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ISSUE 44

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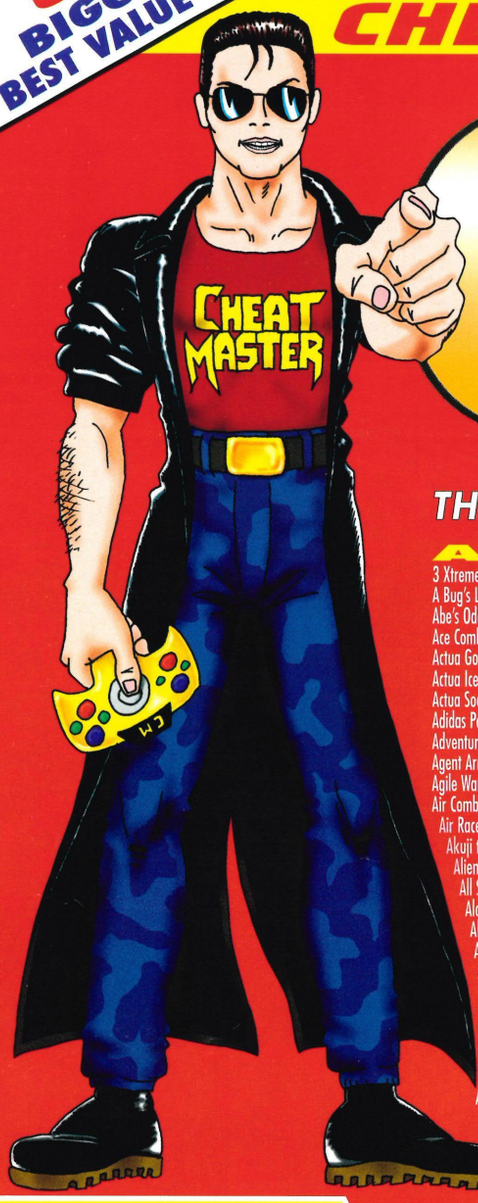
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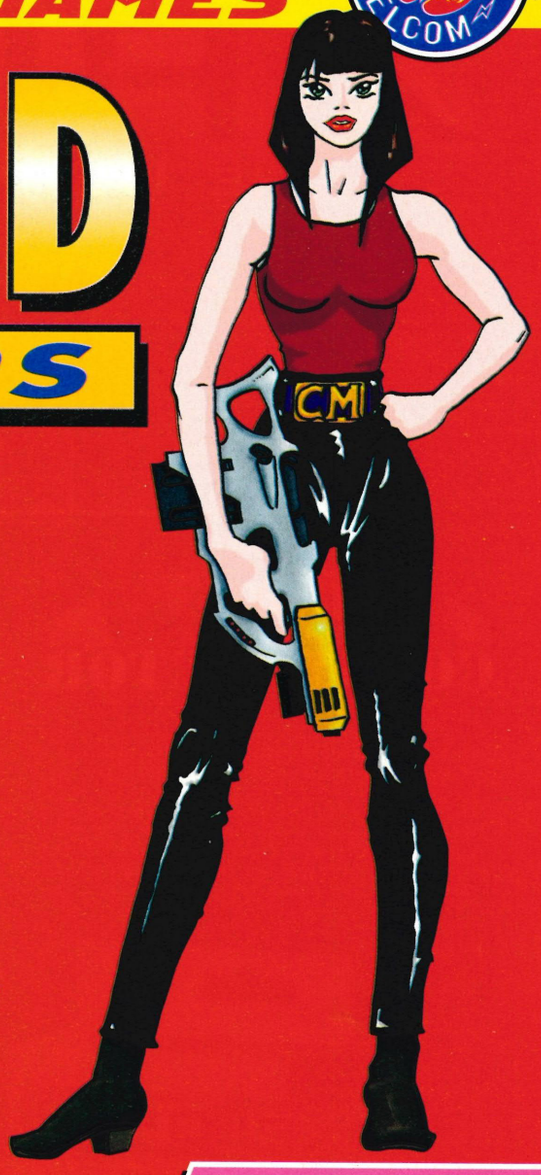
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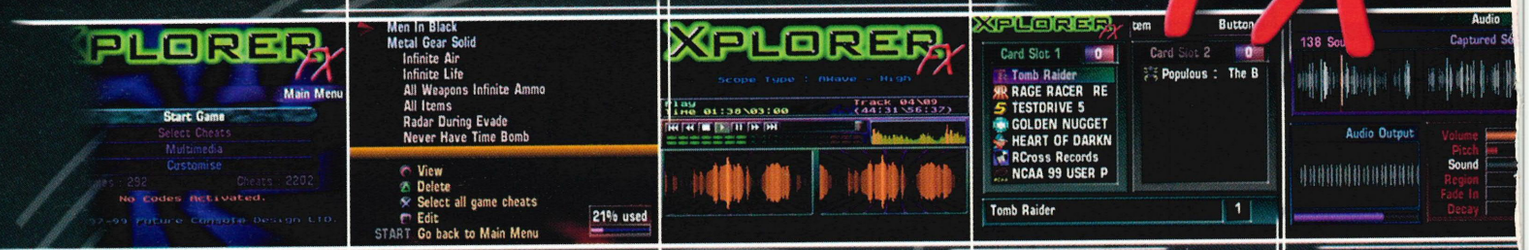
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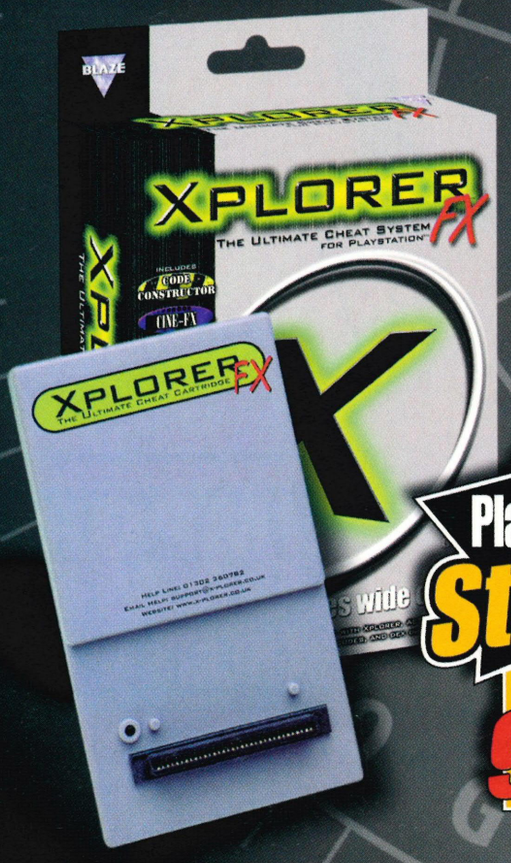
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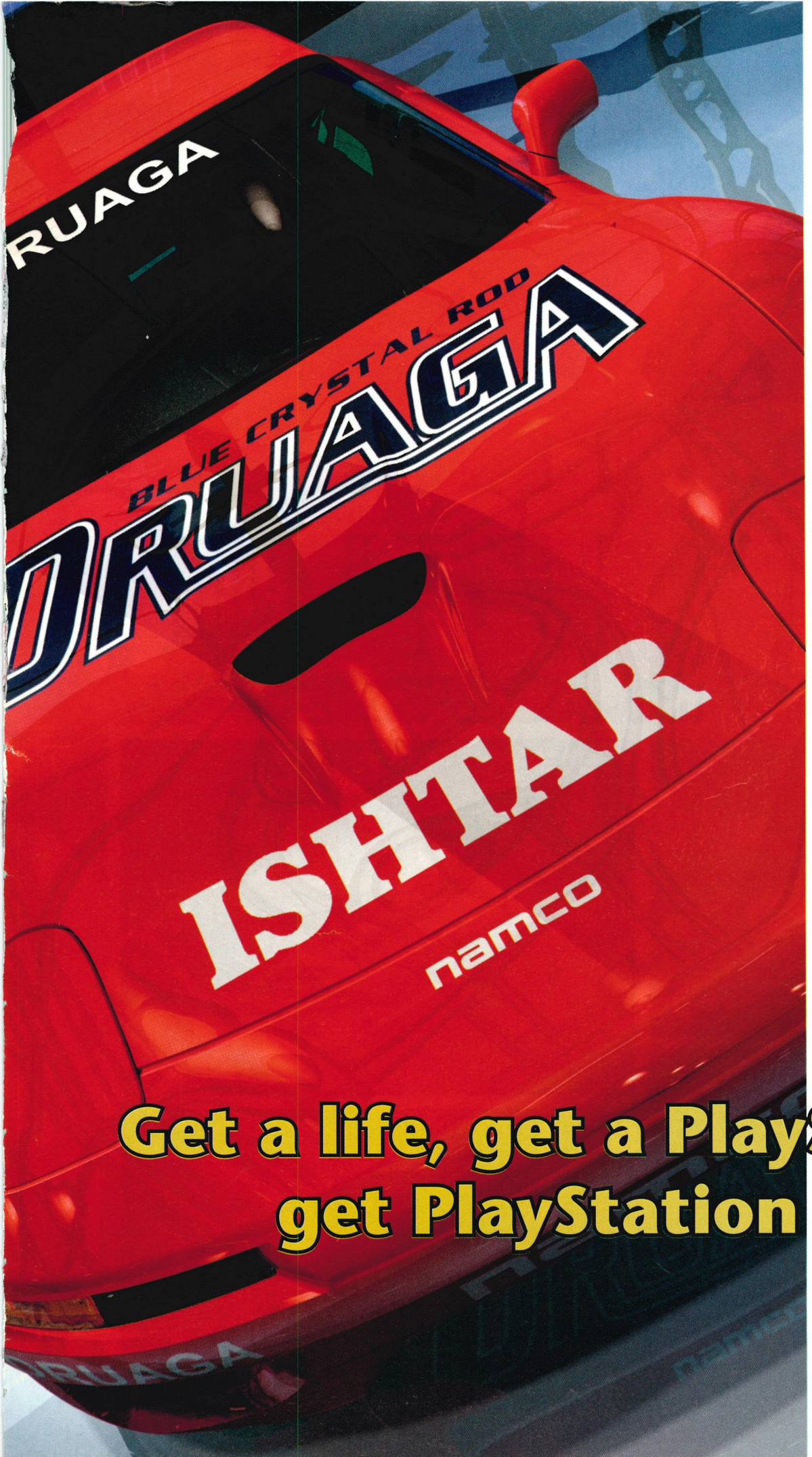
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BLAZE VIDEO GAME ACCESSORIES



Hello and welcome to issue 44 of PlayStation Pro. You'll be delighted to know that both Japanese and American code of *Gran Turismo 2* has landed on our desks at last. Turn to page 32 for the most eagerly awaited info on a racing game. Now that *GT2* is finally here, few games can pull us from our two-player battles but the superb *Ehrgeiz* and *Toy Story 2* have made our new year all the better.

Square Europe is releasing *Ehrgeiz* – along with Sony – on the back of *Final Fantasy VIII*. Luckily the top 3-D beat-'em-up heralds the firms ambitions to bring further titles to the UK including Chocobo Racing and Saga Frontier 2.

The year 2000 looks impossibly ripe for the PlayStation,despite it's bigger brother reaching Japanese folk soon. Two months and counting, people. The import situation is thriving at the moment – with Runabout 2, GT2 and the sublime Bishi Bashi II spinning our collective propellers. At this juncture it's probably worth saying hello again and welcome to 2000 if society is still functioning. Was it better than the eclipse?

Richard Melville,
Editor

Richard Melville

Get a life, get a PlayStation, get PlayStation Pro

PlayStation PRO MAGAZINE

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usual suspects

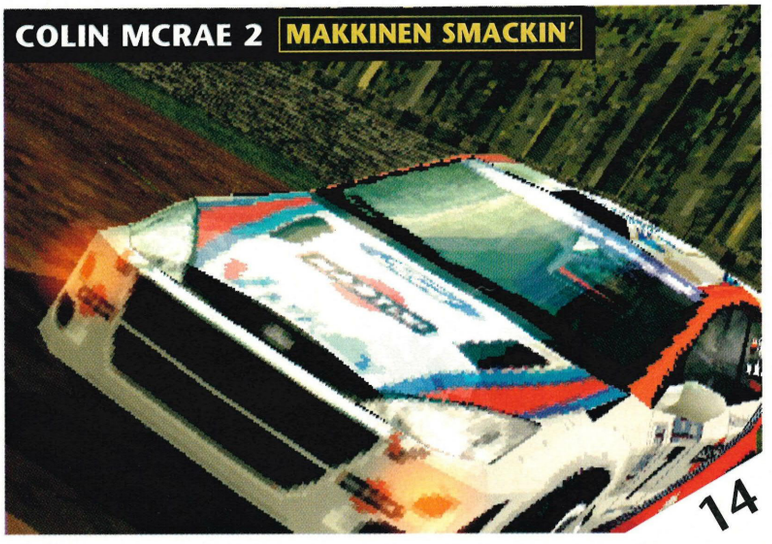
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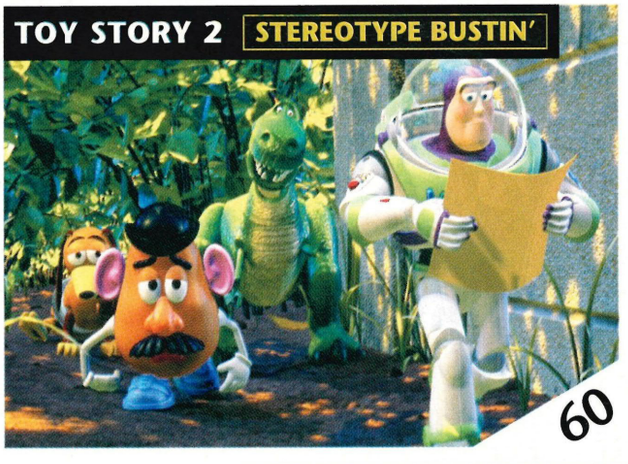
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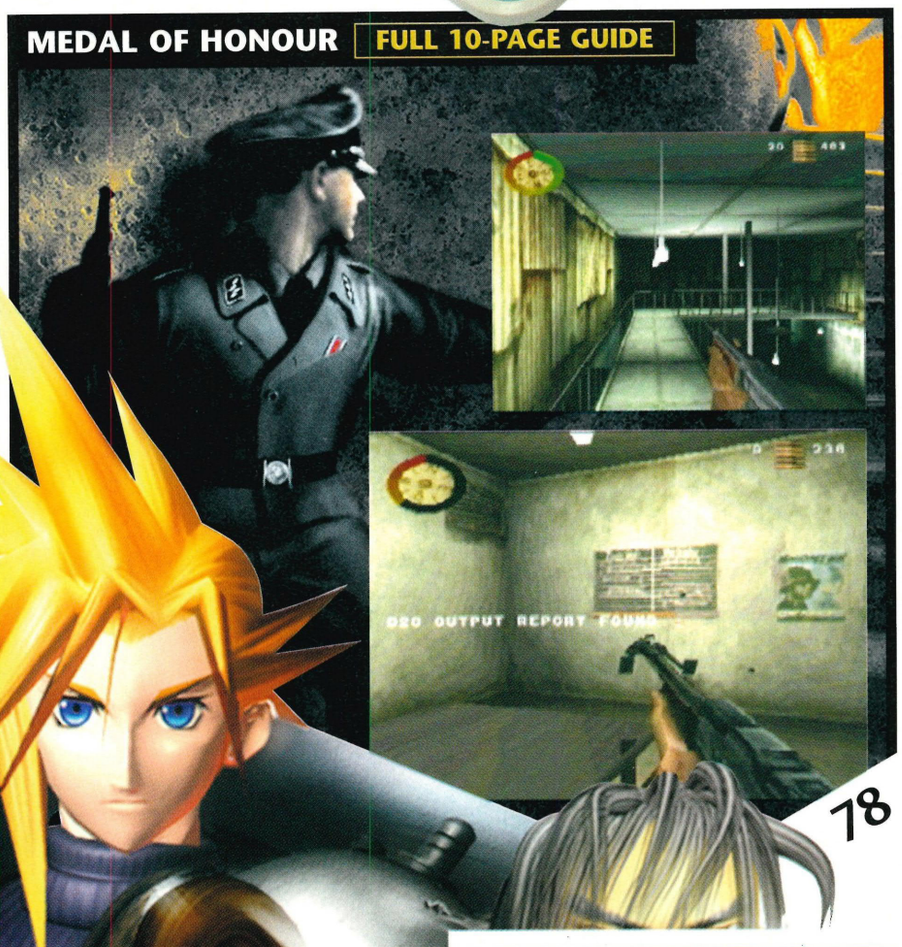
TOY STORY 2 STEREOTYPE BUSTIN' 60



WIN!

Sticks, snow boards and CDs in Dealer.

99



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Sepiroth tries desperately to remove his sword from Cloud's bum.







Ehrgeiz

upfront COVER STORY

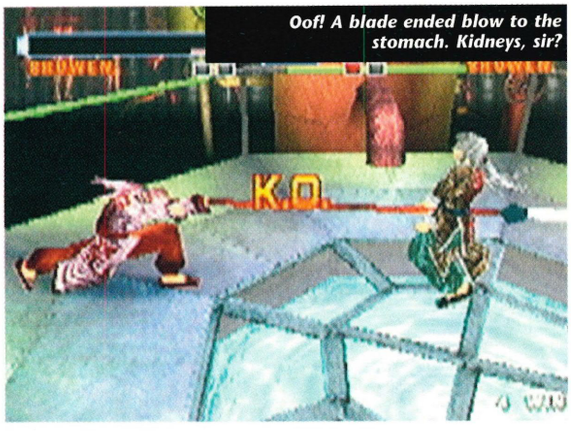
Final Fantasy characters in smack-'em-up shocker!

Lets get this straight – *Ehrgeiz* is odd for two reasons. Firstly, it has a collection of Square characters pulled out of their usual habitat of RPGs and shoved face first into pugilists from the likes of *Bushido Blade*. Secondly, the sub-title of the game reads *God bless the ring*.

The 3-D beat-'em-up genre is even more stifled than the shedload of 2-D games that come from the Capcom stable. It's fairly surprising to see this classic import gain a PAL release but we certainly aren't going to argue as it's this magazine's next choice after *Tekken 3*. That means that recent stuff like *Destrega*, *Kensai* and *Psychic Force 2* are left punching feathery puff balls rather than flesh and bloody bone.

Squaresoft has relatively little experience in the art of the fist, although it has managed to produce two odd RPG/beat-'em-up crossovers in the *Tobal No.1* series. *Ehrgeiz* isn't an oddity though, it's hi-res beat-'em-uppery of the highest order. Imagine as accessible a

"The only beat-'em-up brave enough to step out from the huge shadow of commercially acceptable *Street Fighter* gameplay mechanics is *Ehrgeiz*..."



Oof! A blade ended blow to the stomach. Kidneys, sir?









The intro to the game looks like* Tekken*, except the characters are somewhat stranger. Eat sushi!

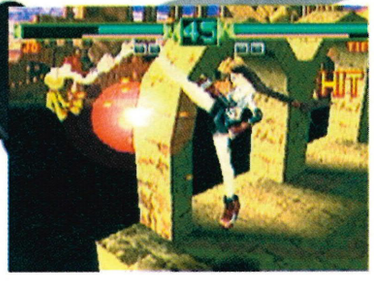
Square UK

Square finally set up a UK base in London this year. As part of the planned UK invasion in 2000, we're set to see *Chocobo Racing*, *Saga Frontier 2* and hopefully *Parasite Eve 2*. Pictured here is the superb Japanese only RPG *Chrono Cross* – a sequel to the firm's successful SNES RPG *Chrono Trigger*. Square's recognition of the UK and Europe is due to the success of the *Final Fantasy* series.

SQUARESOFT

game as *Soul Blade*, but with more depth – the ability to whip out your sword, stick or yo-yo when you're fed up with punching is great. Even the recent *Soul Calibur* on the Dreamcast was somewhat marred by the reliance on weapons.

Starting the game presents you with a series of options, namely an RPG Explore And Scrap mode, the two-player set-ups and the standard *Tekken*-style Arcade mode. You'll no doubt be keenly interested in the *Final Fantasy* posse of Cloud, Tifa and Sepiroth. Broadswords and spells, spinning laser projectiles and even mines come into the fray. It's probably worth noting that the arenas have different levels so you can run out of the boxing confines of the 'ring'. We use the term loosely as fighting can take place on the top of trains, museums and pretty much anywhere where you wouldn't expect a scuffle to occur.

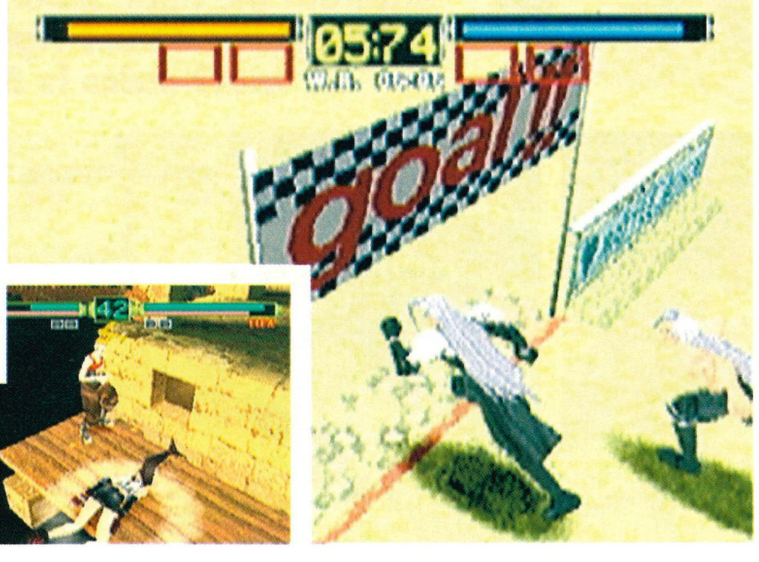


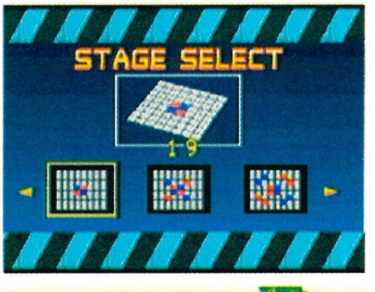
Excitement is the name of the game, as Jim Davidson might spout during some inane episode of *The Generation Game*. Instant fireballs, big play field, jumping and shooting at the same time... goodness, Square has ticked most

"*Erhgeiz* may look like it comes from the bizarre school of flying knickerless Power Rangers and shrieking schoolgirls but it has a polished look and undeniable quality!"



Godhand uses his gun to unfairly kill Yoko. No Ono.














Being kicked is a massive set back in the runaround Battle Runner.

Multiple ring action



of the 'What Fighter?' checklist within five minutes of play.

Dream casting

The beat-'em-up finery actually comes from the Dream Factory division of Square which is responsible for taking Square into genres other than the RPG and consists of major members of the *Virtua Fighter* Sega team too. *Racing Lagoon* is a recent example – although RPG elements stay in each release. *Ehrgeiz* has enough beat-'em-up experience up its sleeve and benefits from being a conversion of a coin op. You can't imagine *Psychic Force 2* making the coins roll into an arcade cabinet in the same way.

Mini-games spice up the multiplayer action and you'll be amused at the running games where you leg it around the 3-D arenas which are three tiered at times. There is even a figure-of-eight 'track' which sees each sprinting combatant act like the characters from the new *Micro Maniacs*. It's a great lark and compliments half-hour bouts of Versus matches perfectly. The slightly unusual and distinctly *Soul Blade*-style RPG mode called 'First Quest' ditches the arenas and gives you a gameland to explore that looks like a bastard blend of *Resident Evil* and *Final Fantasy*. It's not as involving, however. As you traverse various outdoor scenes and typical RPG hotel room-style interiors, it becomes clear that the bouncing mushrooms and dragon people are straight out of Square's RPG



A train fight. You can't fall off though, which is disappointing.





Infinity Battle

Survival mode for us mere mortals. Fight against everything until you die.

Battle Runner

Now this is strange and unlike any other mode that hang about on the title screens of normal beat-'em-ups. Run around in loops like a madman against your opponent. Pick up power ups on the way much like *Toma Runner* – seen in last month's Eye Witness. The tracks that you run around are the actual fighting arenas and you can pause to hit and then run against your opponent. It's hilarious and very competitive.





Battle Panel

This is a game with coloured panels on the floor and you have to dominate them all with your set colour. This is done by clobbering your opponent and 'tackling him'. We are bemused by it but it's quite good fun in the short term.



Battle Beach

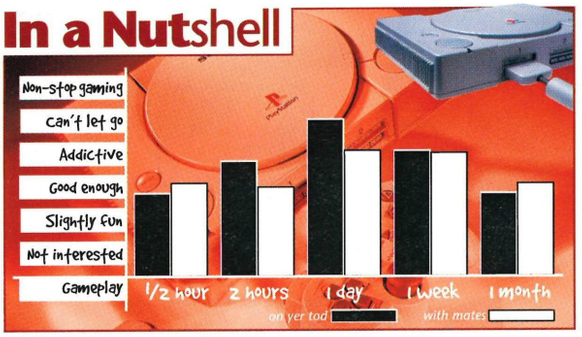
Run over hurdles and along straights to reach the goal posts. It's like *Chariots of Fire* but with busty *Final Fantasy* characters instead of thin blokes. Jumpin' action accompanied by frequent button bashing. Only the most dextrous hand movements while cautiously watching the screen will win.





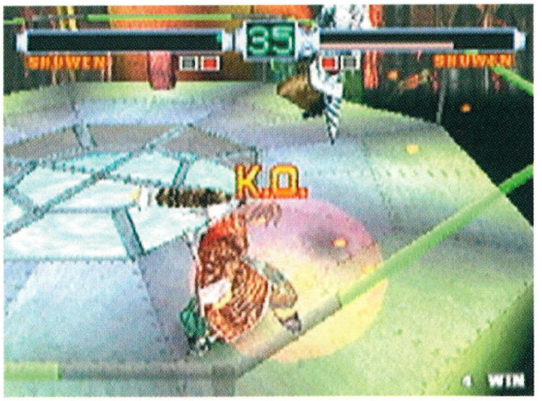


In a Nutshell





Alley oop! Over the leg and into the air!





Two Sepiroths duel on the beach in a hurdle match!













Role playing and punching



Select the Battle Quest mode and you'll be thrown headfirst into a crazed land of mushrooms and glowing green blobs. The quest involves you running around 3-D landscapes like in *Tobal No.1* in a bid to reach the, er, logical end of your quest.

Combat is much simpler than the main game but hit points still fly about. For arcade beat-'em-up fans only, we think.





library. PRO pursued this option for a while but found that it really didn't endear itself to us that much. It's probably more than enough for the Square fan, though. The additional modes are all just extra games that you don't really expect for the money, to be perfectly honest.

Mixed dimensions

The beat-'em-up scene is notoriously divided between the perceived spods who get excited over a new 2-D *Street Fighter* and those who have long since departed to the mystical realms of the 3-D fighter with added polygon pyrotechnics. Whereas the forthcoming *Street Fighter EX Plus Alpha 2* just transports the usual gameplay to a 3-D environment, *Ehrgeiz* lets you run in circles around your enemy, tap him on the back and throw fireballs from above. The attack meter, which is effectively a full special move bar, lets you use charge attacks such as a devious throw, an energy sapping body lunge or a wincing pile driver. This is true 3-D fighting and although it's a relatively early version of it, it's good that Square have shown other developers what can be done with the normal PlayStation. Looks-wise, this is on a par with anything else on the PlayStation and, bearing in mind it's going up against the might of *Tekken 3*, that's some recommendation.

Ehrgeiz may look like it comes from the bizarre school of flying knickerless Power Rangers and shrieking schoolgirls but the homely familiarity of the characters lends a polish and undeniable quality. It's a bit like discovering that the Easter egg your partner bought you is Cadburys rather than some tasteless plastic toss from Germany. A BMW Roadster instead of a Renault Clio . You get the picture, and if you don't, a glance at the intro scene and ten minute's play will assure you that this is a quality production. Squire.

The ultimate **Final Fantasy** *confrontation.*







Cloud manages to ditch spells for sword fighting...













The headbutt competition was never going to be that easy.

I think I recognise your face

Final Fantasy characters such as Cloud, Sepiroth and Tifa smash fists with the frightening crowd from *Bushido Blade* in this boiling pot of a game. You'll notice that scenes sometimes take place on top of trains, airships and colosseums. No *Final Fantasy VIII* characters make an appearance, though, as this is an arcade conversion and it was before their time. The promise of *Erhgeiz 2* with *Final Fantasy VIII* characters and Aya Brea from *Parasite Eve* all on one PlayStation2 DVD is surely worth waiting for...

At the least, it gives contemporary beat-'em- ups a kick up the backside to spur developers to go further on PlayStation2. *Tekken Tag Tournament* is not next generation, however pretty it may look. The only beat-'em-up brave enough to step out from the huge shadow of commercially acceptable *Street Fighter* gameplay mechanics is *Ehrgeiz*. Oh, go on then... 'God bless the ring'! Praise the Lord, brothers and sisters, as our digital saviour of pugilism has been bestowed upon us. Let us pray.

Richard PRO











dual shock analogue • memory card • two players

The Verdict

Release: February £34.99

Published by Square Europe Ltd

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

***Erhgeiz* is the next best 3-D beat-'em-up after *Tekken 3* and is the most constantly entertaining single and multiplayer fighter we've seen for over a year. The last great beat-'em-up on the PlayStation. Roll on *Tekken Tag Tournament*.**

PRO Rated 91%

Alternatively: *Tekken 3* – SCEE – ☆☆☆☆

Colin M



Makkinen smackin' 'em!

Despite featuring the monotone droning of the titular 'charisma-light' Scotsman, *Colin McRae Rally* was, and still is, the finest rally simulator to have graced Sony's little grey box. However, the forthcoming release of *Colin McRae Rally 2* looks set to change all that.

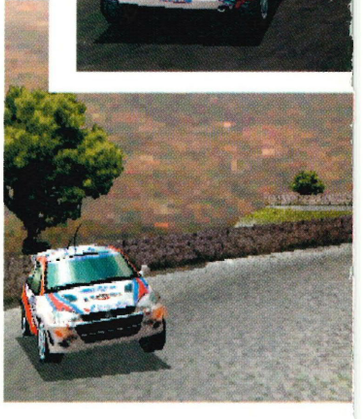
Continuing where its illustrious predecessor left off, *Colin McRae Rally 2* looks set to redefine the 'rally simulator' for the next millennium. Those crazy guys at Codemasters have taken everything that made the first title so good and polished them so vigorously you can almost see your reflection in the bodywork of the cars.



The most immediate enhancement has been to the new game's graphic engine, the development team have refined the existing engine, allowing for a stunning level of detail and a noticeable increase in speed. The cars themselves have benefitted from an increased polygon count, making the vehicles of the original racer look like burnt-out Skoda wreckages in comparison.

In addition, the trackside detail is now almost photo realistic, with accurate details being mapped in from every country featured in the game. A quick look at the screenshots on these pages confirms that *Colin McRae Rally 2* is pushing the existing PlayStation extremely close to its technological limit. This realism will be heightened by the fact that the game will feature a Ford

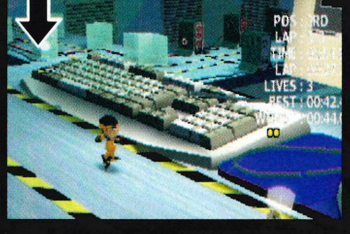




eyewitness

Eyewitness brings you the hottest gaming news, previews and in-depth developer news. This month Namco unveil the final shots of their new PS2 line-up before their launch in a couple of months time.

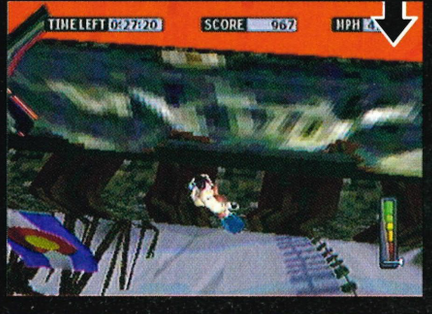
Micro Maniacs *page* **16**
Four-player mini-people leg it!





Ridge Racer V *page* **28**
Namco unleash the new generation

Cool Boarders 4 *page* **20**
Ride the snow waves in the best of the series



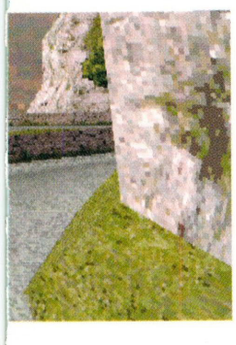


Bishi Bashi 2 *page* **31**
Welcome to *Bishi Bashi* 2! Scorchio!

FIRST SCREEN SHOTS

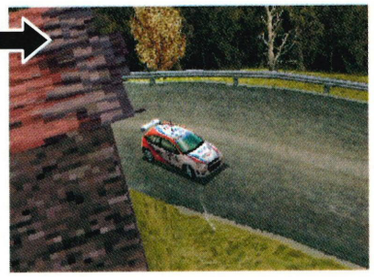
cRae Rally 2











These are real-time PlayStation screens! Honestly, they are!

Focus team, as used by McRae in the 1999/2000 season.

However, the improvements extend way beyond the refined graphics engine. In fact, the real meat and two veg of the new game lies within its content and structure. Everything that made the original such a joy to play has been built on. The developers recently told us that the racer has, "A wealth of new gameplay mechanics and race styles that we are incredibly excited about." Unfortunately they were playing their cards pretty close to their chests and wouldn't reveal much more. But rest assured, the minute more info is available, we'll be the first to tell you. Watch this space.

Released **March**

Snooker *page 30*

The Codemasters are focusing on another sport





Tekken Tag Tournament *page 24*

Freaky dancin' with the next generation tag team

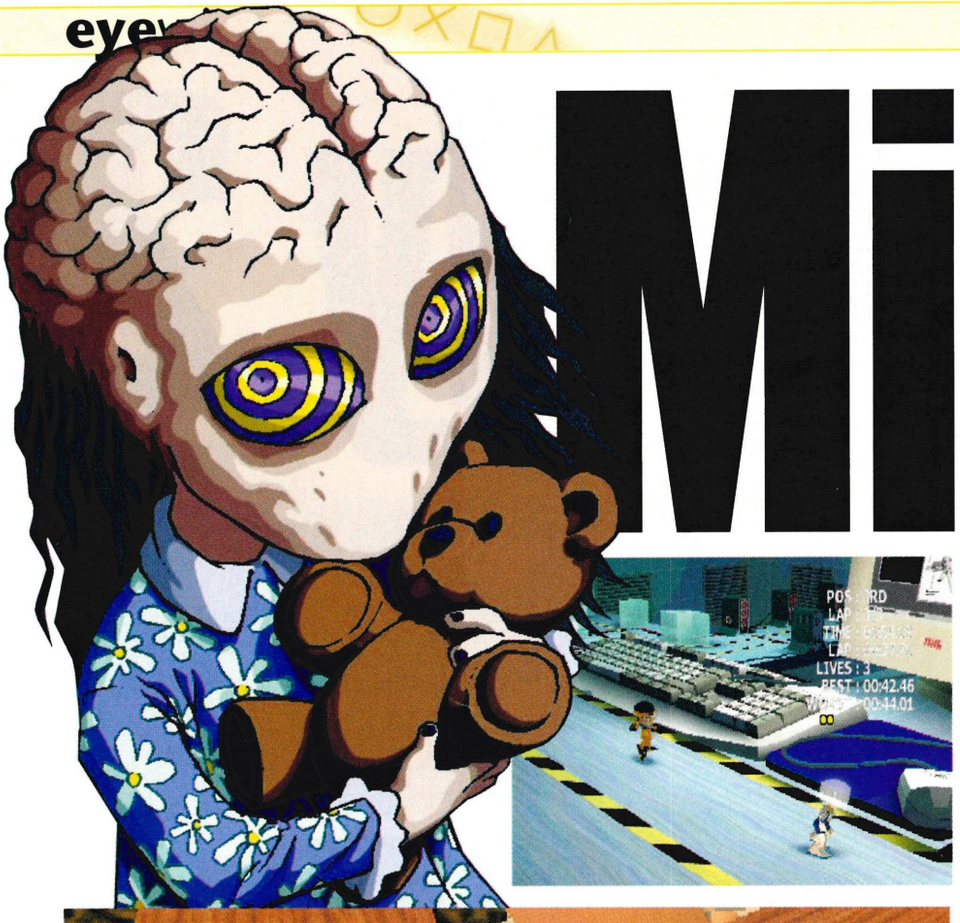
Inside eyewitness

14 Colin McRae 2
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Imports supplied by Project K

UPDATE

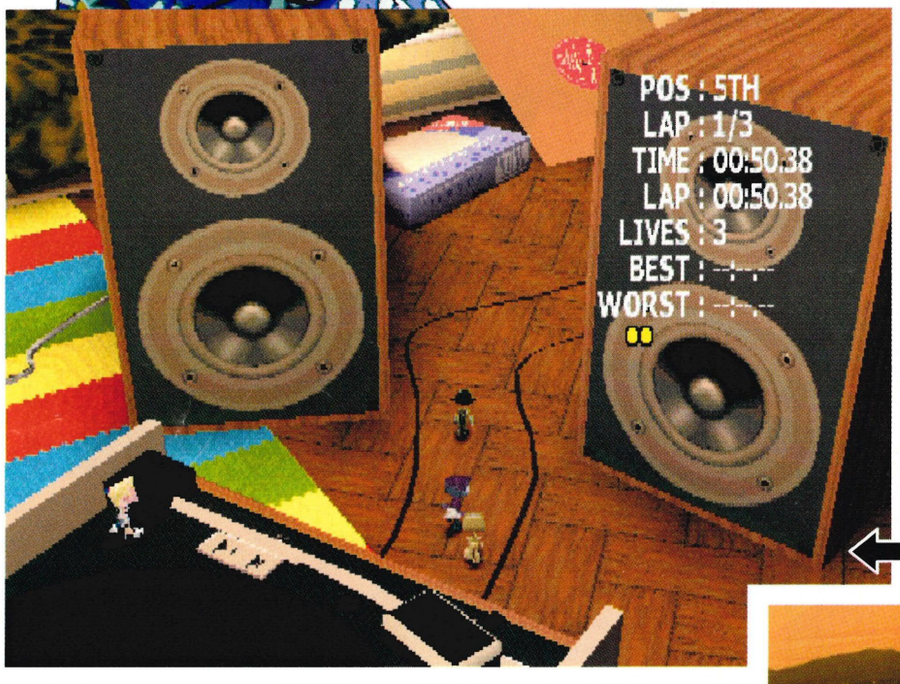
Micro Maniacs



Mini madmen!

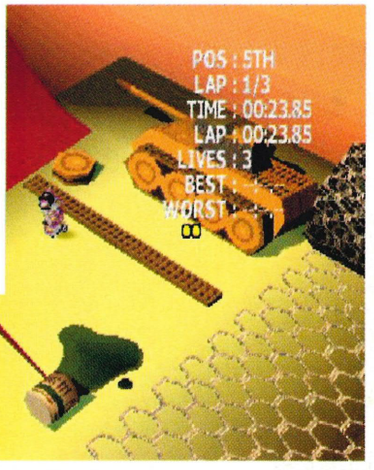
The ***Micro*** *Machines 4* game has now been labelled *Micro Maniacs*. The little demon-style fellas that speed around the track rely on their limbs as transport rather than vehicles. These new screens have arrived, along with a plot. The dodgy buggers are a result of a genetic experiment of a mad fool trying to create cloned people who have a devilishly competitive streak as their main concern. The new characters unveiled go under the suspect names Mesme, Pyra and Beatbox. The little people use beat-'em-up-style controls while racing to punch and throw each other with projectiles and slapping in a mix of household tracks. Codemasters are due to announce the last roster of characters and final gameplay plans just before the game is released. It's teasing stuff eh?

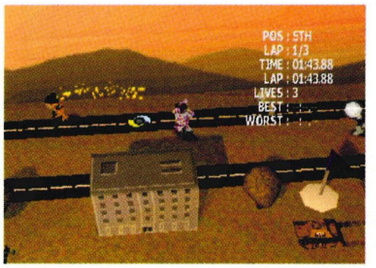
Released **March**



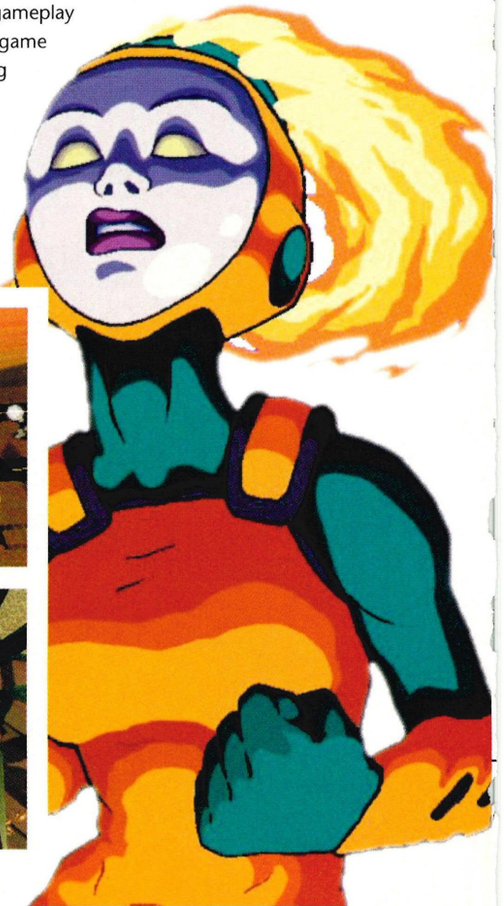
The tracks are more phat than ever before as the beat, inevitably, goes on!











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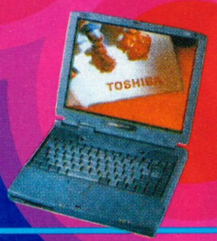
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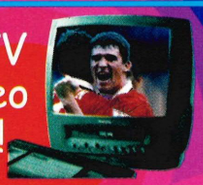
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  - Press * at any time for Help.

BACK	SELECT	FORWARD
1	2	3
4	5	6
7	8	9
*	0	#
HELP	ABORT	REPLAY

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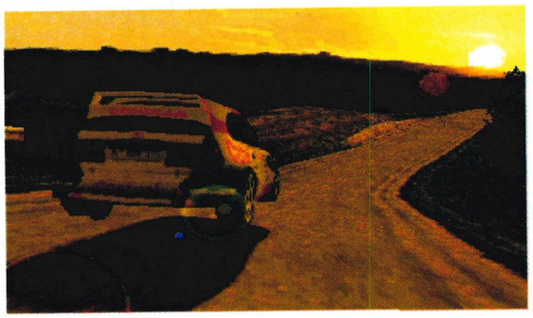
PLAYSTATION & NINTENDO 64 CHEATS & TIPS

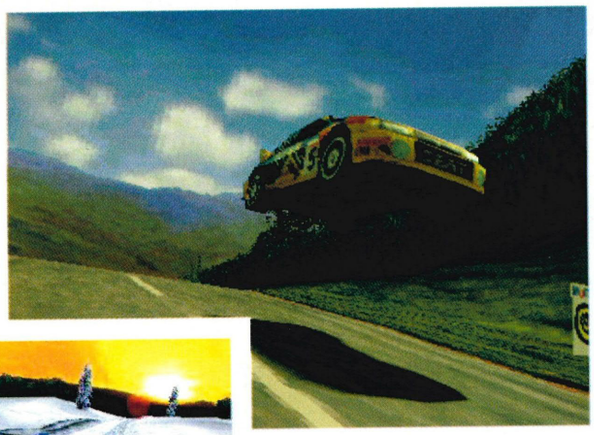
< PLAY MODE

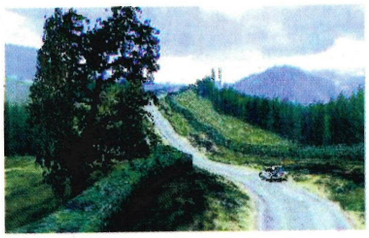
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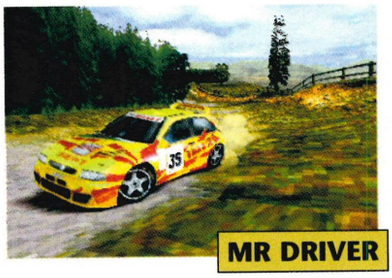
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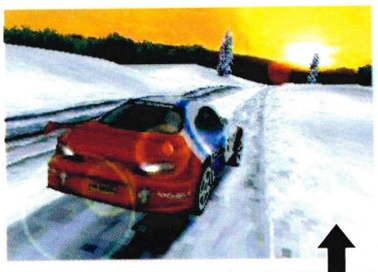
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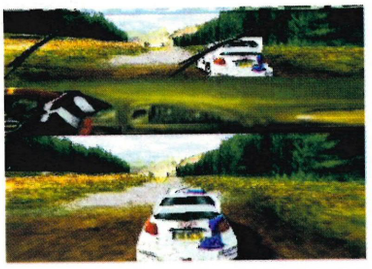


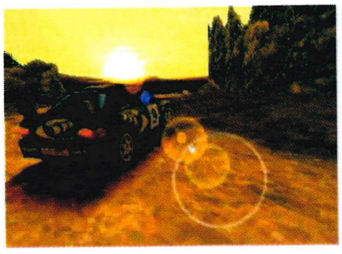


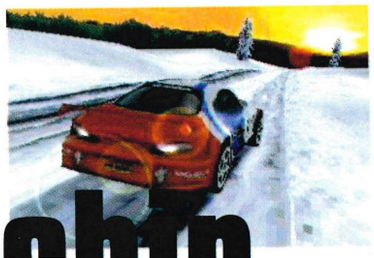












MR DRIVER

This will be going right up against Colin McRae 2!

Rally Championship

Just when you thought that a certain Scotsman had already given us the definitive rally experience and was getting ready to trump that with a sequel, along comes an outside favourite from Electronic Arts.

Rally Championship has not only been blessed with a name that other dirt-racers use as a game mode, it also has the Mobil 1 British Rally Championship Licence that's officially endorsed by the British Rally Championship and photo-realistic scenarios thanks to the painstaking process of photographing a rally course. *Rally Championship* is set to go head to head with the mouth-watering *Colin MacRae 2*.

But this is no foolish battle between a complete outsider and the game that everyone's going to buy. That would be... foolish. No, this game features 36 accurately modelled stages that just can't wait to be cut up by 22 licensed rally cars. It's got car deformation and an interactive background that even goes as far as showing the progressive build up of dirt

And if you can't stand some sarky co-driver telling you where to go, you can bugger off wherever you want 'cos this one comes with a multi-route environment. Grind that gearbox and be ready.

Released **February 2000**





EVIL GUN

Biohazard: Gun Survivor

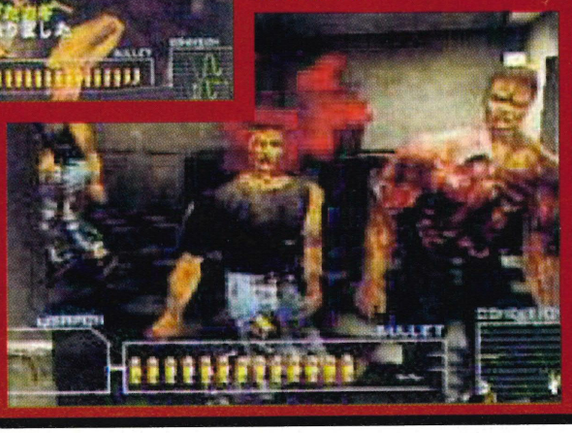
For *Biohazard* read *Resident Evil*, because that's Capcom's survival horror's name in Japan and it's getting the light gun treatment – big time! *Gun Survivor* isn't just *Time Crisis* with bad skin problems. Hell no, this first-person shoot-'em-up will allow you to move around environments using your under-used lightgun and solve the usual bile-ripped puzzles that made the previous three *Resident Evil* games so disturbing. And then you get to blow zombies away at close quarters, obviously.

