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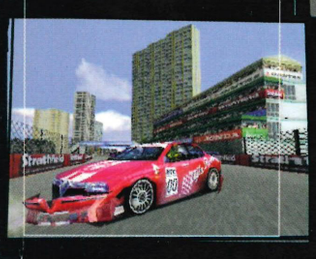
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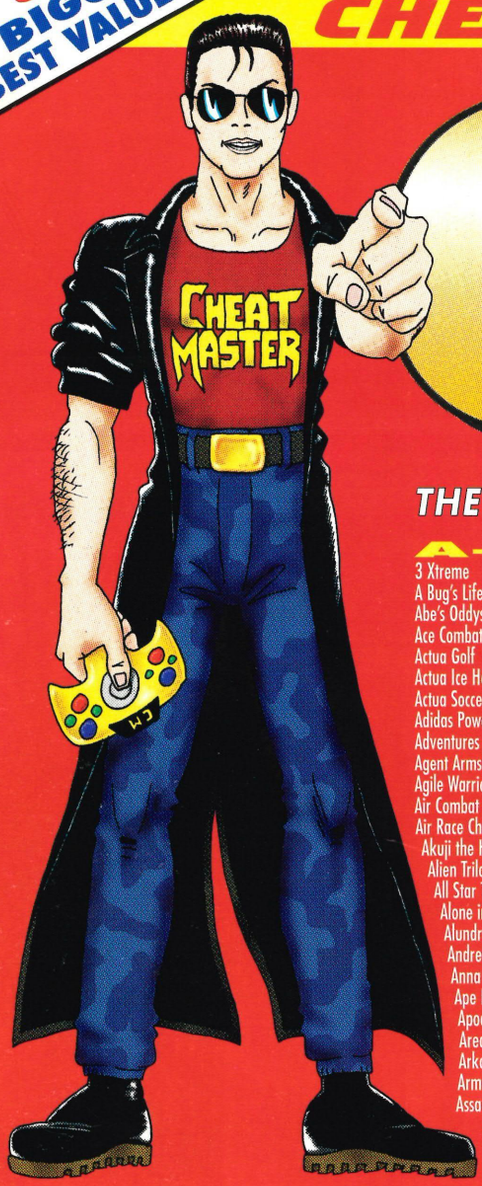
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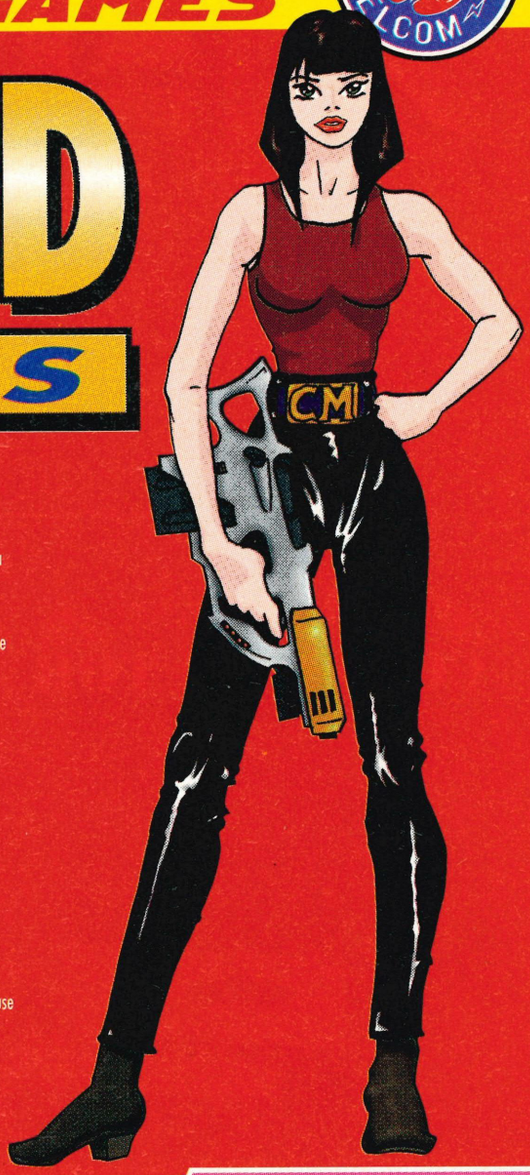
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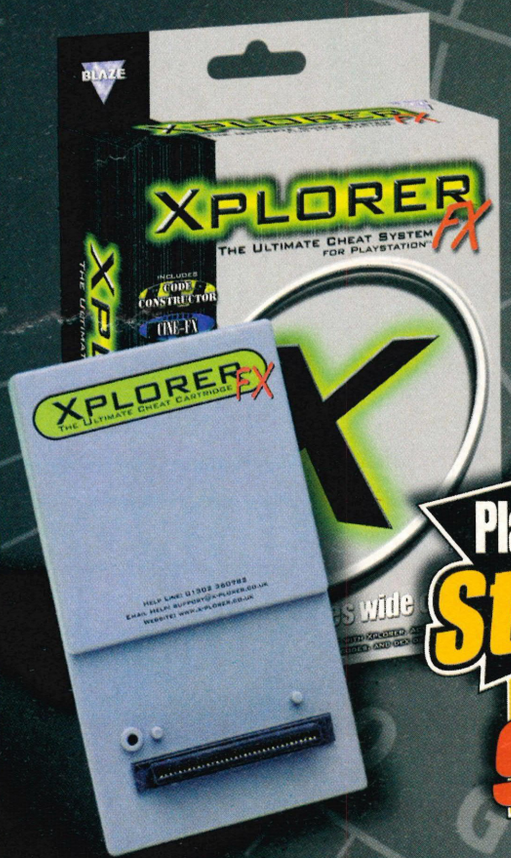
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MediEvil was a classic game on the PlayStation, selling over 800,000 units and being the first title to emerge from the Sony Cambridge Studio. PLAYSTATION PRO have visited the developers, played through the game and chatted to all the people involved with this example of gothic greatness. In 'eyewitness' we've got reports on the eagerly awaited *World Touring Car*, *ISS 2* on PlayStation2 and *Syphon Filter 2*. The review section has welcomed in such class acts as the PAL version of *Gran Turismo 2* (at last!), *Street Fighter EX Plus 2*, *Dukes of Hazzard* and, er, *Teletubbies*. But I suppose you can't have everything can you? Even *Teletubbies* lose their appeal after a while.

We bring the good news that the end of last year saw Sony passing the 5 million sales figure for PlayStations in the UK. That means that about 8% of the population do the PlayStation thing. By next issue the PlayStation2 will be out in Japan and we've got it covered! See you next issue. Cheers,

Richard Melville

Richard Melville,
Editor

Get a life, get a PlayStation, get PlayStation Pro

PlayStation PRO MAGAZINE

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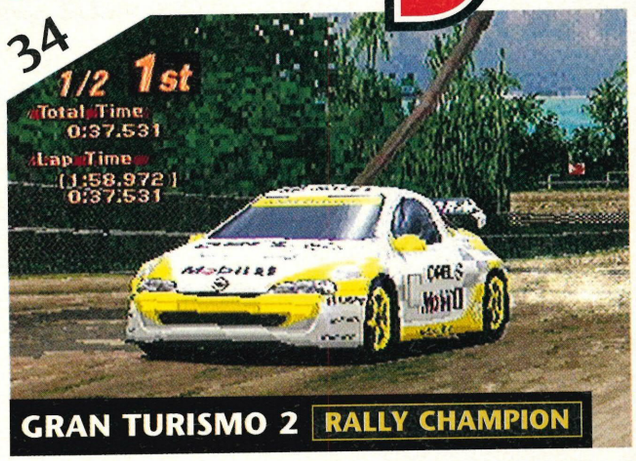
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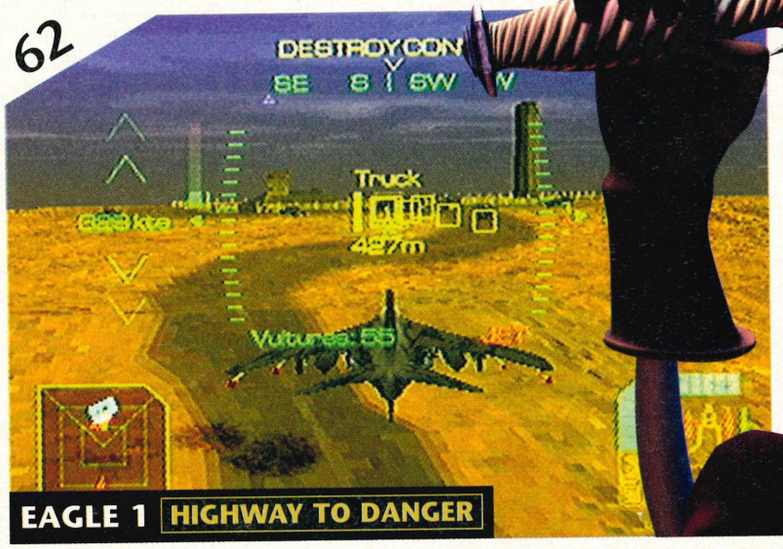
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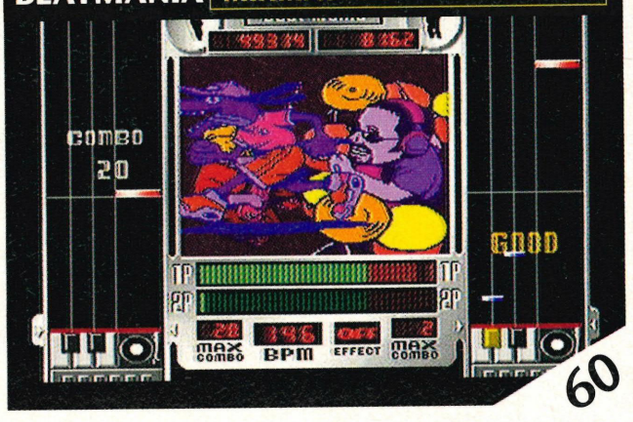
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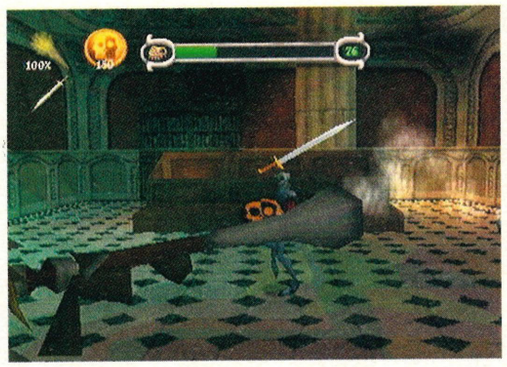
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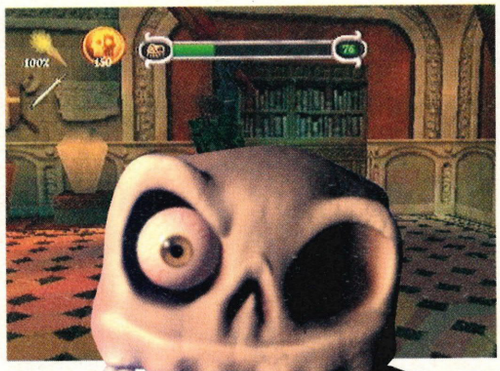
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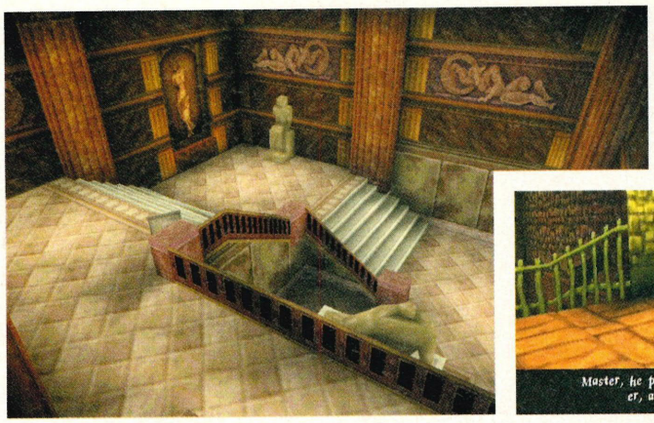


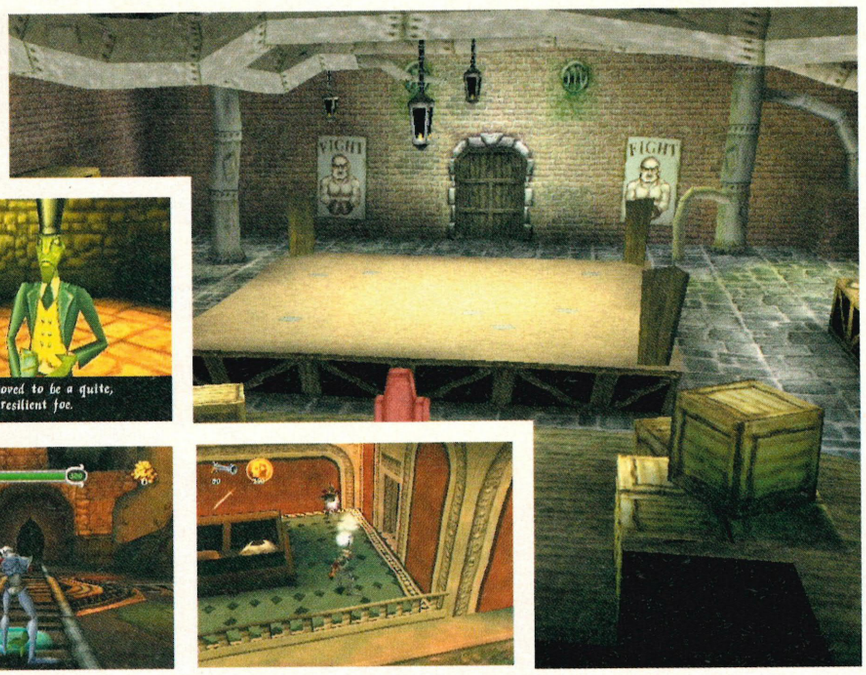


PLAYSTATION PRO brings you the first play of Sony's biggest home grown sequel as we venture into the development studios of SCEE Cambridge...

Evil 2

upfront COVER STORY





PLAYSTATION PRO ventured to sleepy unsuspecting Shelford where some gothic grave-digging is going on as the assembling of *MediEvil 2* takes place. To give you the lowdown on Sony Computer Entertainment Europe Cambridge, the company was happily developing multi-format titles last year until Sony saw *MediEvil* in the works for PC, Saturn and PlayStation and decided it would be good for PlayStation only. In the words of producer Andrew Kennedy "It was like the Remington bloke who says 'I liked it so much, I bought the company'". Snapped up by Sony, the team were working for Sony exclusively. After much development time, the original *MediEvil* was released and almost a million copies were sold across Europe. Success and sequels were in the making at the drop of a hat.

If you played the original game, you'll know that it blended jokey plot lines with the quintessentially British character Sir Dan, a slightly camp skeleton fighting pumpkins, zombies and the assorted undead. *MediEvil 2* starts where the original game ended but has embraced Victorian London as its setting so we can see such period references as Jack the Ripper, strange truncheon-spinning coppers and Frankenstein-style beasts.

Of course, the game retains a fantasy element, with a skeletal Triceratops appearing at the end of the first level; taking up the majority of the screen, he's bigger than most end game bosses. And quite where demon pumpkins, vampiric fat men and busty pimps come from, we just don't know! The assimilation of a plot tied into mythical and real stories means that the gamer will be stunned when you're offered weapons by a dodgy street-dealing fellow who open his jacket to reveal a bargain basement of goods. When PRO were guided through the game by Andrew, it became clear that they want *MediEvil* to appeal to the fans whilst satisfying those gamers who want something more complex.

"The artist's corner is awash with different film covers for Tim Burton's *Sleepy Hollow!*"

Period drama

The story line of *MediEvil 2* starts with Sir Dan waking up in Victorian London finding out that he is an exhibit. Before he knows what is going on, he decides to pick up nearby sword and enlists the help of Winston, a friendly Caspar-style apparition who assists Dan

Sir Daniel Fortesque

Apparently he's 30 years old but the main character of* MediEvil 2 *has a disturbing lack of any kind of skin. The creators like to think of him as a 'gravelly Mr Bean'.



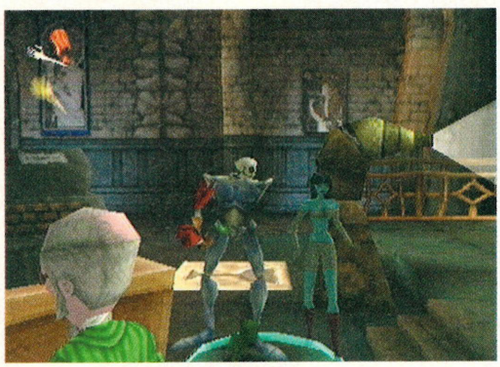
The Count

A gloriously spooky horned vampiric figure, The Count is one of the more difficult bosses in* MediEvil 2 *in his many incarnations. What a looker he is too.









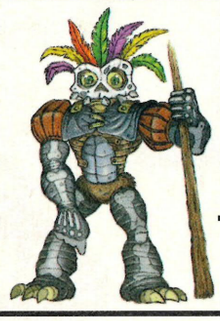
Madam Jo-Jo

The pimp and* MediEvil 2 *brothel manager. Refers to employees as 'her girls' like a senile Barbara Windsor with an ugly swollen hair do. Then again, it's probably a wig.



Mullock King

***Despite sounding like an anagram of a swear word, Mullock is similar to the tribal enemies in* Crash Bandicoot. *Speaks like Richard Scott from* Reeves and Mortimer.



Dogman

A dog and a man joined in one, a most unholy union of beast and human. Looks like Grant Mitchell when he was stumbling out of the Queen Vic looking for trouble.



Mander



Imagine a demon grasshopper with the properties of a lizard and you would be there. A smart chap in top hat and tails. Looks a little like an evil runner bean.

Princess

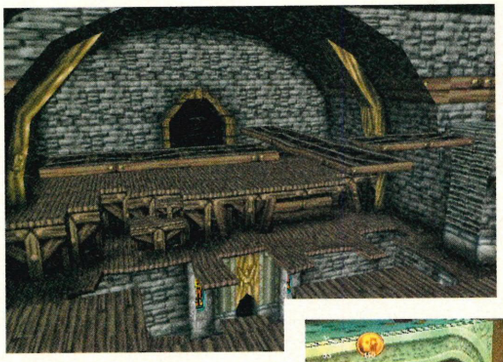


An Egyptian beauty that Sir Dan falls in love with and subsequently wants a rather large piece of. Dan initially seems fixated on her arse – the skeletal scampeteer!

Professor Hamilton Kift



The helpful boffin who gives the distinct air of being an upper class toff and mad as a hatter. Chats to his mate Winston the ghost and my god, he's got a bionic arm!



Lord Palethorn

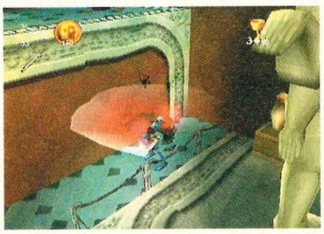


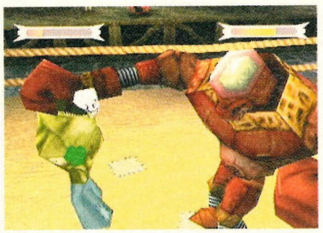
The supremely evil fat man that presents Sir Dan with most of his problems. He's an aristocratic cigar-totting orc who showcases his 'cockernee' accent.

Winston The Ghost



Cockney soul who is the help character during play. Appears just when you need him. Comes in useful for dropping hints on what weapon to use and level navigation.







throughout the game. The pair venture through some hack-and-slash before meeting the ghost's mate, a professor type who is into alchemy and inventing odd devices. The intelligent bloke recognises Dan as a hero from the history books – as if you'd be likely to mistake a bow-legged, dough-headed skull soldier!

The prof tells you of an evil sorcerer called Palethorn who has nicked the spell book of Zarok, the villain of the previous game, and used some bad spells to raise the dead. The prof is stuck in his lab as Lord Palethorn has made sure he doesn't venture out of it. He has other devious plans, mainly to gain control of the undead minions by finding the missing pages of the spell book. He's angrier than your mum finding out that some swine has demolished her latest Delia Smith cookbook and he's got a bad boy collective that would make Puff Daddy wince. Dan's mission is to stop this and save London, get the book and give peace to all. Without wanting to give too much away, he'll fall in love and get a severe beating by some classic period enemies, sometimes in hilarious confrontations.

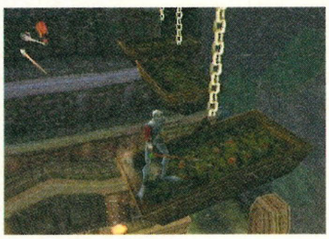
Influences that inspired some of the new additions in this sequel are quite clear. Andrew points to a *Ready 2 Rumble*-style sub-game, and the fact that Sir Dan can now climb and split into two characters seems a bit like the *Banjo Kazooie* double act that Nintendo was so keen to promote. Style-wise, the artist's corner is awash with different film covers for Tim Burton's kooky headless horseman film *Sleepy Hollow*. The original game was very much akin to Burton's first blend of comedy horror *Beetlejuice* and the later animation, *The Nightmare Before Christmas*. She's clearly concerned with Burton rather than the character played by Johnny Depp in *Sleepy Hollow* but we can't say the same about the developers, who have pictures of FHM models scrolling up their screens.

Still, as we are led by the hand through the development process, we see the level designer mapping out his plans from basic maps to fully light-sourced environments courtesy of the wealth of Silicon Graphics machines hanging about. "It's easier to place lighting now, I can just paint directly onto these 3-D models" he says, while frantically working away. Elsewhere, a programmer and an artist are looking at each game character in the game, building paths for collision detection and making sure they behave as they should. The software that the team have created allows them to move every character from the PC development systems to the PlayStation itself so you can control the character on a blank screen.

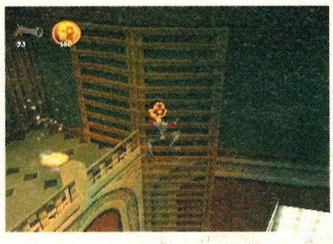


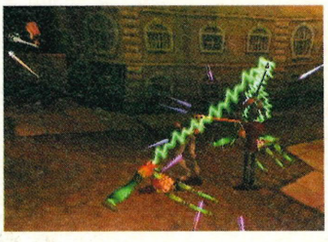
The power of evil

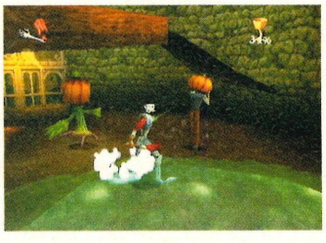
We're thoroughly convinced by the aspirations of *MediEvil 2*. It's clear at this point that it will surpass the *Gex* and *Crash Bandicoot* series and it's only rival is the likes of *Spyro 2*. The new abilities of Sir Dan and greatly enhanced visuals mean that it will have a wider appeal but, more than that, it's just plain fun with puzzles as calculated as the characters themselves. Over double the amount of artists are working on the sequel than scribbled the original designs in the first game. Success breeds an increasingly eager feeling amongst the development team. They know that people are waiting for the game and, more importantly, they've addressed criticisms that arose from *MediEvil*. Bearing in mind that the gothic revival is now in full swing – *Sleepy Hollow*'s just finishing its stint at the cinema, *Buffy The Vampire Slayer* is still doing her thing at Sunnydale and er, sadly Marilyn Manson is peddling his dark dirges to the masses – the time is ripe. We've got the review next issue, so you can discover just how it compares to the mass of PlayStation adventures out there already.



Rich







SCEE Cambridge

The gothic grilling!

We've spoken to all the development bods on *MediEvil*, from artists to level creators and game testers to producers. These questions are from our Q&A session with the Producer Andrew Kennedy and James Shepard, Creative Director.

pro: *MediEvil 2* then, a quick description for us please?

andrew: " *MediEvil 2* is not your normal action adventure game. It's rip-roaring gothic adventure romp with tongue set firmly in rotting cheek. Old Sir Dan is back (from the dead naturally) and is looking better than ever as he cuts a trail through the undead of Victorian London.
The aim again is to offer a fun blend of exploration, combat, puzzle solving and platform skills, as well as a humourous and absorbing story line. We want the player to enjoy the variety in level gameplay and style, and have a few laughs along the way.

pro: Right, so what are the main differences in your opinion from the last game?

andrew: " The AI has been improved. When you come up against this boss (points to huge skeletal dinosaur), you'll have to run up his back and hit him on the head but it isn't that easy. The enemies will make more of an effort to have actual combat with you, lessening that slightly hack-and-slash feel of *MediEvil*. Many people offer comments about games such as 'if you persevere with it, there are some good levels later on'. We want the player to get an idea of what *MediEvil 2* is about from the start.

However, don't be fooled into thinking you've already seen all of our knickers!"

pro: Er, no we won't. What about the levels and game design itself?

andrew: "We got bigger levels by loading in sections, so once you've got halfway through a large level, we can dump the first half and load in the next section. We can put more animation on the characters and pay more attention to the lighting and textures"

pro: It's a better looking game...

andrew: "Yes. It's easier to get into as well, we hope. Dan isn't the only playable character either. We've also got Dan Hand, a hand that you can place your head on and roam about getting to secret areas."

pro: Sound good. There are quite a few 3-D platformers out there at the moment – anything else new about *MediEvil 2*?

andrew: "Certainly. We've got the humourous plot made solid by having comical sub-games such as the one where you play as a Frankenstein



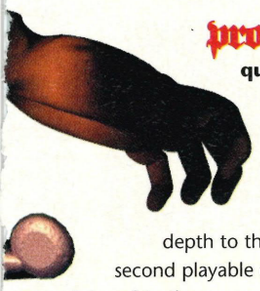
The offices of SCEE Cambridge, home of **MediEvil.**







monster in a *Ready 2 Rumble* section of the game. We've got more weapons and their use against enemies is more thoughtful. You can climb now too, it feels much more involved and 3-D."



pro: The original game has quite a few puzzles, some of which were quite hard. What's happening with them now?

andrew: "To add new depth to them we have introduced a second playable character, Dan Hand, who is integral to them.

For puzzles in this genre of game, the solution can be hard to find, but it is important that once found they are easy to implement. The key to doing this is to introduce any puzzle mechanic in a simplistic form early on, and then elaborate on that in later puzzles whilst increasing the difficulty. When you're fighting this vampire (points to screen with four mirrors placed around the room), you have to spin the mirrors so that his fireballs can be deflected then when he comes back, you have to flip all the mirrors to direct beams of light towards him."

pro: So, what about the plot then? It was quite a strong element of the first game. Aren't videogame plots mostly the same for each genre?

james: " Gameplay is always first, but games have evolved beyond the 'desert, snow and lava' levels of old. We wanted *MediEvil 2* to be filled with fantastical environments (as in the original title) and have a reason for their existence, and we also wanted the player to care about the game characters. To solve such issues, titles require a strong and classic story line. *MediEvil* was a comedy gothic game, so what better period to set the sequel that the Victorian age when all the classic gothic characters (such as Frankenstein and Dracula) were born. We've got pimps and prostitutes too but er, they're disguised as a Madam and 'her girls'.

pro: Great! Where do the character ideas come from?

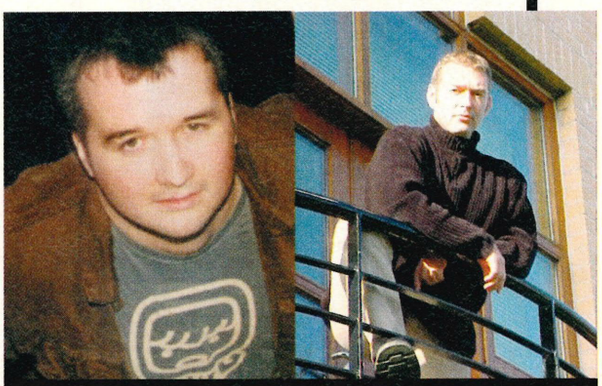
andrew: "Sir Dan was a brilliant idea for an unlikely and original hero that fitted the style of *MediEvil* gameplay perfectly. Inspiration for support characters came from the game setting and story line. For example, Dan's girlfriend is an Egyptian Princess because the Egyptians make the sexiest corpses by far.

pro: We spotted a couple of handheld consoles and PC games in the office. What are the fave games in the office at the moment?

andrew: "Generally action adventure games come top. No one title will enthuse everyone in the office, but recent favourites include *Driver*, *Metal Gear Solid*, *Ape Escape* and *Soul Reaver*."

pro: You've got PlayStation2 development kits here. How do you see the future for SCEE Cambridge and the PlayStation2?

andrew: "The cliché answer would be 'online', but with the arrival of the next generation machines the massive increase in graphical realism will engender equal advancement in character and story depth, and of course improved production values. If you think the movie industry is already feeling the pinch from the games industry, wait to see how they react to PlayStation2."



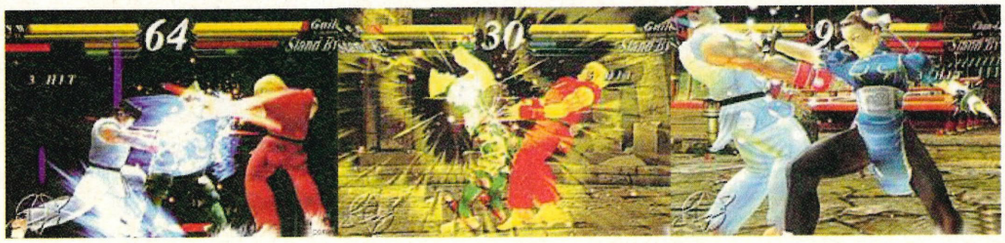
Above right: Producer Andrew Kennedy: "Romeo, be warned of my father and the Capulets!" Above left: James Shepard, Creative Director: "My love, leap from your dainty ledge, Juliet!"

eyewitness

FIRST SHOTS

World Touring CARS

STOP PRESS • STOP PRESS • STOP PRESS



More shots of PlayStation2 *Street Fighter*. *Street Fighter EX3* is Capcom's first PlayStation2 title and follows on from *Street Fighter EX Plus 2*, reviewed this issue. We'll have a full preview next issue in our PlayStation2 special.



This is *Final Fantasy X* on PlayStation2! New features include online facilities such as real time chat forums similar to PC gamer internet thrills. We'll have news on the PlayStation and PlayStation2 new *Final Fantasy* games soon.

Eyewitness brings you the hottest gaming news, previews and general game news. Top stuff here includes the first shots you'll see of PlayStation2 *Final Fantasy* and great news for *TOCA*, *ISS* and *Syphon Filter* fans. They've all got sequels!

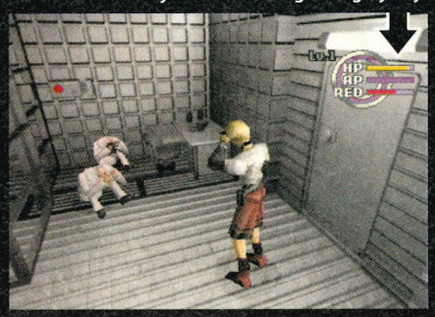
Chase The Express page 19
Sony of Japan do the *Syphon Filter* thang.





Jedi Power Battles page 17
***Star Wars* videogame merchandise once again.**

Galerians page 18
Psychic adventuring with girly boy.



PlayStation 2



ISS 2 page 16
Konami footy on PlayStation2.





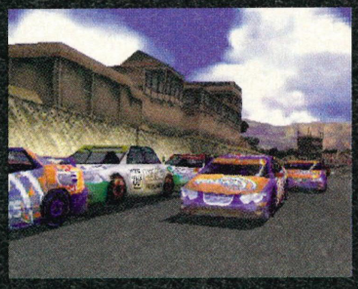
"Oh bugger, I've lost me bumper" said Penelope Pitstop.

The original *TOCA* went a long way towards putting Codemasters on the map as a major player in the videogame industry. It's sublime mixture of realistic car physics and good honest-to-goodness fun ensured it's status as one of the premier driving titles for the PlayStation. When the sequel came along the series was elevated to the realms of the driving super league. Now, with the imminent release of *World Touring Cars*, the Darling brothers and co. look set to redefine the touring car simulator genre for the new millennium. As the title suggest, the racing now takes place on some of the worlds most challenging circuits, which span across five continents including Europe, North America, South America, Australia and Japan. The cars will feature real-time damage with car parts actually falling off and dents appearing, which should satisfy those with fetishes for carnage and damage-hungry *Gran Turismo 2* players.

In addition to this the 40 plus selectable vehicles (including Peugeot, Toyota, Volvo and Nissan) all benefit from the new 'momentum prediction engine' which basically means the cars will handle just like their real life counterparts. Visually, the game has also been given an overhaul and looks set to rival the likes of *Gran Turismo 2* and *Ridge Racer Type 4* in the graphical stakes. Here at PRO we can't wait to take this beauty out for a test drive next month. We'll have the first plays of *World Touring Car* and, wait for it, *Colin McRae Rally 2*!











In Cold Blood page 20

Broken Sword **in futuristic hot water.**





Syphon Filter 2 page 22

Sony give us a Two-player mode and a sequel before *MGS*.

Inside eyewitness

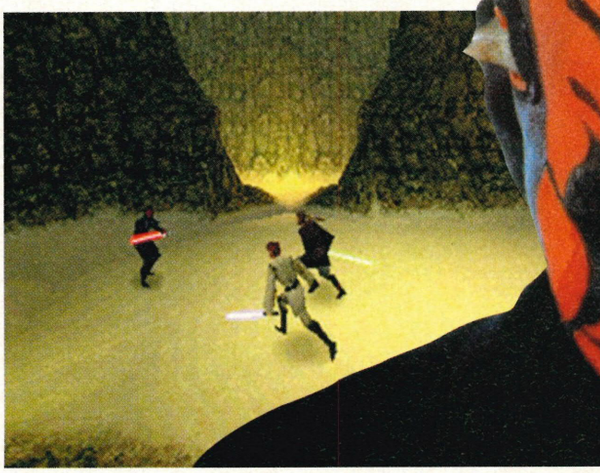
14	World Touring Car	22	Syphon Filter 2
16	ISS 2	24	Fear Effect
17	Star Wars: Jedi Power Battles	25	Player Manager 2000
19	Chase The Express	26	Colony Wars: Red Sun
19	F1 2000	28	Everybody's Golf 2
20	In Cold Blood	29	Spider-man
21	Suikoden 2	30	Walt Disney Magical Quest Racing

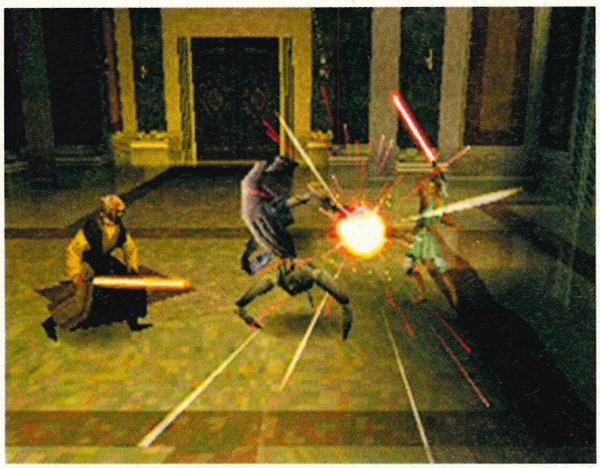
Imports supplied by Project K

FIRST SHOTS

Star Wars
Episode 1 Jedi Power Battles



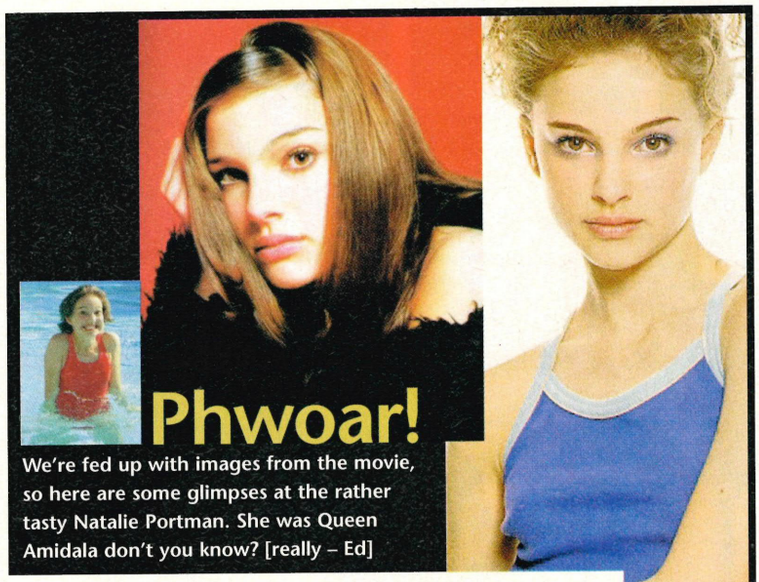




Please, can we kill Jar Jar Binks? Pretty please?

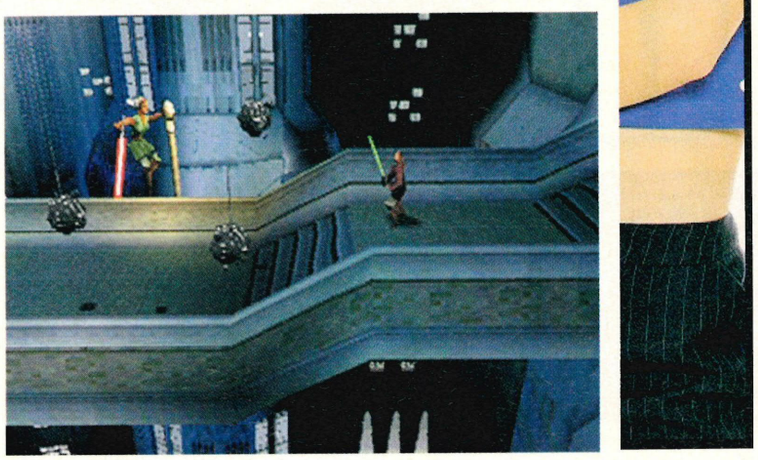
Never being ones to stop flogging a dead horse, LucasArts have announced plans to release yet another game loosely based on their suspect *Phantom Menace* franchise. *Jedi Power Battles* will place a lightsaber in your hand and give you a dodgy haircut as you take on an onslaught of Sith lords and Trade Federation battle droids. The action harks back to a simpler time in videogame history, where gameplay was king and arcade action was the only way to go. With the two player co-operative clashes between good and evil and the ability to use your ever-growing powers of the Force to defeat hordes of embarrassingly ill-conceived bad guys, *Jedi Power Battles* could be the long awaited *Fighting Force*

Publisher: **Virgin**
Developer: **LucuasArts**
Country of Origin: **US**
UK Release: **May**



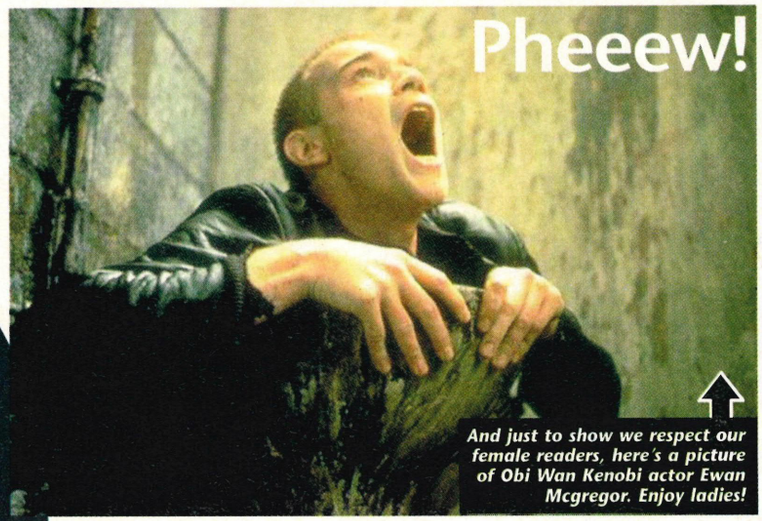
Phwoar!

We're fed up with images from the movie, so here are some glimpses at the rather tasty Natalie Portman. She was Queen Amidala don't you know? [really – Ed]



of the *Star Wars* empire. Play as Qui Gon Jinn, Obi Wan Kenobi or a host of other meaningless members of the Jedi Council such as Mace Windu, Plo Koon or Adi Gallia. If only you could mix it up as Yoda, this would be a dream come true; and the thought of decapitating Jar Jar Binks with a saber (there not as clumsy as a blaster you know!) would have been enough to warm the coldest heart. Samuel L Jacksons likeness isn't imported into the game and he doesn't talk about 'divine intervention' sadly.





Pheeew!

And just to show we respect our female readers, here's a picture of Obi Wan Kenobi actor Ewan Mcgregor. Enjoy ladies!



FUTURE BALLING

International Superstar Soccer 2

ISS lands on PlayStation2



Five men scratch their nether regions whilst another man kicks a football towards them.

For the true football videogame fan, there has only ever been one real title of choice. Yes indeed, you can forget all about your *FIFAs*, *UEFAs* and *Actuas*; fans of the beautiful game have known all along that *International Superstar Soccer* is the real deal. However, if you thought *ISS Pro Evolution* was the canine's testicles, then wait until you take a butcher's at these spanky, brand new shots of *International Superstar Soccer Pro 2* for the PlayStation2! The game's still in the early stages of development, but as you can see it already looks stunning, so just imagine what its going to look like by the time those videogame meisters at Konami having finished weaving their magic. Unfortunately, information concerning the game's new features is a bit thin on the ground at the moment, but if Konami can combine the classic gameplay with the technology power that PlayStation2 offers, then this will be a blinder. If you want to know more about the potential king of football games, join Pro next month for more news.

