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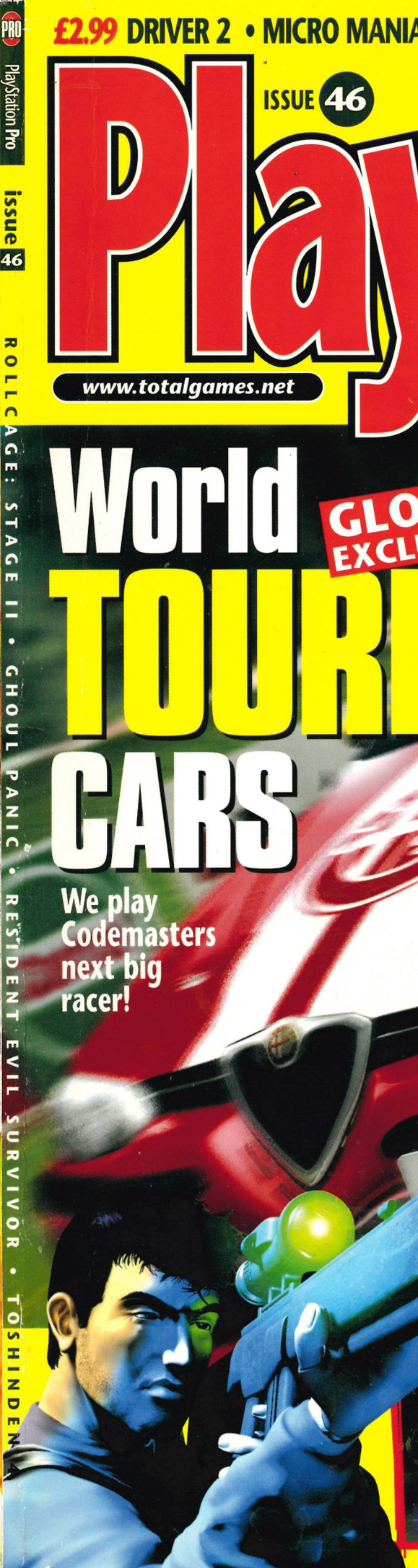
LARA LICKED!

Lara Weller gets a Platinum respray!

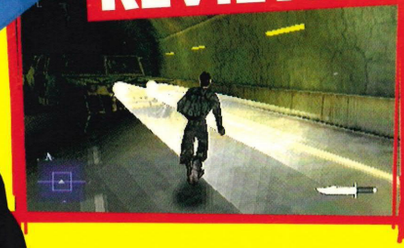
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Chase The Express

We do the locomotion with the hit new Sony adventure!



REVIEWED



Syphon Filter 2

It's Judgement Day for the huge sequel!