Gun Survivor will feature three new characters who must work out personal differences and body odour problems to stop the Umbrella Corporation's usual foray into necromancy and biological weapons.

Biohazard: Gun Survivor gets a Japanese release on 20 January. We can only pray that us humble westerners are seen fit to have a conversion bestowed upon us.

Release **TBA**















WHITE LINES

Cool Board



Grabbin' some wicked air is the best PlayStation high, man!



Slip slidin' away

Debut was cool, the second was great and third was alright. Now the fourth version of the near official simulation of 'todally toobular' action is with us again. This time the FMV sequences have been cleaned up and the graphics are now good enough to warrant standing by the N64's rather cool *1080°* boarder.

"The graphics are now good enough to rival the N64's 1080° boarder!"

In an unprecedented fit of originality, the developers at 989 studios have included a veritable cornucopia of 'pro-active' and dynamic new features. For starters, there are now 16 world famous pro boarders to choose from including the likes of Jim Rippey, Natasha Zurek and everybody's favourite, Ross Powers. As if this wasn't already more than enough, *Cool Boarders 4* also features a new Trickmaster mode, which sits alongside the more traditional Downhill and Half-Pipe events. The Replay mode has also been refined allowing players to speed up or slow down the replay of their last performance, Seeeaaaaffffee! Fans of the series will be pleased to hear that the stunts are as crazy as













ers 4

they ever were, and that players will be actively encouraged to pull off stalefish tweaks, handplants and method melons (what the hell is that? We here you cry). Players will also be offered the opportunity to get creative and design their own boarder and choose from a selection of genuine boards, which it has to be said, sounds rather exciting.

The tracks themselves have also been given what can only be described as an enchanting, yet radical face-lift. The successful boarder will now have to negotiate obstacles such as buried cars, picnic tables, train tunnels, cliff drops, logs and a whole lot more gnarly sh*t besides. Furthermore, each mountain will have its own unique special event to truly sort the white snow from the yellow. The icing on top of what's already a pretty substantial cake is the 'deep powder effect'™, which can lead to boarders ending up waist deep in the fresh snow. Here at PRO, we are eagerly awaiting the fourth instalment of the popular, albeit hideously over-subscribed, snowboarding franchise. Keep watching the PRO slopes for news updates and for goodness sake don't forget to Chill.

Release **February 2000**



Stunts have silly names, but 'constipation jubilation' is just plain weird, man...





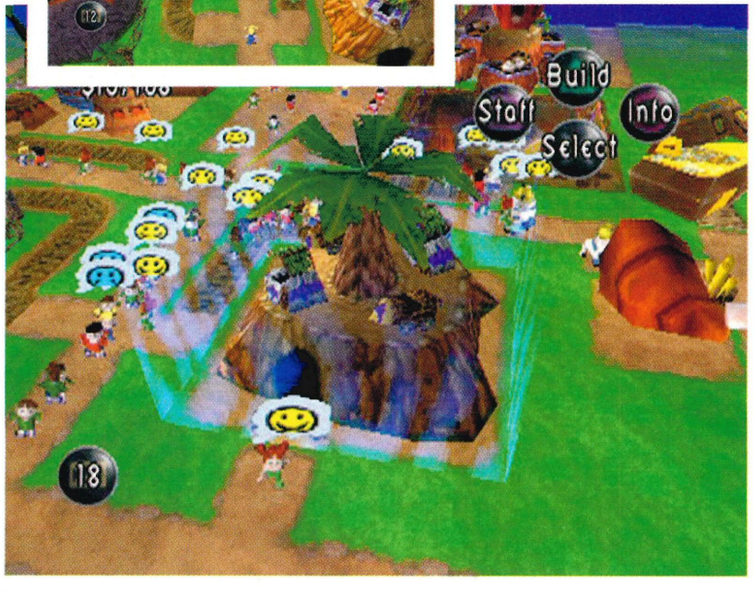
SIM SETTING!

Theme Park

Play in your own park and beat them all



The PlayStation Theme Park World, to our surprise, is just as speedy as the PC version!



New details have emerged on *Theme Park World*, namely that it's looking rather good and will be in for review next month. We've had a lengthy opportunity to build our own park and it seems remarkably similar to the PC version with the ability to ride your own roller coasters and so on. A character with a similar voice to Ewan McGregor leads you through the training guides and tells you when your ticket paying public is waiting for a ride, demolishing the fast food stall or barfing on the bog. It presents an even heavier managerial aspect than before but somehow remains to be more fun via *Micro Machines*-style graphics and humour. Players of the ageing *3D*

"Players of the ageing* 3D Lemmings *will warm to the style, and the interface is simplicity itself – it doesn't even need a mouse with menus assigned to buttons!"



Lemmings will warm to the style, and the interface is simplicity itself – it doesn't even need a mouse with menus assigned to buttons.

This appeals to us much more than the usual football management games and well done EA for bringing a sim game to the PlayStation and not a motocross game or the usual selection of driving games that we constantly see.











Their faces show how happy your customers are about being in your park!

World









Rather than a dance floor, this is a spooky night park...



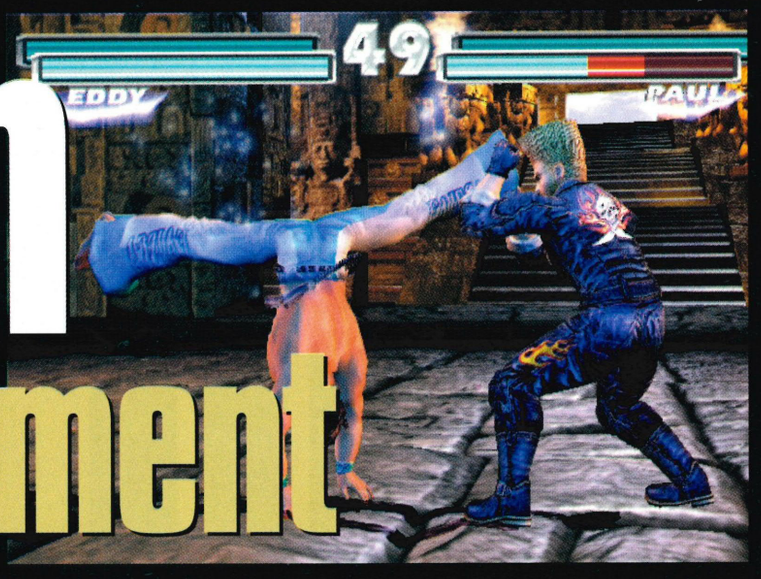
Developers Bullfrog haven't been seen on the PlayStation for years either, so it should be a good time to see their post Molyneux console status and wotnot. From the sample we've played, only the AI needs to be implemented and the everything will be ready for you budding Alton Towers architects. We've got the review next issue and in the meantime you can try and win the game in this issue – we've got real VIP Theme Park tickets to give away too. See The Dealer for details of how to win all of this delicious booty for your very self.
Released **March 2000**





NEW SCREENS!

Tekken Tag Tournament





Tekken it to the limit!

As the Japanese launch of PlayStation2 draws ever closer we've just received more screenshots of the fabulous looking *Tekken Tag Tournament*. As you can see, the level of detail on the characters is breathtaking, with the in-game visuals looking as good as the FMV seen in the previous *Tekken* titles. Furthermore, the game features a unique Tag option which allows you to swap between one of two selected fighters mid bout. Incredible as it may seem this looks even better than the arcade original and here at PRO we can't wait to get our grubby little paws on a copy. The most exciting news is that Namco plans to take the game online with a network competition in Japan. We'll have to wait a few months to see if Namco and Sony want to do the same here in Blighty.

Released **September 2000**

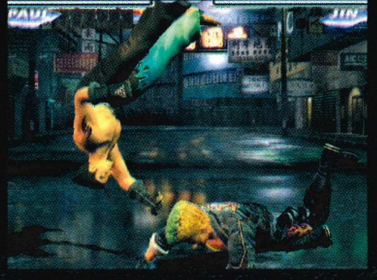


"Namco plans to take the game online with a network competition!"



PlayStation2







***All your favourite characters will be included in* Tekken Tag Tournament.**

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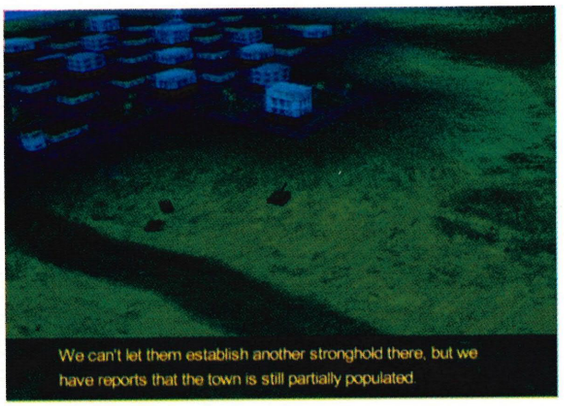
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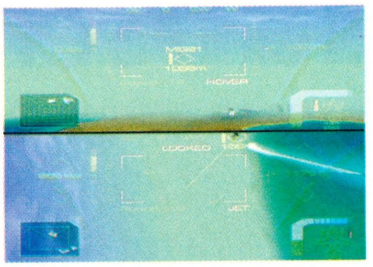
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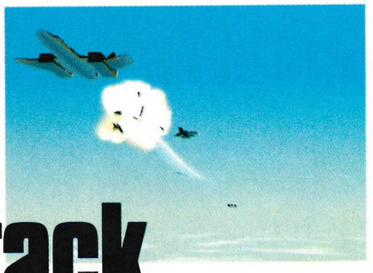
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Eagle One + Harrier Attack

LATEST UPDATE

Take my breath awaaaaay!

If there's one thing you can guarantee, it's the fact that things are going to go tits up in the future. And that's a fact! Good job too, or we'd have no excuse to take to the skies in a Harrier Jump-Jet and blow the living effluent out of enemy combat and massed ground forces. *Eagle One: Harrier Attack* is a rather special combination of *Nuclear Strike* and *Ace Combat 3: Electrosphere* and it's been tinkered with since the Amiga home computer was the ballsiest dog to prowl the streets. Normally, we'd be extremely sceptical about any PlayStation flight game. But we've seen *Ace Combat* prove us wrong, and now we've seen this puppy in action and believe us – this mutt can fly.

Taking the hot seat of one of these hovering marvels of military imagination, it's down to you to tap into your aggression and win the day. Negotiations are not an option. Blowing the sh*t out of the enemy is the only way forward.

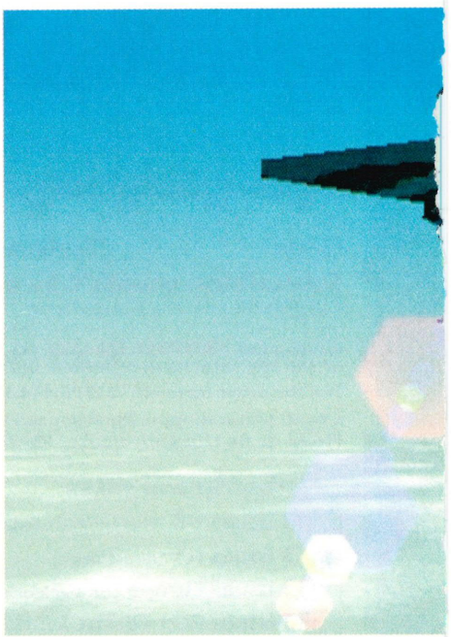
> "We've seen this **puppy in action** and believe us – this mutt can fly!"

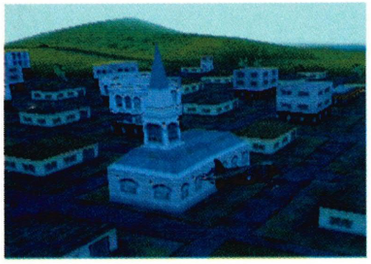
And quite right too! Anyone who's ever fancied themselves as a budding Tom Cruise in Maverick-stylee will cream their pants when they shoot their payload at their first Mig-21.

The opportunity to copy our American cousins and unleash some 'friendly fire' on Paediatric hospitals is something that definitely shouldn't be missed out on! All this carnage and a graphic engine that could have been coded by Jesus himself; what more could a budding Bomber Harris want?

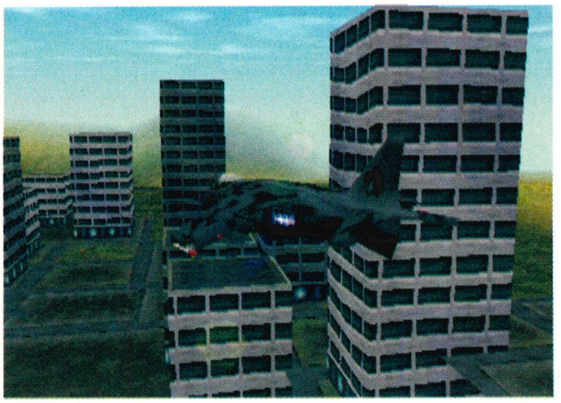
Well, what about a two-player mode where you can take on a buddy, or fly together against a super-smart enemy! And you're not restricted to the eponymous Harrier either. How about an A10 Warthog versus a Bell Huey gunship? Not the hardest competition to judge, but fun nevertheless. Flick off the safety catches and get ready for a February lift off.

Released **February**

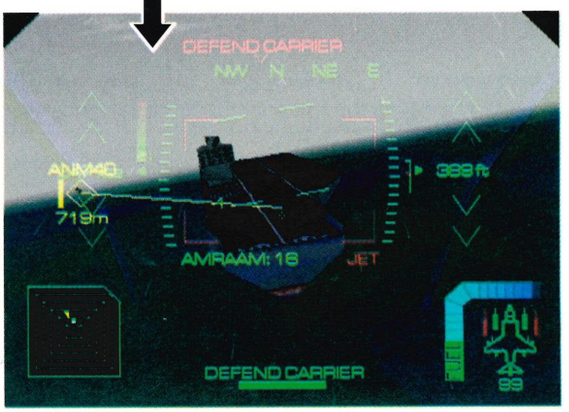








Trying to land on the aircraft carrier can prove tricky when drunk.




PROTECT DELARO
NW N NE E
32 kts
HOVER
PROTECT DELARO
DESTROY GUARDTOWERS
NE E SE S
Gtower
HOVER
STOP BOMBERS
W NW N NE
22 kts
b52
1000m
794 ft
Vultures: 73
HOVER



Dreamcast owners are reputed to be very worried.







PlayStation 2

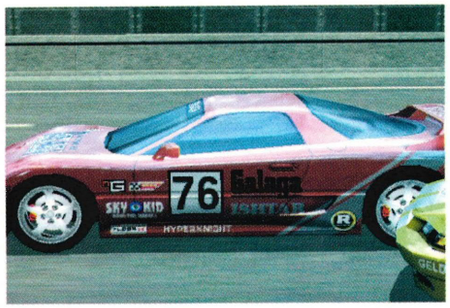
GP 500

These hot new pics are straight from the PS2 motorcycle game. We've few details at the moment but it looks like a mix of arcade games Cyber Cycles and Sega's Manx TT.





PlayStation 2







FIVE ALIVE

Ridge Racer V

Beyond the ridge on PlayStation2



It's back again and this time they're going for Roman Numerals! Yes indeed, *Ridge Racer V* is on the way and it's already looking like a sugar coated dream machine. Featuring more cars than Jeremy Clarkson's wettest dream and the added attraction of a brand new Japanese bird called Ai, the very thought of *RRV* is bound to have you gasping for air like a fish out of water. Breathe. And Relax.

We've already seen what Namco can do with *Ridge Racer Type 4* on the PlayStation, so you can only assume that *Ridge Racer V* on PS2 is going to drop some serious bombs on the racing genres Moms. Latest scientific tests reveal that playing the game will have such a profound effect on the human brain that it may open up a trans-dimensional gateway to another world where every one lives in peace, harmony and at 300 MPH. We wait with our legs crossed and our hands rubbing our chins. Namco will have the best PS2 launch line up including the newly announced GP500- see our side column.

Release **September**

"Namco will have the best launch line up including GP 500..."

BOOTY!

Premier Manager 2000

Oh, how I do like that!

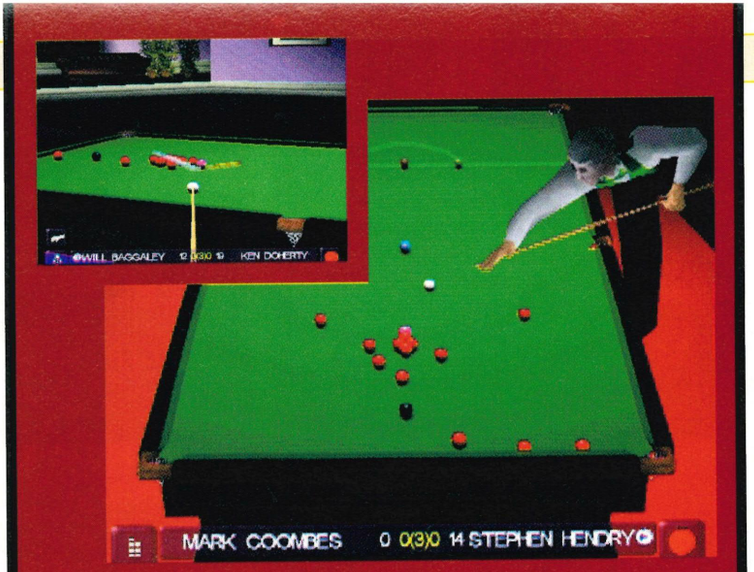


Don that fur coat, get ready to jiggle some figures and prepare thyself for the inevitable release of *Premier Manager 2000*. And don't even bother thinking that these games are just glorified databases for football nuts. That's just insulting! This is going to be the closest that you will ever get to becoming a virtual Ron Atkinson without resorting to cracking the man's DNA code.

Basically, if *Premier Manager 2000* doesn't cater for an option, it's because it's something that would never – ever – happen in major European League football. With improved Artificial Intelligence and a ridiculously accurate 3-D Highlights section that features the velvet tones of Barry Davies, *Premier Manager 2000* will be the glorified database to separate the footy "wannabes" from the "definitely-ares"! And you can crank the training levels up to almost Nazi-like levels of extremism and really give those over paid gits some pain. Take that Beckham, you skirt wearing himbo!

Released **28 March 2000**

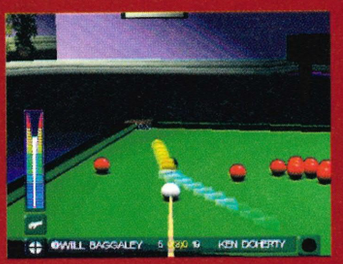


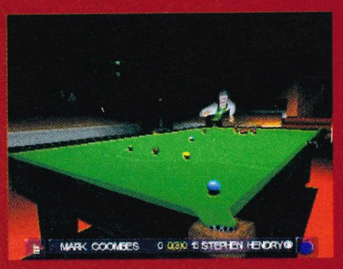


Snooker

FIRST POTS!

Codies' new ball basher!



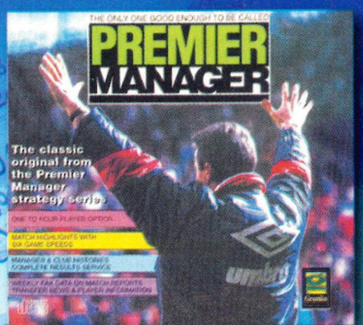


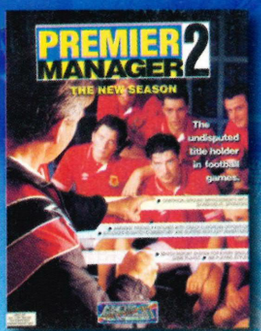
Inhaling secondary cigarette smoke in a darkened hall while two men in tuxedos silently poke a set of balls with a big stick. Now that may be entertainment to the extreme, but it's not the best way to avoid lung cancer, is it? Could this be the reason that Codemasters is going the whole hog and publishing the most comprehensive snooker simulation known to beast or man? Is it championing a noble cause and bringing attention to one of the country's biggest killers while allowing us to play the noble game in a smoke-free environment?

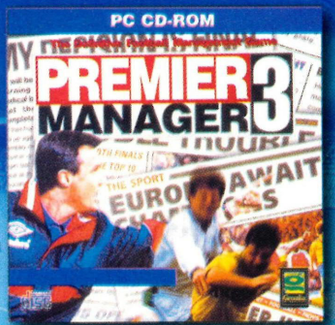
Not really. Carcinogenic avoidance is just a secondary benefit of owning a copy of this as yet untitled snooker game. Stephen Hendry, Mark Williams and Ken Doherty will be there in full effect, along with a horde of other terminally boring people who just can't wait to kiss that digital pink. As you would expect from a snooker game of the next millennium, this ball boy features motion captured players and the most advanced ball control physics engine this side of Pam Anderson's bionic right arm. Sort of.

Released **Spring 2000**

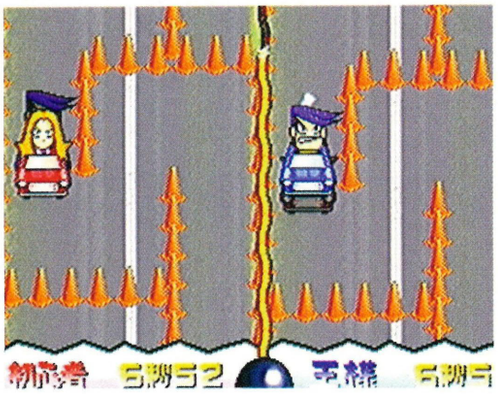
ONE MANAGEMENT GAME HAS LED







INFOGRAMES







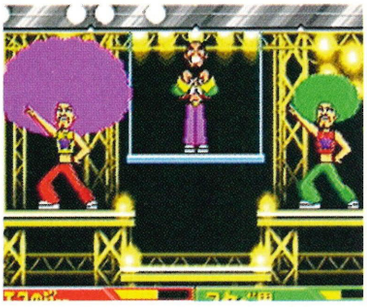
The purpose of this **Point Blank**-*style game is to pummel in three directions for 60 seconds!*

MADHEADS

Bishi Bashi 2

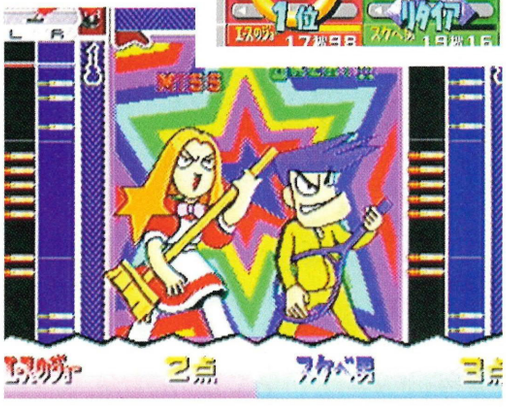
Top banana Japanese speed puzzler



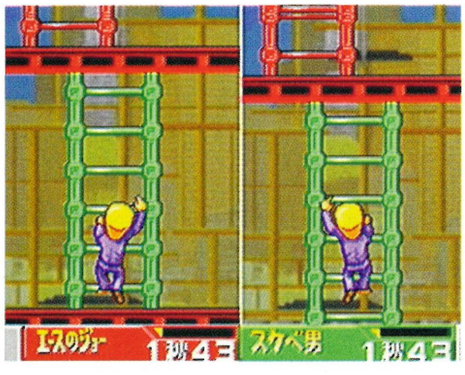


Five years of top notch 3-D fighting, racing and disco dancing and for what? Absolutely nothing! Just ask anyone who has ever played *Bishi Bashi 2* and they will tell you that the worlds greatest party game has arrived and blown every other genre out of the water with a great big pair of cartoon bazookas.

"The worlds greatest party game has finally arrived..."



By now, you've looked at the screenshots, read a bit of this text and you don't believe any of it. Even if you see two people desperately trying to be the first to land a fish at first hand, you won't get it. You'll shake your head as you see them trying to make the fastest burger or build a robot out of spaceships in lightning time. And that is the beauty of *Bishi Bashi 2*. On its most basic level, It's just a series of randomly selected and extremely high-speed puzzle games that defy definition. On further analysis, we can safely say that it is the biggest indication that God exists and he really loves you.

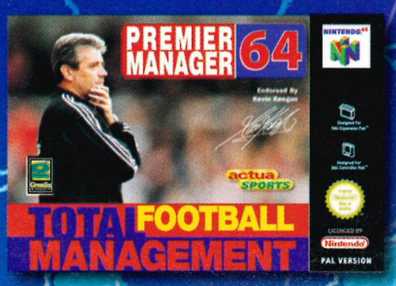


This piece of heavenly crafted genius infects everyone it touches. You will look. You will make some glib comment about it just being a load of freaky Japanese balls. And then you will be forced to play it by a smiling friend. *Bishi Bashi's* notoriety has already swept America like an underground religion on import, so let's just hope that Konami decides that we want this game, that we must have this and most of all – that we want it with all that Japanese shouting intact. Failing that, get down to your local importers and get a copy of this, the most beautiful game ever and see the world as a brighter, happier place.

Released **TBA**

THE WAY OVER THE LAST DECADE.







INFOGRAMES

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GRAN TURISMO 2™
THE REAL DRIVING SIMULATOR
S2000



The greatest racing game of all time gets the sequel treatment, but can it improve on perfection?

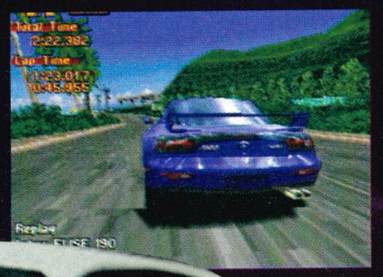
Despite the fact that it's nearly two-years-old *Gran Turismo* is still regarded as the definitive PlayStation racer, which is no small statement when you consider the massive number of driving titles on the market. *Ridge Racer Type 4, Toca 2, Colin McRae Rally* et al have all come close, but nothing has reached the benchmark set by Polyphony Digital's ground breaking, all-singing, all-dancing, racing tour de force.

Upon playing the original, *Gran Turismo,* it became clear that everything that had gone before it was mere child's play. It's not often you can say a game is flawless, but it was difficult to find fault with *Gran Turismo.* Everything was right; the handling of the cars, the graphics, the number of vehicles on offer, the beautifully



The rally mode in Gran Turismo 2 offers an excellent interpretation of the sport.







graded learning curve... since the announcement of the sequel the world and his brother has waited with baited breath, with everyone wondering the same thing, how can you improve on perfection?

The answer, as it transpires, is painfully simple, you can't improve on perfection. That's not to say *Gran Turismo 2* is a bad game, far from it, *Gran Turismo 2* is undoubtedly one of the finest (if not the finest) racing games known to humanity. However, rather than moving up on its illustrious predecessor, this sequel is more of a shift sideways. Indeed, *GT2*, can be looked upon as the *Phantom Menace* of the videogame world; everyone wanted it to be great, but deep down we all knew it was never going to capture the magic of the original. The problem is, that when *Gran Turismo* came out nothing like it had been seen before, unfortunately, this sequel doesn't have that luxury and as a result it generates a kind of seen that, been there, read the book, sort of feeling within the player.

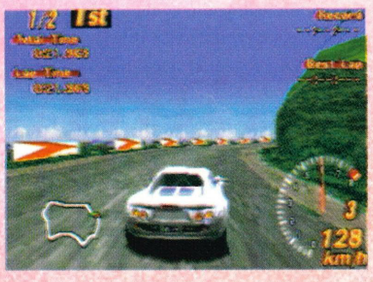
Whilst *GT2* does come complete with a brand new set of bells and whistles, there's simply no escaping the fact that this is more of the same. Considering the quality of the original title having 'more of the same' is no bad thing and it almost goes without saying that fans of the original will be in their element with this. We think it's because of the fact that we've seen the PlayStation2's *GT 2000* which has slightly hampered our first impressions of this.

"Don't think for a minute that the developers have included the Rally mode as an afterthought, the way the cars handle and drift round the country tracks is notably different from the road racing of the main game!"

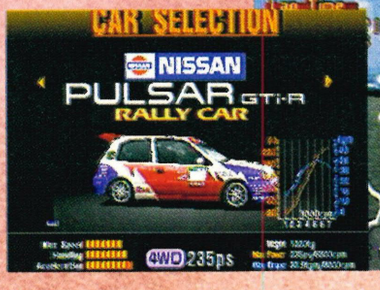
But petty bickering aside, what can you look forward to when you pop into Mr Spanky's games emporium and pick up your brand new copy of *Gran Turismo 2*? Well, for starters the game is spread over two discs and once you boot it up and finish watching the glorious retro introduction sequence, you'll realise why. The most obvious new inclusion is the Rally mode, as you might expect this allows you to leave behind the tarmac of the streets and hit the dirt. As with the rest of the game the choice of vehicles on offer is staggering, the Peugeot 206, Ford Focus and Toyota Celica are just a tiny sample of the motors you can thrash around the gravel-laden tracks.

Don't think for a minute that the developers have included the Rally mode as an afterthought, the way the cars handle and drift round the country tracks is notably different from the road racing of the main game, suggesting that a large amount of time an effort has been spent getting things just right. As with the rest of the game, realism is at the forefront, so don't expect to be able take your suped up JZA70 SUPRA Twin Turbo-R onto the dirt tracks, as it's simply not an option. Whilst the inclusion of this Rally mode is laudable, it has to be pointed out that *Colin McRae Rally* reigns supreme within the rallying sub-genre. The essence of tactical road racing is still present rather than being just a skid-led dirt-fest.

However, the real backbone of the game obviously lies within the *Gran Turismo* mode on disc 2. Everything that made the original so great has been dragged into this sequel and given the spit and polish treatment. The licence tests have been retained but there are now five categories as opposed to the three of the original. Yes siree, you now have the usual B and A licences but instead of just the single international licence, you have to attain international A, B, and C licences. In total the game has almost 60 new licence tests including

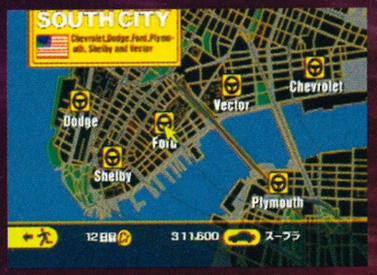


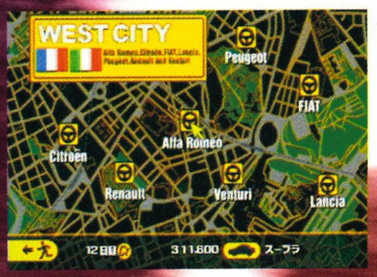










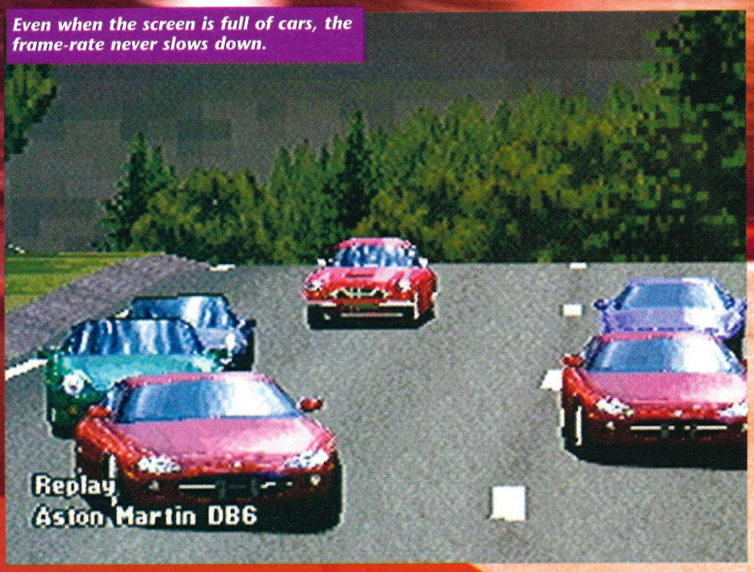




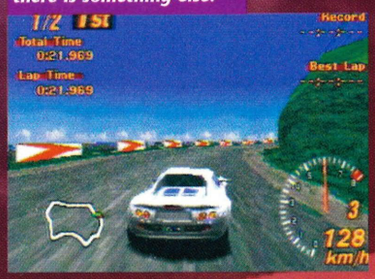
The number of licences has increased from the three in the original, to an impressive five.

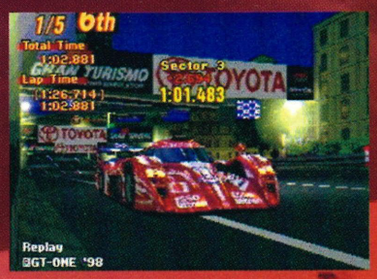


Even when the screen is full of cars, the frame-rate never slows down.



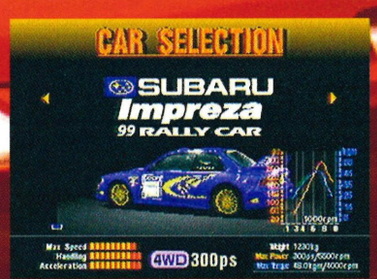
Getting into first place is one thing, but staying there is something else.

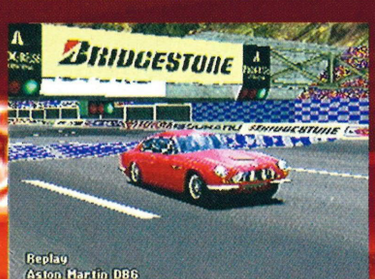


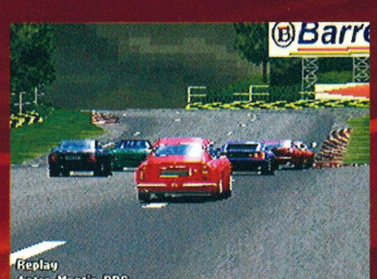












Made in Britain, Japan and America

Gran Turismo 2 features 33 (count 'em) different car manufacturers from around the world. Six from Japan, eight from America and a staggering 19 from Europe. The firms on offer include Chevrolet, Rover, BMW, Mercedes, Jaguar, Lotus, TVR, Audi, Fiat, Mitsubishi, Chrysler, Ford, Alfa Romeo, Nissan, Honda and Toyota. Unfortunately, anyone hoping to burn around the tracks in a Ferrari or Porsche will be in for a disappointment, due to legal wrangling neither of these manufacturers cars feature in the game.

The tracks of my tears

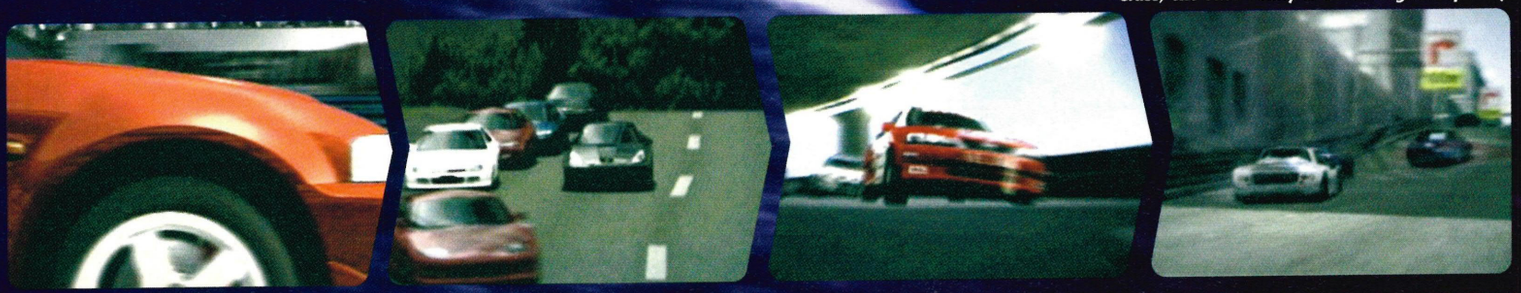
Gran Turismo 2 features over 20 different courses, covering road, track and rallying. Basically there's something for everyone here. City tracks, road tracks, mountain tracks, high speed oval tracks and endurance races you name and it's there. The races also transcend history and the world, taking place as they do in Rome, Seattle, Tahiti, Switzerland and a whole load of other places that I'd probably have heard of, if I'd been arsed to turn up to geography lessons on a Wednesday afternoon. In addition to this the races also take place over day and night, with the night courses looking particularly spectacular.

Turn on, tune up, spin off

Tuning up your car is essential if victory is to be yours. Every conceivable modification can be made to your vehicles, including tinkering with gear ratios, suspension, tyres and more. Unlike many of it's contemporaries; making adjustments to the car has a tangible effect on the way it controls.



Even the introduction sequence in Gran Turismo 2 *reeks of class, the FMV really is of the highest quality.*







The camera angles in Replay mode really show off the staggering amount of detail on the cars.



Damage limitation

Players have the option to turn car damage on or off. Although, the damage does not manifest itself visually, you'll notice the effects of a heavy collision on the handling of your car, furthermore, a special indicator highlights the exact location of the trouble spot.

The car's the star

If you though the original had a good selection of cars, then wait until you get a hold of *Gran Turismo 2*. This baby features over 600 vehicles to choose from (but you'll have to work for some). We've been playing the game solidly since it arrived in the office and we still haven't managed to unlock every car. But, at the time of going to press, our favourite motor was the trusty old Mini Cooper.

Name that tune

We've been playing the Japanese version of *Gran Turismo 2* which features some, how can we say, 'interesting' musical accompaniment. Fortunately, when the game hits UK shelves on 4 February, it will feature an all-star soundtrack including the likes of the Cardigans, Propellerheads and everybody's favourite Ash. Let the music play!



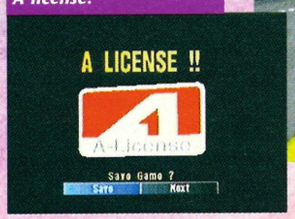




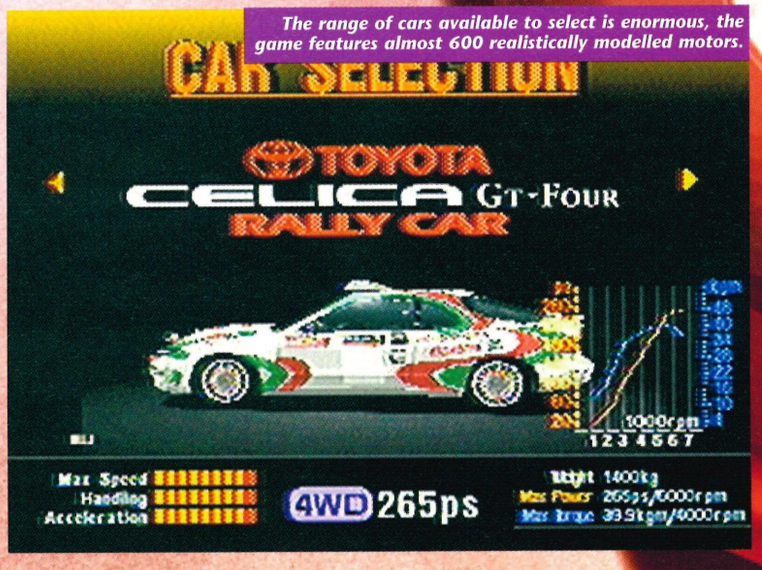


Acquiring the A license is quite tricky, but just wait until you attempt to get the International A license.





The range of cars available to select is enormous, the game features almost 600 realistically modelled motors.









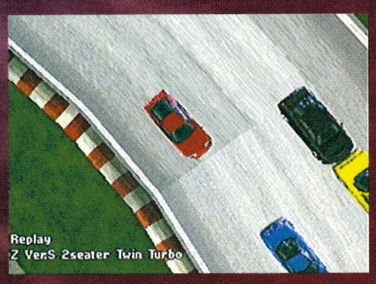


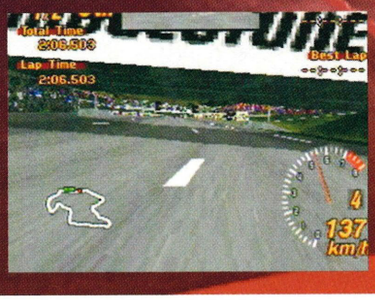
The wheel shop offers an impressive selection of phat tyres, to kit your motor out with.











"You'll be able to gain access to licences that you earned in *Gran Turismo*. We've noticed that the licenses are easier to pass than before as well, and it's not just because we're quite good at the original!"

some top notch power-sliding contests. The beautiful learning curve ensures that both new comers and *Gran Turismo* veterans will be able to get a piece of the action, but rest assured, only the best of the best will attain the International A licence. However, don't despair, because if you've still got your memory card save from the original then you'll be able to gain immediate access to any licences that you earned in *Gran Turismo*. We've noticed that the licenses are easier to pass than before as well, and it's not just because we're quite good at the original.

With all the licences acquired the game really opens up and you'll be able to participate in a whole host of different races. The Gran Turismo league involves a series of races, where the player is awarded points for their finishing position. As you progress through the races you accrue money which can be spent on tuning up or buying a new car altogether. In addition to this there are also Endurance races, Dirt events and Special events to spice things up.



Graphically, *Gran Turismo 2* is no quantum leap over the original game, trees look pixelated and the frame rate in the two player game is slower than it should be. That said this is the Japanese version we're looking at here and we expect the PAL version to be optimised as the original was.

At the end of the day it's impossible to do a title of *Gran Turismo 2*'s size justice on a mere six pages, just like the original game, the finer points of this sequel don't become apparent until at least 20 hours have been spent playing it. Little touches such as the way the developers have actually gone out and recorded the engine noises of each of the games vehicles really do highlight the fact that *Gran Turismo 2* isn't some shoddy 'sequel by numbers' rush job (*Tomb Raider 4* anybody?)

Ultimately, *Gran Turismo 2* is the best racing game on the PlayStation market, and yet paradoxically it comes as something of a disappointment. Roll on *Gran Turismo 2000*, where the power of PlayStation2 should deliver the same kind of jaw-dropping amazement that the original *Gran Turismo* readily supplied.

Polyphony are clearly doing it for the fans, which in this corporate land of games whoredom is heavenly. We'll have the full PAL review next issue,and the game should be in shops from 4 February.

Arguably, the finest racing game to ever grace the earth. Fans of the original will adore this; basically, everything that made the original so good has been built upon and improved. However, it's difficult not to see this as 'Gran Turismo 1.5' (the editor's cut).

Si

***GT2* is the best racer on the PlayStation – the sheer amount of tracks and vehicles mean that it's got to have at least twice the lifespan of the original and I played that for months on end. It may not be a radical visual departure like the dizzy neon nu wave of *RR4* but when it comes down to gameplay this obliterates everything on the PlayStation for me. All that I want now is the UK soundtrack and this will be perfection. Er, until *GT 2000* of course.**

Rich

More of the same really, I'm just used to it. When *Gran Turismo* came along we had nothing like it. You just can't beat what the developers have already done. Still, fans will love it especially the folk who like their automobiles. I just hope they speed up the Two-player mode as I couldn't manage to get any decent speed up!

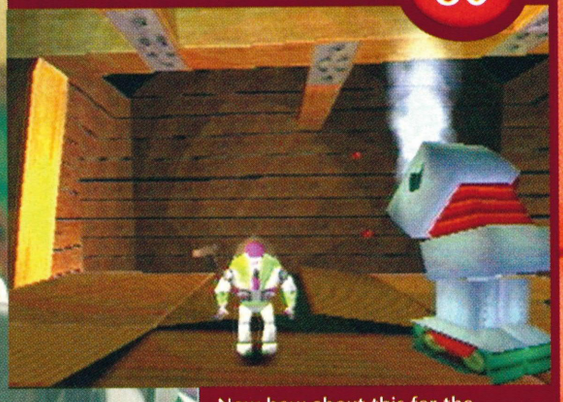
Will

Reviews

SONY

Toy Story 2

60



Now how about this for the surprise platform hit. Most of the office prefers this to *Spyro 2* and it's a successful movie tie in which just doesn't happen in PlayStation land. So come and join Mr Potato Head on parade. To Burger King and beyond!



Recommended top games

solid gold award
PRO reckons this is the dog's bollocks!

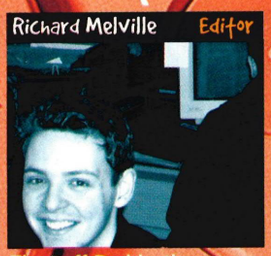


50 Konami comes back with yet another cool sports game.



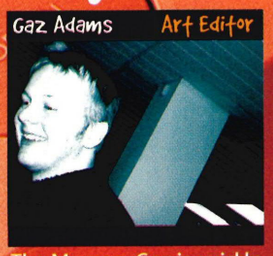
46 The most impressive flight combat action on PlayStation.

Line up of bad boyees



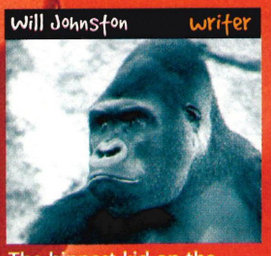
Richard Melville — Editor

The Puff Daddy, the notorious dicky M. Er...



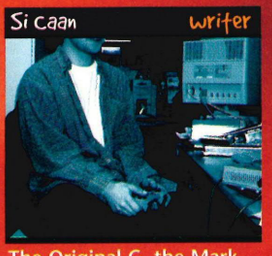
Gaz Adams — Art Editor

The Mr man, Gaz is quickly becoming Mr Homeboy.



Will Johnston — writer

The hippest kid on the block. Keeps it so real.

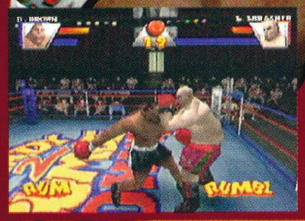


Si Caan — writer

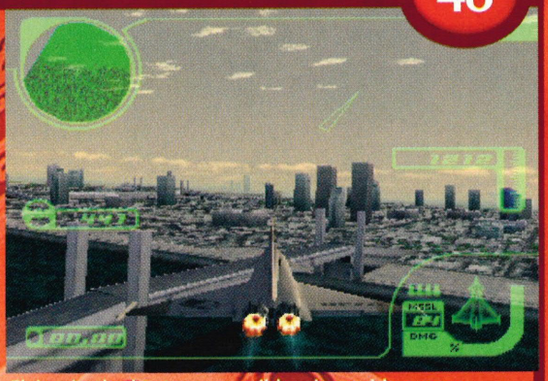
The Original G, the Mark Morrisonesque hot steppa.

Ready 2 Rumble 56





Ace Combat 3 46



Flying in the best way possible – in a videogame. The best flight sim on the PlayStation as it happens.

Grandia 54





Classic RPG action from Ubisoft, responsible for bringing the superb game to Britain. If you've completed *Final Fantasy VIII* look here.

