy, does it show. It plays like an 'into the screen' 3-D version of *R-Type*, but with anything that would make it any 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, with its improvements, this one just about wins out and will make a worthwhile addition to your games collection.



Omega Boost ☆☆☆☆

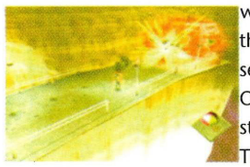
Fly a robot and shoot up the universe. A simple game that's stunning to look at and plays like a dream.





£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.



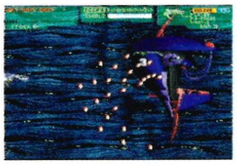
£Parodius Deluxe ☆

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



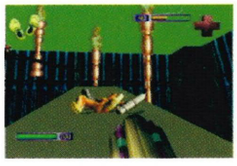
£Philosoma ☆

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.



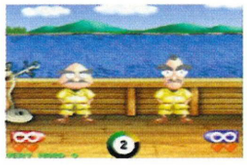
£PO'ed ☆☆

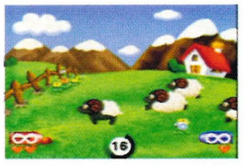
You're supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and not nearly challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be those who shelled out on this crud.



Point Blank 2 ☆☆☆

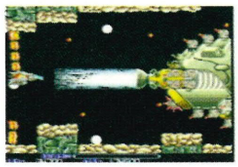
A huge amount of shooting game action that will keep you showing off your skills till the cows go moo!





£R-Types ☆

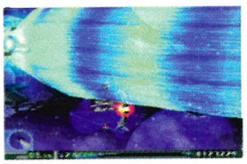
Remember in the early '90s, when a reasonable proportion of misguided Mancunians took to wearing flares? Seemed like a good idea until the holiday snaps came out, and its the same story with *R-Types*. Leave the crap in the cupboard where it belongs.



dealer

R-Type Delta ☆☆☆

A shoot-em-up that's more old skool than a hanger full of Rubix cubes. Blasting action taken into the '90s




£Raiden Project ☆☆☆

Just as great graphics can't hide a crappy game, great playability can't hide shoddy visuals. This type of all out shooter was all the rage a few years ago. This one has all the ideas that made the genre worthwhile. Take a look if you want to hark back to simpler times.



Rainbow Six ☆☆

The jaw-dropping PC game gets its PSX conversion and loses out on every step of the way. Avoid.




£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 far 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 batter the hell out of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking a rep for advice.



£Shadow Gunner ☆

Robot warriors killing each other and such stuff. As indeed they have done better many times before.



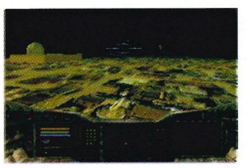

£Shadow Master ☆☆☆

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.

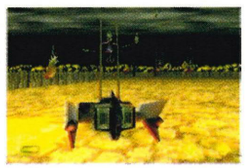
£Shockwave Assault ☆

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 Platinum ☆☆☆

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.



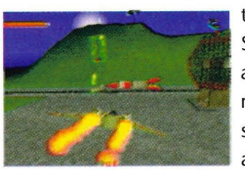
£Starblade Alpha ☆

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 3-D 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.



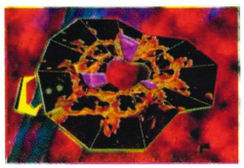
£Steel Reign ☆

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.




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£ 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, blue 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 pathetically 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 hell-bent taxis, it's been surpassed by smoother and generally more alluring efforts. So we move along now to...

£ Twisted Metal 2 ☆☆☆

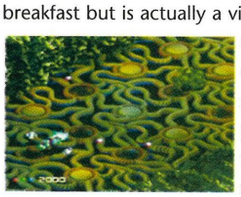
A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid



amount of firepower. Enter an arena and kill everyone you see. Much better than 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.

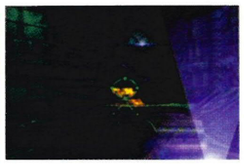




£ Viper ☆☆

Good-looking shoot-'em-up, but one that also offers nothing original in terms of gameplay.





War Of The Worlds ☆☆☆☆

Fine arcade strategy martian-up that lets you rip around olde Britain in tooled up military vehicles.





£ X2 ☆☆

You can't beat a game with a nice, 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.