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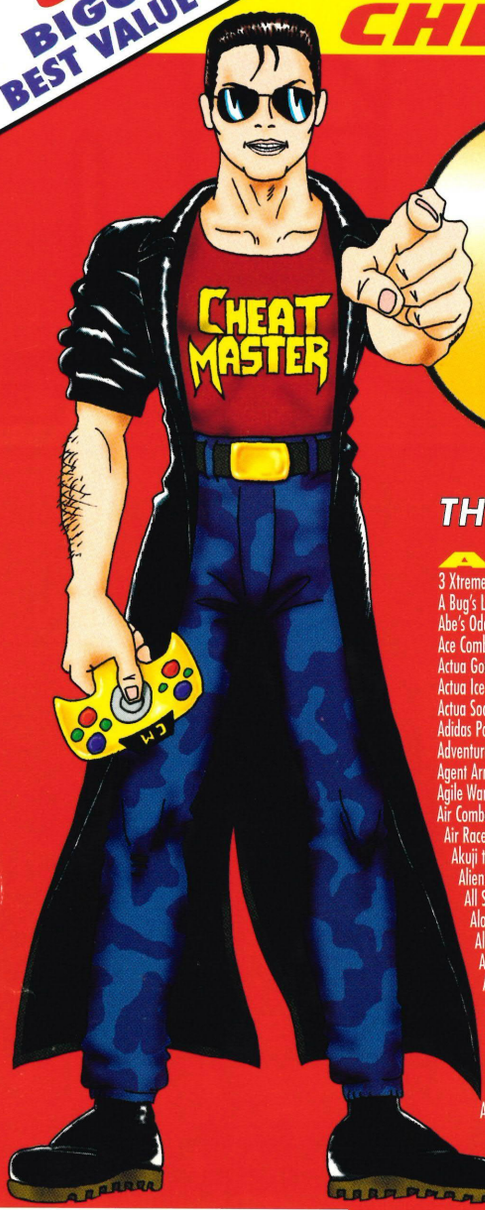
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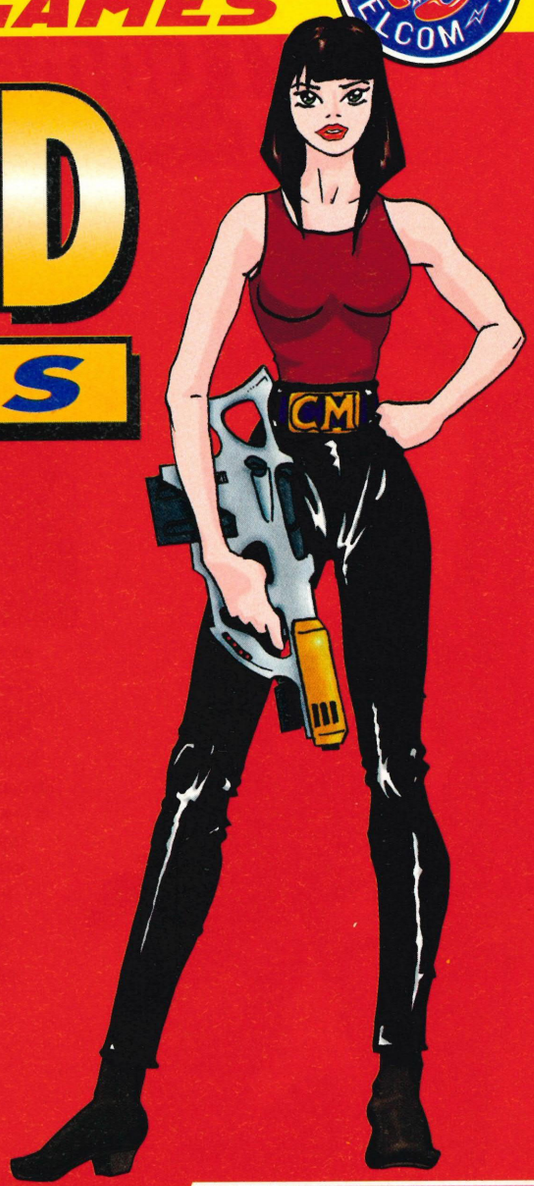
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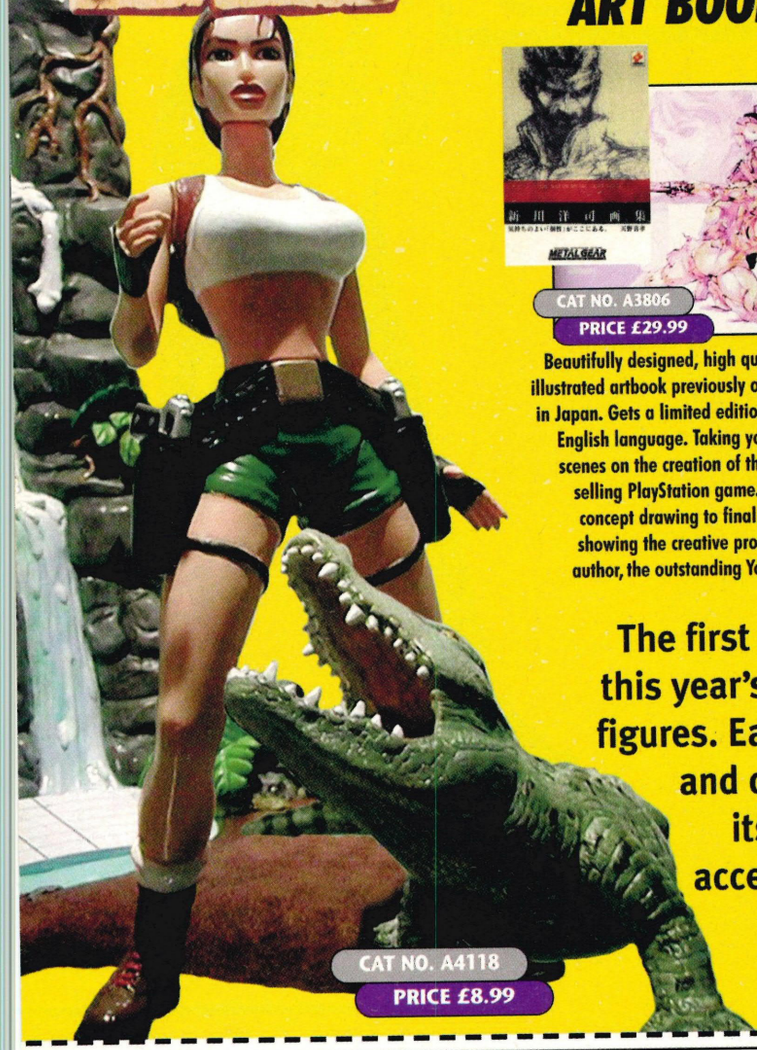
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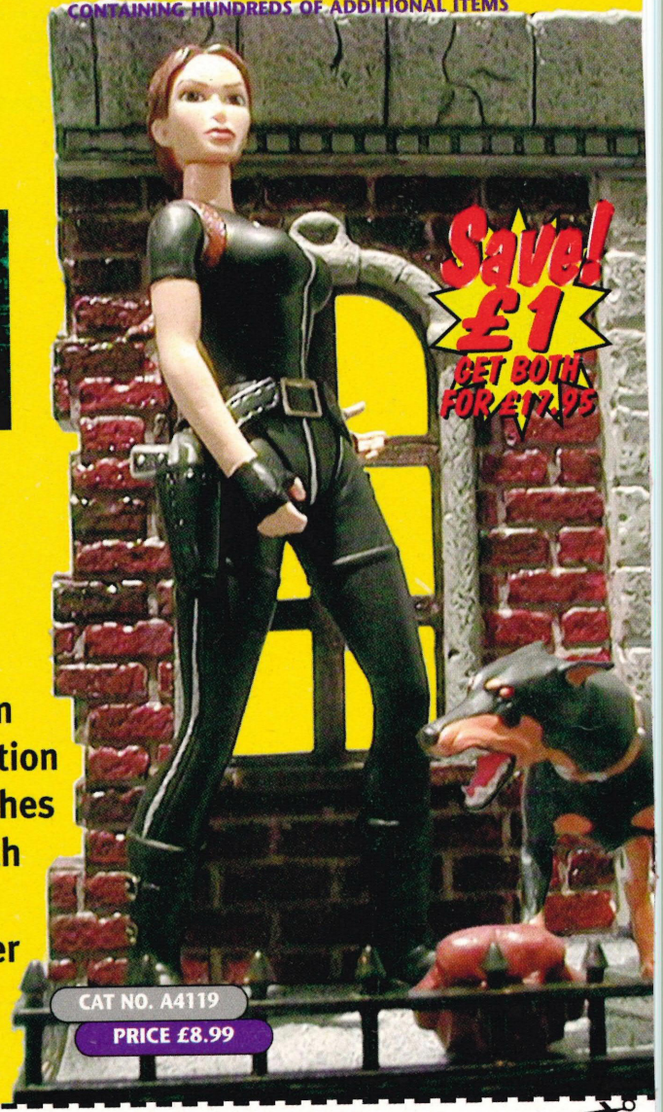


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Hello again. Welcome to the last issue of **PLAYSTATION PRO**. As you know it anyway! Next month we'll be called **PS PRO** to fit in with our rather natty new look and to coincide with the long-awaited arrival of the PlayStation2.

This issue, we've played the fabulous *World Touring Cars* from Codemasters and even got our hands on the first review you'll read of *Syphon Filter 2*, and we don't stop there either. We've got reports from the PlayStation 2000 festival in Tokyo and news of *Driver 2*. Lara Weller's getting even saucier than before (lord help us) and then there's *Super Puyo Puyo 4* which beats *Tetris* hands down! PS2 is among us now, and we'll have reviews of *Ridge Racer V* and *ISS 2* next issue – we can't wait.

You'd be mad not to join us for our next edition which has even more exclusives, a lovely new look and the best free gifts you've ever seen. In the mean time, you can always visit us online at totalgames.net for those breaking PlayStation2 stories...