The Key

0% - 30%	Shite
31% - 59%	Average
60% - 79%	Worth a go
80% - 100%	Fantastic

This Month

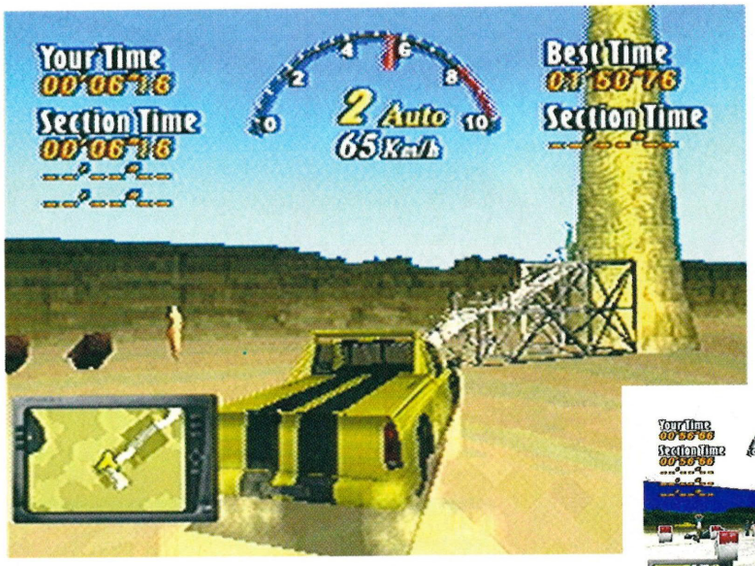
Runabout 2.....40
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Shadow Madness.....44
Ace Combat 3.....46
Renegade Racers.....48
Track & Field 2.....50
Army Men 3D.....52
Grandia.....54
Ready 2 Rumble.....56
Tenchu: Fan Missions.....58
Atari Arcade Party Pak.....59
Toy Story 2.....60



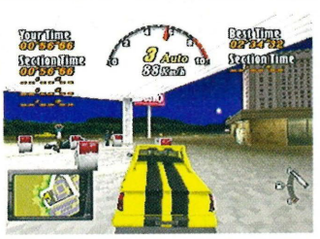
56 Not the PJ and Duncan sonic embarrassment, fortunately.



52 Kill plastic soldiers rather than 'real' videogame people.







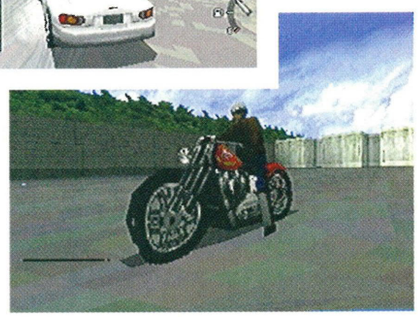
4x4 vehicles are a pain in the rear end to pass. This wastes your time.

Runabout 2

Driving into the back of the Skoda led to flaming pants!

Mirror, signal, and manoeuvre... not in *Runabout 2* you don't!







You may or may not remember the original *Runabout*, it was released in the UK as *Felony 11-79* and subsequently plummeted to the murky depths of the bargain buckets, which was a shame, because underneath the rough visuals lurked an enjoyable little joyriding romp. This sequel retains the 'flava' of the original, playing somewhat like *Driver* with a dash of the *Italian Job* thrown in for good measure.

Whilst the in game text is mostly in Japanese the basic premise of the plot appears to be that you're a courier for the local Mr Big and must deliver items from one end of town to the other. If the highlighted rendezvous point is not reached on time then the mission fails and the player must re-negotiate the level.

Before each mission a vehicle must be selected, with the choice available comprising mopeds, pick-up trucks and sports cars (more vehicles become available as you progress through the stages). Players must then burn through the busy city streets and find the quickest route of getting from A to B and sometimes C, whilst avoiding other traffic and the attention of the police.

On paper this all sounds very similar to *Driver* and indeed the two games do share fundamental similarities, however, *Runabout 2* contains enough ideas to differentiate it from it's illustrious rival.

Join the joyride

Runabout 2 sets out its stall on the first stage, leave your brain at the door because you aren't going to need it, good old fashioned arcade thrills and spills are the order of the day here. There

Vehicle Heaven

As you progress through the levels extra vehicles become available for selection. Some missions require you to use two vehicles, naturally choosing the correct vehicle is pivotal to success.

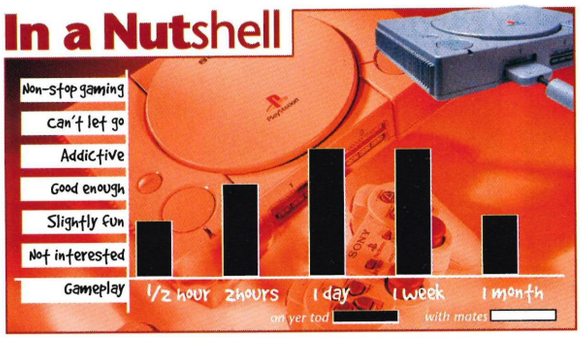








In a Nutshell





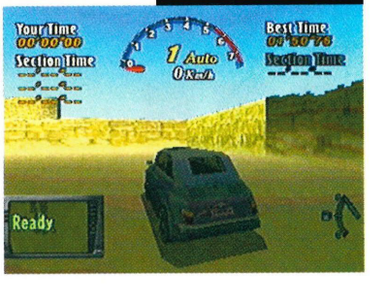


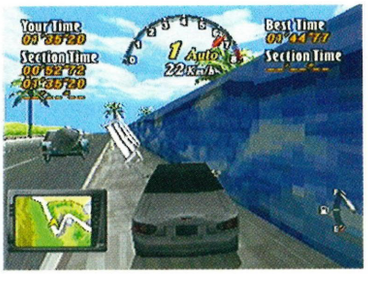
Visually the game is impressive but does remain slightly scrappy in parts.





Handling on most vehicles is hard to get used to hence the position of my runabout.







are boxes to drive through, market stalls to smash, shopping malls to terrorise; short of allowing the player to burn out the car and defecate on the dashboard this really can be described as a joyriders wet dream.

Initially the game does disappoint, the handling of the vehicles is exaggerated and the first few games are spent smashing into walls and struggling to stay on the road. However, practice makes perfect and eventually the controls become second nature, leaving the player free to pull off wild handbrake turns and ludicrous doughnuts. Graphically, like its predecessor, the game is a little rough around the edges, but the frantic pace and sheer volume of traffic ensures that the visual glitches within the game go mostly unnoticed.

The colourful backdrops and varied scenery provide a stark contrast to the homogenous city streets of *Driver* and although the first few levels are all similarly themed on city streets, the latter stages see the player tearing around ancient pyramids and dense jungles. This change of scenery coupled with the varied choice of vehicles on offer keeps monotony at bay and the urge to see what delights the next level holds provides a strong incentive to keep playing. In terms of structure the early levels are somewhat linear and simply require the player to drive from A to B in as quick a time as you can muster.

> "Short of allowing the player to **burn out the car** and defecate on the dashboard this really can be described as a **joyriders wet dream!**"



Later levels are far more open and contain a variety of routes that can be traversed, they also demand that the player picks up items on route, this may take the form of raiding jewellery shops or even photographing tombs in ancient pyramids. Planning a route through the levels adds a strategic element to the proceedings, which expands on the primarily arcade-based 'no brainer' characteristics of the rest of the game.

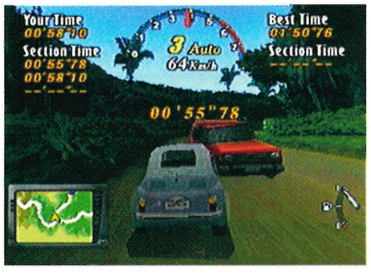
Size Matters

One of the main criticisms of the first game was that it was all over too quickly. The developers have addressed this problem and the game now features twice as many levels as its predecessor, furthermore, the difficulty level has been raised and the far from generous time limits ensure that *Runabout 2* is no Sunday drive.

Ultimately, anyone familiar with *Felony 11-79* will know what to expect here; *Runabout 2* like its predecessor is by no means perfect, but if you can forgive the peculiar handling of the vehicles and the slightly glitchy visuals, you'll find an extremely enjoyable alternative to *GTA 2* and *Driver*.

Oh, and by the way, do not attempt to reconstruct any of the events featured in the game, unless accompanied by a responsible parent or guardian!

Si PRO



dual shock analogue • memory card • one player

The Verdict

Out now on import: Project K - 0181 5081328 £39.99 **Published by Climax**

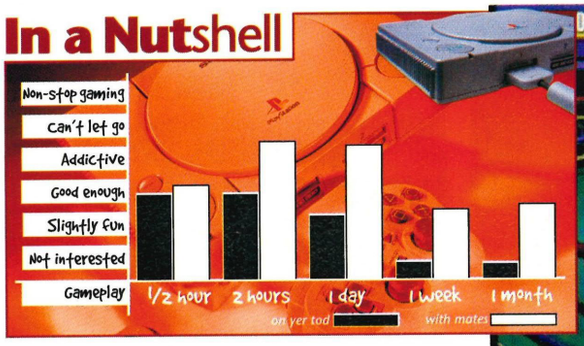
Graphics ★★★
Sound ★★★
Gameplay ★★★★
Lastability ★★★

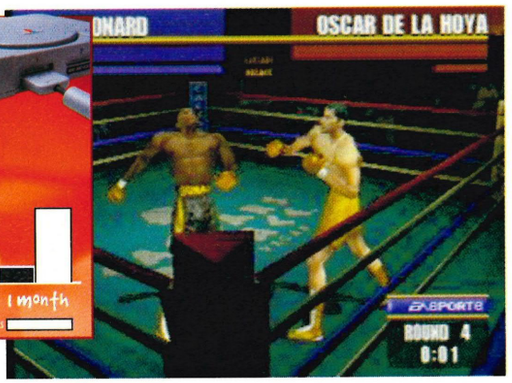
This provides some excellent arcade-style joyriding action, it takes everything from the original and makes it bigger and better. Okay, it might be a bit rough round the edges but *Runabout 2* gives the mighty *Driver* a hard time.

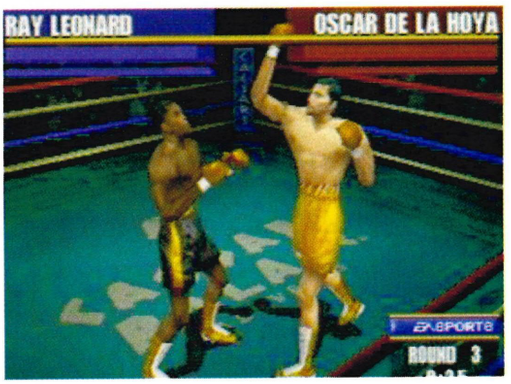
PRO Rated 80%

Alternatively: *Driver* - GT Interactive - ★★★★

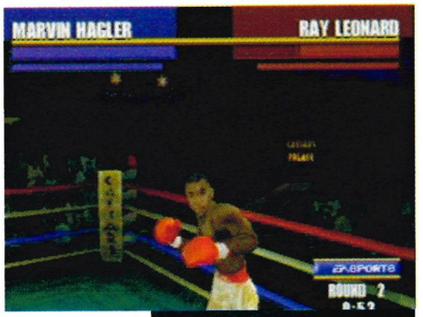
In a Nutshell



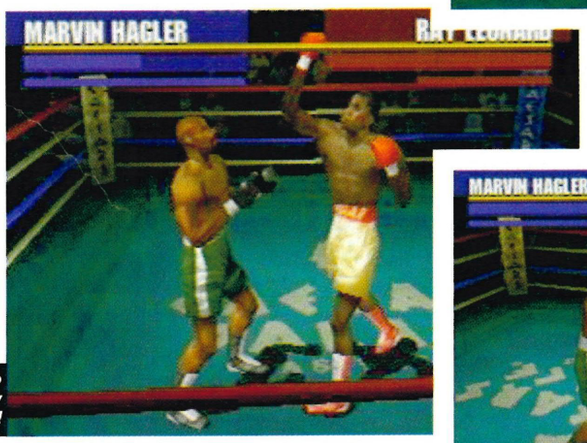




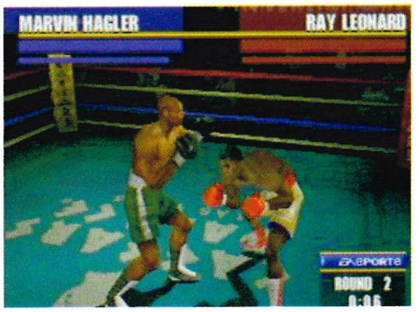
Knockout Kings 2000



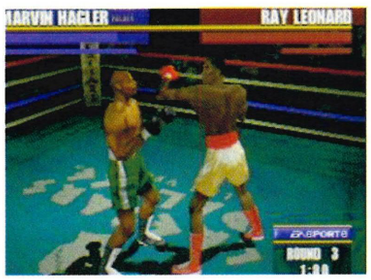
C'mon man, I'm gonna get Medievil on yo' ass

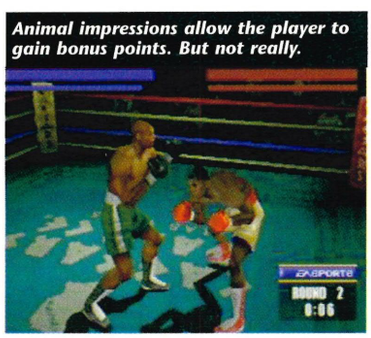


The taller bloke seems to have an iron bar.How unfair to the midget!



Another year, another !





Animal impressions allow the player to gain bonus points. But not really.

It stings doesn't it. A fist in the face and the pain shoots up your nose. Your eyes want to explode and your skull takes one more step toward permanent brain damage. And that's just getting into a playground scrap, imagine getting a decent drubbing at the hands of Mohamed Ali or Joe Bugna. Jesus, the pain would never stop! And that's where the sequentially titled Knockout Kings comes in. It's an easy way to make out like your a 350 pound fighting machine while maintaining your boyish good looks.

Now, as we all know, boxing isn't the worlds most graceful sport. Sure, there is skill involved in hitting someone really hard with your fists, but you'd never describe it as balletic. It's just a case of meat pummelling other meat. The last lump of meat standing, wins. Hooray and pass the spit bucket! Knockout Kings gives you a huge variety of famous meat to choose from boxing's present stars to historical pugilistic heroes. That's good! It also tries its best to convey the feeling of being a really heavy bloke who has been smack upside the head too many times through sluggish reactions. No that's bad! And now we see the games main failings. While it tries its best to flirt with the speed of an arcade boxing game, it still gives a reluctant nod to being a simulation without knowing where it wants to be Beat 'em-ups yes! Fighting "simulations" pa-lease!

Jab, jab - cross!

With all of boxing's most boring points modled in painstaking deatail and absolutley no sense of humour, Knockout Kings will undoubtably appeal to fans of the "sport" but for the rest of us who like our fighting fast and reactive - it's just a waste of shelf space. Ready to Rumble is an easier game to get into and refuses to take itself seriously. If you want to beat the crap out of someone, then do it there where you get to work out your aggresion and at least have a laugh while your doing it.But remember kids,when it comes to fighting you really shouldn't do it. Only in videogames now,son.

Will

dual shock analogue • memory card • two players

The Verdict

Release: March £34.99

Published by Electronic Arts

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

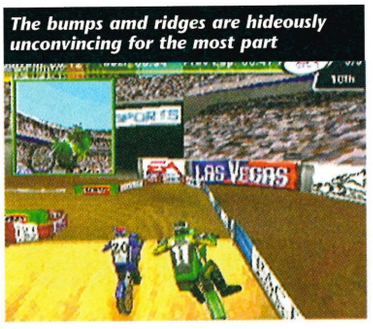
It's got everything that an armchair pugilist could want. It's a slow and cumbersome game that plays like Frank Bruno at a poetry reading, but without the dignity. boxing fans will love it.

PRO Rated 77%

Alternatively: Ready to Rumble - Midway ☆☆☆

Supercross 2000

Featuring "legends" such as Mike LaRocco and Larry Ward (who?) how can Supercross 2000 be anything less than a work of art. We'll tell you how...



The bumps amd ridges are hideously unconvincing for the most part

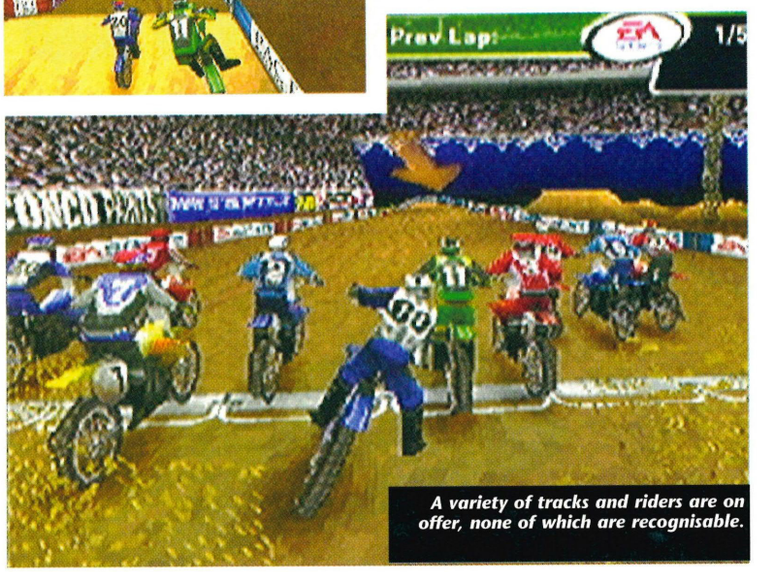
PlayStation motor cycling games are a rare breed, due in no small part to the fact they are invariably appalling. With the release of Supercross 2000 it seems that this trend is likely to continue unabated.

The game offers both race and free-style options. Race mode is self explanatory, players select either a single race or a full season and subsequently compete over a series of near identical, bland, narrow courses. Only the frequent jumps break up the monotony of the races; unfortunately, they also launch the player directly into the invisible walls which line the sides of each track. Whilst there is an option to remove these barriers, it's still all too easy to get stuck on the sides, hopelessly watching as competitors chug past you. Likewise, the ludicrously sharp corners, coupled with the bikes massive turning circle mean, that the only way to successfully negotiate a corner is to bring the bike to a near standstill and cautiously crawl past. The inclusion of a lacklustre two player mode also does little to generate any kind of excitement, although at least it reduces the frequent slow down of the one player game.

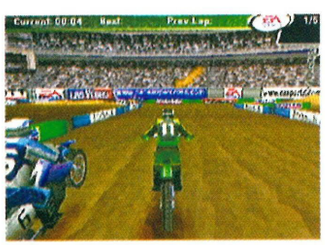
Four wheels good, two wheels bad.

Fortunately, the free-style play modes are slightly more diverting. Gone are the narrow, winding tracks of the race mode, in their place is a more open environment, featuring large ramp like mounds of earth. These mounds can be used to launch the bike skywards and in the subsequent air time a variety of absurdly named stunts can be performed; ranging from the sublime no hander, to the ridiculous pancake flip. The more daring the stunt the more points awarded, with the objective being to amount the highest score within the allotted time. Whilst this could hardly be described as innovative, it is for some bizarre reason mildly entertaining. The sight of your ridiculously animated rider being thrown from his machine provides a frequent if puerile source of laughter. However, such amusement is short lived and is rapidly followed by boredom. Ultimately, Supercross 2000 is as dull as the dirt tracks you race around, even Supercross fans (are there such people?) will be disappointed by this lazy, incompetent release.

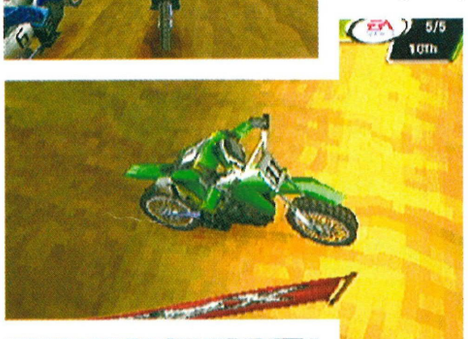
Si



A variety of tracks and riders are on offer, none of which are recognisable.

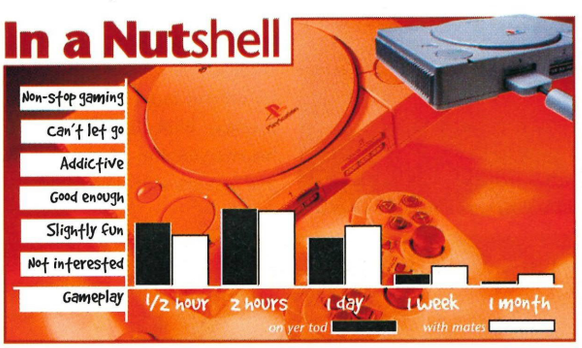








In a Nutshell





dual shock analogue • memory card • two players

The Verdict

Release: February £34.99

Published by Electronic Arts

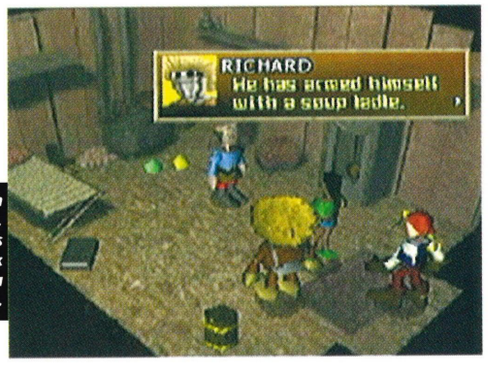
Graphics ☆☆☆
Sound ☆☆
Gameplay ☆☆
Lastability ☆☆☆

Despite the enjoyable yet flawed free-style mode, there is precious little on offer to recommend the purchase of Supercross 2000. Once again, it would seem that PlayStation motorbike fans have been stuffed.

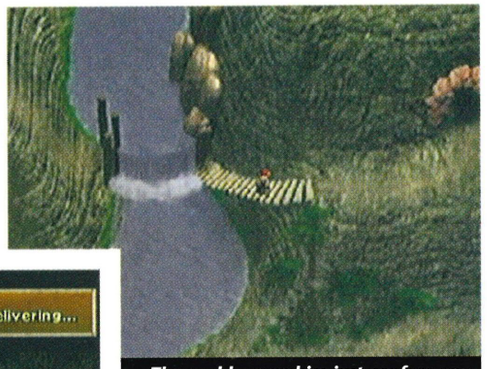
PRO Rated 45%

Alternatively: Moto Racer EA ☆☆☆

Shadow Madness

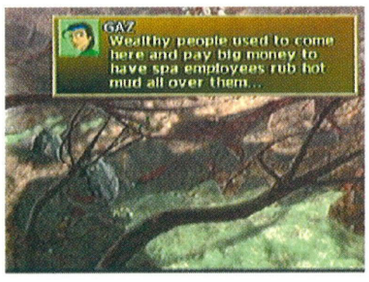


Armed with kitchenware, Rich decides to attack in a Delia Smith-style.



The grubby graphics just confuse you. FFVII is on Platinum you know...

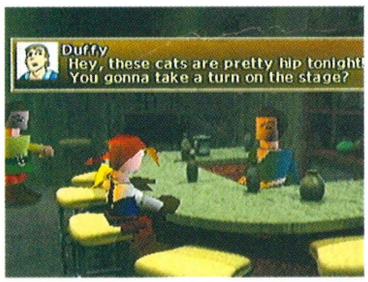
I want to be *Final Fantasy VII* sooo much it hurts really bad! Oh go on please let me...





So you've gained a ridiculous amount of experience points and have reached a god like level of fighting prowess. Sephiroth is dead and all the kings horses and all the kings men cannot put the grey-haired freak of nature back together again. The eighth instalment is all about a love triangle, and that's just a load of old cobblers. So where do you go now that *Final Fantasy VII* is over. You start to date it's interesting, but slightly less attractive sister of course! And what is the name of this innocent young lovely? *Shadow Madness*.

It's an awkward name that refuses to conjure up any images at all. But so what; you are now addicted to this RPG genre and you need more before people start feeling some big pain! You know she's up for it, so what the hell, surely only a fool could possibly refuse. So lets find out what's up with this role-playing floozy – has she got any redeeming features or just a nice personality?

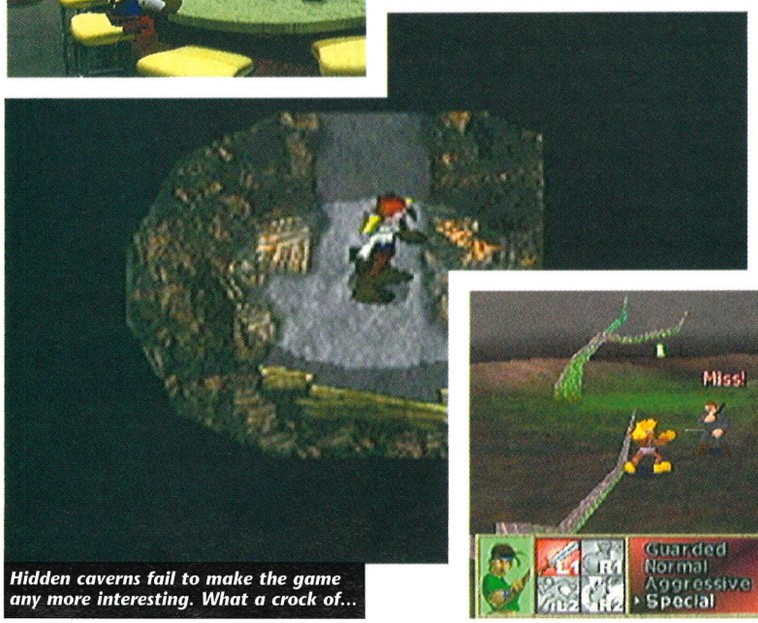


"Our hero is joined by a robotic reaper who bares a striking **resemblance to** the scarecrow from the *Wizard of Oz*!"

Sh*t Happens

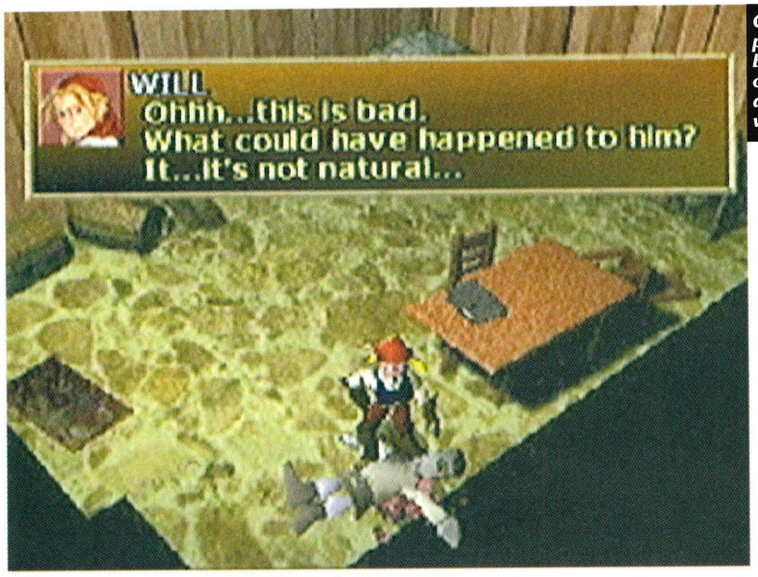
Damned if (insert obscure central character name here) knows. He's watched an entire town implode, been knocked out by the blast, regained consciousness, found an extremely big sword and fought off a huge boar-like monster. Phew! Something, or someone has managed to smash everything up, and just like kids slapping the shit out of has something to do with this bullsh*t and that the age-old questions of who, where, what and why, will be the quest. So off you trot to meet some new and interesting people. Some will join your motley crew, others will give some clues – but most will try and send him to hell on the adios express via a fairly simple combat system.

So, after a brief time of solitude, our hero is joined by a robotic reaper, who bares more than a striking resemblance to the scarecrow from the *Wizard of Oz*



Hidden caverns fail to make the game any more interesting. What a crock of...





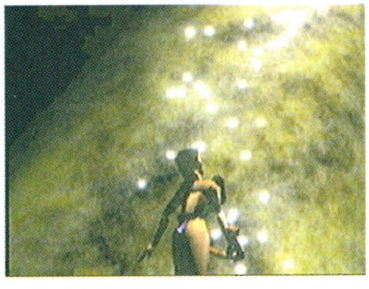
Our hero points out the bloomin' obvious yet again. What a very silly man!





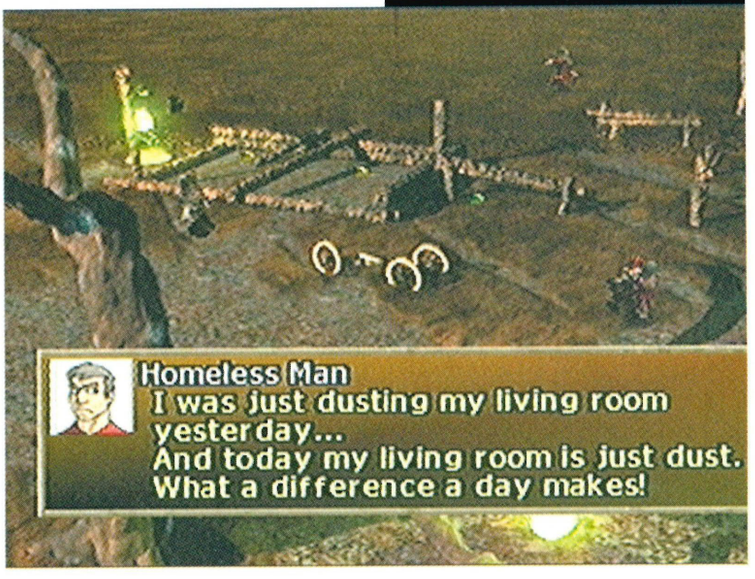








Utter desolation as drawn by a guy fond of the colour brown. What a mess!

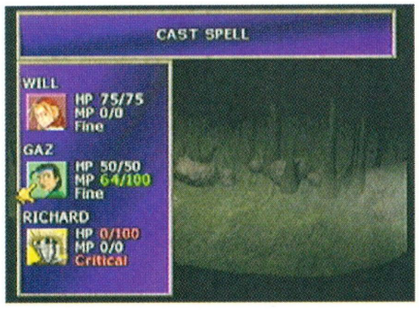


and an elf-like female archer who is nifty with the magic. Hey-ho, the gang is all here now!

Of course, the most important issue in an RPG is its interface. Yeah, a cool story is good – but if it the whole show handles like a pig with a spear in its squealing gut you may as well forget about it and go for a brisk walk in the woods. This is where we begin to see a problem in the *Shadow Madness* world. Unlike other RPGs, it's never that clear what you are meant to do while the sub-*Final Fantasy* graphics make seeing where you can and can't go very heavy on the frustrating side.

So there it sits. Neither being as straightforwardly rewarding as the game it so wants to be, nor is it bad enough to be locked up and fed on stale bread and water. Sure, the occasional slice of originality slips through to say "w'sup!" But does the fact that the Dual Shock vibrates when a you're about to strike a random encounter really make much difference? And let's not forget to mention that you can attempt to duck out of the way of this meeting and avoid this impending scrap! No, the game's still just as non-threatening an experience as it ever was. And this is a real shame, because hidden behind this games wonky teeth and squinty little eyes lies a personality that's just waiting to be let out to play with the big boys. Ah, well – better luck next time.

Will





dual shock analogue • memory card • one player

The Verdict

Out now £34.99

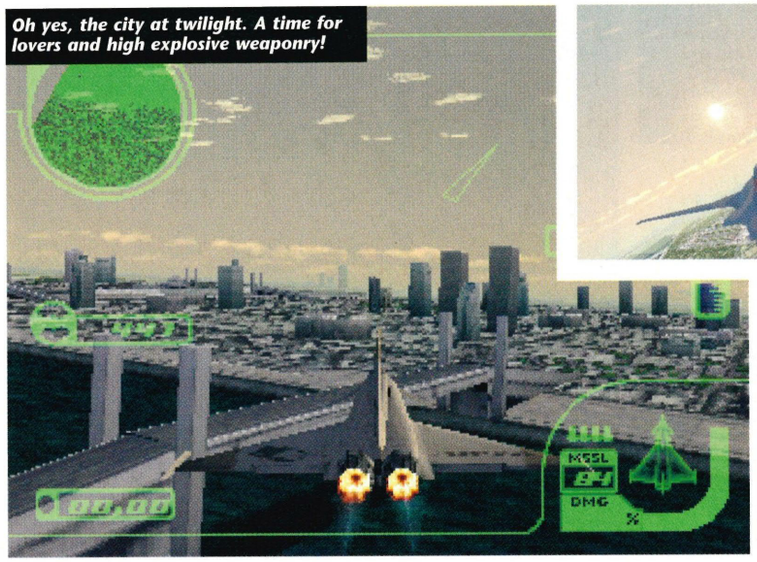
Published by Crave

Graphics ☆☆
Sound ☆
Gameplay ☆☆
Lastability ☆

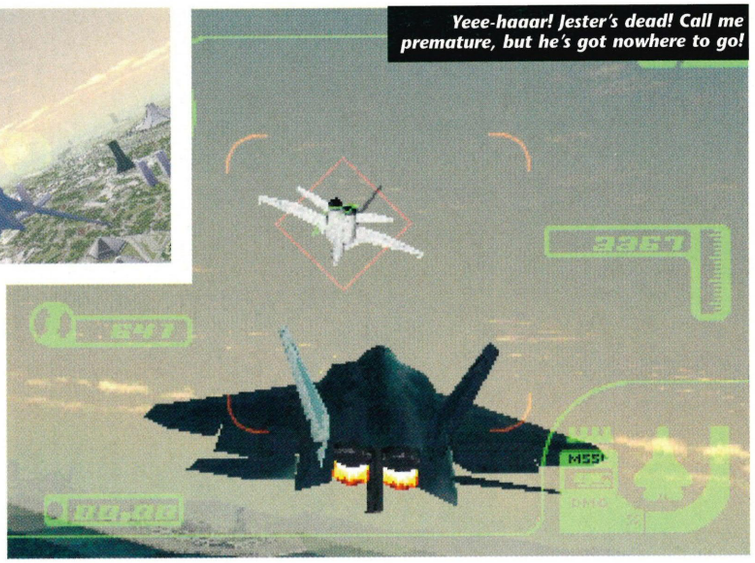
You'd have thought Crave would have copied more of *FFVIIs* good points rather than perform this loose forgery that only manages to remind you how good the original was. Imitation is the greatest form of flattery after all.

PRO Rated 57%

Alternatively: *Final Fantasy VII* ☆☆☆☆ Platinum

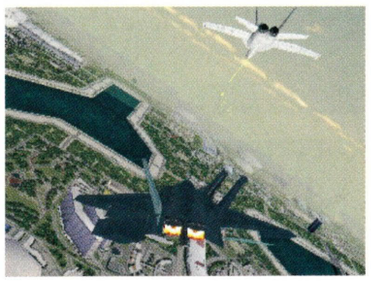

Oh yes, the city at twilight. A time for lovers and high explosive weaponry!




Yeee-haaar! Jester's dead! Call me premature, but he's got nowhere to go!

Ace Combat 3

Supersonic sky-rider that looks sexier than a porn star in free fall!



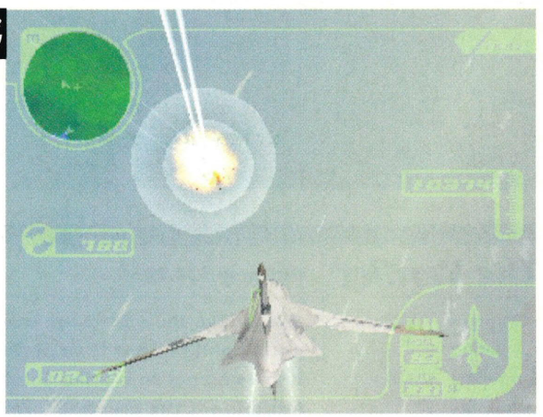


Some games fit the PlayStation better than a pair of 'one size fits all' O.J Simpson gloves. *Tekken 3*? Bloody marvellous! *Gran Turismo*? Oh yes! *Shadow Man*? Yeah well, can't win 'em all. But there is a classic genre that no matter how hard you try, just won't quite fit no matter ho hard you try. This abomination has a name and it is the flight simulator. Sounds harsh right. But admit it – how many flight games really shake their money maker on Sony's grey baby? None. Some are OK; most are lower to the dirt than a snakes scrotum. And don't bother saying that that copy of *Wing Over 2* you bought for a fiver down the market is top banana. You're wrong. Admit it to yourself – it's the first stage to recovery!

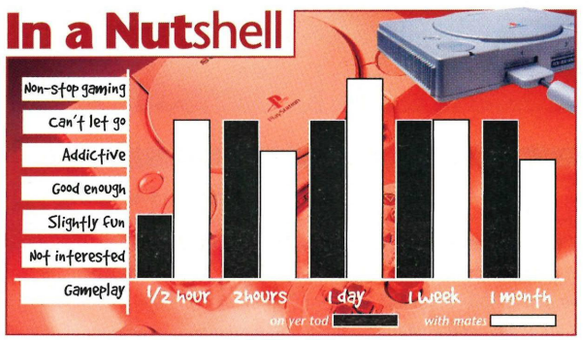


"Fast access seat-of-the-pants action that won't let go until you can **smell napalm coming out of your PlayStation.**"

Just wait till you see these graphics move!



In a Nutshell



So in swoops *Ace Combat 3: Electronisphere*. This bird takes no prisoners. It's going to do more damage than a squadron of American A10's ripping up a civilian convoy – and it's going to do it in style. Its everything that you could want from an in-your-face dog-fighter. Some PlayStation birds are too fiddly. Some are to simplistic. Not

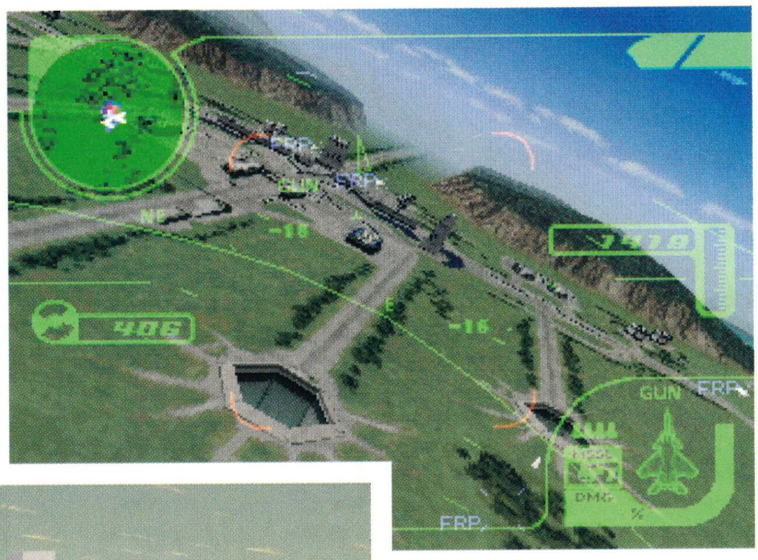




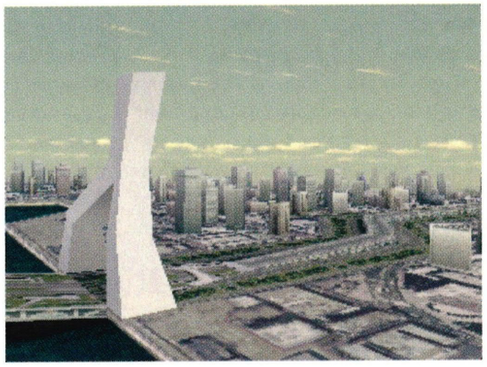
The city by night. A time of lovers and..hang on - not the same caption!

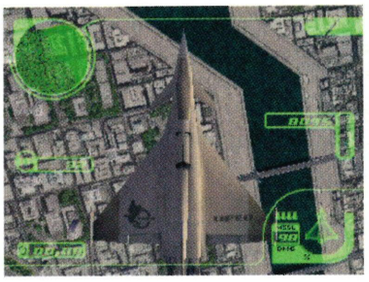


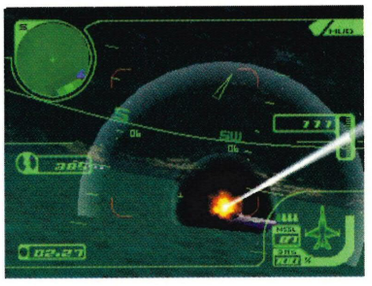


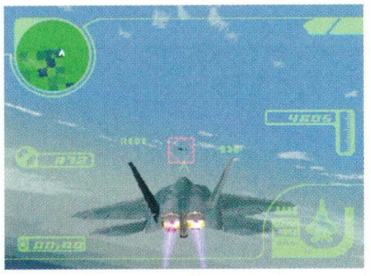












this eagle. It's got a control system that could have saved John F Kennedy junior from crashing into the Atlantic and graphics that would have made Michaelangelo's chapel daubing look like a splat of graffiti on the Northern Line.

Set in a future where current aircraft designs effortlessly blend with the mega-sized imagination of those 'nuke us twice and now we're really mad' Japanese, *Ace Combat 3* lets you fly round some of the sexiest landscapes known to man. And then you can blow shit up. A certain recipe for high altitude high-jinx and make no mistake.

Mile high club

Afterburner at full glow and your iron eagle is screaming over the waves and into enemy territory. The sonic boom rips through the surf like the wrapping paper off your favourite Christmas present. The sun glinting of the water and a full payload of missiles. This isn't a PC game where you have to worry about using your eight Sparrow Hawk missiles whilst monitoring geothermal levels and keeping a third eye on a threat warning.

Hell no! You've got 70 missiles that are as good against airborne targets as they are at smashing through concrete bunkers. Complicated radar displays? Bullshit! This is no geek war – this is aerial combat for the MTV generation. Yeah, we've only got five minute attention spans but at least we don't need a foot thick instruction manual just so we can kick some ass. Give us a gallon of extra caffeine Red Bull and some fast flying action and we'll show you what air superiority is all about. Argghh! This game is fine. There are no over-complicated scenarios or dodgy political situations to worry about, just fast access seat-of-the-pants action that won't let go until you can swear that you can smell napalm coming out of your PlayStation. And we all know what that smells like. Yep, it's victory!

If you could take the super clean interface and graphical smartness of *Ridge Racer Type 4* and teach it how to fly – that's *Ace Combat 3*. While it doesn't waste time trying to suck you into an imaginary battle scenario using statistics from a library full of Jane's military books – it does stick a spike directly into your main artery and inject pure unadulterated hot-doggin action.

Will PRO

dual shock analogue • memory card • one player

The Verdict

Release Date: March £34.99

Published by Namco

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

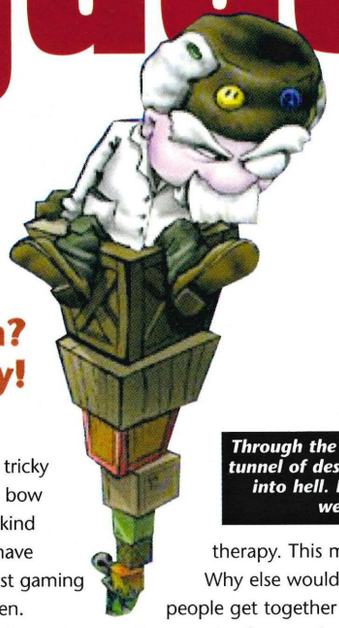
A more highly polished flight sim you will not find. To fly it is to love it. With the addition of a more detailed story mode, this would get another gold medal and I would marry it. Oh yes, You will believe a PlayStation can fly!

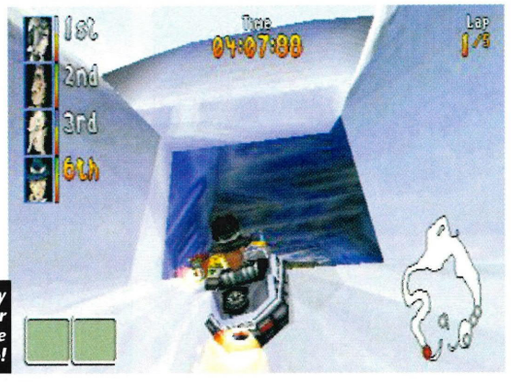
PRO Rated 91%

Alternatively: Ace combat 2 ☆☆☆

Renegade Racers







Through the icey tunnel of despair into hell. Here we go!

A suicide note in game form? Surley no-one is this unhappy!



Let us never forget how tricky programming is. Please bow your heads and have a kind thought for the people who have brought you some of the finest gaming experiences the planet has seen.

Now take some time out of your busy day for some thoughts of sympathy. You see, not all programmers are happy number-crunchers who'd do anything for a mate and are quite a laugh down the pub. Oh no, some are very sick and angry people. And how do we know this? How do we feel their pain and see the fury in their hearts? We play *Renegade Racers* and a window into their soul is opened. These people are sick and need more than our kind thoughts and a gentle pat on the back. They need serious psychological therapy. This much is obvious.

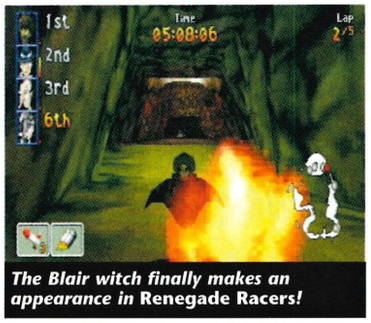
Why else would a group of people get together to create some of the most loathsome characters that have ever graced a cartoon racing game. And what's more, that's the least worrying crime that *Renegade Racers* has committed. This is an anti-game.

It appears in our shops after the release of such top cartoon racers as *Crash Team Racing* and *Speed Freaks* and it insults us with it's presence. There is no-way this is the creation of a happy mind. But hey, that's why were here – so off we go then!

Is it really that bad?

It's your first race and you board your hovercar/boat/dodgem type vehicle. Playing a wise-guy gangster type, you wonder how this personality will affect the race. There are other characters to choose, but this one rings a bell. It must be something to do with those Goodfella pizza adverts. So you choose him and after the 17th time of this annoying little greaser shouting "Bad-a-bing!" you just know he was sent to test you. That's why he's here! But the race is off to a fine

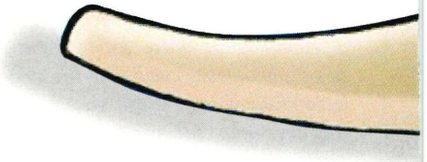
"Maybe it's a lesson in the futility of struggle and the inevitablity of death. **Certainly it's a screaming statement form a disturbed mind!"**

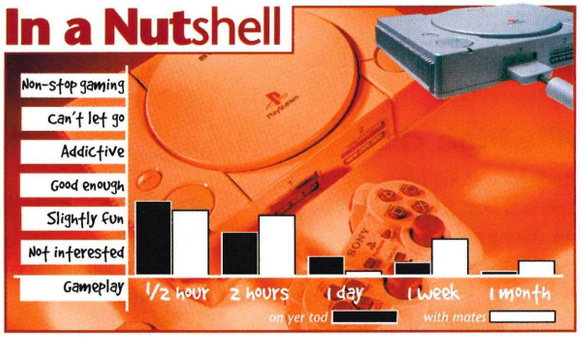


The Blair witch finally makes an appearance in **Renegade Racers!**

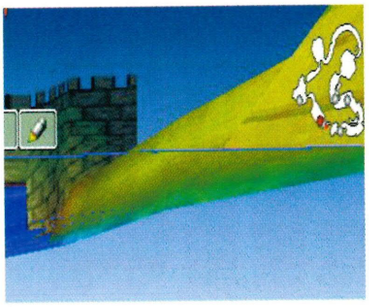








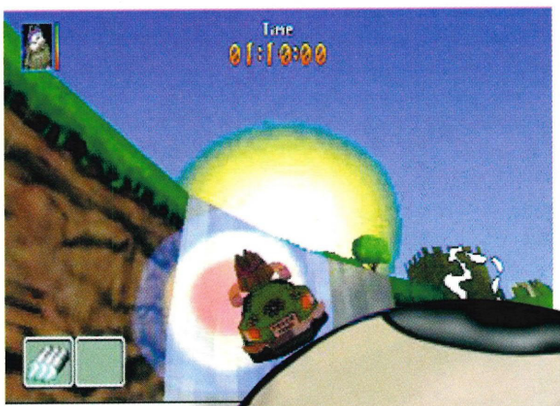




start and you have already leapt to first place, so you try and tune out the Mafioso ranting of this little shit. You are a generous gamesplayer. So what if the water manages to go up and down hills. What do you want from a goofball comedy racer? I mean, this isn't meant to be a serious Olympic event. you easily manage to maintain first place.