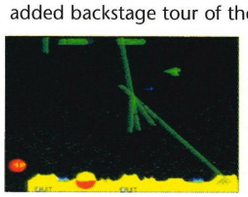


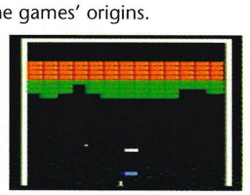


miscellaneous

£ 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 ☆☆

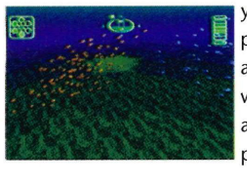
Another chance to remind yourself just how far games have advanced in such a short space of time.



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

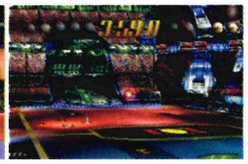


you will ever have the mis-pleasure to 'play.' Aquanauts at work, now that really would be something. A truly awful game that has no place anywhere.

£ Ball Blazer Champions ☆

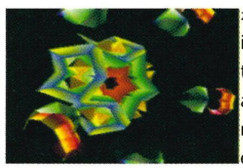
Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.





£ Baby Universe ☆

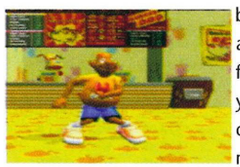
You know that sound-to-light flashing demo thing that you get with your PlayStation? Well now you can pay



£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 very 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 ☆

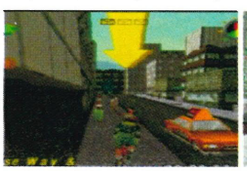
You can either play chess or you can't Those who can but can't find anyone else to play may find this one

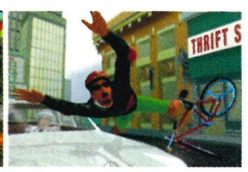


interesting. Anyone else would be better advised of getting a board and playing a real person. Remember them? They look like you! Well... almost.

£ 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, less-a-pound pinball games than going anywhere near this bunch of rusty balls. For god's sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.



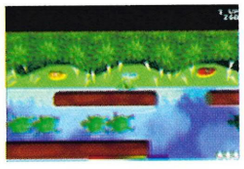
£Fluid ☆☆☆

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



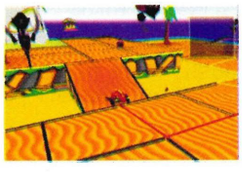
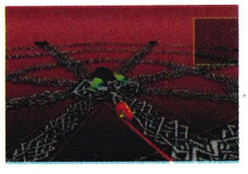

£Frogger ☆☆

Dodge traffic with everybody's favourite slimy amphibian in this 3-D remake of the classic.

£Live Wire ☆☆

Another old game is re-hashed. Gameplay's repetitive, but the handbag house soundtrack lifts it a bit.

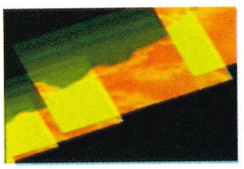
£Mr Domino ☆☆

Oddball Japanese puzzle game that will have your ripping your hair out. Addictive though.



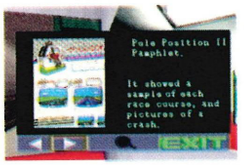

£Music ☆☆☆

Not a game but a music making tool. 1000s of samples to patch together and great fun too.



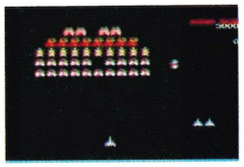
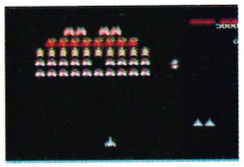

£Namco Museum Vol 1 ☆

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?



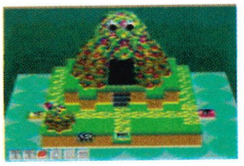
£Overboard ☆

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 depth of the game shines through. You can even pick it up for under twenty quid . An absolute must have bargain.



£Poy Poy ☆☆☆

Recently beaten by the imaginatively named *Poy Poy 2* as the top multi-tap game for a beer-fuelled 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 multiplayer miracle.



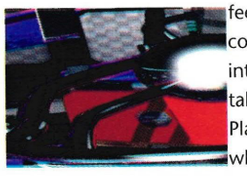

£Pro Pinball: Big Race USA ☆

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.




£ Riot ☆

Futuristic effort 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*.



£ 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.



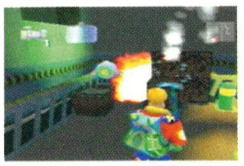
£ Rampage World Tour ☆

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.