Richard Melville,
Editor

Richard Melville

Get a life, get a PlayStation, get PlayStation Pro

PlayStation PRO MAGAZINE

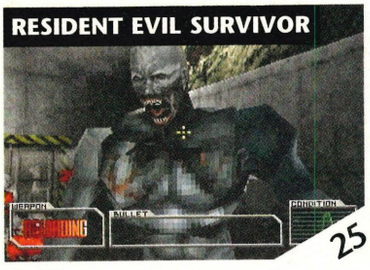
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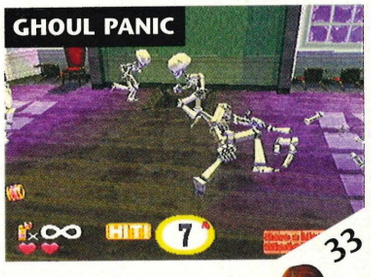
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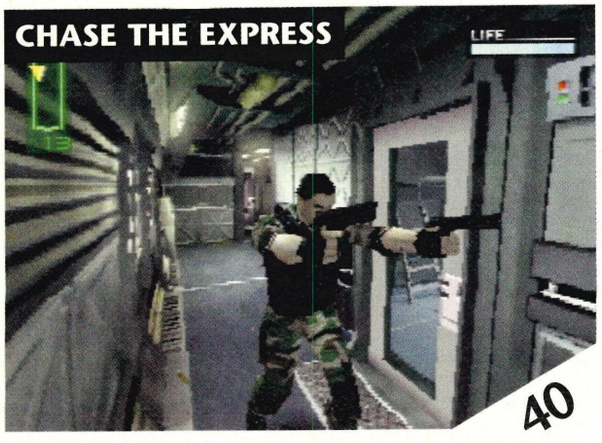
RIDGE RACER V **FIVE ALIVE!**



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EXCLUSIVE FIRST PLAY

WORLD TOURING CARS VROOOM!

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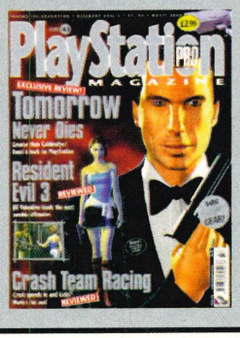
News

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PlayStation Pro to become PS PRO

PS PRO

As from next issue, the magazine you know and love will undergo a bit of respray and to commemorate this new look, we've banished the PLAYSTATION PRO moniker and changed our name to PS PRO. We'll still be the same magazine, only even better. The same team will be here, as ever, ready to dispense their views on PlayStation2 games such as *Ridge Racer V*, and to mark this historical event we'll have a great free gift too!



PS2 games unveiled!



GT2000

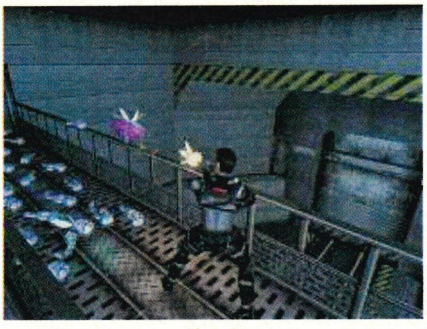




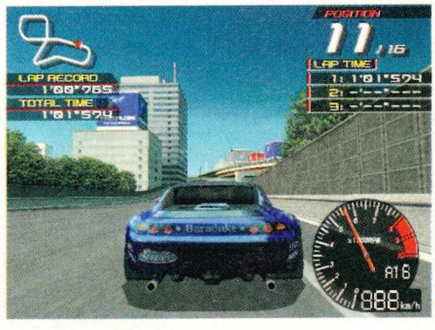
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DEAD OR ALIVE 2

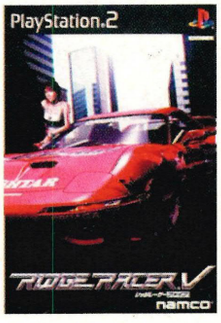


EXTERMINATOR



RIDGE RACER V



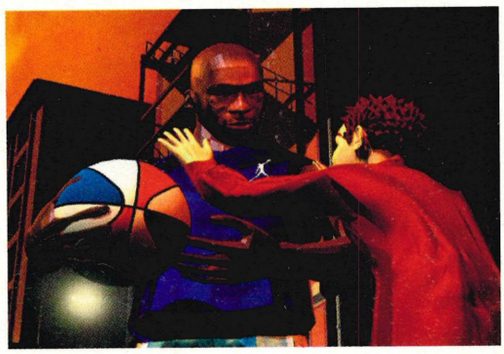


Sony, Namco and Tecmo reveal their PS2 résistance

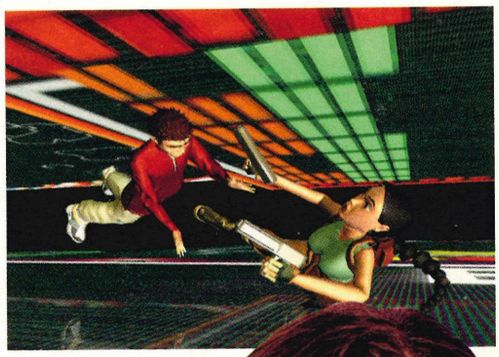
A new selection of PlayStation2 games have been announced, along with new shots of key titles *Gran Turismo* 2000 and *Ridge Racer V*. Namco also announced that the reason for the Japanese delay of *Tekken Tag Tournament*, which will arrive a month after the 4 March launch, was because of the inclusion of new backgrounds and arenas. Meanwhile, Tecmo wasted no time in announcing *Dead or Alive 2* for the machine and even had playable code on show at the recent PlayStation 2000 festival. *Ridge Racer V* will be the only racing game available at launch, as with the launch of the Japanese PlayStation in 1994. The superb *GT2000* will follow soon after along with Sony's new *Resident Evil*-style adventure game, *Exterminator*.

For more details, turn to our PlayStation 2000 Festival report on page 28. Next issue, we'll have the first clutch of PlayStation2 reviews too!