Publisher: **Konami**	
Developer: **Konami**	
Country of Origin: **JAPAN**	
UK Release: **January 2001**	

UPDATE

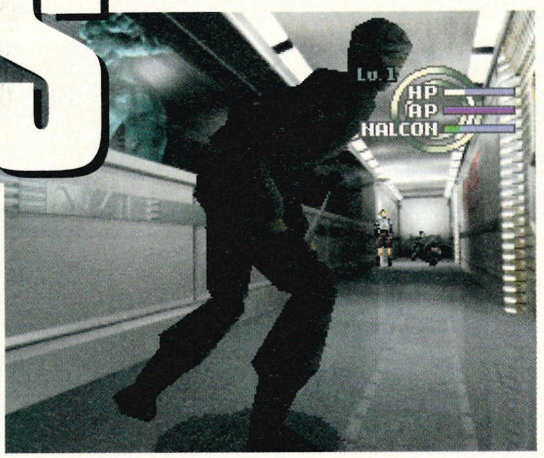
Galerians

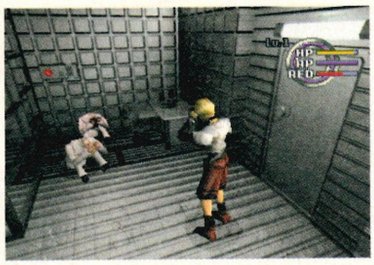
Insane in the membrane!

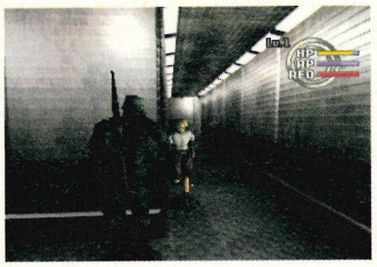
Galerians sees a young (amnesia afflicted) hero awakening in a top security scientific laboratory, unaware of why he's there and who he is. The ensuing action will see the youngster harnessing his psychic abilities (e.g. blowing enemies heads apart by thought) in a bid to unravel his mysterious past. Playing like a more thoughtful *Silent Hill* and a videogame snapshot of the cult anime title *Akira*, this is one that we were pleasantly surprised with while playing. It's got a huge amount of FMV clips and follows the adventure trend by coming as a 2 CD set. Watch out for a review next month, to find out how the game squares up to the likes of *Resident Evil 3*.

PLAY TESTED • PLAY TESTED •

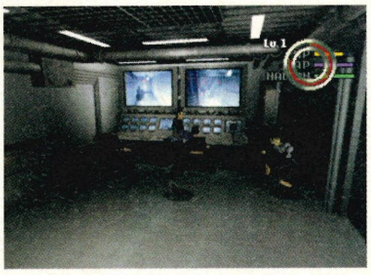








"The game is a mix of the puzzles in* Silent Hill *and the style of a Nineties anime flick!"







Galerians* gameplay takes its cue from Silent Hill, Resident Evil *et al.





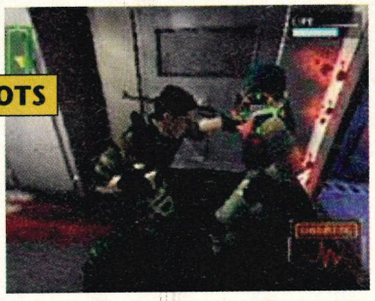
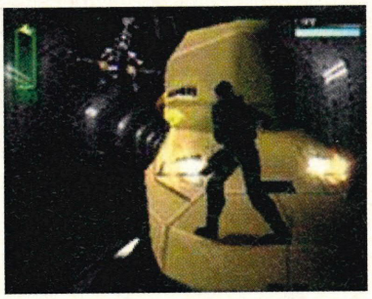


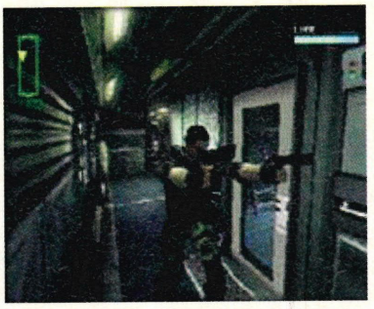
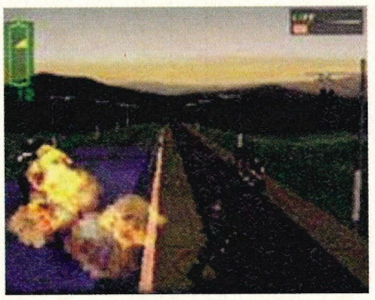
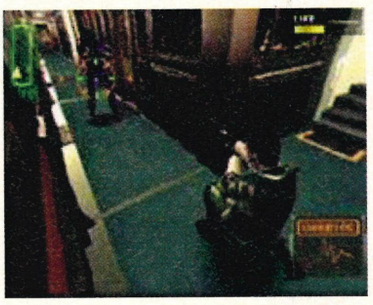
Publisher: **3DO**	
Developer: **ASCII**	
Country of Origin: **Japan**	
UK Release: **April**	

FIRST SHOTS

Chase the Express

Who said playing with trains was boring?

We've all been there; stuck on a long haul train journey with nothing but the incessant ringing of mobile phones to keep us company. Kids pushing their pudgy little faces through the gap between the head rests. Ridiculously expensive sarnies and badly 'tashed scousers drinking endless supplies of Special Brew. Something has to snap. You might even pray that a team of highly organised terrorists attempt to take over the locomotive, if only to systematically execute the people with the most annoying phone rings. Sony realise this inbred fantasy and they've come up with *Chase the Express* to prove it. You are Jack Morton and you've got access to guns. Utilising a brand new Digital Pan System, *Chase the Express* promises to give you a fully rotating environment to explore while pumping hot ones into any criminal son-of-a-gun that dare get in your way.

Jack, is able to carry two weapons at the same time and target two separate enemies – all the time looking as bad as he can. If guns aren't your thing (why not?) you can decide to beat the baddies to death with your fists in a *Final Fight*-style. All this and a cast of supporting characters to meet, greet and kill.

> *"Chase The Express will be the finest train-based action game yet!"*

With this mix of extreme violence and mystery, *Chase The Express* will be the finest train-based action game yet. It certainly presents *Syphon Filter 2* with a competitive eastern stablemate.

Publisher: **Sony**	
Developer: **Sony**	
Country of Origin: **Japan**	
UK Release: **TBC**	

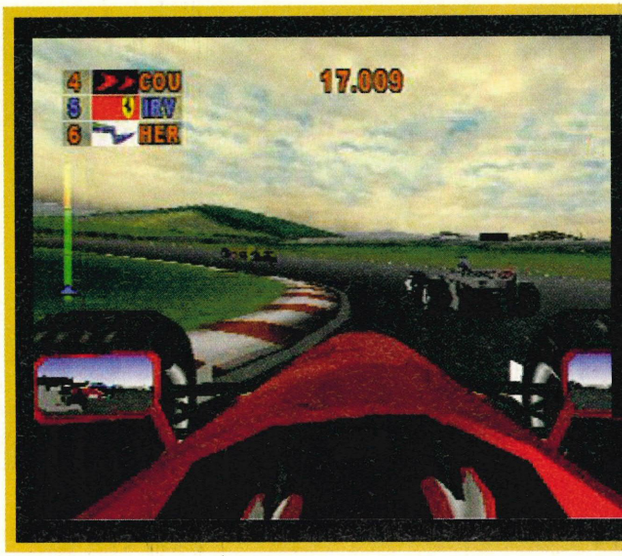


F1 2000

EA challenge Sony with their spanky new F1 title

Fed up with the woefully inaccurate statistics of Sony's *F1 '99*? Well cheer up, top development team Visual Sciences have got together with those fans of the sequential release, Electronic Arts and good things are going to happen. *F1 2000* will be the only Formula One game where you can race in the forthcoming 2000 season, and boy-howdy is it going to rock.

ITV's Jim Rosenthal is lending his vocal talents to the commentary and the 'real' rules, including the stop-go penalty, are going to give new meaning to the phrase 'overly realistic'. We can't wait, but you're going to have to. Keep your engines tuned!



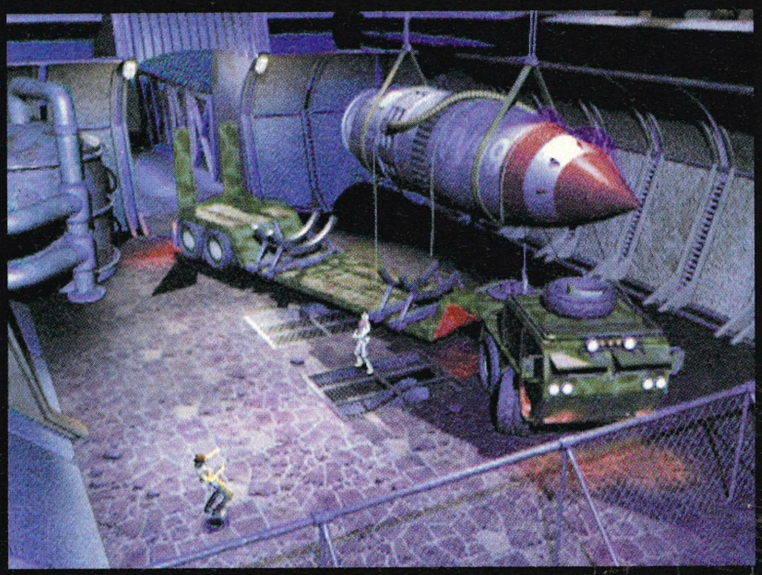


Publisher: **Electronic Arts**	
Developer: **Visual Science**	
Country of Origin: **US**	
UK Release: **March**	

FIRST SHOTS

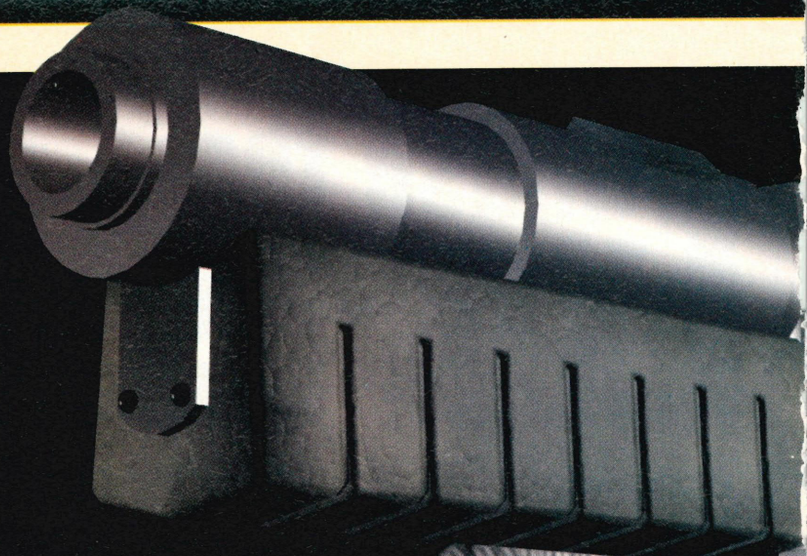
In Cold Blood

Old school RPG in sequel shocker!











Hardened point-and-click adventurers will moisten like dew-soaked sponges when they hear that the Yorkshire-based developers of *Broken Sword* are back in the game. Revolution Software's next dipping into the PlayStation market will focus more on action than ever before, and to prove that it means business, the company has brought in professional movie scriptwriters to give everything that 'big bang' Hollywood feel, while God himself has been employed to give the visuals an unheard of gleam.

"Professional film scriptwriters have been brought in for a true Hollywood feel!"

Taking the role of MI6 agent, John Cord, you find yourself on a routine mission to the USSR breakaway republic of Volgia. But don't worry about being caught up in a game of paperwork and political boredom, that's not Revolution's idea of fun. Hell no, it's action, adventure and action again but this time with a capital 'A'. What's going on? Who gave the other characters such a high level of AI and why is so much of the narrative dealt with in Tarantino-friendly flashback? Keep it here and we will fill in this gaps like the news plasterers we are!

Suikoden 2

Suikoden manages a sequel, three years after its debut

TASTY RPG!

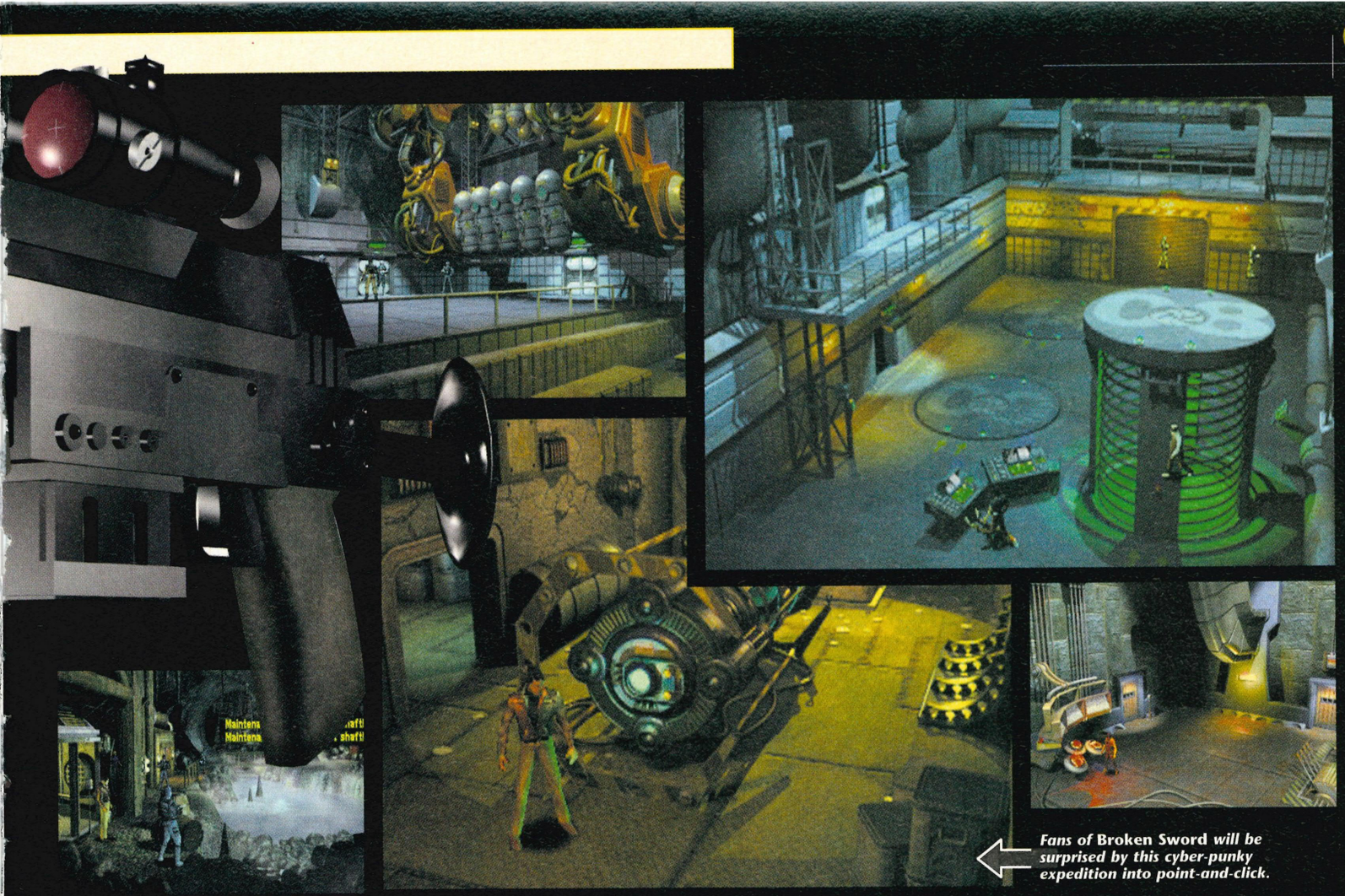


Whilst the original *Suikoden* was well received in Japan and the US, its old school RPG traits failed to convince the British (pre-*Final Fantasy VII*) games-buying public that it was worth a look. This was a shame, as beneath the game's basic graphics lurked a first class RPG which provided a massive challenge for those willing to invest some time in it. Fortunately, Konami is planning to bring *Suikoden 2* to the UK. Like its predecessor, *Suikoden 2* is a traditional 2-D sprite-based RPG, featuring the adventures of a group of youngsters and their quest to reunite the warring factions of the land they inhabit. The game will retain many characters from the original *Suikoden* and even allows saved games from the original to be loaded in (which will unlock special quests).

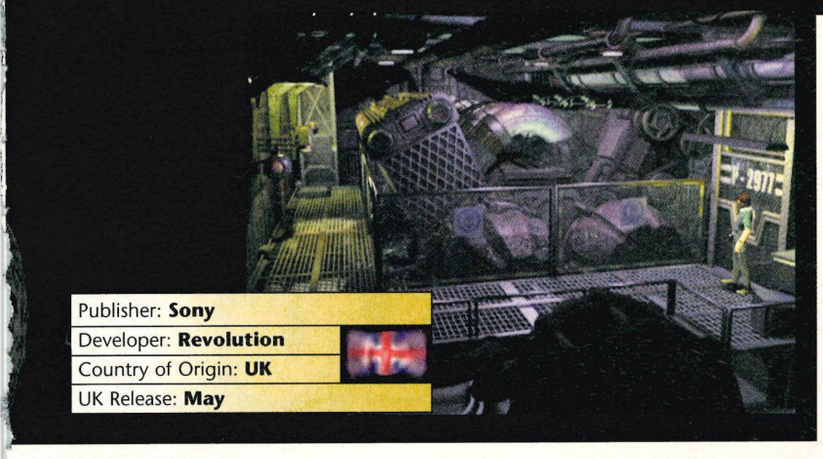
However, the game's well-graded learning curve should ensure that newcomers will have little problem getting into the action. *Suikoden 2* is already shaping up to be a tasty slice of RPG action – look out for a full review next month.







Fans of **Broken Sword** *will be surprised by this cyber-punky expedition into point-and-click.*



Publisher: **Sony**
Developer: **Revolution**
Country of Origin: **UK**
UK Release: **May**



Suikoden 2 *features a variety of characters from the original game, as well as some new faces.*

Publisher: **Konami**
Developer: **KCEJ**
Country of Origin: **Japan**
UK Release: **April**

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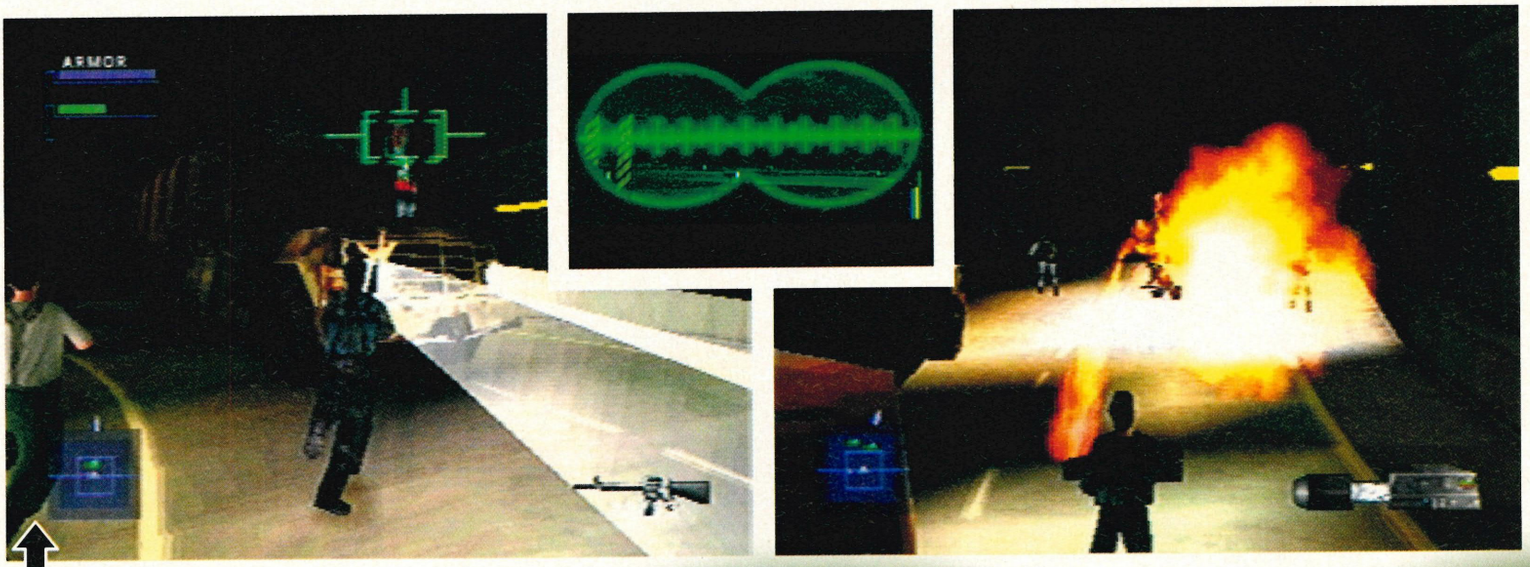
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The new environments look like collective Bond films but with Harrison Ford.

FIRST SHOTS

Syphon Filter

Syphon Filter or MGS pilfer?



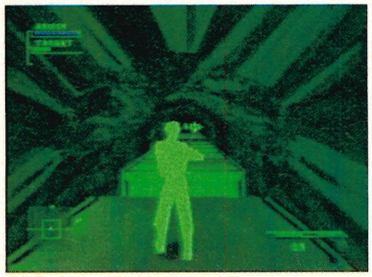




The original *Syphon Filter*'s sublime blend of stealth and blasting action ensured its status as one of the surprise hits of 1999. No doubt, *Syphon Filter* fans will be pretty damned chuffed to hear that the original developers are currently putting the finishing touches to *Syphon Filter 2*. The sequel sees the hero of the last game, Gabriel Logan, and girlie girl Lian Xing (who is now a playable character, Mei Ling-style) trying to prove their innocence for a crime they did not commit (*A-Team*-style).

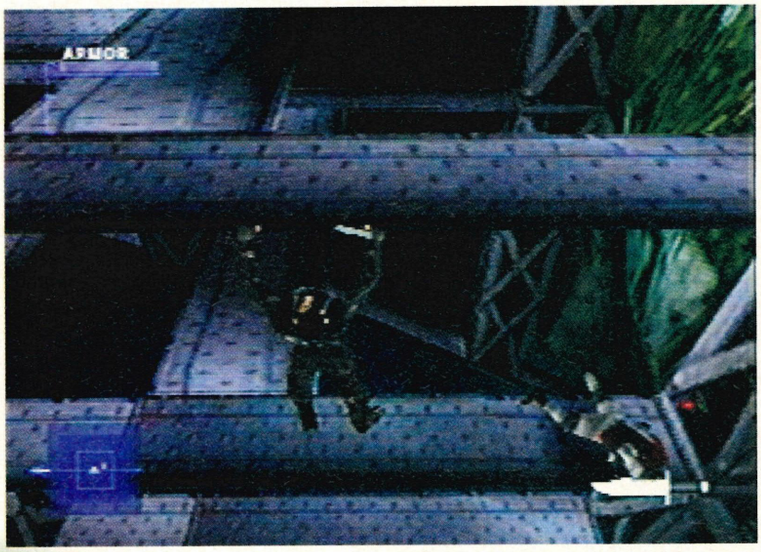
"The 20 new levels will be spread over two discs. Furthermore, Syphon Filter 2 will feature a split-screen two-player mode"

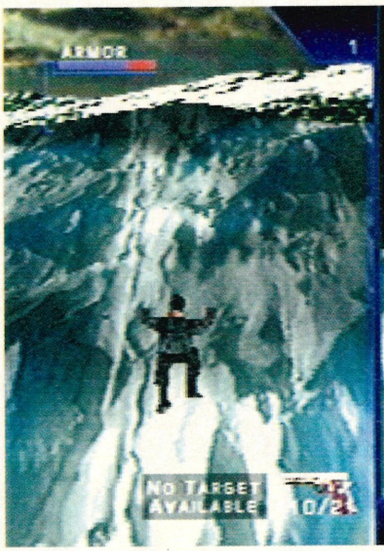


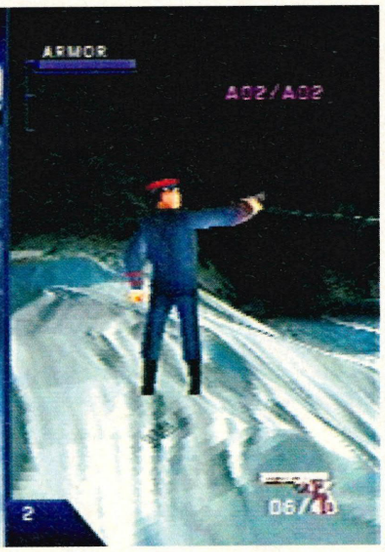


Everything that made the original game so enjoyable has been taken on board and improved upon for this second outing. In fact, so many additions have been included that the 20 new levels will be spread over two discs. Furthermore, *Syphon Filter 2* will feature a split-screen two-player mode, which allows players to go head-to-head against each other. However, the icing on what's already shaping up to be a pretty substantial cake should be the new and improved AI, which sees enemies responding intelligently to the main characters' actions.

This sequel is due for release in April and could potentially be one of the games of 2000, having developed originality over the 'painting by numbers' *Metal Gear Solid* piratical cloning.

















2

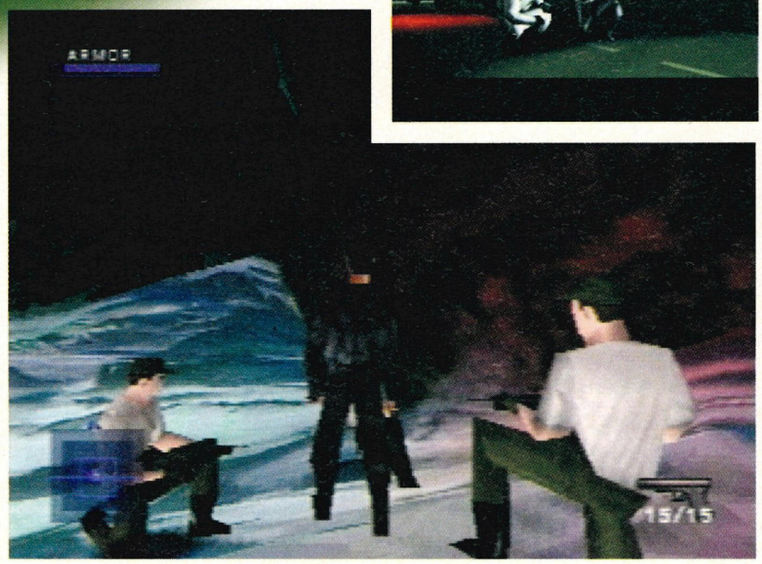
Mission Impossible *fans will find themselves spotting a few similarities to the Brian de Palma film.*

Publisher: **Sony**
Developer: **Revolution**
Country of Origin: **UK**
UK Release: **7 April**









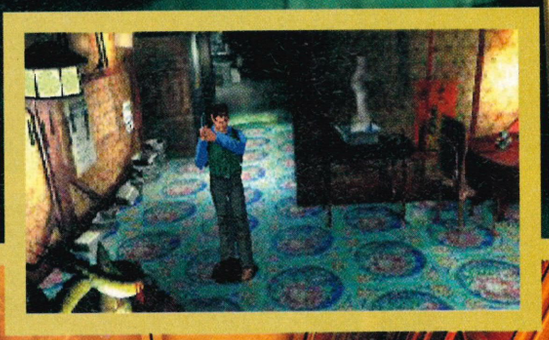


Fear Effect

FIRST SHOTS



Visually **Fear Effect** *is in a league of its own. No other game has come closer to achieving the illusion of being in an interactive cartoon.*







Fear leads to anger...

You may have already heard of *Fear Effect*, it was originally titled *Fear Factor*, but due to legal wrangling involving some God awful American rock/grunge band by the name of Fear Factory, publisher Eidos had to change the game name. Fortunately, the actual content of the game has remained intact, which is just as well because visually it looks absolutely stunning.

Basically, the game itself can be described as an anime take on the *Resident Evil* series, but rather than the Zombie infested locations of *Resident Evil*, the three central characters (Glas, Hannah and Deke) who are all private detectives, find themselves in a futuristic, *Bladerunner*-esque metropolis. Their mission begins on the rain-drenched rooftops of a Chinese city, where they're searching for the missing daughter of a wealthy Chinese businessman. As the story unfolds the characters find themselves in increasingly bizarre locations and eventually end up in the depths of hell! Although the game isn't quite finished yet it already looks incredible, the graphics are easily some of the most impressive to be seen on the PlayStation yet and if the developers can iron out a few small glitches with the control, then *Fear Effect* will undoubtedly be one of the adventures of 2000. Expect more on this promising looking title soon.

"The game can be described as an anime take on Resident Evil"

Publisher: **Eidos interactive**	
Developer: **Kronos**	
Country of Origin: **US**	
UK Release: **March**	



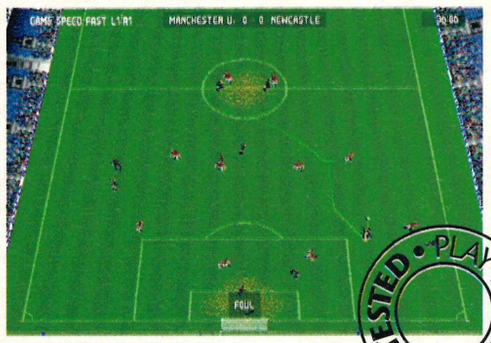




Each of the game's three main characters have their own strengths and weaknesses, these will play a pivotal role in the gameplay.









PLAY TESTED • PLAY TESTED •

COACHING!

Player Manager 2000

Hot foot action for ball thinkers

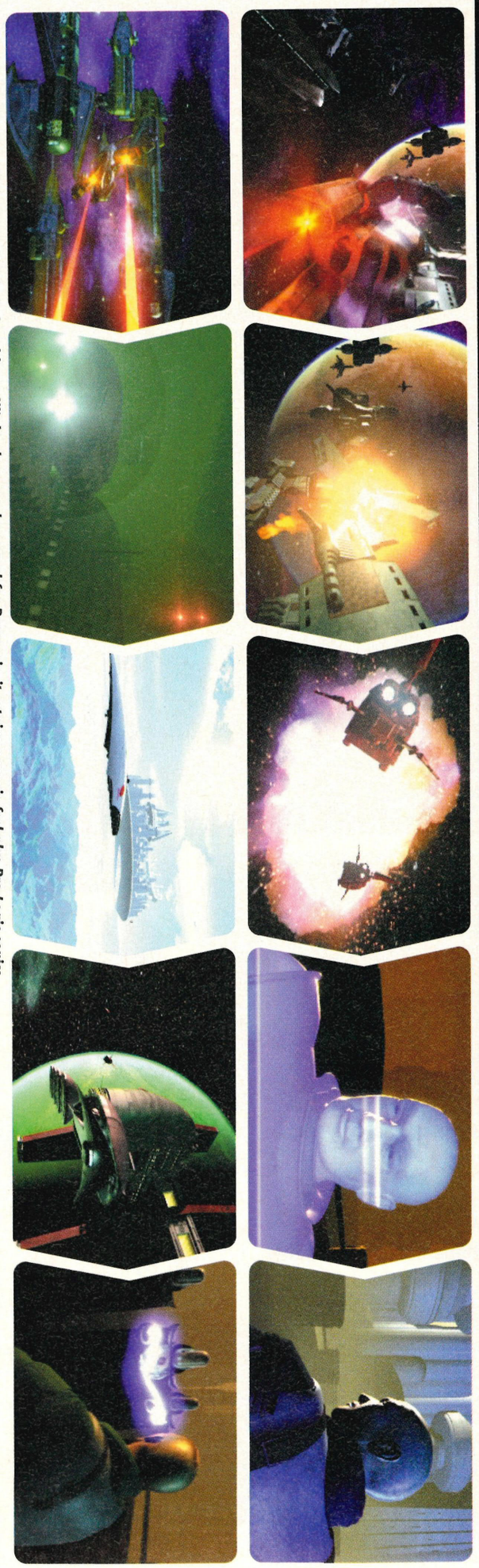
You know the name and you love the game. *Player Manager* is coming back to your Stations and no-one can stop it's inevitable barrage of statistic screens and geek-friendly information. bars.

Now is your chance to take your favourite bottom-of-the-divisions, lowest-of-the-low team and make them into 'gods-of-the-pitch'. Gain a reputation and wait for some of the worlds most renown pig skin kickers to beg for your signature. Employ a faith healer and just watch as your results go through the roof. It's all going to be possible and you can bet that if there is a number that can be associated to an action, you'll be able to fiddle with it.

Just as a real manager screams at the abysmal performance of his team from a dug-out, you can pause the action and give new instructions to your digital girl band daters. It's a whole new feature that promises to give footy freaks the chance to fully immerse themselves in a totally bogus world and convince themselves that they could do a better job than Alex Ferguson.

Publisher: **3DO**	
Developer: **Anco**	
Country of Origin: **UK**	
UK Release: **March**	





The FMV is still of the highest standard produced by a UK developer and as usual for Psygnosis, it retains a movie feel plus Pro Logic sonics.

SUPERNOVA HIGH

Colony Wars Red Sun

The third Colony Wars lands at last

All this action and you don't have to have a Seventies haircut and matching judo suit.







PLAY TESTED • PLAY TESTED •

"This time you're not playing for honour but hard cash!"

Ever imagined flying around the universe in a heavily armed starfighter? It seems to be an unwritten rule to have such deluded fantasies after you see the holy trilogy that is *Star Wars*. But where can we truly act them out?

Well, since George Lucas can't get his bearded and constantly check-shirted butt round to making a decent space combat game, someone else had to. *Colony Wars* was the name of that rather cool game and *Vengeance* was it's sequel. Well, those crop dusters at Psygnosis know a good thing when they sell it in droves, and they've seen fit to bless us with a third instalment to the saga. This time you're not playing for honour but hard cash. Yep, it's goodbye Luke Skywalker and hello Han Solo. *Colony Wars: Red Sun* is set to have you picking who you're going to fly for and how much cash you want to rip out of them. Set at the same time as the previous games, but at the other end of the galaxy, *Colony Wars: Red Sun* will have you raining laser death in the heavens and above planets surfaces as you choose your destiny and uncover the usual array of back-stabbing plot twists.

The visuals, as always, are hotter than a supernova on a chilli diet and from what we can see, it plays smoother than a Harlem hustler. Keep your weapons set for stun and be prepared for another fine encounter in our critical appraisal next month.

Publisher: **Sony**	
Developer: **Psygnosis**	
Country of Origin: **UK**	
UK Release: **April**	





This time round you get to pick which ass you're going to whip. Oh sweet lord, YES!

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TO UPHOLD THE PRESTIGE AND HONOUR OF MY
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A RANGER IS AN ELITE SOLDIER
AT THE CUTTING EDGE OF BATTLE NEVER SHALL
I FAIL MY COMRADES GALLANTLY WILL I
SHOW THE WORLD THAT I AM A SPECIALLY TRAINED SOLDIER
ENERGETICALLY WILL I MEET THE ENEMIES
OF MY COUNTRY AND NEVER LEAVE A LONE SURVIVOR
READILY WILL I DISPLAY THE FORTITUDE TO
FIGHT ON THOUGH I BE THE LONE SURVIVOR

EXTRACTED FROM THE RANGER CREED



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B.I.G HEADS

Everybody's Golf 2

This is golf

Rather than attempting to be a serious simulation of it's subject sport; *Everybody's Golf 2* has thrown out all the boring options and drudgery of other golf games and replaced them with a simple to use but surprisingly deep user interface.

"People will point to the fact that It's like Mario Golf*!"*

In addition to this the game will also feature a whole host of new courses and swollen-headed characters to play with. People will point to the fact that that it's like *Mario Golf* on the N64, but the Nintendo title was inspired by this game originally. Stand out features include the close-up putting and bunkered-up jazzy beats and pieces. Fans of the original should be in for a treat when this hits the shelves in March.

Publisher: **Sony**	
Developer: **Sony**	
Country of Origin: **Japan**	
UK Release: **April**	

Golf: a noble sport or the ruin of a good walk? You decide.



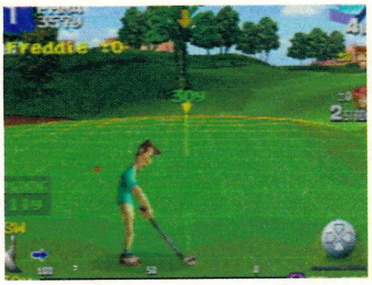


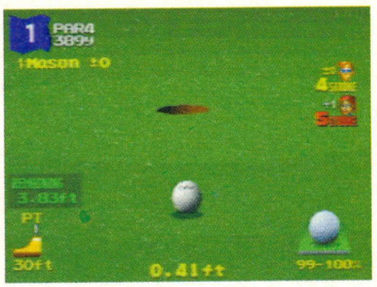




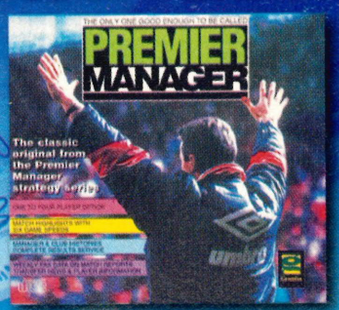


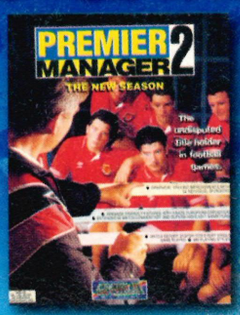


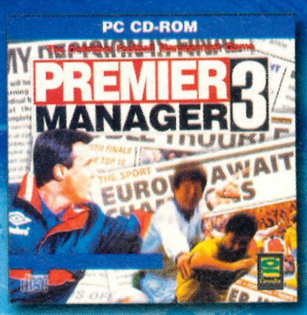




ONE MANAGEMENT GAME HAS LEAD









UPDATE



If they pull this off, we will be in spidey heaven!

Spider-man

Is he strong? Listen, bud, he's got radioactive blood





Publisher:	**Take 2 Interactive**
Developer:	**Neversoft**
Country of Origin:	**US**
UK Release:	**TBC**

Can he swing from a thread? Take a look overhead. Hey, there goes the Spider-man! In the chill of night, at the scene of the crime; like a streak of light – he arrives just in time. Spider-man, Spider-man, the friendly neighbourhood Spider-man. Wealth and fame – he's ignored. Action is – his reward. Look out! Here comes the Spider-man!

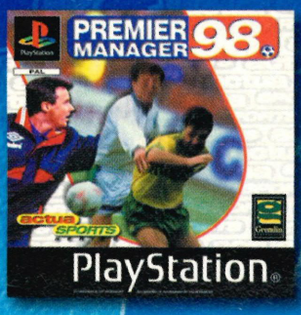
Heads up web heads! We've been hearing dribs and drabs about this new Spider-man game for what seems like a whole year now and concrete details are still thinner on the ground than May flies in December. Like the intrepid reporters we are, we've managed to find out that Neversoft, the people who brought us the sublime *Tony Hawk's Pro Skateboarding*, have completed the first level design and things are looking very peachy indeed.

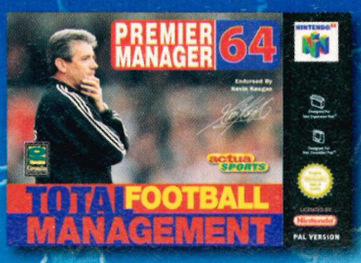
The New York skyline looks ripe for a bit of web-slinging action while the man himself leaps around just like you know he should. With a camera system that makes the most of our favourite arachnids agility and a Spidey sense that works through the Dual Shock; we could be in for a real treat.

"Just think about what you'd want to do to the developers if they let us down!"

Look at these screenshots and just think about what gruesome things you'd want to do to the developers if they let us down. Let's just hope that it brings something new to the 3-D platform game genre. Perhaps some 3-D action *Bionic Commando*-style?

THE WAY OVER THE LAST DECADE...







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BANDWAGON JUMPER!

Walt Disney World
Magical Racing Quest

It's a racing advertisement from Disney!

Publisher:	**Eidos**
Developer:	**Crystal Dynamics**
Country of Origin:	**US**
UK Release:	**May**

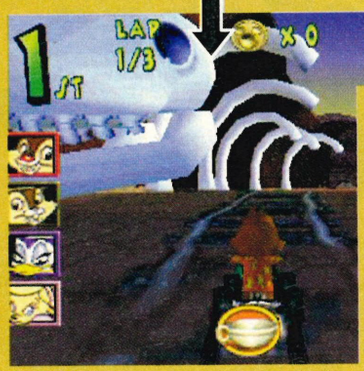


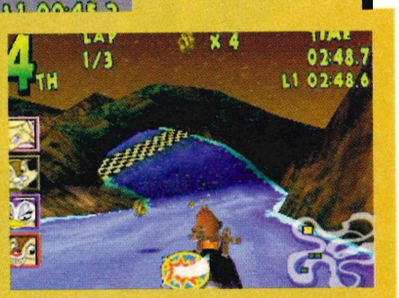


Imagine the thrill of racing round Disney World whilst dressed as a six foot rat! We can't control ourselves at the very thought of beating off Jiminy Cricket while Chip and Dale watch in amazement. Such feats of wonder will be possible, and then some, as eight of uncle Walt's famous right-wing Christian-friendly characters line up for the race of their lives. You know the kids are going to love it.