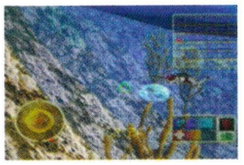
£ Rosco McQueen ☆☆

Firefighting in the 'Towering Inferno' whilst battling a range of robots in this enjoyable extinguish 'em-up.




£ Treasures Of The Deep ☆☆

Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.

£ Rebel Assault 2 ☆

You can't usually go wrong with *Star Wars* but *Rebel Assault 2* is a very poor game indeed.



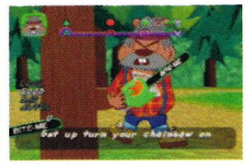

£ Spice World ☆

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.




Um Jammy Lammy ☆☆☆

Parrapa the Rapper with a cute guitar-wielding lamb taking the 'doggy doggs' place. As fun as you can get.

£ 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 stored in an urn on the mantlepiece. Don't chuffin get it!



£ Tilt! ☆☆☆

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.





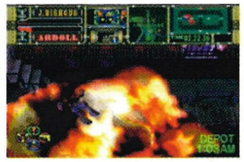

Rampage 2 ☆☆

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 tired old engine, offering absolutely nothing new. You've seen it all before so don't bother wasting your cash and buying it again.



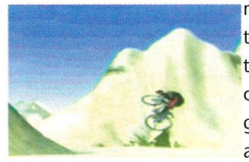
£ Trap Runner ☆☆

Top Idea! Run about, plant bombs – kill enemy. Unfortunately, it gets very samey, very quickly.

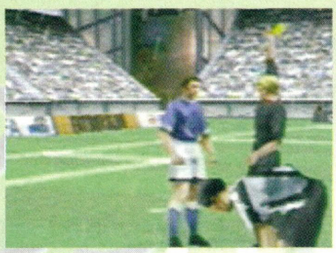
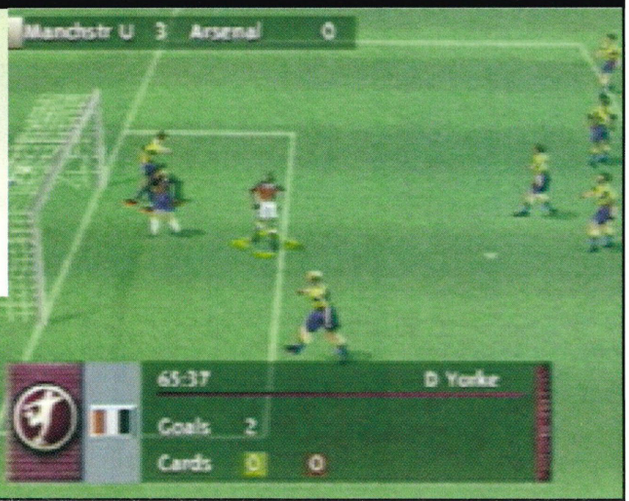



£ 2xtreme ☆

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.



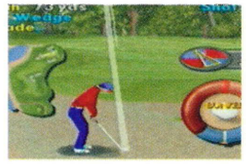
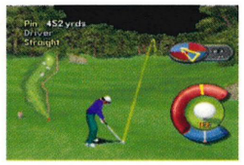
£ FIFA 99 ☆☆☆☆

A quality football game – quite possibly the best there is. An essential purchase for all. Away the lads.

£ Actua Golf ☆☆

The original golf game had a few minor faults but still did the business, but it all looks very dated now.

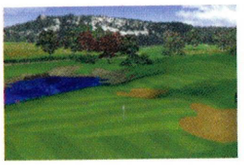
£ Actua Golf 2 ☆☆

There is nothing new here that would warrant an upgrade from the original. Those of you who come across this golf-'em-up going for a song will get what you paid for. You'd be better of hunting around for *Actua Golf 3*, which at least has a new control system.



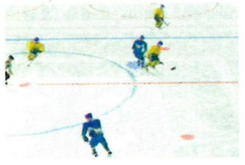
£Actua Golf 3 ☆☆☆

Gremlin's latest club-swinger is far superior in both graphics and game options. The best of the three.

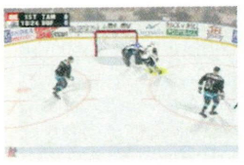
£Actua Ice Hockey ☆☆

The *Actua Sports* series expands into the world of American sports. Not as good as the NHL series.

Actua Ice Hockey 2 ☆☆☆☆

Not as slick as *NHL '99* but worth getting if you can get it cheaper than EA's effort. OK for a puck around.

£Actua Soccer Platinum ☆☆

Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.