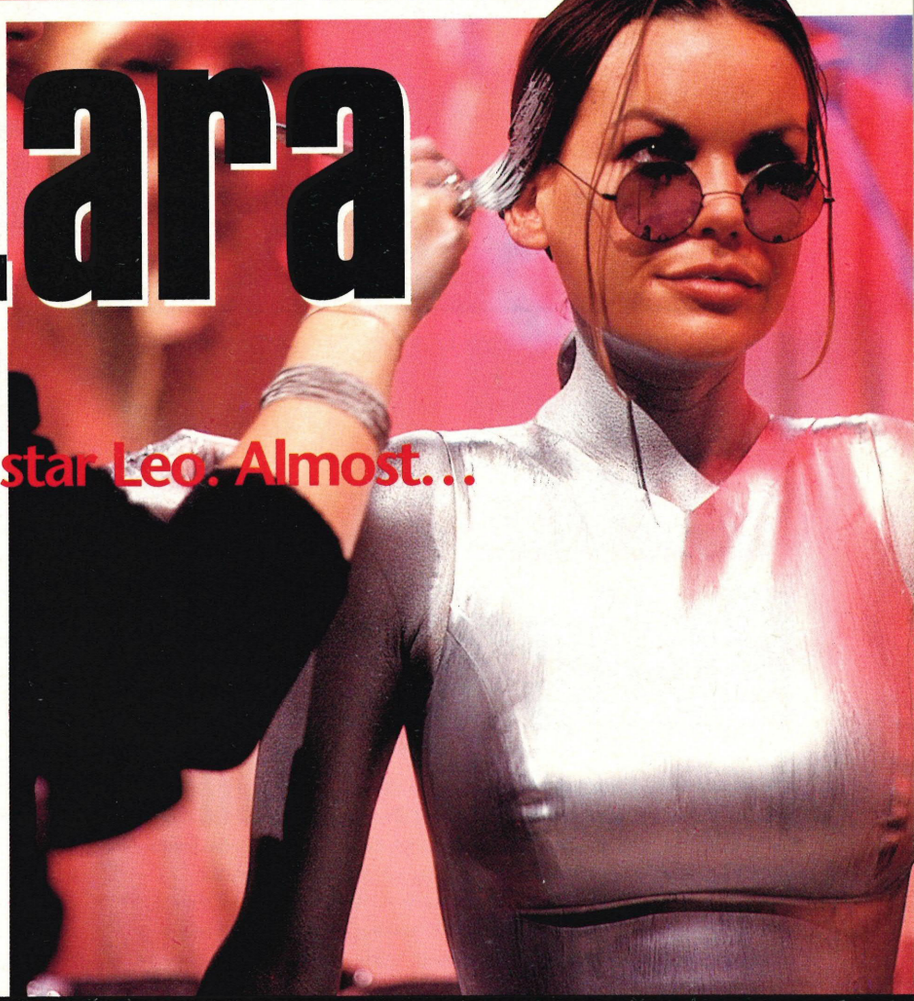






Leo & Lara

The 60-second scene



Lara gets naked with Nike star Leo. Almost...

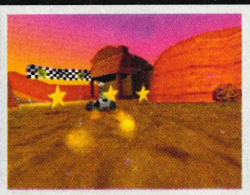
By now, you'll have probably glanced at the new Nike advertisement for their upcoming range of cross-training footwear. It stars new 'cyber kid' Leo in a sequence of videogames along with Michael Jordan and Ronaldo. There's also someone called Lara Croft (because she's such a top sporting act?) Leo incidentally beats all the Nike sponsored sports people and then has a bit of ruff and tumble with our Lara. It looks like a dated ad but shows that Nike is still very much on the cultural ball. Pokémon Trainers and Lara Croft crop tops are due to be released also. (The last sentence is a lie)

Trevor Edwards, MD of Nike Europe says, "This new ad uses the virtual world to showcase an exciting product for real life sport, any time, anywhere. Leo's 'virtual' adventures demonstrate the versatility and energy of cross-training that 'reality' would find hard to do in just 60 seconds. It captures the spontaneity of sport in a fresh, Y2K way." How we laughed.

On a related note the real life Lara model Lara Weller was painted in metallic paint on Thursday 3 February to celebrate the Platinum release of *Tomb Raider III*. You could see her breasts and arse, too. Fantastic eh?

THIS MONTH'S BITE-SIZE FIRST-LOOKS





Title: Muppet Race Mania
Release: April
Publisher: Sony

Sony have done the unthinkable and released a karting game to follow their own *Speed Freaks* and *Crash Team Racing*. Starring all your favourite Muppets you can race around the tracks in Bandicoot fashion in blocks of cheese and novelty vehicles. We can't contain our excitement.

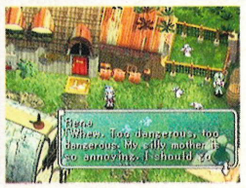




Title: Crisis Beat
Release: April
Publisher: Studio 3

While *Gekido* limbers up to proclaim dominance in the beat–'em-up arena, publishers of *Guilty Gear* and *Toshinden 4* have given us this 3-D fighter akin to Sega's *Die Hard Arcade*. Initially this looks promising and we'll have a review next issue along with fellow fighter *Toshinden 4* and Capcom's new fighters.





Title: Star Ocean
Release: March
Publisher: Sony

Enix have long been the most popular RPG developers in Japan, but this is their first bid to thrill UK gamers. *Star Ocean* is a fairly by the numbers RPG but comes furnished with rendered backdrops and sprite-based characters. An odd coupling but the double disc cut-scenes should make it a cool game.

The best selling games in Britain

UK Charts

10 January – 16 January 2000

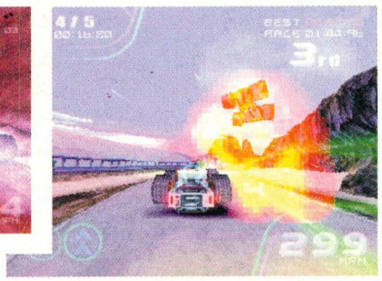
1. Gran Turismo 2 Sony
2. FIFA 2000 EA
3. Medal Of Honour EA
4. Tomorrow Never Dies EA
5. Tomb Raider IV Eidos

Grand Turismo mad

You happy *Gran Turismo* freaks have made sure that the game sold 130,000 copies over the first weekend on sale, with many shops discounting the title for a bargain semi-Platinum £28.99 price. This makes it the quickest selling PlayStation game in Britain, and combined with 700,000 sales of the original *Gran Turismo* it makes it the UK's favourite PlayStation game.







Rollcage Stones

Top acts sound good for *Rollcage Stage II*

Rollcage Stage II, reviewed this issue, has a new soundtrack including artists such as E-Z Rollers, Flytronix and Dom & Roland. This follows Sony's *Gran Turismo 2* guitar friendly soundtrack which includes Mansun and 'Cymru Massive' favourites, the Stereophonics. Such is the wealth of new tracks in PlayStation games, they're albums in themselves. On the eve of the UK release of *Beatmania*, we take a look at the ever-growing UK PlayStation music scene in our feature on page 74.

PlayStation2 DVD Plus CD?



PlayStation2 will use CDs for launch games

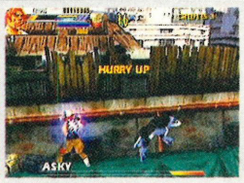
Some early PlayStation2 titles will be using Compact Discs as opposed to costly DVDs. It's thought that once the medium becomes more affordable to publishers, then they will use it if necessary. Obviously, if a game is big enough to warrant being set across 2 CDs, it will come on a DVD disc which can hold around 12 times more data than a single CD. For games like the delayed *Tekken Tag Tournament*, this won't make any difference as the game doesn't completely fill a CD.