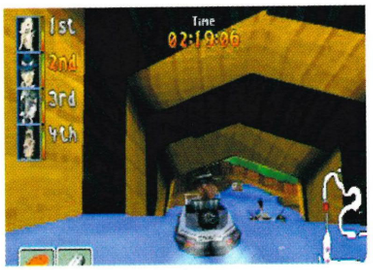
Occasionally another competitors' missiles will strike you and you'll get overtaken. But you've played these types of games before. You heard the man and you know the plan – this is not hard! Final lap. Your hovercar/boat/dodgem type vehicle is sliding around like a mud-wrestler in a soap factory, but you've managed to keep control. You're in first place and this race couldn't sewn up any tighter. A warning klaxon rings out. There is no way this is happening. Get to the finishing line in a few seconds or it's all for nothing and you will lose. The fact that you're first is meaningless. Fail to complete three laps in three minutes and you may have well just stayed in bed. And guess what? If you don't make it you are forced to race again. Up and down the gravitationally ignorant water and through all the seen-before weapons crates. And again your driver cries out "Bad-a-bing!", except this time he's really screwing with you!

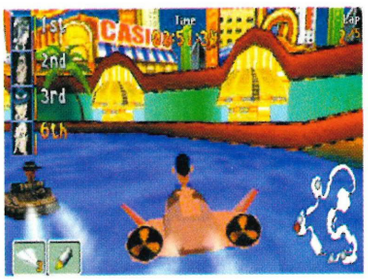
You hear a child cry in the house next door and you know that he's having a better time than you ever will with this disaster of a game. Now you know what the programmers were trying to say and you begin to see the sick genius of this game. This is a statement about man's eternal struggle with the meaning of his own existence. Or maybe it's a lesson in the futility of struggle and the inevitability of death. Certainly it's a screaming statement from a very disturbed mind. This is not a game. It's an ordeal.





Sadly the effect on the water makes matters worse when moving.

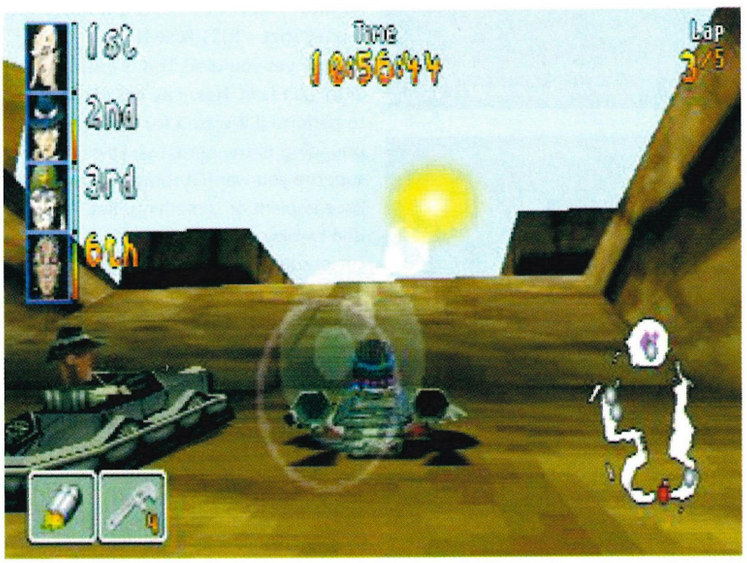


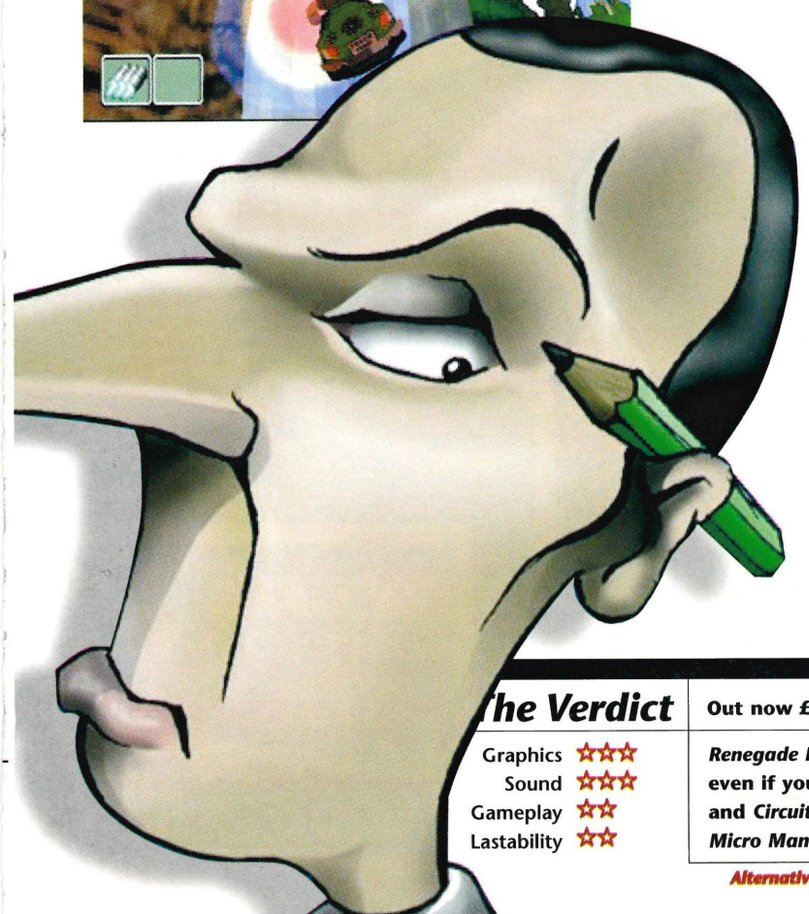


Don't mistake the percentage score with any incentive to buy. Just imagine five-year-old little Johnny and his piss-poor attempts at artistic expression using powder paints, glue and macaroni. He takes it to the teacher and she looks at this embarrassing piece of shite. She sees the hope in little Johnny's eyes. says "Yes dear, that's very good." I mean, how the hell are you supposed to mark utter tripe like this? It defies any marking system known to man or PRO team member.

Oh, and finally, just in case you have somehow read between the lines and see a positive review here, let me clarify: this is a very, very bad game – you would have to be a very warped individual to buy it.

Will





dual shock analogue • memory card • four players

The Verdict

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

Out now £34.99

Published by Virgin

***Renegade Racers* is sadly outdone by *Crash Team Racing* and even if you wanted second and third choices, *Speed Freaks* and *Circuit Breakers* are out there. We needn't mention that *Micro Maniacs* is forthcoming too.**

PRO Rated 17%

Alternatively: *Crash Team Racing* - SCEE ☆☆☆

Track and Fiel

Sports sequel that'll separate the men from the mice, but not their fingers from the pad – Ouch!

Years of training focused on this one point. Early mornings dedicated to pumping acid round your limbs. The diets, the screaming coach and now a stadium full of screaming sports fans. At the V.I.P box you can see your mother. Her eyes well up and a single tear of joy trickles down her cheek. That bird out of *EastEnders* could have written that song for you, this is, indeed, your magic moment...

On your marks; a quick glance at the opposition. Get set; your mind focuses on the finishing line. Go! You don't even hear the shot crack out – Run like the bloody wind! Tap-tap-tap-tap-tap. All the years of pain! Tap-tap tap-tap-tap-tap-tap. All the sacrifice! Tap-tap-tap-tap. Don't mess with the opposite sex son – just keep to the training 'cos girls will only interfere! Tap-tap-tap! Or the beer! Tap-tap-tap! Or the fags! Tap-tap-tap! We are so proud of you! Tap-tap-tap! Son, we've got to sell those trophies, how else am I expected to pay for your mothers electrolysis. TAP-TAP-TAP!



"If you get totally annoyed with your pathetic performance, you can use the games CD as a discus!"



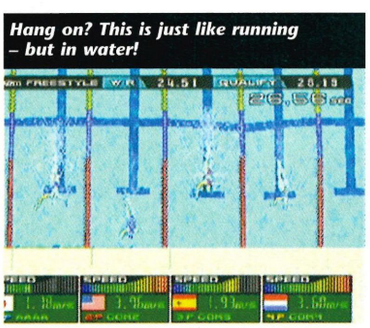
Keep pressing those keys. It's not too tough, so it's good for beginners.

Jocks versus geeks

Hang-on. All this training and I'm just hammering the square button on a battered and old PlayStation controller. What a con! All those years of getting up early. All those vomit-like mineral drinks. All those chicks who never got to see the money shot – JUST FOR THIS!

Well, yes you dick! This is *International Track and Field*. How else did you expect to perform if it wasn't for the constant pounding of the same two keys? I suppose you wanted some cybernetic knee implant or something. But don't worry, it's not all square, circle, square you know. That's

Hang on? This is just like running – but in water!





Hammer those keys, pause and do it again – just like Geoff Capes!



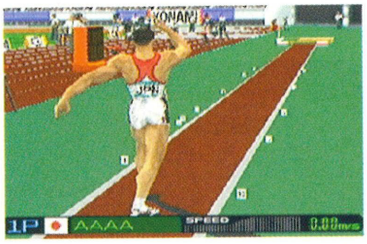


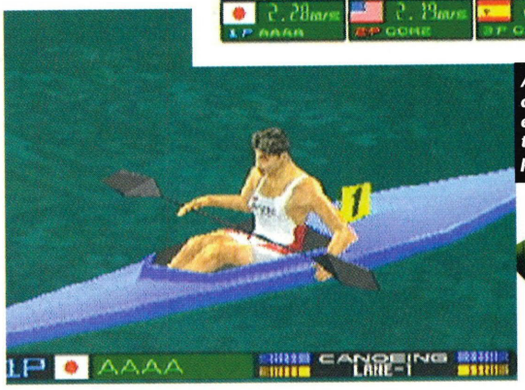
Hang on? This is like Cycling - but against another player

d 2





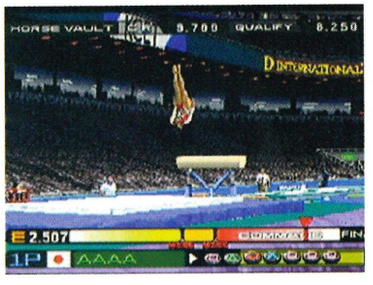




A tricky combination of endurance-tapping and precise timing.

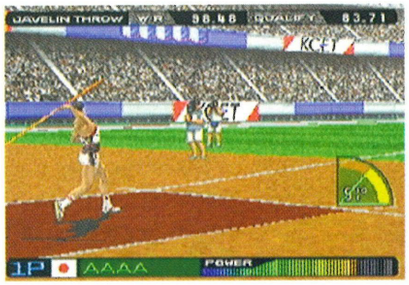


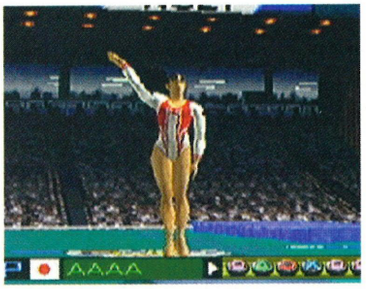




Select your dive and hammer those keys. Hit again to make a good entry.







only appropriate for endurance events. When it comes to pulling off a triple nose tuck spine twister of a 30 foot diving board, things get a might more complicated. Its all about accuracy and timing and it's the same for each event.

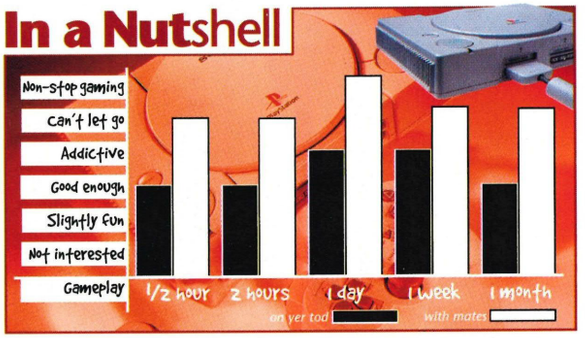
For the 100m sprint, it's button pounding all the way. Same for cycling. And swimming too! But then there is the agonising timing skills required to paddle a canoe. This is no mere skin-splitting event. You've got to get your strokes on time or you just won't make it. It's the mix of the pure finger-pounding pain of a power event against the ridiculous precision that's needed to vault a wooden horse that makes *ITF 2* a laster. Sure, anyone can run really quickly – that's why we have cars now. But when you pull of a Robin-the-boy-wonder-style somersault from a springboard, you know who the daddy is. But as every lonely soul knows, if your going to spend long hours straining your wrists, there are better pursuits than trying to throw a pixelated hammer up a field.

Thankfully multiplayer support is this game's main reason for existence, so you and three mates can get together and find out who has the toughest digits of them all – and even if you get totally pissed off at your pathetic performance, you can use the games CD as a discus. What a bargain!

The original *Track and Field* was a post-pub favourite when it was re-released on budget. Now we have a more polished graphical system and a few extra events. So you have to ask yourself whether to take a slightly less impressive version of this knuckle-destroying classic for about twenty quid, or are you a sports nut who loses IQ points every time you go to the toilet. The choice, as they say, is yours.

Will: Leotard Master

In a Nutshell



dual shock analogue • memory card • up to four players

The Verdict

Release Date: February £34.99

Published by Konami

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

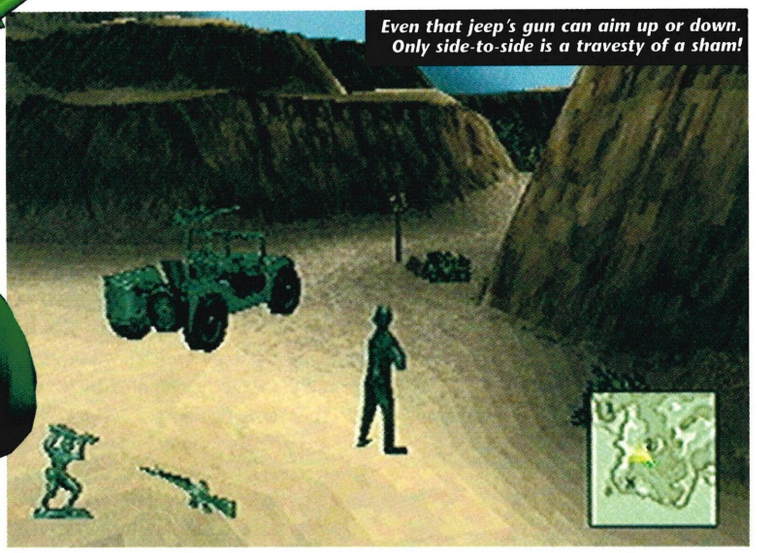
It's the same as the prequel, but with a few more events and some fancier graphics. If sport is your life, while actually being sporty isn't – it's a must. If you're already an owner – why bother. It's as good as it ever was!

PRO Rated 86%

Alternatively: *International Track and Field* - ☆☆☆

Army Men 3-D

Nice try Sarge – but no cigar!



Even that jeep's gun can aim up or down. Only side-to-side is a travesty of a sham!

There was a time before PlayStation. A time when kids would whittle away summer days by playing with mud. Messy times to be sure, but extremely fun. And let's not forget how the excitement could be driven to near orgasmic levels with the addition of miniature plastic soldiers. War was admired and recreating John Wayne's Pacific island adventures was the height of pre-pubescent fashion. Best of all, if you managed to persuade the man in the corner shop to sell you a box of matches, you could burn of their limbs off and mutilate their faces. Now that's entertainment!

But those days are over. Acid rain and rampaging street punks make it unsafe for children to play outside. Society has crumbled and our offspring are left with nowhere to vent their warrior ways. Enter *Army Men 3-D*: a safer way to relive those sandbox slaughter moments from the cocoon-like safety of your living rooms!

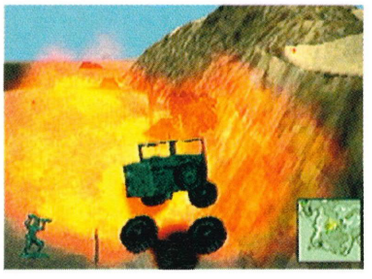
"Enter *Army Men 3-D*: a safer way to relive those sandbox slaughter moments from the cocoon-like safety of your living rooms!"

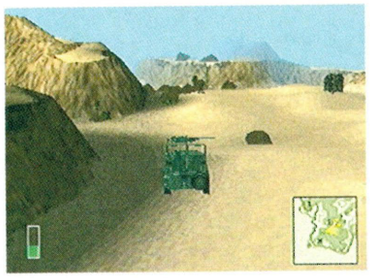


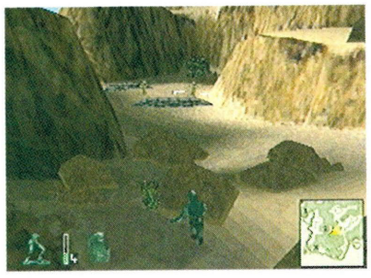
Can't pick up the mines, ypu'll just have to steer really well. Ooh it's tough.

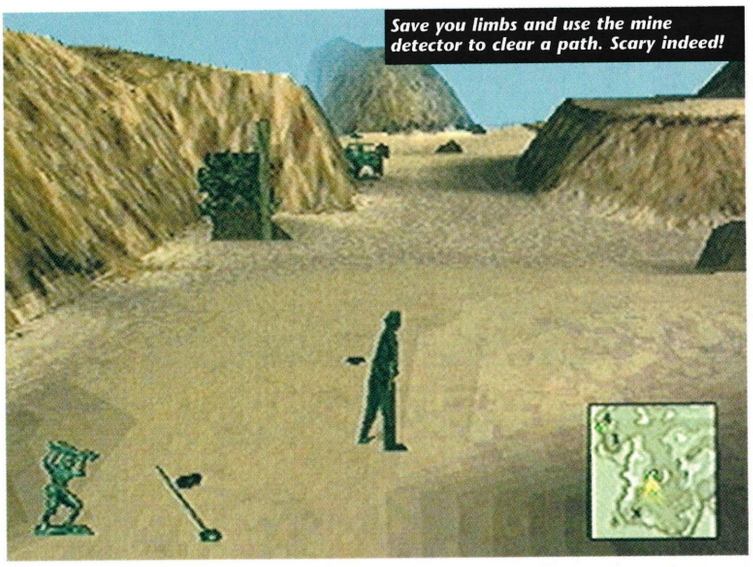
Duck and cover

Taking control of a solitary and extremely green soldier named Sarge, it's up to you to take on the might of the Tan army using a variety of real world weaponry.

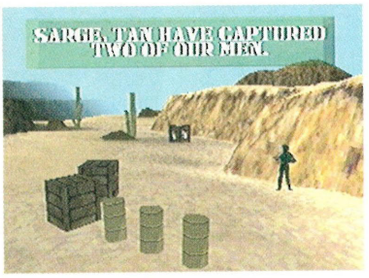


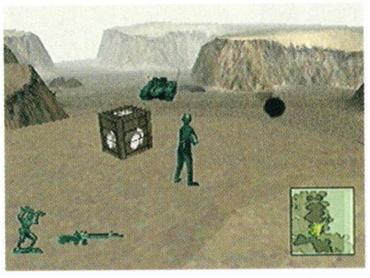


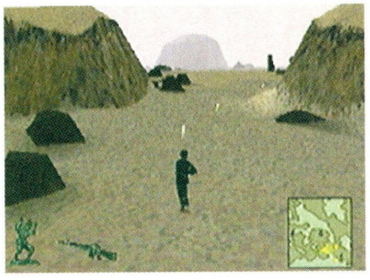




Save you limbs and use the mine detector to clear a path. Scary indeed!







Real world, yet at a1/72 scale. How cool is that? Very. You see, this is no childish rendition of war. Apart from the fact that the combatants are either dressed totally in green or Tan plastic, everything feels like you know it should. Well, just like you've seen on the telly.

Toy box massacres

What a treat the firepower is; grenades can be thrown over buildings with breath-taking accuracy due to the use of a nifty travelling crosshair, while flame-throwers melt their way through infantry, causing them to melt into a pool of slag. You're not limited to running about on your plastic limbs either. Jeeps, tanks and even helicopters can be taken over; giving you free-reign over heavier calibre death-dealing.

The fact that the combat looks and feels right, while the combatants are obviously toys that gives *Army Men 3-D* it's unique flavour. Unfortunately, after the initial 'What a top idea' tang has left your mouth, the bitter aftertaste of 'wasted opportunity' starts to kick in.

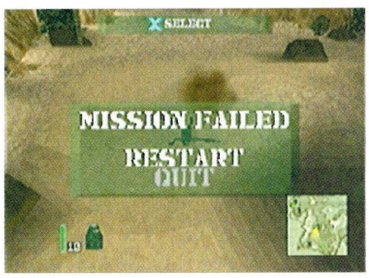
You're looking down a hill; below you lies an enemy encampment. Right, lets mess them up with some machine-gun fire. Why can't I aim down? Why can I only fire directly in front, unless the auto-aim system decides that a particular target is worth ripping up?

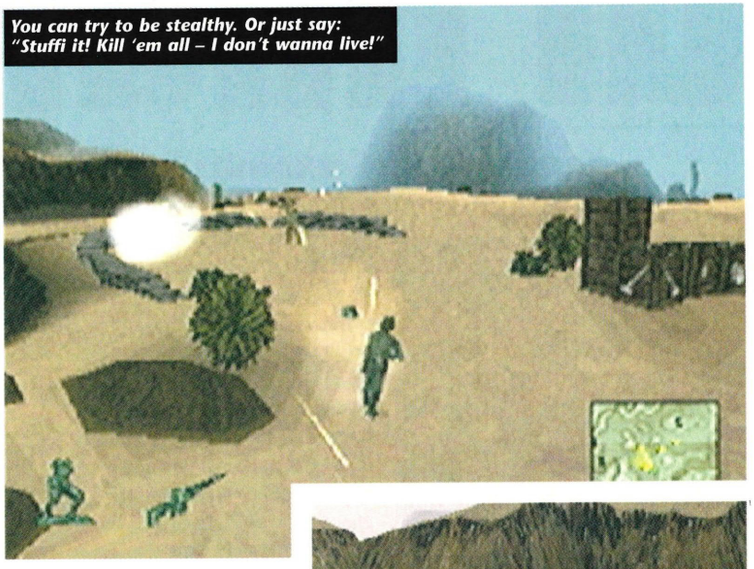
No, no, no! I want to be a sniper, oh but the buggers won't let me! I want to sidestep without resorting to rolling on the ground! The buggers won't let me! I want to really like this game – but the buggers won't let me! All the major ingredients are here, but someone careless soul forgot about the seasoning – and I want more ketchup!

On your feet soldier!

As a single-player experience, *Army Men* starts off tough and then begins to lay it on you. Its shortcomings never offend, while the games beauty is well-shielded by a thick veil of 'If only'.

Then you take on a friend in a game of capture the flag and a whole new set of features float to the surface. By placing aggressive or defensive units around the battlefield, you can set out to destroy each other.

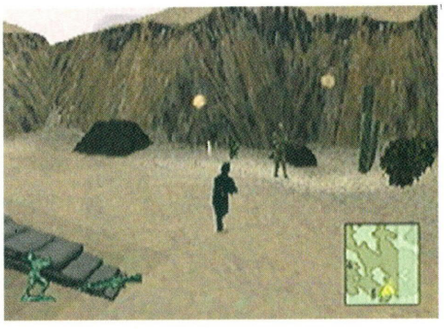


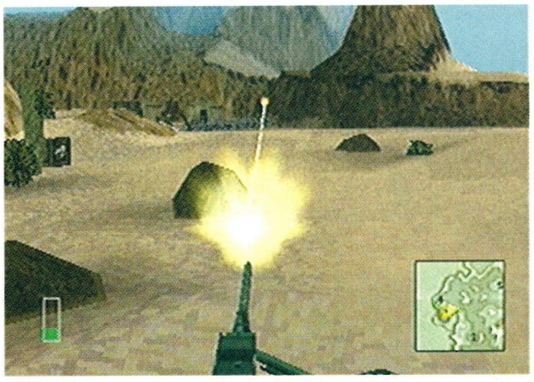


You can try to be stealthy. Or just say: "Stuffi it! Kill 'em all – I don't wanna live!"

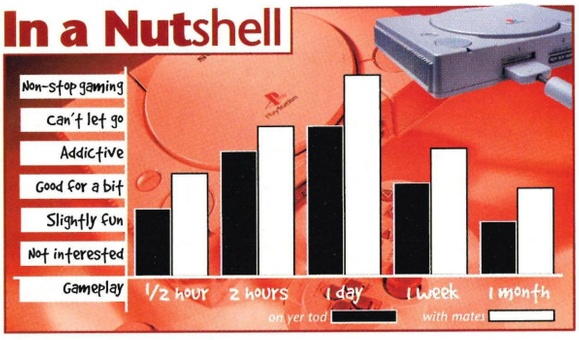
It's a nice attempt that just fails to save the day. In fact you might be better off messing about with Airfix models and a can of petrol. Not that us at PRO advocate such unruly behaviour of course!

Will





In a Nutshell



dual shock analogue • memory card • two players

The Verdict

Out now £34.99

Published by 3DO

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

***Army Men* could so easily have been a classic. It's got the ideas and, partially, it's got the execution. Let's just hope that someone out there knows how good this could have been and comes up with a superior sequel.**

PRO Rated 77%

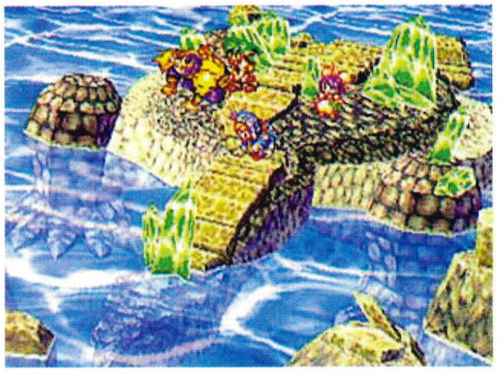
Alternatively: *War of the Worlds* – GT Interactive – ☆☆☆



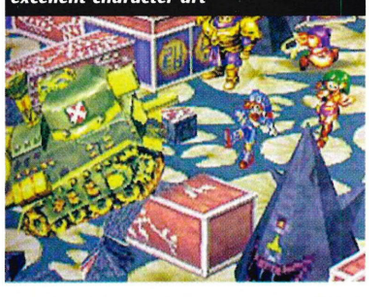




Grandia



Japanese RPG exploits in a beautiful world...



The gaudy colours do give way to some excellent character art



Not so long back RPGs were seen as the sole preserve of the anorak brigade; the people who played them were looked upon with the disdain usually reserved for alcoholics and hardened criminals. However, following the release of *Final Fantasy VII* and its all singing all dancing sequel, it suddenly became socially acceptable to play games which featured Goblins and Orcs with names like Thalthrax the Tosser. Whether or not this is the sign of a healthy society remains to be seen, but Ubisoft seem to think it is and to prove it they've blessed us all with the RPG Grandia.

Justin Time

Grandia centres around the adventures of a young scoundrel named Justin (no really) and his lady friend Sue. Justin dreams of following in his father's footsteps and becoming a famous adventurer. As the game progresses Justin learns more about the mysterious Spirit stone his Father left him and the strange new spirit world of Alent. If this all sound like the ramblings of a drugged horse, that's because it is.

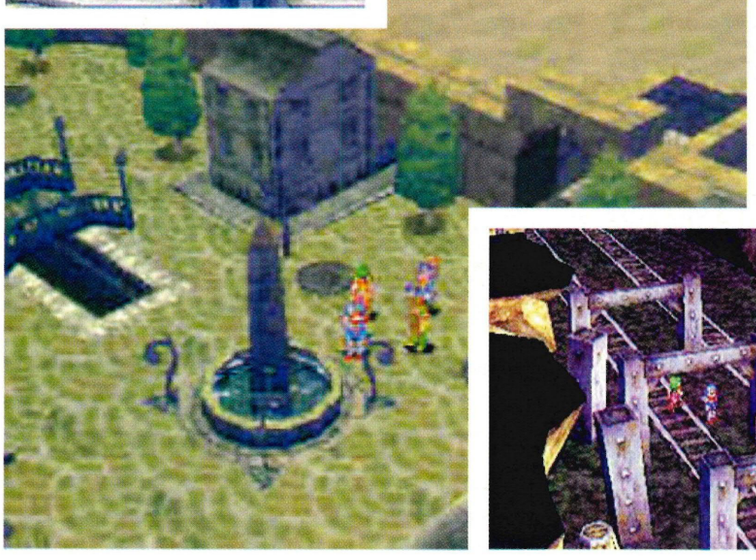
"It's nice to see that the developers haven't just knocked out some washed out rehash of *Final Fantasy VIII*!"

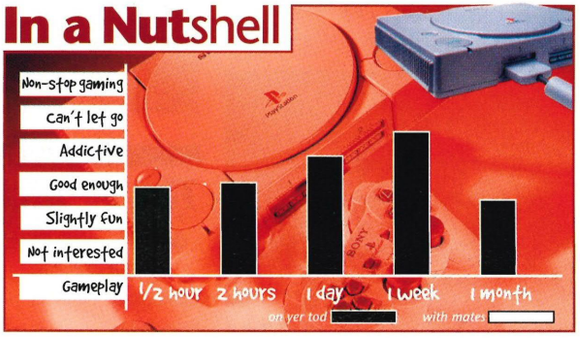
That's not to say that *Grandia* is a bad game, but certainly the plot seems to have suffered somewhat during it's translation into English; hence lines like "Justin, your bottom is shining!" crop up with alarming regularity. This leads onto the next problem, namely the inclusion of hundreds of characters who all seem to be talking irrelevant nonsense, indeed, the massive amount of text within *Grandia* means that the game takes an agonisingly long time to get started. For example the first task our hero is charged with involves collecting four magical items scattered around his hometown of Parm, despite all the people available to converse with, the location of the items remains largely undisclosed, leaving the player wandering around the town in the hope of stumbling upon the objects.

Fight the good fight

It's not until completing this task that the hero gets his first taste of action. This is where the game earns itself some bonus points, for unlike many of its contemporaries you can actually see the enemies roaming around the landscapes, this eliminates the somewhat frustrating random encounters that plague so many games of this ilk.

Combat itself takes place using the traditional turn-based systems featured in most RPGs. The combat control system is both intuitive and easy to use, the player













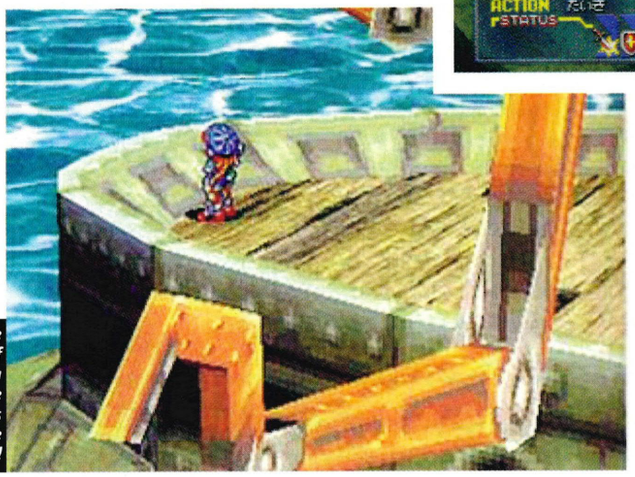
You spin me right round

Because the backgrounds in Grandia are generated in 3-D it's possible to spin each location round to get a better view of your whereabouts. Whilst this may seem like an unnecessary gimmick, it's actually an integral part of the game. Every time you enter a new location make sure you view it from all angles, otherwise you could miss one of the items you need for your quest!





We're now warping into Games Workshop territory now, people!



The presence of a boat in a Japanese RPG is videogame law!



The shiny-headed characters look like Capcom work to us.

simply cycles through a circle of icons, which allow Justin and Sue to perform magic spells, use items and launch into weapon-based attacks. Whilst the fights in *Grandia* lack the epic feel of those seen in the *Final Fantasy* games, they're still diverting and enjoyable.

Graphically the game looks excellent, the colourful cartoony characters are sprite based, whilst the landscapes themselves are generated in 3-D, allowing for the scenery to be rotated around through 360 degrees. This ensures that the player is never left with blind spots where parts of the scenery are obscured from sight. Sonically the game is also pleasing, the in-game music does begin to grate after a time, but the large amount of speech contained within the game heightens the atmosphere of the proceedings. To be fair, after a slow start *Grandia* opens up into an absorbing if not a ground breaking role-playing game. Furthermore, the large size of the game (it's spread over two discs) ensures that Grandia offers many many hours of happy dragon slaying type antics.

It's also nice to see that the developers haven't just knocked out some washed out rehash of *Final Fantasy VIII* [Re: *Shadow Madness* – Ed] and although it never reaches the giddy heights of Square's classics, it manages to provide an enjoyable alternative. Admittedly, *Grandia* is unlikely to convert the hard core RPG hater, but fans of *Alundra* and *Suikoden* should take a look.

Si PRO



The intelligent characters turn their back to everyone.



dual shock analogue • memory card • one player

The Verdict

Release: March £34.99

Published by Ubisoft

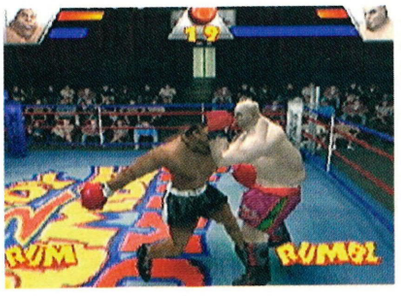
Graphics	☆☆☆☆
Sound	☆☆☆
Gameplay	☆☆☆
Lastability	☆☆☆☆

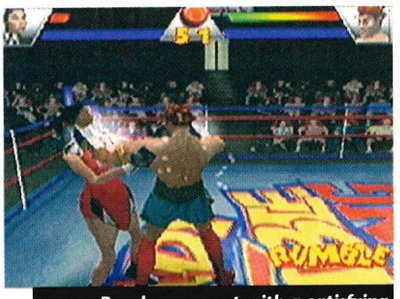
After a shaky start *Grandia* develops into an enjoyable and deep role-playing game. If you can ignore the bizarre dialogue and the cutesy graphics then you'll find a deceptively tricky challenge in familiar style.

PRO Rated 82%

Alternatively: *Breath of Fire 3* – Infogrames – ☆☆☆

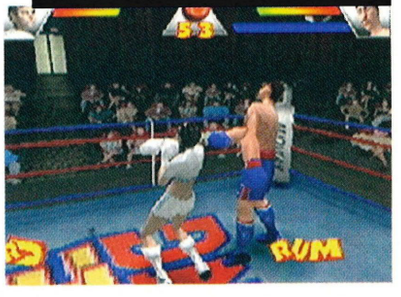
Ready 2 Rumble





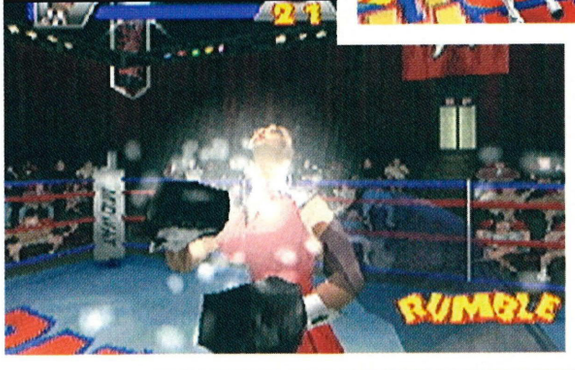
Punches connect with a satisfying feeling of solidity.

In an unusual twist Ready 2 Rumble allows women to batter men in the ring.



Will *Ready 2 Rumble* deliver a knockout punch or a low blow?

Despite all the blood and swelling the ring never gets too messy.



Boxing... it's a funny old game. Two braindead, heavily-muscled men repeatedly punching each other in the face, whilst an equally braindead crowd encourages them to bite each others ears off. This sort of behaviour would, under normal circumstances earn those involved a ten stretch in the pen (where they'd probably get a good banging in another ring). However, once inside the confines of the squared circle this sort of behaviour is seen as noble, nay gentlemanly.

Girlfriend in a coma

On face value *Rumble* appears limited, initially it seems that the fighters can only throw four different types of punches – high and low blows for each arm. However, a simultaneous press of the directional pad soon reveals a wealth of uppercuts, hooks, crosses and combos. The healthy amount of punches available ensure bouts are interesting and varied. A novel addition to the proceedings is the inclusion of the 'rumble' bar: upon landing a heavy blow the player is awarded a letter, these letters appear along the bottom of the screen and eventually spell out the word 'rumble'. A special attack can now be activated which sees the player launch a volley of blows down on their unfortunate opponent.

The inclusion of this rumble attack lends a nice strategic element to the pugilism. It can determine the outcome of a close bout and before you know it all the controls become second nature, allowing the player to bob and weave around their opponent just like Frank Bruno didn't.

"The controls become second nature, allowing the player to bob and weave around their opponent just like Frank Bruno didn't!"



Come and 'ave a go then!



The entire crew of strange ring-based bashers.

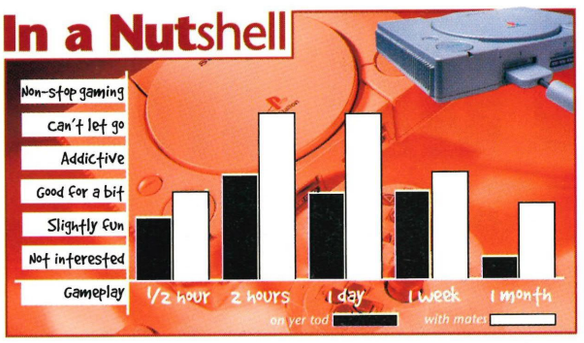


Realism goes out the window, so don't expect to see anybody comatose and ear-less.

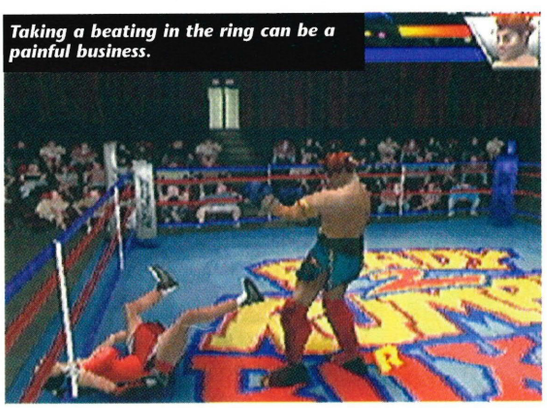






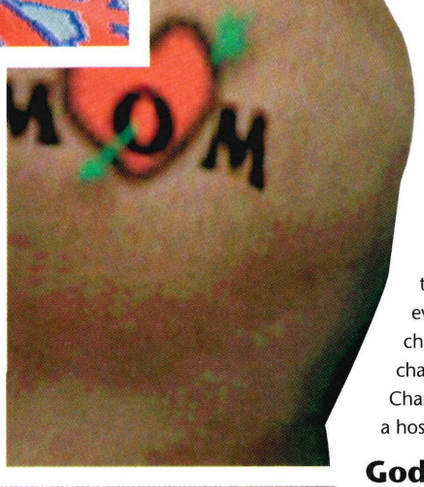


Taking a beating in the ring can be a painful business.











The final boss is the devilish Damien Black. Boy does this guy pack a punch!





The boxer beat

Graphically, the game is pleasing(although a little sluggish) The cuts and bruises that appear on the pugilists faces are particularly impressive, as is the exaggerated manner in which battered opponents stagger around before collapsing.

In terms of structure the game offers the usual choice of Arcade and Championship modes. Arcade mode requires the player to progress up the rankings through a series of gruelling fights, eventually taking on the mysterious champion Damien Black. A greater challenge lies within the game's Championship mode, which opens up a host of new options and strategies.

God bless the ring

Players select one of three initially available characters and must train them up until they become a champion. Training must be paid for with cash, fortunately prize fights are available where bets can be placed on the player's fighter.

Once enough money has been accrued a training routine can be selected, each of which improve a certain characteristic of the fighter such speed, power, stamina. The beauty of the training is that it actually takes the form of a mini sub game. Most of these games play like a simple variant of *Parappa the Rappa* and require the player to memorise a pattern of button presses; whilst hardly ground-breaking they serve as a nice diversion from the central boxing action. Once you're confident with the abilities of your boxer, then a title fight can be entered; by progressing up the rankings, new fighters become available for selection. Fighter details can be saved to memory card and subsequently traded with other players *Pokémon* style.

Naturally, the two-player option is where the game is strongest, for all the bells and whistles of the Championship mode, it can't hope to compare with the satisfaction gleaned from punching a close friend into pathetic submission (in the game that is).

Ultimately, *Rumble* will appeal to those looking for an accessible and enjoyable take on the sport of boxing. However, those searching for something a little more in-depth, would probably be advised to look elsewhere.

Simon 'Sugar Ray' Badass

dual shock analogue • memory card • two players

The Verdict

Out now £34.99

Published by Midway

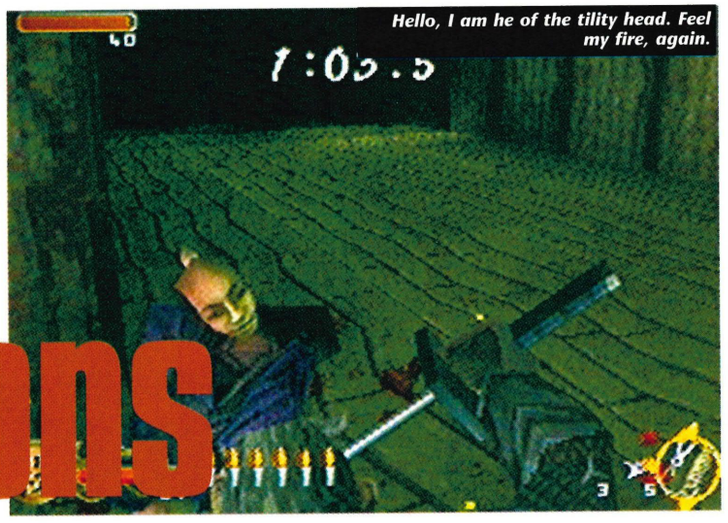
Graphics ☆☆☆
Sound ☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

If you're after a realistic sports sim you may be let down by this offering. On the other hand, if you're looking for an over-the-top arcade-style punch-up then get *Ready 2 Rumble* and... get ready to rumble. If you know what I mean.

PRO Rated 80%

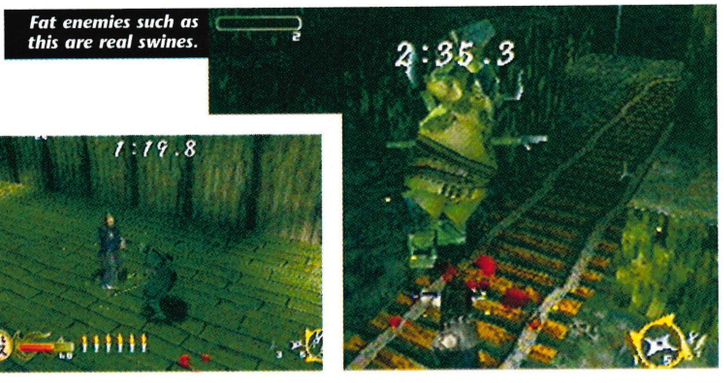
Alternatively: *Victory Boxing 2* – JVC – ☆☆

Tenchu Fan Missions



Hello, I am he of the tility head. Feel my fire, again.

Death from the shadows and levels designed by the public



Fat enemies such as this are real swines.

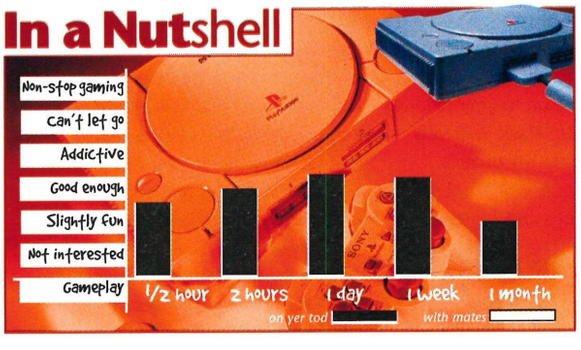


Some of the graphics in the game are quite basic, due to player's vague level descriptions.

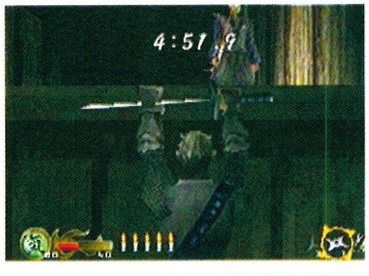
Who amongst us didn't feel that big warm glow when they slit a throat in *Tenchu*? You know that warm spatter of approval as a ridiculous amount of the essence of life poured down your chest as your unsuspecting victim dropped to the floor. Felt good didn't it. You may have even felt a slight pang of guilt because that guard didn't even see you coming. But that soon passed once the lust was up. Hell, the whole *Tenchu: Stealth Assassins* experience was one long grin of bloodthirsty satisfaction. And then they gave a bunch of crazy Japanese the chance to design their own levels and our beautiful world fell apart.

Ginger Ninja

Tenchu: Fan Missions is a series of tests that will put you knowledge of digital ninjitsu through an ancient and very Japanese grinder 'til you can't take levels that don't even look as good as the original while killing a set amount of opponents for points is bad enough. And then you die because the game designers decided it would be a good idea to let some extremely untalented people play with one of the PlayStation's finest gaming moments. And just like the kid who asks his mum to repair the



"The whole of *Tenchu:Stealth Assasins* was one long grin of bloodthirsty satisfaction..."







Bloodshed is just part of the daily routine for Tenchu: The nasty ninja.

anymore. Not because you are up against the toughest enemies or the most intricate levels. No, this one separates the Bhuddists from the brats with Torret's syndrome merely because you can stroll along in your dinky ninja sandals and fall down a hidden pit. You've had no chance of seeing it and the only way of avoiding this deadly trap is to sacrifice a life to the time-waster and remember its location for next time. Running around butterfly he has killed, they don't have the ability to comprehend what they have done. It seems that they've been allowed to play without knowing the rules. They've been given a chance to do great things and they wasted it. In a perfect world there would have been people to stop this from happening. But we live in a place where Cliff Richard can still reach number one and there is no hope. Here's looking forward to *Tenchu 2* on PlayStation2 with all the optimism the new millennium can afford.

Will PRO

dual shock analogue • memory card • one player

The Verdict

Out now on Import £39.99 Project K: 0181 508 1328 **Published by Activision**

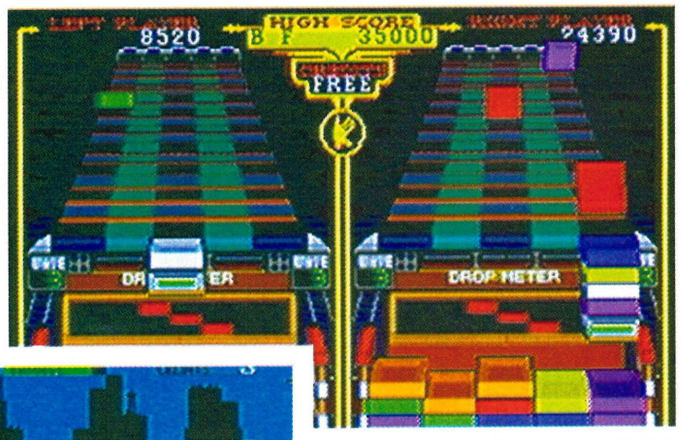
Graphics ☆☆
Sound ☆
Gameplay ☆☆
Lastability ☆

***Fan Missions* is indeed by fans for fans. The Japanese text will bar most from getting the enjoyment they would from the original. Still, as stealth games go this is one of the most original.**

PRO Rated 67%

Alternatively: Bushido Blade 2 - SCEE ☆☆☆☆

Arcade Party Pak

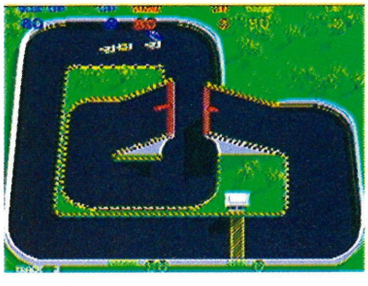




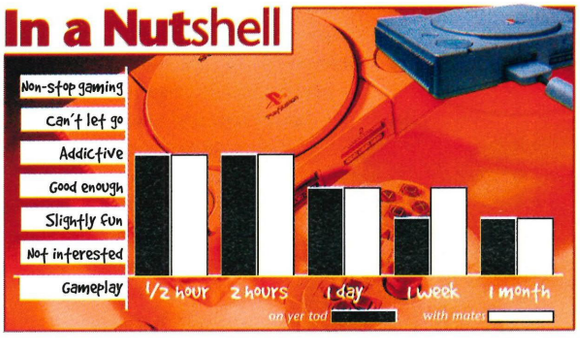




Pack those bags and don't forget your toothbrush, because it's time to take a trip down memory lane...