£Actua Soccer 2 ☆☆

Looks extremely dated in comparison to what's below. Not really worth getting these days.




£Actua Soccer 3 ☆☆☆☆

One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.



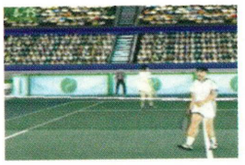

£Actua Soccer: Club Edition ☆

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.




£Actua Tennis ☆☆

Another addition to the *Actua* series further swells Gremlin's sporting library. Average game though.




£Adidas Power Soccer ☆

Another big licence that pumps too much money into getting a household name, and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one, It's shite. So heed our honest opinion.



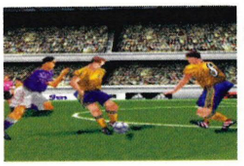
£Adidas Power Soccer '97 ☆☆

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.




£Adidas Power Soccer '98 ☆

The *Power Soccer* brand goes from strength-to-strength with yet another crap soccer simulator.



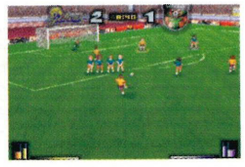

£Adidas Power Soccer 2 ☆☆

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.

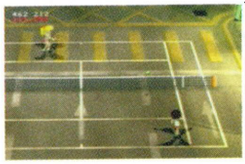
£All Star Tennis ☆

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.




Anna Kournikova's S.C. Tennis ☆☆☆☆

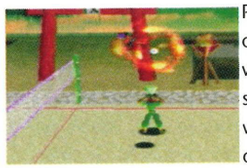
The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse.



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 deathmatch option.

£Beach Volley Heroes ☆☆

What a great excuse to make lots of gags about bouncing breasts. The only volleyball game on the PlayStation gives you plenty of material to snigger at, whilst 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.




dealer

£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 compilation. The best thing to do is 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 photo-realism 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.




FA Premier League Stars ☆

"Dear Miss Bea', I've just bought *FA Premier Stars* and it's shite – give me cheats!" Top of the charts! Why?




£FIFA '96 platinum ☆☆

Those of you who brag about how good *FIFA '99* is should look back at this earlier effort and see exactly how 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.







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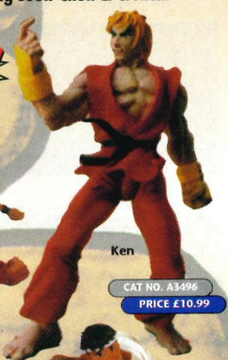
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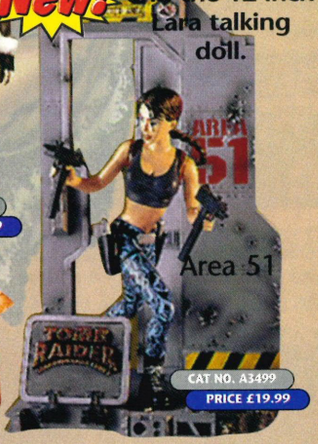
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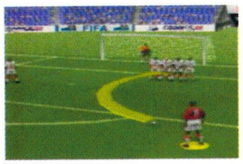
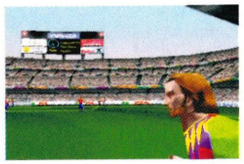
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£FIFA RTWC '98 ★★★

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, it's hard to say who this dribble-wreck of a game would appeal to.



£ISS Deluxe ★

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.





£ISS Pro Platinum ★★

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



£ISS Pro '98 ★★★

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.



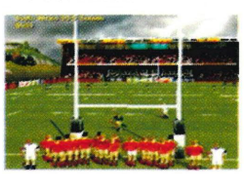
£Int. Track And Field Platinum ★★★★

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.

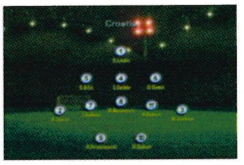
£Kick Off '97 ★

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.



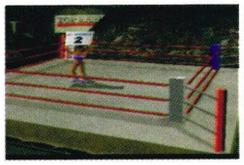

£Kick Off World ★

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 your ears son.




£Libero Grande ★★

You only control one player while the action happens around you. Not as bad as it sounds – quite playable.





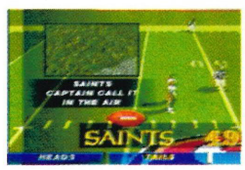
LMA Football Manager ★★

The best football management game ever to grace the PlayStation's hallowed, grey interior. Buy, Buy, BUY!