Magical Racing Quest promises us great and unheard of things. Two-player competitive racing, power-ups and over-the-top animations are amongst all of them. With the world currently suffering from one of its greatest cartoon racing famines since the *Mario Kart* crash of '92, the globally dominant mouse could be looking at a one rodent race to the top. Er, *Crash Team Racing* anybody?

The title certainly owes a debt to Rare's N64 racing game.





The in-game commentary is provided by Bob Wilson, Clive Tyldesley and England manager Kevin Keegan.



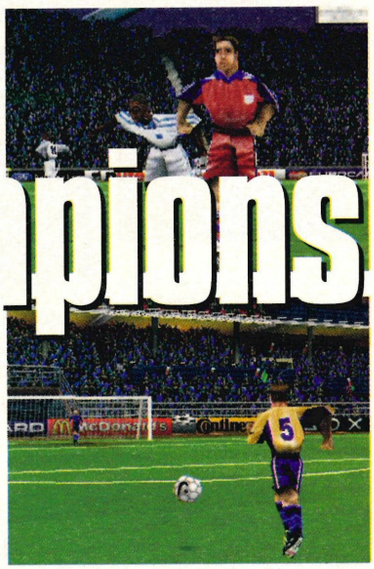
FIRST PLAY

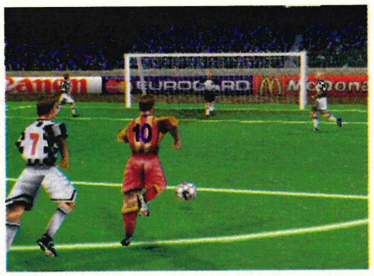
UEFA Champions
League Season 1999/2000

Football's coming home













Despite the massive amount of competition, Konami's brilliant *ISS Pro Evolution* still rules the footballing roost. However, with the imminent release of *UEFA Champions League Season 1999/2000* that could all be about to change. This second instalment in the *UEFA* League franchise builds upon the success of its well-received predecessor in almost every conceivable area.

The most significant new enhancement has been to the gameplay. One of the biggest criticisms of the original was that it just too hard – indeed, for the less experienced videogame soccer fan, scoring a goal was something of a nightmare, meaning that two-player games would frequently result in no-score draws. Fortunately, developers Silicon Dreams have addressed this problem and the keepers have now had their cat-like abilities toned down, making the game a whole lot more accessible to beginners. Likewise, the controls have also had a makeover, allowing for some beautifully flowing moves to be pulled off. Other nice features include the option to build a fantasy dream team comprising of footballing legends such as George Best and Pelé. The game is still being worked on, but based on what we've seen so far this could be something really special. Expect a review next month.

Publisher:	**Eidos**
Developer:	**Silicon Dreams**
Country of Origin:	**UK**
UK Release:	**April**

...AND IT WILL SET THE STANDARD FOR THE NEXT 10 YEARS.











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The fans, the players, the directors expect great things from you – Don't disappoint them.

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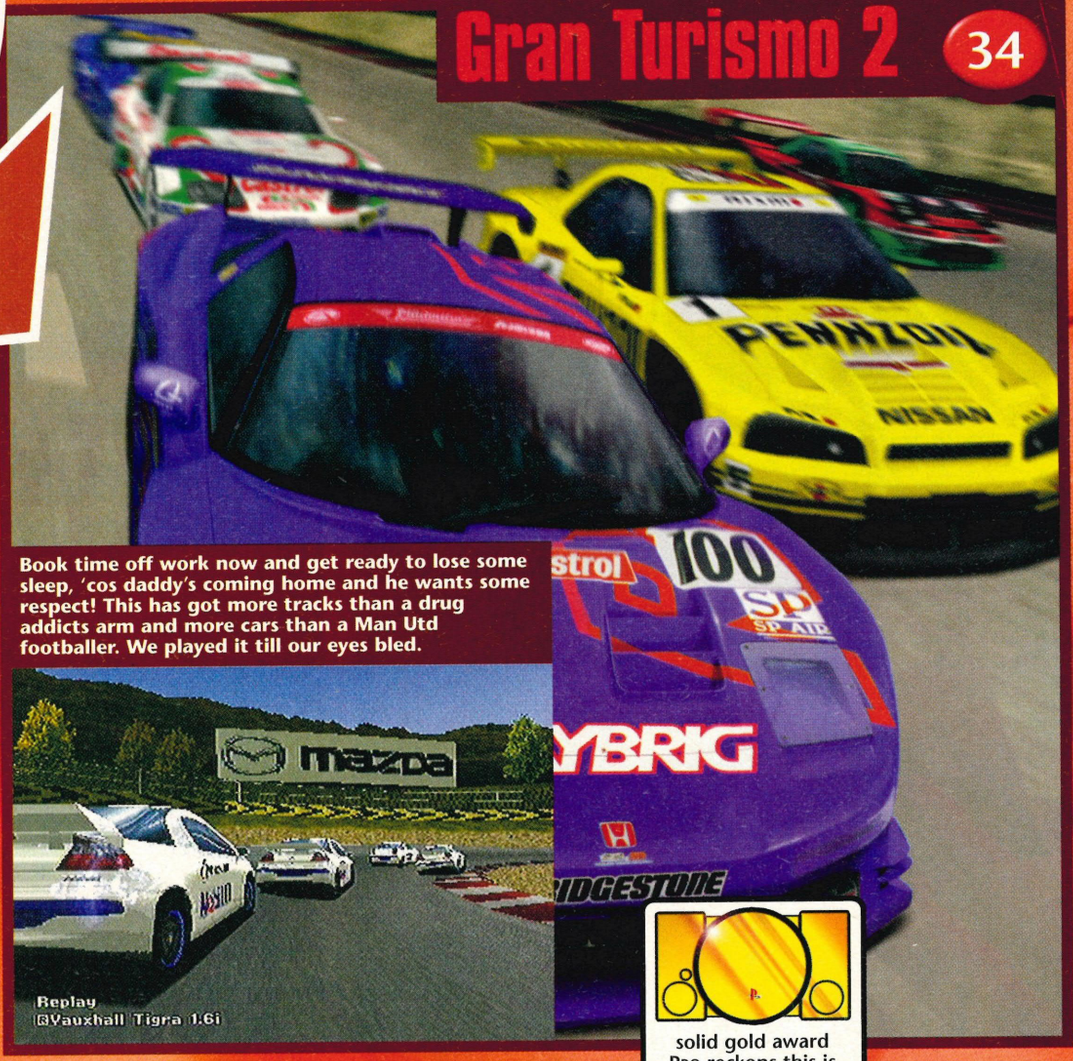
PlayStation

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Reviews

SONY

Gran Turismo 2 34



Book time off work now and get ready to lose some sleep, 'cos daddy's coming home and he wants some respect! This has got more tracks than a drug addicts arm and more cars than a Man Utd footballer. We played it till our eyes bled.

Recommended top games

solid gold award
Pro reckons this is the dog's privates!

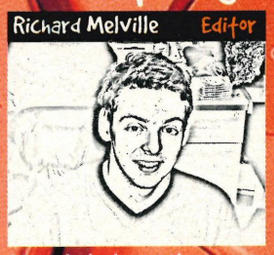


66 The chipper race of destruction gets out of jail!



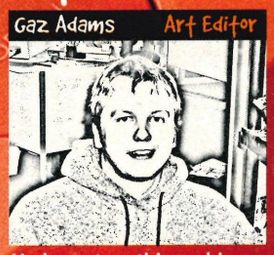
34 Oh lordy, it's just too good!

Something for the ladeeze!



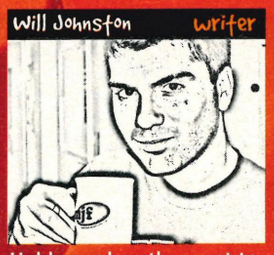
Richard Melville — Editor

More lady-beast than man. Lock up your daughters!



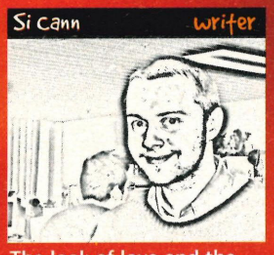
Gaz Adams — Art Editor

He loves two things: his Seat Ibiza and, er, pies!



Will Johnston — writer

Hold your breath, count to three and he'll go away.



Si Cann — writer

The look of love and the scent of a woman. Run!

This month

Gran Turismo 2 34
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The Dukes Of Hazzard 44

Hot doggin' hillbilly action as those good 'ol boys mess with the law in this much anticipated retro racer. Oh boy, were those the days?





Rally Championship 48

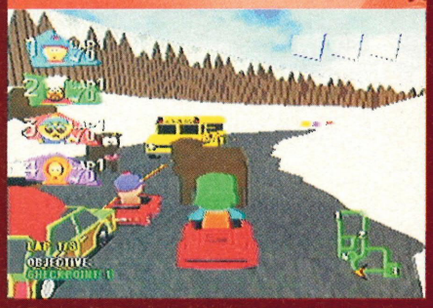


Easily the best looking rally game under the sun and that goes for those of you who live on Pluto. It's bloomin' gorgeous!



South Park Rally 52

The thinnest joke in the world gets drawn along the racing circuit. Join Cartman, Kyle, Kenny and our boy Stan as they take on *South Park*'s most grotesque characters in a battle of filth.



The Key

0% - 30%	Steaming cack
31% - 59%	Money to burn
60% - 79%	I've got spare cash
80% - 100%	Oh yeah, get some



reviewed

Tiny Tank

No, that's not Grobbelaar rhyming slang – it's the name of the world's first ever 'ironic' shoot 'em up!

"You've got a piece of hardware with the sonic capability of Mickey Mouse blended perfectly with the destructive power of Ronald McDonald!"

In a nutshell

The verdict

PRO 82%

56

Cartoon tanks in ironic gulf war videogame? Call the cops!



reviewed

Eagle One

Harrier Attack

Screaming be low to get your high, but is the comedown worth all the hassle?

"It's amazing what a set of wheels can do for the brave nit because this baby can turn rocket!"

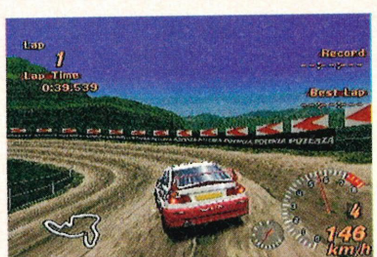
In a nutshell

The verdict

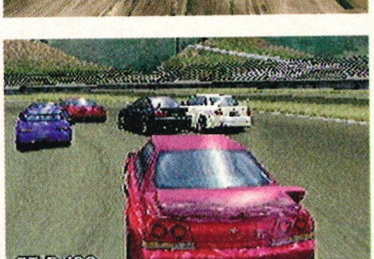
PRO 70%

62

Infogrames take us into the danger zone!









Gran Turismo 2

The first review of the UK version of *Gran Turismo 2*! Does anything more need to be said?



Even **TOCA 2***-style touring cars are included in the huge range of vehicles.*



The legendary *Gran Turismo* has long been the best driving game on the PlayStation, even when entering its Platinum period and faced with limp rivals such as *V-Rally 2*. The only reason to buy another driving game was for rally-based off-road thrills. Now, however, this sequel threatens to include a Rally mode to rival anything available. And does it? Well, yes, quite frankly.

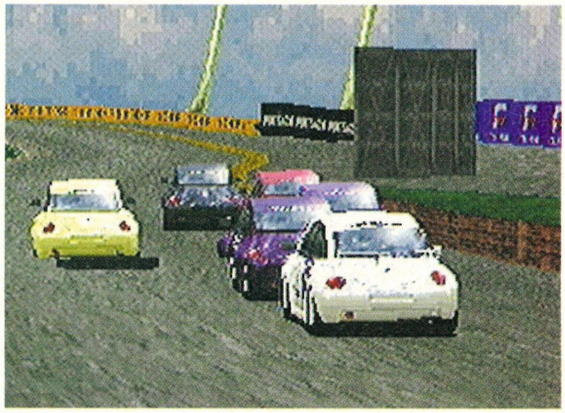
A different class

It may look strangely similar to its predecessor as there haven't been many visual improvements – indeed it's easy to double take and think that this is the original. However, what *is* here is a two-disc extravaganza that contains around 50 percent more actual game than before – the tracks clock in at just under 30 and the cars are just too numerous to remember. We can't think of anything on the motorway that isn't in here in some shape or form. The A-Class of cars includes all the might you would expect from muscle car manufacturers and the like. B-Class opts to include only the sportier or faster selection of consumer cars and the last class consists of weedy vehicles like the Mini Cooper.

It's all fun though and boy racers can live out those fantasies of tuning up a strange car such as a family wagon and pitting it against a Lotus. Of course, the

An all-Mercedes championship is for the more cultured boy racer.





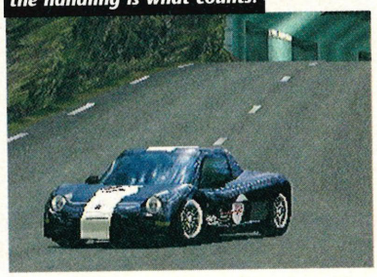


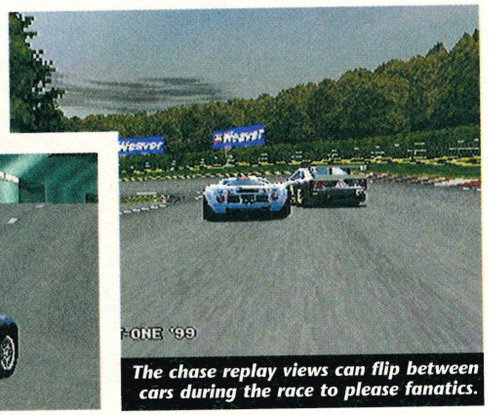
The fast-cutting intro features archive Sixties car races, the Polyphony PlayStation2-style race render scenes and the manufacturer logos in MTV glory with a slow beat-led



The bottom of a Lancia Delta. Oh, you know you want it. Go and get it!

Slinky race cars abound but don't look hugely improved from the original game – the handling is what counts.

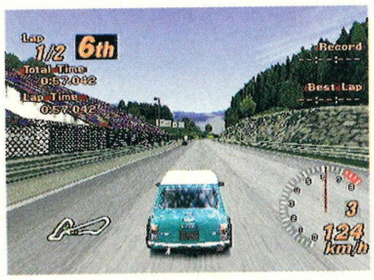




The chase replay views can flip between cars during the race to please fanatics.

Rally mode gives you a further selection of delights – most of which have been seen in *Sega Rally 2* on the Dreamcast. *Colin McRae*'s Subaru is here, as well as Toyota's expertise for those particularly worrying five licences to complete, with standard A and B classes joined by three International pieces of paper. The special events consist of everything from 4X4 races to Eighties car competitions and Mini Cooper outings. The Arcade mode is similar, yet with the Rally Racing and Time Trail Ghost mode, it's great for those quick ten-minute sessions. And when you place first in each race, a new car will become available for the Arcade mode.

"This is a two-disc extravaganza that contains around 50 percent more actual game than before!"





boggy tracks. *Gran Turismo 2* eventually evens out to a quality that is on a par with *Sega Rally 2* which, for a machine that is five years senior, is definitely a major achievement.

The new tracks are not as stunning as they could be, yet there remains a freshness to the gameplay. This is due to the new cars and the attention paid to four wheel drive machines and dinky, lesser cars that you may not have explored before. Imagine that this is a huge racing dictionary encompassing Road Racing and Rally modes. It's a good start for those of you that don't drive – perhaps the British School of Motoring should take to using it as a nifty appetiser to real lessons. There are now a

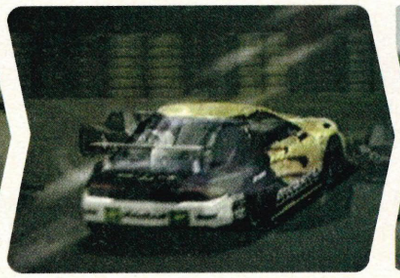
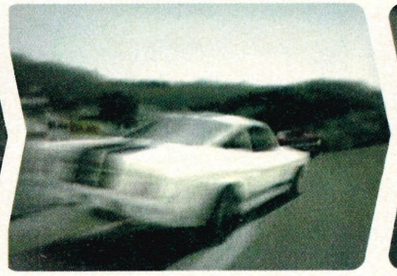
If you ever slide disc 2 into your PlayStation, be prepared to kiss your social life goodbye and lose all friends. You'll be engulfed in an effort to complete all the licences (unless you did in the first game – you can carry over



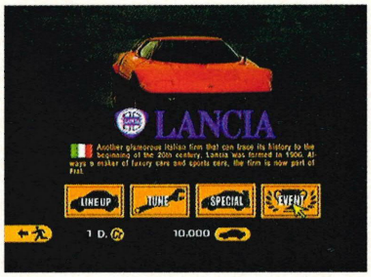


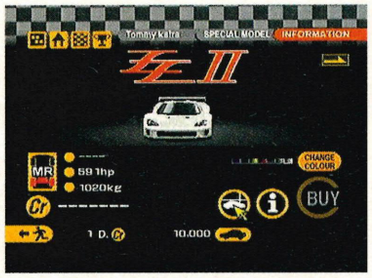





remix of *My Favourite Game*. Race on!







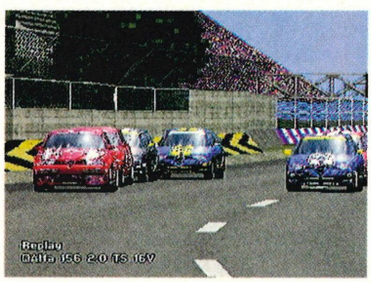


saves from *Gran Turimso*) that will probably erode about two days of your weekend, and from then on it's a constant struggle to gain all the cars, or maybe that special Alfa Romeo that costs a ridiculous amount.

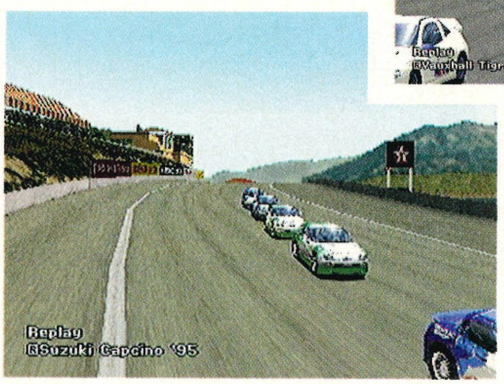
Whatever your automobile desire, *Gran Turismo 2* caters for it. Jeremy Clarkson would be near orgasm if he were to glance down the list of manufacturers and models on show. Aston Martin DB7, sir? The afro-headed *Top Gear* fella would be literally speechless, especially at the inclusion of little known manufacturers such as the UK's Lister. New names that pop up include Lancia, Fiat, Renault, Lotus, Mercedes, MG, Nissan, Peugeot and others. Here at PRO, we usually use a Honda, but the fact that we can't name a popular car that isn't in here is some reflection of the range of cars available.

Fantasy lengths

Frighteningly, from scratch, we reckon this'll take you longer to crack than *Final Fantasy VII* and *Final Fantasy VIII* put together. It's a class gamer that can complete all licences, get all the cars and 'do' all the stages and events. The PRO team will be doing their best but it's an amazingly tall order, especially for Will!





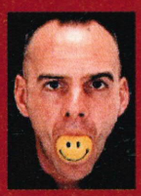




A Vauxhall Tigra highlights the new car sponsors. Oh, the glorious texture mapping!

Cardigans, Propellerheads and a Fatboy





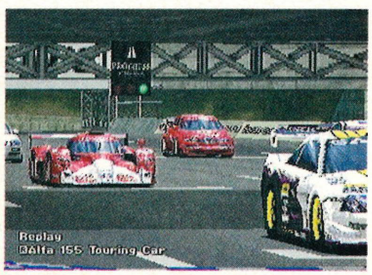


The more musically minded amongst you will notice that new bands are rife on the UK version of *GT2*. The Cardigans provide the theme song from their last album, entitled *Gran Turismo*. Logical, eh? Further beats come from a censored Fatboy Slim tune, the Propellerheads and EBTG. Ash replace their *Star Wars*-sample guitar rock with Nu Clear Sound's *Death Trip* and Stereophonics go into rifforama with *The Bartender And The Thief*. And Mansun look mightily moody. Mate. This all replaces the Japanese jazz and bluesy guitars of the eastern version!

TRACK	BAND
Death Trip (Instrumental)	Ash
My Favourite Game	The Cardigans
Blame (Grooverider Jeep Mix)	Everything But The Girl
Illing In Heaven	Fatboy Slim
Take it Easy Chicken (Instrumental)	Mansun
Big Dog	Propellerheads
The Bartender And The Thief (Instrumental)	Stereophonics

When you're slaving through the game, a clever percentage gauge appears to let you know how much you've still got to do. The one slight flaw that's present in the game is that this barometer can only reach 98 percent and Polyphony has said that this was down to 'production problems'.

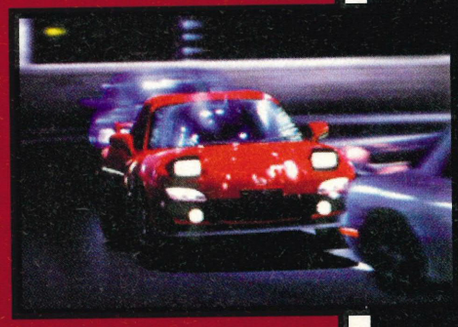
It's nit picking really, but some have suggested that the Drag Racing mode was removed – indeed, the drag-style cars are present but with no courses. Either way, we reckon it's a minor bug and at least you know you can only reach 98 percent. Here's hoping that something magical wasn't supposed to happen when you hit 100 percent! This error on behalf of the development team is probably down to the final deadline release – remember that *GT 2000* is due in March in Japan, giving the game barely three months of good sales in the land of the rising sun.



Business ethics aside, it's the best adrenaline high on the standard PlayStation. When the races start, it's a brilliant rush to hear The Cardigans' *My Favourite Game* belching from the speakers with the honking chorus and gutsy engine pulse of a Toyota Celica, and the sound naturally adapts to whichever view you choose.

It seems much easier to control your car in one of the two outside views than before. Purists will still stick with the inside view of course, purely because it's

GT 2000



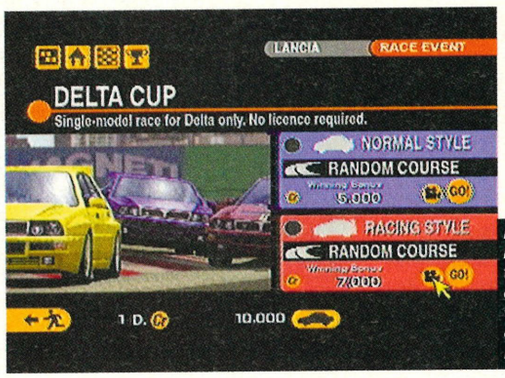
The crowning glory of PlayStation2 is set to be this impressive next generation racer that Polyphony has been developing in tandem with *Gran Turismo 2*. Apart from the cars looking unbelievably shiny, the game will have real-time graphics close to the quality of the rendered intro in the previous *Gran Turismo* games. We'll be playing it and giving our verdict in issue 47.







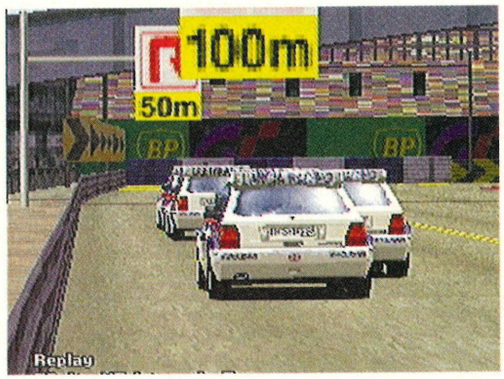




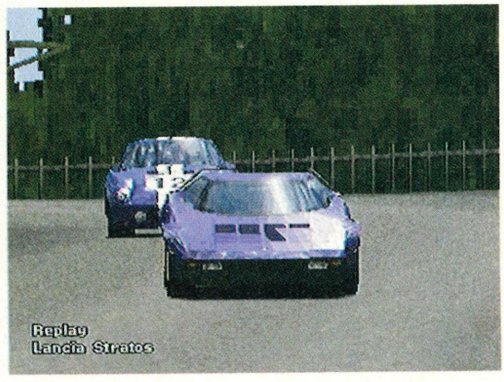
Most manufacturers have a couple of their own challenges for one vehicle style so Mini championships can be set up!

what they're used to. In the Rally mode, the outside view is particularly fun because it's just so fast in Mud mode.

Gratifyingly, your car *can* be damaged but not aesthetically. You don't see it crumple but it will certainly handle differently – knacker your car and it can be a struggle to take corners. In the frenetic Arcade mode, we frequently found our cars tilting to the left due to the reckless driving of the team. The lack of physical damage is a small price to pay to get all the genuine cars though and, well, it's a simulator anyway which



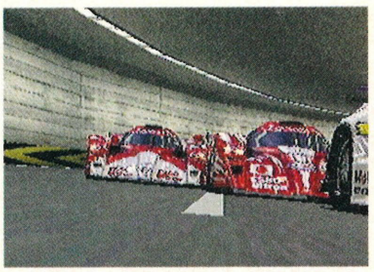




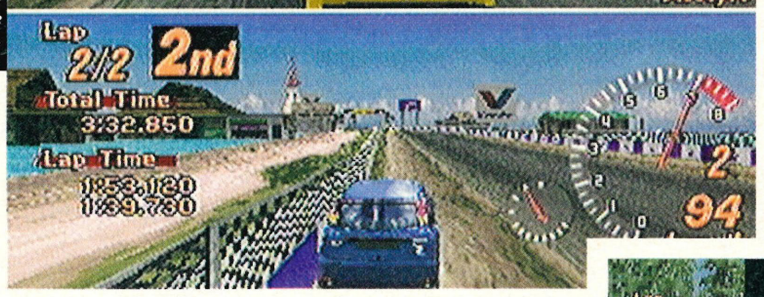


The blisteringly fast two-player game excels in the rally races of the Arcade mode.

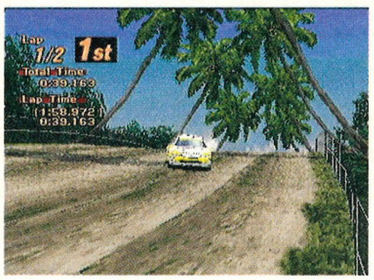




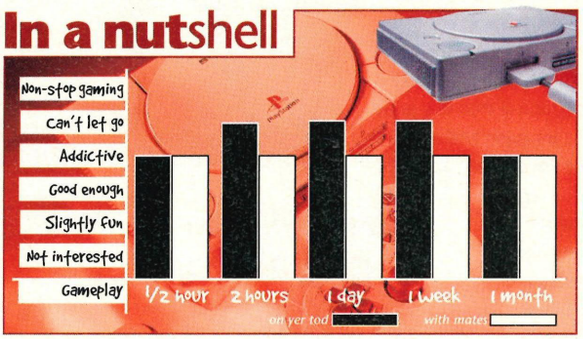








In a nutshell



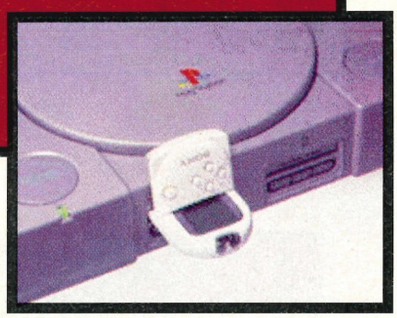


The rally courses with huge jumps are just what you've been waiting for.



III communications

The Japanese version of *Gran Turismo 2* does utilise PocketStation compatibility but because the device isn't released here or in the US, we miss out on the functions. It's hardly a great loss and it's great that you can port your normal *GT* saves into this sequel. The more cunning amongst you will be able to use Action Replay or Xplorer carts to cheat on the original, save it to a memory card and then use it on *Gran Turismo 2*. But of course, that would be naughty.



focuses on the cruising and cornering aspect of motoring rather than turning into a *Destruction Derby*-style smash.

You may, of course, feel a little miffed at the fact that *GT 2000* is turning up so soon. A few weeks after you read this, in fact. Most owners won't be getting a PlayStation2 until it's UK release at the end of the year, though and we suggest that even if this is the last PlayStation mark one game you buy, just do it. Driving perfection has never been so honed and altogether satisfying. The sequel is likely to be a mouth-watering main course but *Gran Turismo 2* will be a tasty go-between until the full-on next generation glory of *GT 2000*. One thing is certain – Polyphony Digital's PlayStation2 debut will be much more successful than their 1994 debut *Moto Toon GP*.

The dominant racer

Sony has made sure that the game reaches the shop at the bargain price of £34.99 and you can bet that it will be discounted to at least £30, thereby making it £15 cheaper than the original was when it landed back in 1998. Happily, the combination of a PlayStation and this game is the cheapest console racing set-up you can get, and it's also the best. *TOCA 3* and *Colin McRae 2* have a new benchmark in gameplay to aspire to and the game has already killed all known rally-pretenders dead.

We can only imagine what Polyphony is planning for its next step in racing domination, but we can rejoice in the fact that we'll be here to play it and experience what the creators of the best driving game on earth do next.

Rich

Steering wheel • dual shock analogue • memory card • two players

The verdict

Release 28 January £34.99

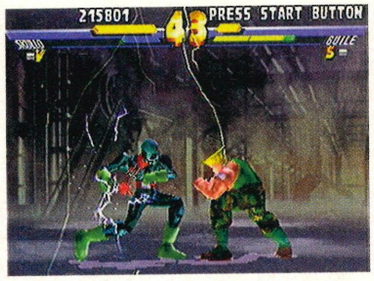
Published by SCEE

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

***Gran Turismo 2* is a driving dictionary to gamers and a racing template for game creators. The art of driving has never been so faithfully reproduced on an entertainment system. Here and now, this is automobile heaven.**

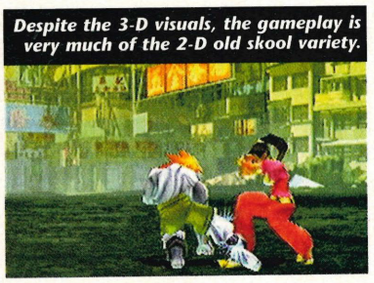
PRO Rated 97%

Alternatively: *Colin McRae Rally* – Codemasters ☆☆☆





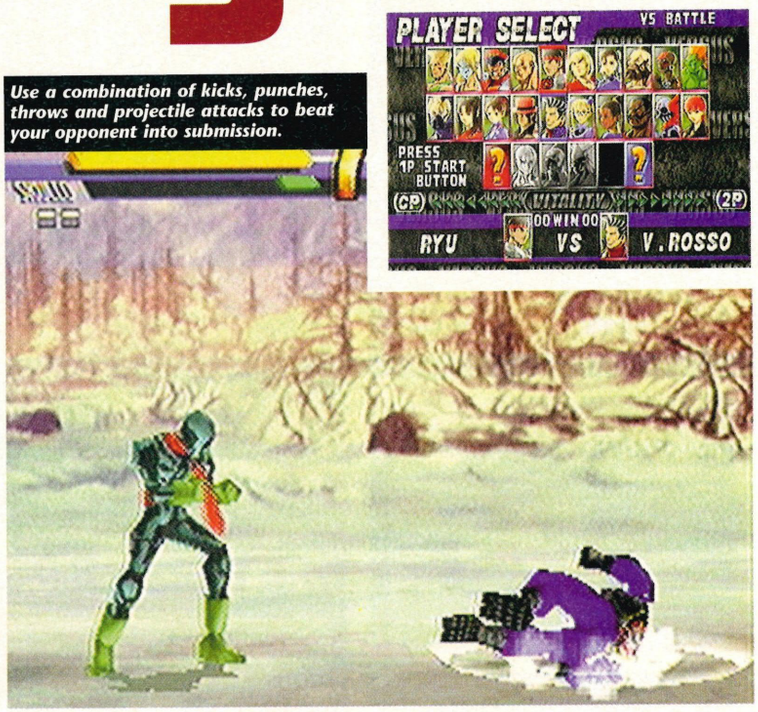




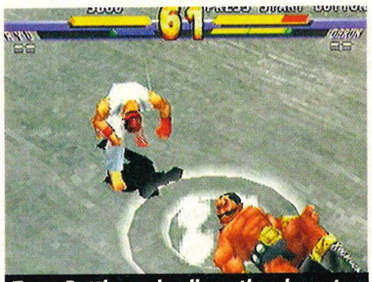
Despite the 3-D visuals, the gameplay is very much of the 2-D old skool variety.

Street Fighter EX Plus 2

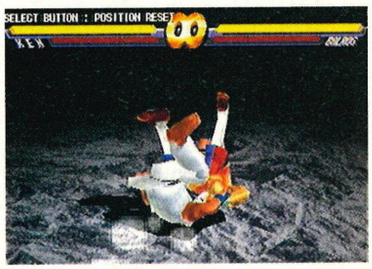
Street Fighter EX Plus 2 = a fine beat-'em-up.



Use a combination of kicks, punches, throws and projectile attacks to beat your opponent into submission.



Team Battle mode allows the player to select several fighters and pit them one by one against an opponents team.







Scientists in Florida recently conducted an experiment which involved taking every *Street Fighter* game and lining them up from end-to-end. Unsurprisingly, the connected games managed to stretch to the moon and back again – isn't science fascinating! But what can we learn from all this experimentation? Well, perhaps the most obvious lesson is that our good friends at Capcom are great believers in the old adage, 'if it isn't broke, don't try and fix it'.

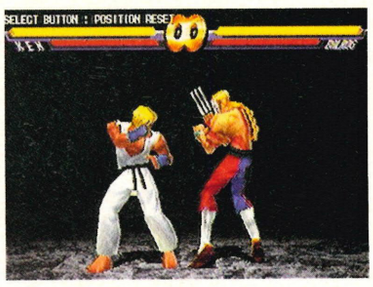
Indeed, since the release of the seminal *Street Fighter 2* in 1991, the company has continued to release subtle variations (*Street Fighter Alpha*, *Capcom Vs Marvel* and so on) on the basic 2-D game engine at least twice a year. It was therefore a brave move for the company (or at least developers Arika) to take its cash cow and drag it kicking and screaming into the third dimension.

"*Street Fighter EX Plus 2* is one of the most playable and strategic fighters on the PlayStation which **is no small boast!**"

The result of this transition was *Street Fighter Alpha EX Plus*, which subsequently proved to be extremely successful; so successful in fact that it spawned a sequel, which goes under the unoriginal moniker of *Street Fighter EX Plus 2*.

Fight the power

Anyone who has played the original (or for that matter any *Street Fighter* game) will know what to expect here. Basically, players select a fighter or a team of fighters and then proceed to beat the hell out of their opponents over a series of one-on-one bouts. So what does second *Street Fighter* foray into the polygon fighting arena have to offer? Well, the most immediate refinement has been to the character line-up. Several of the previous game's less memorable fighters, such as Allen and Kairu, have been shifted aside to make way for some new faces. Among the most original of

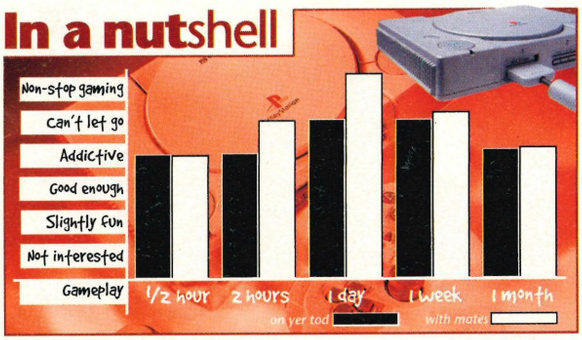


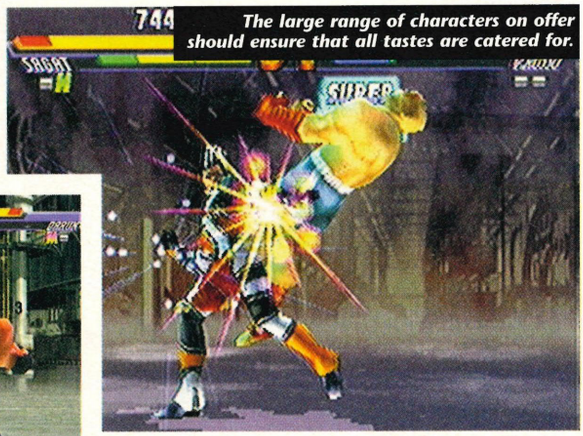
Say hello and wave goodbye

This second instalment of *Street Fighter EX* sees the appearance of several new entrants, including familiar faces such as Balrog (Vega in Europe), Sagat and Incredible Hulk-lookalike Blanka. In addition to these old faces, several brand new characters have been included as well: Nanase is a stick-wielding Japanese girly girl; V.Rosso is a slick-looking, slippery-moving wideboy who sports a unique Elvis-style quiff; Area is a roller skating, laser-wielding nutcase and finally we have Sharon, who is an icy cool, gun-wielding secret agent. The bad news is that a few of the old characters have got the chop including Sakura, Kairi, Allen, Blair and Goiki (Akuma). Still, you can't have everything.



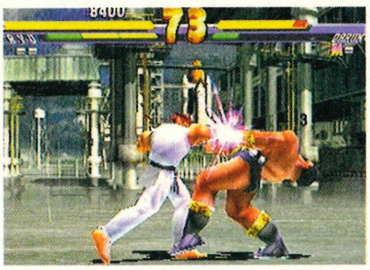
In a nutshell



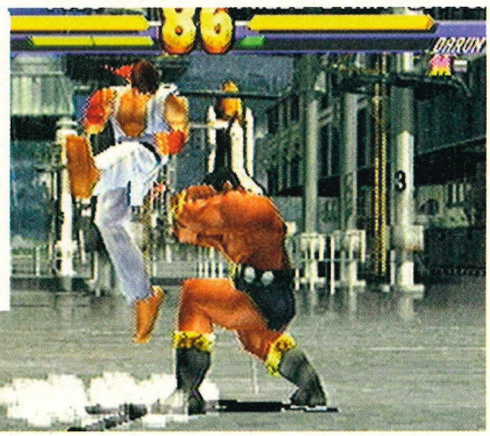


The large range of characters on offer should ensure that all tastes are catered for.

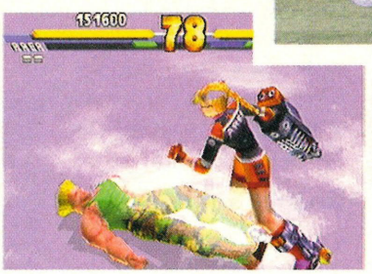












As is always the case with beat-'em-ups the Two-player mode is the most fun part for us.

these new characters is Area who resembles a 'laser gun warrior' version of Roller Girl from the movie *Boogie Nights*.

Likewise, the combo attack system that allows you to pull off special moves has also been given a face-lift. Fighters are now able to pull off some astonishingly complicated combos, some of which literally fill the screen with pyrotechnics. Fortunately, the comprehensive Training mode allows beginners to familiarise themselves with the game's more demanding super moves, ensuring that even *Street Fighter* virgins will get the best out of the game.

Visually, the game is an improvement upon it's predecessor – the character sprites themselves have benefited from an increase in polygons. Likewise, the animation is incredibly fluid considering the frantic speed at which the game runs. Unfortunately, the backgrounds remain resolutely 2-D which is something of a disappointment, especially when you consider the ludicrously long loading times between fights. It should also be pointed out that in terms of visuals the game looks quite basic when compared to the most recent Namco efforts.



With regard to audio quality, the sound effects comprise the usual cries of 'hadoken' and 'sonic boom' which have become trademarks in the *Street Fighter* series. However, the in-game music itself can at best be described as interesting and, at worst, complete toss. Certain tunes sound like a Japanese 2 Unlimited tribute band on drugs.

Despite the transition to 3-D the game itself plays very much like its 2-D counterparts. Unlike so many 3-D fighters, aerial attacks in *Street Fighter EX Plus 2* play an integral part of the game, which provides a nice contrast to the mostly ground-based combat of, say, the *Tekken* series. Ultimately, *Street Fighter* fans will find much to enjoy here. *Tekken* purists may be critical of the game's 2-D leanings, but there's no denying that *Street Fighter EX Plus 2* is one of the most playable and strategic fighters on the PlayStation which, given the quality of the competition, is no small boast.

Si



dual shock analogue • memory card • two players

The verdict

Release Out Now (import) £44.99 Project K — **Published by Capcom**

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

A fine addition to the *Street Fighter* series which should please existing fans and newcomers alike. *Street Fighter* purists will probably favour *Street Fighter Alpha 3*, but those looking for a new fighting fix should get this.

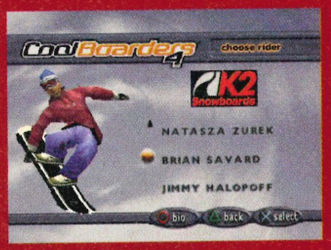
PRO Rated 87%

Alternatively: *Street Fighter Alpha 3* – Virgin ☆☆☆

Cool Boarders 4

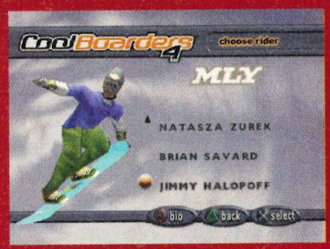






Re-invent yourself

A nice inclusion in *Cool Boarders 4* is the Create A Player option which allows you to tinker about with the stature and outfit of your boarder. Changes can be made to the size and girth of the character, allowing you to design the kind of boarder whose arse could quite easily support a large round of drinks. Although, unlike most recent wrestling games, it is not possible to design a bloated, 40 stone, green-skinned freak. Worse still, leather Y-fronts and gimp masks have also been omitted. Still, you can't have everything can you?