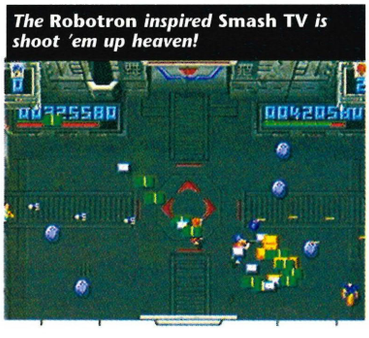
In a Nutshell





Arcade Party Pak can be viewed as either a cynical cash-in, or a chance to sample the videogame delights of yesteryear. Broadly speaking the six games on offer fall into one of three categories: The Good, The Bad and The Ugly. Plummeting headlong into the latter category is *Rampage*. Your task as one of three overgrown monsters is to raze a city skyline to the ground. This involves punching the buildings and chewing up the terrified onlookers. Unfortunately, the repetitive nature of the gameplay quickly becomes tiresome.

The* Robotron *inspired* Smash TV *is shoot 'em up heaven!



720° lands in the bad category. Essentially, you play a boy skater, who must enter competitions to win prize money for new accessories. This was and still is a superb arcade game, but the washed out graphics and poor controls ensure that this conversion fails to emulate the enjoyment of the original.

Toobin sees you traverse obstacle-laden rapids in an inner tube of a tyre, also suffers from a weak conversion.

Klax not crap

Fortunately, the remaining three games are excellent examples of creative arcade game design. *Klax* is a criminally under-looked, cleverly-designed puzzle game in which tumbling tiles must be arranged into horizontal, vertical or diagonal rows of three (or more), to form the eponymous *Klax*.

Super Sprint and *Smash TV* are undoubtedly the stars of the show. *Super Sprint* is a spiritual predecessor to *Micro Machines*, and sees four tiny little cars tearing round a single screen of racing track. Even without the spinning steering wheels of the original cabinet, *Super Sprint* can still hold it's head high, among the polygon pushing racers of today. Finally, *Smash TV* is a reworking of the classic *Robotron*. Players enter a violent futuristic game show and must annihilate the swarms of enemies who enter the single screen studios they find themselves in. Featuring one of the highest body counts in videogame history, *Smash TV* generates a hypnotic sense of tension.

The inclusion of *Smash TV* and *Super-Sprint* alone justify the purchase of Party Pak. Retro-gaming fans would be well advised to hunt a copy down and relive a time when substance took precedence over style.

Simon

dual shock analogue • memory card • up to four players

The Verdict

Out now on import £39.99 Project K — **Published by Midway**

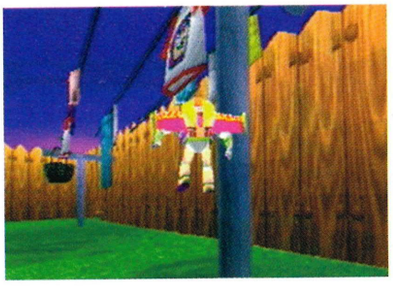
Graphics ☆☆
Sound ☆☆
Gameplay ☆☆☆
Lastability ☆☆

A veritable mixed bag of nuts, fortunately, the brazils outweigh the walnuts and the only raisin in the pack is *Rampage*. The inclusion of *Smash TV* alone makes this worth a look, but there are better retro compilations.

PRO Rated 81%

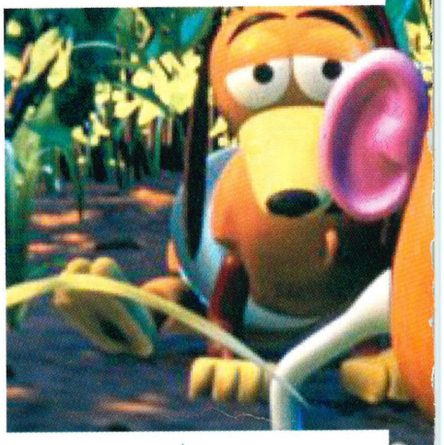
Alternatively: *Namco Museum Vol 3* – SCEE – ☆☆

Toy Story 2





Attic attack. A few well-placed laser blasts and this Japanese megabot is history.



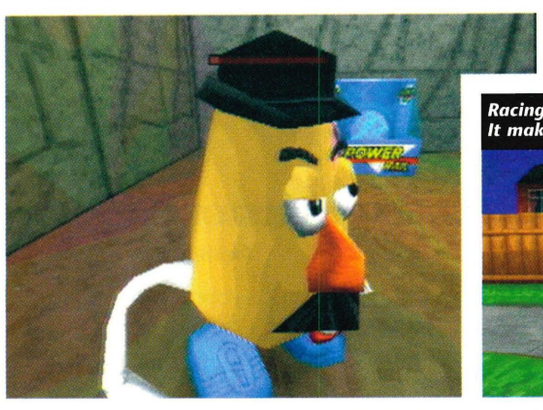


"We regret that part of the game is offensive," Disney spokesman

It's an impossible dream. Many have tried the conversion of movie to game. Most have failed and along the way a great many tears have been shed. How can you transform all the fun and excitement of a two-and-a-half-hour movie into a videogame? It just can't be done. We've had the interactive movie and still haven't stopped moaning about how bad it was. True, *Metal Gear Solid* managed to catch that big blockbuster feel, but that doesn't count because it was an original story unto itself. So there.

Well the times, they are a changin' because *Toy Story 2* is here and its the closest you'll get to a perfect movie translation.

I'm jive Buzz. Big up yourself boy!



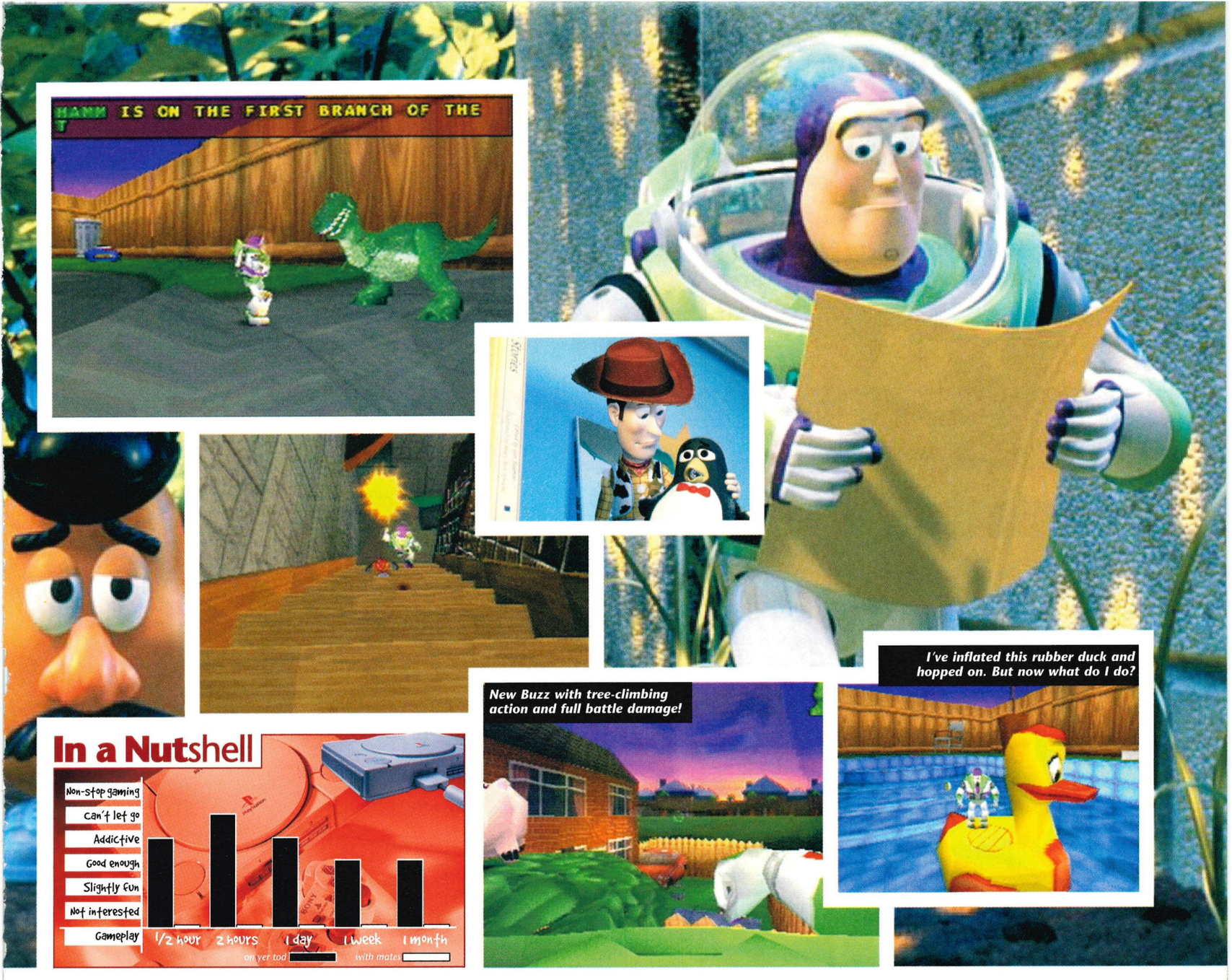


Racing round the garden for no reason. It makes no sense, but it's fun okay!

Not that the game is a frame-for-frame copy of the original movie. If it were, then a horde of angry Hispanic protesters wouldn't have laid siege to Activision's Santa Monica headquarters complaining about a Mexican 'Bandito' baddie that featured in the game – but not in the film. Apparently the character, complete with Sombrero and a band of bullets criss-crossed over his chest, is an incredibly stereotyped view of Latinos. Isn't it enough that they killed Davey Crockett? Anyway, whatever their problems with the game, we won't see them since such politically incorrect filth has since been eradicated from all further versions. All we get is a game that is so charming and inoffensive that it can only be described as 'lovely'. But to do that would negate the need for a two-page review – so let the criticisms kick!

To infamy...

Toy Story 2 is a free-roaming arcade adventure where you



New Buzz with tree-climbing action and full battle damage!

I've inflated this rubber duck and hopped on. But now what do I do?

have the chance to slip into Buzz Lightyear's space suit and explore the world from your miniature point of view. Your best mate, Woody, has been accidentally kidnapped (or toynapped – ho! ho! ho!) by an ugly fat thief. This is obviously a fate worse than death, even for a toy who lives in a country where he's surrounded by masses of the chunky things. So suit up and get collecting those coins or the ragdoll cowboy is gonna be history!

"And what's this? You can see your own reflection in your helmet and you know you are, indeed, Buzz Lightyear!"

Oh yes, it's a Disney game and therefore there's the usual amount of coin collecting to get on with. But don't let that worry you. Within minutes of play you will have jumped on a busted chair and been catapulted across a stunningly crafted and generally wonderful 3-D lounge. Then you'll select a first-person viewpoint with your arm laser ready to blast at evil toys. And what's this? You can see your own reflection in your helmet and you'll know that you are, indeed, Buzz Lightyear.

As you enter the Basement you can challenge your remote-controlled buggy mate to a race. As you run through a pool of spilt oil, you'll leave footprints as your wheel-bound opponent spins out of control. Win the race and the adventure continues as you climb into the Attic and do battle with a clockwork Robot. Don't worry, no minority will complain when you wait for this Japanese abomination (oops, sorry Japs!) to wind down so you can lay some low-voltage laser into his tin hide. Take him out and you're given the choice: continue to explore the house for all its goodies, or continue to collect coins and perform menial tasks for your buddies.

...and beyond

So, the wonder of a child's imagination gets laid onto a PlayStation disc. This game captures all the fun of hiding under tables and playing with cardboard boxes and reproduces them to a T. Not that we are so far into a kids' game to forego an adults dryer sense of humour. Just like the film, everything here is bound to appeal to kids as well as bringing a wry smile to adults.

It's this near-perfect mix of fun and adventure that makes *Toy Story 2* an ideal choice for people who can't take the saccharin sweetness of *Spyro* or *Rugrats*, but still enjoy gawking at the toy section of Woolworths. So go on and give in to your infantile urges. Give this gem a go, no-one will laugh at you, they'll be too busy asking for a go.

Will PRO

dual shock analogue • memory card • one player

The Verdict

Release: March 34.99

Published by Activision

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

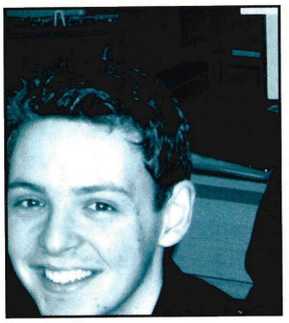
You just have to love this game. While it can get frustrating at times, the games inner charm will win you over and keep you going till you find yourself running round Toys 'R' Us at midnight with a manic grin.

PRO Rated 90%

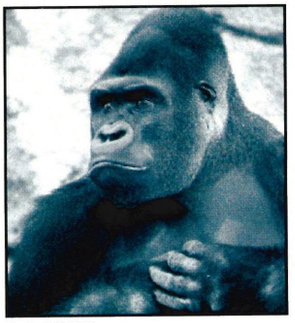
Alternatively: *Spyro 2* – SCEE – ☆☆☆☆

Reviews

Find out what our team thought of this month's releases that ventured into the reviews section!



Rich



Will



Si

	Rich	Will	Si
Runabout 2	Frustrating and irritating, this will undoubtedly test your patience to the max. But it's a good slap dash *Driver* for the import fan. ☆☆	If you manage to get past the difficult controls and ropy graphics, you will find that there is a truly strange game hidden in here. ☆☆	Reviewed it!
Knockout Kings 2000	Faster than before but I prefer the comedy arcade gameplay of *Ready 2 Rumble.* Sorry, but I don't take boxing too seriously. ☆☆	Reviewed it!	A competent boxing simulation that improves on its predecessor, but provides less immediate entertainment than the arcade styled *Ready 2 Rumble.* ☆☆☆
Supercross 2000	A disappointing and overly American bike game that we didn't even want to play in the first place. Roll on Namco's *GP500* on PS2. ☆	It's hard to imagine why anyone would lay out for this insult of a bike-'em-up. Oh yeah! People are really stupid with their money – that's it. ☆	Reviewed it!
Shadow Madness	A US take on the classic *Final Fantasy VIII. Shadow Madness* relies on being a clone of the epic rather than improving it though. ☆☆	Reviewed it!	A shameless piece of plagiarism, *Shadow Madness* copies every element of *Final Fantasy VII,* but completely fails to capture the magic of Square's classic RPG. ☆
Ace Combat 3	Top flight club action. I was always a fan of the original arcade machine but this game manages to take things much further. ☆☆☆	Reviewed it!	The best in the *Ace Combat* series and also the finest flight combat game on the PlayStation. *Ace Combat 3* delivers *Top Gun*-type action in spades. ☆☆
Renegade Racers	A sad sign of *Speed Freaks* and *Crash Team Racing* beating this in every sense. Disappointing. ☆	Reviewed it!	The personification of videogame evil. The abysmal gameplay and 'please punch me' characters generate hatred. ☆
Track And Field 2	Konami follow *ISS: Evolution* with another good looking button bashing classic. It does take its toll on the old wrist (no laughing please). ☆☆☆	Reviewed it!	This looks nice but unfortunately the overly complicated controls make it much less enjoyable than its predecessor was. Shame. ☆☆
Army Men 3D	Enjoyable but slight kiddy romp into shoot-'em-up territory with decent tactical bits. ☆☆☆	Reviewed it!	An enjoyable shoot-'em-up with a dash of strategy thrown in for good measure. A game of surprising depth. ☆☆☆
Grandia	Fills the need for UK RPG action after *Final Fantasty VII* but only for those who have far too much spare time. ☆☆☆	A fair RPG and a good use of cute 3-D. It's no *Final Fantasy VII* but then again, it's not as overly complicated. ☆☆	Reviewed it!
Ready 2 Rumble	Pleasing Dreamcast conversion which beats all other boxers with Midway arcade gameplay. ☆☆☆	A punch drunk blast on the Dreamcast that's let down by slightly slower controls and tarnished graphics. Fair. ☆☆	Reviewed it!
Tenchu: Fan Missions	What a great idea to let the fans create their own levels. Would definitely be better if it was an American import though. ☆☆☆	Reviewed it!	This is a big disappointment, and is notably inferior to the original *Tenchu.* The levels are poorly designed and somehow the graphics have got worse. ☆
Arcade Party Pack	Worth the money for *720* and *Tooobin'* alone. But we would say that wouldn't we, being the jammy play-for-free journos that we are. ☆☆	It's not as if these games haven't already made a mint for the Atari – so why have the balls to charge so much? Cool, yet HOW MUCH? ☆☆	
Toy Story 2	An amazing platform licence that manages to be a credible licensed alternative to the recent *Spyro 2.* ☆☆☆☆	Reviewed it!	*Toy Story 2* is one of the finest platformers on the PlayStation. The wealth of original ideas on offer puts this up alongside *Spyro* and *Crash.* ☆☆☆☆



Gaz

This is quite an average racer really but I've been spoiled by playing *GT2* with a Golf GTI. Feel the speed! ☆☆☆

I'm a great fan of *Crash Team Racing* so this doesn't really do it for me I'm afraid. The gameplay just isn't there. ☆

I've been watching everybody play this manic game and when I've played it everybody thrashes me. Definitely good stuff though. ☆☆

Army Men 3D is fun in short spurts and it's nice to see an action games which utilises you brain as well as reactions. ☆☆

I can't cope with many RPGs. I even found *Final Fantasy VII* boring so I didn't really have much time for this. ☆☆

This is a really cool game. By far the best arcade boxer I have ever seen and with a bit of humour thrown in. ☆☆☆☆

Not actually played it myself but from over Will's shoulder, the graphics look really impressive. I just had to mention them. ☆☆☆

GAME OF THE MONTH





Three reasons why *Ace Combat 3* is Gold Award worthy:

1) "Talk to me Goose!" Re-live those *Top Gun* moments.
2) It doesn't have Tom Cruise in it.
3) You don't need a bad moustache and have to be called Binky to love it.

Ace Combat 3

Rich

It's rare when the third game in a series is not only better than its prequels but manages to stomp on every game in the genre. Air and, indeed, *Ace Combat* has finally reached a stunning conclusion from aged arcade machine to console King.

Will

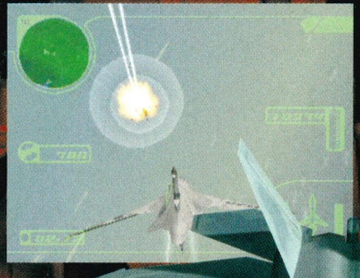
I've always wanted to play a decent flight sim with enough guns to be exciting. Until now, I've been too scared to venture to the nerdy world of the PC so thanks Namco for giving me all the right reasons to start playing that *Top Gun* soundtrack.

Si

Flight sims you say? Yes, I agree with the rest of the team for once that this game is a bit special and although we've played it on import before, it's a great PAL conversion and has done wonders for office relations in the aviation field.







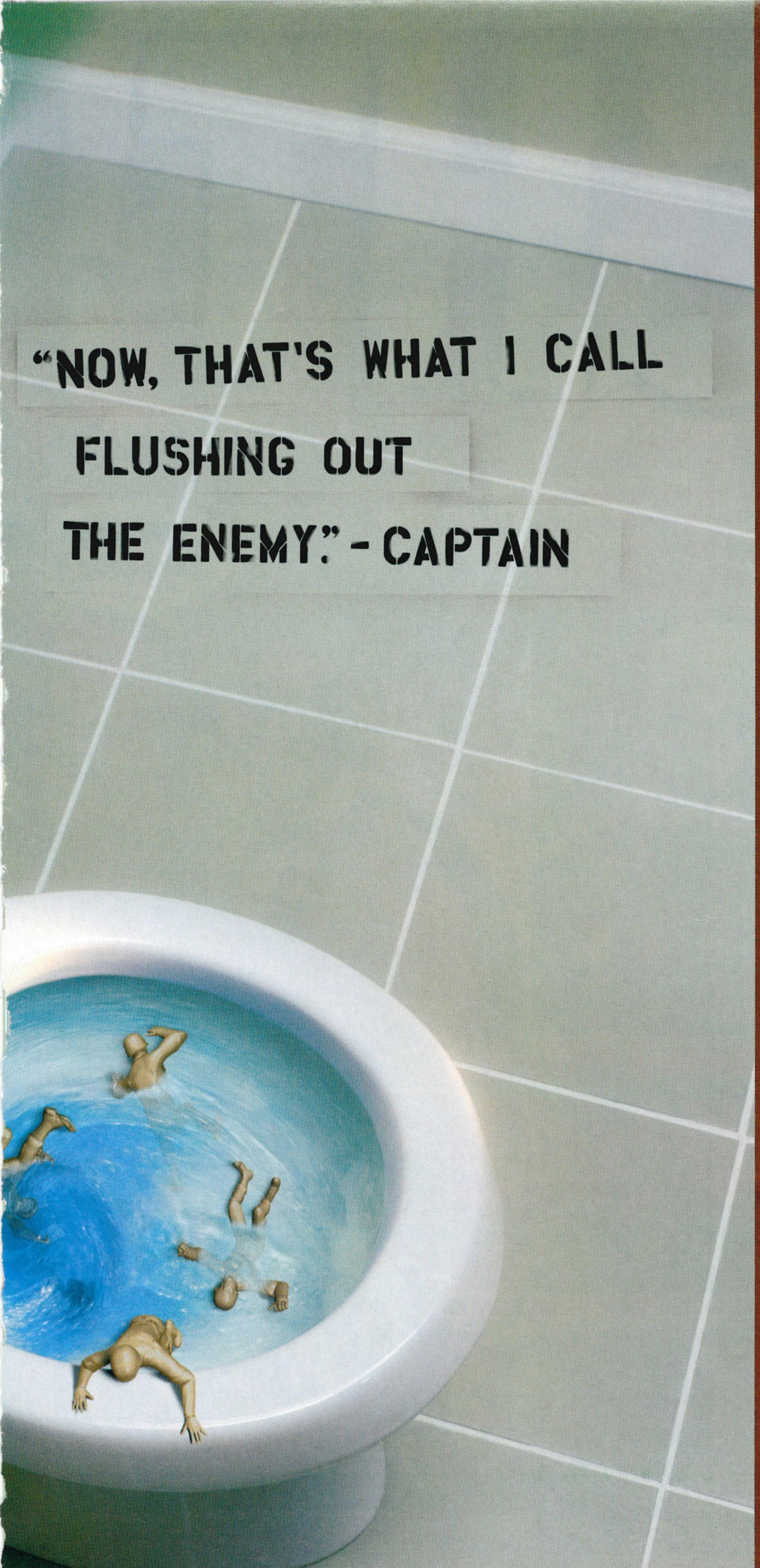






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"NOW, THAT'S WHAT I CALL FLUSHING OUT THE ENEMY." - CAPTAIN











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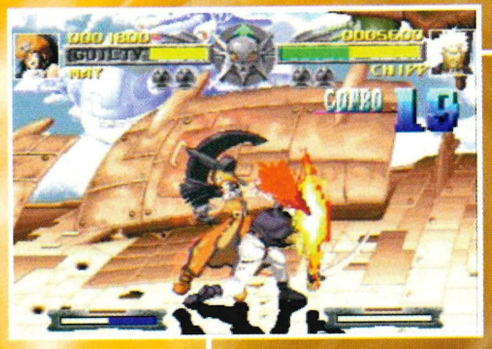
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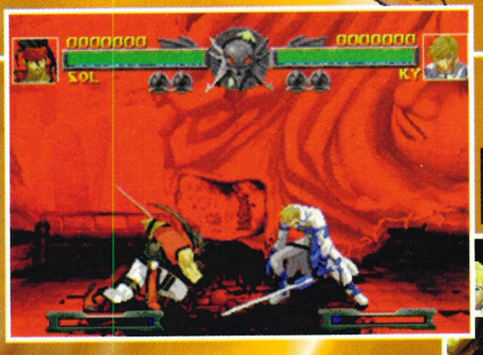
FIGHT!

FOLLOWING THE BRILLIANT ERHGEIZ, PRO HAS ENCOUNTERED AN ODD LOOKING 2-D BEAT 'EM UP. THE JAPANESE SUCCESS WILL BE HITTING OUR SHORES SOON AND IT'S CALLED GUILTY GEAR.















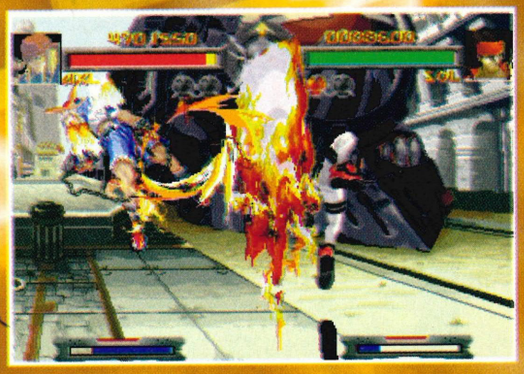
The only hang up we have with the game at the moment is the reliance on projectiles.

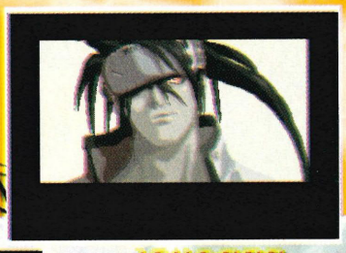
THE STREETFIGHTING YEARS

Ever since man crawled out of the water and started walking on two feet, he's always enjoyed taking part in good old-fashioned brawling. In Ancient Rome gladiators used to fight to the death in front of baying crowds; the Victorians liked nothing better than a vicious cock fight and today every Saturday night, after closing time, hundreds of drunk, tattooed buffoons keep up this proud lineage, by beating the crap out of each other in the local Chinese take-away. Considering the popularity of this highly social pastime, it's little wonder that videogame developers have been keen to offer their own unique interpretations of what has become known amongst the upper middle class echelons as, the ritual of the 'sh*t kicking'.

Saturday Nights alright for fighting

Enter stage left, *Guilty Gear*, a brand new entry into the old skool 2-D beat-'em-up genre. But *Guilty Gear* is no ordinary 2-D beat-'em-up.You see the thing is the graphics engine featured in the game uses a brand new compression technique which ensures the game remains as pro-active as it is 'dynamic'; what all this means in lay-mans terms is that guilty gear features some of the finest 2-D beat-'em-up action this side of pro-celebrity shadow boxing competition. This brand new compression technique means that the in game characters move with a fluidity unrivalled by any of their two dimensional contemporaries, the numbers of frames of animation for each move is spectacular, quite how the developers have managed to cram so much into the game and still manage to keep the inter bout loading times down is a mystery. It looks like a SNES beat-'em-up in places but it certainly competes with the new *Street Fighter Alpha* games even the 3-D versions. New characters and new moves – *Guilty Gear* is the complimentary 2-D fighting game to *Street Fighter* that *Mortal Kombat* never managed to be.

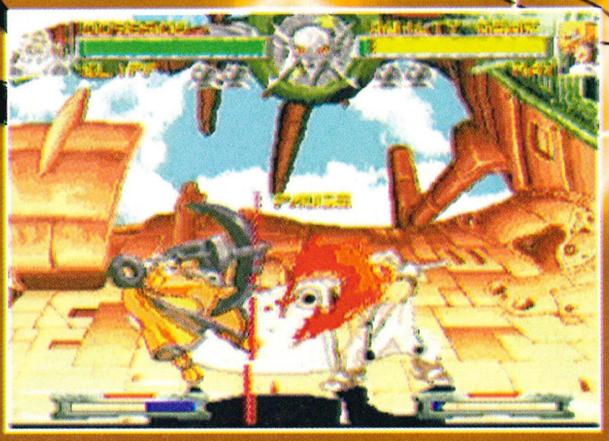






The special moves often prompt a mass growth in certain characters. Which is just silly.





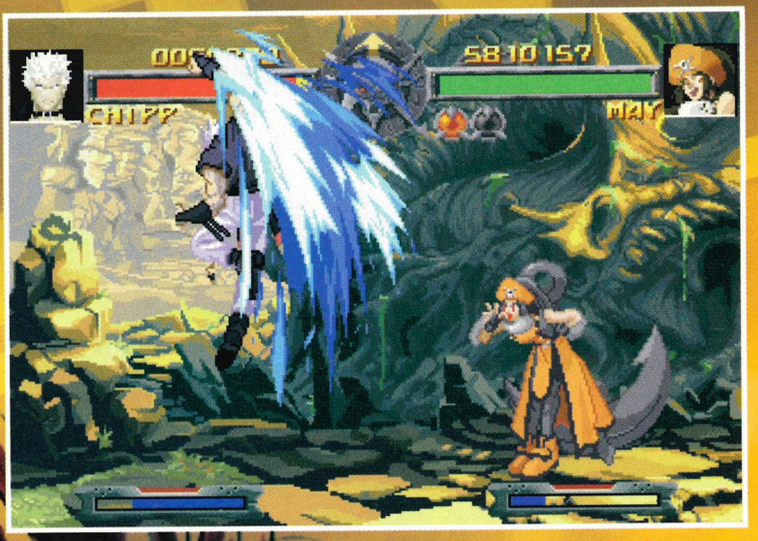


THE ART OF FIGHTING

The game itself features all the usual trimmings of the 2-D beat-'em-up genre and then adds a few of its own for good measure. Single-player, Versus and Training modes are all on offer. In addition to this, the game also lets you tinker about with the settings such as time limits, energy bars and backdrops. As far as options go, *Guilty Gear* rocks the party that rocks your body [indeed – Ed]. Once into the game, the fruits of the developer's brand new compression technique become apparent.

The gameplay itself borrows elements from all the greatest 2-D beat-'em-ups and rolls them into one neat package. Several of the competitors are armed with swords, but there's no imbalance between any of the fighters as they have at least four special attacks. These attacks range from the sublime (standard fireball attacks) to the ridiculous (Dr Baldhead's Mad Operation). This latter move sees the Doctor pinning his unfortunate victim to an operating table and performing a rather gory looking operation on them! Furthermore, each character has their own special chaos move, basically as you land more hits on your opponent the chaos meter at the bottom of the screen fills up, once it's full you can perform a lethal chaos move, which takes your foe out in one go! The fighters can also perform dash attacks, double jumps and mid air blocks, which ensure that whilst the special attacks are flamboyant the action remains tightly structured.

Here at PRO we've already got hold of the import code, which has left our flabber well and truly ghasted. Basically we can't wait to get hold of the finished UK version which appears in March. As long as the PAL conversion is up to scratch then beat-'em-up fans should have a very enjoyable new year and it's all thanks to the brand new compression technique (have we already mentioned that?) Next issue we'll review the full UK version and put it up against such heavyweights as *Street Fighter EX Plus Alpha 2* and get to the bottom of what's happening with the PlayStation2 beat-'em-up scene.







Playing with an anchor? We're sorry but this is mad stuff

THE STRANGE ONES

Initially ten selectable characters are available to choose from and boy are they motley looking bunch of lunatics and misfits, here's a run down on each of them, just so you can get a little better acquainted with them before the game arrives for review next month. The accounts may not be strictly true.

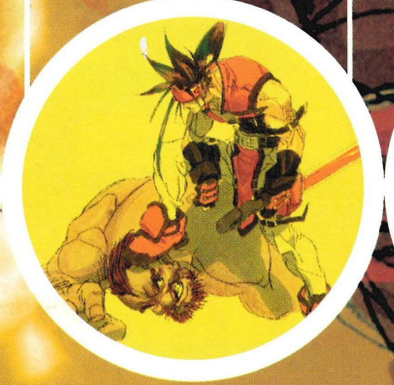
Chipp Zanuff

Chipp had a hard but fair upbringing, which made him the man he is today. In his spare time he enjoys reading, going to pubs, dining out and having sexual intercourse with small woodland animals. His battle cry is "If it's got a backbone I'll have it."



Sol-Badguy

This crazy mudder focker won the annual Santa Cruz 'eazy E low rider' competition five years running, and in the process earned himself the title El Loco Zapata. Sol is feared by many of his opponents. His favourite colour is orange.



Axl low

Axl once wrote a popular West End musical, however, after losing his job as a Blue Peter presenter (under dubious circumstances) he became twisted and bitter. He now hates society and is frequently heard muttering, "bollocks to the System." Axl has no favourite colour.













Ky regretted his Indian visit before which resulted in the green apple splatters. And how





Death to all on the butchers board.Mortal Kombat is dead!

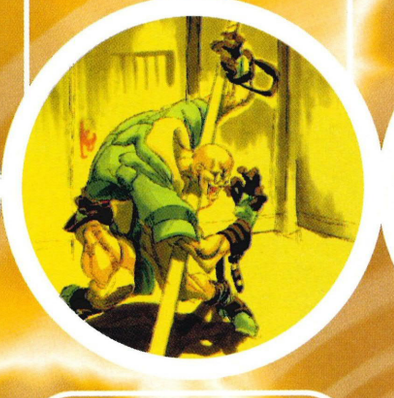
Zato-1

Until recently Zato-1 worked as a producer for a successful software development company, but Zato-1 was suspended from duties following his arrest for fiddling company expenses and his out of work lifestyle was thought to be unacceptable.



Dr Baldhead

Little is known about this shy reclusive man, short of the facts that he is a Doctor and has a baldhead. Rumour has it that he owns over a thousand mice, each of which has an ear on its back. Baldhead apparently has some crazy plan involving the mice.



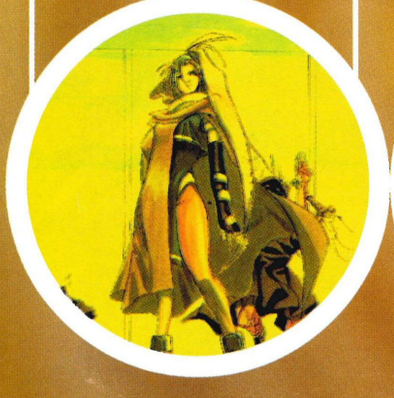
Potemkin

Potemkin is a big man but he's out of shape. However, despite his problems he can still pack a mighty punch which is capable of throwing a mandrill over sixty feet into the air. His favourite colour is magenta.



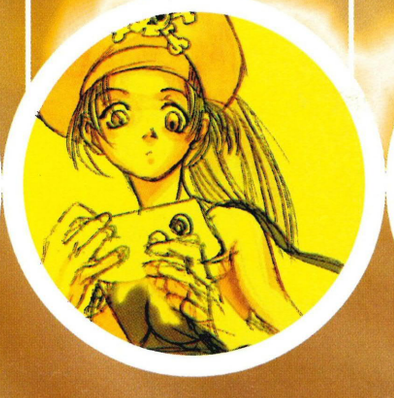
Millia Rage

Millia spends her time procuring fluids from local boys. Once procured she keeps them in her special draw. In her spare time she works for the Civil service (or what's left of it) and runs a hospital for injured hedgehogs. Favourite colour: primrose black.



May

Thrown out of the Russian Navy for alcoholism. Legend has it that May once 'accommodated' 250 heavily muscled men in one evening and still had energy left for a pint and curry afterwards. Her favourite colour is purple.



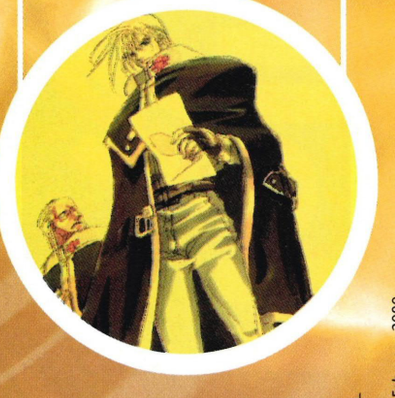
Kliff Undersn

*Kliff carries a dirty great big blade about and make no mistake, he's not afraid to use it! He's the sorta guy who takes peoples eyes, just because he can. Kliff also holds the title for taking the worlds loudest p*ss, coming in at 257 decibels. Favourite colour: emerald green.*



Ky Kiske

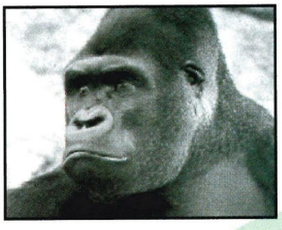
Ky Kiske is very large. In his spare time he runs a small public limited company that makes plates with pictures of Cats on them. When Kliff is not being sought after, he's probably being highly regarded. Favourite colour canary yellow.



Rollcage Stage II


The BIG Picture

mouth letters



Last month's review of **Tomb Raider: The Last Revelation** *seems to have disturbed or pleased quite a few of you. We've rarely had such a juxtaposition of "Nice one" and "You crazy people, you should be punished like the dogs you are" letters. Actually, those weren't direct quotes but you get the general idea, I'm sure. This month, Rich has been so busy playing* **Gran Turismo 2** *that he's passed the honour of dealing with the letters on to me. Oh goody...*

Will

Mouth is your section. Speak your mind and you might even win a prize for your comments.

PlayStation PRO MAGAZINE

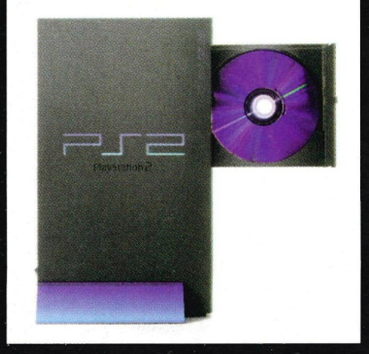
The horror, the horror!

Dear PRO,

This is the first time I've written to your mag which I've been collecting for the last year. Re: PLAYSTATION PRO in *Tomb Raider IV* slag off! What on Earth was the reviewer on about? I've never read such an appalling bunch of crap in my life! How dare you slag off the FLAGSHIP of the PlayStation?

For a start the reviewer, Rich, can't make up his mind – he notes there's little change, then goes on to mention "nice rendered sequences" and "superbly crafted pyramids". Was this a cynical reference? I've just about had enough of people taking the piss out of "our Lara", at least Core beats the crap out of most American rubbish (EA, eat your heart out). I've played a demo of the game and it walks all over *Quake 2*, *Final Fantasy VIII* and so on. It was totally stunning and the engine and graphics have had a total redesign and makeover. 75%? Are you JOKING? Did you get out of bed in the night while you were drunk? I've enjoyed your mag so far but I'm not impressed by this! SORT IT OUT OR SACK 'IM!





The end is not nigh.

Dear PRO,

I currently own a PlayStation and enjoy playing the games I own for it. However, recently I've been worrying about all the attention PlayStation2 has been receiving. When it comes out next year, will this spell the end for PlayStation 1? I love my 'Station and can't stand the idea of it being binned just because rich kids are going to jump ship with Mummy's credit card.

The spoilt little... [Snip. We get the idea – Ed.]

Steven Williams, Hereford.

Don't panic Steve, whilst many developers are indeed paying a lot of attention to PS2, it doesn't mean they'll stop releasing software for the original system. The fact that PS2 is backwards compatible with the first machine means that many developers will still choose to release their biggest titles on PS1. For example, Square is rumoured to be working on *Final Fantasy IX* for the older machine. There's plenty of life in the old dog yet. See Eyewitness for more details about the increasing amount of games due out for the wonder machine.

ers

This rage was on the back of the envelope...
Tomb Raider IV
Best bang since the big one. (Take note Rich, Will and Gaz.) Where's the **** review?!?!?!?!?! Get a life, get a PlayStation! Give *Tomb Raider IV* a better review!!
Yours, Julian

Whoa there Julian. You are an angry man, aren't you? It took me half an hour to decode your ranting and, by the state of your scribbling, you're either a victim of torture or have just perfected a writing style that suits a life of prescription forgery. Whatever – you are a man with issues, so let's deal with them. Firstly, how can you possibly rate a game based on a demo disc and then compare your views against a man who has played a full version? Actually, that's the only point I need to make. Bye!

On the other hand

Dear PRO,
Finally a PlayStation mag has seen sense and rated a *Tomb Raider* game under 90%. Thankfully, it had to be PRO. The *TR* Trilogy has always been a landmark in video gaming these past few years, but I for one hated them all. The amount of wandering aimlessly around levels literally p****d me off. A mate of mine actually bought *Tomb Raider 2*, but couldn't get past the first level – he took it back, but couldn't get a refund and has been stuck with it ever since. I will always read PRO and hopefully we will see the end of Lara Croft.
PS Your mag is fantastic, especially with Rich now working on it.
Matthew Bullman, West Yorkshire



It's interesting to note that your letter was neatly written with a limited use of exclamation marks and general scrawling and was, probably, one of the most beautiful pieces of prose we have ever received. Now, we could say that this makes you a calm and thoughtful man who knows the difference between black and white, while Julian's badly scrawled rant is obviously the work of a man in need of a mental check-up. But then again, we're not psychologists.

And there's more!

Dear PRO,
Finally someone has pointed out just how bad, sorry, rubbish a *Tomb Raider* game is. I've been waiting for the last three *Tomb Raider* games for someone to write it off (sic), but magazine after magazine gave it high scores. Pissed off as I was, I started to curse at my friend who had collected previous *Tomb Raider* games and thought they were brilliant and now, some months later, I am flicking through your magazine, expecting to see another high score for *Tomb Raider 4*, suddenly my face lit up as I seen (sic) the 75% score and all I can say is up yours Eidos, never get a tart to do a mans work. [He then goes on about an ex-PRO member, plus more female chit chat – Ed.]
Yours faithfully,
Shane Carty, Ireland

That will make the score 2-1 to us then. And since I don't have much else to answer, I'd like this opportunity to point out that *Bishi Bashi 2* is one of the best games ever and you should all get hold of a copy by any means necessary. Someone please release it in this country!

Me with Miss B

Dear PRO,
I am going to keep my letter short and sweet because quite frankly those long letters that only the lonely arseholes write (as they have no body to speak to) piss me off entirely! When the PlayStation2 comes, will it be able to have a chip installed to allow copied games to be played? (Not that I would ever think of having it done.) And if not, why not? Oh by the way, PLAYSTATION PRO kicks ass!
One last thing – put in a good word for me with Miss B would you, and ask her for cheats to *Spyro* as it is really beginning to tick me off. I guess my letter is not that short after all...
[Snip! – Ed.]
Raymond Fallanson, Aberdeen

It hasn't even come out and already you're planning to use pirated software eh? Anyway, although we don't condone the use of chipped PlayStations, you can bet someone will work out how to jigger about the machine's internals to allow your underworld activities. Didn't you know that dealing in pirated software encourages the demise of the games industry? Shame on you Raymond. If you want to speak to 'Bea, you should stop being a wuss and talk to her directly.

Talking rubbish

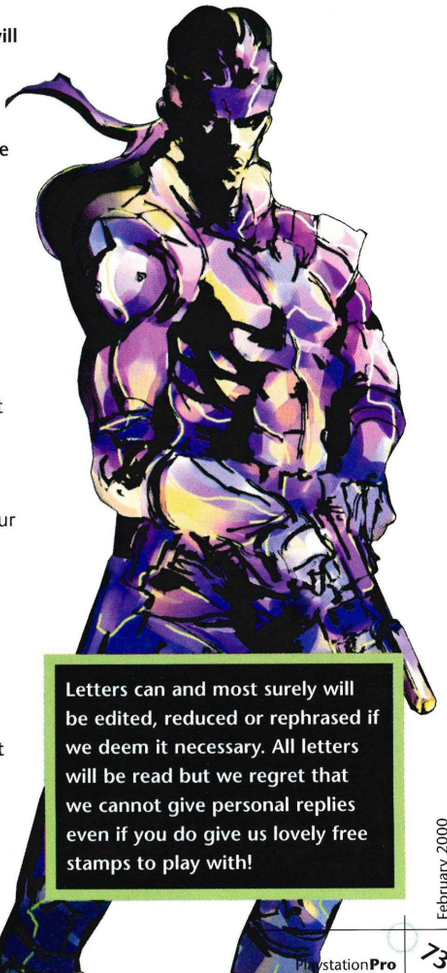
Dear PRO,
A friend of mine recently told me that Sony will be releasing an upgrade kit for PlayStation that lets you play PlayStation2 games on it. Why hasn't there been any coverage of this in your mag? Come on lads, get your acts together, eh?
Matthew Spencer, Liverpool

There's a simple reason why we haven't covered the device you're talking about. It doesn't exist and almost certainly never will. The cost of manufacturing such a device would be prohibitively expense, so we're afraid if you want to play PlayStation2 games you're going to have to buy a PlayStation2.

State of the station

Dear PRO,
Hello there. Is it just me or are games getting worse? Every month it seems that a flood of new games hit the shelves and yet 99% of them are rubbish, if things keep up like this then I'm seriously considering dowsing my Station in petrol and burning the thing. I'm that angry.
So why don't you get on the blower to the software companies and tell 'em to sort it out before the country is shrouded in a thick plastic smoke?
John Davis, Plymouth.

Your point about the quality (or lack of it) is a fair one and indeed there have been some truly awful games released this year, but you have to admit there have also been some real blinders: *Medal of Honour, Final Fantasy VIII, Metal Gear Solid, Ridge Racer Type 4*. Basically, it's a matter of choosing your games carefully before you buy them. just make sure that you buy PLAYSTATION PRO each month to avoid paying for any turkeys.



Letters can and most surely will be edited, reduced or rephrased if we deem it necessary. All letters will be read but we regret that we cannot give personal replies even if you do give us lovely free stamps to play with!

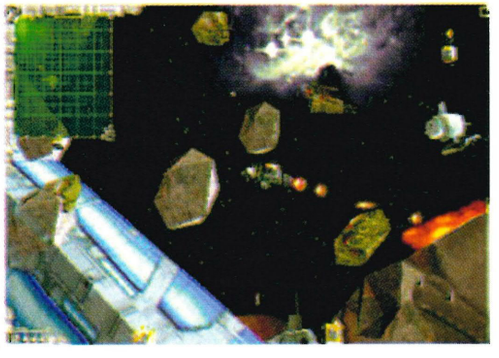


tip

Relief with Miss B

Entering the new millennium, you seem to have deluged me with a huge request for tips and cheats. Can't any of you cope on your own any more? I just don't know!





Asteroids

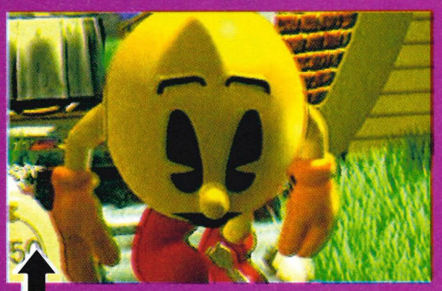
Q Dear Miss Bea Havin'
Please could you give me some cheats for *Red Alert* and *Asteroids*. I've nearly got there on Red Alert, but I've had enough of the game so could you please give me some cheats. On *Asteroids* I'm on Level 11 and I can't get past them damn aliens, so could I have some cheats for that as well please!

Christopher Williamson, Cricklewood.