£Madden NFL '97 ★★

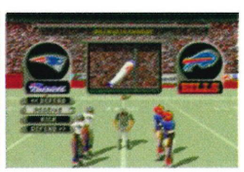
All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.





£Madden NFL '98 ★★★

Vastly improved graphics over 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.



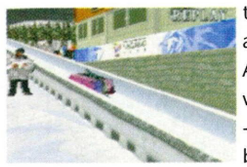
£Michael Owen's WLS '99 ★★★★

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.



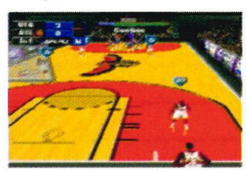
£Namco Smash Court Tennis ★★★★

The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.



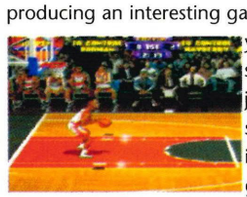

£NBA Fastbreak '98 ★★

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*.



shouts

Selling your wares has never been easier but making friends is never simple. Let PRO help you sort your life out...

Handsome (Oop - Twat alert - Ed) 29 year old boy from Norway seeks female pen-pals for long chatty letters and friendship. Write to Johnny Ree, Kvernst, 26 4640 Sogne, Norway

Female pen-pal wanted – age 13 to 16. Must send photo! My hobbies are football, PlayStation and banger racing. I'm 13 and can talk about most subjects. Everyone gets a reply! Write to 19 The Crescent, Hikkin, Hearts, SG5 2PA.

For Sale: *Spice World* – £15 including manual and cheats. Also, the complete guide to *Final Fantasy VII* £3. If you are interested please call 01256 331853 and ask for Luke.

Female pen-pal wanted must be gorgeous and aged from 12-15. Please send photo. Must live East Anglia. Write to Jonathan Hullatt,43 Valley Road, Wellingborough, Northants. NN8 2PL.

Male or female friends wanted. Aged 14-16. I'm 15 and (Nope sorry we can't print that,use your own-Ed). Send photo please. I also have load of games for sale inc GTA and WCW Mayhem. Write to Jay – 11 Acorn Street,Leicester,LE4 6M13.

For Sale: *Psychic Force* and *Descent 2* for £10 each.Stuck on *Resident Evil 2*? I've got the complete guide for just £3.
Please call Luke on 01256 331853

Pen-pals wanted. Hi I'm Will the writer on PLAYSTATION PRO. I want to talk about anything that you want to talk about and,hell, if it's interesting we might put it on our letters page. Please write to 'Big Will' at the usual address.

For Sale: Dreamcast, includes solar powered torch, hair comb and some flip flops. All offers greatly accepted or will consider swapping for a Jaguar, Saturn or Virtual Boy. Please contact me via telekenetic forces when I've been let out of the home that I live in. Goodbye.

Next Month:
Send all your pen-pal photos in and the best will be printed. Please be prepared for a slagging if you look like an alien or are an odd sod!

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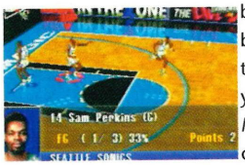
How often do you buy PLAYSTATION PRO? (every issue, most issues, occasionally).....

Are you old? How old, exactly?.....

How many games do you own? ..... How many imports?.....

£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.



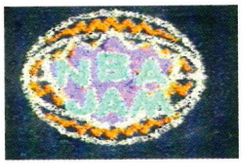
£NBA In The Zone 2 ☆☆☆

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 arcadey feel it has, or prefer a more simulation-like experience. Okay?



£NBA Jam Extreme ☆☆

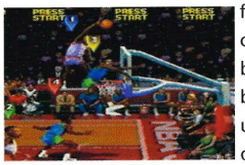
Playable enough in an uninspired way, but does a disservice to the great old *NBA Jam* franchise.





£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.





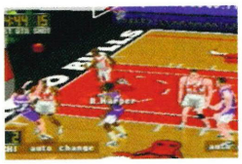
£NBA Live '99 ☆☆☆

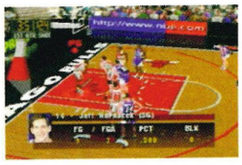
The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except to update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



£NBA Pro '98 ☆

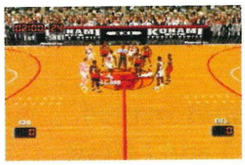
A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.





NBA Pro '99 ☆☆

Arcade hoop action that is fine for a quick dribble, but lacks any of the additions that in-depth gamers yern for.