PlayStation Pro would like to point out that the original 1994 *Ridge Racer* filled less than 1% of its CD with game code yet *Final Fantasy VIII* came on four CDs which just means that it takes time for games to progress in size. Publishers will use DVDs if they need to but only when necessary and er, cheap, it would seem.

The one million launch sales expected for PS2 in Japan were doubled when an over-enthusiastic spokesman for Sony mouthed off to news networks and financial papers. Kiyoshi Yamakawa said, "The company hopes to sell two million units in the first two days of the launch. We think it would be even more successful than our original PlayStation." He is, however, an advisor to Sony, rather than one of their main players.

THIS MONTH'S BITE-SIZE FIRST-LOOKS





Title: Gekido
Release: 21 April
Publisher: Infogrames

***Double Dragon* inspired a thousand scrolling beat-'em ups but the PlayStation doesn't have a stunning one, as the recent *Fighting Force 2* certainly indicates. Infogrames plan to change this with a similar game blending Sega's aged *Streets of Rage* with a darker *Double Dragon*.**





Title: N-Gen
Release: June
Publisher: Infogrames

Made by some people who used to be involved with *Wipeout*, *N-Gen* is frequently described as '*WipEout* with planes and, er, added *Afterburner* influences'. Far be it for us to make such crass assumptions though. Has huge potential we think, and we'll look forward to having a go on this beauty.





Title: Battle Buchigire
Release: TBA
Publisher: Artdink

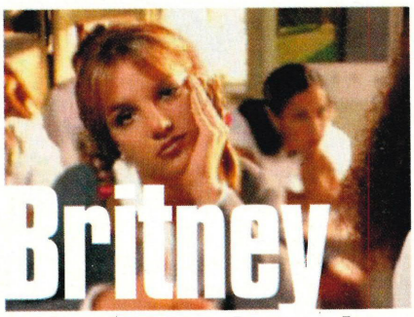
This curious beat-'em up allows you to construct vehicle-style fighting machines in the Japanese equivalent of *Robot Wars* mating with *Street Fighter 3*. Original and promising, we're hoping that the title is picked up by a UK publisher and that Philippa Forester is heading it up. Mmmm.



Hirai for Sony

989 Studios have a troubled shuffle

Syphon Filter creators, 989 Studios, have merged with Sony of America and in a confusing state of affairs, the President, Kelly Flock, has left. Strangely the Japanese product development manager Kaz Hirai who worked on *GT* and *Ape Escape* will do the same for 989 Studios. Sony are delighted to have the developers as the PlayStation2 will now have some hotly tipped 989 sports titles for its release.



Britney in backstreet shocker

The pop vixen gives it to us one more time

Britney Spears heads up a cast of Steps and Backstreet Boys in the new game *Stepping Selection* from Jaleco. The Japanese game arrives in March and is part of the dancemat-led *Stepping Stage* series. It comes with the dedicated mat controller and as a double CD title. Tracks include Britney's *Baby One More Time*, The Backdoor Boys' *Larger Than Life* and Steps' *Hold On My Heart*. 17 other songs complete the dubious collection.

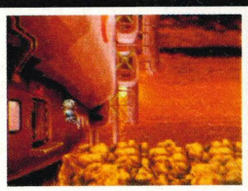
Colin 2 Turismo

Codies ape Polyphonys *Gran Turismo*

Colin McRae 2 features a *GT2*-style split Racing and Arcade mode. In the latter, six cars will be featured on each track, thrilling rally fans who like to have a few vehicles to shunt. The option to play in either mode comes upon loading the game, before the title screen. The game will still be on a single disc, however.



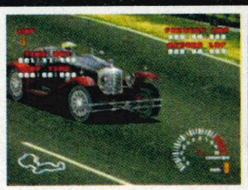






Title: Arc The Lad Collection
Release: March (US)
Publisher: Working Designs

The first line of RPGs for the Sony PlayStation has been bundled into a retro collection like the Nintendo *Final Fantasy* games. There's three of them too, which makes the import-only bundle a bargain for fans of the game and almost justifies import prices.





Title: Mille Miglia
Release: April
Publisher:SCI

After SCIs *Carmaggedon* was a disappointment, this is a UK developed historic Italian racer based on the race *Mille Miglia*. It's developed by a two-man team and is intended to be a basic arcade affair with genuine cars from the Twenties to the Sixties.





Title: Speedball 2100
Release: April
Publisher:Empire

Famed coders, The Bitmap Brothers, have finally released screenshots of the long-awaited PlayStation conversion of *Speedball 2*. For those of you who don't know, the highly acclaimed cyber rugby is one of the best two-player sports games ever. More info soon.

EXCLUSIVE FIRST PLAY

WTC

World Touring Cars

upfront COVER STORY

We had *McRae*, we had *TOCA*. We grinned. But we wanted more. Now we've got it!

Ever since Henry Ford unleashed the Model T on an unsuspecting public, man and woman alike have been obsessed with the four-wheeled mode of transport that we know as the automobile.

Unsurprisingly this obsession with cars and racing them quickly infiltrated the world of videogaming and since the late Seventies software companies have been bombarding us with titles featuring vehicles that only professional car thieves and David Beckham are ever likely to drive in real life.



PLAY TESTED • PLAY TESTED •



WHAT'S THE DAMAGE?

Unlike certain other racing games on the market such as *Gran Turismo 2*, damage to the vehicles in *World Touring Cars* will actually manifest itself in a true visual manner. So unlike *Gran Turismo 2* where only the car's handling is affected, you'll actually be able to watch cars transform into battered wrecks before your very eyes; windows smash, bumpers fall off and if you're particularly reckless it's even possible to rip your bonnet off. Just to keep you on your toes, the debris will remain on the track for the remaining duration of the race. Better keep those eyes open then!



Tight gaps are hard to break into and this one resulted in an impromptu skidmark!



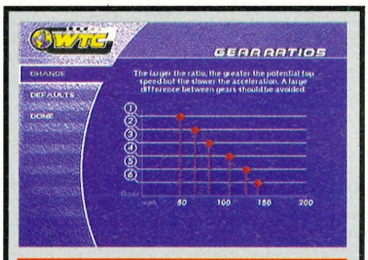
A PETROL HEAD'S PARADISE

World Touring Cars features over 40 real cars from around the world including Touring car models from (deep breath) Renault, Volvo, Toyota, Peugeot, Nissan, Ford, Audi, AC, Fiat, Mitsubishi, BMW, Bentley, Mazda and even Holden. What this means is that you'll be able to take to the track in cars like the BMW 328 and the Ford Mustang. The personal favourite in the PRO office is the Alfa Romero 156, which handles like dream. Better still the developers have told us that the finished game will include a couple of top secret vehicles – we can't say what these are at the moment, however.