A And there was I thinking that the whole point to *Asteroids* was to get a high score. Oh well, it just goes to show that you can teach an old dog new tricks. Shut up you at the back, you know what I mean! Anyway, here you go Chris, I hope that these codes help you find what you are looking for.

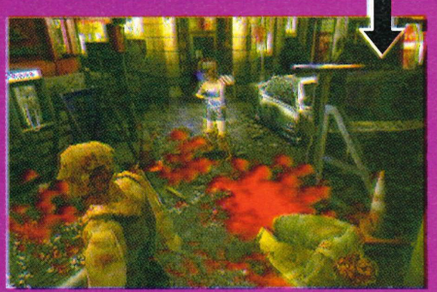
tips&cheats

This month we've got some of the biggest tips you'll have seen ever. *Pac-Man World* and Resident Evil 3? With these cheats we are really spoiling you, no?



Pac Man World page 77
Wakking all over the world

Resident Evil 3 page 76
Dressing up for the killing spree.





s&cheats

Excalibur ship:
Hold Select and press △, ○(2), △, □, ○, □ when 'Press Start' flashes at entry.

Level select:
Hold Select and press □, △, ○, △(2), □, ○ when 'Press Start' flashes at the title screen. The sound of an exploding asteroid will confirm correct code entry. Then, press Select + Start during game play. Use the D-pad to select a new level and zone, as well as toggle collision detection. Press L1 to resume gameplay.

Original Asteroids mini-game:
Hold Select and press ○(3), △, □(2), ○ when 'Press Start' flashes at the title screen.The sound of an exploding asteroid will confirm correct code entry. Press Start and select the 'Classic Asteroids' option on the main menu.

Extra life
(Original *Asteroids* mini-game):
Press Start to pause game play, then press ⇧, ⇩, ⇦, ⇨, ○, □, ⊗, △.

99 lives
(Original *Asteroids* mini-game):
Press Start to pause game play, then press ⇧, ⊗, ⇩, △, ⇦, □, ⇨, ○.

Invincibility
(Original *Asteroids* mini-game):
Start to pause game play, then press ⇩(2), ⇧(2), ○, □, △(2).

Command & Conquer: Red Alert





Cheat mode:
Click on the 'Teams' button menu with ○ (or which ever button is currently configured as 'Cancel') or Right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ○ ('Cancel') or the Right Mouse Button on each.

Instant victory
Press ○ or the Right Mouse Button when the pointer is over ⊗, □, □, ○, △ and ○.

Nuclear attack
Press ○ or the Right Mouse Button when the pointer is over ○, ⊗, ○, △, □ and △.

Parabomb
Press ○ or the Right Mouse Button when the pointer is over □, ⊗, ○, ○, ⊗ △.

Money
Press ○ or the Right Mouse Button when the pointer is over ⊗, □, ○, ⊗, △ and ○.

Convert ore to civilians
Press ○ or the Right Mouse Button when the pointer is over ⊗, ○, △, △, ○ and ⊗. Note: This code may only be enabled in multiplayer mode after a is present.

Change ore or crystals to gold
Press ○ or the Right Mouse Button when the pointer is over □, ○, □, ⊗, ○ and ○.

Chronoshift
Press ○ or the Right Mouse Button when the pointer is over △, ○, ○, □, □ and ⊗.

Full map
Press ○ or the Right Mouse Button when the pointer is over □, △, ○, ⊗, △ and □.

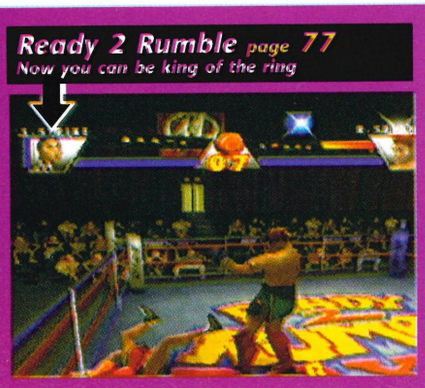
Soviet passwords:

Level	Password
1	17DUXFJ6C
2	VMBWOQ284
3	XN37MCCSO
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QESO8LE0
10	RKP0UOXJA
11	CDLKYL7Q4
12	8T5GGDK25
13	X5CDE0KN8

Allied passwords:

Level	Passwords
1	LZ9SE4HPN
2	FG0WEU9OO
3	EC5NAHTU
4	9BFVYZAZ8
5	P4XS4CZVC
6	FMNAE6U08
7	7XIQW4KQI
8	WPLAGLJ2G
9	4TNT8RJ21
10	FZ0ZY7ZQA
11	X9FJZVJZI
12	5RNHTXLRY
13	J7VEWVT09
14	OLHDAPYHL
15	17LE3FDV

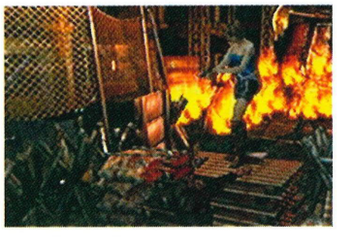




Resident Evil 3 Nemesis







Q What it is, Mama!
Ah'm havin' rada' some lot uh trouble on Resident Evil 3. It's not dat de game be dat tough, Ah plum wants' t' know how t' git all de estra bits and 'lill bits dat
Ah know be out dere. If de previous games be any thang t'go by, Ah'm sho' nuff dere be plum loads off dem. 'S coo', bro! You's know whut t' do and de mo' fresh' de response de betta'.
Supa' fine one!

Simon Andrews, Lancashire

A Sheeit Simon, It's some baaaad job Ah speaks da jive. You's sho kick likes some fly guy wid full juice runnin' some high puh'formin' moto'. And You's be right. Dere be plenty uh estra features in *Resident Evil 3*. And here dey be; laid bair and ready fo' inspecshun. What it wuz, what it is and whut it fo'eva shall be!

Mercenary mode:
Successfully complete the game one time to unlock mercenary mode and save the 'Next Game' file. Start a game, choose that saved game, then select mercenary mode. This mode involves controlling Carlos, Mikhal, or Nikoli from the train to the starting room with a two minute timer.

Killing the various opponents and rescuing civilians during the journey will add more time to the clock. A rank and money will be awarded after the game is completed. The money can be used to purchase better weapons for the next mercenary mode.

Boutique key:
Successfully complete the game one time and wait for the credits to end. You will receive the key to the Boutique on the first street at the start of the game. Use the key to enter and change into an alternate costume.

Alternate costumes:
Successfully complete the game under the easy difficulty setting with any rank better than F to unlock Jill's from the original *Resident Evil* and Regina's costume from *Dino Crisis*. To unlock three costumes, successfully complete the game under the hard difficulty setting with a rank of A. This will unlock police miniskirt, disco, and biker costumes.

Crash Team Racing

Q Bea,
Got *Crash Team Racing* – Want some cheats. Ta!

R Kelly, Piltdown

A Well hello there crooner. I'd of thought a man with your obvious vocal skills would be a bit more vocal. Guess it's the quiet ones you want to watch. Here's some help for everyone's favourite marsupial speed freak.

Extra battle arenas:
Successfully complete the arcade one-player mode under the easy, medium, and hard difficulty setting for all for cups to receive a total of four new battle arenas.

N. Trophy:
Successfully complete the 'Roos Tubes' level in time trial mode to unlock N. Trophy.

Nitros Oxide:
Get a time lower than N. Trophy's best on time trail mode to unlock Nitros Oxide track ghost. Defeat the ghost on each time trial track to race as Nitros Oxide.

Ripper Roo:
Win the Red Gem cup to unlock Ripper Roo.

Komodo Joe:
Win the Blue Gem cup to unlock Komodo Joe.

Pinstripe:
Win the Yellow Gem cup to unlock Pinstripe.

Fake Crash:
Win the Purple Gem cup to unlock Fake Crash.

Red Gem cup:
Collect all four red coins in adventure mode.

Green Gem cup:
Collect all four green coins in adventure mode.

Blue Gem cup:
Collect all four blue coins in adventure mode.

Yellow Gem cup:
Collect all four yellow coins in adventure mode.

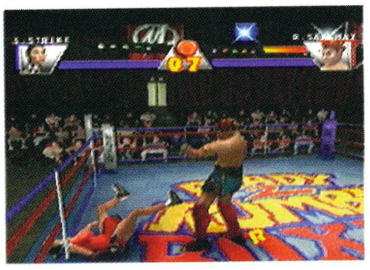
Purple Gem cup:
Collect all four purple coins in the crystal levels of adventure mode.

Turbo track:
Collect all coins and all five gems.

Playable Spyro The Dragon 2 demo:
Hold L1 + R1 and press ⇩, ◎, △, ⇨ at the title page/new game screen.

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Ready 2 Rumble Boxing



Dear Bea,
As much as I'd love to have a go at your beautiful punch bags, I'd prefer to knock seven shades out of mates in the rather spesh *Ready 2 Rumble*. Don't worry pet, I can't do the dirty deed before a match – but when I'm done I'm sure I can fit you in sometime and then we can – So get to it an leave the light on babe 'cos daddy is on his way!

Mitch Michaels, Woking

Talk about being cocky, eh Mitch? Well I'll help you out and then I'll change the locks because you are a very scary man. Your letter went on a bit didn't it. I cant print all of it as it borders on the pornographic, so I hope you don't mind the abridged version. And to answer those unprintable questions: 1) No! 2) No and 3) certainly not!

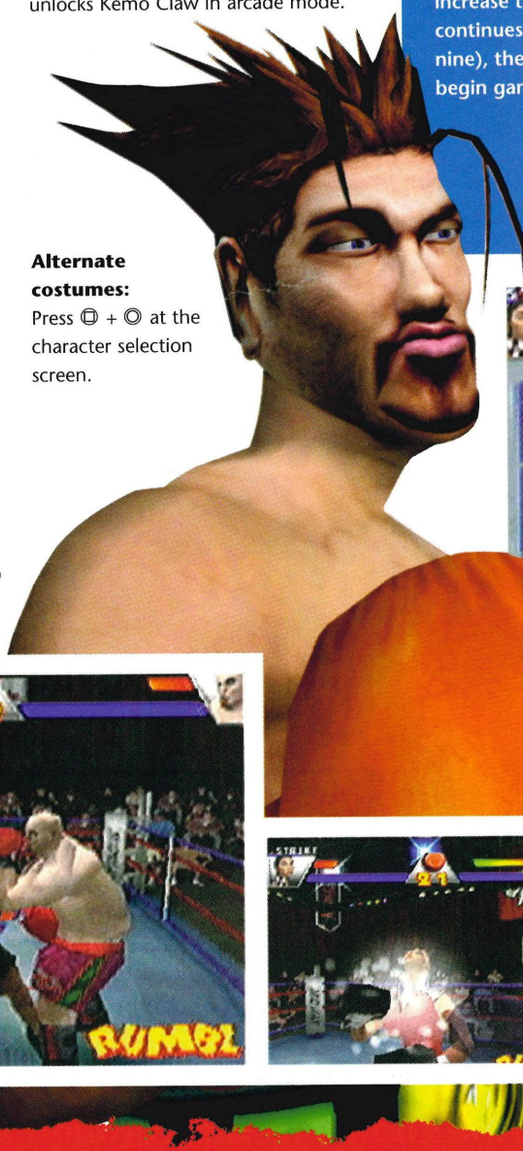
Champ class boxers:
Enter championship mode and enter CHAMP as a gym name. Exit championship mode and enter arcade mode to have access to all the boxers including Damien Black.

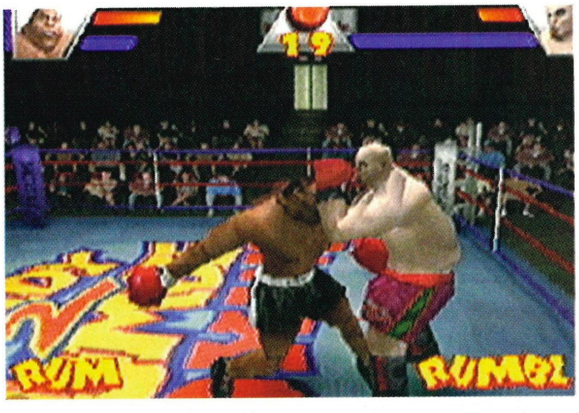
Gold class boxers:
championship mode and enter GOLD as a gym name.This also unlocks Nat Daddy in arcade.

Silver class boxers:
Enter championship mode and enter SILVER as a gym name. This also unlocks Bruce Blade in arcade mode.

Bronze class boxers:
Enter championship mode and enter BRONZE as a gym name. This also unlocks Kemo Claw in arcade mode.

Alternate costumes:
Press ▢ + ◎ at the character selection screen.







Pac-Man World

Dear Bea,
I'm only seven and my sister helped me write this letter. She says I shouldn't ask you anything naughty and just get straight to the point. She bought me *Pac-Man World* and I am very grateful. She is the best sister in the world and is much nicer than my brother Michael, who is an immature imp. Do you like the picture I drew for you? It's of mummy and her new friend – uncle Steve. They are good friends. Thankyou Miss Bea' and good luck!

John Mclaine, York

It's always a pleasure to help out our younger readers, so here's a tip to help you get that little chap through all those tight areas. And you can tell your sister that she should calm down a bit. Women should stick together these days.

Ninety-nine continues:
Select classic mode at the main menu. Press Select to increase the number of continues (up to ninety-nine), then press Start to begin game play.





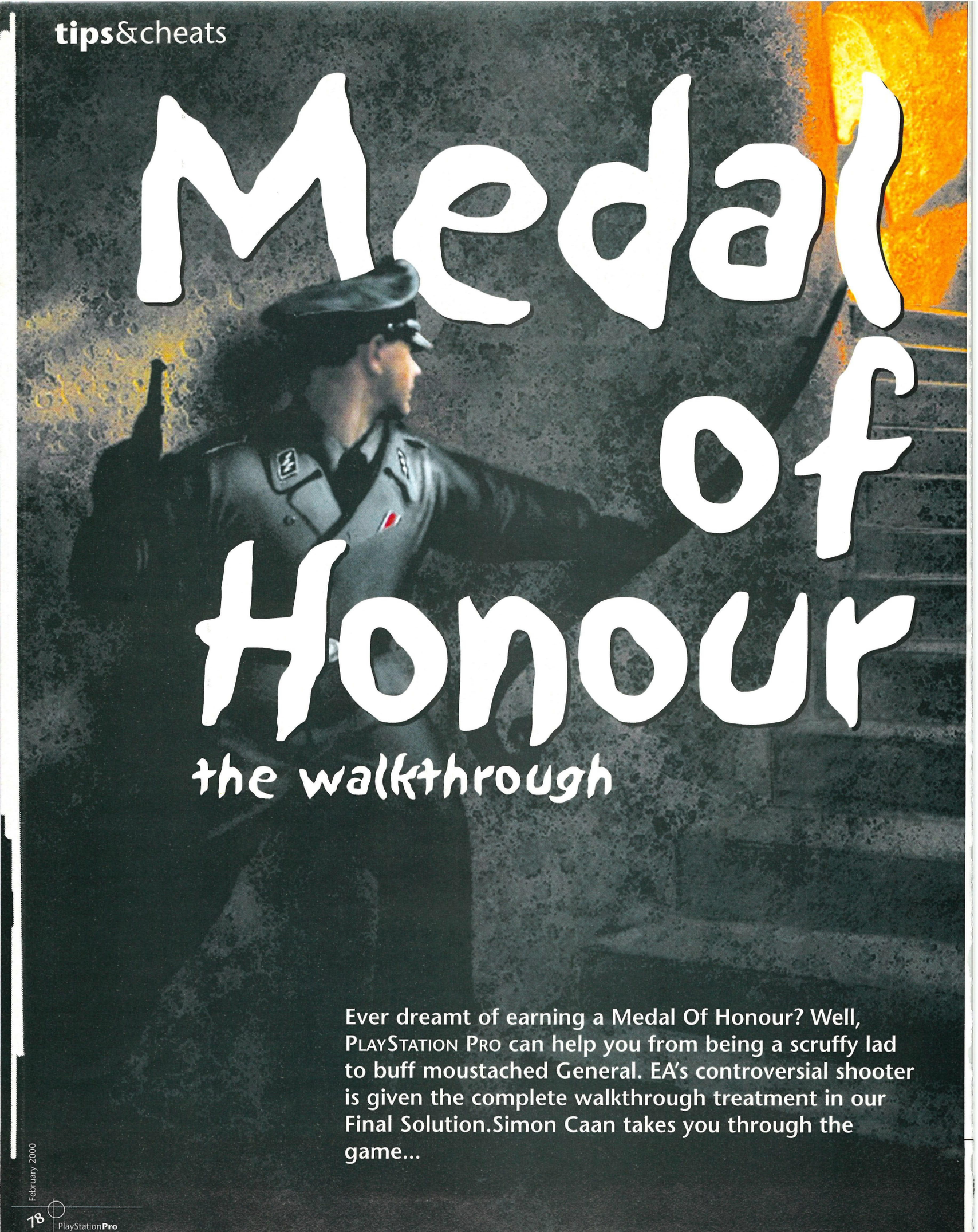
BEYOND HELP, DR TIPS HELPLINE BEYOND HELP, DR TIPS HELPLINE BEYOND HELP, DR TIPS HELPLINE

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Medal of Honour

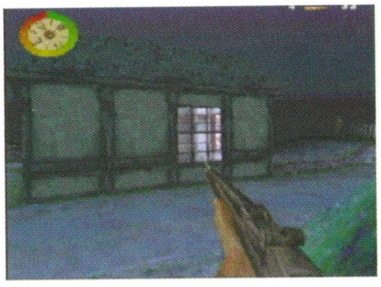
the walkthrough

Ever dreamt of earning a Medal Of Honour? Well, PLAYSTATION PRO can help you from being a scruffy lad to buff moustached General. EA's controversial shooter is given the complete walkthrough treatment in our Final Solution.Simon Caan takes you through the game...

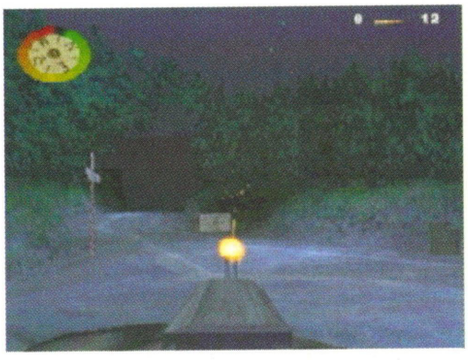
MISSION 1: RESCUE THE G3 OFFICER

MISSION 1.1
FIND THE DOWNED PLANE

Objectives:
- **Recover the Logbook**
- **Find the downed plane**
- **Enter the town**



A relatively straightforward task, with the light enemy presence in the area serving as a good introduction to the combat that will become prevalent in the latter stages of the game. Use this stage to begin to accustom yourself to the game's controls.



Proceed forward and take out the lone enemy troop. When you reach the deserted farmhouse, take out the two troops in the area. Now enter the building (use ■ to open the door) and collect the First Aid Kit and Rifle Rounds. Exit and proceed along the road. Shoot the two troops in the distance, then continue forward. You'll reach a gun turret on the left of the road (there's a Field Surgeon Pack here). Operate the gun by standing behind it and pressing ■. Use this weapon on the two Nazi troops up the road to the left. Leave the gun and continue down the road. Keep an eye open for a turning on the left: kill the troop here and walk down the turning a small way to collect some Grenades.

Now go back to the main road and proceed forward until you reach a small village. Follow the road and activate the gun turret. Use this to wipe out any bad guys in the vicinity. Continue down the path and turn left into the opening, take the First Aid Kit, and climb the stairs. Now duck down and crawl through the small opening in the wall. Collect the Pilot Logbook on the floor and continue along this linear route, killing any enemies you encounter along the way. Eventually you'll reach a junction: to your left is impassable fencing, so turn right and pass over the bridge. Continue on until you reach a Gestapo Officer and the downed plane. Kill all the enemies in the area and collect the Field Surgeon Kit behind the plane. Continue along the road and head for the final doorway on the right-hand side. Open this and prepare to take out a final two troops. Once they're dead, proceed through to complete the level.



MISSION 1.2
SEARCH THE TOWN

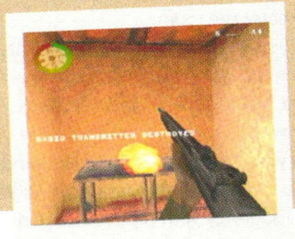


Objectives:
- **Neutralise at least 8 Gestapo Officers**
- **Destroy the unit's radio**
- **Find the Maquis hideout**

This level is quite linear, so you can't get lost easily. Head down the first street and take the final turning on the left-hand side. Here you'll find the enemy's Radio Transmitter: Destroy this with a few shots from your rifle. Continue round the streets, making sure you kill any Gestapo officers you encounter (they're the ones in black). Eventually you'll reach a bridge: note the little gap on the right side near its start. Now continue over the bridge and destroy the Gestapo officers on the other side.

Once you've cleared the area, return to and drop down the little gap by the bridge you saw earlier. Continue round and cross the iron bridge, then head through the gap on the left. Proceed through the tunnels and eventually you'll reach a ladder. Climb up it and continue round the street (watch out for troops hiding in windows). Eventually you'll find a set of stairs on the left. Climb these and continue round until you reach a room full of crates with soldiers hiding behind them. The most effective method of dealing with the troops here is to throw in a grenade and quickly nip back out. After the explosion, you can continue on through the room.

Follow the street round and eventually you'll reach more tunnels. Head through these and you'll come to another room full of crates. Once again lob in a couple of grenades. If there are any survivors, simply shoot the crates a few times to blow them up. Proceed through the room and continue until you reach a market square with a large (inoperative) tank in the middle. Kill any troops and continue forward. Eventually you'll reach a room at the end of the streets which is the entrance to the Maquis secret hideout. Then drop down the left hole.





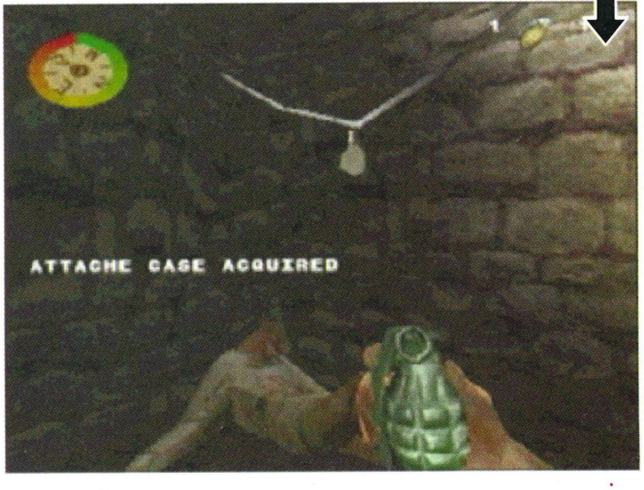
"If you sound an intruder alarm, blast it a few times to bring silence back to the area.

MISSION 1.3
SEWER CHASE

Objectives:
- **Acquire G3 attaché case**
- **Locate Maquis weapon storage**
- **Exit sewer**

Begin by examining the body in the right-hand corner of the room and collect the attaché case. Now proceed

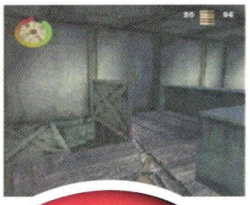
Attaché case acquired. More like stealing from the dead, matey boy. If your mother could see you now.





I thought I was in control, I thought I could handle it. Remember, grenades are neither big nor clever... Just say no.





"Use the gun turrets dotted around the levels to wipe out whole squadrons of enemies. This also saves vital ammunition for your own weapons."

down the tunnel, but be prepared to encounter a new type of enemy: the German Shepherd guard dog. At the end of the first tunnel, you'll come to a junction. Turn right and continue along to the end of this tunnel (explore the small tunnels en route to find health packs and ammo). At the end, turn left and the path will fork in two: proceed down the right-hand tunnel until you reach another junction. Now turn right. In front of you will be the broken gate which leads to the Maquis weapon storage: simply shoot this out and enter the room.

Once you've collected the items inside, exit and turn right. This route leads to a dead end, but there are some supplies here. Now turn back and head past the junction you came through (the left-hand route). At the end of the tunnel, turn right into a passageway with pipes dotted on each side of it. Continue through this and head round onto the raised level. Now follow this path until you come to a large open room with a ladder leading into it. Descend the ladder and take the passageway directly in front of you. Turn left at the next junction into a large square room. Now simply kill the troops here and make your way to the exit on the right.



MISSION 2: DESTROY THE MIGHTY RAILGUN GRETA

MISSION 2.1 SNEAK INTO THE RAIL-STATION

Objectives:
- **Switch track**
- **Obtain Ausweis Blau 'ID Blue'**
- **Obtain Ausweis Rot 'ID Red'**

Remember, you conduct this mission in the guise of a German officer, so use stealth as opposed to straightforward blasting. Do not draw your pistol unless you have to, and once used, quickly re-holster it. In addition to this, when asked for ID, do as you're told and show the guards your pass.

From the start, go down the steps and turn right. Climb up the ladder on the left side and walk along the catwalk until you reach the control panel. Quickly shoot the guard and take the Blue ID card he drops. Now operate the control panel to switch the track. Go back down the ladder and up the stairs: this time turn left. When you reach the guard, show him your papers and he'll open the door. Proceed through it and climb the stairs in front of you.

Look to your left and you'll see an open grate at the bottom of the wall. Duck down and make your way through the ventilation shaft. Shoot out the grate at the end and quickly kill the guard in the office. Collect the Red ID card on the floor and exit via the door. Show the new ID to the Guard in the next room, who will open the doors and let you into the train station. Now simply show your ID to the two guards you encounter and take the turning on the right side of the area, which leads to the exit.



Avoid unwanted attention by showing guards your ID.



A picture of a doorway with a Nazi stood by it, probably only yesterday.

MISSION 2.2 FIND THE GIFT PACKAGE

Objectives:
- **Steal Freight Manifest.**
- **Obtain Ausweis Rot 'ID Red'**
- **Find Gift Package**
- **Disable reserve engine**
- **Follow rails to rail tunnel.**



As before, this level requires a stealthy approach to complete it successfully. When you kill anyone, make sure nobody else is in the vicinity and always re-holster your weapon to avoid attention.

At the beginning, head left and travel up the ramp. Collect the Freight Manifest from the wall (it's a white piece of paper). Now return to the start point and head right (avoid moving too close to the alarm units as this can set them off) Continue through the sliding silver door and proceed until you come to a Nazi stood by a desk with the Red ID card on it, wait until there are no other troops around and quickly kill the Nazi with your pistol (a head shot should do the trick). Grab the ID and head right out onto the station platform.

Turn right and walk past the patrolling guard. When he walks off, quickly shoot the other guard, then nip round the corner and open the guitar case on the floor, you'll find the Gift Package and a Rifle inside. Now return back to the start of the level: nearby is a door with a soldier guarding it. Show him your new ID and he lets you enter. Inside, make your way to the front of the train and press 5 to set the explosives. As soon as you've done this, get out of there. Quickly make your way back to the station platform, but this time head left. Keep heading left and ignore the guards who are firing at you. Eventually you'll reach the end of the level.

MISSION 2.3
RAIL CANYON

Objectives:

- **Procure grenades**
- **Destroy fuel container**
- **Exit canyon to railgun**

Another predominantly stealth-based mission, here you must rely on the rifle you found on the last level to pick off enemies from a distance. Likewise the route is littered with machine-gun bunkers: walking straight past these is best avoided, so you'll have to locate the back way into them. Blazing in, all guns firing, won't get you anywhere now.

Proceed down the track and pick off the troop on the overhead bridge using the sniper rifle. Carry on until you see a track-side signal with a number 1 on it. Turn right and drop down into the small tunnel. Crawl along this until you can see the troop in the bunker who's operating the machine gun. Take out the unsuspecting Nazi, then quickly get hold of the fixed machine gun. Shot any troops who appear back to the fatherland, then search the bunker to find the Grenade sticks. To exit the bunker, shoot the items next to the doorway: after a couple of shots they'll blow up, taking the door with them. Exit and continue down the track, you'll come to another sign with number 2 on it. Turn left down the passage and you'll come across a troop having a rest.







Kill him from a distance with the sniper rifle. Now proceed down the path and you'll find the fuel containers: simply blow these up with a single stick grenade. Return to the main track. All that is left now is to make your escape.

Continue down the main track until you encounter a red sign. Turn right down the path: ignore the drop (for now) and carry straight on. You'll come to a large clearing with a small camp in it. Pick off the troops down below with your sniper rifle, then drop down and collect the supplies in the tent. Now return to the drop you passed and proceed along the tunnel as before. Kill the trooper inside and machine-gun any troops lurking outside. Once again, to exit you must shoot the items by the door.

Continue down the track (taking out the troops on the overhead bridge) and kill the guy on the left who's behind the sandbags. Eventually you'll reach a bridge: cross over it and you'll see a sign with number 3 on it. Just after this sign is a gun turret bunker. Sprint past this before the gunner can shoot you, then take the next turning to the left. Once again, drop down into the hole and repeat the procedure you used in the other bunkers. Exit by shooting the items near the doorway.

Keep heading down the track until you pass through the tunnel with the carriage at the other end. Climb the carriage and use your position to snipe at the troops who are up ahead on the track.



If there's one things those pesky Germans really hate, it's getting a good cold piece of British steel stuck into them.

Drop off the carriage but don't proceed any further along this piece of track, as there is a gun turret at the end that will kill you. Instead, turn around and follow the path which leads off to the right of the tunnel exit. You'll pass by a series of carriage trucks: be warned, there are lots of troops in this area so watch out.

Eventually you'll come to the end of the track. Pass by the track barrier and proceed through the tunnel. At the end there is a hole in the floor: drop through this, turn around, and run (don't worry about taking out the troops here). And that's the level complete.

"During the levels when you're in disguise, always show any troops you encounter your ID. Failure to do so will attract unwanted attention."

"Whenever possible, take out enemies from a distance. Wading into an area with all guns blazing will usually result in your own death."

WEAPONS

PISTOL & SILENCED PISTOL

Both are quick firing, but lack any serious power. Only rely on them for solitary guards and stealth missions.



GRENADE & STICK GRENADE

Useful for clearing out small rooms and compact areas. However, watch out for enemies retrieving them and throwing them back in your direction.



RIFLE & SNIPER RIFLE

The standard rifle takes a few shots to kill enemies and can be a little slow to reload in the heat of battle. The Sniper Rifle has the added bonus of a telescopic sight, which allows you to pick off unsuspecting enemies from a distance.



SHOTGUN

A powerful short-range weapon that can kill with one blast. However, its poor reloading time can be problematic when facing several enemies.



MACHINE GUN

An excellent all-round weapon, capable of wiping out a roomful of troops in a instant. However, its slightly dubious accuracy can cause problems when attacking distant enemies.



BAZOOKA

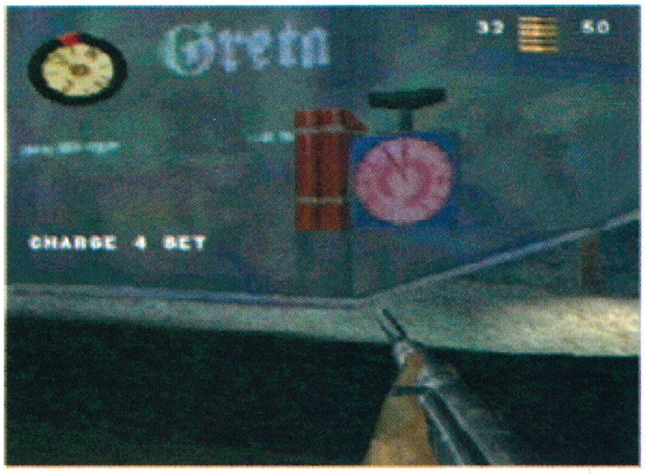
A slow-firing but extremely powerful long-distance weapon, capable of killing a whole squadron of troops in one blast. However, avoid using it during short-range battles as the blast can also injure you.

MISSION 2.4
MEETING GRETA
Objectives:
- **Destroy Railgun Greta**

This is a straightforward level which requires you to blow up the railgun which has been causing so many problems. From the beginning, walk down the track and use your rifle to pick off any troops you encounter. You'll come to a turning on the right of the track: go down this and kill the troops here, making sure you collect the First Aid Kits to the right of the gate. Return to the main track and continue forward until you see Railgun Greta. Kill the Nazis in this area, then examine the side of the railgun. You'll notice two flashing red squares: go up to these and press X to set the detonator. Now repeat this on the two squares on the other side. Once you've placed all four charges, get out of there before the whole thing blows. Mission complete.

On levels such as this, keep following the track to avoid getting totally lost.





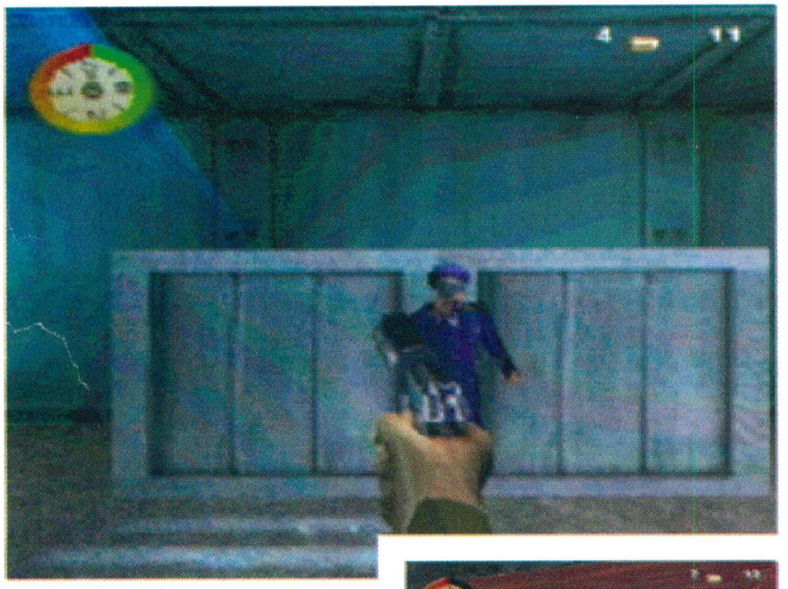
MISSION 3: SCUTTLE DAS BOAT U-4901

MISSION 3.1
ESCAPE THE WOLFRAM
Objectives:
- **Enter Promenade**
- **Enter Bridge**
- **Take wrench**
- **Enter engineering**
- **Disable engine**
- **Exit the ship**



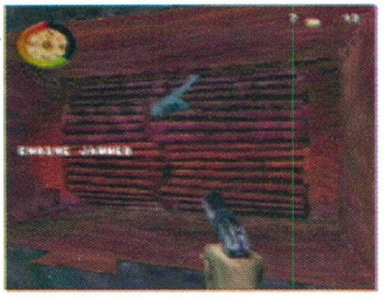


This is a tricky stealth-based level. Ammo is in short supply so make every shot count. Most of the ship's crew will allow you to pass by unnoticed. However, the officers are less gullible and will recognise you as an intruder. A swift head shot will take care of them, but make sure no-one else is in the vicinity or you'll have the entire crew to deal with! Whenever you encounter a crew member, always show your pass to avoid attention.



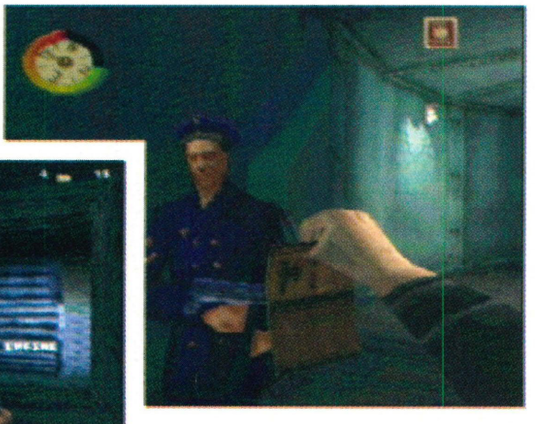
Leave the starting room and pass the crewman, to find yourself in a corridor. Head to the room on your right, go round the boxes, and quickly take out the troop using your pistol. Exit back into the corridor and enter the only room on the right. Quickly take out the commander and grab the General Pass. Exit and head left, then turn right down the corridor with the door at the end. Show the guard your new General Pass and enter the promenade. Head left at the junction and enter the first room on the left. Quietly kill the officer and take the Bridge Pass. Exit and head right all the way to the door at the end of the corridor. Show the guard your Bridge Pass and enter.

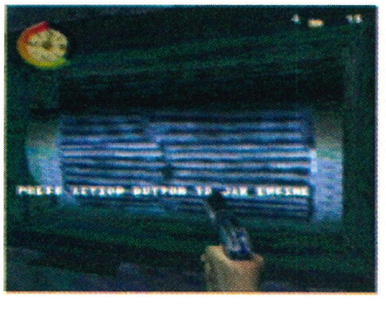
Continue round and climb the ladder. Head through the room with the gun in and take the right turning into the corridor. You'll have to kill the officer and any guards who are alerted. If the alarm goes off, shoot it a few times to silence it. Continue down the corridor and you'll come to a junction: head left into another gun room and collect the wrench at the back, leaving quickly before the officer sees you. Return to the corridor you came through and take the first turning on the right into the bridge room. Kill the officer and

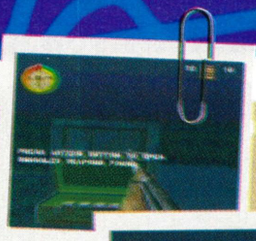


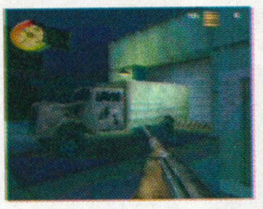
the crew member and collect the Engineering Pass.

Now return to the promenade and head to the other side. Show each troop your Engineering Pass and proceed through the door at the end. Now drop down the hole in front of you and take the first right into the engineering room. Proceed round the path and down to the lower level. Duck under the blue piping and when the prompt appears, throw the wrench into the engine. As soon as you do this, the alarm goes off. Kill all the crew in the immediate area and blast the nearby alarms. Now return back through the promenade and into the corridor where you started. Head left and open the cargo door. Kill the troops inside and climb the ladder which leads to the end of the level.









MISSION 3.2
THE ROOFTOPS OF DACHSMAG

Objectives

- **Locate Smuggled Weapons**
- **Secure Deployment Timetable**
- **Blow up truck with demo charger**
- **Find hatchway to Production Facility**

To begin with, open the box in front of you to obtain the Smuggled Weapons. Now drop down from the rooftops and search the area below until you find the truck. Blow this up by placing a charge on the front of it. Now enter the building in front of the truck and collect the Deployment Timetable from the wall. Return to the rooftop where you began. Drop down onto the mid level and look about. You'll see some crates below which can be jumped across to reach a ladder on the other side. Climb the ladder, proceed along the walkway, and drop down left at the end.

Now locate the railway transport. In a nearby alleyway is a ladder which you must climb. At the top, turn left and walk along the piping running between the two buildings. Jump left at the end and drop down the left gap into a new area. Proceed and you'll come to a crossroads. Go straight over into the next room, kill the guards, and collect the Deployment Timetable. Exit and turn right. Kill the guards and blow up the truck. As soon as the truck explodes, more guards will appear. Kill them and continue forward, following the path round until you reach a ladder. Climb onto the rooftops and jump from building to building. Eventually you'll come to an opening in the roof. Drop down into this to end the level.





MISSION 3.3
THE HUNTERS DEN

Objectives:

- **Find Engine Specs**
- **Find Hull Blueprints**
- **Destroy Red Door Control**
- **Locate and board U-4901**

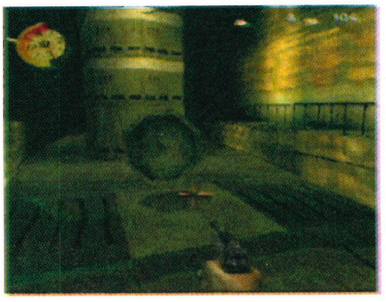
Watch out for the barrels and gas cylinders in this section. Don't use them for cover during shoot-outs as they have a tendency to explode!

Start by shooting the grate in front of you, then drop down into the room below. Enter the corridor on the opposite side of the room. Follow the corridor into the next room and kill the enemies inside. Continue through these smaller rooms until you reach a wall with u3-2 written on it. Turn left into the main area: at the back of this room is the roll desk containing the Engine Specs.

Proceed through room u3-3 until you reach the area with the Hull Blueprints inside. Take these and leave via the corridor at the back of the room with red lights in. Proceed down this corridor and take the first turning on the left. Go down this parallel corridor and destroy the door control terminal at the end. Now return to the original corridor and go down this into the large submarine dock. Go through the corridor on the other side and continue into the final area, where the U-4901 is located. Kill the troops here and cross the bridge onto the sub itself. Now exit via the open hatch.





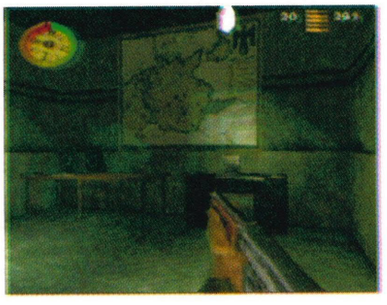


MISSION 3.4
DIVE!

Objectives:

- **Radio coordinates to HMS Belfast**
- **Lock fins to dive setting**
- **Destroy fin controls**
- **Blow ballast to surface boat**
- **Find exit hatch**

Begin by shooting the guy in the lavatory! Then take out the Nazis in the next room. Descend the ladder in the left corner of the room and kill the two troops in the room below. Now proceed along the adjoining corridor and pick off the troops here with your rifle. Climb the ladder at the end (reload your SMG on the way up) and kill the troops in the room above. Enter the next corridor and go into the second room on the right. Use the radio to transmit your coordinates. Enter the next room, lock the fin controls to dive setting, then destroy them with explosives. In the next section, activate the ballast controls and escape up the ladder to the exit hatch.



MISSION 4: ATTACK ON IMPENETRABLE FORT SCHMERZEN

MISSION 4.1 THE SIEGFRIED FOREST

Objectives
- **Destroy Stuka dive-bomber**
- **Locate Crowbar**
- **Open hatch to enter fort**

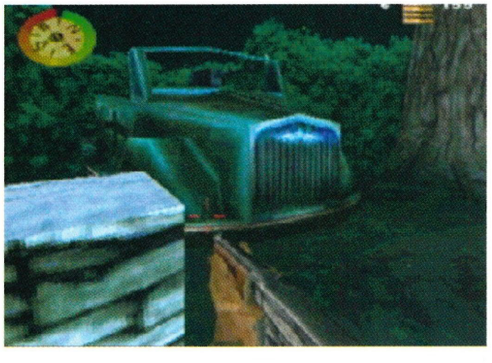


Things are starting to get tricky now, so watch your step. Also keep an eye out for enemies hiding up in the trees.

Go forth along the path until you see a white sign on the right. Go down the right-hand turn and pass through the graveyard area, taking out any troops you encounter on the way. Continue down the path and head right at the junction. Proceed down this path and watch out for the troop stood by the car (pick him off from a distance). Eventually you'll see another white sign on the right-hand side: proceed down this turning and watch out for the turning on the left. Go down the left-hand turning, drop down the gap, and crawl into the tunnel. Head straight along the tunnel and out through the marked exit.

Climb onto the crates and take out all the troops in the area. Now climb into the gun turret in the corner and destroy the plane. Next, come back down and open the main door. Head left, but stop before you reach the checkpoint ahead which has two machine-gun points on it. If you try and charge forward you'll get cut to ribbons, so stand back from a safe distance and pick off the two troops with your rifle. Once the area has been secured, examine the right machine gun where you'll locate the Crowbar.

Turn back a small distance and take the turning into the woods. Eventually, you'll reach a clearing with a bunker opposite you. Take out the guard inside and head left until you reach a group of concrete blocks. Be careful here as there are two machine gunners in the building up ahead. Use the concrete block for cover and kill the two enemies. Now crawl through the gap in front of the right-hand building and use the Crowbar on the hatch in the next room. You'll be given another objective (finding the entrance to sub-level 1). Climb down the hatch into the sewer below and proceed to the ladder at the end of the tunnel. You'll appear by a Second Bunker: quickly take out the troop inside and proceed around the right side. Kill the two troops round the corner and descend the ladder in the next room to complete the level.

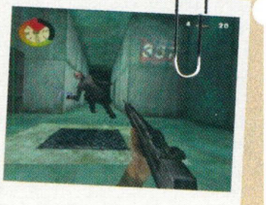






"If you're taking heavy damage, try backing off and hiding behind some scenery. Now pick the enemy off as they come to find you."

MISSION 4.2. OFFICERS' QUARTERS



Objectives:
- **Send False SOS**
- **Find orders from Colonel Muller**
- **Acquire Key to lower levels**
- **Find Gas Mask**

Follow the first passage round until you reach the red corridor. Turn right into the corridor and proceed onwards. Now take the first door on the left (with the wheel lock on it). Turn left again and follow the corridor round into the radio room. Kill the troops inside and send out the false SOS message.

Return back along the corridor until you reach a ladder in the corner of the area with an M1 sign behind it. Climb this ladder and ascend the flight of stairs in front of you. Now turn left before you reach large Gun Turret, and drop down the gap behind the box. Proceed down this passageway until you reach a junction. Head right, until you come to a dropped-down room with two crates inside. Drop down and enter the passage straight ahead which leads to a room with a table in it. Collect the Colonel's Orders from the table and return to the room with two crates in it. Now turn left and continue forward into the red passageway. Turn right at the end and proceed down the next corridor.

When you reach the end, climb the ladder up to the raised level. In the corner of the room is an opening for a ventilation shaft: enter this. Crawl through the vent and drop down the hole at the bottom. Turn right, then left into a room with four large green containers inside. Now turn right and proceed all the way down the sloping path. At the bottom you'll come to a locked blue door. Turn right, then right again. Next, go left and follow the corridor round until you come to a junction with loads of troops. Kill the troops and enter the room on the left, collecting the Gas Mask from the table. Exit and move left into the sleeping quarters. Kill the guard in the toilet and collect the Key. Return to the locked blue door. Open it, proceed to kill the guards inside, and descend the ladder to complete the level.







MISSION 4.3
MUSTARD GAS PRODUCTION

Objectives:
- **Activate Gas Valve 1**
- **Activate Gas Valve 2**
- **Exit Fort**

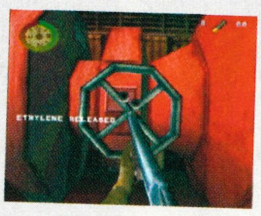
From the beginning, enter the first room on your left. Walk through the room, then turn right. Now turn left and keep heading left until you come to a room with a small ramp. Proceed over the ramp platform and through the rooms with the piping. Keep bearing left and head through the red corridor until you reach the ladder. Go down and head left. Climb up the ladder and proceed across the catwalk. Follow the catwalk down and drop off the edge. Now head down the corridor in front of you until you come to the first valve room. Use the valve to release the ethylene. Continue round and head to the right, where the second valve is. Use the second valve to release the sulphur chloride.

Exit the area and take the first turn on your right. Proceed down the corridor and jump over the pipes into the next corridor. In the next room, jump over the pipe and climb the ladder to the left. Now simply jump into the red room on your left to complete the level.









MISSION 5: SABOTAGE THE RJUKAN HYDRO PLANT

MISSION 5.1
THE ROARING PENSTOCKS

Objectives:
- **Stop water flow in centre pipe**
- **Destroy all power relays**
- **Shut down main power grid**
- **Enter hydro plant**

Make sure all the power relays are destroyed before you exit, otherwise the mission will fail.



Proceed down the first corridor and turn the wheel to stop the water flow in the central pipe. Head left and turn the next wheel to open the Watergate, allowing you into the piping section. Drop down and take out the guards in the tunnel. Head right and take the turning on the left. Proceed along this passage and turn left down the slope. Continue round to the right and head right again. Shoot the grate situated in the corner





behind the box and make your way down the ventilation shaft. At the other end, set the detonators ready to destroy the two power relays.