Cool Boarders: 4; the rest of western civilisation: 0



If the popularity of a sport was gauged by the number of videogames based on it then snowboarding's status would be assured. Indeed, not a month goes by without some fly-by-night software developers knocking out a half-baked take on the pastime in the hope that, having spelt fat with a 'ph', the 'kidz' will lap it up.

A quick word of friendly advice to the aforementioned developers – STOP IT! The world needs another snowboarding game like it needs a bag on its hip. Unabated by this fact, however, 989 Studios have blessed us with yet another installment in the most magical and beloved snowboarding franchise of all time. Enter stage left, *Cool Boarders 4*.



It's always pleasing to land standing up rather than on your bum!

Sitting about on your gnarly backside will get you nowhere in Cool Boarders 4.





Board stupid

If you've played any of the previous *Cool Boarders* titles then you'll be on familiar territory here. If, however, you haven't played any of said games then it goes a little something like this. You select one of several radical/justified/chilling (delete as appropriate) boarder dudes and then make your way down the side of a snow-covered mountain on a device which resembles a skateboard with no wheels.

As is typical for this type of game, the action is split into several events, comprising: Downhill, Slope Style, Half Pipe, Big Air, CBX and special categories.

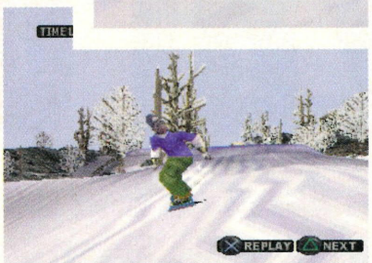
If this all sounds somewhat bewildering, don't panic. Basically the events can be divided into three main groups. There are traditional downhill races, where the object is to beat the opposition whilst occasionally throwing









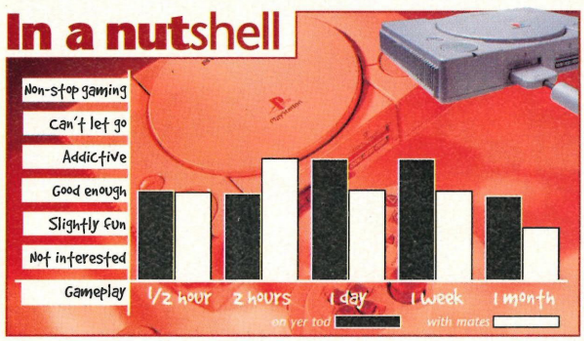


A picture of a man snowboarding down a mountainside, yesterday.



Travelling down a snow-covered mountain on a tea tray is not wise!





Despite the evidence in this screenshot, Ali G is not available as a boarder.

them a sly punch to the face, slalom-style events, where a series of coloured flags must be negotiated in the correct order and finally the half pipe events, which require the player to board their way down a glorified toboggan run using the edges of the track to pull off wild and crazy stunts. Furthermore, the game offers a plethora of options, including Single Event, Practice, Tournament and Trick Master modes. In addition to this, a selection of famous professional boarders can be selected, each featuring their own individual characteristics.

Retread the board

The game itself plays much like its most recent predecessor, although the control system seems more forgiving than before, especially with regard to the stunts, which can be pulled off throughout the events. Graphically, the game is no quantum leap over *Cool Boarders 3* and retains the workmanlike, glitch-ridden appearance that has come to typify this series. All too often the player can become stuck on parts of the scenery,

"If you've played any of the previous *Cool Boarders* titles **then you'll be on familiar territory here!"**

which inevitably breaks up the flow of the action. In the sonic department, the game also fails to break any major new ground and features the 'de rigeuer' indie thrash soundtracks that has accompanied every game of this ilk to date. Why can't these people think of something original for a change ? Imagine, for example, the pleasure that could be garnered from pulling off an indie nose bone to the soothing accompaniment of a nice Dr Hook soundtrack.

It would be easy to tear into *Cool Boarders 4* on so many levels – it's staggeringly unoriginal and retains far too many of the flaws of its predecessors. However, at the end of the day there's simply no denying that the game itself is enjoyable, especially the Half Pipe events which allow for some breathtaking stunts to be pulled off.

Ultimately, fans of the *Cool Boarders* series will lap this up, though it would be fair to say that *Cool Boarders 4* is a slight second, genre-wise, to *MTV Snowboarding*. We can perhaps hope that this instalment in the series will be the last, and wish for more originality on PlayStation2.

Si





dual shock analogue • memory card • two players

The verdict

Release March £34.99

Published by Sony

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

An enjoyable yet derivative entry into the massively over-subscribed snowboarding genre. *Cool Boarders* fans will be in their element, but everyone else would be better advised to purchase *MTV Snowboarding*.

PRO Rated 77%

Alternatively: *MTV Snow boarding* – THQ ☆☆☆☆

The Dukes of Hazzard

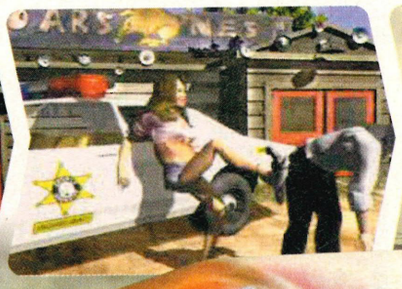
Hillbilly racing that's based on that well-known TV show of the late Seventies!

If there ever was a car chase-based TV show that deserved a videogame translation, it was *The Dukes of Hazzard*. It's easy to see why; the antics of Bo and Luke Duke, though never meaning any real harm, still managed to get them in trouble with the law from the day they were born. And that kind of trouble, as all fans will know, involves lots and lots of car chases. What is the PlayStation really good at? Yes, you got it: racing games. It doesn't take a huge leap of any imagination to see that racing around Hazzard county in a 1969

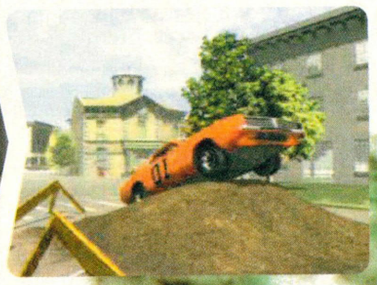


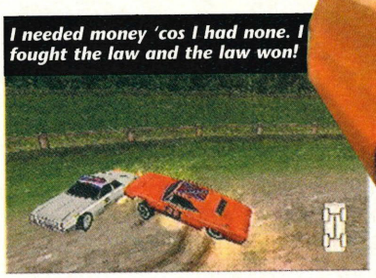
The General Lee Vs Cooter's pick up. Why God, WHY?

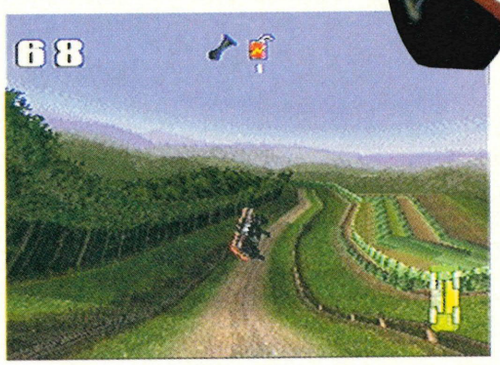


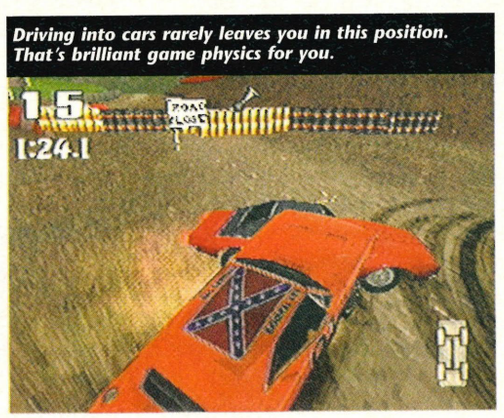




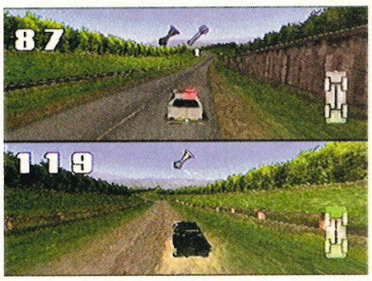


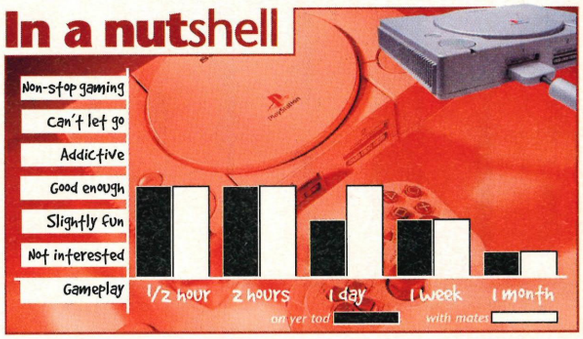

I needed money 'cos I had none. I fought the law and the law won!





Driving into cars rarely leaves you in this position. That's brilliant game physics for you.

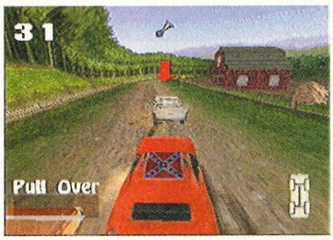






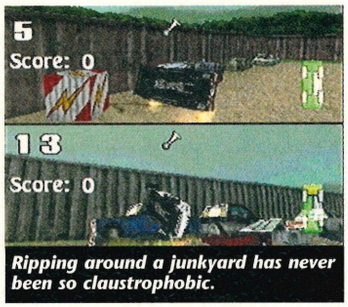
Dodge Charger while getting up to 'no good' could be a lot of fun. Try telling someone who remembers the show that there's a game based on the program and watch as a smile almost splits their face in two. Then tell them you can press a button and hear General Lee's horn, all twelve of those classic notes from Dixie. Then call a doctor because they will be on the floor, slobbering and shaking like a jackhammer. It's surely a dream come true. Yee-hah...

Well, exit the endless reminiscing about classic TV shows and enter the





Full Motion Video meets Gerry Anderson's **Thunderbirds.** *Well done!*



Ripping around a junkyard has never been so claustrophobic.









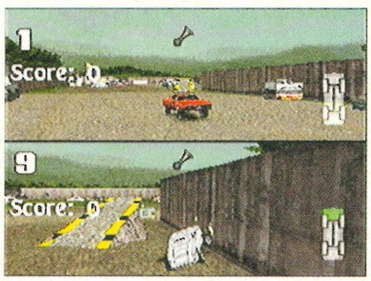
driving seat of this game. Reality check! Hello? The milk's been spilt and there's no point in crying. This could have been such a great game, but something has gone wrong along the way.

Admittedly, the cops of the TV show were classically bad at their job. Roscoe P Coltrane and his basset hound, Flash, would have had trouble catching a cold, let alone those rootin' and very much tootin' good ol' boys. But when he has had his artificial intelligence twisted into such a schizophrenic state that he will be ramming you cleanly off the road one minute and ramming himself straight into a brick wall the next, you know that something is missing.

Hazzard county has been translated into a series of traffic-free dirt tracks and backwater highways. It's amazing what a lack of vehicles can do for a game's frame rate, because this baby can sure rocket. So, when you're chasing after a hijacked Uncle Jessie, you can bet your God damned bottom dollar that everything moves as quickly as you know you deserve.

Pick up one of the many vehicle add-ons and yet another dimension in racing familiarity opens up to you. Nitro Boosts (again, praise the lack of other vehicles for this Speed Boost) and most impressively, the bow and arrow. Collect the Dukes' weapon of choice and Luke will lean out of the passenger window and twang a small amount of car damaging arrows at the hijackers vehicle and then finish them off with a couple of well-placed shunts.

Mission successful, cue some of the most frightening FMV sequences you will ever see. They're not scary in a *Resident Evil* sense, just sinister like those paintings of clowns that serial killer John Wayne Gacy Junior created whilst in jail. Why they couldn't have just strung some video sequences together from the 100 or so original TV episodes is a mystery.



Someone somewhere knows, but they sure aren't saying.

Boss toss

The Dukes of Hazzard isn't just about bombing around, getting from A to B, winning races and ramming bad guys off roads in a super-charged Dodge. No way, you can do all that jazz in a variety of other vehicles; from Daisy Duke's Jeep and Boss Hog's white cow-horned Cadillac to any other of the games few characters vehicles. Hardly the Gran Turismo of the deep south, is it?

The basic and extremely easy missions should prove no problem for anyone who has managed to complete a few levels of *Driver*, or survived a brief walk in a park for that matter. The only real way you are going to fail a mission is if you don't take the right turn, crash through a barricade and cause the level to restart because you've gone the wrong way and obviously haven't heard of the three point turn. However, once you realise that Luke tells you to turn left or right, this small problem vanishes.

And so the game is completed and you haven't had that bad a time. You managed to enjoy playing with your horn while jumping over rivers and the sound of Roscoe shouting "I love it, I love it, I am in hat pursuit, mam!" It all just brings back so many memories of classic TV shows where the true heroes were technologically improbable vehicles and men with huge amounts of chest hair. Then you realise that these aren't your memories, but tales that your older brother told you.

Hey, you play so many PlayStation games that you can't even remember what you had for breakfast, let alone recall the 20-year-old antics of inbred hicks who wear extremely tight jeans. Take away all the nostalgia and what are you left with? An extremely average racer I'm afraid. Anyone for a game of 'Knight Rider'?

Will

dual shock analogue • memory card • two players

The verdict

Import Out Now Project K £44.99 — **Published by South Peak Interactive**

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

While not awful in the *Ayrton Senna Kart Duel* sense of the word, *Dukes of Hazzard* misses its mark but will satisfy fans of the TV series and those who like the speed rush of *Roll Cage* and *Wip3out*.

PRO Rated 69%

Alternatively: *Driver* – GT Interactive ☆☆☆☆

Vandal Hearts

It looks like a dog's dinner but plays like a porn star's pancake...

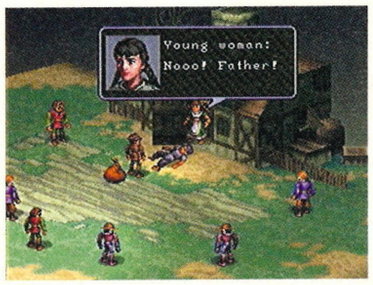




Opening statement for *Vandal Hearts 2*. Hmm... no, it's gone. Okay, let's just try making a few assumptions about battle-based RPGs. We've only really had *Vandal Hearts* in the UK and been denied the cool *Final Fantasy Tactics*. So let's take this from the top. *Vandal Hearts 2* – it's a turn-based war game with role playing elements that has a very strong storyline which demands your enjoyment as much as your respect.

From the opening scene of rape and slaughter, you know that *Vandal Hearts 2* is no cute adventure. You are constantly reminded of this grim fact, as every cut scene seems to feature bands of rogues killing the innocent, which just isn't on in RPG land.

Add to this dark setting a small group of kids who are dealing with their impending adulthood and the problem of harbouring a renown enemy of the state and you've got a drama with more angst than an entire series of *Dawson's*







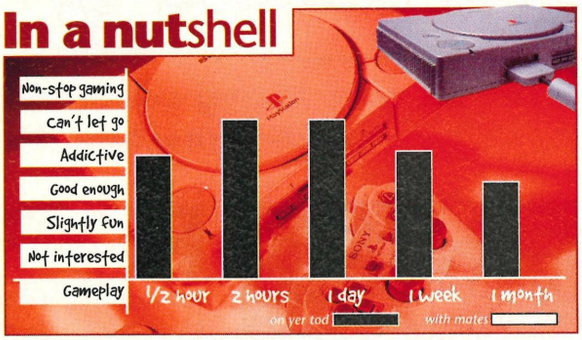


Vandal Hearts *in no way suggests that children should solve all of their disputes with axes.*





In a nutshell







These boys have orders to destroy any village that gives sanctuary to political enemies. How they love their job.

Creek [eek – Ed]. But enough of the story, what about the all-important combat? Well, it's bloody marvellous.

Early on in the adventure and you're just a band of kids. With big swords.



Buckle my swash

Unlike the original *Vandal Hearts*, you now have the freedom to move around the war torn land and check out towns and battlegrounds with no danger of getting muddled up in the bane of *Final Fantasy*; the random encounter. Moving individual characters around a Legoland map may seem like a gaming equivalent of watching paint dry. But not here. The interface, visuals and sound blend perfectly together to give you an extremely addictive piece of strategic hokum that's easier to pick than your nose, and just as hard to lick. This is infectious, so don't expect to get in a few minutes play before turning off your TV set and doing something less boring instead. In fact, you may as well block book a weekend.



"This is infectious, so don't expect to get in a few minutes play before turning off your TV set and doing something less boring instead.."

Getting involved in a ruckus places you in the all-singing and all-dancing Dual Turn System. Basically, you move your characters in any order you want. Each move gets answered by the enemy, who does their best to cut you up with spell and steel. This means that you can move a few squares and attempt to slash a post-assault brigand with your broadsword, only to find that they have just moved out of the way.

It's all a question of learning the enemies move order and pre-empting their attack. This can lead to some interesting moves where you attack an empty square because you know that that Hawknight is going to enter and attempt a rather nasty spear attack. And so he does, right into the business end of your hero's cutlass. Oh, how the blood doth spray! It gives the whole system a much more fluid feel that makes you believe in the environment rather than see it as one epic geeky abstract.

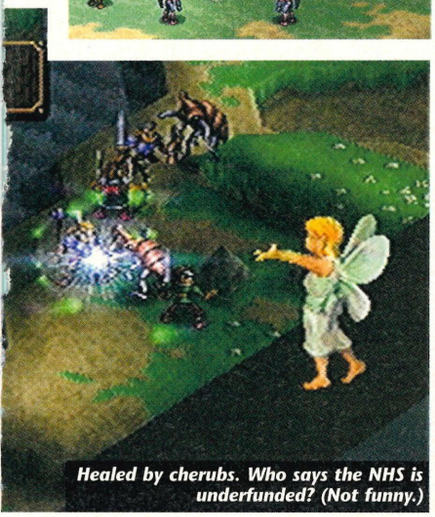
Each weapon comes with a special skill or spell that can be learned after repeated use. Although these spells don't show off any of the kind of pyrotechnic displays that *Final Fantasy* has got us all used to dribbling for, they actually work in a more effective manner. There's no summoning of demons and going off to make a cuppa as they do their thing with a million triangles flying around the screen. It's just straight to the flash, bang, wallop and get down. In fact, the whole combat system knocks *Final Fantasy VIII* for six in the smoothness stakes. And that is how *Vandal Hearts 2* must be judged because that's all that it's about. Combat.

Hooligan kidneys

Unlike the original, where you are given a variety of mission types to encounter, *Vandal Hearts 2* only really gives you two styles; kill the boss or kill everyone that moves. While the slaughter is in full effect, you can find secret areas and open up treasure chests containing new and more interesting weaponry. But as far as in-depth mission structure goes, you're pretty much stuck with these two basic set ups.

And that's the shame in the game. Had we been given more varied mission objectives, *Vandal Hearts 2* would be heading into rating heaven as far as scoring goes. As it is, we still have an extremely compelling strategy game that will keep the thinking player happy until Konami decides it's time to sort out the small gripes and give us an improved sequel. Better make that a PlayStation2 sequel, actually.

Will



Healed by cherubs. Who says the NHS is underfunded? (Not funny.)

dual shock analogue • memory card • one player

The verdict

Release March £34.99

Published by Konami

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

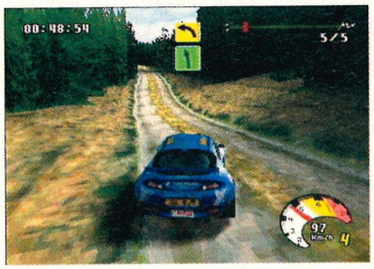
With a combat system that beats *Final Fantasy VIII* and an intuitive control interface, *Vandal Hearts 2* is a winner. If only there was more variety we'd be talking classic. A 'must buy' for strategists everywhere.

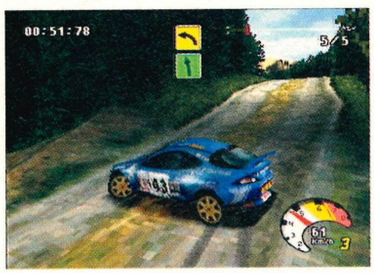
PRO Rated 88%

Alternatively: *Vandal Hearts* – Konami ☆☆☆

Rally Champi

The EA rally racing contender arrives with something to prove...







Get those wipers moving in the summertime and show exactly how crazy you are! Woof.



First gear? It's alright, everything's looking like it's in place and we're off to a good start. This rain drenched course shouldn't pose much of a problem. You're talking to a man who could take hairpins with more control and ambition than an apprentice thief in a hairdressers. No problems. Rain? The wipers will take care of that, because when a landscape is as picturesque as this, you'll not want to miss a photo-realistic thing.

Second gear? That's out of sight. The tight tracks of woodland Wales are proving to cause some major overtaking problems. These paths just aren't designed for more than one car. Get any closer and we may as well park in this guys boot. Great, a fork in the road. Take a left and let the pedal rip through the metal. Flying over a bump and the rebounding mud sticks to our corporate sponsors logo. Are we having fun yet?

Coming to the end of the shortcut and fair enough, that suckers been out-classed and out-styled. Check point!





Driving through the eye of a needle couldn't be trickier. Genius driver. Smart handler. Road hog.

Gallon guzzler

The mud gives way to asphalt. Rubber tread bites down at 100 kilometres per hour and something feels wrong. Is it the smoothly animated arms as they twist at the wheel? No. Is it the way that the light shines through the pine wood and spills across the dashboard, bringing back memories of summers lost? No way. Then it must be the way you can vary the speeds of the windscreen wipers even though the snow never sticks. There's no need for it but it's quite nice actually, even if it is pointless.

So what's the problem? Oh, it's nothing, but have you seen how nice those trees look? Someone has spent a long time going round the Welsh Vauxhall rally with a digital camera. Christ on a bike, THAT'S IT! Pull over and get the picnic basket out. It's time to take in the wonders of nature and all the sights and sounds of the great outdoors! Look at that stream, it's simply divine. And the shroud of haze on the mountains is enough to make the coldest heart melt with romance.

Shut up you big poof, what about the game? [too right – Ed]. Who gives a flying duck about the flora and fauna when you've got a pumped up Seat Ibiza to rip it up with!

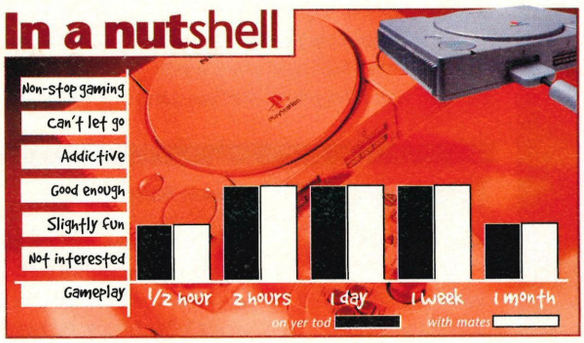
Oh yeah, the actual game. Well, for an exclusive Mobil 1 British Rally Championship Licensed game that's officially endorsed by the BRC, it's nice to look at. For a game with 21 officially endorsed cars that can burst through multiple-routed courses, it's a visual treat. For a game that shows the mud as it builds up on your vehicle, it sure knows how to bend light into pleasing shapes.

> "Well, for an exclusive **Mobil 1 British Rally Championship Licensed game** that's officially endorsed by the BRC, **it's nice to look at!**"

But looking great didn't make ***Colin McRae Rally*** the fine piece of code that it was. Oh deary no. What you want is a rally experience that either goes for an arcade feel of pure adrenaline, or keeps it real with an eye for accurate detail. So, while you're busy looking out of your car window at 70 kilometres per hour, you might want to know how you can maintain a 45 degree tilt on an embankment. You may even question why you can slide as much on tarmac as you can on mud. And why are you told to take a left, only to find your faithful co-driver is talking about the one after the JCB, and not the opening before it. Arghhh!

But there is a fair game here. Get your handling set up and practice. You'll be fine. Just don't expect to have anymore fun than you would if you own a copy of ***Colin McRae Rally***. Don't

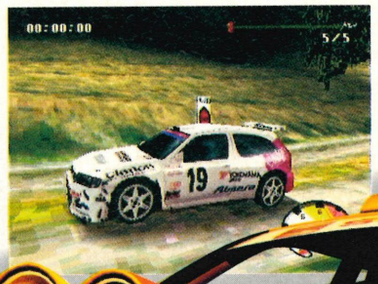
In a nutshell



onship











The tracks are all painstaking reproductions of actual courses. That's nice isn't it?





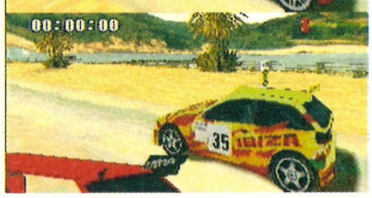




Gaz our artist bod, is pictured hear with his bright red pride and jöy. A brand new Seat Ibiza 16v GTI no less! This explains the over use of Seat screenshots and artwork on this page depicting his little baby.

Take note of the build up of mud and marvel at the imaginations of modern game coders!











even expect to compare the two as the differences are simple and pronounced. ***Colin McRae Rally*** is an excellent game while ***Championship Rally*** looks like an absolute charmer, but is still waiting for a few good years in a Swiss finishing school. It's like what they say about ugly birds, looks aren't everything, it's what's underneath that really matters!

Will PRO

dual shock analogue • memory card • two players

The verdict

Out now £39.99

Published by Electronic Arts

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

There's no denying that *Rally Championship* looks like a shiny pair of dog's privates, while aurally everything is virtually perfect. However, when it comes to taking on the big boys of the genre, it can't surpass them.

PRO Rated **88%**

Alternatively: *Colin McRae Rally* – Codemasters ☆☆☆☆

Parasite Eve 2

Square gets supernatural on our parasitic fat arses with Aya Brea and her SWAT team!





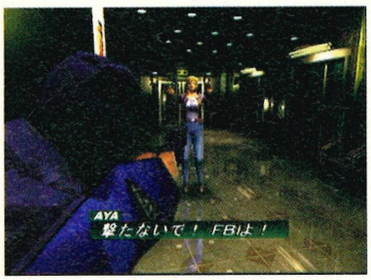






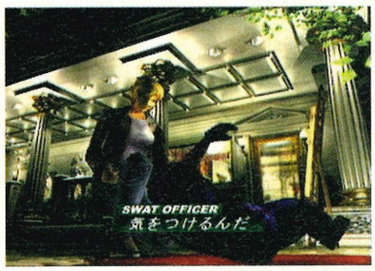


The loading times are regular but brief between rooms or sections.



The original *Parasite Eve* was essentially a hybrid of the *Resident Evil* and *Final Fantasy* games, but unfortunately its fusion of survival horror and RPG resulted in a somewhat dreary game that fell awkwardly between the two.

For this sequel Square has moved firmly into *Resident Evil 2* territory, a move which has paid dividends. The action in *Parasite Eve 2* takes place in New York city, September 2000, three years after the events of the original game.



"For this sequel Square have moved firmly into *Resident Evil 2* territory – a move which has paid dividends!"



Mutations usually take the form of deformed dinosaur or monkey hybrids before appearing like aliens.

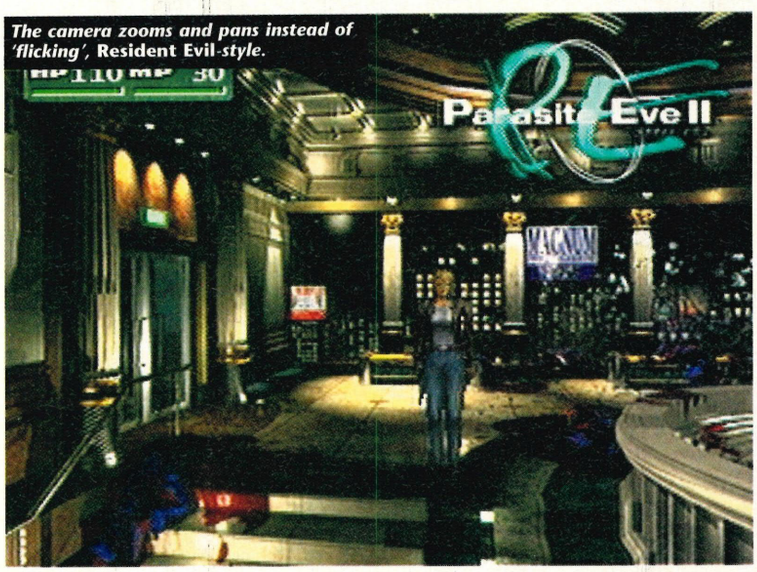
Aya Brea, the heroine from the first outing, is working for the Mitochondria Investigation and Suppression Team, or MIST to its friends. This highly secret unit of the FBI is currently investigating reports regarding the reappearance of Neo Mitochondria Creatures, or NMCs to their friends.

From here onwards the plot develops into an *X-File*-esque tale of the supernatural, with Aya attempting to locate the source behind the hideous mutated creatures which appear throughout the game.

Eve of destruction

In terms of gameplay, *Parasite Eve 2* is very much like the *Resident Evil* games; the player guides Aya around a series of pre-rendered backdrops, exploring each area for clues and items. Access to new areas requires the player to find and use keys to open locked doors and so on. In addition to this, the game also contains a series of relatively simple puzzles which must be solved if progress is to be made.

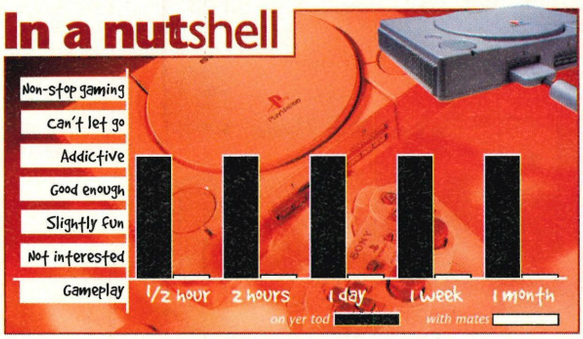
Combat is handled in real-time (no random encounters like the first game here) where Aya can attack the enemies with traditional weapons (pistols, machine-guns and so on) or use her psychic parasite energies. These magical powers grow increasingly potent as the game unfolds. Indeed, the combat interface is one of most ingenious yet to be seen in this genre, blending the typical shooting-based action of similar games with a subtle RPG element. This gives a certain strategic flavour to the



The camera zooms and pans instead of 'flicking', Resident Evil-style.



In a nutshell



Easy target

The combat system in *Parasite Eve 2* is particularly well implemented and wiping out the bizarre mutants soon becomes second nature. Upon encountering an enemy, Aya can either attempt to evade it, or approach it and take the sucker out. Targeting an enemy is simplicity itself; once a weapon has been brandished a quick button press causes Aya to lock in on the nearest foe, at which point she can start pumping the unfortunate victim full of hot lead. Unlike many similar games Aya can still move as she shoots, which makes combat a matter of skill, as opposed to the usual 'stand there with guns blazing' affair that has come to typify combat in this genre.

proceedings and provides players with a nice contrast to the dull blasting of the game's contemporaries.

Crucially, the developers have struck an excellent balance between the exploration and action scenes, which ensure the pace of the game is just right. In fact, the only fly in the ointment regarding gameplay is the Japanese text. This naturally makes it difficult to work out what's going on at certain points within the game. The problem is compounded by the lack of voice-acting (which incidentally gives the game an unwanted sterile feel). However, with that said, it's still relatively easy to keep up with the plot developments.

New Year's Eve

Visually, *Parasite Eve 2* is of an exceptionally high quality. The fluid-moving, highly detailed characters blend in seamlessly with the beautiful pre-rendered backdrops to create what is undoubtedly one of the best action RPGs on the PlayStation. It also scores points for its stunning FMV sequences, which again rank as some of the finest of their type. The quality of enemy design is also laudable, and some of the grotesque creatures that inhabit the latter parts of the game are stomach-churningly nasty.

Sonically, things are of a high quality, with the suitably creepy in-game music changing to suit the tone of the proceedings. Sound effects are also well implemented, with gunshots and screams heightening the prevailing sense of tension that runs throughout the game. If this is to have a translation, we can see it easily being on a level with *Resident Evil 3*.

In terms of lastability, *Parasite Eve 2* presents a sizeable challenge (it's spread across two discs) and it will take most players several weeks of mutant mashing before they reach the impressive finale. Once the game has been completed, increased difficulty modes become available. These introduce new events and weaponry to the action, which go some way towards improving lastability.

Overall, *Parasite Eve 2* is one of the finest examples of this genre yet seen. It combines stunning visuals with a strong plot and rolls them into a cleverly designed and immensely enjoyable title. Fans of games such as *Silent Hill* and *Resident Evil* would be well advised to start looking into the story of *Parasite Eve*, although it might be wise to hold on for a few months, by which time the English language version should have hit the shelves. Better get the first game in, just to get ready for this stunner.

Si PRO









dual shock analogue • memory card • one player

The verdict

Out Now import £44.99 Project K — **Published by Square**

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

An excellent slice of psychic adventuring, which addresses many of its predecessors' flaws. *Parasite Eve 2* is arguably the finest example of its genre and presents one of the strongest arguments seen for learning Japanese.

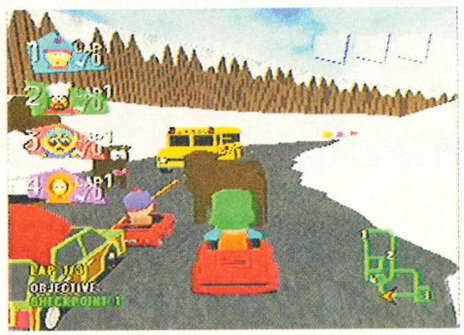
PRO Rated 83%

Alternatively: *Silent Hill* – Konami ☆☆☆☆

South Park Rally



One of the alien-involved cows stops the cop from finding Garrison.



The *South Park* cash cow gets brought out for yet another milking. Moo!

This second instalment of *South Park* videogaming abandons the first person shoot-'em-up style of its predecessor and instead sees the foul-mouthed quartet (and their friends) hitting the road for some karting action. Players choose from a variety of the show's characters (more become available as you progress through the game) and must then burn around the courses in a bid to complete a particular level's objective.

Unlike similar games of this ilk (*Crash Team Racing* and *Speed Freaks*), *South Park Rally* doesn't simply involve racing around circuits. For example, the Cows Day stage sees each of the competitors infected with mad cow disease, their objective being to locate the antidote and evade the others until they are cured of their affliction (a kind of inverted tag). The inclusion of such stages is laudable in as much as they break up the monotony of the more traditional racing stages. The actual layout of the stages themselves is fairly open – in some cases too open. This is especially true of the aforementioned tag-style levels, where players can often find themselves separated from the rest of the pack for frustratingly long periods of the stage.

Anal probation

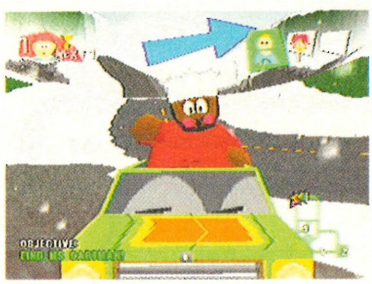
As is par for the course in this genre of racer, each of the stages is littered with collectable power-ups. These can be obtained by driving through crates on the track (surprise surprise) and, as you might expect, what with this being a *South Park* game and all, the weapons range from the sublime (fart power) to the ridiculous (the anal probe). Unfortunately, many of these weapons have been poorly realised and are either dull or just plain redundant.

Graphically and sonically the game adheres closely to its source material which means it all looks a bit ropey, and the various samples begin to grate after a short time. *South Park Rally* should be praised for attempting to introduce new gameplay elements to the genre, but ultimately it falls at the playability hurdle. Fans of the series (are there any left?) may enjoy this, but everyone else would be better served elsewhere.

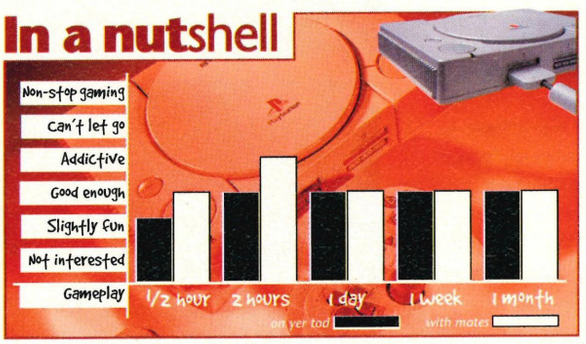
Si

The curiously pointless two-player game which is just too confusing. For us.





In a nutshell



Canine car trouble: only found in South Park Rally!



dual shock analogue • memory card • two players

The verdict

Out now £34.99

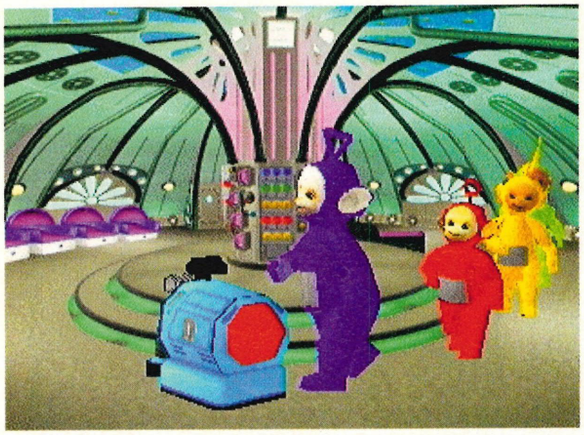
Published by Acclaim

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

The best *South Park* game on the PlayStation, which isn't really saying much. Die-hard *South Park* fans may find this amusing for a day or too, but any laughter will soon stop upon the realisation that you've actually paid for this.

PRO Rated 59%

Alternatively: *Crash Team Racing* – Sony ☆☆☆☆





The nuclear fallout proved too much for the already stoned Tubsters.



Teletubbies

One bad turn deserves another, so after the appalling TV series, good old Auntie Beeb has graced us with an appalling videogame





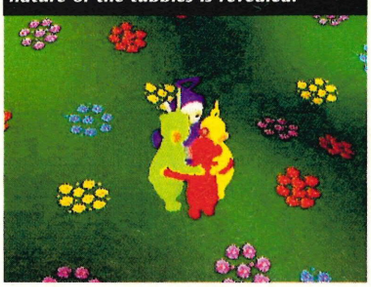
This is the Hoover which mysteriously sucks up the Tubby Custard.





Tubby cakes for Dipsy with a serving of Tub Custard (which is actually lard).

Group hug! The curious androgynous nature of the tubbies is revealed!



The arrival of *Teletubbies* (or *Play With The Teletubbies,* to give the game its full and slightly sinister name) came as something of a surprise when it arrived in the PRO post-box. Whilst the 'hilarious' antics of Po, La-La, Dipsy and Tinky Winky may amuse the work-shy fops who inhabit the nation's universities, they could hardly be described as ideal source material for a cutting edge, state-of-the-art videogame. Clearly, the powers that be at the BBC have realised this and instead of being a violent, blood-crazed, brawl fest, where the eponymous characters attack each other with screwdrivers, *Play with the Teletubbies* is in fact a piece of 'edutainment' software designed, as it were, to educate, entertain and inform.

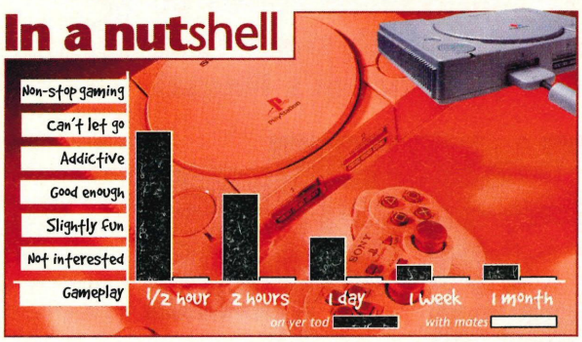
The game itself sees the four loveable Tubsters wandering aimlessly around Teletubbyland, looking at flowers and making a substance which is tacitly referred to as Tubby Custard. As a special treat, the player is presented with the opportunity to ride a scooter or bounce a ball. If proof were needed that the UK's education standards are on the slide, then *Teletubbies* is it.

Perhaps of more concern are the pieces of film footage which can be accessed via the Magic Windmill. One particularly disturbing sequence involves a dubious looking bearded musician taking two young unescorted female children under his wing. When you consider that the game features 11 similar sequences, it soon becomes clear that *Teletubbies* is a very psychedelic experience for all those concerned.

However, despite this social faux pas, the game's unremitting awfulness eventually begins to take a hypnotic grip on those who play it and before long moving four musical clouds around the screen becomes the most important thing in the world. Ultimately, as a whole *Teletubbies* is greater than the sum of its parts and can be thoroughly recommended to performing arts students and people who enjoy hurting themselves with rusty farm implements.

Si PRO

In a nutshell



dual shock analogue • memory card • one player

The verdict

Release March £29.99

Published by BBC World-wide Multimedia

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

An interesting experiment, *Teletubbies* examines the darker aspects of the urban alienation and social discord that were so prevalent during the latter days of the twentieth century. This may well be hailed as a classic.

PRO Rated 07%

Alternatively: *Rugrats* – THQ ☆☆



The staple Dragon Punch does the business once again for Ryu.