KEEP TRACK OF THINGS

As you may or may not remember, the first two TOCA titles were based solely in the UK. However, for this latest touring car extravaganza, those crazy cats at Codemasters have dragged the racing thrills and spills, kicking and screaming onto the global stage. This means that the action takes place on a variety of international tracks, based in locations such as South America, Europe, Japan, North America and Australia. However, if you really must race in good old Blighty don't panic! It will still be possible to tear up the tarmac on old favourites such as Silverstone and Brands Hatch. We also have it on good authority, that the completed game will feature a couple of special bonus tracks thrown in just for good measure.



FLUFFY DICE AND SPOILERS

In this day and age no quality racer would be seen dead, without giving you the option to change your car set-up, where you can tinker about with your favourite motors. *World Touring Cars* is no exception and contains one of the most detailed menu options yet seen in a racer. Every conceivable type of change can be made including adjustments to the car's Suspension, Anti-roll, Tyres, Gears, and also factors such as Downforce. *WTC* looks like a boy racer's wet dream come true.







The trackside and car detail easily surpasses that of GT2.

However, despite the wealth of racers on the market very few have attempted to emulate the feeling of hurtling around a packed racetrack, in the comfort of a souped-up touring car. Fortunately, Codemasters noticed this deficit and released the first class *TOCA Touring Cars* and set a new benchmark for realism in videogame racing.

Classy hat-trick

Following the first game's success, the Codies released a sequel by the name of *TOCA 2*. The game improved on its excellent predecessor in every department, and even in the aftermath of the mighty *Gran Turismo 2*, many still consider it to be the definitive PlayStation racing experience.

However, with the imminent arrival of *World Touring Cars* (read as *TOCA 3*) that could all be about to change. When the PRO team managed to get our hands on the first playable preview code in the country, we could hardly believe our eyes. After the team had calmed themselves with a lie down in a small dark room (we're pretty close you know) we set about taking this potential 'King of the Racers' for a little test drive and believe us, we weren't disappointed.

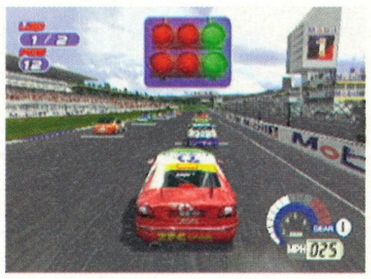
Even though the game wasn't completely finished yet, it's already plain to see that *World Touring Cars* is going be one of the finest driving games yet seen on any console. New additions to this exclusive PlayStation title (no PC frolics here) will include a Career game and a special Tournament mode. The Career game will give players the option to compete through national, international and world championships, whilst the Tournament mode provides the opportunity to create your own mini-championship by choosing your own cars and tracks to race against. In addition to this, all the usual modes of play have been retained, including Single race, Time trial and Multiplayer options.

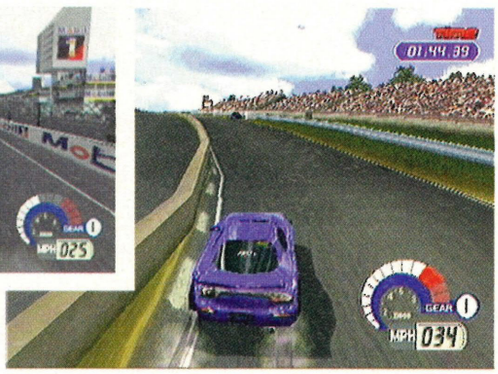
Racing for real

Gameplay itself, has also been given a radical makeover and the game engine has been rebuilt from the bottom up. Whilst the game is essentially a realistic motor sport simulator, the developers have addressed criticisms that the first two games were too tough by including a

Real-time damage. Oh yes! Smack your opponents to hell.