Next, go straight ahead and follow the passage round until you reach a ladder. Ascend the ladder and shoot out the grate in the corner of the room. Make your way along the ventilation shaft until you reach a room with a balcony and a troop on it. Jump onto this, kill the troop, and destroy the power relay here. Continue through to the next ventilation shaft. Head down this and when you exit you'll come to a room with four stone pillars. Head right here and left at the next junction. Go through to the next corridor. Continue round and proceed down the slopes.

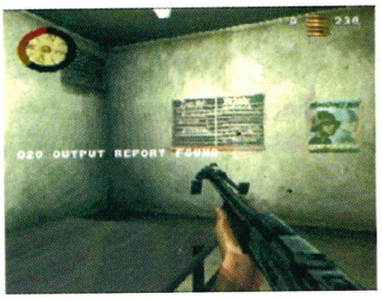
At the bottom of the slopes, turn right and head down the corridor. Blow up the fourth panel relay at the end, then return back down the corridor and turn right. Continue round and take the first turning on the right. Kill the troop and scientist inside and blow up the last two power relays. Finally, deactivate the main power grid in the corner of this room and exit to the right. Now simply proceed through the following rooms, killing any troops you encounter and climb the ladder which will end the level.

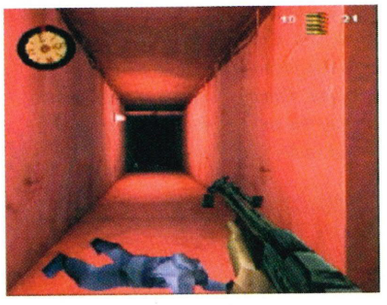
MISSION 5.2
GENERATORS OF DESTRUCTION

Objectives:
- **Disable all generators**
- **Shut down flow to heating tanks**
- **Destroy all research files**
- **Locate D20 output report**
- **Locate elevator**

From the first room go straight ahead and climb the ladder. Drop down into the next room and turn right. Turn right again and shut down the generators. Now turn around and head right. Make your way to the first heating tank room (the room with the wheel in) turn the wheel to deactivate the heater. Now continue into the corridor on the right. Jump over the gun turret into heating room 2. Turn the wheel to disable the heating.

Now search each room in the next area for filing cabinets, set a detonator on the





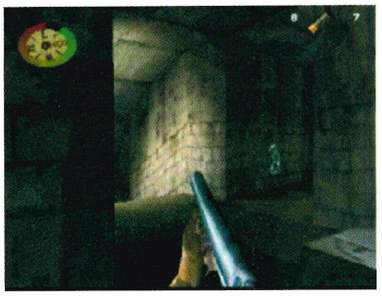
red square and destroy all six of the cabinets. This area also contains the room with D20 output report. Once all six cabinets have been destroyed and you've collected the D20 report then carefully make your way towards the elevator to complete the level.

MISSION 5.3.
BETRAYAL IN THE TELEMARK

Objectives:
- **Open emergency release valve**
- **Divert heavy water vats**
- **Acquire Delivery Schedule**
- **Locate garage**
- **Disable truck**

Proceed down the first corridor and continue through the locker room, taking the route on the right to exit. Continue down this corridor and turn left at the end. Enter the room and climb up the ladder to collect a First Aid Kit. Now go down the other corridor which leads to Water Vat 1 (turn the wheels to deactivate the vats). Proceed through to Water Vat 2 and then into the next area. Climb the ladder here and turn the emergency release valve. Climb back down and exit via the back of the room which leads into Water Vat 3. Turn the valve and exit through the red corridor into Water Vat 4. Go through the corridor





with the track in the middle and turn left at the end. Collect the Delivery Schedule from this room and continue back along the track. Once you reach the garage, destroy the truck and exit through the corner to finish the level.

MISSION 5.4 HEAVY WATER

Objectives:
- **Disable both trucks**
- **Disable power station**
- **Sabotage ferry**

Watch out for the enemies carrying the prototype rocket launchers (Panzershrek) – one hit from one of these and the war will be over for you.

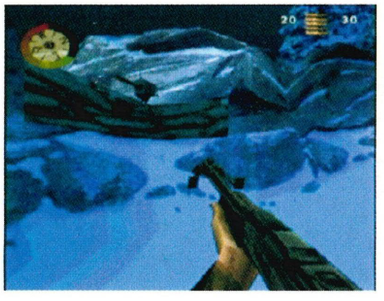
Start by blowing up the truck at the beginning and also the second truck further on along. Continue straight down the path, taking out the troops on the way (watch out for any troops who submerge themselves in the snow).

Eventually you'll reach the entrance to the ferry. However, the gate is locked so turn left through the passageway in the rocks. Continue down the path and take out the troops before they can use the gun turret. Now destroy the power station with a detonator. Return to the gate which can now be opened. Destroy the ferry and exit along the left path to escape.

MISSION 6.1 MOUNTAIN PASS

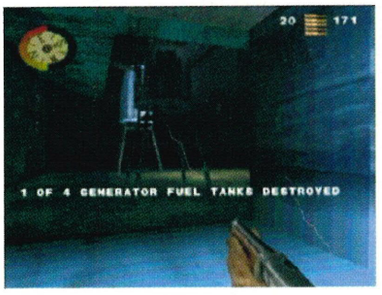
Objectives:
- **Destroy generator fuel**
- **Locate mine entrance**

Make your way along the path and through into the small warehouse on the left. Kill the troop inside and continue down the path until you reach the open area with a truck in it. Kill the



MISSION 6: CAPTURE THE SECRET GERMAN TREASURE

"When using the sniper rifle, always go for a head shot. This can kill the enemy straight away.



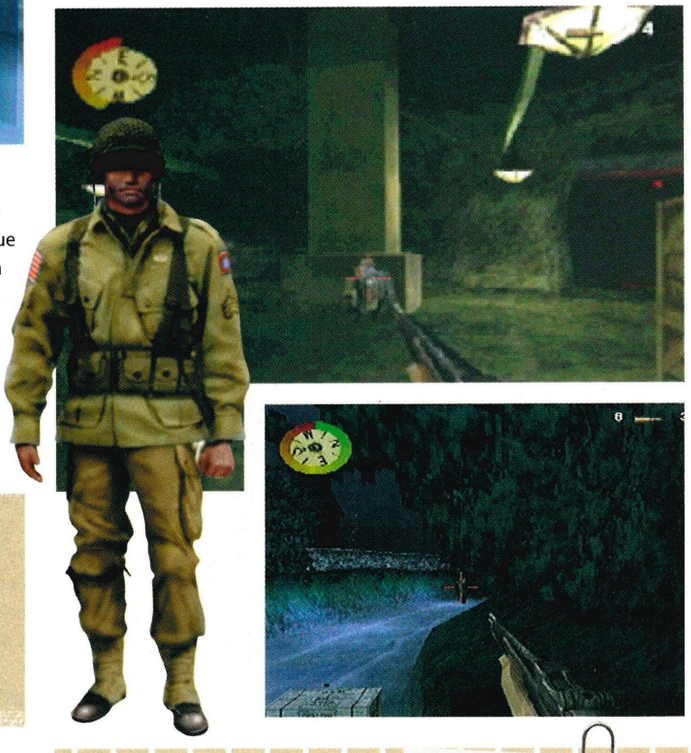
machine-gun operator on the left, then destroy the fuel drums in the area. Now jump over the machine gun and continue down the path. Eventually you'll reach a ladder on the left side with a troop above you on a plateau. Head right down the turning and proceed down the pathway until you locate the fuel storage area. Destroy each container and then exit. Continue straight ahead and enter the mine shaft.

MISSION 6.2 MERKER'S UPPER MINE

Objectives:
- **Eliminate 8 SS Demo Squad members**
- **Recover Dahood Manuscript**
- **Acquire Elevator Key**
- **Locate elevator**

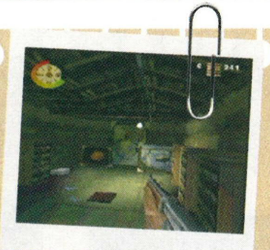
On this level, watch out for the SS troops (the guys in the brown trenchcoats) planting Detonators: at least eight of these must be killed if the mission is to be successful. From the beginning, head down the main corridor into the cavern with the paintings. Once you've cleared the area, continue left into the next tunnel. Now take the first left into another tunnel and kill the SS troop at the end. Return to the main tunnel and proceed to the large cave with mine carts in, then clear the area of SS troops.

Now head into the next tunnel and take the first turning on your right. Kill the SS troop here and collect the Elevator Key from the table at the back of the room. Continue down the tunnel, taking out any SS troops en route. You'll arrive at another large cave with more paintings in. Clear the area and head left down the tunnel which leads to the elevator.



MISSION 6.3 TREASURE CAVERNS

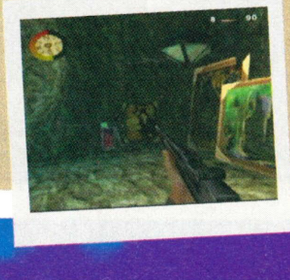
Objectives:
- **Locate the Curator Inventory**
- **Locate and disarm all the bombs**



In the large cave you find yourself in, head right and climb the stairs into the corridor. Now follow this corridor right round to the end where you'll find a room with the Curator's Inventory inside. Once you've obtained it, retrace your steps to the cave you started in. Now follow the tracks into the next cave, snip all the detonators in the area, and continue down the track into the whole at the end.

Crawl along the ventilation shaft and you'll emerge in another cave with more detonators. Deactivate these and continue to follow the track along, defusing any detonators en route. Continue along the track and through the tunnel until you reach a bridge (try searching underneath this for a First Aid Kit). Look out for the guy with the bazooka here. Continue down the track, making sure you defuse each detonator you encounter (remember the mission will fail unless all twelve bombs have been defused). When you finally reach the end of the track, turn right into the passageway and on to end of the mission.





MISSION 7: ESCAPE THE V2 ROCKET PLANT

"Try to make sure that wounded enemies disappear before you pass them. Sometimes they're not quite dead and will shoot you in the back"

"Don't remain stationary during shoot-outs. Keep sidestepping and ducking to make yourself a harder target."









MISSION 7.1 BUZZBOMB ASSEMBLY

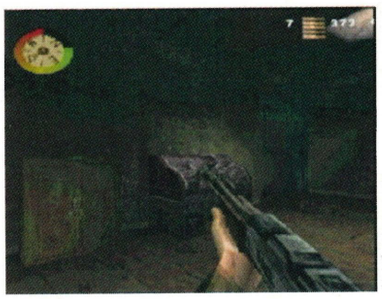
Objectives:
- **Find V1 Target List**
- **Destroy V1 Launch Control System**
- **Open blast doors**
- **Locate emergency hatch**

Head straight forward and go through the tunnel in front of you. When you reach the crates that are blocking your path, drop down through the hatch on the right-hand side. In the room below, walk to the other side and climb up the other ladder: you'll emerge back in the tunnel on the other side of the crates. Head forward into the next room and climb down the ladder onto the catwalk beneath you. Follow this round and exit the room.

This brings you into another tunnel. Proceed through this and continue through the corridor with the lights shining through the windows. Continue forward through this corridor and search the rooms en route for First Aid Kits. Keep going and eventually you'll come to a room with some crates in and a V2 rocket behind some railings (make a note of this room as it leads to the exit later).

Continue down the passage and enter the door with the crates outside. Kill the two troops and collect the V1 target list from the desk at the back of the room.





Exit and proceed down the passage to reach the launch control room. Turn the wheel here to open the blast doors, then drop down to the right and destroy the launch control system with a detonator. Return to the room you made a note of earlier. Jump up onto the crates and over to the other side of the room. Drop down into the red corridor and proceed to the next room. The escape hatch is on the left side of the room.

MISSION 7.2 VENGEANCE PRODUCTION

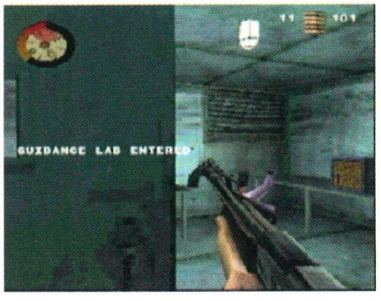
Objectives:
- **Find Scientist Roster**
- **Acquire V2 Schematics**
- **Gain access to Guidance Lab**
- **Sabotage Gyro Guidance System**
- **Find launch area**

Begin by turning right, then go right again. You'll come to a room with a red V2 sign on the wall. Proceed through this room and head down the long corridor. Go down the stairs and head right at the bottom. After passing by the railcars, turn left into one of the three corridors in this room. Follow the corridor round until you reach a brown room with crates inside. Turn left, then right into a blue corridor. Now enter the first door on the right and collect the Scientist Roster from the table.

Exit and continue down the corridor. Turn right at the end, then head left down the brown corridor. Before reaching the end of the brown corridor, turn right into another corridor. Proceed past the crates into a large rocket chamber. Move down the tunnel leading out of here and into another rocket chamber. Collect the V2 Schematics from the table on the left. In the right-hand corner of this room is a ladder leading up onto a catwalk. Climb the ladder and head through the corridor.



Eventually you'll come to a room with a typewriter inside (search this area for the Gyro Guidance System). Afterwards head into yet another long tunnel and descend the stairs at the end. At the bottom of the stairs, head right into the launch area and exit via the door in the right-hand corner.



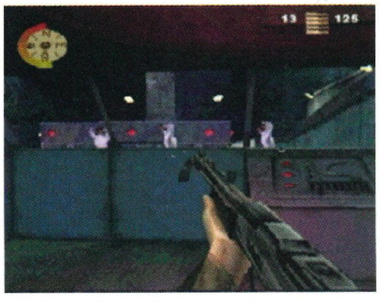
MISSION 7.3 GOTTERDAMMERUNG

Objectives:
- **Launch sabotaged V2**

This is the final mission and, as you might expect, it's rather tricky. Remember, speed is of the essence here and trying to take out all the enemies will get you killed. Make your way down the tunnel and quickly take out the two guards. Now head left and destroy the crates blocking your path with the bazooka. Do this quickly before too many troops arrive on the scene.

Next, jump down from the ledge in front of you and run up the ramp. Follow the ramp round, drop down into the V2 control room, and launch the sabotaged V2. Congratulations, now sit back and enjoy the fireworks as those crazy Nazis get roasted in true old-skool style.





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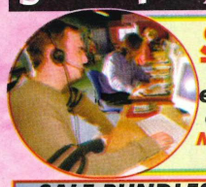
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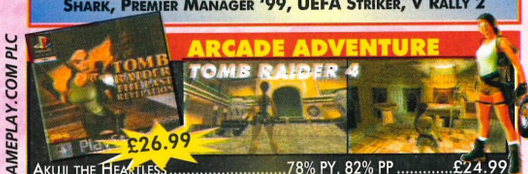
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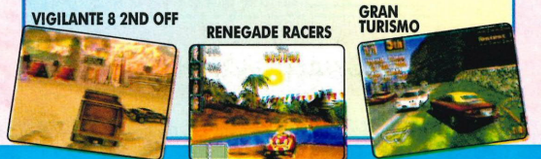
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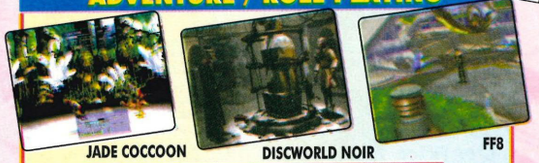


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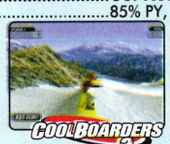
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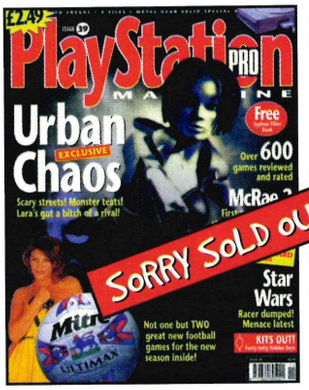
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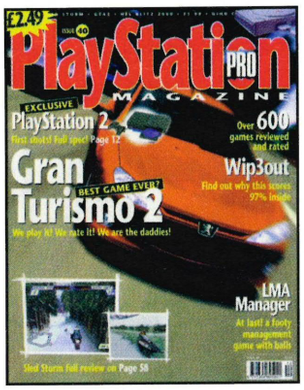
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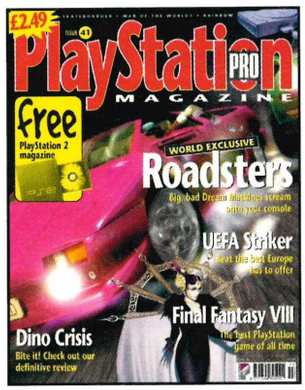
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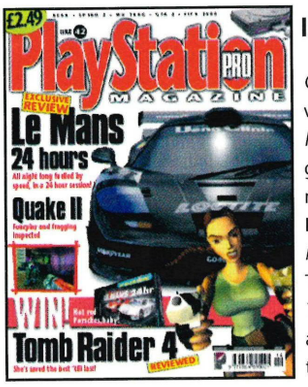
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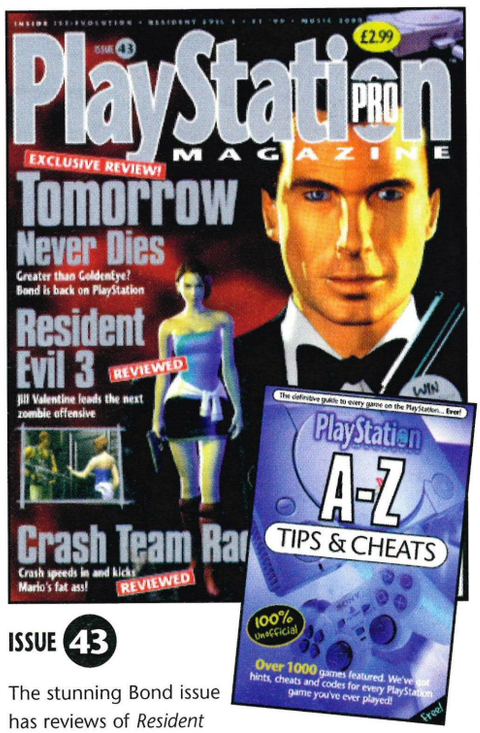
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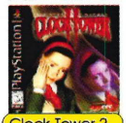






















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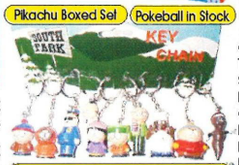
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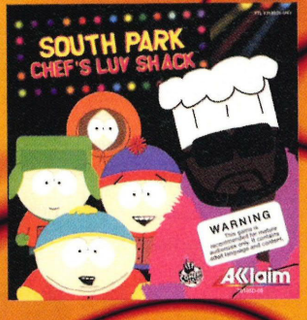
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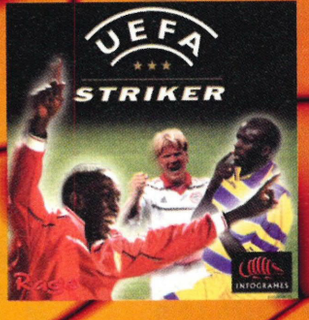
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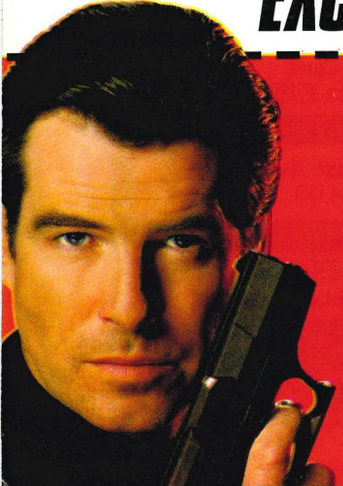
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PlayStation PRO MAGAZINE

Dealer

Hello and welcome to the new and updated Dealer. You'll notice that we've concentrated on listing the huge amount of games now available for the PlayStation. We've also gone through the scores awarded to the game and updated them chronologically, seeing how they've held up over time. After all, things like *Pandemonium* just don't cut the mustard now. We've also taken into account that the PlayStation2 is backwards compatible and that the games on sale now are going to be about for a long time to come. Come March, you may be owning an import PlayStation2 and you'd be silly not to consider some of the classics that you may not have played during the past few years.

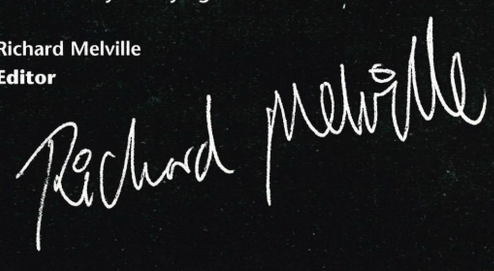
This guide is colour coded to game genres so you won't have to spend time faffing about like a lost baboon while trying to locate that score for the original *GTA*. The percentage score is listed,appearing illuminated in yellow if it's a stand out game while if the title happens to be Platinum, we've given it a special label too.

By listing games by genre, it's easy to flick to the relevant section, scroll down in alphabetical fashion and find out what you want to know with a quick verdict, comment and score.

For import freaks, or those looking to see what's being imported quicker than tax free fags, we consult an independent games retailer every month for details of the top five import games. Plus the charts from America and Japan. Pads and general peripherals are reviewed here, with any new plastic wonders getting bench tested.

If you're still not satisfied, we'll even put in a compo so that you can win free game gear. Dealer – it's simply the smartest way of buying.

Richard Melville
Editor



Every PlayStation game listed!

Dealer



Driving

Ayrton Senna's Kart Duel
An attempt which looked okay, but lacked any real gameplay.
Hmm, this is average stuff • 58%

Ayrton Senna's Kart 2
Ayrton would be spinning in his grave. A dreadfully basic game.
Try before you buy, sir • 64%

Big Air
It's no *Cool Boarders* beater. Very bad snowboarding action.
Hmm, this is average stuff • 45%

Buggy
Poorly produced bright miniature *Buggy Boy* clone.
Try before you buy, sir • 66%

Burning Road
The first Daytona wannabe for the little grey box.
Try before you buy, sir • 70%

Circuit Breakers
A fairly pleasing *Micro Machines* variant.
Try before you buy,sir • 74%

Colin McRae Rally
Codemasters brill Platinum rally game.
Definitely worth your dosh • 90%

Cyber Speed
An early attempt at WipEout style racing as a PC port .
Hmm, this is average stuff • 41%

Destruction Derby
THe original Psygnosis' link-up smash and crasher.
Definitely worth your dosh • 83%

Destruction Derby 2
Infinitely better than the original. Polished Platinum glory.
Definitely worth your dosh • 88%

Explosive Racing
A strange and rather scrappy sequel to *Burning Road*.
Try before you buy, sir • 63%

Felony 11-79
Nippy joyriding game let down by lack of tracks. Japanese sequel is better.
Try before you buy, sir • 78%

Formula One
Grand Prix racing as it should be. Probably the best version,we reckon.
Hmm, this is average stuff • 91%

Formula One '97
More options and an arcade slant.
Definitely worth your dosh • 90%



Gran Turismo

Formula One '98
Oh dear. A sad day for the series.
Try before you buy, sir • 71%

Formula 1 '99
Back to the original, but with hi-res graphics and a £35 tag.
Definitely worth your dosh • 89%

Formula Karts
A useful but short dabble into the world of performance go-karting.
Try before you buy, sir • 70%

Gran Turismo
The best console racer ever. It's £20. It should be law to buy this.
Definitely worth your dosh • 95%

Hardcore 4X4
Headache inducing UK produced American style truck scramble.
Try before you buy, sir • 64%

Hi-Octane
Middling first generation sci fi racer circa 1995.
Hmm, this is average stuff • 35%

Impact Racing
Another decidedly dull racing game.
Hmm, this is average stuff • 43%

Indy 500
Time and again developers go out, get the big name licence and fail.
Hmm, this is average stuff • 50%

J.McGrath Supercross
Frankly rubbish Supercross action featuring the 'star'.
No thanks,this is rubbish • 28%

Jet Rider
This was a piss poor attempt at being Sony's answer to *Wave Race 64*. I'm afraid it wasn't.
Hmm, this is average stuff • 56%

Jet Rider 2
The original was shite and this sequel doesn't exactly break the mould.
Try before you buy, sir • 65%

Max Power Racing
Serious Racer with bouncy cars and shiny bonnets.
Try before you buy, sir • 75%

Megaman: Battle & Chase
Hands up who wants to pretend to be *Mario Kart*? Put you arm down Megaman you've failed!
Hmm, this is average stuff • 40%

Micro Machines v3
Midget motor racer that everybody must own. The four-player mode is just fantastic.
Definitely worth your dosh • 91%

Monaco Gran Prix
A winning formula which successfully plugs the gap left by arcade racers.
Definitely worth your dosh • 82%

Monster Trucks
Big fun in this trucking great game. You even get to crush cars in front of a big crowd too!
Try before you buy, sir • 78%

Motorhead
Proving that more than just good porn can come from Sweden. Amusing racer.
Try before you buy, sir • 72%

Moto Racer
Full on motorcycle racing. Looks reasonable and plays well. For bike fans.
Try before you buy, sir • 69%

Moto Racer 2
Dodgy graphics and a little jerkiness let this two-wheeled simulation down.
Hmm, this is average stuff • 48%

Motor Mash
Enjoyable Micro Machines clone. But it doesn't quite have enough.
Try before you buy, sir • 60%

Motor Toon GP 2
Interesting idea. Cartoony *Roger Rabbit* Racing from GT makers.
Definitely worth your dosh • 86%

NASCAR Racing '96
The oldest game of the NASCAR trio but they're all pretty similar anyway – and not that good either.
Hmm, this is average stuff • 57%

NASCAR '98
An average attempt which looks and plays in a bland manner.
Try before you buy, sir • 64%

NASCAR '99
Keep away from this formulaic redneck-racing rubbish. You may find yourself sleeping with your relative *Need For Speed*.
Try before you buy, sir • 64%

Need For Speed
The original *Need for Speed* game was a must have title for any discerning player. We've got *GT2* now.
Try before you buy, sir • 62%

Need For Speed 2
The slightly less impressive sequel to the above. More options, but it's still pretty lacklustre.
Hmm, this is average stuff • 56%

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.
Try before you buy, sir • 67%

Need for Speed: RC
It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks finesse.
Hmm, this is average stuff • 51%

Newman-Haas Racing
Has more speed than *F1 '97*, yet less depth makes this a game for those who love frantic pace.
Definitely worth your dosh • 82%

Off World Interceptor
A truly appalling fly and shooter that has no place on a Commodore 64, let alone a PlayStation.
Hmm, this is average stuff • 32%

Peak Performance
Under-par performance would be a far more accurate description of this car fest.
Hmm, this is average stuff • 43%

Penny Racers
Dodgy handling but strangely amusing and addictive.
Try before you buy, sir • 68%

Porsche Challenge
The Boxster races for all its worth in this slick sponsored racer.
Definitely worth your dosh • 83%

Rage Racer
The third *Ridge Racer* game is an in-depth affair. Quality action all the way.
Definitely worth your dosh • 89%

Rally Cross
A bouncy four-player rally game from Sony. Shoddy yet entertaining.
Try before you buy, sir • 71%

Rapid Racer
Good fun in the short term but doesn't have any legs.
Try before you buy, sir • 76%

Ray Tracers
Rapid chase game which is over all too soon but brings back memories of Chase HQ.
Try before you buy, sir • 69%

Ridge Racer
The original PSX racer still takes some beating for £20 after GT.
Definitely worth your dosh • 86%

Ridge Racer Revolution
Varies little except for a Link-up mode. It's the only *Ridge Racer* home link-up game.
Definitely worth your dosh • 90%

Ridge Racer Type 4
Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer.
Definitely worth your dosh • 93%

Road Rage
A poor man's WipEout in every sense. In fact a man so poor he only eats from bins.
No thanks, this is rubbish • 30%

Road Rash
Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.
Hmm, this is average stuff • 43%

Road Rash 3D
A three dimensional version of the popular *Road Rash* series from Electronic Arts. Joy!
Try before you buy, sir • 60%

Rock 'N' Roll Racing 2
This looks amazing until you actually start racing. Then it is unknowingly morphes into a bag of arse.
Hmm, this is average stuff • 55%

Sled Storm
The best skidoo based racer. And er, the only one too.
Try before you buy, sir • 74%

S.C.A.R.S
A novelty racer with,get this – animals and cars. Woo!
Try before you buy, sir • 68%

Speed Freaks
Cute racer with a multicoloured mean streak. It's *Mario Kart* for the PlayStation. Sort of.
Definitely worth your dosh • 90%

Speedster
A racing game with a weird overhead view point. Original, but quite arsey.
Hmm, this is average stuff • 54%

Starwinder
What is this, clockwork stars? No, it's a bollocks 3-D space racer
No thanks,this is rubbish • 28%

= Solid Gold Award

= Platinum Game

The Key

0%-30%	Shite
31%-59%	Average
60%-79%	Worth a go
80%-100%	Fantastic





Win Snowboards and game gear

Those kind bods at THQ have given us a snowboard, a PlayStation and five copies of *MTV Snowboarding* to give to you, the darling reader. To be in with a shout, please send a holiday style postcard – tropical, topless women etc to the usual address by 17 February. Head entries 'oh look, a topless bird!'. The most enertaining will win the game, board and PlayStation. Four runners up will get a copy of the game.

Street Racer
Old four-player racer from the SNES. Sad old hat.

No thanks,this is rubbish • 18%

Supersonic Racers
Amiga style 3-D racer. But it's alright – surprisingly enough.

Try before you buy, sir • 64%

Tank Racer
A potent mix of nitros and napalm lifts this delightful demolition derby

Try before you buy, sir • 66%

Test Drive Off Road
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers as fast as you'd like.

Try before you buy, sir • 70%

Test Drive 4
Well done boys. Creating a racing game with no two-player option.

Hmm, this is average stuff • 57%

Test Drive 4x4
This four-wheeled waste of time is as dull as the dirt tracks you race on.

Hmm, this is average stuff • 41%

Test Drive 5
Looks good, plays well, but lurks in the shadows of *Gran Turismo*, *TOCA* and the like.

Try before you buy, sir • 68%

TOCA Touring Car (P)
A fantastic Touring Car simulation which is up there with the *V-Rally*.

Definitely worth your dosh • 85%

TOCA 2
Simulations don't get much better than this.

Definitely worth your dosh • 91%

Tokyo Highway Battle
A poor *Rage Racer*-style game. Build your car to improve your racing performance.

Hmm, this is average stuff • 56%

Tommi Makinen Rally
Famously poor, pretend rally game. Not worth a pound of your cash.

No thanks, this is rubbish • 1%

Total Drivin (P)
Earlier effort from the makers of the excellent *Max Power Racing*.

Definitely worth your dosh • 80%

V Rally (P)
Great rally sim. Over 40 tracks to race on and loads of cars and options.

Try before you buy, sir • 68%

V Rally 2
Featuring a dreamy Four-player mode. Struggles with handling.

Definitely worth your dosh • 87%

WipEout (P)
The original videogame culture synergy. The speed, the tracks and the free-flowing NRG.

Definitely worth your dosh • 88%

Wip3out 2097 (P)
Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty.

Definitely worth your dosh • 92%

Wip3out
The finest future racer just got better. Multiplayer options and DR sketching.

Definitely worth your dosh • 94%

Wreckin' Crew
Dismal driving battle game that looks as bad as it plays.

Hmm, this is average stuff • 44%

360
A water based *WipEout* wanna be that fails to deliver on all counts. A shoddy release that should be avoided.

No thanks, this is rubbish • 19%

Puzzle

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

Hmm, this is average stuff • 57%

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

Try before you buy, sir • 72%

Bust-A-Move 2
A good game for showing the joy of simplistic playability

Try before you buy, sir • 75%

Bust-A-Move 3
Quality effort that will keep the girlfriend occupied for many a night. While you're down the pub.

Definitely worth your dosh • 80%

Bust-A-Move 4
The finest puzzle game under the sun. Arcade fun that's like a contemporary version of *Tetris*.

Definitely worth your dosh • 90%

Devil Dice
Another interesting idea that looks good on screen but is flawed.

Try before you buy, sir • 65%

Grid Run
Fast-paced chases on a floating grid. Like medicine, good fun in small doses.

Try before you buy, sir • 63%

Hebereke's Popoitto
Wacky Japanese type thing which owes plenty to *Tetris* and even more to the game's developers LSD intake.

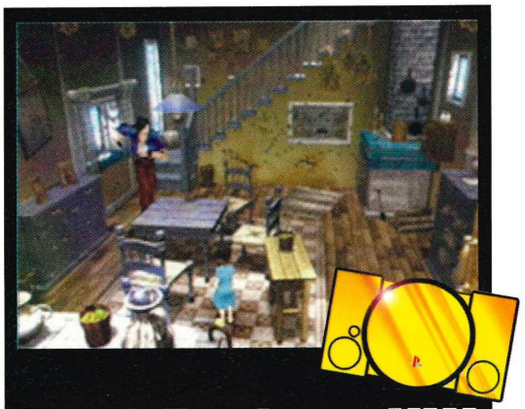
Try before you buy, sir • 77%

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

Try before you buy, sir • 72%

Kurushi
Bizarre puzzler in which you capture cubes as they roll towards you. No fun times here.

No thanks, this is rubbish • 8%



Final Fantasy VIII

Lost Vikings 2
Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.

Try before you buy, sir • 65%

Abe's Oddysee (P)
An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game.

Definitely worth your dosh • 91%

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

Try before you buy, sir • 70%

Sports Car GT
Handling that's slacker than a two-bit whore and clumsier than a Hooch-fuelled schoolgirl.

Hmm, this is average stuff • 35%

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

Definitely worth your dosh • 86%

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

No thanks, this is rubbish • 12%

YoYo's Puzzle Park
A brightly coloured pain in the arse that shouldn't even be inflicted on deranged criminals.

No thanks, this is rubbish • 29%

RPGs

Alundra
Falling into the same leather booties as *Zelda* on the SNES, fun 2-D larks.

Definitely worth your dosh • 84%

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

Hmm, this is average stuff • 33%

Breath Of Fire 3
Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo.

Try before you buy, sir • 73%

Diablo
EA convert their successful PC slash-'em-up-cum-RPG very successfully onto the PlayStation

Try before you buy, sir • 66%

Final Fantasy VII (P)
The biggest game ever! Three whole CDs full of Square linear RPG action.

Definitely worth your dosh • 92%

King's Field
Standard and graphically basic role-playing romp from Sony HQ.

Definitely worth your dosh • 80%

Dealer

Pro Player Managers!

Helpful managers John Gregory and Harry Redknapp have been helping development of Anco's *Player Manager* by reading PRO!



Platformers

Ape Escape
Fantastic free-roaming platformer where you nab apes in a big net.
Definitely worth your dosh • 91%

Asterix
A crappy Gallic affair that owes a lot to Risk. Sub-standard arcadey sections do nothing to help this cack.
No thanks,this is rubbish • 19%

Bugs Bunny: Lost in Time
An inoffensive/bland platformer featuring that rabbit.
Hmm, this is average stuff • 48%

Captain Blasto
Basic platform action that amuses and entertains without excelling at either.
Hmm, this is average stuff • 42%

Casper
The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE!
No thanks, this is rubbish • 22%

Castlevania
SNES style 2-D tribute to the goth romp. Konami didn't know about PlayStation 3-D?
Try before you buy, sir • 69%

Cheesy
Inside a self-depreciating title lies a game that actually lives up to the name. Rotten Brie.
No thanks,this is rubbish • 28%

Crash Bandicoot (P)
Classic platforming action. Not quite tough enough for the hard core.
Definitely worth your dosh • 84%

Crash Bandicoot 2
A massive improvement on the original with more variation than its predecessor. A winner.
Definitely worth your dosh • 88%

Croc
A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. Looks dated against *Spyro 2*.
Try before you buy, sir • 60%

Croc 2
A cute game that's too tough for kids and too bland for hardened gamers who would prefer *Ape Escape*.
Try before you buy, sir • 69%

Earthworm Jim 2
An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.
Hmm, this is average stuff • 53%

Gex
Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's early days.
Hmm, this is average stuff • 51%

Gex: Enter the Gecko (P)
3-Dimensional action and a number of all-round improvements.
Definitely worth your dosh • 85%

Gex: Deep Cover Gecko
He's lean, green and thunders right back on the PlayStation scene in this stunning sequel.
Definitely worth your dosh • 90%

Heart Of Darkness (P)
Great animation, great graphics... even a plot! Short lived Abe style action.
Definitely worth your dosh • 87%

Hercules
All the fun of Disney's re-re-writing of the famous Greek legend. Lasts for two hours.
Hmm, this is average stuff • 61%

Jersey Devil
Tricky control in a very good game which plays irritatingly.
Hmm, this is average stuff • 53%

Johnny Bazookatone
Another title that's destined to rot at the bottom of a bargain bucket.
Hmm, this is average stuff • 35%

Jumping Flash
This average platformer has nothing to do with ropey Whoopi Goldberg movies or The Rolling Stones.
Try before you buy, sir • 63%

Jumping Flash 2
A sequel that does much the same in robotic rabbit skydiving.
Try before you buy, sir • 70%

Kingsley
Poor kid's Fox adventure that'll make hippies shut up, pick up a shotgun and commit suicide.
Hmm, this is average stuff • 38%

Klonoa
A real surreal Japanese deal with an airborne floppy-eared feline. The scary will revel in it.
Try before you buy, sir • 69%

Lomax In Lemmingland
He'd have been much better off visiting somewhere else – like heaven.
No thanks,this is rubbish • 30%

Jurassic Park: TLW
2-D wraparound affair with terrible gameplay. A cash in definition.
Hmm, this is average stuff • 47%

Lucky Luke
Aimed at kids, they told us. "What, kids who like shite stuff?" we asked.
Hmm, this is average stuff • 56%

Mega Man X3
Oh christ! Poor old Capcom Eighties mascot is 8-bit forever!
Hmm, this is average stuff • 43%

Megaman 8
No, he stull hasn't grown up. He's a Japanese Peter Pan.
Hmm, this is average stuff • 49%

Mickey Mania
Remember the days when every game licence was converted into a platform game, no matter what?
Hmm, this is average stuff • 48%

Pandemonium (P)
A 2-D platformer made to look all 3-D. Not bad but there are those which do this 4 real.
Try before you buy, sir • 60%

Pandemonium 2
A 3-D platform game that's 'on rails' Nice characters but the life expectancy of a sickly mayfly.
Try before you buy, sir • 66%

Psybadek
An unusual and psychedelic take on the platform genre. Bollocks unfortunately.
Hmm, this is average stuff • 37%

Rayman
The original game offers some good and honest, no frills frustrating fun
Try before you buy, sir • 66%

Rascal
You could do a lot worse, and this is a lot worse. Mario wannabe but can't be.
Hmm, this is average stuff • 40%

Skull Monkeys
Odd. Basic. Old. Cack,. Good old EA.
No thanks,this is rubbish • 25%

Spider
Illumminous novel spidey game. Average but too cliched to understand
Try before you buy, sir • 62%

Spot Goes To Hollywood
Another example of 16bit characters failing to make the transition into 32bit gaming.
Hmm, this is average stuff • 57%

Trash It
Go crazy with a hammer and smash stuff to pieces. Unoriginal and uninspired.
No thanks,this is rubbish • 22%

Tombi
Part puzzle with a spot of RPG thrown in for good measure. And you can shag pigs!
Hmm, this is average stuff • 59%

Wild 9
The world's first torture-'em-up provides for many a laugh, from EWJ creators
Definitely worth your dosh • 81%

Batman Forever
Ropey movie tie in that's not quite as bad as the film.
Hmm, this is average stuff • 49%

Beat 'em up

Battle Arena Toshinden (P)
An early PlayStation beat-'em-up that relied on graphics not gameplay.
Hmm, this is average stuff • 55%

Battle Arena Toshinden 2
Out at the same time as *Tekken 2*, *Toshinden* was rapidly dying like a dried up old fish.
Hmm, this is average stuff • 55%

Battle Arena Toshinden 3
More magic scrapping action, surprsingly. Pretty anime underwear and swords.
Hmm, this is average stuff • 67%

Bio F.R.E.A.K.S
Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.
Try before you buy, sir • 64%

Bloody Roar
Great moves and the excellent morphing characters who change from human to animal form.
Definitely worth your dosh • 83%

Bushido Blade
Handy for those bereft of patience. Big twatters of swords mean the best special move wins.
Definitely worth your dosh • 85%

Cardinal Syn
Unusual game from Sony with some odd characters and scenarios.
Try before you buy, sir • 68%

Criticom
That old chestnut about the game with good graphics and piss-poor gameplay. It's true here.
Hmm, this is average stuff • 57%

Dark Stalkers 3
Street Fighter gets all gothic in this fun spook-'em-up that amuses and frustrates in equal measure.
Hmm, this is average stuff • 46%

Dead Or Alive
Fast, frantic and sexy as you like – and the birds' tits wobble like mad! Gaming heaven for pervs.
Definitely worth your dosh • 81%

Destrega
Run around an arena, check a firebolt – move in and kill. Camera zooming fighting.
Hmm, this is average stuff • 74%

Evil Zone
Surprisingly good beat-'em-up. Surprising because the Manga action is controlled with one button.
Hmm, this is average stuff • 65%

The Crow: City Of Angels
If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.
No thanks, this is rubbish • 7%

Darkstalkers
It's not like Capcom to use the *Street Fighter* engine for virtually every other game they produce now is it?
Hmm, this is average stuff • 33%





Top 5 USA/JAP charts

Japanese Charts

28 Nov – 4th Dec '99

1. The Legend of Dragoon - SCE
2. Chrono Cross - Square
3. Tokimeki Memorial 2 - Konami
4. Pachislot Agre Kingdom 2 - Agre
5. Accompaniment Anywhere - SCE

US Charts

28 Nov - 4th Dec

1. Tomb Raider – The Last Revelation - Eidos
2. Resident Evil 3 - Capcom
3. Knockout Kings 2000 - EA
4. Tony Hawk's Pro Skater- Take 2
5. Crash Team Racing - SCEA

Dynasty Warriors
If you fancy a trek back in time to ancient Japan then this fits the bill.
Hmm, this is average stuff • 54%

Fantastic Four
The most ill-advised title of all time. Fantastic it most certainly is not.
No thanks,this is rubbish • 1%

Fighting Force
Tries to mix adventure with fighting but ends up to be a passable scrolling beat-'em-up.
Try before you buy, sir • 67%

Iron and Blood
Where do they get the names from? The medieval setting makes a nice change but the game is average.
Hmm, this is average stuff • 57%

Iron Man
Show us a good comic character turned into a good game and we'll show you the Holy Grail.
Hmm, this is average stuff • 45%

Killer Instinct: Arena
Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go.
No thanks,this is rubbish • 25%

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.
Try before you buy, sir • 67%

Marvel Super Heroes
The biggest let down in the game is the use of the ancient *Street Fighter* engine. Still, it does have Marvel Super Heroes in it.
Try before you buy, sir • 62%

Marvel Vs Street Fighter
Not exactly a classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag.
Try before you buy, sir • 64%

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.
No thanks, this is rubbish • 30%

Mortal Kombat: Mythelgies
Take the worst part of the *Mortal Kombat* games and mix well with the shoddiest idea for an RPG.
No thanks,this is rubbish • 19%

Mortal Kombat Trilogy
The original three arcade smashes rolled into one tiresome collection. They're basically all the same sort of stuff though.
No thanks,this is rubbish • 23%

Mortal Kombat 4
Mortal Kombat finally gets a game worth playing as it enters the 3-D era. It still fails to keep up with its rival beat-'em-ups.
Hmm, this is average stuff • 49%

Pocket Fighter
See tiny characters beat seven shades out of each other. *Street Fighter* engine again, but oodles of novelty make this a good bet to buy.
Try before you buy, sir • 70%

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.
No thanks,this is rubbish • 17%

Rise 2: Resurrection
Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. Not really worth going on about.
No thanks,this is rubbish • 10%

Rival Schools
This ridiculously named game won over our hearts 'cos it really was smart. Bright and even original 3-Dimensional Capcom sparring.
Definitely worth your dosh • 90%

Soul Blade (P)
A £20 game that simply everybody must own. One of the best fighting games to be released on any format.
Definitely worth your dosh • 92%

Star Gladiator
Another early attempt that did very well for itself with its sci-fi game. Aged since it's arrival though(obviously).
Try before you buy, sir • 60%

Star Wars: Teras Kasi
Similar in essence to *Soul Blade* but with the likes of Star Wars heroes Luke Skywalker and Darth Vader to play around with.
Try before you buy, sir • 68%

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?
Try before you buy, sir • 64%

Street Fighter Alpha 3
The slightly tiresome pinncale of 2-D fighting on the PlayStation
Definitely worth your dosh • 80%

Street Fighter Collection
This does exactly what it says on the tin. Three *Street Fighter* games in one simple bundle. If you love *Street Fighter* then you can't go far wrong.
Try before you buy, sir • 63%

Street Fighter Collection 2
The newer collection of original 'set' including *Super Street Fighter II*.
Hmm, this is average stuff • 49%

Street Fighter EX+Alpha
Capcom realised that the series needed to head for 3-D territory and then decided to go back to 2-D.
Definitely worth your dosh • 84%

Street Fighter: The Movie
Good game, movie then a movie cash-in turns it into a mad MK style game.
No thanks,this is rubbish • 6%

Tekken (P)
The cheapest beat-'em-up ever. Perhaps buy second hand as a present.
Definitely worth your dosh • 85%

Tekken 2 (P)
Even better than the above. Namco get ever closer to the perfect fighting game.
Definitely worth your dosh • 94%

Tekken 3 (P)
The best beater. We await *Tag Team* on PS2 with baited breath.
Definitely worth your dosh • 96%

Tobal No.1
Rare square hi res chunky beat-'em-up with RPG mode.
Try before you buy, sir • 68%

Wargods
Yawnsome concept for lacklustre fighting entertainment.
Hmm, this is average stuff • 53%

Yusha
Weird and yet when you understand you discover it's shit.
Hmm, this is average stuff • 37%

Vs
The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles.
Try before you buy, sir • 61%

Dealer

I'm the stick-fighting firestarter!

Win Pads and fighting sticks

Do you fancy owning this gear for free do you ? Well we've got a top prize of one of each two give away, plus 4 runner-up prizes of either a PRO Shock Arcade or Viper. State which one you prefer on your entry. To win one of the luscious pieces of peripheral hardware we want you to answer these fighting questions.

Answers into us by **17 FEBRUARY** please at the usual address. Mark your entries with the phrase:
'I am the god of hell fire'.