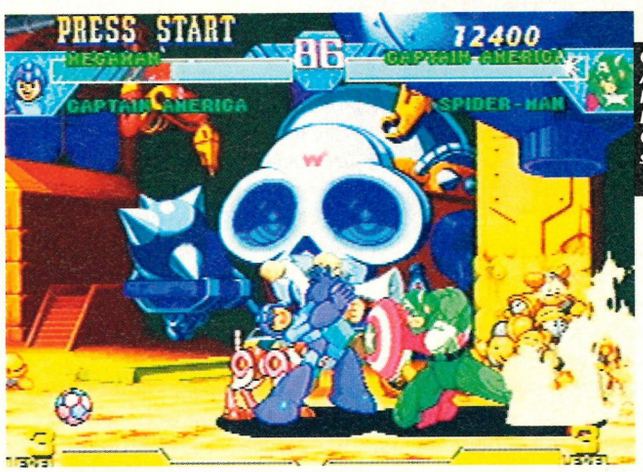
Special moments

Like every other Capcom 2-D beat'-em-up, *Marvel Vs Capcom* features a whole host of special moves, some of which are just variations on your common or garden Hadoken. However, others are slightly more extravagant and in some cases will see the screen filled in an explosion of lights and sounds. Furthermore as a character lands more hits, a special meter at the bottom of the screen begins to fill up, once full up a fighter can unleash a staggering series of special moves which can frequently lead to combo counts in excess of 40 hits.

Marvel Vs Cap

Clash of Super Heroes

Spider-man and co shine their shoes as they prepare to kick the living excrement out of Capcom's finest!



Captain America and Megaman in David Vs Goliath struggle.

Ever had the urge to punch Megamans lights out? Maybe you've always dreamed about kicking Spider-man's testicles up into his stomach? Well, thanks to the miracles of modern technology and those lovely people at Capcom, you can do just that. In case you were in any kind of doubt, *Marvel Vs Capcom* is yet another addition to the ludicrously long line of Capcom 2-D beat-'em-ups. However, the twist here is that rather than just taking characters from the *Street Fighter* series, Capcom have rooted through their illustrious back catalogue and plucked out some of their most beloved videogame characters.

Thus, players can select from the likes of Strider Hiryu, Captain Commando and even Arthur Knight (of *Ghosts 'n' Goblins* fame), although more traditional faces are still available, such as Ryu, Chun Li, Spider-Man and the Incredible Hulk.

Tag team torment

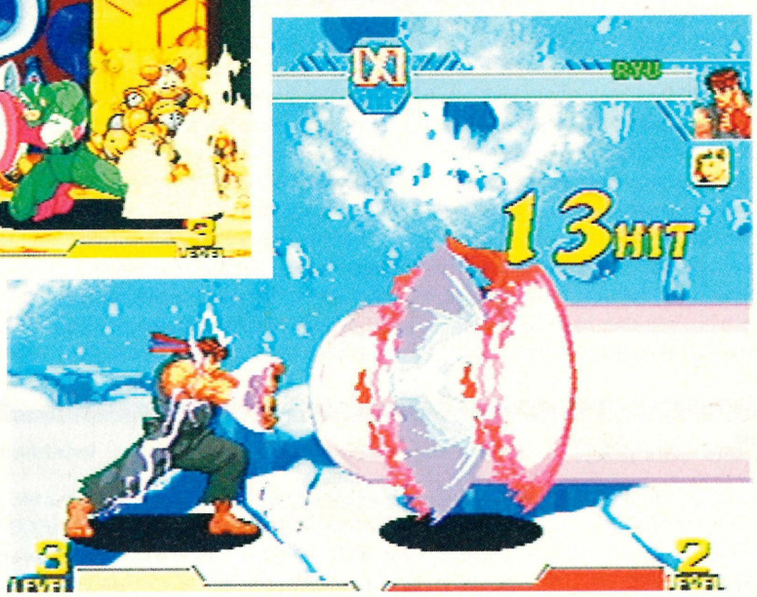
Gameplay itself is very much of the old school 2-D variety, with the usual array of projectile attacks, throws and combos available to the player. Structurally the game is very similar to Capcom's own Marvel Vs Street Fighter; players select two characters from the initial selection of 15 and then enter into a pseudo two on two battle. Unfortunately, (due to the memory restrictions of the PlayStation) the tag-team option of the arcade version, (which allowed players to swap between fighters mid bout) has been toned down, meaning team mates can only be brought in to perform a special move.

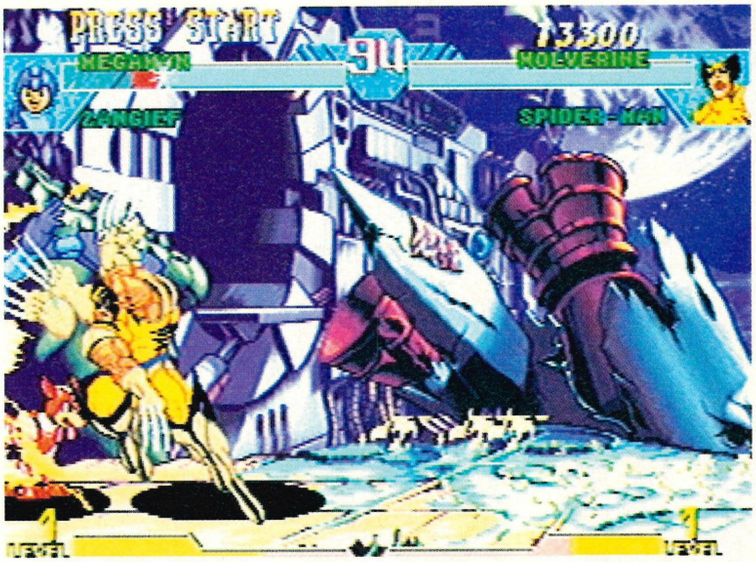
However, Capcom have compensated for this deficit with the inclusion of a Crossover mode, here both teams are comprised of the same characters; leaving the players free to swap between their two team-mates in the middle of a fist fight.

Graphically, *Marvel Vs Capcom* is an impressive example of its genre. The



The special moves frequently make it difficult to see what's going on.



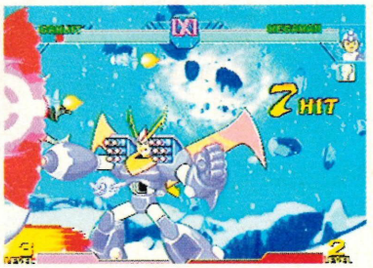




The PlayStation's 2-D graphics capabilities are given a severe workout

com







Megaman is intimidated by War Machine as he launches a projectile.

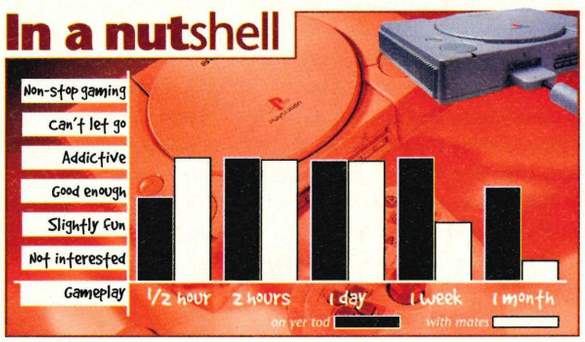
Special friends

In addition to your partner heroes, *Marvel Vs Capcom* offers players the choice of 20 special heroes. These special buddies, whilst not fully playable can be called upon during the action, to help the main character pull off a devastating double team combo.

The selection of special heroes on offer includes the likes of Juggernaut, Thor, Iceman and lesser known characters such as Capcom's own Lou, from the obscure *Three Wonders* coin-op.



In a nutshell



character sprites are large and well detailed, as are the various backgrounds which act as wallpaper to the fighting action. Animation is also relatively smooth (various frames have inevitably been cut during the translation to PlayStation) and slow down only occurs when the screen is absolutely packed with pyrotechnics. Sonically the game vomits up the usual selection of up-tempo rhythms and features club remixes of classic *Street Fighter* tunes, by the likes of Big Daddy Chill and the Ken Smith Showbiz Eleven [liar! – Ed]. Sound effects are also of a high quality, for example, *Strider's* lasersword sounds exactly like it did in the arcade original.

So, taking into account the evidence presented so far, *Marvel Vs Capcom* must be an all-singing, all-dancing, 2-D beat-'em-up par excellence? Unfortunately, it isn't. Somebody should have sat the boys and girls at Capcom down and explained to them that sometimes more is less. Put simply *Marvel Vs Capcom* has taken the 2-D beat-'em-up to its illogical conclusion; whilst the flamboyant, screen-filling, special attacks of the main protagonists may be aesthetically pleasing, they do not make for a well-balanced game.

On the fight fence

Indeed, if one criterion of a good beat-'em-up is that an experienced player will always beat a novice, then *Marvel Vs Capcom* is a resounding failure. All too often a single button press will result in combatants launching extraordinarily powerful special attacks towards their opponent. The inevitable fiasco which ensures, quickly degenerates into a button-bashing session. This lack of balance and loose control structure becomes all to apparent when the game is placed next to *Street Fighter Alpha 3* (the King of PlayStation 2-D fighters).

Ultimately, *Marvel Vs Capcom* sits on two fences, *Street Fighter* purists will be disappointed by its lack of strategy and focus, whilst the more casual fighting fan will invariably find *Tekken 3* more enjoyable. Indeed, a harsh critic would no doubt describe this as the nadir of Capcom's *Street Fighter* cash-in-by-numbers franchise, but to do so would be unfair.

Whilst the game does indeed contain some fundamental flaws in the gameplay, it will no doubt still appeal to the unrelenting hard core 2-D beat'em-up fan, of which there are still many out there. SNK's *King of Fighters '99* may however, begin to tilt the balance of power next issue.

Si PRO

dual shock analogue • memory card • two players

The verdict

Release March £39.99

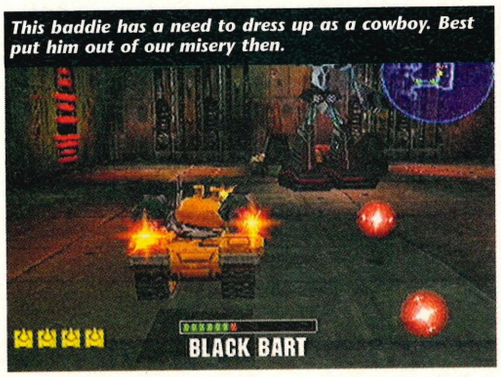
Published by Virgin Interactive

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

A reasonable conversion of the fairly mediocre arcade game upon which it is based. Unfortunately *Marvel Vs Capcom* is dragged down by the anchor that is the over-the-top special moves system. Style over substance, really.

PRO Rated 80%

Alternatively: *Street Fighter Alpha 3* – Virgin ☆☆☆☆



This baddie has a need to dress up as a cowboy. Best put him out of our misery then.

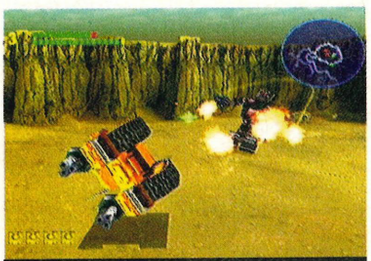




Tiny Tank

No, that's not Cockney rhyming slang – it's the name of the world's first ever 'ironic' shoot-'em-up!


Collecting enemy brains makes your missiles smarter. There is nowhere to run. Ha ha.


Double-tap that shoulder button and it's roll-sideways city.


Destroy them, then collect their weapons. What a laugh, eh?

So, you want to sell shedloads of extremely deadly weapons to the US of A, hmmm? Talk about selling snow to Eskimos during a blizzard. To make your task even harder, America is going through a peace revival (yeah, right). Everyone's getting into it, from gangsta' rappers to postal workers. Hell, even cats and dogs are getting together to make the beast with two backs.

It seems like an impossible situation, but there is a way to bring back that military hardware hunger – just spend time making your particular weapon of mass destruction as cute as possible. Make it artificially intelligent and bada-bing! You've got a piece of equipment with all the social acceptability of Mickey Mouse blended perfectly with the destructive power of Ronald McDonald. Call him *Tiny Tank* and watch as those crazy Yanks go ape for his new style of war. With no human casualties and a few grating catchphrases that even Stu 'I could crush a grape' Francis would squirm at, this cheeky chappy of the apocalypse seems like the ideal way to give America's enemies a right good kicking without upsetting the voting core of vegetarian/libertarian voters out there. Smart move!

But surely this is all just too good to be true? You got it! While being demonstrated, *Tiny Tank* gets shot in his electronic head by another intelligent tank, goes plum insane and shoots up the very people he was being demonstrated to. Well, it had to happen didn't it? This is a shoot-'em-up after all. But enough of the story, let's get heavy with the firepower.

Rocket's red glare

100 years into the future and the robotic war-pigs have taken over the planet (naturally). It's up to you as Tiny ('you're being a fBLEEPg BLEEP! A cute killing machine? That's the dumbest fBLEEEPg thing I've ever heard! I've got a cannon for a nose' – disturbed by the in-



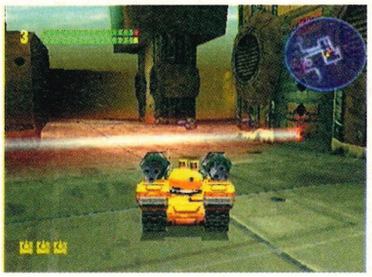




Killed the boss and stole his hat. Insult upon insult is added to injury.



Now I'm no expert, but that has got to sting.





"You've got a piece of hardware with the social acceptability of Mickey Mouse blended perfectly with the destructive power of Ronald McDonald!"

game searing? We were) Tank, to restore order and shoot other robots, gun turrets and so on while picking up their weapons and strapping them onto your chassis. What a peach of a job! It's the return, if not invention, of the cute and cynical shoot-'em-up and it does a fair job too.

Tiny Tank is a right little ripper when it comes to bopping around the battlefield while picking up the armoury and brains (yep, you can add their intelligence to yours – weird) of the recently disposed. Your endearing little war machine jigs about like a rubber-legged limbo dancer, his suspension systems constantly gyrating to the groovy music.

So, you're in this game of annihilation and fluffiness and everything seems fine. You find out how to move your rear-firing mortars to the front and the plasma-or whatever-blasters to the rear. If you were cooking it would definitely be with gas! A minefield poses no threat when you engage your boost jets and glide from one rocky haven to another.

But something is missing and you can't quite put your finger on it. Yeah, the graphics aren't the sharpest in the knife set. But that's not it. And the missions? Well, one mission you're taking out a cowboy robot boss, the next you're destroying mining equipment while enemy robots pirouette to the in-game music. And that *is* enjoyable, but it's as varied as you get when you're dealing with what is essentially a fairly basic blaster that relies on 'ironic' characters rather than action to keep you going.

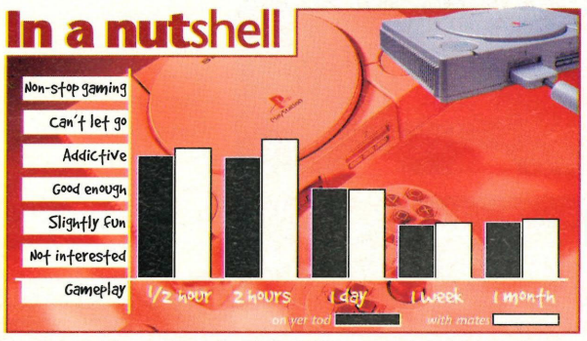
And then you hit a level where, halfway through the action, it all ends very abruptly.

"We ran out of memory," says Ed Annunziata, *Tiny Tank*'s producer in one of the many FMV advert cut-scenes. "So we had to cut the level in half… and rather than staying within the fiction of the game, we wrote a letter from the programmer where he apologises to the player for running out of memory." Its all very post-modern and self-referential, like a videogame written by Kevin Williamson of slasher movie *Scream* fame.

And there's the rub. While *Tiny Tank* has a joke shop's worth of novelties to its name, they all seem like mere window dressing. The fact that you're playing a game that knows its a game doesn't stop it from being an average one.

Will PRO

In a nutshell



dual shock analogue • memory card • two players

The verdict

Release March £34.99

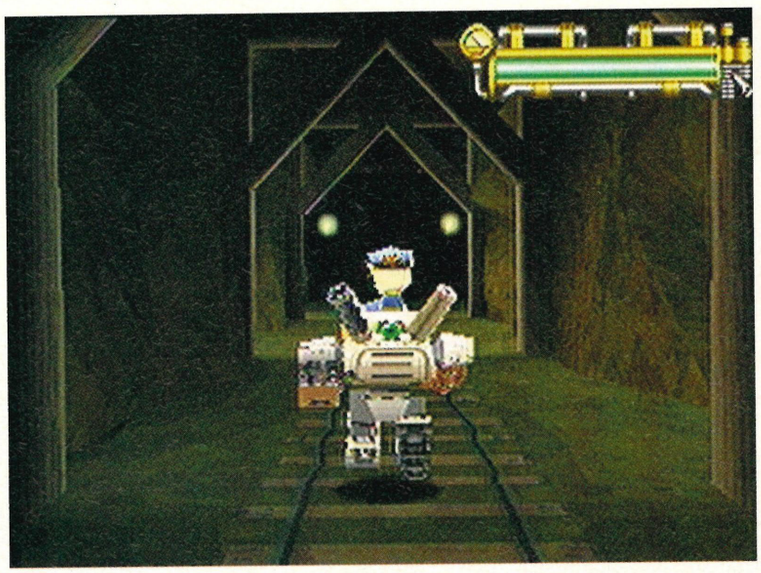
Published by Sony

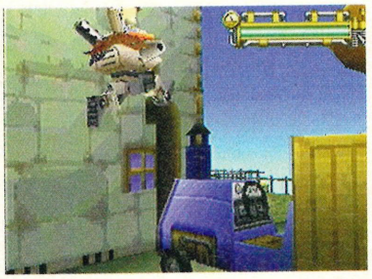
Graphics ☆☆
Sound ☆☆☆
Gameplay ☆☆☆
Lastability ☆☆

A lot of time has been spent making *Tiny Tank* a very clever premise while failing to give it any of those old-fashioned values like excitement and adventure. But maybe that's the point – it being 'ironic' and all.

PRO Rated 82%

Alternatively: *Assault Rigs* – Psygnosis ☆☆











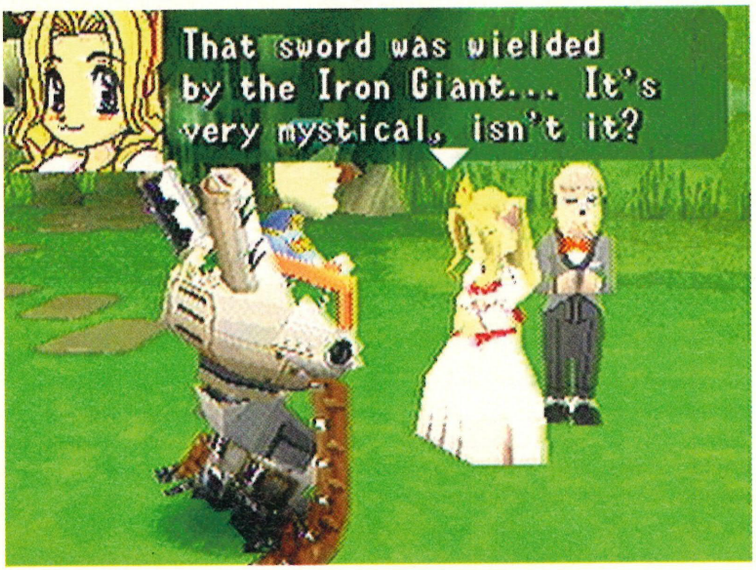
Tail Concerto

You want dogs in hats? You want cats in bomber jackets? Well, *Tail Concerto* has it all and then some more!



The red boxes scattered around the landscape contain photos which can be placed in albums back at Waffles home.

Remember the old black and white films? Where some hapless fool carrying a long wooden plank would suddenly turn around and inadvertently strike a passer by on the back of the head. Now that is funny. People walking down the street and slipping on a banana skin? Now that is funny. Circus clowns driving around in a tiny car which gradually begins to fall apart. Now that is bloody hilarious. However, funnier than all the aforementioned, is the simple sight of anthropomorphic cats and dogs doing battle with each other in an animated fantasy world and as chance would have it, that is exactly what *Tail Concerto* delivers to our screens.







Our canine hero Waffle, takes an impromptu visit to the local tourist information centre in search of the local library.

Dog day afternoon

The fairly linear plot centres around the exploits of Waffle the dog, a canine police officer who's vacation is abruptly interrupted when he's called upon to deal with the notorious Black Cats gang, who are being led by the mutt-hating Pris sisters. As the plot unfolds it emerges that the sisters are working for

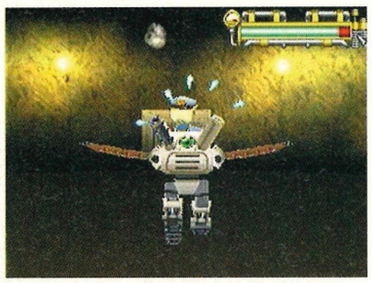


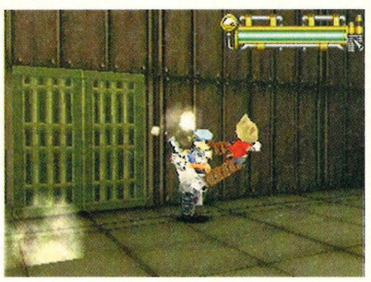
Having successfully completed a mission Waffle returns to his flying machine where he can select his next destination on the world map.





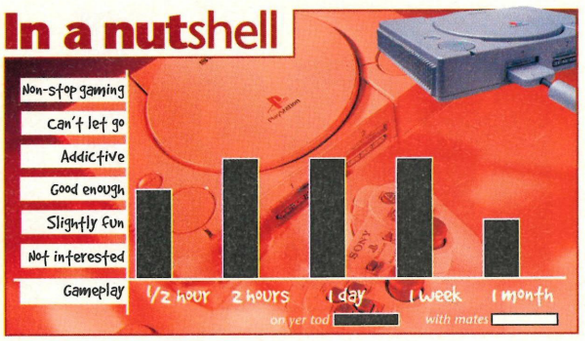








In a nutshell



The quality of the animation featured in the cut scenes is great.



"The versatility of the main character's suit transforms what could have been just another also ran, **into one of the most imaginative platformers since *Ape Escape*!"**

Fool, a feline who seeks five magical crystals. Once in his possession the crystals will grant him incredible supernatural powers. Obviously, the plot wasn't written by Shakespeare [no, it was Sean Ryder – Ed], but with that said it does its job in terms of drawing the player into the proceedings.

At it like cat and dog

The actual game itself is 3-D platformer stroke RPG hybrid, with the main emphasis being placed on the platforming aspect of the game. Your mission begins in earnest, with you in a bizarre ED-209-style battle suit (of *RoboCop* fame). The robo-suit's primary attack utilises the two arm-like straps which dangle from the suit's chassis, these can be used to flail the enemy and break open the various pieces of scenery which are scattered around the stages. The secondary (and somewhat novel) weapon is a device which blows out bubbles, these bubbles can be fired at the enemy to entrap them (like Bubble Bobble), once restrained the enemies can be collected and returned to Police HQ.

Furthermore, at certain points within the game friendly characters appear and provide Waffle with special items. For example on one level he acquires a jet pack that allows him to fly for a limited time. Other nice touches include Waffle's ability to throw the enemies bombs back at them. Indeed, the abundance of original ideas on offer prevents the game from becoming repetitive and ensures that the player remains keen to see what new challenges await around the next corner.

Graphically, the game is of an exceptionally high standard and puts many of it's contemporaries to shame. The landscapes that Waffle traverses are richly detailed and varied, more impressive still is the speed at which the action takes place, especially so when you consider that even with a screen full of enemies, the frame rate is never compromised. In-game music, whilst hardly ground-breaking, complements the action nicely and the quality of the voice-acting is also first rate.

The straight cats

In terms of criticism, it does have to be said that the games structure is somewhat linear. Typically, most stages require the player to clear the area of any marauding members of the Black Cat gang. Once the area is secure, Waffle must despatch the boss, which more often than not takes the form of a bizarre mechanical creation being controlled by the Pris sisters. Another problem is the stop/start nature of the proceedings.

The cut sequences in the game whilst beautifully realised do tend to break up the action and players frequently find themselves ploughing through reams of superfluous text (which admittedly is livened up by the excellent voice-acting). The control system can also be problematic, although perseverance reaps its rewards and it soon becomes second nature.

Ultimately, *Tail Concerto* is a well-designed and beautifully executed example of it's genre. Unfortunately, the low difficulty level means it's all over way to quickly. Furthermore, the schizophrenic structure of the game introduces an unwanted imbalance to the proceedings. If there's any justice then *Tail Concerto* deserves to be granted a sequel, where these relatively minor quibbles could be addressed.

Si PRO

dual shock analogue • memory card • one player

The verdict

Import Out now £44.99 Project K — **Published by Atlus**

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

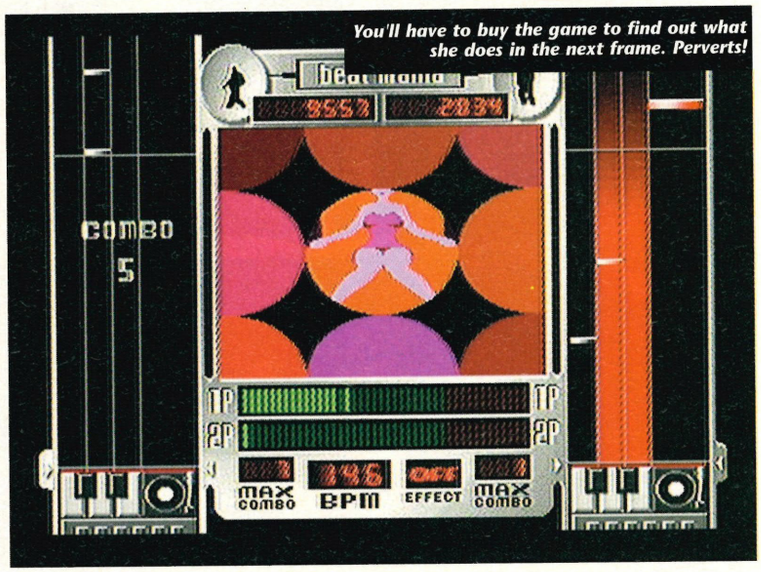
An excellent 3-D platform game that outshines the competition on several levels. *Tail Concerto* will undoubtedly delight younger players but may put off bigger boys (and girls) looking for a more substantial challenge.

PRO Rated 81%

Alternatively: *Toy Story 2* - Activision ☆☆☆☆

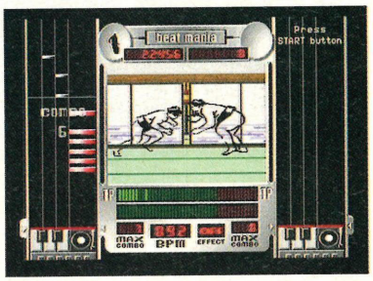
Beatmania

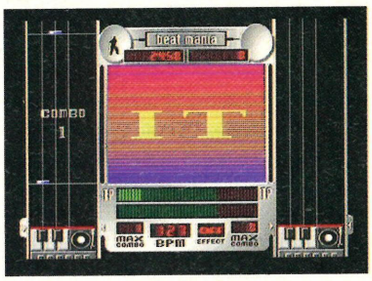
Last night a DJ saved my life, but only after he broke my fingers with a big hammer!

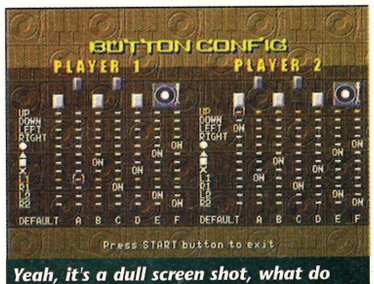


You'll have to buy the game to find out what she does in the next frame. Perverts!









Yeah, it's a dull screen shot, what do you expect, every screen looks the same!

Find yourself a circular saw and fire that baby up. Now, without hesitation, fling both of your wrists through the spinning blades and watch as they plop to the floor under a nice and warm crimson spray. Right, don't worry about the pain, just take your severed mitts and smarting stumps along to an amateur sewing class where some old biddy will happily sew those limbs back on for the price of a cup of tea. Wait for all your nerve endings to re-attach in exactly the wrong way. It may take a few months of naive physiotherapy but you will get there. After the scars have healed, get a second mortgage on your house and go out and buy a pair of ridiculously expensive (and quite possibly gold plated) Technics 1210's with the proceeds. Now try your best at mixing up some funky beats down at your local sticky-carpeted discotheque. Well done my old Carl Cox wannabe, you now know how it feels to play *Beatmania* with a standard joypad. Bit of an expensive lesson wasn't it.

Ghetto heaven

Beatmania is a body movin' DJ sim that's all about pressing buttons with perfect timing to the beat of club anthems and some intense Japanese Big Beat vibes. Imagine the thrill as you watch lines of groove flow down the screen while the music gets it on in a suitably jiggy stylee. Wait till that dash hits the time line and press the designated button as you keep your DJ street cred so real, man. Feel the thrill as you burn a friend in a war of total scratch. Fingers blaze as your kingdom is fought over. Behold foolish mortals and bow in awe at the feet of the king of the PlayStation disc jockey!

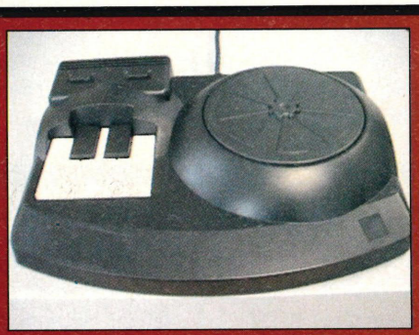
"If ever there was a game that needed a **dedicated accessory, *Beatmania* is it!**"

Well, that was the plan. Those of us who can't actually manage to decode huge amounts of on-screen information, or have never ever tried to read music, will be in a new kind of hell. Frustrating? Someone might make the mistake of approaching you after a particularly infuriating session of beat matching to *Sing It Back* (Can 7 Supermarket Radio Edit) by Moloko; big mistake. As by this time you'll happily rip the very veins from their shuddering body and chew heartily on them like the beast you've become. And as the gore drips down your grinning face and spills across the living room floor, you will beg for more... oh yes you will!

But there does lurk amongst us that bass-kicking superstar DJ type that can kick it large with this set-up. You know the sort; drop a box of matches on the ground and they'll tell you exactly how many there are before the last splinter has bounced. They'll then go on to spend hours rocking back and forth with their knees tucked into their chest moaning 'Oh yeah, 27, that's right, 27 matches'. And you know that is the guy who you're going to end up playing against. Ten minutes later, after your adrenal glands have stopped burning and the red mist has subsided, you'll

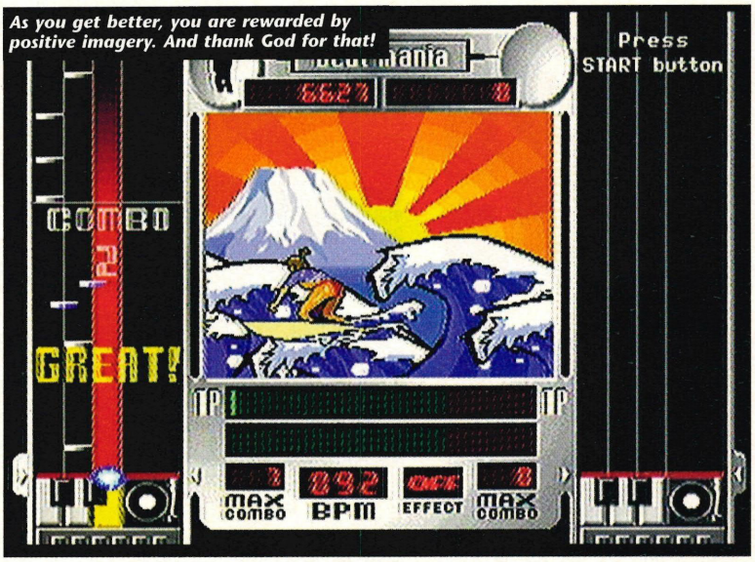
The juice you need!

To get the best out of Beatmania, you're going to need the DJ Station Pro. Those of you who are always on the move will be delighted to know that import portable versions are available from the foyer. Enjoy!

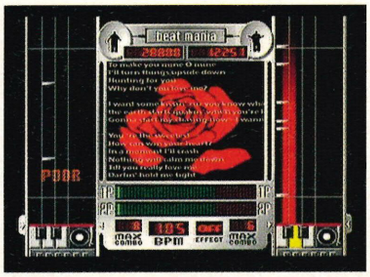


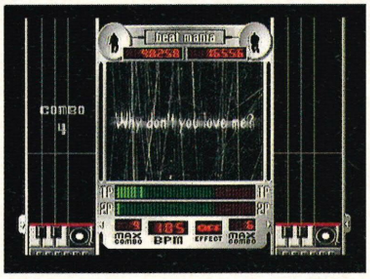


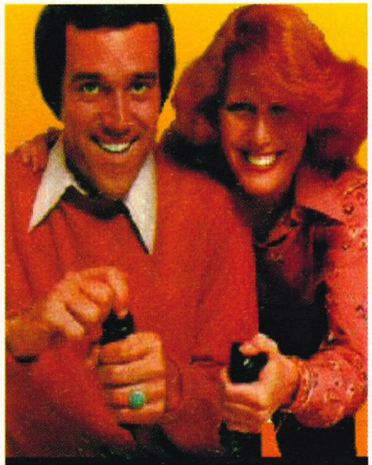




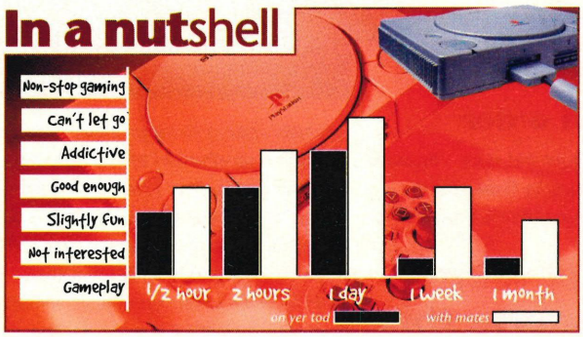
As you get better, you are rewarded by positive imagery. And thank God for that!

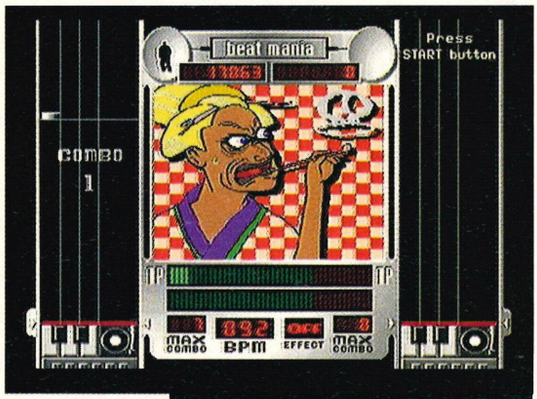




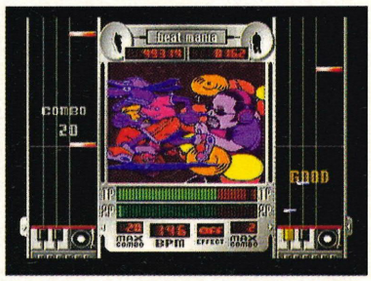


Because the graphics are so dull, we decided to show you an alternative control method to the DJ Station Pro. Chins are not included.

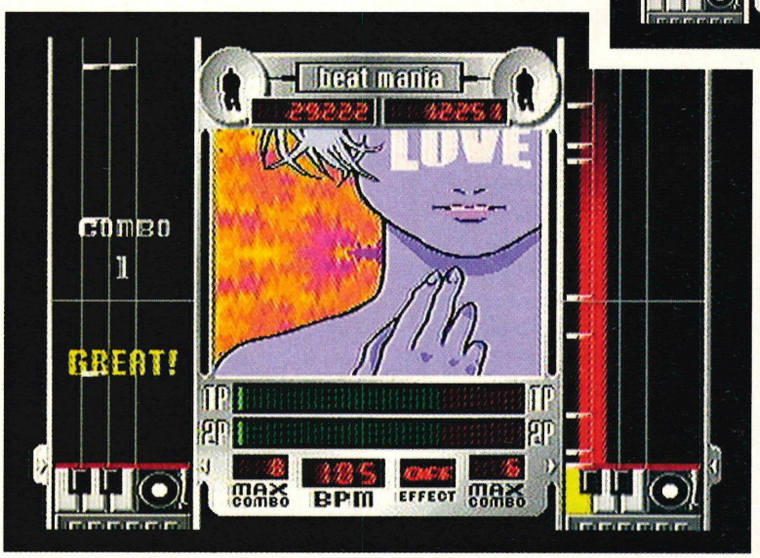


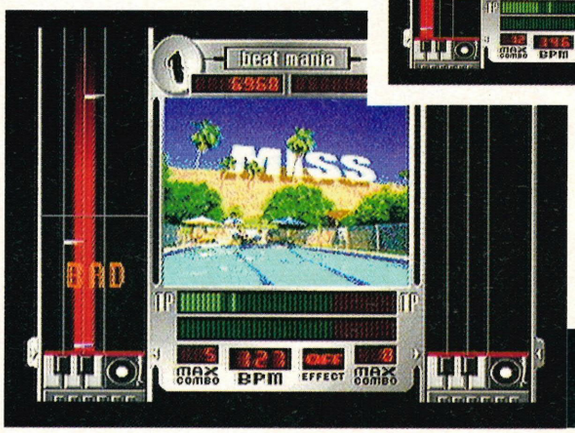


Not doing to well are we? So just sit back and eat sushi – FOOL!









Fall out of rhythm and you will you fail with the game and with the ladies.

start to think seriously about cunning steps toward efficient body disposal.

Shallow grave

Now that we know the sheer frustration of playing at being a post club DJ with one of the Sony blessed grey lumps; what of the alternatives? Don't worry, auto-amputation-style gameplay is not the only answer and Mrs Davies of Lincolnshire can put that pen down right now, because we're not suggesting a series of psychotic homicides either. No, those lovely people at Konami realise that Beatmania originates from a very special arcade cabinet because they built it. They know that they've got a very special game because they spent an entire week writing it. They've put these two pieces of self-satisfied knowledge together and decided to release a replica of the arcade controller. Five piano keys and a single turntable in the guise of the DJ Station Pro, no less. Plug this beastie in and all the pain will go away. "Bring it baaaack – sing it baaaack!" will no longer be a trigger phrase programmed into you by CIA-style brainwashing that warps you into a blood-soaked maniac.

Brothers and sisters will suddenly pump up the volume, and the stars will converge to for a big smiley face. If ever there was a game that needed a dedicated accessory, *Beatmania* is it. It's not just necessary for the game, but for the future of the human race. So, by all means get hold of this game and feel the rush as you spin back some fine breaks while pressing buttons at exactly the right time. But, as with most things in life, make sure you've got the right tools for the job, or mark my words, there will be hell to pay.

Will PRO

dj station pro • memory card • two players

The verdict

Release April £49.99 with DJ Station Pro — **Published by Konami**

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

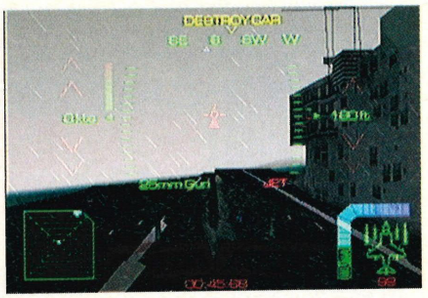
Given the correct tools, *Beatmania* can make for some fine post club entertainment. UK tunes make all the difference to the cultural phenomenon. We just hope that Konami release add-on discs. 'Beatmania: Skint Edition' anyone?

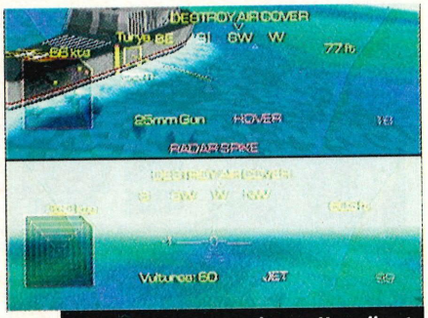
PRO Rated 78%

Alternatively: *Um Jammer Lammy* – Sony ☆☆☆☆

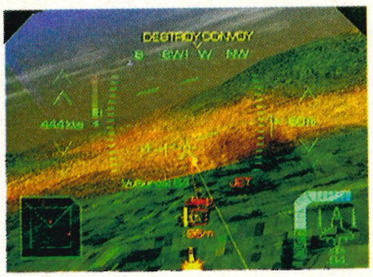
Eagle One
Harrier Attack

Screaming in low to get you high, but is the comedown worth all the hassle?





Yet more nasty weather as Hawaii gets its worst dose of fog in 150 years.



Ever since Icarus strapped on a pair of huge wings and flew too close to the sun, man has know the dangers of trying to make like a bird. And of being a right big show off, obviously. But now, thanks to that wonderful combination of science and our inbuilt bloodlust, not only can we safely see the beauty of our surroundings from a high altitude; we can drop napalm on rag-wearing peasants villages while we're at it. Hats off to you Mr Progress – we salute you!