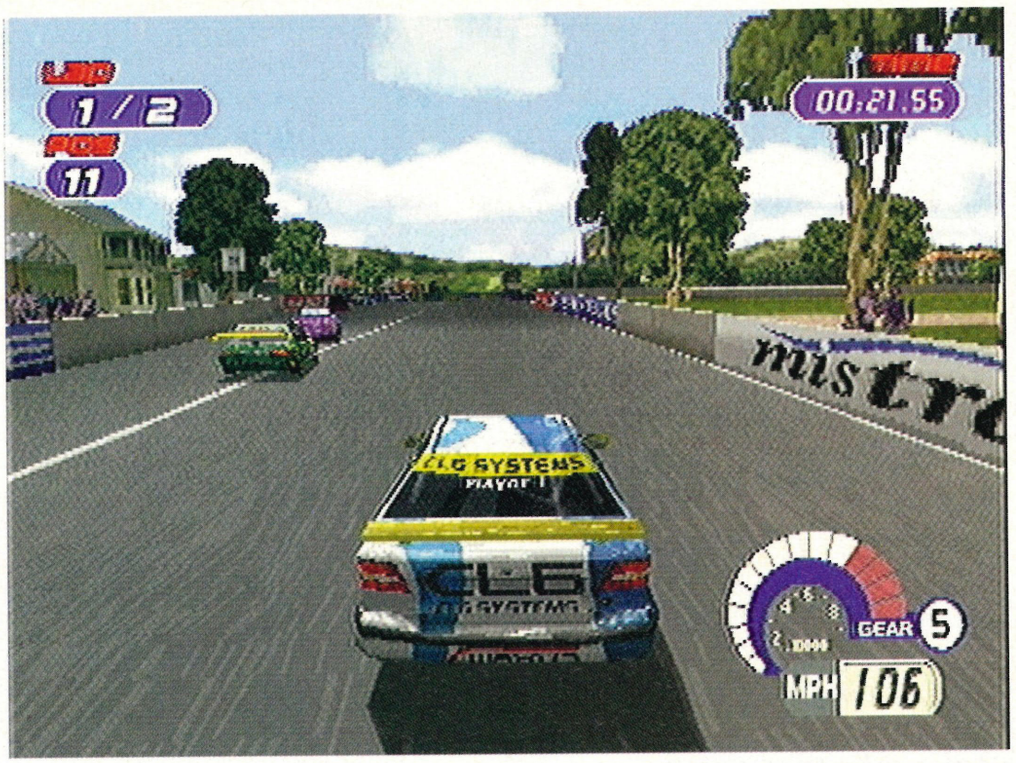












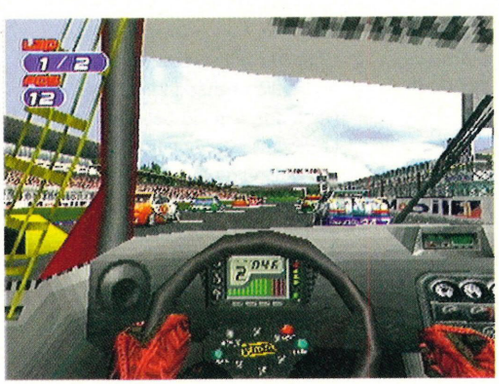
more accessible arcade style to the proceedings. Once you get behind the wheel of your selected motor the fruits of developments labour become apparent. The game utilises a unique 'momentum prediction engine' which generates, what could arguably be described as the best car handling of any console racer yet. Believe us when we say that each of the cars handle beautifully (although don't expect to be able to get away with ludicrous *Ridge Racer*-style power slides) and although we can't testify to this, the developers have informed us that they each mimic their real life counterparts. Indeed, the realism that has always epitomised the *TOCA* series is still here and races require you to hold your nerve, whilst thinking tactically about how to get round the course in one piece.

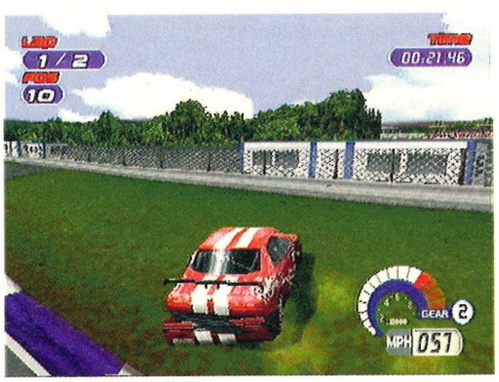
"New additions to this exclusive PlayStation title (no PC frolics here) will include a Career game and a special Tournament mode..."

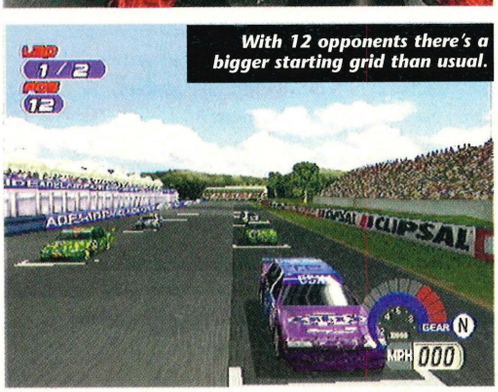
Car trouble

The game also features full real-time damage, so be warned get involved in too many collisions and you'll soon find yourself driving a vehicle fit only for the local wreckers yard. The damage system is one of the most authentic seen in a game of this type and is based upon real-life impact physics, thus if another car hits you side-on at 25 degrees, the resulting damage will be a 25 degree impact mark on the side of your vehicle. Graphically, the game is a real tour de force, each of the cars are beautifully detailed and even after an excessive bully ramming from the pack, they still look as sweet as a sumptuous pancake. More impressive still is the silky smooth frame rate, with 16 cars on the track the game still rockets along, like an athlete on steroids. Likewise, the trackside scenery is beautifully realised and accurately conveys the feeling of taking part in an actual touring car race.

Basically, after playing *World Touring Cars* for a few days the Pro team's flabber was left well and truly ghasted. Suffice to say we can't wait to get our dirty little trotters on the final code, when no doubt many, many days of work will be lost as we battle to unlock all those sexy hidden tracks and cars. Watch out for next month when we'll put what we think could the driving game of the year through its paces.







With 12 opponents there's a bigger starting grid than usual.





Gordon Bennett! Look at the size of those skidmarks!





WTC WORLD TOURING CARS





PRO TALKS TO GAVIN 'CODEMASTER' RAEBURN

We managed to abduct the delectable Gavin Raeburn of Codemasters, who played the major role in the development of *World Touring Cars*. Having dragged him (blindfolded) into our specially equipped dungeon, we pumped him vigorously until he spewed up the answers to a few questions we'd prepared earlier. Ahem.

1

Pro: What improvements have been made over the game's predecessors?

Gavin Raeburn: We've really gone back to basics for *WTC*; not just updated the previous *Touring Car* games. It's obviously important to retain the 16 car pack racing action but we have learnt a lot from producing the previous titles and we had lots of additional techniques we wanted to introduce to create the finest multi-car, circuit-based racing game on the current PlayStation.

The overall feel of *WTC* is much more of a gamer's game, rather than a gamer's sim, which is the overriding sensation of the previous titles. And we've given *WTC* an incredible graphical look too; the benefit of racing all over the world means that we can vary the race scenery and racing style. In the other games we were confined to the UK only races of the British Touring Car Championship, which meant lots of boring green fields and grey tracks.

To really deliver the absolute feel of Touring Car racing we worked hard on the key elements of the sport and how it was represented in-game. So, the damage system, the close racing element, the intelligence of the AI, track variation, the car physics and crash physics were all singled out for major attention.



We also felt that the game should flow very smoothly, with a really smart front end and intuitive user interface. Essentially, every element of *WTC* will have unbelievable depth combined with immediacy and user friendliness to draw you into the action.

2

Pro: What prompted the decision to place the races in global settings?

GR: The previous *Touring Car* games, because of the *TOCA* branding, had to focus on the UK Championship races. We couldn't just replicate that a third time, we wanted to expand but retain the key things everyone liked: real cars, real tracks and real drivers but this time from the world's most exciting circuits. So in *WTC* you can race in championships across five continents, driving internationally famous cars.

3

Pro: How much co-operation did the car manufactures give you during the game's development?

GR: We've been working with car manufacturers ever since the series' inception in 1997 so we have a great relationship and we get all the accurate telemetry data. This time around it's been much easier, as we've worked with a lot of them







The green car remained calm, whilst all around it people lost their no claims bonuses. Underpants!



before and know the process, so we've had more time to physically work on the game itself.

4

Pro: The first two games of the series were considered a bit too tough for beginners, have any steps been taken to make things more accessible?

GR: The whole 'arcadey' feel of *WTC* makes it much more immediately appealing and we've not locked so many cars and tracks, so it's much more accessible.

5

Pro: The game features a new 'momentum prediction engine', what exactly is that?

GR: Essentially, the momentum prediction engine, a unique development, provides the best car handling yet seen on any PlayStation game.