Q.1.Who is the UK boxer with a monacle, lisp and strange sense of humour?
A. Sugar Ray Squinty
B. Bad Ass Malone
C. Chris Eubank

Q.2 Which famous boxing film featured the tune 'The Eye of The Tiger'?
A. King of The Ring
B. Bloody Ambition
C. Rocky

Q3. Who is the cheeky chappy heading up Codemasters new boxing game?
A. Prince Naseem Hamed
B. Ricky Deboa
C. King Rolo

WCW Mayhem
Slick camera action makes some attempt to bring this easy to pick wrestlefest into the classic arena.
Definitely worth your dosh • 84%

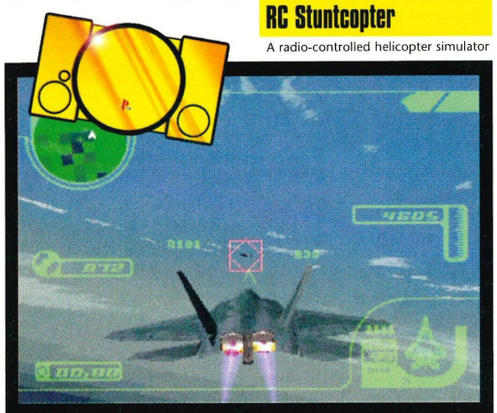
X Men: Children Of The Atom
Standard 2-D fighter from the 2-D fighter masters. Worth a peek only if you own ALL the *Street Fighter's*.
Try before you buy, sir • 67%

X Men Vs Street Fighter
Triple X-Men more like. You've a right to expect better than this sort of half-arsed piffle.
Hmm, this is average stuff • 46%

Zero Divide
A ten ton robot death machine is never going to be as agile as Bruce Lee so it's no surprise that this droid fighter is a little bit on the cumbersome side.
Hmm, this is average stuff • 43%

Zero Divide 2
...and the same could be said for this. The graphics in both games are the high point.
Hmm, this is average stuff • 45%

Flight Sims



Ace Combat 3

Ace Combat 2
Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.
Try before you buy, sir • 67%

Agile Warrior
A vaguely involving fly-'em-around-'em-up which runs at a very reasonable speed.
Try before you buy, sir • 60%

Air Combat (P)
Namco flight sim from the early days. Bit of a contender due to the wallet-friendly price tag.
Try before you buy, sir • 65%

Black Dawn
A black dawn eh? That's called night time isn't it. Quite an average sequel to *Agile Warrior*.
Try before you buy, sir • 63%

Firestorm: Thunderhawk 2
All the fun of controlling a big vibrating chopper and non of the health risks.
Definitely worth your dosh • 83%

Gunship
Take an Apache AH-64 to the skies and fly man. You've plenty of tricky controls to master,
Hmm, this is average stuff • 54%

Raging Skies
Poorly produced game which is quite funny because it's so bad.
No thanks, this is rubbish • 18%

RC Stuntcopter
A radio-controlled helicopter simulator that is as tricky as the real thing. Stick with it and reap the rewards!
Definitely worth your dosh • 88%

Strikepoint
Another game that makes no real mistake other than being really dull.
Hmm, this is average stuff • 34%

Top Gun: Fire At Will
No Kelly McGillis, no testosterone-fuelled dogfights, just simple flight tragedies.
Hmm, this is average stuff • 46%

Warhawk
An early whirly bird simulation whose basic graphics badly let down a reasonable game.
Definitely worth your dosh • 80%

Wing Commander 3
Space dogfighting your bag is it? – then you might be able to dredge a morsel of enjoyment from this FMV fuelled effort.
Try before you buy, sir • 61%

Wing Commander 4
Another Mark Hammill payday and another tale of style over substance. Pants, with a capital poo.
Hmm, this is average stuff • 44%

Wing Over
Not an aircraft-shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.
Try before you buy, sir • 77%

Wing Over 2
EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, the humanity!
Hmm, this is average stuff • 40%

Adventure

Alone In The Dark
One of the original PlayStation adventure games which takes the player into a haunted house scenario.
Try before you buy, sir • 67%

Akuji The Heartless
Strange voodoo dealings sound promising but in fact form part of an average effort.
Try before you buy, sir • 74

Atlantis
As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.
No thanks, this is rubbish • 21%

Ark Of Time
Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.
No thanks,this is rubbish • 3%

Batman and Robin
Twatman and Bobbins. An obligatory, crap movie tie-in game. Get the picture? Clear enough is it?
Hmm, this is average stuff • 39%

Blazing Dragons
Potentially good monster mangler that is let down by gameplay that fails to really gel.
Hmm, this is average stuff • 56%

Broken Sword
Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation point and clickers.
Definitely worth your dosh • 92%

Broken Sword 2
Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.
Definitely worth your dosh • 92%

Chronicles Of The Sword
Old hat, nothing new, you'd be mad to shell out for it, etc. etc.
Hmm, this is average stuff • 44%

City Of The Lost Children
Basing a videogame adventure on a movie – a French art flick ? Turgid stroll through renders.
No thanks,this is rubbish • 9%

Cyberia
A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat.
Hmm, this is average stuff • 43%

D
Two words that make no sense. Friendly fire. Another two? Interactive Movie. Save your money and go to the cinema instead.
Hmm, this is average stuff • 32%

Dino Crisis
Resident Evil chomps on the script to *Jurrasic Park* and chucks up this supreme shocker.
Definitely worth your dosh • 94%

Deathtrap Dungeon
Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft.
Definitely worth your dosh • 80%

Discworld
A decent job of taking humour of the Terry Pratchett books and slipping them into a game.
Try before you buy, sir • 67%

Discworld 2
...and the same applies to this. Far from bad but only the mad-for-Pratchett brigade will be aroused.
Try before you buy, sir • 74%

Diver's Dream
The gameplay has a distinct odour of dead fish hanging about it. A bit like a *Tomb Raider* sub-game without the sub.
Hmm, this is average stuff • 45%

Excalibur 2255AD
An interesting and – for the most part – involving adventure with a decent mix of action and puzzles.
Try before you buy, sir • 63%

Hard Edge
Resident Evil meets *Die Hard*. Oh, that sounds good. Anime overload in a shoddy shell.
Hmm, this is average stuff • 50%

Herc's Adventures
Fun for a very short time, but those who can be bothered will have no trouble finishing it.
Try before you buy, sir • 67%

Legacy Of Kain
Vampire strangeness in this huge and impressive blood-sucking adventure. A good buy in anyone's book.
Definitely worth your dosh • 80%

Little Big Adventure
A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while.
Try before you buy, sir • 64%

MediEvil (P)
Ghosts 'n' Goblins is brought into the Nineties in this excellent swashbuckling comedy-type thing.
Definitely worth your dosh • 91%

Men In Black
Cack movie tie-in which sticks to the plot of the film, but you just don't care. Remember dat.
No thanks,this is rubbish • 26%

Metal Gear Solid
One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake.
Definitely worth your dosh • 95%

Mission: Impossible
It'll self destruct after a few days gaming, but the variety of missions will should transpire to keep you interested for a little while.
Try before you buy, sir • 75%

MGS: Special Missions
More VR training missions like the ones from the full game. Decent add on disc for fans.
Definitely worth your dosh • 84%

Myst
One of the most pointless, slow and stupidly weird adventure/puzzle games ever.
Hmm, this is average stuff • 37%

Nightmare Creatures
Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.
Try before you buy, sir • 77%

Ninja: Shadow Of Darkness
Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.
Try before you buy, sir • 66%

ODT
A poor attempt at creating a challenger to *Tomb Raider*. Konami have done and won.
Hmm, this is average stuff • 47%

Overblood
A decent stab at a futuristic adventure, but the experienced gamer may just find themselves being able to complete it a little bit too easily.
Definitely worth your dosh • 80%

Parasite Eve
Cinematic Square *Resident Evil* clone with a woman and varied genetic horror diseases.
Definitely worth your dosh • 91%

Perfect Weapon
Not as the title suggests. Far from it, in fact.
No thanks,this is rubbish • 22%

Pitfall 3-D: B.T.Jungle
Pseudo 3-D update of the original American platformer
Try before you buy, sir • 65%

Twin Shock Joystick

Price: 39.99

Y'know those honkin' great arcade sticks that you see in the arcade? Well now Fire have added a huge 3ft two-player stick to their range of Blaze goodies. It's a cool genuine pink and green creation that plugs into both ports for a real mans game of *Tekken 3*. The stick feels intuitive and is easily the best pad we've ever used for the likes of *Street Fighter* and our covergame *Erhgeiz*. It's a two-player beast, so it's effectively as cheap as a couple of pads! You probably won't find the gargantuan stick in the shops, so it's best to talk to Fire directly. The hideously large buttons also make it a great option for button-stabbing game such as *Track & Field 2* and PRO fave *Bishi Bashi II*.

Rating: ☆☆☆☆☆



Viper

Price £14.99

A fairly secure rubbery device that has a Neo Geo D-Pad for it's secondary control. Best suited to racers we'd imagine. Tested on *GT2* the pad excelled. It's £5 cheaper than the official pad and is a good option for those four-player games if you need a few cheap pads to add to your collection. The Viper is the Black & Decker of pads, we think.

Rating: ☆☆☆☆

Pro Shock Arcade

Price £29.99

For solo-fight fans who while away their hours dreaming of how to perfect Kings multiple throw combos and Zangiefs spinning Piledrivers this is your wet dream. Weighing in at about the weight of a small child and replete with Dual Shock butt-shaking vibrations. It's a mighty solid device. It's as good as Namco's stick and with shake factor and it's ten quid cheaper too. We've tested it with *Guilty Gear* and pulled off a previously unfathomable death move. This is probably more to do with us being inept fools, however.

Rating: ☆☆☆☆



To order any of these items from Fire, you can contact them on 01302 325225. If you're online, then you can visit www.blaze-gear.com.

Dealer

= Solid Gold Award

= Platinum Game

Psychic Detective
Interactive movie in a detective vein. It's boring and slow and has little or no replay value.

Hmm, this is average stuff • 37%

Reboot:
Varied but increasingly basic childrens TV bollocks.

Hmm, this is average stuff • 39%

Resident Evil (P)
The first and truly classic PlayStation adventure. The *Definitely Maybe* of PlayStation gaming.

Definitely worth your dosh • 90%

Resident Evil 2 (P)
Twice the adventure of the first game. Leon and Claire's battle is a bargain.

Definitely worth your dosh • 95%

Resident Evil : DC
Justly falling between *Resident Evil 1* and *2* for quality. For the true die hard fan only.

Definitely worth your dosh • 92%

Resident Evil 3
Graphically updated, playability remains similar. Set between the two prequels, strangely.

Definitely worth your dosh • 93%

Riven
Not much of an adventure game, but a very striking little collection of moody holiday snaps.

Hmm, this is average stuff • 32%

Sentient
In-depth and challenging, but dated and cumbersome to play.

Hmm, this is average stuff • 52%

Shadowman
Great ideas, great style, interesting puzzles. Unpolished yet alluring. Like Geri Halliwell.

Try before you buy, sir • 70%

Silent Hill
Buy it and make sure you've got a years supply of incontinence pants.

Definitely worth your dosh • 94%

Soul Reaver
Lara meets Vlad The Impaler and has herself a right good time-beating *Tomb Raider 4*!

Definitely worth your dosh • 92%

Spawn: The Eternal
Actually considerably better than the film but still pathetic.

No thanks,this is rubbish • 12%

Spyro The Dragon
Collectively cloned and polished baby Dragon platform classic.

Definitely worth your dosh • 83%

Swagman
A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.

Hmm, this is average stuff • 35%

Syphon Filter
A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.

Definitely worth your dosh • 93%

Tai Fu
Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game.

Hmm, this is average stuff • 63%

Tenchu
Stealth, cunning and realism required. It's a bit like shagging your mate's mum. But good even the second time.

Definitely worth your dosh • 90%

Time Commando
This clumbering brute of a game.

No thanks,this is rubbish • 30%

Tomb Raider (P)
The game which launched a thousand magazine covers – and the same amount of pretenders.

Definitely worth your dosh • 85%

Tomb Raider 2 (P)
The cheap high point of the series with vehicles and more guns than small American films

Definitely worth your dosh • 92%

Tomb Raider 3
Improved graphics and puzzles so hard they could star in pornos. Should have offered more, but still great.

Definitely worth your dosh • 90%

Tomb Raider 4
A slight let down for the series. We've got *MGS* and *Sould Reaver* now.

Try before you buy, sir • 75%

X Files
An 'interactive' movie. This isn't a game, it's a TV episode with puzzles.

No thanks,this is rubbish • 28%

Aironauts
It's not PlayStation Pilotwings, but anyone looking for an instant buzz will enjoy this.

Hmm, this is average stuff • 58%

Planet PlayStation Magazine



ON SALE NOW THE BEST BRIGHTEST COOLEST PLAYSTATION MAG AROUND!

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Alien Trilogy (P)
Gives you control of Ellen Ripley as you *Doom* your way round alien infested corridors. Dated but good for film buffs.

Hmm, this is average stuff • 79%

Apocalypse
Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.

Hmm, this is average stuff • 71%

Armoured Core
At first play, this game seems like a robot death machine's wet dream. !Ot does come complete with impressive sound and graphics.

Try before you buy, sir • 67%

Area 51
A bland conversion of a bland light-gun coin-op. It really has nothing to impress upon *Time Crisis* or the *Die Hard Trilogy*.

Hmm, this is average stuff • 34%

Assault
The best elements from classic shoot-'em-ups with a few fresh ideas create a fast frag frenzy.

Try before you buy, sir • 65%

Assault Rigs
This goes to show you how good some of the early PlayStation stuff can look. Effectively a *Doom* clone in a robot suit.

Try before you buy, sir • 67%

Asteroids
Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.

No thanks, this is rubbish • 30%

Auto Destruct
A good-looking game in its own empty way, this is something of a conundrum. Addictive yet not really worth playing.

Hmm, this is average stuff • 49%

B-Movie
Alien-chasing shoot-'em-up with some subtle humour to keep you amused.

Try before you buy, sir • 68%

Battle Stations
Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.

No thanks,this is rubbish • 17%

Beast Wars
Metallic shooter. Bland graphics and uninspired gameplay. Fancy a bit of that do you?

No thanks,this is rubbish • 5%

Blam! Machinehead
It sounds like a dull USA college punk band and plays no better.

Hmm, this is average stuff • 36%

Blast Radius
Star Wars style shoot-'em-up that doesn't quite cut the mustard.

Try before you buy, sir • 67%

Brahma Force
The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.

Try before you buy, sir • 69%

Colony Wars
All the fun of pretending to be Luke Skywalker. When you master the controls that is...

Try before you buy, sir • 76%

Colony Wars: Vengeance
Complex missions, frantic action, an all-round winner. Sequel due soon.

Definitely worth your dosh • 90%

Contra: Legacy Of War
Horizontal scrolling shoot-'em-up offering a nostalgic toast at best and tits-all at worst.

Hmm, this is average stuff • 46%

Shoot-'em up



Um Jammer Lammy

INDEPENDENT IMPORT AND UK GAME CHARTS

1. GRAN TURISMO 2 JAP
2. RESIDENT EVIL 3 USA
3. GRANDIA USA
4. SUIKODEN 2 USA
5. DANCE DANCE REVOLUTION 2ND REMIX

The Key

0%-30%	Shite
31%-59%	Average
60%-79%	Worth a go
80%-100%	Fantastic

EUROPE'S PREMIER IMPORT VIDEO GAME SITE
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Game Charts by

One
Yawn. Another case of luscious graphics let down by getting really boring, really quickly.
Try before you buy, sir • 61%

Parodius Deluxe
A parody of retro Gradius with pigs, sumos, and knickers. Superb gameplay.
Try before you buy, sir • 73%

Philosoma
Bright and fast with a lot of variety, which ironically leads to its downfall.
Hmm, this is average stuff • 34%

PO'ed
Graphically empty and not challenging. I'm pi**ed off now.
Hmm, this is average stuff • 46%

Point Blank 2
A huge amount of shooting-game action that will keep you showing off your skills till the cows go moo!
Definitely worth your dosh • 90%

R-Types
Iconic historic cool or retro wank, depending on the view of old games you have.
Hmm, this is average stuff • 54%

R-Type Delta
A shoot-em-up that's more old skool than a hanger full of Rubix cubes. Blasting action taken into the Nineties.
Definitely worth your dosh • 82%

Raiden Project
Dated Atari game which is fun for nine minutes prescisely.
Hmm, this is average stuff • 44%

Rainbow Six
The jaw-dropping PC game gets its PSX conversion in jerk-o-vision. The developers should've played *Quake II*.
Hmm, this is average stuff • 45%

Rapid Reload
Decent stab at an old-style shooter which looks more and more dated with subsequent releases.
Hmm, this is average stuff • 49%

Raystorm
A fine but standard shoot-'em-up. Doesn't warrant the 40 note price tag.
Try before you buy, sir • 69%

Reloaded
The sequel to the gory *Loaded* was nowhere near as good as it promised.
Hmm, this is average stuff • 43%

Revolution X
An unusual shoot-em-up in an Operation Wolf stylee starring Aerosmith. Death in an elevator.
No thanks, this is rubbish • 15%

Robotron X
More arcade revamp-age and another example of old games being not as you remember.
Hmm, this is average stuff • 39%

Rogue Trip
Wish You Were Here meets *Twisted Metal*, except it's slightly unfair.
Try before you buy, sir • 70%

Shadow Gunner
Robot warriors killing each other and such. It's terrible and sold few copies.
No thanks, this is rubbish • 10%

Shadow Master
Great-looking blaster with loads of intelligent action.
Try before you buy, sir • 67%

Shellshock
3-D tank thang where combat strategy comes in. Worthy but dark, and dull.
Hmm, this is average stuff • 59%

Shockwave Assault
Poor, misunderstood developers ported this from the failed 3DO console.Why?
No thanks, this is rubbish • 28%

Slamscape
One of the poorest futuristic shooters ever created.
No thanks, this is rubbish • 22%

Small Soldiers
The game of the surprise hit film. Mini-soldiers causing major-mayhem in a well-presented game.
Try before you buy, sir • 65%

Soviet Strike
These *Strike* games all share the same excellent quality of gameplay as they do everything else.
Try before you buy, sir • 65%

Starblade Alpha
The arcade version was terrible and this conversion, amazingly, manages to be even worse.
Hmm, this is average stuff • 42%

Starfighter 3000
An early 3-D effort with some fine but all too rare moments of action.
Hmm, this is average stuff • 45%

Steel Harbinger
Waste your money on anything else than this and you will be a lot happier with the world.
No thanks, this is rubbish • 24%

Steel Reign
Painful weather that. Almost as grim as the weather in Manchester. The game itself is even worse.
Hmm, this is average stuff • 39%

Tempest X3
Three games in one. An ode to the psychadelic light jazz of the Atari spinny shooter.
Definitely worth your dosh • 80%

The Fifth Element
Big news at the box office but a rough game rushed out to make money.
Try before you buy, sir • 60%

Tigershark
Dull nautical non-event involving blasting all and sundry in the big, deep, blue sea.
Hmm, this is average stuff • 31%

Total Eclipse
Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles.
Hmm, this is average stuff • 35%

Tunnel B1
Fast tunnel-based blaster that set the pace in the early days and now limps around pathetically at the back.
Hmm, this is average stuff • 57%

Twisted Metal
The original PlayStation road rage game was a jerky disappointment, despite its cool kill 'em all attitude.
Try before you buy, sir • 70%

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 brutal firepower.
Try before you buy, sir • 79%

Viewpoint
A visually attractive shoot-'em-up that is heavy on the old-skool shooting 'em right side.
Try before you buy, sir • 76%

Vigilante 8
An excellent blend of speed, bullets and no-holds-barred action. This is what road rage is all about.
Definitely worth your dosh • 84%

Viper
Good-looking shoot-'em-up, but one that also offers nothing original in terms of gameplay.
Try before you buy, sir • 68%

X2
Frantic techni music. Plays like *Tempest* to the tune of 2 Unlimited.
No thanks, this is rubbish • 19%

Xevious 3D/G+
Weird tilting version of the old Namco arcade shoot-'em-up.
Try before you buy, sir • 67%

Originals

Atari Arcade's Great-Hits
A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.
Hmm, this is average stuff • 50%

Atari's Greatest Hits 2
Roadblasters,4 player Gauntlet and Marble Madness plus more!. Good retro package.
Definitely worth your dosh • 84%

Aquanaut's Holiday
Games equal fun, that's how the equation is meant to work. This is the loosest use of the word 'game'.
No thanks, this is rubbish • 26%

Ball Blazer Champions
Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.
Try before you buy, sir • 63%

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
No thanks, this is rubbish • 7%

Bust A Groove
Dance yourself to death with this cool Parappa clone. Classy game packed full of annoying music.
Definitely worth your dosh • 86%

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 a little bit interesting.
Hmm, this is average stuff • 45%

Courier Crisis
Gameplay crisis would be a better title. A modern day *Paperboy* that goes badly wrong.
Hmm, this is average stuff • 40%

Bomberman World
Multiplayer frag-fest that will keep you and your mates up all night long. But not much cop in single-player!
Try before you buy, sir • 71%

Dodgem Arena
A cross between *WipEout* and *Ice Hockey*. Collect the puck and fire it into the moving goals. Bloody difficult.
Try before you buy, sir • 63%

Die Hard Trilogy (P)
Thrills and spills from start to finish in this varied three games in one movie caper.
Definitely worth your dosh • 83%

Extreme Pinball
Oh no it isn't. You'd have more fun playing one of those crappy, plastic, less-a-pound pinball games
Hmm, this is average stuff • 47%

Fluid
Trippy flipper-fest with this music creating *Dolphin*. Only for the serious post-club chill out really.
Hmm, this is average stuff • 52%

Frogger
Dodge traffic with everybody's favourite slimy amphibian in this 3-D remake of the classic.
Hmm, this is average stuff • 43%

Live Wire
Another old game is re-hashed. Gameplay is repetitive, but the handbag house soundtrack does lift it a little bit.
Hmm, this is average stuff • 40%

Mr Domino
Oddball Japanese puzzle game that will have your ripping your hair out. Addictive though.
Hmm, this is average stuff • 58%

Music
Not a game but a music making tool. 1000s of samples to patch together and great fun too.
Definitely worth your dosh • 88%

Music 2000
Get samples from your Chemical Brothers CDs and add to the mix.
Definitely worth your dosh • 90%

Museum Vol 1
Namco's best foray in the time reversal process with *Pac Man* and co.
Definitely worth your dosh • 80%

Namco Museum Vol 2
Fewer classic and a lot of unheard of games unless you're boffins. Like us.
Try before you buy, sir • 61%

Namco Museum Vol 3
Weird Japanese arcade games from the eighties. Like obscure Seventies disco...
Hmm, this is average stuff • 55%

Namco Museum Vol 4
If you've heard of these games you are over 25 and have played them already.
Try before you buy, sir • 60%

Overboard
Ride the high seas in a *Bomberman*-style sailing game. Great two-player..
Try before you buy, sir • 68%

Pet In TV
Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.
Hmm, this is average stuff • 55%

Pitball
Who ever said that the majority of futuristic sports games are poorly realised bum fluff? We do. Wait for *Speedball 2100*.
Hmm, this is average stuff • 34%

Parappa the Rapper (P)
The most original game on the Playstation that will make your mutha believe that rap music can be quite catchy.
Definitely worth your dosh • 85%

Poy Poy
Beaten by the imaginatively named *Poy Poy 2* as the top multi-tap game for a beer-fuelled night
Try before you buy, sir • 66%

Poy Poy 2
Throw rocks and competitors at each other in a small arena. Simple,almost too simple.
Try before you buy, sir • 70%

Pro Pinball: Big Race USA
Supplying us with just a single table simply isn't good enough. Shame as it's good a reasonable effort to start with and a good idea.
Try before you buy, sir • 60%

Dealer

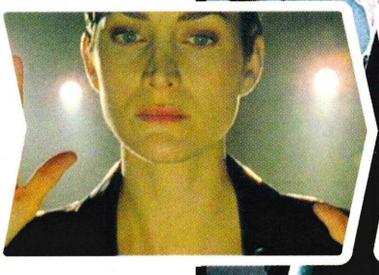
As we venture towards the release of the PlayStation2, we've decided to fill you in on all the decent DVDs that you'll be able to use on the machine. We also review the influx of VCDs, which are movie CDs that can be played on your usual PlayStation with the use of a VCD expansion card. For details of DVDs and VCDs please contact Project K on 01815 081328.

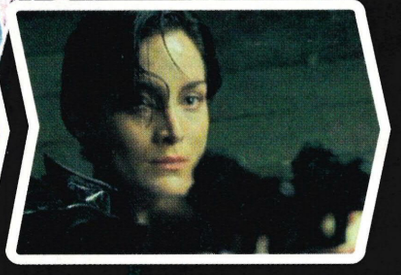
The Matrix

DVD Version

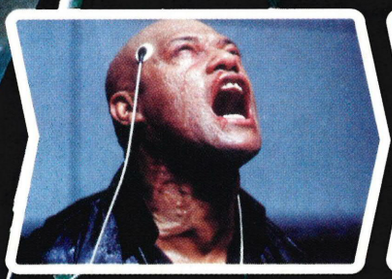
Buddhism with a bullet

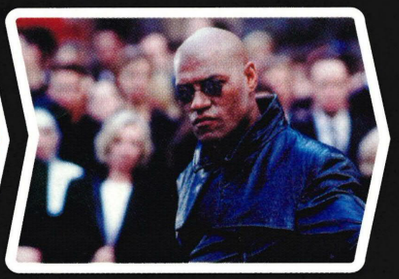
Download. What is the secret of the Matrix? To find out, you've got to experience it for yourself. Download error*.283. What is the secret of the Matrix? To find out.. Download error*.989. Pretentious review alert! Abort, retry, fail? Reboot, and enough with these over the top openings! *The Matrix* is the story of Thomas Anderson, a low-level hacker who is cursed with the face of Keanu "woah" Reeves. He's a happy guy living in the real world who is let in on a little secret; his life is one big computer generated lie. His apartment building and all it's furnishings. The streets below him and the city that surrounds are all part of the virtual construct known as 'The Matrix'. In reality, he's just a shaven body kept in stasis as artificially intelligent machines suck energy from his body.





What's more, he is 'the one', the only human capable of defeating the machines via the use of martial arts and heavy calibre machine pistols. And that's when the movie really begin to press some enormous Manga style buttons. When Anderson, or Neo as he is commonly known, gets shown the harsh reality of his existence and receives training in how to use the Matrix to his advantage, he gets sent back to the 'rea' world and then the phrase "kick-ass action" gets totally redefined. Now able to warp the world at his will, he can perform all the gun-toting martial-art stunts that used to be the soul property of videogames. That is what *The Matrix* is; a video game committed to celluloid. Who wouldn't like to be able to learn how to fly a helicopter by downloading the knowledge or perform the sort of gravity defying martial arts that defined the











Theme Park World

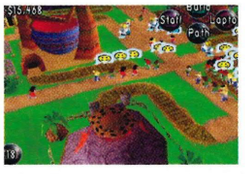


Street Fighter games. All this and a pretty intense and very Buddhist message about perceptions of reality. Blinding stuff in every respect methinks.

DVD is *The Matrix*'s perfect medium and it uses every gimmick available. Amongst the usual array of behind the scene extras, we also get the rather tasty 'Follow the White Rabbit' mode. With this baby activated, you can watch the movie and when a rabbit appears, you can cut behind-the-scenes and find out how it was all done. This was one of last years most entertaining action films and single handedly managed to show you that a film can have brains and brawn. Here's looking forward to the in-the-pipeline sequels.

Rating: ☆☆☆☆

Will PRO







Win the game, theme park tickets and sticks of rock!

The forthcoming PlayStation play in the park game, *Theme Park World* will be with us next month. In honour of the classic sequel, EA have given us five copies of the game and five goody bags to give to you. The novel 'cooler' style bags have loads of merchandise in and include a ticket to Chessington Adventure Park! You can venture into a realm of reality and fantasy! To win, simply tell us the worst experience you've ever had at a theme park. Puked at Disneyland? Been traumatised by Alton Towers? The most five most tragic will get the game and a bag.

Send your answers to the usual address, under the heading 'Rollercoaster Barfing, baby!' by 17 February.

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. 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!

16 Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.



FREE CHEAT CARD!!

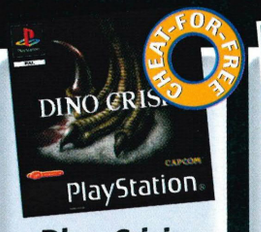
When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing!



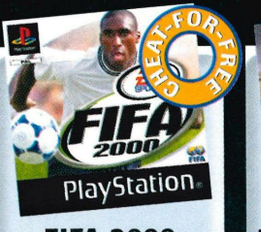
Grand Turismo 2
0906 2223000



Final Fantasy VIII
0906 2223001



Dino Crisis
0906 2223002



FIFA 2000
0906 2223003



Medal of Honour
0906 2223005



Crash Team Racing
0906 2223006



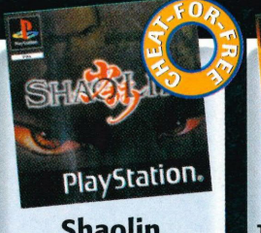
Formula 1 '99
0906 2223007



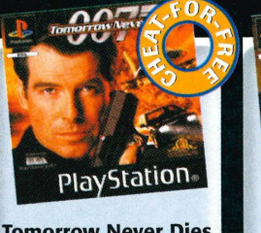
Colin McRae Rally
0906 2223307



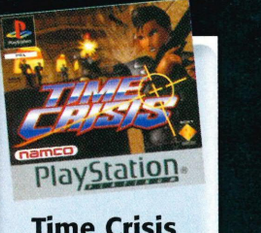
Street Fighter X plus Alpha
0906 2223308



Shaolin
0906 2223008



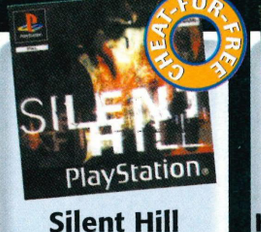
Tomorrow Never Dies
0906 2223009



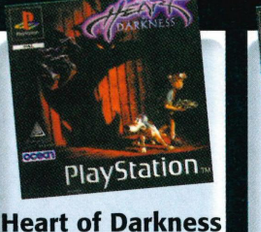
Time Crisis
0906 2223010



Resident Evil 2
0906 2223303



Silent Hill
0906 2223011



Heart of Darkness
0906 2223012



Medievil
0906 2223013



Spyro 2
0906 2223014

WIN A PS2!



Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.

0906 2223033

All entries must be received by April 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



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



TopDrive GTO Dual Shock Compatible Wheel
0906 2223319
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

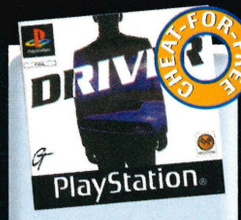
THE FANTASTIC NEW WAY TO GET PLAYSTATION STUFF!!

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A Good Call...



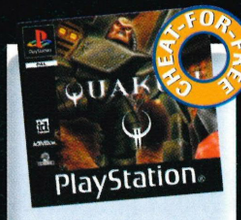
Final Fantasy VII
0906 2223309



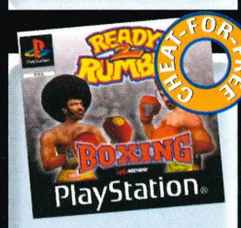
Driver
0906 2223015



Gran Turismo
0906 2223304



Quake 2
0906 2223016



Ready 2 Rumble
0906 2223017



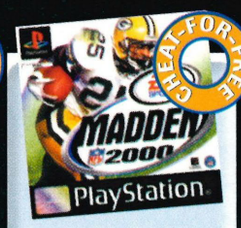
Tekken 3
0906 2223305



Worms Armageddon
0906 2223018



Star Wars
0906 2223019



Madden 2000
0906 2223020



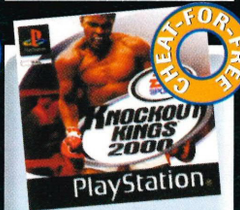
Mickey's Wild Adventure
0906 2223021



Metal Gear Solid Special Missions
0906 2223306



Music 2000
0906 2223022



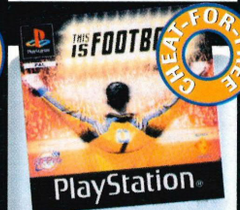
Knockout Kings 2000
0906 2223023



Ridge Races Type 4
0906 2223024



Urban Chaos
0906 2223025



This is Football
0906 2223026



Dual Shock & 1 Meg Memory Card
0906 2223316



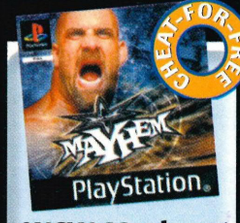
24 Meg Memory Card
0906 2223317



Multitap
0906 2223310



Ferrari Wheel & Pedals
0906 2223029
Want to get your hands behind the wheel of a Ferrari? Of course you do. Well now you can. Sort of. No other wheel has horsepower like this. The most powerful vibration motor. The most authentic F1 controls. The most outstanding effects. Style and class no other wheel can live with.



WCW Mayhem
0906 2223028



Colour Shell
0906 2223027
Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)



Recoil Light Gun & Reload Pedal
0906 0000000



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.



Calls cost £1.00 per minute. The maximum cost of call for all products is £23 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 3830420. Game:24/7 PO Box 293, Leeds LS2 7AG



PlayStation Pro caught up with indie kids Embrace at Olympic Studios, following up their number one album *The Good Will Out*. Pro visited the lads and found that Oasis were finishing off *B-sides* in the studio too! We've got signed copies of the recent single *Hooligan* to giveaway as well as copies of the album. To win, just pop us a postcard with your details on, with the heading 'Embrace Me!'. Embrace headline the NME tour at the London Astoria on 28 January.





Pro Pinball: The Web

Hey, one whole table for the price of 70 games of pinball in any pub in the country! Bargain!

Try before you buy, sir • 66%

Pro Pinball: Timeshock

The whole *Pro Pinball* series has been slightly disappointing. This is the best of the three though.

Try before you buy, sir • 62%

Rampage World Tour

An ancient arcade conversion based on the old B-Movies. The original is better though.

Hmm, this is average stuff • 34%

Rebel Assault 2

You can't usually go wrong with *Star Wars* but *Rebel Assault 2* is a very poor game indeed.

Hmm, this is average stuff • 32%

Williams Arcade Hits

They were arcade hits but now they're something that rhymes with it.

Hmm, this is average stuff • 40%

Rampage 2

A new spin on an ancient coin-op. After a few minutes it becomes clear that it's soooo repetitive.

No thanks,this is rubbish • 25%

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.

Hmm, this is average stuff • 36%

Rosco McQueen

Firefighting in the *Towering Inferno* whilst battling a range of robots in gay game character revelation.

Try before you buy, sir • 67%

Spice World (P)

Fun for alcopop boppers. Contains interviews, dances and song remixing. As fun as impregnating Sporty weekly.

Hmm, this is average stuff • 32%

Tilt!

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.

Try before you buy, sir • 65%

Trap Runner

Top Idea! Run about, plant bombs – kill enemy. Unfortunately, it does get very samey.

Hmm, this is average stuff • 36%

True Pinball

There is only one decent pinball game and that's the *Pro Pinball*. This one is just as bad as the rest.

Hmm, this is average stuff • 42%

Treasures Of The Deep

Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.

Hmm, this is average stuff • 48%

Um Jammy Lammy

Parrapa the Rapper with a cute guitar-wielding lamb taking the 'doggy doggs' place. As fun as you can get.

Definitely worth your dosh • 90%

Sports

2xtreme

Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports.

Try before you buy, sir • 56%

Actua Golf (P)

The original golf game had a few minor faults but still did the business, but it all looks very dated now.

Try before you buy, sir • 61%

Actua Golf 2

There is nothing new here that would warrant an upgrade from the original. Leave it alone.

Hmm, this is average stuff • 53%

Actua Golf 3

Gremlin's latest club-swinger is far superior in both graphics and game options. Which is nice.

Try before you buy, sir • 70%

Actua Ice Hockey

The Actua Sports series expands into the world of American sports. UNfortunately for them thi is not as good as the NHL series.

Hmm, this is average stuff • 54%

Actual Ice Hockey 2

Not as slick as *NHL '99*, but worth getting if you can get it cheaper than EA's effort.

Try before you buy, sir • 62%

Actua Soccer (P)

Twenty pounds may seem like a bargain, but be warned. This piece of football action is dated.

Try before you buy, sir • 66%

Actua Soccer 2

Looks extremely dated in comparison to what's below.

Try before you buy, sir • 60%

Actua Soccer 3

Average conclusion for the once great series. *ISS* kicks it sorry ass.

Try before you buy, sir • 69%

Actua Soccer: Club Edition

Shocking rip-off that everybody should ignore. Original game with updated statistics and stuff.

Try before you buy, sir • 64%

Actua Tennis

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.

Hmm, this is average stuff • 54%

Adidas Power Soccer

Another big licence that pumps too much money into getting a household name, and not enough investment in game design.

Hmm, this is average stuff • 37%

Adidas Power Soccer '97

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.

Hmm, this is average stuff • 35%

Adidas Power Soccer '98

The Power Soccer brand goes from strength-to-strength with yet another crap soccer simulator.

Hmm, this is average stuff • 35%

Adidas Power Soccer 2

An ever oh, so slight improvement on *Adidas Power Soccer*. Bear in mind that the original was pretty bad

Hmm, this is average stuff • 43%

All Star Soccer

An comedy footy game that doesn't take itself too seriously, but it's hated by most people who play it.

No thanks,this is rubbish • 24%

All Star Tennis

Novel features and eight-player gaming options make this is an unusual tennis title. Worth a passing glance then probably a volley in to the bin.

Hmm, this is average stuff • 58%

A.Kournikova's S.C.Tennis

The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse.

Definitely worth your dosh • 93%

Beach Volley Heroes

What a great excuse to make lots of gags about bouncing breasts. The only volleyball game on the PlayStation

Try before you buy, sir • 68%

Break Point

You would think that creating a decent tennis game would be a piece of piss. But no.

Hmm, this is average stuff • 34%

Brian Lara Cricket

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.

Try before you buy, sir • 64%

Chill

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to?

Hmm, this is average stuff • 34%

Cool Boarders (P)

Playable but ultra-short snowboarding game. Unfortunate really.

Definitely worth your dosh • 80%

Cool Boarders 2 (P)

Improvement on the original, offering more tracks, stunts, and more adrenalin fuelled gameplay.

Definitely worth your dosh • 90%

Cool Boarders 3

Reworked version that has polish but not the prequels playability

Definitely worth your dosh • 83%

Davis Cup Tennis

A big licence tennis game that proves how wary you should be about big sponsorship games.

Hmm, this is average stuff • 43%

Dead Ball Zone

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.

Try before you buy, sir • 78%

ESPN Extreme Sports

BMX racing amongst others in a truly poor sports comp. The best thing to do is pretend that this never existed.

Hmm, this is average stuff • 56%

Everybody's Golf

Wonderfully playable golf game that ditches crappy photo-realism for playability. We love it. Sequel soon.

Definitely worth your dosh • 90%

FA Manager

Well, what do you know, it's a good example of how not to do a footy management game. Avoid.

Hmm, this is average stuff • 37%

FA Premier League Stars

"Dear Miss Bea', I've just bought FA Premier Stars and it's shite – give me cheats, now!"

Hmm, this is average stuff • 45%

FIFA '96 (P)

Old, although it was originally quite crap I spose.

No thanks, this is rubbish • 24%

FIFA '97 (P)

Looking obviously dated in comparison to FIFA 2000. Average at just about everything.

Try before you buy, sir • 69%

FIFA RTWC '98

Contains all Premier League teams from around the world. But it's not *FIFA 2000*.

Definitely worth your dosh • 80%

Goal Storm

This was one of the first football available on the PlayStation. Nuff said.

No thanks, this is rubbish • 8%

ISS Deluxe

A pretty bland SNES footy affair which could have been better. But wasn't. So avoid it.

Try before you buy, sir • 65%

ISS Pro (P)

Decent £20 kickabout but it's been outdone by further instalments.

Try before you buy, sir • 70%

ISS Pro '98

Vast improvement and perhaps the 'People's Choice' if it wasn't for *ISS:Evolution*.

Definitely worth your dosh • 81%

ISS:Evolution

Canny intelligent culmination of the series. *This Is Football*.

Definitely worth your dosh • 92%

Int. Track And Field (P)

The is still far and away one of the most playable and addictive games you can play. Sequel due.

Try before you buy, sir • 75%

Jonah Lomu Rugby

Superb recreation of a tricky sport to convert. The best rugby game on any format though.

Try before you buy, sir • 79%

Kick Off '97

Tries a little too hard to be something special but ends up being as dull as they come.

Hmm, this is average stuff • 54%

Kick Off World

Playable enough but overtaken and overshadowed by so many other football titles.

Hmm, this is average stuff • 58%

Knockout Kings '99

Great atmosphere and great meaty sequences in this pugilistic treat.

Try before you buy, sir • 74%

= Solid Gold Award

= Platinum Game

The Key

0 %- 30%	Shite
31% - 59%	Average
60% - 79%	Worth a go
80% - 100%	Fantastic



Saitek PX2500 - PX3000

These sci-fi-style pads from Saitek come in two 'PX' variations. The first one, pictured here, has the standard 'wheel between the sticks' function which acts as a two button commands doobies with up and down acting as sqaure and circle, for example. The 'Tilt' PX3000 version has no right stick but moves like an Airpad – swing it left and wahey it moves with no pad presses. Slighly chunky and Gary Glitter style for us – all that gold. The tilt method works as well as the recent Airpad, however. They are out now – available at game shops evertywhere. Surprsingly.

Libero Grande

You only control one player while the action happens around you. Not as bad as it sounds – quite playable.

Definitely worth your dosh ● 81%

LMA Football Manager

The best football management game ever to grace the PlayStation's hallowed, grey interior.

Definitely worth your dosh ● 91%

Madden NFL '97

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.

Try before you buy, sir ● 70%

Madden NFL '98

Vastly improved graphics over the original. But the gameplay remains largely similar.

Try before you buy, sir ● 75%

Madden '99

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end.

Definitely worth your dosh ● 81%

Michael Owen's WLS '99

Thankfully, his monotonous introduction is the biggest low this top game has.

Definitely worth your dosh ● 87%

Nagano Winter Olympics

What a shame. This eagerly-awaited frost-em-up turned out to be lame.

Try before you buy, sir ● 62%

Namco European Soccer

A truly awful rendition of the sport that every Tom, Dick and Harry tries to render on the PlayStation.

No thanks, this is rubbish ● 21%

Namco S.Court Tennis

The most playable tennis series on the PSX and the most fun you can have with your clothes on. Probably.

Definitely worth your dosh ● 90%

NBA Fastbreak '98

With so many basketball games clamouring for our dough, it takes a brill baller to score. This ain't it,.er,homeboy...

Try before you buy, sir ● 63%

NBA Hangtime

This one manages to do the job without any danger of producing an interesting game.

Try before you buy, sir ● 60%

NBA In The Zone

This is not the place to start your orange ball shopping.

Hmm, this is average stuff ● 55%

NBA In The Zone 2

Depends on whether you like the fast arcadey feel it has, or prefer a more simulation-like experience.

Try before you buy, sir ● 63%

NBA Jam Extreme

Playable enough in an uninspired way, but does a disservice to the great old *NBA Jam* franchise.

Try before you buy, sir ● 60%

NBA Jam TE

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully-charged

Definitely worth your dosh ● 81%

NBA Live '96

An extremely well-received version of the net-ball impostor in 1996.

Try before you buy, sir ● 60%

NBA Live '97

Improved and updated with all the league players and a feeling of control.

Try before you buy, sir ● 67%

NBA Live '99

Doesn't add anything new to the series except to update the players and provides us with a new front end.

Try before you buy, sir ● 70%

NBA Pro '98

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter. This really should be made illegal or burnt.

Hmm, this is average stuff ● 41%

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.

Try before you buy, sir ● 62%

NFL Blitz

You want to play American Football? Get this, it's les boules de chien!

Definitely worth your dosh ● 88%

NFL Gameday

It's up there with the earlier *Madden* football games but manages to offer only a slightly different perspective.

Try before you buy, sir ● 73%

NFL QB Club '96

The curious shitload of US NFL games means that most of them are US produced crap.

No thanks, this is rubbish ● 28%

NHL '97

The NHL series stand out as the best ice hockey games. This early version looks old now though.

Try before you buy, sir ● 61%

NHL '98

And with this game the sport known as Ice Hockey was brought to the PlayStation. And in a most satisfactory manner too.

Try before you buy, sir ● 70%

NHL '99

Easily one of the most perfect sports games released on the PlayStation.

Definitely worth your dosh ● 84%

NFL Blitz

The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.

Definitely worth your dosh ● 82%

NFL Xtreme

Similar to Blitz but not quite as fun. The rules are still missing, but so is some of the gameplay.

Try before you buy, sir ● 71%

NHL Faceoff

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.

Try before you buy, sir ● 66%

NHL Faceoff '97

This sequel was a real disappointment when you consider the quality of the original. Steer clear.

Hmm, this is average stuff ● 52%

NHL Faceoff '98

Of the three *Faceoff* games this is the second best and is infinitely better than the above.

Hmm, this is average stuff ● 59%

NHL Powerplay Hockey

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.

Hmm, this is average stuff ● 58%

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.

Hmm, this is average stuff ● 46%

Olympic Games

Finger numbing *Track and Field*-style games like this have always been popular. This is a poor example.

Hmm, this is average stuff ● 52%

Olympic Soccer

One of the early attempts with a rather silly license.

Hmm, this is average stuff ● 36%

Onside Soccer

This was an okay football game when it came out all that time ago, which shows just how bad the competition must have been

Hmm, this is average stuff ● 33%

Open Ice

Comparatively poor attempt at capturing the speed and brutality of the sport.

Hmm, this is average stuff ● 39%

PGA Tour '96 (P)

Competent but uninspired golf game featuring only the most famous.

Hmm, this is average stuff ● 57%

PGA Tour '97

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.

Hmm, this is average stuff ● 64%

PGA Tour Golf '98

An update for the sake of it, but one which managed to go a little further

Hmm, this is average stuff ● 69%

Strategy

AIV Evolution Global

Start as a small operator and gradually build yourself up to Richard Branson

Try before you buy, sir ● 60%

Allied General

Hexagon-based wargame which leans towards strategy classics like Risk.

Hmm, this is average stuff ● 54%

Bedlam

Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too.

Try before you buy, sir ● 67%

Carnage Heart

People seem to think fighting robots are a good idea. Just look at *Robot Wars*, that's equally as poor as this.

Hmm, this is average stuff ● 35%

C&C (P)

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.

Definitely worth your dosh ● 90%

C&C: Red Alert

The second installment of C&C is a huge improvement with more action and strategy than ever before.

Definitely worth your dosh ● 91%

C&C Retaliation

Although the best C&C incarnation to date, the originality has disappeared.

Definitely worth your dosh ● 82%

Darklight Conflict

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.

Hmm, this is average stuff ● 53%

Dark Omen

If you like going into Games Workshop then this is definitely for you. Orcs galore here.

Try before you buy, sir ● 66%

Defcon 5

This one's all about being strategic in three whole dimensions. It doesn't work for shite though.

No thanks, this is rubbish ● 26%

Grand Theft Auto (P)

It had the conservative press up in arms, which by itself has got to make it worth a look.

Definitely worth your dosh ● 90%

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

Try before you buy, sir ● 67%

Lemmings Collection

One of the classic puzzle games that cost a generation many, many hours of worthwhile activity.

Definitely worth your dosh ● 85%

Magic Carpet

The chance to play the PC hit that featured so heavily in *Neighbours*. What a treat.

Definitely worth your dosh ● 80%

Monopoly

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing .

Try before you buy, sir ● 78%

Panzer General

Take control of Ernst Rommel as he attempts to blitzkreig his way across western europe.

Hmm, this is average stuff ● 58%

Populous: The Beginning

Another great PC game wends its way onto the PlayStation and rather good it is too.

Try before you buy, sir ● 78%

Return Fire

Classy two-player war action from the doomed 3DO console.

Definitely worth your dosh ● 88%

Risk

Another pointless conversion of a boardgame. Half the fun of these games arguing over plastic soldiers.

Hmm, this is average stuff ● 59%

Sim City 2000

Planning and building a city can be fun. No really, it can. Designate zones for commercial or industrial growth.

Definitely worth your dosh ● 80%

THE END



Issue 45

Rollcage Stage II

Comin' atcha faster than a greased ferret in a drainpipe full of lard, but can it take Wip3out?

next month

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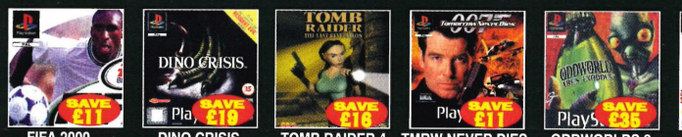


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