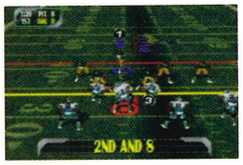




£NFL Blitz ☆☆☆☆

You want to play American Football? Get this, it's les boules de chien! And that's no merde talking either!





£NFL Gameday ☆☆

It's definitely 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 you start spending your money.



£NFL QB Club '96 ☆☆

Thanks to the huge demand for 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 ☆☆

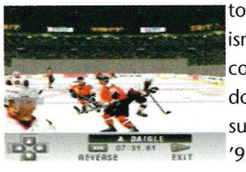
The NHL series stand out as the best ice hockey games. This early version looks old now though.





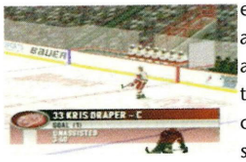
£NHL '98 ☆☆☆

And with this game the sport known as Ice Hockey was brought to the PlayStation. And most satisfactorily 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.



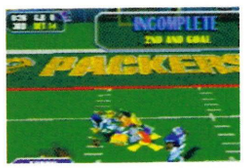
£NHL '99 ☆☆☆☆

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 ☆☆☆

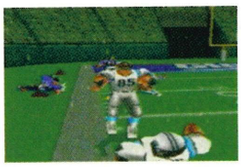
The rules have been abolished and *Blitz* is out-and-out violence. Fantastic stuff all round.





£NFL Xtreme ☆☆

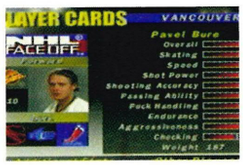
Similar to *Blitz* but not quite as fun. The rules are still missing, but so is some of the gameplay.

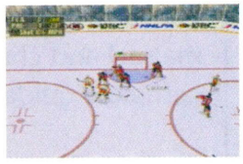




£NFL Faceoff ☆☆☆

One of the better competitors to *NHL*. Still worthy of a play even today if you can find a copy.

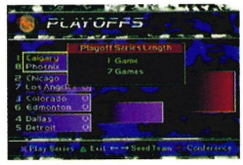




£NHL Faceoff '97 ☆

This sequel was a real disappointment when you consider the quality of the original. Steer clear.





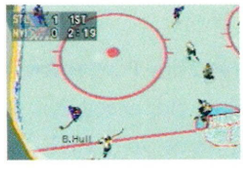
£NHL Faceoff '98 ☆☆

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 finger 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 its 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 ☆

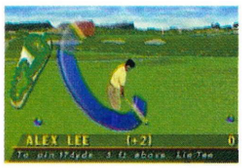
Comparatively poor attempt at capturing the speed and brutality of the sport.

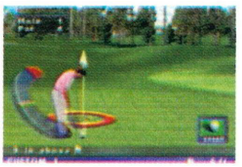




£ PGA Tour '96 ☆☆

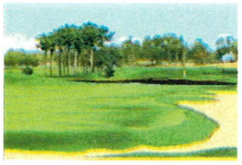
Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.

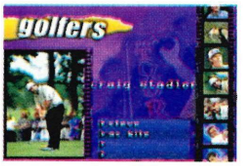




£ PGA Tour '97 Platinum ☆☆

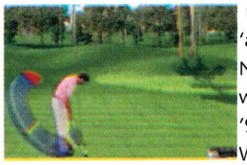
All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.





£ 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 ☆

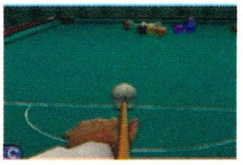
The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you're wondering.





£ Pool Shark ☆☆

Novel game if only because of 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 game there is. It was a close competition, but both have been overtaken by Anna Kournikova's offering which shows them both how it should be done.



£ Sensible Soccer ☆

Don't be fooled by the fact it looks shite. It plays even worse. The crappest football game available, really.





£ Slam 'n' Jam '96 ☆☆

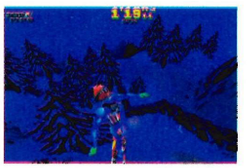
Look at the age of the poor thing. It tries so, so hard to be acceptable but fails pathetically. A bit like a really old, smelly springer spaniel that you ought to take down to the vet and get put down immediately. Then get a hamster instead, cos they're cute and cheap.



£ Snow Racer '98 ☆☆☆

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.





£ Soccer '97 ☆☆☆

Updated version of *Olympic Soccer* with league teams. Looks good and plays well.