New world order

The world is in a right old state – Russian ships have been sunk by freak storms, hackers have brought the USA roads to a standstill and Radiohead are threatening to release yet another 'experimental' album. It's a state of total chaos, made worse by the fact that anyone can pick up a load of Apache gunships or T-17 tanks, then take the missus to the pictures and still have change from a billion rubles. A very dangerous position for the world to be in and no mistake.

The Army Of The New Millennium have decided to make good use of this situation and have invaded the Hawaiian islands for whatever reasons. This tactic can't help but annoy the hell out of the USA in a wild fashion. Hey, these guys just aren't going to forget Pearl Harbour in a hurry, so who can blame them for mobilising a counter strike force made almost entirely out of Harrier jump jets. No one at all, especially you, since you're a Harrier pilot and have been waiting for years to whip some communist, terrorist or vegetarian butt. Come on, let the good times roll!

And so we reach for the skies and prepare to fly on some bogey's tail whilst avoiding radar detection, dropping bombs on conscripts' moms and generally bringing about hell on earth to the sound of the Rolling Stones. Or really annoying sound effects if you don't have a stereo.

Take 'em down

Controlling a multi-functional strike aircraft has never been easier. For the first couple of missions, you'll happily keep the flight model on its most basic level to save you from performing confusing barrel rolls and generally looking like you've had a bad night on the hooch.



Well, I was warned that they could see me on radar. Oh well.

"It's amazing what a lack of vehicles can do for the frame rate because this baby can sure rocket!"



An A-10 versus a Hind gunship. Now that's something you won't see on pay-per-view.

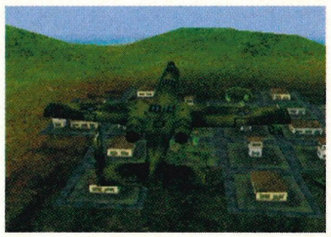


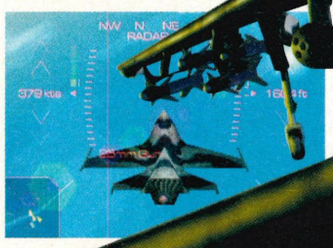


Well, they say these are hospitals, but we know how sneaky those ANM soldiers are, so DIE!



It's time to bust out some prisoners of war. Quick boys! Hide in the fog!







And then, my beautiful friends, the killing is easy. Nothing can stop you, because you are the best of the best. Tanks rupture left and right while Mig-21s can barely get into the air without one of your Sidewinders ruining their day with a big, and extremely fat, thick ear. Then you encounter the missions on the second island and the party is well and truly over; last one out turn off the lights.

You've got to take out a jeep before it gets to a town and infects it with a biological weapon. Not too tough. And another jeep. Easy-peasy pudding and pie. And now an entire armoured column, complete with matching fighter escort and attack helicopter accessories. Oh sweet lord, does it start to get tricky. In Easy Flight mode, you don't really have the acrobatic skill to survive the onslaught, while Expert mode just makes for utter confusion. Nice one!

Flick from Jet to Hover mode and you can happily sit in the air and take out tanks with your Maverick Air-To-Ground missiles, while remaining extremely vulnerable to flak attack. Fair enough, you can hide behind hills and pop up to take a pot shot. But once an obstacle blocks your line of sight you lose your missile lock and so waist valuable seconds waiting for the firing tone. Cheers then!

You heard the man, so get with the plan and kill all those 17-year-old recruits.





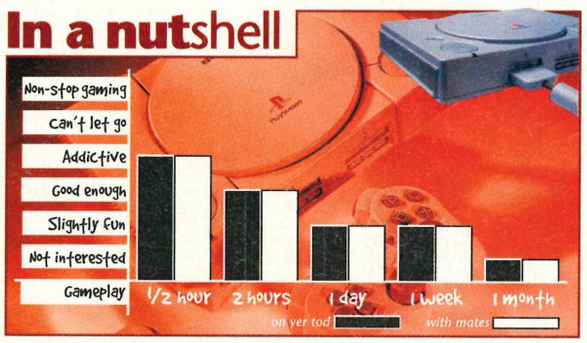
Unlike the tasty *Ace Combat 3*, *Eagle One* doesn't even give you that real feeling of cutting through thermal air streams whilst in high-speed combat. Everything just feels clumsy and very chunky. Where's the feeling of pulling off a gentle swoop? Probably the same place as the year 2000 visuals. Looking out of your cockpit windshield feels more like glancing back in time to the days of the three-year-old *Thunderhawk 2* than gawking at a modern flight sim. Constant fog? What's that all about then eh?

Fire and forget

Eagle One doesn't confine you to the chunky cockpit of a Harrier. A-10 Warthogs, F-16s and Huey gunships become available for the right missions and are always ready for the maverick who fancies a bit of two-player head-to-head action. Since the Harrier is a vertical take-off aircraft, the inclusion of the rather unsexy Huey is a mystery, as they handle pretty much the same. This could have been the *Nuclear Strike* of the flight-sim world. It isn't. Shame.

Will

In a nutshell



dual shock analogue • memory card • two players

The verdict

Release March £39.99

Published by Infogrames

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

Eagle One is destined to make someone very happy. Unfortunately, that person's going to be a flight buff who isn't interested in the thrills of _Ace Combat 3_ or _Biggles_ stories. A fair attempt.

PRO Rated 70%

Alternatively: *Ace Combat 3* – Namco ☆☆☆☆

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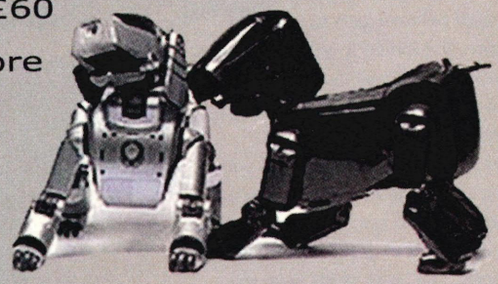


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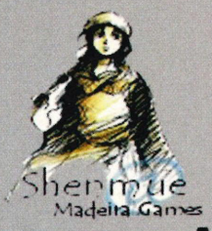
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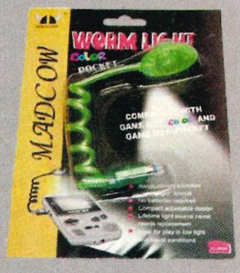


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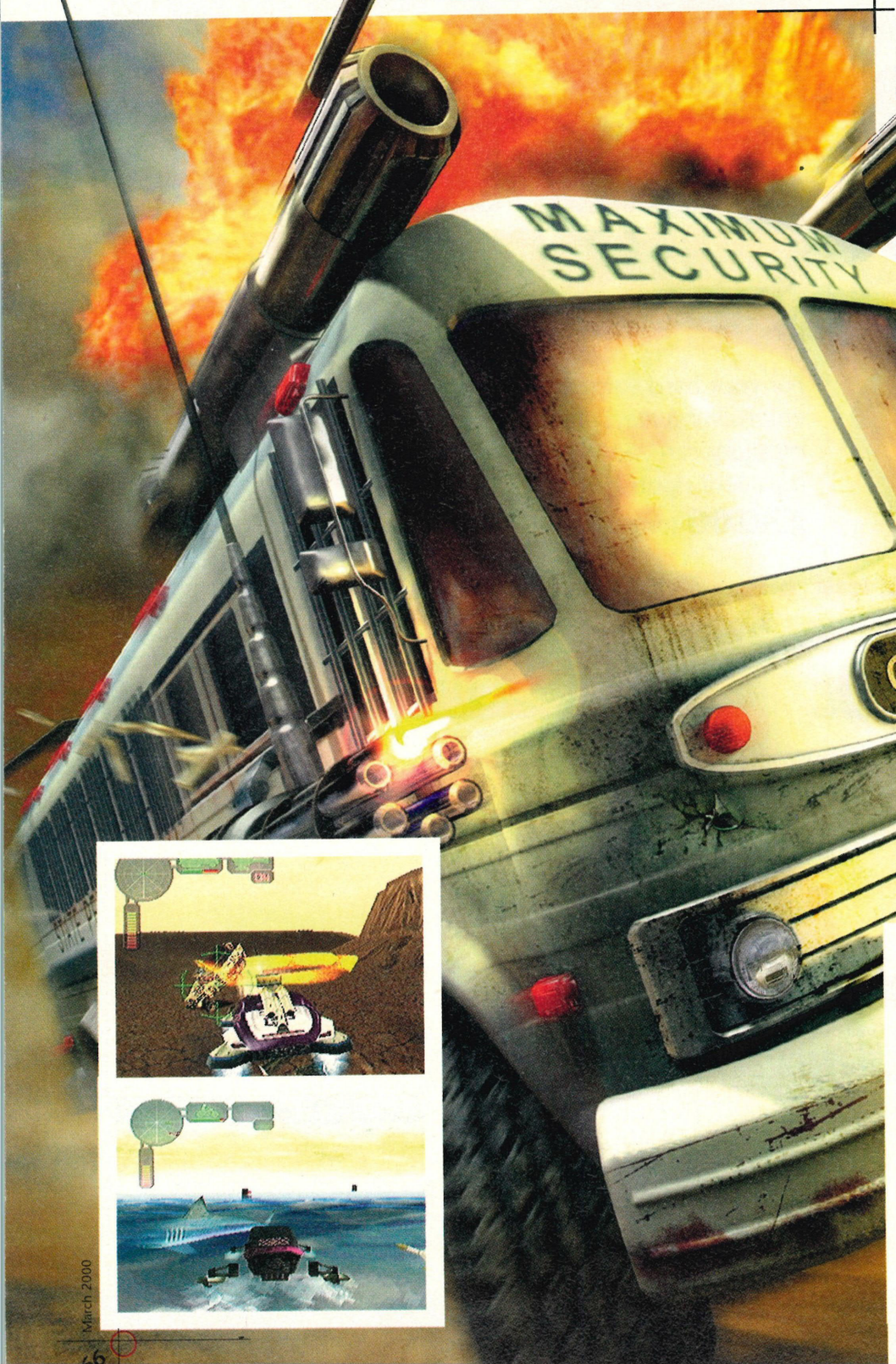
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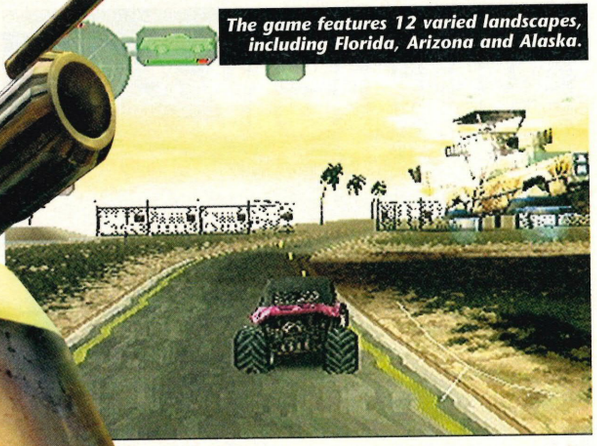
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Vigilante 8
2nd Offense

A lone driver on the edge of chaos takes the law into his own hands. Mel Gibson eat your heart out!

It's Friday, it's 6 o'clock in the afternoon and you're running late for that special date with the tasty bird, bloke or woodland animal from accounts. Why are you running late? Because John 'Two Jags' Prescott still hasn't sorted out the problem of Britain's over congested motorways; hence, you're stuck in the middle of the biggest traffic jam since Robinsons formed a

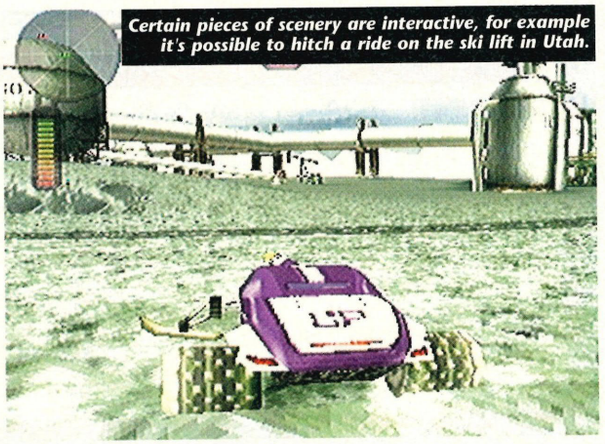




The game features 12 varied landscapes, including Florida, Arizona and Alaska.



The range of weaponry on offer is impressive, but combat itself is awkward and unrewarding.



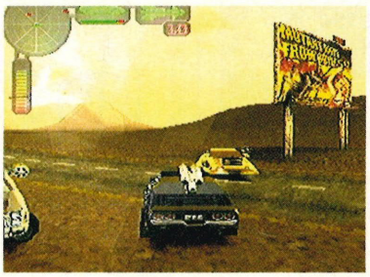
Certain pieces of scenery are interactive, for example it's possible to hitch a ride on the ski lift in Utah.

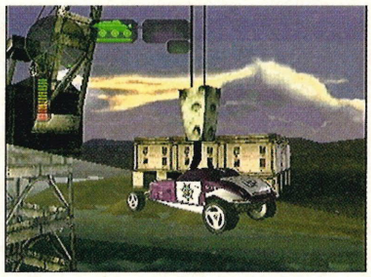
merger with General Motors. Now step back and imagine exactly the same scenario, only this time your Renault Clio has a dirty great big rocket launcher strapped to the bonnet; before you know it you've blown your fellow motorists off the road and you're laughing politely at the tasty bird, bloke or woodland animals jokes, in a swanky little Italian eatery that one of your colleagues recommended to you.

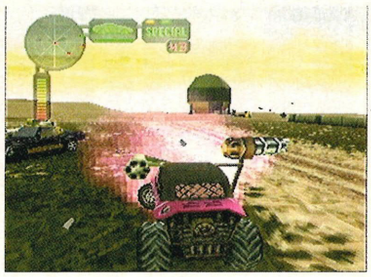
Yes indeed, in an ideal world all cars would come equipped with machines guns as standard, but unfortunately the powers that be don't seem to share this view, so for the time being angry motorists will have to find another outlet to vent their frustrations.

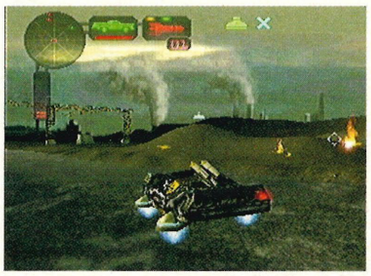
Mad to the max

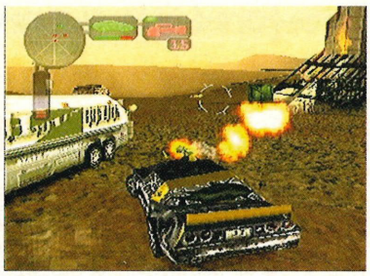
Fortunately for the nations road rage sufferers, Activision and developer Luxoflux have seen fit to grace us with a second instalment of the well-received *Vigilante 8*, which is cunningly titled *Vigilante 8: 2nd Offense*. This sequel continues where its predecessor left off, which basically means you get to choose from a selection of wild and wacky vehicles (moon buggies, dustbin vans etc.) and then burn around a series of *Mad Max*-esque post-apocalyptic landscapes. On your travels around each of the free roaming stages you can obtain various power ups, which have been carelessly left lying around on the floor. These power-ups range from add ons such as Skis (for the obligatory snow level), to high-powered rocket launchers, which magically bolt themselves to the chassis of your vehicle. As you might expect the latter can be used to destroy enemy vehicles, as well as allowing the player to initiate carnage on the (mostly) destructible scenery.





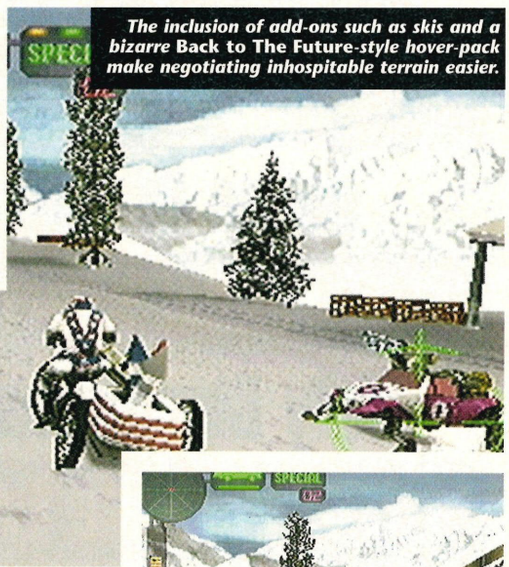






Visually, the game has evolved little from its predecessor. The proceedings move along at a reasonable pace and each of the landscapes is fairly well detailed. The explosions which follow the destruction of an enemy or building are also aesthetically pleasing. However, the overall effect is spoilt by the frequent breaking up of the scenery and the manner in which vehicles often pass through one another as though they were holograms. Sonically, the game is impressive. The disco funk soundtrack that accompanies the action is particularly well suited to the game's Seventies setting. Likewise, the vehicle noises and weapon sound effects serve to heighten the feeling of mayhem which the game generates.





The inclusion of add-ons such as skis and a bizarre **Back to The Future***-style hover-pack make negotiating inhospitable terrain easier.*

Death wish

Unfortunately, the fundamental gameplay flaws that featured in the original game, have not been addressed in this sequel. Battles frequently degenerate into a mindless fiasco, with opponents endlessly circling around each other in the vain hope that they'll find their opponent in their sights. To be fair this problem has plagued every game of a similar ilk (*Twisted Metal*, *Rogue Trip* and *Carmageddon*), which suggests that without a radical rethink the genre is destined for a problematic future, (a tank-like rotational turret would make targeting foes substantially easier). The Quest mode is also poorly implemented, here the player selects one of the 18 vehicles and must then complete a series of objective based missions, e.g. collect two fuel canisters, destroy all enemies and avoid the police.

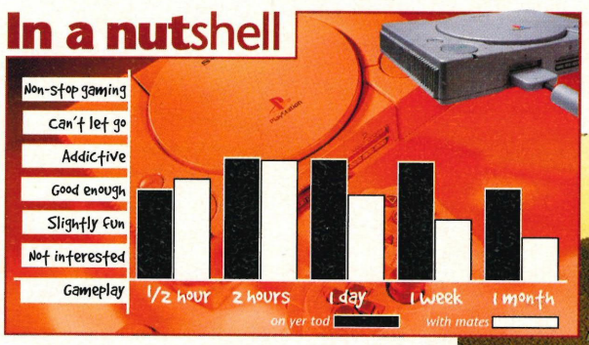
Whilst this sounds relatively straightforward the game neglects to highlight the location of key items (such as the aforementioned), which means the player is left roaming aimlessly in search of the said items. A lacklustre two player option does little to convert those who disliked the original. Fans, however, will be in their element.

Si

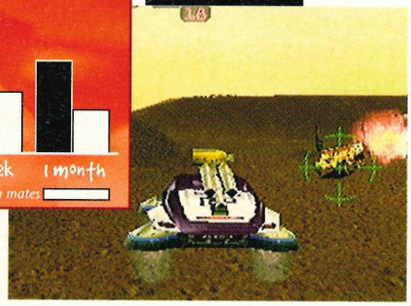
"Unfortunately, the fundamental gameplay flaws that featured in the original game have not been addressed in this sequel!"

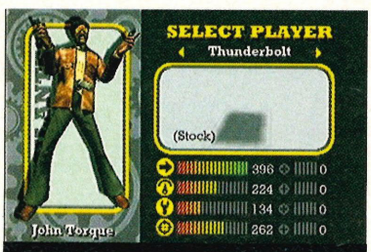


In a nutshell



The two-player option can be played in Versus, Co-operative or Quest mode.





The strange character you select in Quest mode has a bearing on the wafer thin plot of the game.

dual shock analogue • memory card • two players

The verdict

Out now £34.99

Published by Activision

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

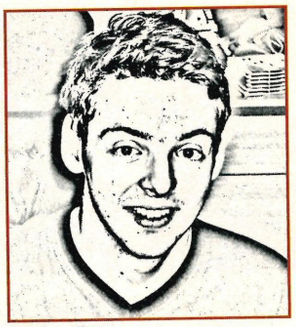
This is arguably the best example of the driving/shoot-'em-up genre on the market. Unfortunately, the developers failure to rectify the main criticisms of the first game, ensures that this sequel will only appeal to fans.

PRO Rated 75%

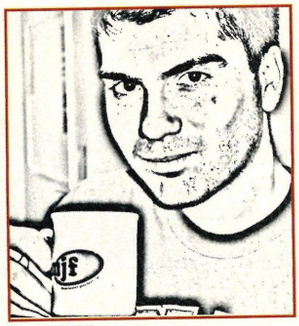
Alternatively: *Vigilante 8* – Activision ☆☆☆

Reviews

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



Rich

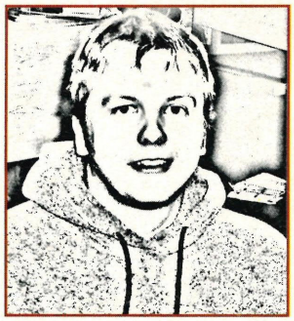


Will



Si

	Rich	Will	Si
Gran Turismo 2	Reviewed it!	Game of the month	Game of the month
Street Fighter Ex + 2	This new *Street Fighter* game is as original to *Street Fighter 2* as it could be. I prefer 2-D fighters at the moment and I'm waiting for *King of Fighters '99*. ☆☆	It's fine as far as another chunk of the cash cow goes. But Capcom, lads – please stop. We can't take any more *Street Fighter* games! ☆☆	Reviewed it!
Cool Boarders 4	*Cool Boarders 4* has stayed at the same quality for most of it's instalments. If the developers want to do it for the fans then I suppose that's okay. ☆☆	It's the fourth time and you'd have thought that 989 Studios would have got it right by now. Er, they did with the previous game. Enough! ☆☆	Reviewed it!
Dukes Of Hazzard	A fairly entertaining racing game which relies on it's license like an alcoholic clucthing his whisky. But I didn't watch the show as a child. ☆☆	Reviewed it!	Considering the strength of the license this could have a been a real blinder. Unfortunately, sparse tracks spoil it for me by being boring. ☆☆
Vandal Hearts 2	This good battle RPG is the best the British gamer is going to get. Should at least please Konami fans before *Suikoden 2* arrives. ☆☆☆	Reviewed it!	The original *Vandal Hearts* was criminally overlooked, hopefully this excellent sequel won't suffer the same fate. A great game. ☆☆☆☆
Rally Championship	EA's rally game may be a PC conversion but it knocks spots off *V-Rally*. As I'm sure everybody will say: 'It's just isn't *Colin McRae*'. ☆☆☆	Reviewed it!	An enjoyable and aesthetically pleasing rally simulator. Unfortunately, it falls short of the benchmark set by *Colin McRae Rally*. ☆☆
Parasite Eve 2	The first game was good but this is the best looking adventure on the PlayStation and has absorbed some cool *Resident Evil* gameplay. ☆☆☆	This one looks like a peach. Some of the FMV backdrops will make your jaw drop, while the atmosphere is second to none. Can't wait for a US copy. ☆☆☆	Reviewed it!
South Park Rally	It's sad that karting games have become the vehicle of choice for platform stars or, er, TV stars such as Kenny and co. I'm afraid this just don't cut it. ☆	Does the word 'rubbish' excite you? Be counted that man, 'cos Acclaim have gone and made a game just for you. It's boring and poorly coded. ☆	Reviewed it!
Teletubbies	The game is so comically rubbish even on an educational level that I have laughed at the Tubsters and their custard. Pee poor. ☆	This is not a game. This is not educational. When I'm an old man, the kids who were brought up on this drivel will be in charge. I am very afraid. ☆	Reviewed it!
Marvel Vs Capcom	Top 2-D scrapping but could be done better. Heaps of characters and special selections for Capcom game heads should bring fans to climax. ☆☆☆	With the inclusion of a Capcom back catalogue of characters up against Marvels finest, I can't complain. It's fast and frantic. ☆☆☆	Reviewed it!
Tiny Tank	I've saw *Tiny Tank* ages ago at an American trade show. It's still as playable as ever but perhaps looks a little bit dated now. ☆☆	Reviewed it!	This is an enjoyable if slightly repetitive shoot-em-up, which manages to save itself with some original ideas and likeable characters. ☆☆
Tail Concerto	A brilliant childrens RPG which screams anime quality from the word go. Imagine *Jumping Flash* twinned with something like *Alundra*. ☆☆☆	Any game where you play a robot-piloting dog who likes to give cats a good slap has got to be worth a look. Classy stuff.☆☆☆	Reviewed it!
Beatmania	A fun version of *Music 2000* for those more obsessed with image than learning music. Frantic action. Les Rythmes Digitales too. Pukka. ☆☆	Reviewed it!	An enjoyable piece of post pub entertainment. *Beatmania* is ideal for the games player who can't mix a cake, let alone a block rocking beat. ☆☆☆
Eagle One	As a flight combat game *Eagle One* is easily the game for flight buffs. It's not quite as polished as the Namco title *Ace Combat 3*, however. ☆☆	Reviewed it!	*Eagle One* will no doubt appeal to flight sim fans looking for a title with more depth and realism than the competition. I prefer *Ace Combat 3*. ☆☆☆
V8: 2nd Offense	Glitchy but entertaining violent car romp through some strange arenas. The two-player game is criminally cut short by being cack. ☆☆	Free-roaming driving games all suffer from that 'where the hell are they' factor. This one ends up with a jousting simulation that's just annoying. ☆☆	Reviewed it!



Gaz

The ultimate driving experience returns with a bang. What else is there to say? GO BUY THIS OUTSTANDING PIECE OF GAMING NOW! ☆☆☆☆

I am well sick of these 2-Dimensional beat-'em-ups. I reckon its time for games makers to get with the program and move on. We deserve more! ☆

I was not overly impressed with *Cool Boarders 4*. Nothing seemed to have changed from the old game. ☆☆

This game really got me excited, apart from being a big fan of the TV series it was after all a normal driving game. Did not produce all it promised. ☆☆

I hate RPG's but after watching Will for a bit the story line looked quite good. Too much waiting around and not enough gameplay for me. ☆

I loved this game, it's nice to look at and all your favourite cars are there. It will not disappoint you but with *Colin McRae 2* on the horizon who knows? ☆☆☆

Not played!

Not played!

No thanks.

Not played!

Not played!

Not played!

Beatmania just didn't do it for me as the screens are so static. *Um Jammer Lammy* was a much more entertaining use of music and PlayStation. ☆

Eagle One has been slated by everyone so far and I must agree that althopugh it doe have it's plus points, *Ace Combat 3* is a much better game. ☆☆

Not played!

GAME OF THE MONTH





Three reasons why *Gran Turismo 2* is Gold Award worthy:

1) It is the most realistic driving game ever on any system!
2) The amount of cars, tracks and events easily triples the amount seen in most racers!
3) The Cardigans remix of *My Favourite Game* creates the best PlayStation intro ever!

Rich

Even though it might look like nothing new, under the surface this is the best value game you'll buy this year. Both one-player and two-player modes will keep you happy until your nether regions become all wrinkly and saggy!

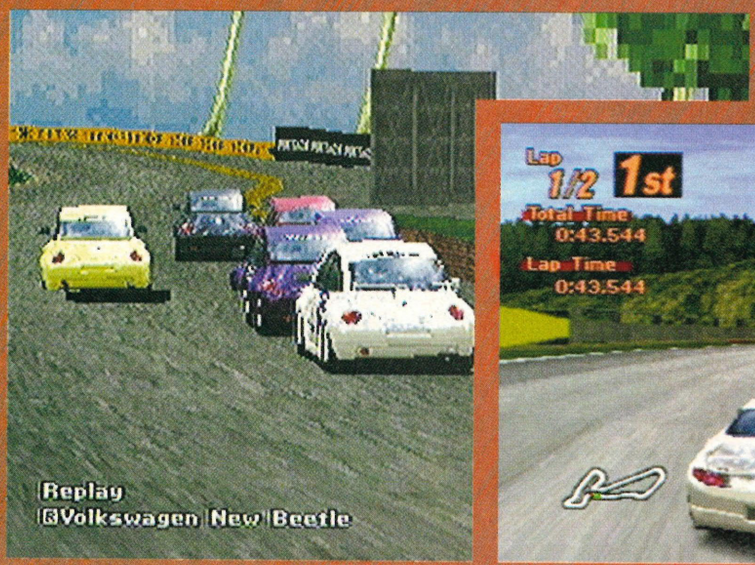
Will

On first tasting, you'd be forgiven for thinking that nothing has changed. More cars, more tracks and just as smooth as ever. This mother of all sequels has more life in it than... er, something that's got a lot of life. Milk, unborn children etc.

Si

After an initial period of disappointment *Gran Turismo 2* quickly reveals itself to be the masterpiece we always new it would be. It soon becomes clear that everything which made the original such a landmark title is here again.

Gran Turismo 2





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!!

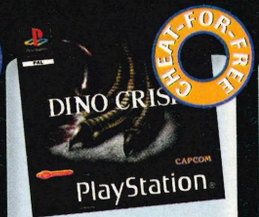
When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing!



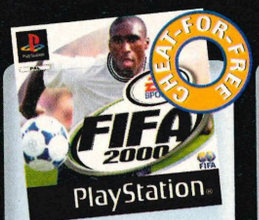
Grand Turismo 2
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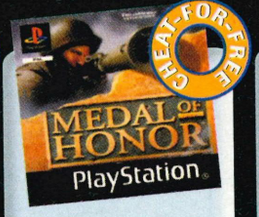
Final Fantasy VIII
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Dino Crisis
0906 2223002



FIFA 2000
0906 2223003



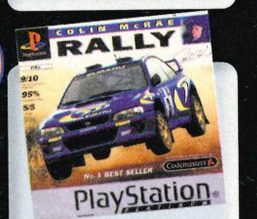
Medal of Honour
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Crash Team Racing
0906 2223006



Formula 1 '99
0906 2223007



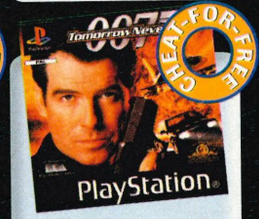
Colin McRae Rally
0906 2223307



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
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Spyro 2
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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.

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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.



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



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Final Fantasy VII
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Driver
0906 2223015



Gran Turismo
0906 2223304



Quake 2
0906 2223016



Armorines
0906 2223033



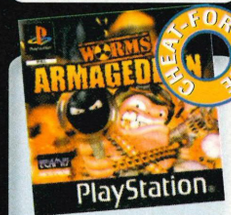
South Park Rally
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Ready 2 Rumble
0906 2223017



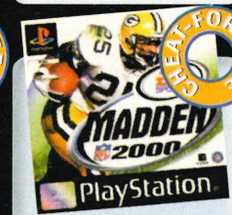
Tekken 3
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Worms Armageddon
0906 2223018



Star Wars
0906 2223019



Madden 2000
0906 2223020



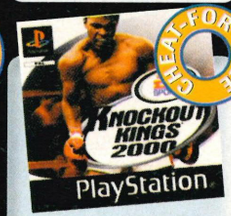
Mickey's Wild Adventure
0906 2223021



Metal Gear Solid Special Missions
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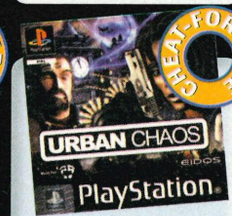
Music 2000
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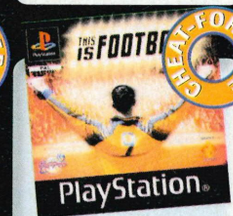
Knockout Kings 2000
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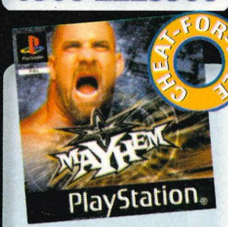
Ridge Races Type 4
0906 2223024



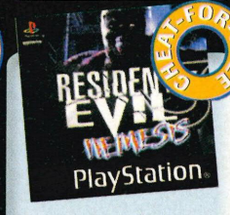
Urban Chaos
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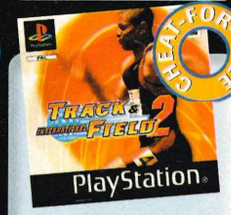
This is Football
0906 2223026



WCW Mayhem
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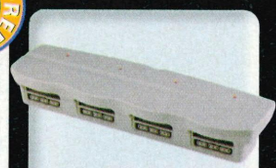
Resident Evil Nemesis
0906 2223030



Track & Field 2
0906 2223031



ISS Pro Evolution
0906 2223032



Multitap
0906 2223310



Dual Shock & 1 Meg Memory Card
0906 2223316



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)



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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

mouth letters



By the time you're reading this the PlayStation2 will be just a couple of weeks away which should mean you'll be seeing the device on news programmes and children's TV galore. Any ideas for new videogame TV shows? This issue, the person who provides us with the Star Letter will win a Blaze record bag filled with an Xplorer FX cheat cartridge, Viper pad, X Tender cable and a Scorpion light gun. Please try and provide a photo if you can as we'd like to put a face to every letter. So get thinking about those television ideas but, er, stay away from GamesMaster. *Thanks and good luck.*

Richard Melville
Editor
richm@paragon.co.uk

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

PlayStation PRO MAGAZINE

Fuzzy logic

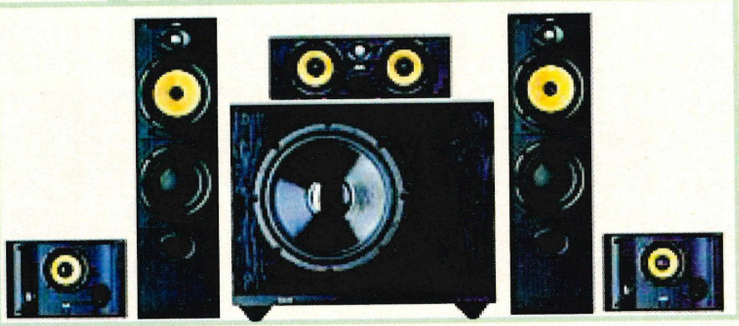
Dear PRO,
I'm one of those fortunate people who owns a Dolby Pro Logic hi-fi and I'm disappointed to see that hardly any PlayStation games are compatible with this feature. Most of the games are in Nicam digital stereo. Why aren't more games compatible like *FIFA 2000*? My second question is: Will the PlayStation2 cost more than £300 because it has a DVD drive and a modem?

Tim Weller, East Sussex

Pro Logic has been used in too many games to mention – Sony, EA and Konami make almost all of their games compatible. Developers such as Capcom utilise Q-Sound, which emulates surround sound with two speakers. PlayStation2, however, will be Dolby Digital due to the optical line out and DVD drive. That should make you happy at least.

Emotion toilets

Dear PRO,
My ten-year-old son has asked me to write to you regarding his obsession with the PlayStation. He often rents games from Blockbuster like *WCW Mayhem*. When I checked his progress I couldn't believe my eyes. He was in a secret room (a toilet) and was making the sink fly about as if by magic. I then discovered that he had made all the wrestlers



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 the first PlayStation? 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 – 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

invisible! See, my son seems to see what else he can do with the game, he surpasses all the normal elements of the game. In *Metal Gear Solid* he completed it in six hours and he finds it funny to blow up the guards as they are relieving themselves in the toilets. Has he got a sick mind or do the developers encourage this?

I like the PlayStation but wonder if it desensitises the emotions.

David John Williams father of 'The Master' Levi Thomas Williams, Cambridgeshire



PS The reviews are excellent, please keep them coming

Shaun Hunter, Northampton

Yes, we agree Shaun. Sega isn't doing much for its UK customer base at the moment. The PlayStation2 should be here by 29 September.

Dave, we can only conclude that your son has an obsession with toilets and that if you think the PlayStation somehow effects the brain, particularly the emotions, you are barking mad. As for the 'special powers' that your son has, maybe he's just nicked the cheat book from the front of PRO or maybe he's read the players guide! I don't think he needs to join MENSA just yet. And don't call him 'The Master', it may give him a complex.

Dream team

Dear PRO

I am writing in reply to the Dreamcast column in issue 43. I agree totally – what exactly is so special about *Soul Calibur*? It's just a waste of time and money. *Sega Rally 2* is fair enough but it hasn't advanced much and it's still old news. As for *House of The Dead 2*! Give me the *Die Hard Trilogy* any day. The Dreamcast gun – it's like something you got with the SNES or the Mega Drive. Personally, I think that the Dreamcast will flop once the PS2 is released. Could you tell me the latest release date for PlayStation2 as well, please?

Metal Gear 3?

Dear PRO

I would like to say that your magazine is great and then pose a few questions if it's possible:

1. Will the DVD player on PlayStation2 be any good?
2. My mate says there will be a *Metal Gear Solid 3*. Will there?
3. Is *Re-Volt* any good?
4. Will I be able to use PlayStation games on PlayStation2?

Jamie Hewison, Rothbury

1. Er, if by that you mean 'will it be able to play films', then yes, it will – perfectly.
2. Does he? Well there will be a new version for PlayStation2.
3. It's pretty average to be honest, on PlayStation *Crash Team Racing* is better.
4. Of course.

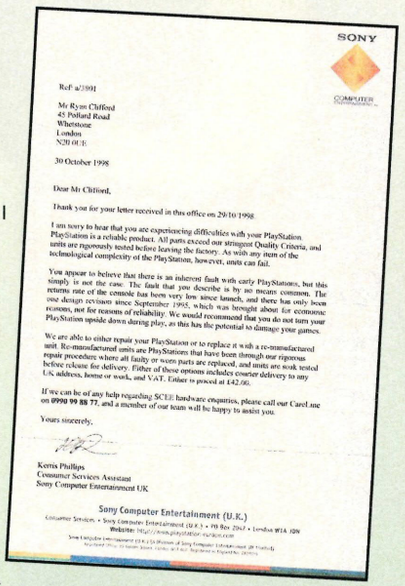
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Star Letter – Grey box

Dear PRO,

Can I firstly say what a great mag you've got and how informative it is with cheats, news and all that. I am writing to you about something which has been bugging me for ages. I bought my PlayStation in December 1995 and I was hugely impressed with the graphics and games. Recently, my friend bought a PlayStation and it's a much more reliable machine than mine. When my PlayStation gets hot it takes longer to load, and everything goes jerky.



SONY COMPUTER ENTERTAINMENT

Ref: a/3991

Mr Ryan Clifford
45 Pollard Road
Whetstone
London
N20 0UE

30 October 1998

Dear Mr Clifford,

Thank you for your letter received in this office on 29/10/1998.

I am sorry to hear that you are experiencing difficulties with your PlayStation. PlayStation is a reliable product. All parts exceed our stringent Quality Criteria, and units are rigorously tested before leaving the factory. As with any item of the technological complexity of the PlayStation, however, units can fail.

You appear to believe that there is an inherent fault with early PlayStations, but this simply is not the case. The fault that you describe is by no means common. The returns rate of the console has been very low since launch, and there has only been one design revision since September 1995, which was brought about for economic reasons, not for reasons of reliability. We would recommend that you do not turn your PlayStation upside down during play, as this has the potential to damage your games.

We are able to either repair your PlayStation or to replace it with a re-manufactured unit. Re-manufactured units are PlayStations that have been through our rigorous repair procedure where all faulty or worn parts are replaced, and units are soak tested before release for delivery. Either of these options includes courier delivery to any UK address, home or work, and VAT. Either is priced at £42.00.

If we can be of any help regarding SCEE hardware enquiries, please call our Careline on 0990 99 88 77, and a member of our team will be happy to assist you.

Yours sincerely,

Kerris Phillips
Consumer Services Assistant
Sony Computer Entertainment UK

Sony Computer Entertainment (U.K.)

This really hacked me off as I paid £299 for mine and my friend barely paid £100. I'm not bothered about the price because I bought it earlier but I do expect a machine which is just as good as a new one. I wrote to Sony but the people there wouldn't admit they had heard of the problem. They did offer me a repaired second-hand PlayStation for £40. My PlayStation is on its way out and I'll probably just wait for PlayStation2 anyway.

Ryan C, North London

The fact that Sony has offered to give you another machine without much hassle means that they know the problem exists. I've gone through two of my own PlayStations since 1994 and they seem to have a premium life span of about 18 months for units made before 1997. Some companies can sell you new lasers such as Project K and as your machine is half dead, it might be a cheaper option. I'd ask Sony for a brand new PlayStation for £40 personally. You could still be stuck with an old one after all. Anyway, enjoy your star prize goodies.

Nice looking woman

Dear PRO,

This is a message for Miss Bea from your cheats section. You are a very nice looking woman but I do not have any interest in you as I am far younger than you. If you have a sister between 15 and 18 please can I have her address if you please.

All my love,

Big Kev (Kevin Howell) Mid Glamorgan



Kevin, we did try to pass your message on to Miss Bea but sadly our Editor is currently involved with her and her sisters, if she had any. You can always hope that we get a reply to your letter from a member of the opposite sex.

Unfortunately, the fact that you call yourself Big Kev and fall in love with women in magazines doesn't help your cause too much!

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

Gosh, you gamers do need a lot of sorting out and I think I'm the woman to do it! This month not only will I sort out your usual worries I'm gonna throw some Xplorer codes at you as well!

tips&cheats

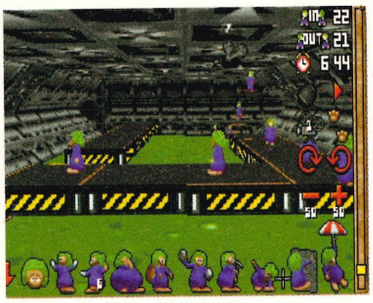
This issue marks the introduction of Xplorer cheat codes (page 77). **You can only use these if you own an Xplorer cheat cartridge**, which are available at all good game retailers.