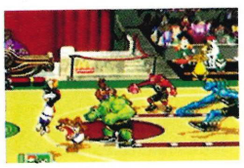
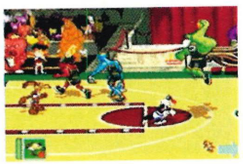




dealer

£Space Jam ☆

Basketball cartoon-combo with a movie tie-in. Go on, try and have a worse idea, we challenge you.

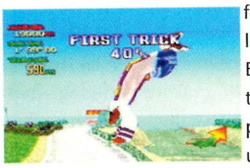
£Streak ☆☆

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.




£Street Skater ☆☆

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for *Cool Boarders 3*, and it looks worse than Chris Evans in drag, but the easy-to-grip gameplay is near perfect for some post piss-up entertainment



£Striker '96 ☆

Look at the age of this for Christ's sake. It may have been one of the first Football games to impress, but it will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



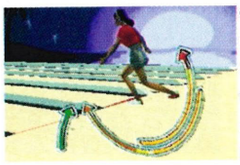
£Tennis Arena ☆☆

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.




£Ten Pin Alley ☆

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.



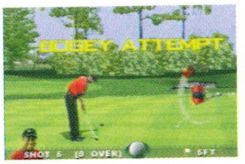
£Three Lions ☆☆

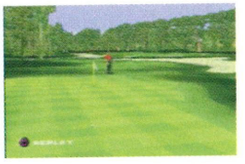
Talk about football coming home. This average effort should have stayed there.




£Tiger Woods '99 ☆☆

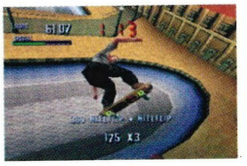
Or *PGA Tour '99* if you like. Not totally rank, but look under P for a better, reasonably priced alternative.





Tony Hawk's Skateboarding ☆☆☆☆

Buy this game now! Skateboarding finally gets a realistic interpretation and it kicks some fine booty too!

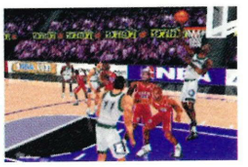
£Total NBA '96 ☆☆

A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of 'worth a bargain buy' really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.



£Total NBA '97 ☆☆☆

What? WHAT? Go away. Read the next one. It's identical. Honest!

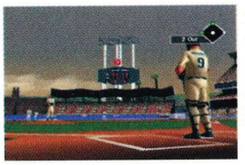
£Total NBA '98 ☆☆☆

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the *Total* bunch. It sounds pretty good too, and is in fact well worth checking out.



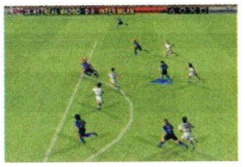
£Triple Play 2000 ☆☆☆

Top Baseball action that will please fans and American toss game-haters alike. Hey! Swing bada-bada SWING!




£UEFA Champions League ☆☆☆☆

A fine footy fiesta focusing on the world's top club competition, includes every classic team ever involved.

£V Tennis ☆

Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?





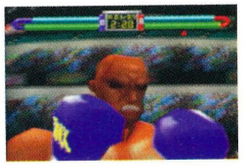
£Victory Boxing ☆☆

Build up your boxers face-pummelling 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 its sequel. There are better pugilistic games in the stores so get them instead.



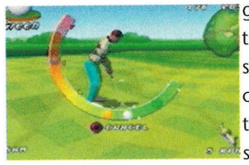
£Victory Boxing 2 ☆☆

More involved than the first. Take your fighter through the ranks. Mostly the same game though.

£Virtual Golf ☆

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



£Virtual Pool ☆

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take here, and at least you'll get an enjoyable game. Tell him no face hits though.



£VMX Racing ☆

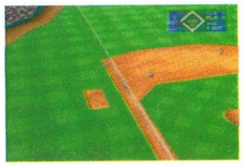
Like *BMX*, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.





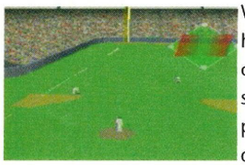
£VR Baseball ☆☆

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 ever 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 types of game 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 a 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 ☆

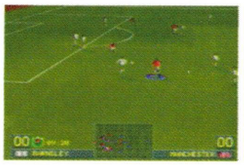
The ever-popular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour.



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 Attitude ☆☆☆

Hilariously camp wrestling game that amuses the scepticle while keeping true believers happy for hours.





£WWF Warzone ☆☆☆

Well Officer, it was like this: there I was, doing my best to present the acceptable face of the undeniably professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this – one of the best wrestlers around.