Lemmings 3D

Q Dear Miss Bea,
For the past two years, my local game shop has been stocking a ridiculous amount of copies of that cutesie platform puzzler, *Lemmings 3D*. When it eventually reached a price below five pounds I found that I had to buy it. Help me please as my friend was right – it is a terribly difficult game. Don't tell me I wasted my hard stolen cash on such a heap. Open it up for me!
Chantal Hemmings, Hounslow

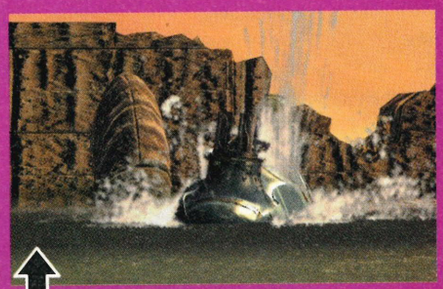
A Chantal,
You really should listen to your friends and keep well clear of such insulting software. The next time you feel such purchasing compulsions, I suggest that you make sure that you're in a branch of Victoria's Secret. At least you'll end up with something vaguely useful. And by 'open up' I assume you mean level codes? Here they come!

Level select:
Enter the main menu and select the password option. Enter LAMPWICK as the password, highlight 'END' and press ⊗. The phrase 'Password Correct' will confirm correct entry of the code. Select a level and select the 'Play' option. A stage select menu will appear allowing any of the 80 levels to be chosen. Highlight the desired level and press ⊗ to begin the game.



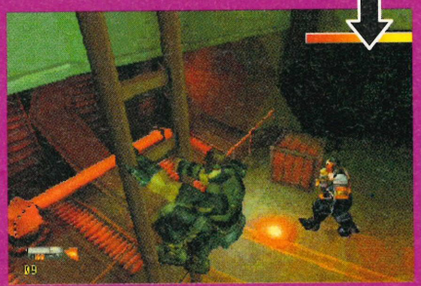


The green-haired ones didn't fair too well in the 3-D arena that they were pushed into.



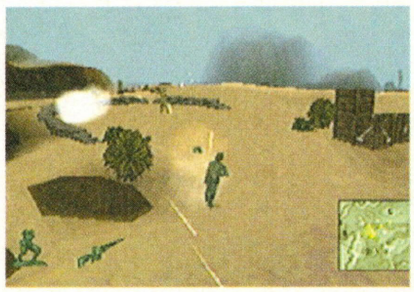
Final Fantasy VIII page 77
Xplorer codes to make you speed through!

Fighting Force 2 page 76
Fighting farce too?

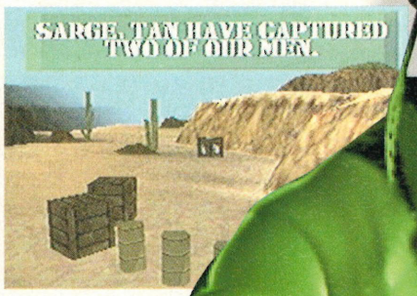




s&cheats







Army Men 3D

Q Please, please, please can you fix it for me to get some help for *Army Men 3D*. I'm quite far into it but now I'm really stuck on this level where these guys are shooting at me. Can you help?

Scot Thompson, Totnes

A Scot, You know how much I love to help out frustrated young men who need a few lessons. But when you tell me that you're stuck on a level where people are shooting at you in a game where every level involves people shooting at you it's hard to give specific advice. So how about lots of guns and invincibility eh? That'll be good for any level methinks.

Invincibility:
Press Start to pause gameplay, then quickly press □, ○, L1, then hold L1 and press L2. Sarge will be invincible during the current level.

All weapons:
Press Start to pause gameplay, then quickly press □, ○, R1, R2, then hold R1 and press R2. Sarge will have access to all the weapons and unlimited ammunition during the current level.

Level select:
Press Start to pause gameplay, then quickly press □, ○, R1, L1, then hold R1 and press R2. To unlock all war zones, hold △ + □ + ○ and press L1 + L2 at the difficulty option screen.

Run faster in Multiplayer mode:
Hold □ + △ to chase your opponent quicker.

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A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098058
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098157
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone.
Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
or call CUSTOMER SERVICE: 0800 1982784
Check out our new web site at www.cheatsunlimited.com

Ace Combat 3 page 76
up up and away?



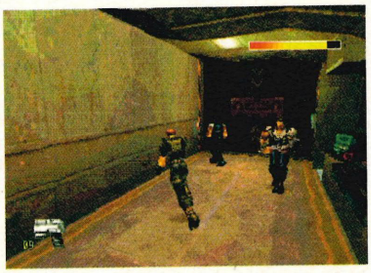
Games this month

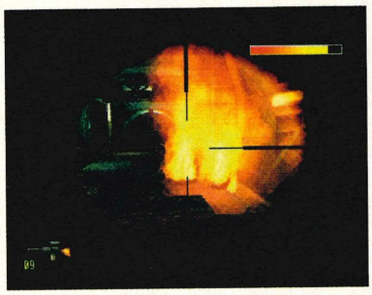
74 Lemmings 3D
75 Army Men 3D
76 Ace Combat 3
76 Evil Zone
76 Fighting Force 2
77 Final Fantasy VIII
77 Quake 2
77 G Police 2
77 Wip3out....

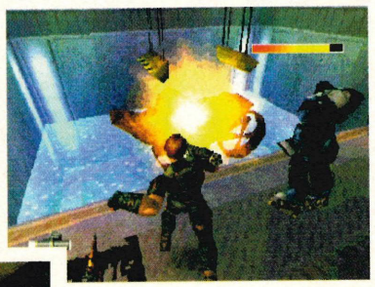
....and more!

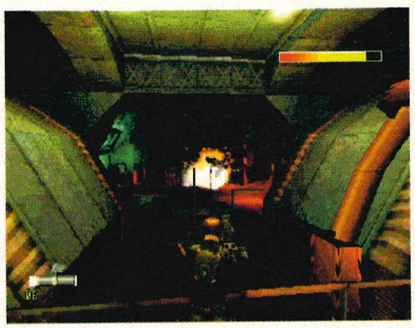
Fighting Force 2

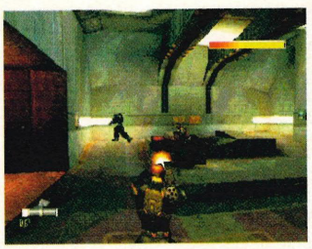
Q Bea,
My love for you is pure. Of that I am clearly sure. Do I stop this rhyme? Surely that is a crime. I'm just want cheats to *Fighting Force 2*, just a cure! (Dammit!)
Solomon Grundy, Weston-Super-Mare











A Why, it's as if I'm being serenaded by Tennison himself. Well Solomon (if that is your real name) Your going to have to brush up on your penmanship if you want to get to my heart. Maybe you should read more Mills and Boon?

Cheat mode:
Hold L1 + L2 + R1 + △ + ⊗ + ⇦ when 'Press Start' appears at the opening screen. Select the 'Start Game' option and choose a level. Your character will have unlimited ammunition and will be invincible during gameplay.
Note: The game cannot be saved when Cheat mode is enabled.

Ace Combat 3

Q Watcha Beatrice!
I've got ginger hair and therefore have no chance getting into the Royal Air Force. I've got ginger hair and I have a copy of *Ace Combat 3*. I've got ginger hair and it's got nothing to do with the fact that I'm stuck on this rather sublime flight and fight game. So I've got ginger hair - SO WHAT! Please help. And no jokes about ginger hair please, I've heard them all.
Christopher Punt, Hampshire

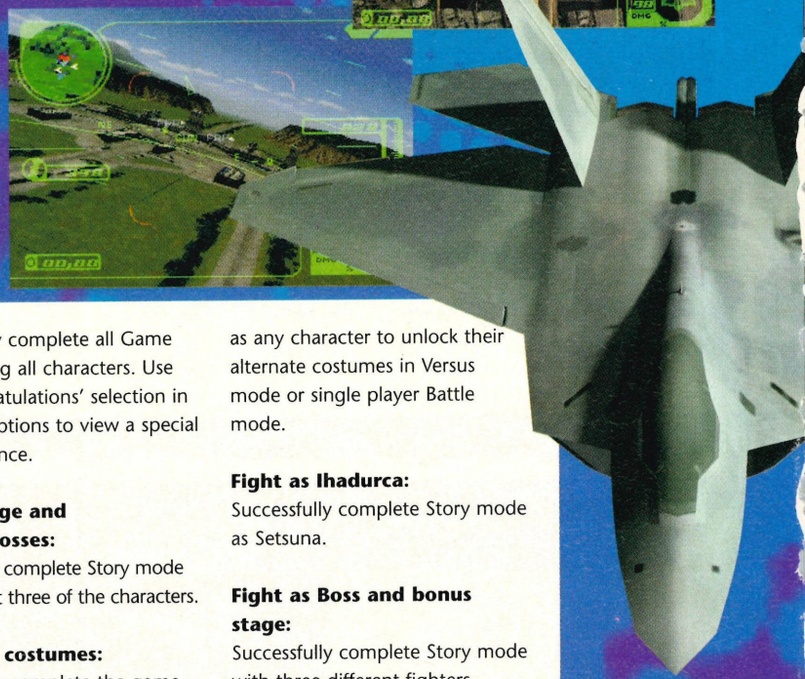


A Dear, dear Chris,
I'm quite partial to a bit of the old Duracell; You know – the one with the copper coloured top. I'm afraid to say much more because you seem quite tightly wound. Enjoy!

Mission simulator:
Unlock all five endings with a pilot by completing all 52 missions and save the game. Return to the title screen and load the completed game save file. The 'New File' option will change an 'S-File' option. Choose that option for a mission simulator that allows any mission to be played with any aeroplane and difficulty setting.

Control replay:
Press □, △, ○, ⊗, L1 or R1 during the replay to change camera angles. Press L2 to add a filter, as if the view were through sunglasses. Press R2 to add motion blurring.





Evil Zone



Go-go fake Power Ranger! Wow us with your 3-D Beat-'em-up!

Character biographies and Gallery mode in extra options:
Successfully complete the game under Story mode.

Narrator mode in extra options:
Successfully complete the game under One player mode.

Congratulations mode in extra options:
Successfully complete all Game modes using all characters. Use the 'Congratulations' selection in the extra options to view a special FMV sequence.

Bonus stage and fight as Bosses:
Successfully complete Story mode with at least three of the characters.

Alternate costumes:
Successfully complete the game as any character to unlock their alternate costumes in Versus mode or single player Battle mode.

Fight as Ihadurca:
Successfully complete Story mode as Setsuna.

Fight as Boss and bonus stage:
Successfully complete Story mode with three different fighters.

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Xplorer Codes

Final Fantasy VIII

Infinite Money
87A5DD46D134
87F8AC574293

Save Anywhere
87A084373635

Squall Codes
Max HP
8794DEDA5944
8796DCDC5944

Max Str/Vit
87F69464C134

Max Mag/Spr
87F89666C134

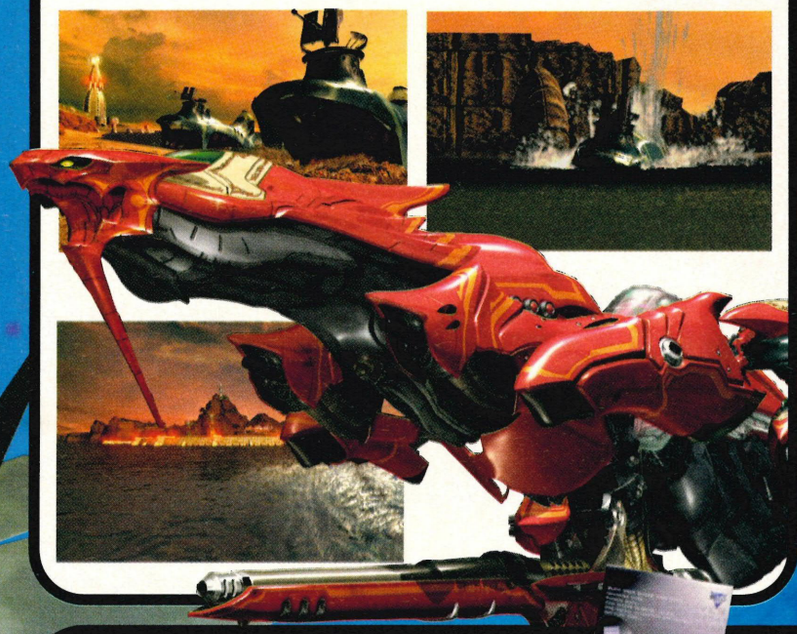
Max Spd/Luck
87FA9468C134

Level 100
87EDA7911635
8713A5DF4293

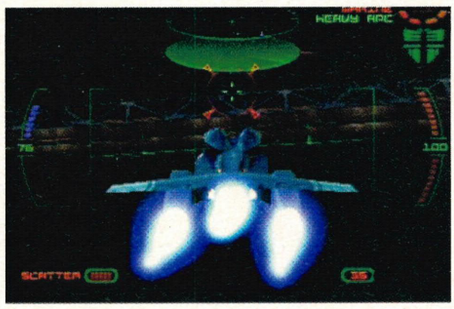
All Magic
8796189C9736
8797159F9637
879816A29538
879913A59839

877A04A8973A
877B01AB963B
877C02AE953C
877DFFB1983D
877E00B4973E
877FFDB7963F
8780FEBA9540
8781FBBD9841
87A2ECC09742
87A3E9C39643
87A4EAC69544
87A5E7A98845
87A6E8AC8746
87A7E5AF8647
87A8E6B28548

87A9E3B58849
878AD4B8874A
878BD1BB864B
878CD2BE854C
878DCFC1884D
878ED0C4874E
878FCDC7864F
8790CECA8550
8791CBCD8851
87B13DD08752
87B23AD38653
87B33BD68554
87B438F97855



Xplorer Codes



G-Police Weapons of Justice

Infinite Shield
873267284B46

Infinite Cannon
87B22859D298

Infinite Ammo
87B546BF1457
87B38CF11661
87AE3D28E38F
871D6E78E38F
87CE6323F47C
87A2FD8235C1
875728BEE585
874D5E08C32F
8798ABBC03F3
87BBDC0C03F3
87D2BD2403F3
87FA9D4C03F3
876ACD9C03F3
87729DC403F3
8709AE3C03F3
872FD4B6F5FD
8781AEB403F3

Tomb Raider : The Last Revelation

All Weapons
8728BD76C134
872ABB78C134
872CBD7AC134
872EBB7CC134

Infinite Large Medikits
87529BA0C134

Infinite Flares
87770EA2C134

Infinite Uzi Ammo
877B0EA6C134

Infinite Revolver Ammo
877D0CA8C134

Infinite Normal Shotgun Ammo
877F0EAAC134

Infinite Wideshot Shotgun Ammo
87810CACC134

Infinite Normal Grenade Gun Ammo
87830EAEC134

Infinite Super Grenade Gun Ammo
87850CB0C134

Mission Impossible

Infinite Health
87A8E1B724CB
87306731C234

Infinite Ammo
37F95DABD298

Omega Boost

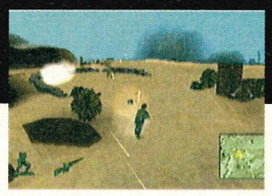
Infinite energy
87982F6E09E5
879C2F7209E5

Have Viper Boost
376FBA033436

Full Viper Boost
8728BBDA4535

Max Machine Level
3739C8F13238
37479E133442

Xplorer Codes







Tony Hawks Skateboarding

Infinite time 1
874836FE2551

Max Special (All Skaters)
871F91BF3436

Loadsa points
for each trick
8712B3F3F698
8789048AD134

Quake 2

Infinite Health
873BA7007135

Infinite Armour
8763624AD599

All Weapons
Infinite Ammo
87F1C6DAD134
873F26447135
8701E8047135
87BE2BC47135
870EFBD47135
871A4F207135
87D726CC7135

wipEout

Infinite Energy Reserve P1
379E858E3535

Infinite Hyper P1 & P2
379681AD3436

Infinite Energy Reserve & Hyper P1 & P2
37AD92A43436

Vector-Class unlocked
375BC0703436

Rapier-Class unlocked
3784AF793436

Phantom-Class unlocked
378DAE823436

40 Points P1

All Tournaments passed
B7AD78383535
172790223538

BLAZE™

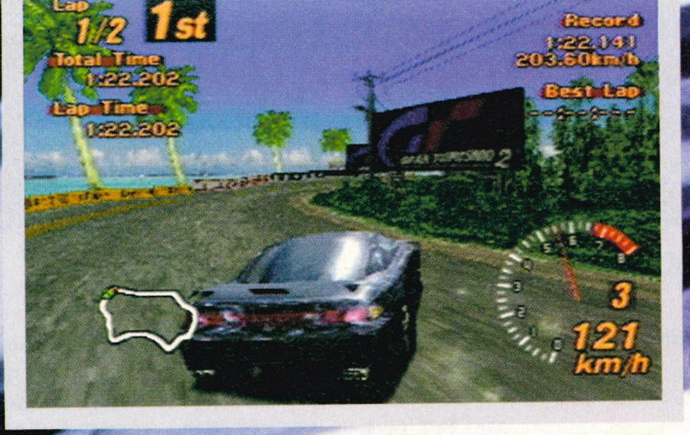
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GRAN TURISMO 2™

THE REAL DRIVING SIMULATOR

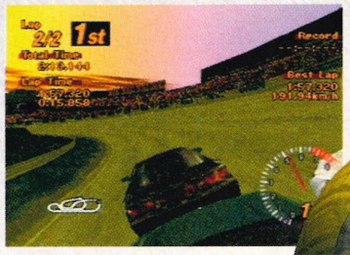
part one

Gran Turis player's guide

GT MODE

Before you can begin the mammoth task of trying to finish all the tournaments you'll have to complete all of the licence tests up to International A level and, more importantly, purchase your first car. With the small amount of money you get to start with the only way to get a car is to pick one up second-hand. To do this you will need to enter the East City section of all the manufacturers, these are the only companies that offer used cars.

It can be difficult to choose which car to buy but it's a good idea to use up as much of your money as you want to buy something that will stand you in a good position for winning the first few races. Once you have finished the first few races a couple of times you can buy a brand new car, but for now look around the used cars for one that you like.



A good car to go for is the Mazda RX-7 or a Toyota Supra, but if you're new to the game and after a bit more control you could try the front wheel drive Mitsubishi FTO. If you are intent on keeping the car, the Nissan Skyline is a good starting vehicle which upgrades well.

SPECIAL EVENTS

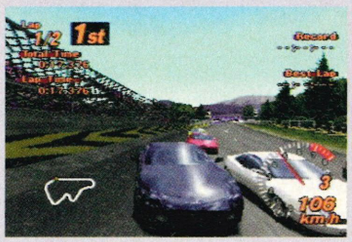
Sunday cup

Track: Tahiti Road
Licence required: None
Limit: None

Track: High Speed Ring
Licence required: None
Limit: None

Track: Red Rock Valley Speedway
Licence required: None
Limit: None

There are lots of small cars, wagons and mini's on this first track and you should win easily leaving the opposition in your wake. You will however need to think about upgrading for the next two tracks, if you bought the RX-7, Skyline or the Supra you can just about get away without any upgrades for the second track but you will find it difficult to win the final track of this cup. Race the first track over and over again in order to build up money for a couple of cheap upgrades such as the Sports ROM computer.





Track: Rome Full Course
Licence required: B
Limit: None

You may want to think about selling your used car and buying a brand new one, the first track of the Clubman Cup is a good money builder for this and can be easily finished with your car how it is

Clubman Cup

Track: Rome Short Course
Licence required: None
Limit: None

Track: Grindelwald
Licence required: None
Limit: None





NO 2





without any further upgrades. If you decided not to buy a new car you will need to use the Sunday Cup and the first track of this cup to build up your money for a few more upgrades to your car.

Without upgrades the second two tracks of this cup are very difficult indeed and odds are you won't finish it first place. The last track in particular can be quite bad as you will come up against several TVRs, the occasional Skyline and a rather nasty Jaguar XK8 which will leave you standing without upgrades.



FF Challenge

Track: Tahiti Road
Licence required: B
Limit: 300hp

Track: Midfield Raceway
Licence required: A
Limit: 350hp

Track: Trial Mountain Circuit
Licence required: International C
Limit: 400hp

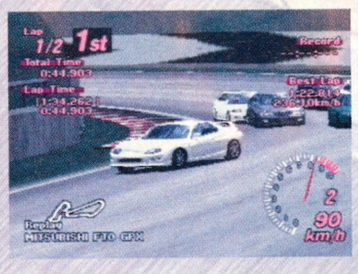
This is the first tournament to limit which car you can or can't use, for this one you'll need a front wheel front engine machine. The best one to go for, and well worth saving up for, is the Mitsubishi FTO GPX. If you don't like the look of this you could



try the almost as good Honda Integra Type R. This challenge is also the first tournament to limit what horsepower car you can enter, be wary of this when buying a car.

You won't need to upgrade the FTO much, if at all, for the later two races but if you do watch the limits on the tracks as not all upgrades can be removed. If you do upgrade your car beyond the desired limit then be sure to pick upgrades which can be either swapped or turned on and off at will such as turbos, computers or NA tuning.

CARS TO WIN
Race 1: Mugen Accord SiR-T
Race 2: Tom's T 111
Race 3: Mugen Prelude Type S





FR Challenge

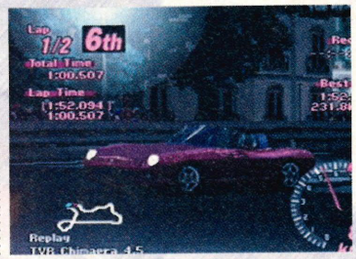
Track: Clubman Stage Route 5
Licence required: A
Limit: 300hp

Track: Special Stage Route 5
Licence required: International C
Limit: 450hp

Track: Midfield Raceway
Licence required: International B
Limit: 500hp

The Dodge Viper is probably the best rear wheel drive car in the game but unfortunately because of the horsepower limits you will not be able to race it on the first two tracks!

Instead go for a TVR Cerbera or Chimera but remember to watch the horsepower of the car you want something below 300. You should









be able to get through the first two tracks without the need for any upgrading but you will need to do something for the final race. Something simple added to the car should be enough. Remember these cars are rear wheel drive, quite a difference from front wheel so take care not to spin out.

CARS TO WIN
Race 1: Sil Eighty
Race 2: Nismo 270R
Race 3: RX-7 GT-C

Midship Challenge

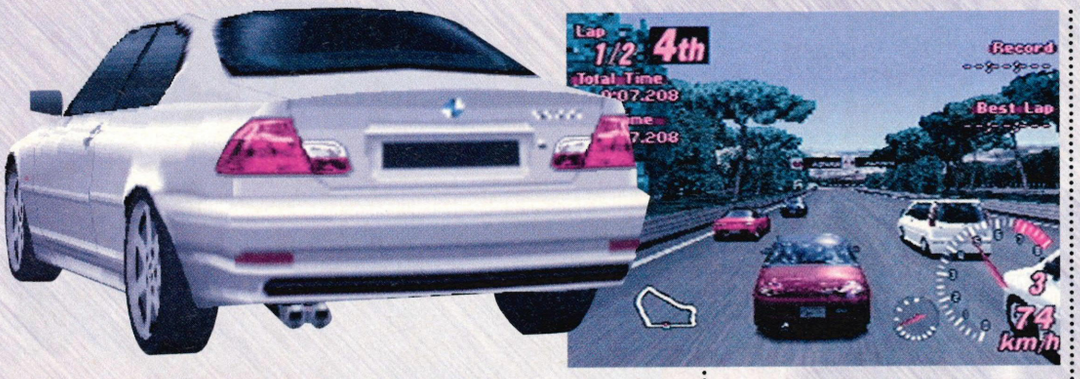
Track: Grand Valley East
Licence required: International C
Limit: 350hp

Track: High Speed Ring
Licence required: International B
Limit: 500hp

Track: Red Rock Valley Speedway
Licence required: International A
Limit: 650hp

This time you are limited to middle engine cars and one of the best of these is the Lotus Esprit V8. Without upgrades this is too powerful for the first race so if you have another car which can get you buy the first track go for the Lotus for the final two.

However, if you're after a car for all three tracks your best option is to go for an NSX Type S Zero or a Lotus Elise. The NSX is great for power, although a little difficult to get used to, but the easier to control Elise will need quite a bit more upgrading for the final tracks. The Midship Challenge is a good money builder as the GT40 which you can win will sell for quite a lot of money, alas more often than not you will come up against this speedy car on the final track.



CARS TO WIN
Race 1: TRD 2000GT
Race 2: Tom's TO20
Race 3: [R] Ford GT40

4WD Challenge

Track: Seattle Short Course
Licence required: A
Limit: 350hp

Track: Seattle Full Course
Licence required: International C
Limit: 400hp

Track: Laguna Seca Raceway
Licence required: International A
Limit: 700hp

There are two main choices of car to win these races. The best car to go for is the Nissan R34 Skyline V Spec which is one of the quickest cars in the game and will come in useful for later tournaments. However, if you favour control but still crave fast cars the next best thing is a Mitsubishi GTO. The Skyline only scrapes into the tournament because it is part-time 4WD whilst the GTO is permanently 4WD offering better control. If you play around with











different parts and upgrades for the Skyline you can keep it close to the limit for each race to become literally the fastest car on the track. Sit back and enjoy the view of the opposition in your wing mirror – these races should be easy.

CARS TO WIN
Race 1: Legacy Wagon GT-B
Race 2: Nismo 400R
Race 3: Mines R32.5 Skyline GT-R

Lightweight K Cup

Track: Seattle Short Course
Licence required: None
Limit: 150hp

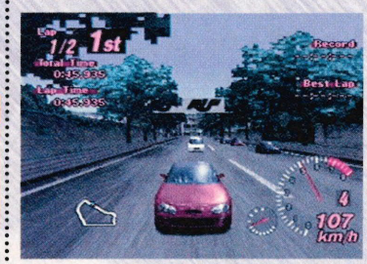
Track: Seattle Short Course
Licence required: B
Limit: 100hp

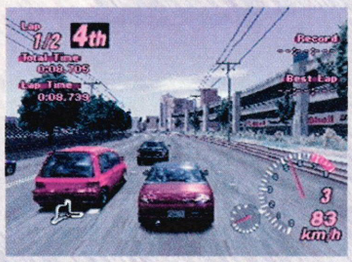
Track: Tahiti Road
Licence required: A
Limit: 100hp

After the sheer speed of the last few tournaments this slow-paced Cup can take you a little by surprise. Scout around for some low horsepower cars, your best places to look are Suzuki, Daihatsu, Mitsubishi and Mazda. Because the power limit is so low look for a lighter car, the Suzuki Capuccino is superb for these races and you can even put a low level turbo into it! When racing these tracks there is no excuse not to take the best racing lines because of the slow speeds of the car.

If anything the slower-paced cars can take more concentration because you cannot afford to rely on power and speed to get you out of a tricky situation. The only competition you'll have in these races will come from another Capuccino.

CARS TO WIN
Race 1: Mugen Beat
Race 2: Demio A-Spec
Race 3: Mugen CRX Pro 2





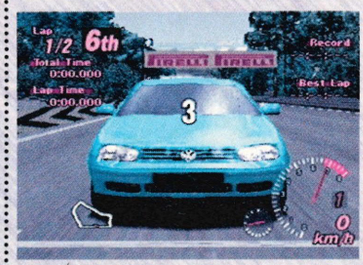
Global Compact Car Cup

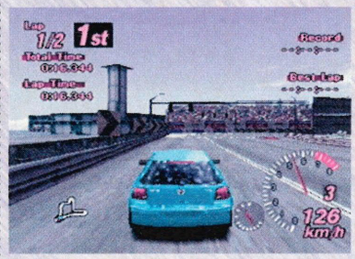
Track: Rome Short Course
Licence required: B
Limit: 250hp

Track: Seattle Short Course
Licence required: B
Limit: 250hp

Track: Autumn Ring
Licence required: B
Limit: 300hp

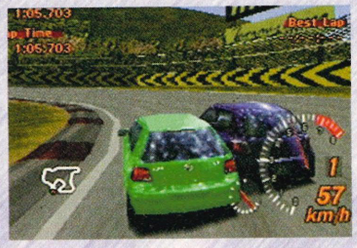
After the Lightweight K Cup this will feel like a Formula One race but the low limits are still here so watch which car you enter for this compact car cup. The Toyota Vitz F is a good car to get for this cup and will provide the main opposition in the races but as you will win it from the races you may want to choose something else. A fun car to choose to win all three races with is the Volkswagon Golf V6. This car may not look like much but it can win the











first two tracks no problem without a need for an upgrade. When it does come to the final track though, you have the benefit with the Golf V6 of being able to install a turbo upgrade. This should give you all the edge you need to win this classic track from the first game.

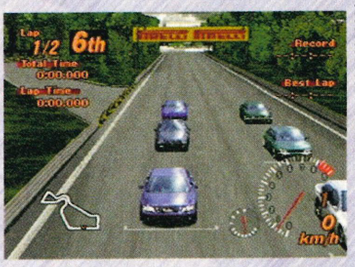
CARS TO WIN

Race 1: Toyota Vitz F
Race 2: Renault Clio 16v
Race 3: VW Lupo 1.4

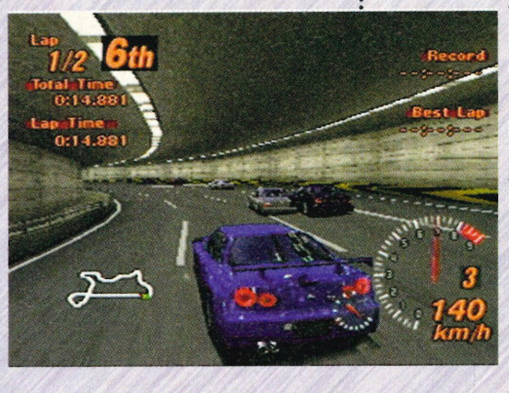
Luxury Four Door Cup

Track: Rome Full Circuit
Licence required: A
Limit: 400hp

Track: Special Stage Route 5
Licence required: International C
Limit: 500hp







Track: High Speed Ring
Licence required: International B
Limit: 600hp

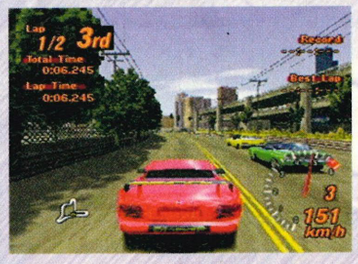
There are plenty of cars to choose from for this Cup, just so long as it has four doors and doesn't breach the horsepower limits. You can actually win all three races with the Volkswagon Golf V6 from the last tournament! If you want to take this sedan cup a little more seriously your best places to look are BMW, Jaguar and Audi. However, if you have a Skyline from the 4WD Challenge then this is the perfect opportunity to test it for the first time with a bit more power under the bonnet. Play around with the parts again to make sure that you get as near to the horsepower limit as possible.

If you are after a new car though a good recommendation is the Audi S4 but you will need to upgrade this for the later tracks.

CARS TO WIN

Race 1: Accord Type-R
Race 2: Chaser TRD sports X30
Race 3: GT-R 4 Door Nismo

Muscle Car Cup



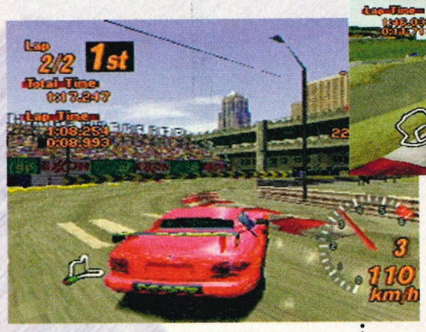
Track: Seattle Short Course
Licence required: A
Limit: None

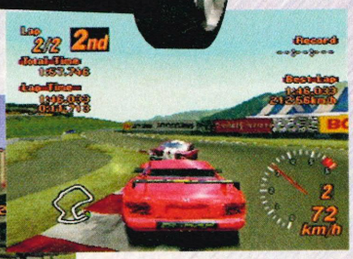
Track: Seattle Full Course
Licence required: International C
Limit: None

Track: Laguna Seca Raceway
Licence required: International B
Limit: None

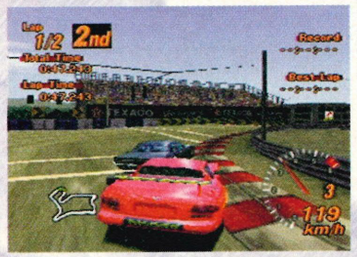
This Cup's name says it all it really. It is an invitation to go over the top and as big-headed as possible with your car. This is also the first







limit on these tracks. Be warned though if you do choose the Viper it is a rear wheel drive and can spin out quite easily. There is also a car in the game which takes after the namesake of the tournament, the Plymouth Muscle Car. Buy this if you fancy a challenge.





opportunity to use the Skyline fully upgraded but if you want to stick true to the Cup and have a fun car to drive at the same time save up for a Dodge Viper RT/10. The Viper is the most butch car in the game and the best thing about this Cup is that you can upgrade it giving it all the muscle you want. Get as many upgrades as possible, there is no

CARS TO WIN

Race 1: Plymouth PT Spyder
Race 2: '67 Cobra 427
Race 3: Chrysler Phaeton

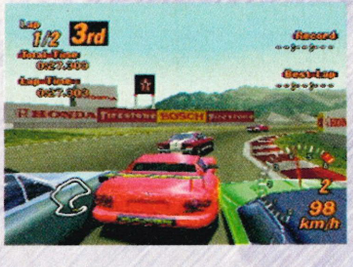
World Open Car Cup

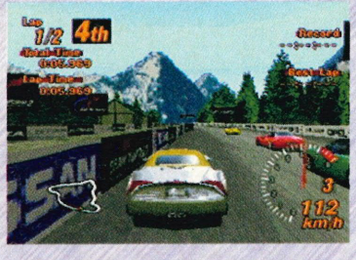
Track: Tahiti Road
Licence required: A
Limit: 250hp

Track: Grindelwald
Licence required: International B
Limit: 350hp

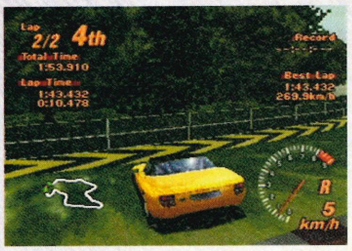
Track: Trial Mountain Circuit
Licence required: International A
Limit: 600hp

Although *Gran Turismo 2* doesn't feature physically open-topped cars you can still spot the convertibles through the menu screens by the











hoods which will be a different colour to the body paint. The canvas covers will usually be beige or black. There are a surprising number of open-topped cars to choose from: a Lotus Elise or a Plymouth PT Spyder which can be won from the Muscle Car Cup are both good choices.

However you will struggle with these cars in the last race around Trial Mountain Circuit so for the last two tracks it is best to switch over to a slightly more powerful car. If you haven't upgraded the Viper RT/10 too much it can be used in the last race but the TVR Griffith 500 or a similar TVR is better suited to this Open Top Cup.

CARS TO WIN

Race 1: MX-5 Miata A-spec
Race 2: Toyota MR-S Show car
Race 3: [R] Concept Car LM edition

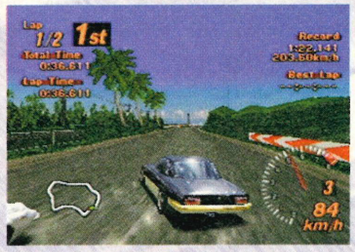
Historic Car Cup

Track: Tahiti Road
Licence required: A
Limit: 250hp

Track: Rome Full Course
Licence required: A
Limit: 300hp

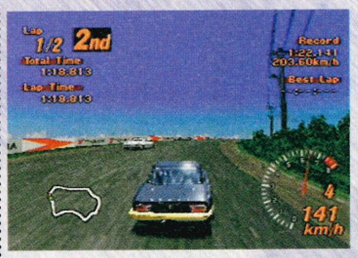
Track: Grindelwald
Licence required: International C
Limit: 400hp

It's a little trickier to find a car for this race, the best places to look for the older cars are Lotus, Toyota, Corvette and Shelby. You'll find that a lot of the cars will be too high powered for the first race so the best car to go for is something like a Lotus Elan S4 Sprint. Alternatively trawl the second-hand cars where you can











find good racers such as the Toyota 2000GT. With most old cars it's a good idea to tune the gears up to a higher ratio to prevent the car from reaching its limit and give you more speed on the straights. Upgrade and keep racing with your chosen car in the second race until you win another Lotus car, the Europa, on the second track. This can be used to provide easy victory in the final race.

CARS TO WIN

Race 1: Mugen CRX Pro 3
Race 2: Lotus Europa
Race 3: XYR Celica concept car

Wagon Cup

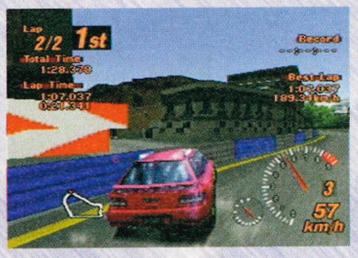
Track: Rome Short Course
Licence required: B
Limit: 400hp

Track: Super Speedway
Licence required: A
Limit: 400hp

Track: Special Stage Route 5
Licence required: International C
Limit: 400hp

If you're wondering what a wagon is the best way to describe it is as a car with a square back. There are lots of wagons around to buy but the best places to look are Honda, Nissan and the king of all wagons Subaru.

Subaru is the best place to look for some cars which would be good on their own let alone as





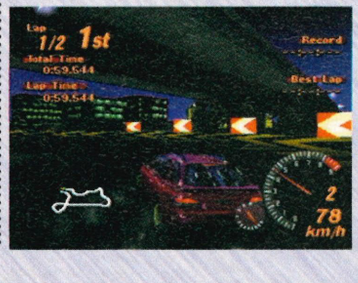




wagons! Wagons such as the Legacy series and the Impreza well-known for it's rallying name are the best ones to go for. Outside of Subaru your next best bet is either a Honda Accord or a Nissan Primera, have a look around and see which you prefer. The second track around the Super Speedway is a difficult one to race with wagons because slipstreaming is near impossible. So make sure you upgrade the car well.

CARS TO WIN

Race 1: Impreza Wagon
WRX STi Version V
Race 2: Mugen Accord Wagon
Race 3: Stagea 260 RS Nismo



80s Sports Car Cup

Track: Trial Mountain Circuit
Licence required: A
Limit: 200hp

Track: Special Stage Route 5
Licence required: International C
Limit: 350hp

Track: Deep Forest Raceway
Licence required: International B
Limit: 350hp

Track: Seattle Full Course
Licence required: International B
Limit: 400hp

Track: Tahiti Road
Licence required: International B
Limit: 400hp

This is where things start to get a little trickier as you now get five tracks to race around and each of those has three laps now instead of two. This shouldn't make any difference to your racing though.

You will need to trawl through the second-hand cars in East City to find something to race on these tracks Toyota is probably the best place to find some good sports cars but you can try in Nissan or Mazda as well depending on your preference. A recommended car is the MR2 1600 G Limited with super charger which will win the first few tracks hands down. You will need to upgrade this or any other car to stand a chance on the later races. Good alternatives to the MR2 are the Nissan Silvia, Toyota Celica and an old Mazda RX-7 but these will all need considerable upgrades for the last few tracks.





CARS TO WIN
Race 1: Mugen Civic Ferio
Race 2: Mugen CRX Pro 3
Race 3: Mugen Civic Type-R
Race 4: Mugen Integra Type-R
Race 5: R30 Skyline Silhouette Formula

Grand Touring Car Cup

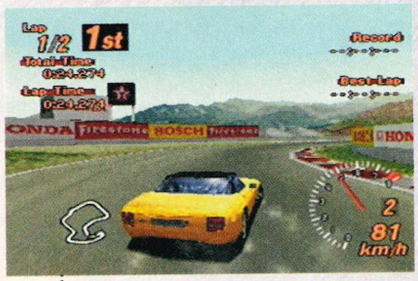
Track: Red Rock Valley Speedway
Licence required: International C
Limit: 400hp

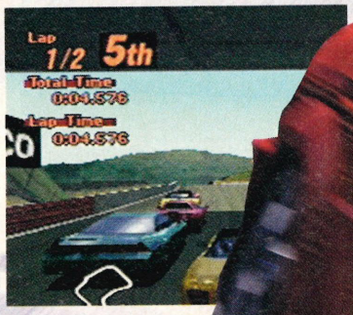
Track: Grand Valley Speedway
Licence required: International B
Limit: 500hp

Track: Midfield Raceway
Licence required: International A
Limit: 600hp

There are plenty of 'official' touring cars hidden amongst the various manufacturer specials but if you don't fancy forking out the large amounts of money you can rely on the trusty Nissan R34 Skyline again. If you used this before you will need to change some parts around and downgrade the car using the test mode before you enter the 400 horsepower limited first track.

It's worth spending a bit of money and buying a lower value turbo so you have the option of switching between the two for different races. Once again all of these tracks are three laps long, your main competitor around these laps will be the Jaguar XKR Coupe. Keep as close to the horsepower limits as possible though and all of these tracks in this the first Touring cup shouldn't be too hard.