£AIV Evolution Global ☆☆

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself up to Richard Branson proportions. It's all done in a *Sim City* style that will have strategists and trainspotters soiling their Y-fronts for weeks. Nice.



£Allied General ☆

Hexagon-based wargame with leanings towards strategy classics like *Risk*. Bit of a blandster though.





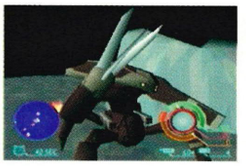
£Bedlam ☆

Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as *Syndicate Wars* too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.



£Carnage Heart ☆☆

People seem to think fighting robots are a good idea. Just look at *Robot Wars*, that's equally as poor as this.

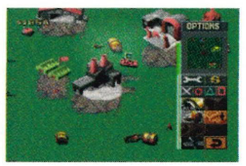




£C&C Platinum ☆☆☆

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.





£C&C: Red Alert ☆☆☆☆

The second installment of *C&C* is a huge improvement with more action and strategy than ever before





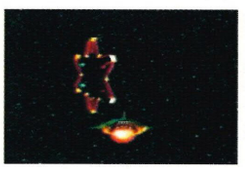
£C&C Retaliation ☆☆☆

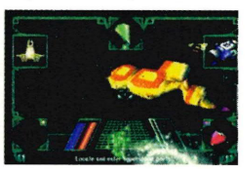
Despite this being the best *C&C* incarnation to date, the originality has disappeared. It's extremely difficult to play and you will need to be a hardened 'Command and Conqueror' already to prevent you getting mightily hacked off with the thing.



£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 hardcore 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.



dealer

£KKND Krossfire ☆☆

Despite the obvious *C&C* look this isn't really too much of a strategic 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 ☆

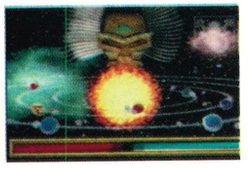
Take control of Ernst Rommel as he attempts to blitzkreig his way across western europe. The screams of pain and smell of burning flesh are removed giving you a view of the 'battle' from a nice, clean map. Crappy graphics and a boring game. Avoid it.



£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.



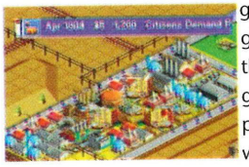
£Risk ☆☆

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 ☆☆☆☆

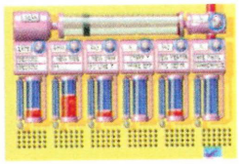
Guide your team of blood-thirsty androids around a large, dreary, rain-soaked city. It's got some kick ass weaponry and some cool missions, all done in a *Bladerunner*-esque setting. It's beginning to look a bit old hat now, but is still a classic strategy title



£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 you're one of those people who chortles at the sound of a fart, then this NHS-'em-up is just 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 ☆☆☆

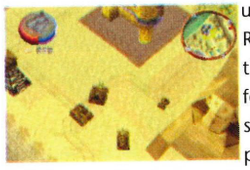
Easily playable *Command and Conquer*-alike that offers more hours play than a bucket of Viagra.





£Wargames ☆☆

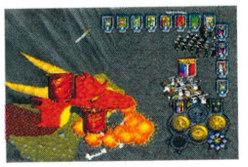
Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.



£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 multiplayer game available and does not even need a multi-tap. The graphics are terrible, but this just goes to show you that quality playability will always shine through .



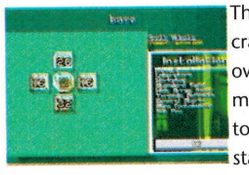
£X-Com: Enemy Unknown ☆☆

Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the crash site for the little critters. Nick their technology and dissect their bodies to build bigger and better weapons. Atmospheric and even scary.



£X-Com: Terror From The Deep ☆☆

The sequel to the excellent *UFO*. This time the invaders are hiding in the oceans. Somebody call StingRay! The difficulty has been cranked up to 'no-way' and owning a mouse would really make things a lot easier. Want to swim? get this. Want to stay dry? Get *UFO*.



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PlayStation PRO MAGAZINE
Issue 42

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Printed by: Polestar, Idle, Bradford
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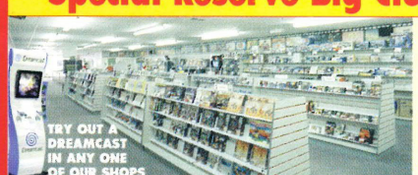


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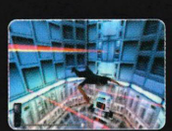
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