CARS TO WIN
Race 1: [R] Daisan Silvia GT
Race 2: [R] Mugen NSX-GT
Race 3: [R] Unisia GT-R GT

Pure Sports Car Cup

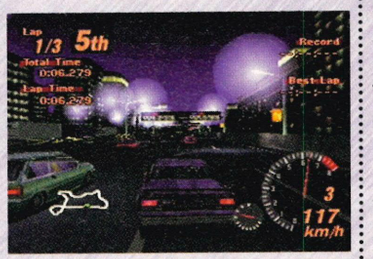
Track: Laguna Seca Raceway
Licence required: A
Limit: 400hp

Track: Deep Forest Raceway
Licence required: International C
Limit: 450hp

Track: Trial Mountain Circuit
Licence required: International B
Limit: 600hp

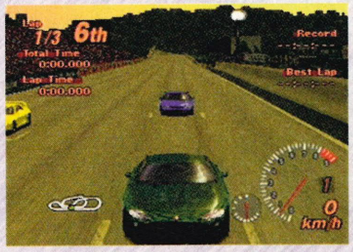
It's back down to two lap races for this tournament. A Lotus Elise and any TVR or the NSX Type S Zero are good to use for these races but the favourite to use yet again has to be the R34 Skyline. Just because there are hundreds of cars in the game doesn't mean that there aren't a few good ones that stand out from the crowd and the Skyline certainly does that. You will need to downgrade it again for the races but play around to get the right horsepower. By now you should have bought most of the parts for this and several other cars so you can simply chop and change between them to get the power level just right. Do well in the third race and you should win the wonderful TVR Tuscan Speed Six.

CARS TO WIN
Race 1: Tom's Angel TO1
Race 2: ZZ III
Race 3: Tuscan Speed Si















Tuned NA Car Cup

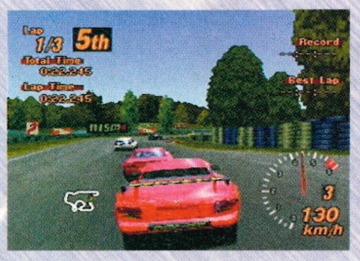
Track: Autumn Ring
Licence required: International A
Limit: None

Track: Grindelwald
Licence required: International A
Limit: None

Track: Laguna Seca Raceway
Licence required: International A
Limit: None







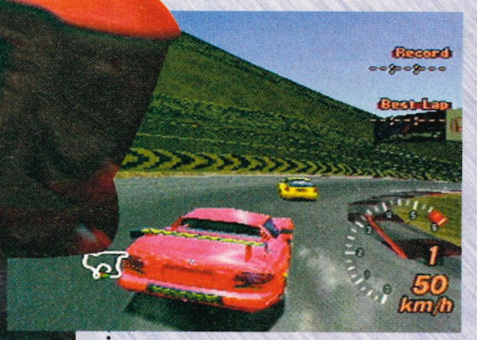


This is when the races start to get a little more serious. This high power NA tuned tournament is for International A Licence holders only.

For these three lap races the best car to go for is the Dodge Viper RT/10, if you haven't upgraded this all the way yet then this is your prime opportunity as there are no limits. By the time you've got this up all the way to a full racing modification the Viper RT/10 will have no problems with literally toasting the opposition. You can afford to take these races as fast as possible because even with the odd mistake on a corner you should still be able to win with the Viper.

CARS TO WIN

Miata C-spec
Miata B-spec
Spoon Civic Type-R
Spoon Integra Type-R



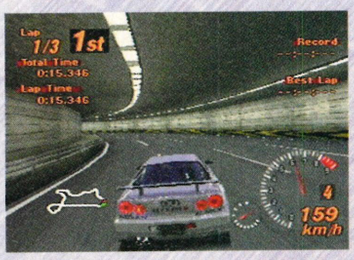
Tuned Turbo Car Cup

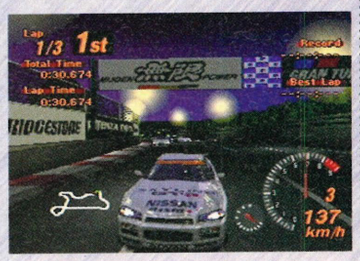
Track: Special Stage Route 5
Licence required: International A
Limit: None

Track: Test Course
Licence required: International A
Limit: None

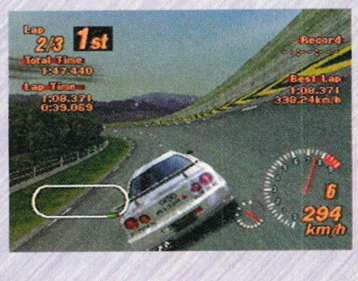
Track: Deep Forest Raceway
Licence required: International A
Limit: None

The opposing version to the NA cup this is all about who has the best turbo in their car and yes you guessed it the Nissan R34 Skyline V Spec is the perfect candidate for these races. This time the sky is literally the limit so go all the way up to racing modification if you haven't already with the Skyline. With a level four turbo the opposition will have trouble keeping up let alone overtaking. It's important to get a professional gearbox for this tournament because you will need to increase your gear ratios for the Test Course track to improve top speed and slipstreaming opportunities. Just because the other cars are slower it doesn't mean that they won't be able to slipstream you though, so make sure you keep an eye on your rear end throughout this oval track.









CARS TO WIN

Mines R33 Skyline GT-R
Nismo 400R
[R] HKS Drag Skyline

Gran Turismo All Stars

Track: Super Speedway
Licence required: International A
Limit: None

Track: Special Stage Route 5
Licence required: International A
Limit: None

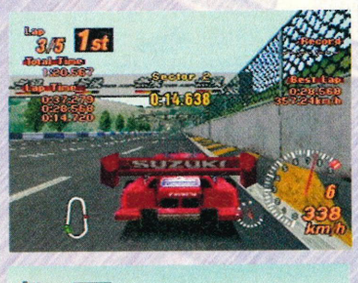
Track: Red Rock Valley Speedway
Licence required: International A
Limit: None

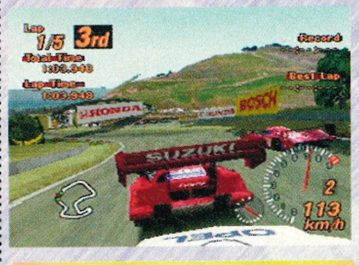
Track: Rome Full Circuit
Licence required: International A
Limit: None

Track: Laguna Seca Raceway
Licence required: International A
Limit: None

All of the tracks in this Superstar tournament are five laps long and all the cars you are going to be up against are racing modified. Use the R34 Skyline or the Viper RT/10 for the first couple of tracks but you will meet your match against the evil GT-One '99 on the later races. Instead of trying to buy one to compete against it save up and buy the fastest car in the game, the Suzuki Escudo Pikes Peak Version. This car is expensive but it is worth every penny once you learn how to control it, nothing else in the game will be able to keep up with you.

As long as you brake early and hard for every corner mastering this car and winning the races should be easy.











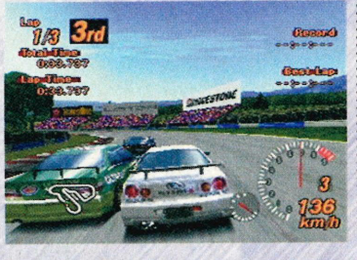


CARS TO WIN

Race 1: Mines Lancer Evo V
Race 2: Mines R34 Skyline GT-R
Race 3: TVR Speed 12
Race 4: [R] ZZ II
Race 5: R390 GT1 Road car

Super Touring Trophy

Track: Apricot Hill Speedway
Licence required: International B
Limit: 500hp





Track: Trial Mountain
Licence required: International B
Limit: 500hp

Track: Laguna Seca Raceway
Licence required: International B
Limit: 500hp

Track: Deep Forest Raceway
Licence required: International B
Limit: 500hp

Track: Rome Circuit Full Course
Licence required: International B
Limit: 500hp

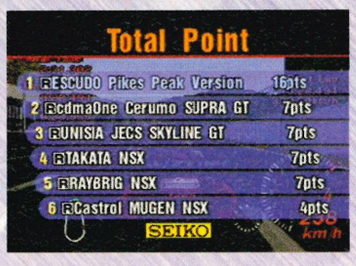
This more advanced touring car tournament is, like the All Stars Cup, full of racing modified opponents. Select the Nissan R34 Skyline again and tune it to suit the 500 hp limit for all of the tracks. If you fancy a change of car for these three lap races you could try buying and upgrading either the Nissan Primera or a Honda Accord. With enough money spent on them both of these are competent enough cars to win all the races.

CARS TO WIN

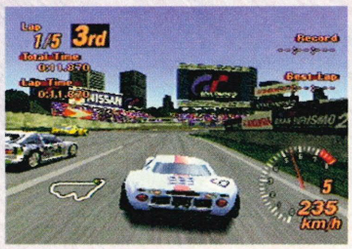
TRD 3000GT
Camaro 30th Anniversary
Tom's Supra

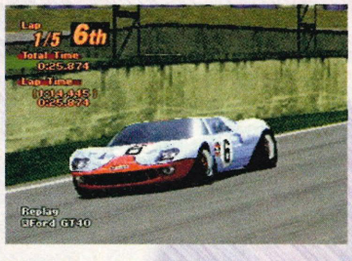




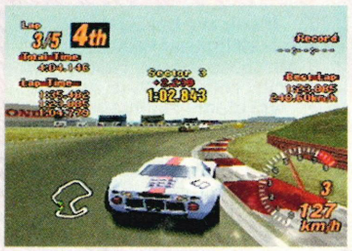


GT 300 Car Championship









Tracks
Grand Valley East Section
Laguna Seca Raceway
Deep Forest Raceway
Midfield Raceway
Apricot Hill
Licence required: International B
Limit: 591hp

This is the first of two of the point based tournaments in the special events section of the game. You'll have to race five laps around each of the tracks, at the end of which you will be awarded points depending on your final position in each race.

There are eight points up for grabs for first place, but so long as you get first place on three of the tracks you can afford to place second on the other two (amassing only six points) and still win. All of the cars are racing modified and your main opponent, if drawn against you, will be a Subaru Impreza. Use either the R34 Skyline, Dodge Viper RT/10 or a Ford GT40. Make sure you are alert from the word go as all these races have launch starts.

CARS TO WIN
[R] Momo MR-2 GT
[R] BP APEX Craft Trueno
[R] Weds Sport Celica
[R] Xanavi Silvia

GT500 Car Championship



Tracks
Laguna Seca Raceway
Super Speedway
Rome Circuit Full Course
Trial Mountain Circuit
Apricot Hill
Licence required: International B
Limit: None

As before this is a points based tournament taking place across five tracks but this time there is no limit at all on the car you enter into the Championship. You can still win with either the R34 Skyline or the Viper RT/10 but if you really want to win in style go for the Suzuki Escudo Pikes Peak Version. With this car there shouldn't be any competition. As before these are five lap tracks and every single race has been given a launch start, so get ready for a bit of a boost!

CARS TO WIN
[R] STP Taisan Viper
[R] Zexel Skyline
[R] Takata Dome NSX
[R] Serumo Supra





next month... **part two**



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

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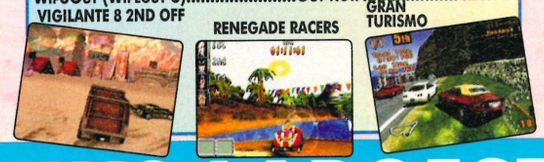
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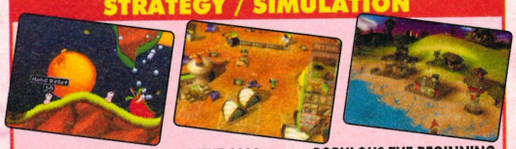
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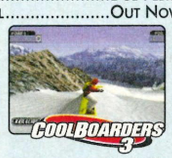
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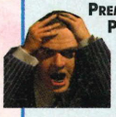

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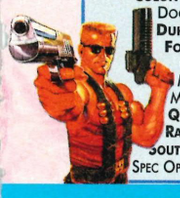

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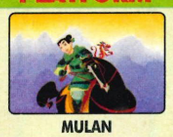
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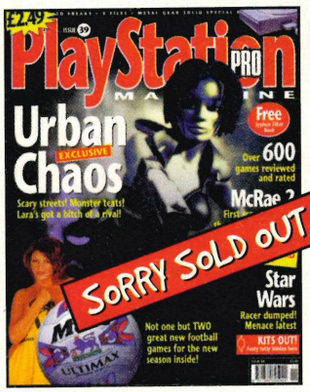
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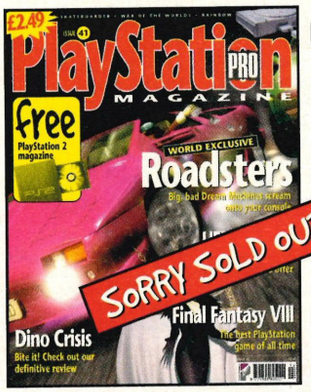
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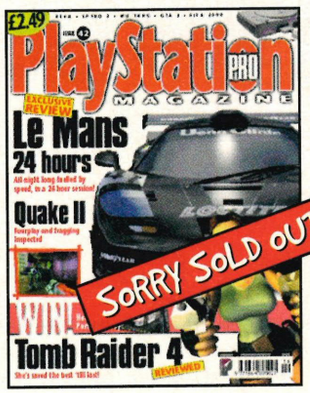
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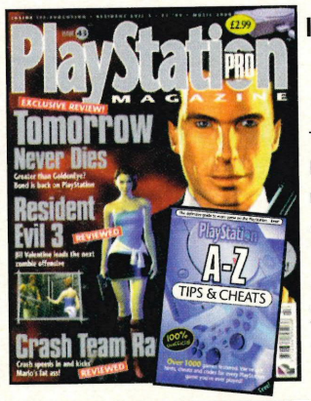
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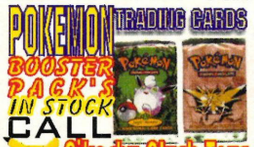
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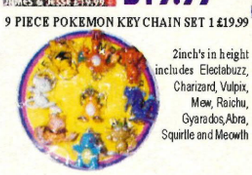
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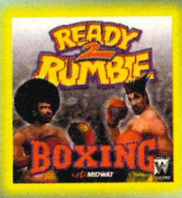
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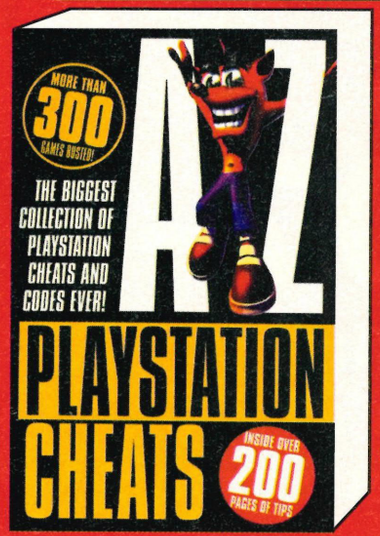
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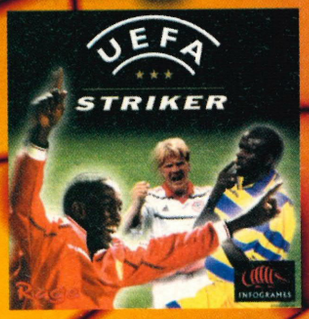
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Dealer

Hello and welcome to Dealer. You'll notice that we concentrate on listing the huge amount of games now available for the PlayStation. We also go through the scores we award to each game and updated them very month 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. Soon 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 ratings so you'll instantly know how good a game is. The percentage score is listed, appearing illuminated in gold if it's a stand out game while if the title happens to be Platinum, we give it a lovely silver tint. You won't have to spend time faffing about like a lost baboon to try and locate that score for the original *GTA* either as all games are sectioned into genres.

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. This month *Parasite Eve 2* and *Gran Turismo 2* are doing great things. Pads, wheels and memory cards are also reviewed here for the gadget freaks.

So lets face it, Dealer has to be your essential one-stop gaming guide!

Enjoy...

Richard Melville
Editor

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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%

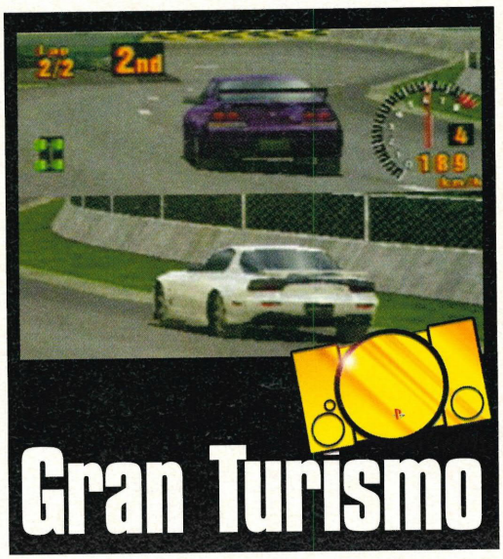
Destruction Derby 2
Infinitely better than the original. Polished Platinum glory.
Definitely worth your dosh • 88%

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 (P)
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 license 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 (P)
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 (P)
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 (P)
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 (P)
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 (P)
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%

Renegade Racers
Remember *Wreckin Crew*? This is worse. Dubious *Mario Karting*.
No thanks, this is rubbish • 17%

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

Ridge Racer Revolution (P)
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 (P)
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 (P)
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%

Runabout 2
Sequel to Felony 11-79 with odd handling but rewarding gameplay.
Definitely worth your dosh • 80%

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%

The Key

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

= Solid Gold Award

= Platinum Game

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Win Wild Things Wheel!

Got *Gran Turismo 2*, want a wheel to go with it replete with pedals and gears? Wild Things Turbo Race Wheel is just the ticket. To win, just tell us the name of the new Gran Turismo game due for PlayStation2. Answers on a postcard by 16 March to the usual address. First out of the hat will win. All the others go to the bin!

Speedster

A racing game with a weird overhead view point. Original, but quite arsey.

Hmm, this is average stuff • 50%

Supercross 2000 Duff 54%

Suspect scramble bike game with hideous collision detection.

Hmm, this is average stuff • 45%

Starwinder

What is this, clockwork stars? No, it's a bollocks 3-D space racer

No thanks, this is rubbish • 28%

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 Makinnen 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%



Final Fantasy VIII

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%

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%

Dealer

For those of you that haven't bought the game, you can now buy *Final Fantasy VIII* as a boxset including tee shirt, poster and memory card complete with case and stickers. The price of this set is £49.99 at all good game shops.



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%

Grandia
Twee Japanese RPG in the same mould as *Alundra* but in dated 3D-style.
Defintely worth your dosh • 82%

Shadow Madness
The madness is that a group of US bods copied *Final Fantasy VII*.
Hmm, this is average stuff • 57%

Suikoden
Konami's first PlayStation RPG. Old-fashioned but in-depth.
Definitely worth your dosh • 84%

Vandal Hearts
Magic, action, strategy and fighting. It's a corker in *Final Fantasy* Tactics.
Try before you buy, sir • 75%

Wild Arms
This Wild West-themed RPG may be mediocre, but it has nice touches.
Try before you buy, sir • 61%

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.
Try before you buy, sir • 69%

Earthworm Jim 2
An unimpressive update of a 16bit platform hero. Was dated, now dirt.
Hmm, this is average stuff • 53%

Gex
Another effort which is worth a look if it happens to be going cheap.
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.
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 still hasn't grown up. He's a Japanese Peter Pan.
Hmm, this is average stuff • 49%

Mickey Mania
Remember the days when every game license 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
Illuminous 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%

Toy Story 2
Instantly engrossing platform action that isn't original but who cares?
Definitely worth your dosh • 90%

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, surprisingly. 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 excellent morphing human/animal characters.
Definitely worth your dosh • 83%



Top 10 JAP Charts

Japanese Charts

20 December 1999 – 2 January 2000

1. Valkyrie Profile Enix
2. Gran Turismo 2 SCE
3. Momotaro Electric Railway V Hudson
4. Chocobo Collection Square
5. Crash Bandicoot Racing SCE

UK Charts

10 January 2000– 16 January 2000

1. FIFA 2000 EA
2. Tomorrow Never Dies EA
3. Tomb Raider 4 Eidos
4. Medal Of Honour EA
5. Crash Team Racing Sony

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!
Definitely worth your dosh • 81%

Destrega
Run around an arena, check a firebolt – move in and kill.
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%

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%

Knockout Kings 2000
EAs speedier and altogether tighter fist-fest is still average.
Try before you buy, sir • 77%

Legend
Novelty slash-'em-up like *Golden Axe*. Got a great Multiplayer mode.
Try before you buy, sir • 67%

Marvel Super Heroes
The use of the ancient *Street Fighter* engine is bad, but its got Super Heroes.
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…
No thanks, this is rubbish • 30%

Mortal Kombat: Mythsigies
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.
No thanks,this is rubbish • 23%

Mortal Kombat 4
Best of the lot but still fails to keep up with its rival beat-'em-ups.
Hmm, this is average stuff • 49%

Pocket Fighter
Oodles of novelty make this a good bet to buy.
Try before you buy, sir • 70%

Psychic Force
Don't go near the little blighter.
No thanks,this is rubbish • 17%

Ready 2 Rumble
Our favourite office boxing game with true comedy moments of hilarity.
Definitely worth your dosh • 80%

Rise 2: Resurrection
Vastly over-rated follow-up robot fighting game. Waste of time really.
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 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 pinnacle 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.
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
From 2-D to 3-D and back to 2-D again. Coming back to what you know!
Definitely worth your dosh • 84%

Dealer



Turbo Race Wheel

Price £59.99 Wild Things

A standard no frills wheel with all the pedals and gear bits you need for *Gran Turismo 2*.

Rating: ☆☆☆☆

24/72 Meg Cards

Price £24.99 £39.99 Wild Things

Huge mega-value reliable cards. 1080 slots for the 72 page one, costing £39.99.

Rating: ☆☆☆☆

Kickback 2

Price £14.99 Wild Things

The oddest pad we've ever seen. Be careful you don't leave it on your seat in the front room.

Rating: ☆☆☆

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%

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.

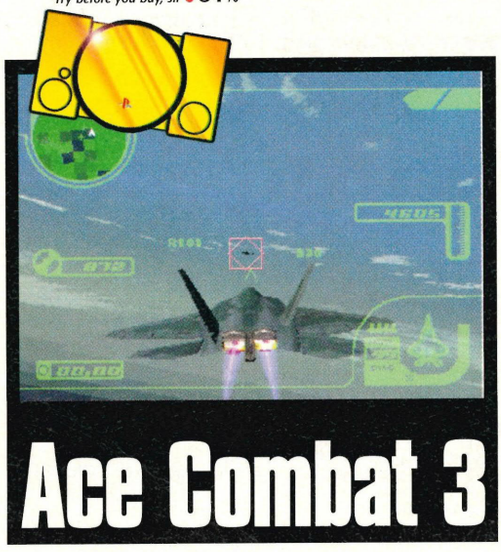
Hmm, this is average stuff ● 43%

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

Blaster for those who want their gunplay that bit more realistic.

Try before you buy, sir ● 67%

Ace Combat 3

The rest fly right by. Sim worthy for *Top Gun* fans or, er, biggles perhaps.

Definitely worth your dosh ● 91%

Agile Warrior

A vaguely involving flying game 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 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

Army Men 3D

Fun toy town goes bad American shoot -'em up. Great multiplayer.

Try before you buy, sir ● 77%

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 *Jurassic 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%

Primal Pad

Price £24.99 Wild Things

A boomerang shaped pad to thrill those after novelty pads, or something to use as a sports toy in the park?

Rating: ☆☆☆



4 in 1 Memory Cards

Price £17.99 Wild Things

Wild Things are selling these natty four-piece coloured 1 Meg cards in a CD case.

Rating: ☆☆☆☆



Sound Station

Price £49.99 Spectravideo

Those inventive types at Spectravideo have managed to create a speaker system that can get even the largest bedroom shaking with bass and twinkly treble. Plug this baby into your PlayStation, TV or CD player and enjoy hi-fi quality acoustics without a hi-fi. Well worth the money, we've been using it with *Gran Turismo 2* and it's loud. 300W of power no less.

Rating: ☆☆☆☆☆





PS Challenger

Price £14.99 Spectravideo

On the pad peripheral front from Spectravideo, they've released these metallic Dual Shock pads. Going for a budget re-style of the official Sony Pad, these sturdy devices work well without going for any huge extras. Basic, with short grips, but a decent budget pad for those in need of extras for the forthcoming *Micro Maniacs*. The standard mould directional digital control works especially well with 2-D fighting games, where the Sony pad doesn't.

Rating: ☆☆☆

Dealer

Jordan Memory Card

Price £9.99

F1 fanatics that support the Jordan team might be thrilled with this novelty.

Rating: ☆☆



= Solid Gold Award

= Platinum Game

Silver Dual Jolt

Price £24.99 Joytech

A shimmery example of peripheral beauty but the knobs are too close together. No laughing, please sir.

Rating: ☆☆☆



Metallic Memory Card

Price £9.99 Joytech

Silver peripherals are on the menu, so why not compliment the above with this millennium silver card?

Rating: ☆☆☆



MGS: Special Missions
More VR training missions like the ones from from the full game. Decent add on disc for fans.
Definitely worth your dosh • 84%

Myst
One of the most pointless 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*.
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
Pretty far from what the title suggests.
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%

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.
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%

Tenchu: Fan Missions
The Japanese public submitted their fave levels ideas and they were made.
Try before you buy, sir • 67%

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 *Soul 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%

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. It 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. 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 but 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%



Um Jammer Lammy

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The Key

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

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Game Charts by

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

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 precisely.
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
A very poor futuristic shooter.
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.
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.
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 psychedelic 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 which still features a bunch of cars that have been fitted with a rude 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 offers nothing original in terms of gameplay.
Try before you buy, sir • 68%

X2
Frantic techno 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

Arcade Party Pack
Atari action with *Supersprint, Toobin', Klax* and wahey, *720°!*
Definitely worth your dosh • 81%

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%

Dealer



The Art of Metal Gear Solid

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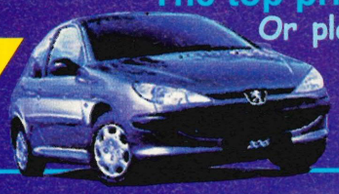
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Win one of three copies of the *The Art Of Metal Gear Solid*

When Hideo Kojima produced the second *Metal Gear* game for the PlayStation after the NES, he surely knew what he was up to when enlisting new artists to Konami to create the look of the game. Probably the most stylistic and plot-driven console game of our time, it's great to know that it's not just the Japanese get rare lavishly illustrated art books such as this. Every illustration that you will have seen in the game or in print is here, mostly in the embossed 'fifth colour' effect that we sometimes use on the cover of our mag. A naked Sniper Wolf and some gloriously abstract concept sketches for the game strike the divide between the suspect US art and the anime-style etchings on Konami of Japan. A whole artist narrative is provided throughout and fans will see how some characters came to be and all the influences that sparked the style, look and execution of the game. This is quite frankly the best history of the design of a videogame in pictures and words and gives an insight into the creative process of one of Japans most successful third party developers. We've got three copies of the newly released book by Softbank Publishing to give away. If you want to win, please send us a picture of yourself or a friend dressed up as a *Metal Gear Solid* character. Photos to the usual address under the heading 'Solid Snake Pictures!' by 16th March.

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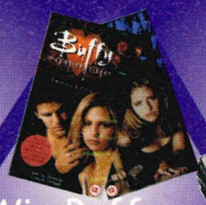
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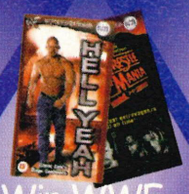
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Rage Racer
Rally Cross 2
Rayman / Rayman 2
Ready 2 Rumble
Red Alert
Renegade Racers
Resident Evil 1&2
Resurrection
Ridge Racer
Rogue Squadron
Rollcage
Rugrats
Sega Rally 2
Sonic Adventure
Soul Blade
Soul Calibur
South Park
South Park Rally
Speed Freaks
Spyro The Dragon 1&2
Starwars: Racer
Street Fighter Alpha
Super Smash Bros.
Syphon Filter
Tai Fu
Tekken 2 & 3
Tenchu
Theme Park World
This is Football
Time Crisis
Tomb Raider 1-4
Tomorrow Never Dies
Tony Hawks Skater
Total NBA
Toy Commander
Turok 1 & 2
Turok Rage Wars
Twisted Metal 3
Unreal Tournement
Virtua Striker 2
Wave Race
WCW Nitro
Wipeout 2097/3/64
WWF Attitude
WWF Warzone
WWF Wrestlemania
Zelda 64

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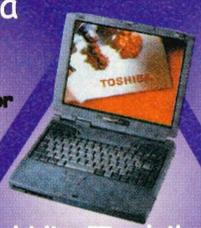
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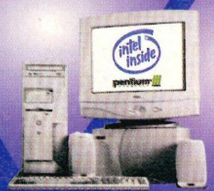
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Win Pentium III PC +DVD Player

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2. Select the Game you want.
3. Guess the Code to Win!



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Win £10,000!

50 points or more wins a prize! Personal Stereos, Ghetto Blasters, Radios, Fashion Watches, Databanks & prizes up to £10,000!

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Snooker

Instant Win!

Answer the Questions then Pot all the balls to win a prize instantly!



Sega Dreamcast 09067 525867
Sony PlayStation 09067 525868
Nintendo 64 09067 525869

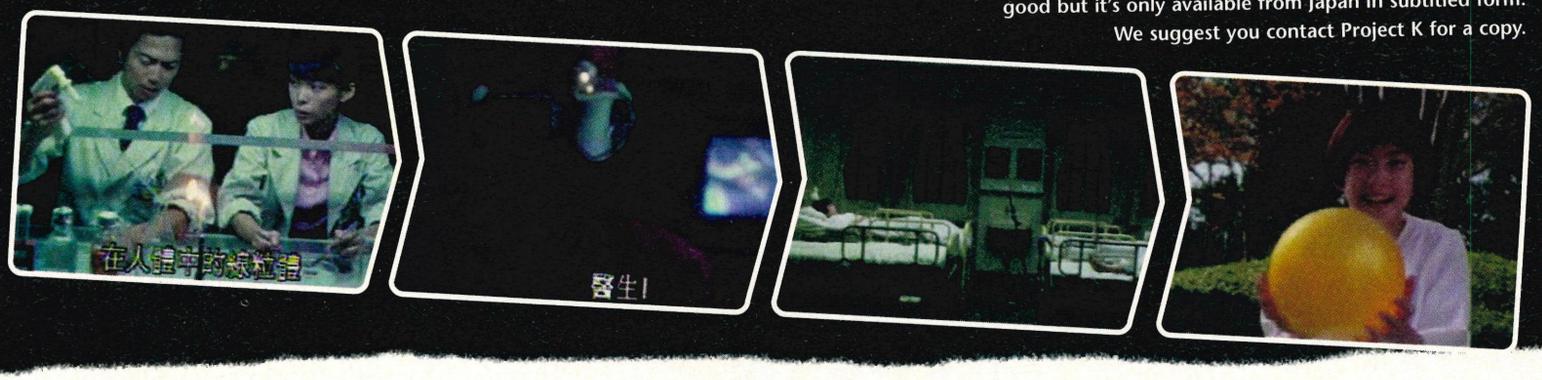
Entrants must be 16 or over. Calls are likely to last 5-10 mins and cost 75p per minute (09067 numbers) and £1 per minute (09069 numbers), so make sure that you have the billpayer's permission.
Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other Competitions involve multiple choice questions with tiebreaker and end on the 31st May 2000, after which they may be replaced by a similar service on the same number. Actual designs may vary. Games infomation can not be guaranteed correct. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you are an INSTANT winner send your claim, with claim number to:

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. www.InfoMedia-Services.co.uk
CUSTOMER HELPLINE: If you have difficulty with any of these services, then call 01 604 624 634

Dealer

Parasite Eve the movie

We've reviewed the new *Parasite Eve* game this issue but how many of you know that the game is based on a book and a subsequent film? *Parasite Eve: The Movie* has recently become available and it's rather good but it's only available from Japan in subtitled form. We suggest you contact Project K for a copy.



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 isn't good enough. Shame as it's a good effort to start and a good idea.

Try before you buy, sir • 60%

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 this 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 license 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 license 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 dull.

Hmm, this is average stuff • 54%

Kick Off World

Playable enough but overtaken and overshadowed by other footy 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%

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%

ScreenBeat SOUND STATION

PLAYSTATION · DREAMCAST · NINTENDO 64 • Additional Cable required · PC • PC • PC · MACINTOSH · WALKMAN · DISCMAN · CD PLAYER · MP3 • MP3



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

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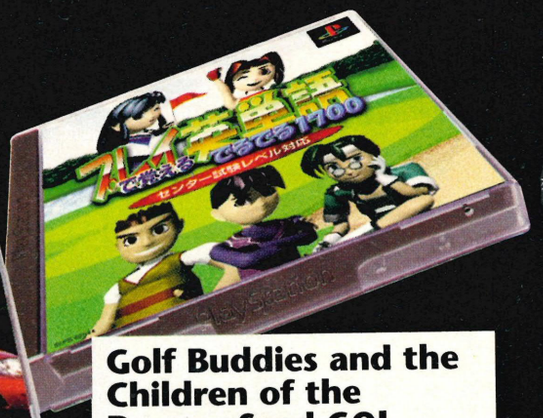
Weird Japanese Games!

Japanese games that you'll never see – but really should!

Super Max G

Only you, Big Boy Racer, can defeat the odorous and definitely evil Dr Angry through the power of interpretative dance. Level one see your quest start as you are forced to perform a 15-minute performance that describes the power and beauty of high performance cars while respecting the softer side of their interiors. Avoid or die trying.

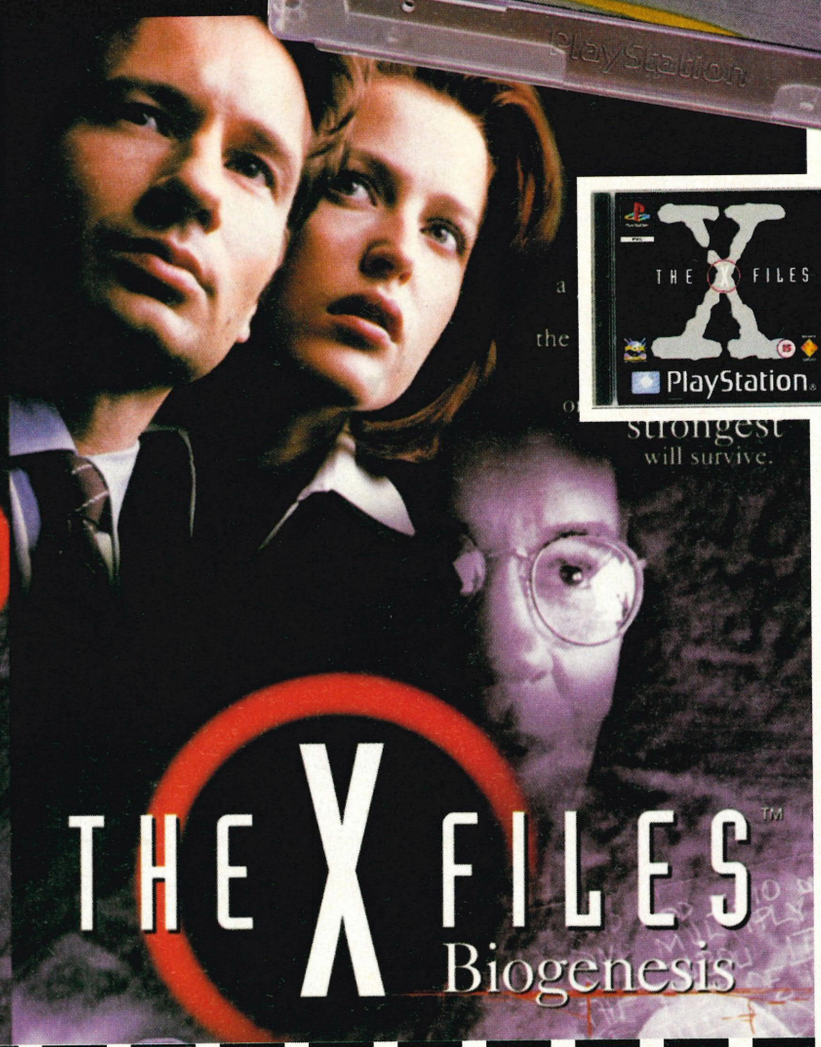




Golf Buddies and the Children of the Demon Seed GO!

Join Akira and his golfing buddies as they enjoy round after round of golf while fending off unusually tentacled demons from a dimension between the worlds. Features unique 'Hellbent' control pad that keeps the action suitably puss stained.





X-Files

We've only gone and got our hands of five copies of *The X–Files* game. Oh yes, we are the daddies. And to knock that amazing feat into a cocked hat, we've also managed to get our feet (excuse that pun) on five (Yes! We can't believe it either) copies of the extra long X–Files episode: BIOGENESIS! It's not going to be shown on TV for ages you know! We've got thrills and they are multiplying!

So, to show that we're not all selfish gits who get free games and horde the lot in huge treasure troves protected by Amazonian warrior chicks, we're going to give the lot away. You read that last sentence correct ladies and gentleman; IT'S ALL UP FOR GRABS!



But you're clever people and you know there is a catch to this amazing deal.

You're so right. Here's the deal.

Because we revel in other people's misery, we've devised this cunning competition.

And here it is!

Take a deep breath and take a look at the images below. Yes, we know it's hard but with these fantastic prizes on offer, we're sure you can manage it.

Right then. Two of these images depict scenes of primeval horror; a heinous visual so nauseatingly dire that only Mulder and Scully could possibly give them a right good kicking. The other two are Gillian Anderson and the Loch Ness Monster.

Right, get your pens out and write in; tell us the true names of these beasts in human form and you're in with a chance to win! Send entries to :



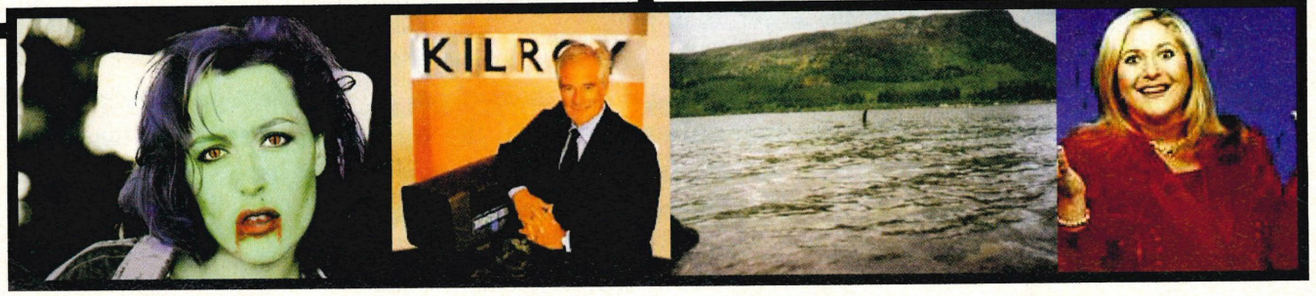
X-Files Nutter Competition: PLAYSTATION PRO
Paragon Publishing, Paragon House,
St Peter's Road, Bournemouth, Dorset BH1 2JS

I want to win a copy of the *X–Files game* as well as a video and I'm brave enough to look into the face of true horror and name some names! *I'm quite hard actually.*

1. The one the ancients called Eboloch Smarmoth Tosh; or he who greases his way through smug oil is in fact .....

2. The one they knew as Bigga Mingga Eata; or she who used to host a popular daytime chat show, then got axed for being rubbish is in fact .....nessa (It's not Loch)





Pocket Westerner

Take control of Malcolm; a poorly attired western man who has been shrunk to hand held proportions and blasted into a world of unusual dress sense. Find out exactly why he's wearing a red neckerchiefs; rugby shirt and baseball jacket at the same time and save the free world while you're at it. Fun for kids of all ages.



HyperValue 2800

Table Game

It's here because they demanded it; the worlds first table top PlayStation simulation for people who love buying orange squash in a basic white bottle for 4 pence a litre. But priced in Yen, obviously.

The Key

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

= Solid Gold Award

= Platinum Game



Iss: Evolution

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 yearn 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 • 64%

Track And Field 2
Sweaty stretchy button bashing olympics.Bloody good stuff.
Defintely worth your dosh • 86%

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 worth while 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%

THE END



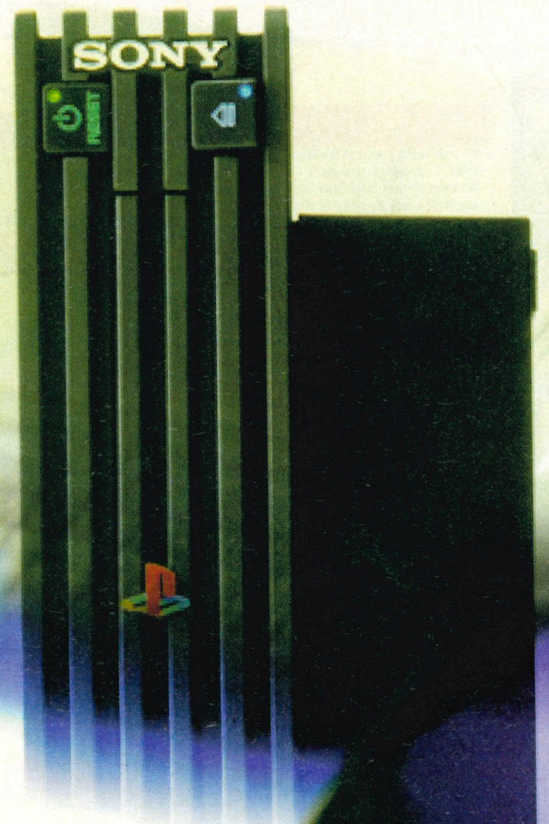
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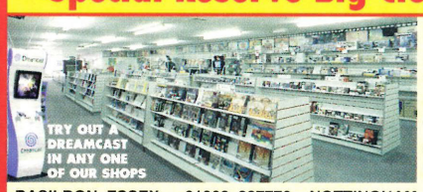


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