We have now done away with the usual method of updating the game physics every 50 to 60 frames per second in the game. Instead we've used a system based on predicting points of contact, both in car collisions and with the car on the road. All the game mechanics are based upon these calculations with some spectacular results.

6

Pro: What was the hardest part of developing *World Touring Cars*?

GR: Reworking the car physics was most definitely the most difficult area, as we stripped down the old system to almost nothing, rebuilding it bit by bit. The result of all this effort is a superb driving model, with the addition of full independent suspension, anti-roll bars, clutch-blending and weight-shifting which makes all the difference.

7

Pro: What makes *WTC* stand out from the rest of the racing pack?

GR: You could say that *WTC* is almost in a racing genre of its own, as no other PlayStation racer offers such intense, close pack racing, with 16 cars on track and full damage modelling.

It's taken us three years of learning and experience building to perfect this pack racing game, and this really shows in the look and feel of the finished product.

8

Pro: Which part of *WTC* are you most proud of?

GR: The team. Total commitment from the lads has helped produce the ultimate PlayStation pack racing game that we always wanted to produce superb car physics and damage modelling, no pop-up, 4 multi-tap players on screen, an intuitive interface, and jaw dropping graphics.

9

Pro: Can we expect to find any hidden vehicles or modes in the game?

GR: Whilst we've made it more open as a whole, so you can play the majority of cars and tracks from the off, we've kept a few secret bonus cars and tracks for the players to discover.

10

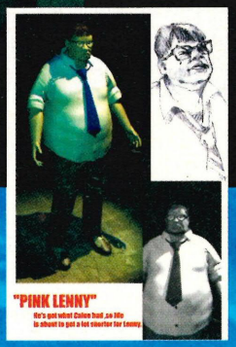
Pro: Will the series be making its way onto PlayStation2?

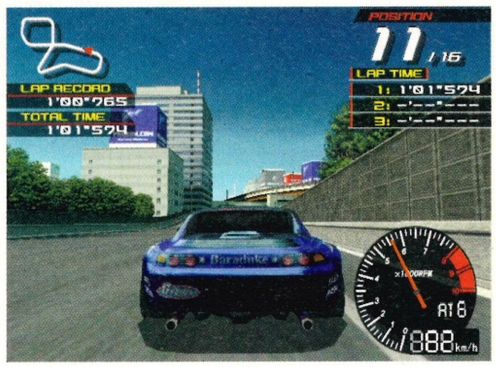
GR: Would you mind if we had a holiday first?



Driver 2

Tanner's back on the scene



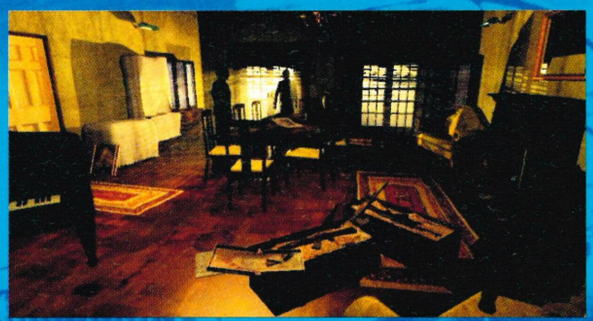






The original *Driver* was a joyrider's dream come true and no doubt fans of the original will be over the moon to hear that a sequel is planned for the original PlayStation.

From what the developers have released so far this sequel should be an absolute corker. The second instalment will be set in four different cities; Chicago, Havana, Rio and Las Vegas. Each of these locations will feature far more diversity than the fairly homogenous streets of the original, including multi-layered fly-overs and bridges. One major addition will be that the central character (Tanner) can get out of his vehicle (as in *GTA 2*) to perform simple tasks, such as opening shutters and stealing new motors (which now include fire engines, ambulances and even trams!). The developers have also stated that the missions will be far less linear than those of the original game, with less A-to-B type missions in evidence. A split-screen two-player mode has also been promised, although this will not be set in the main game itself. *Driver 2* is still in the middle stages of development, but from what we've seen so far we reckon this could be one of the finest games of 2000.







Publisher: **GT Interactive**	
Developer: **Reflections**	
Country of origin: **UK**	
UK release: **November**	

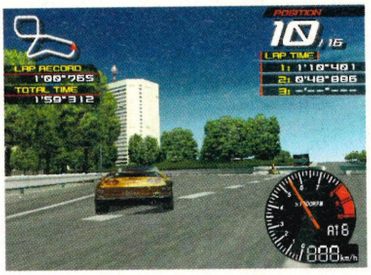
NEW SHOTS!

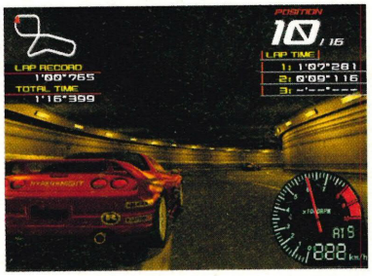
Ridge Racer V

Opening on all five cylinders for the ride of the next generation











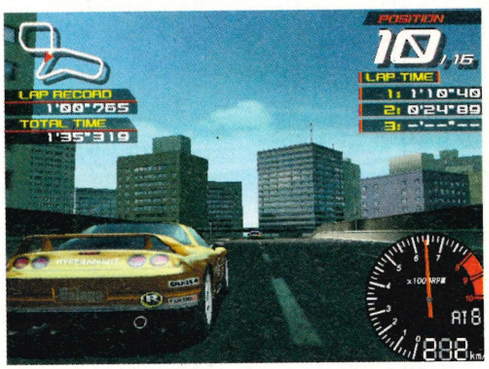
It's one of PlayStation 2's hottest forthcoming titles and from what we've seen, it's going to be launched with the thermostat set on meltdown.

Ridge Racer V caused a mass panic at the recent PlayStation 2000 festival in Tokyo, leaving 3016 visitors temporally blinded as Japanese S.W.A.T teams were called in to quell the panic with tear gas. Or at least it made for a fair old queuing problem – we lied about the gas, obviously. Anyway, reactions to *RRV* were, to say the least, massive. One happy visitor, Hiro Mitsurugi, said that the game was the finest racing game he had ever seen and that he, like all his friends, just couldn't wait to own the game for themselves as it looked awesome and played like a true beauty. He then tried to persuade us to buy some second hand and extremely teenage panties but since we at PRO have no need for such things so we declined and left.

We'll finally see what all the fuss is about (the game, that is) next issue. Keeps your eyes peeled.

Publisher:	**Sony**
Developer:	**Namco**
Country of origin:	**Japan**
UK release:	**September**









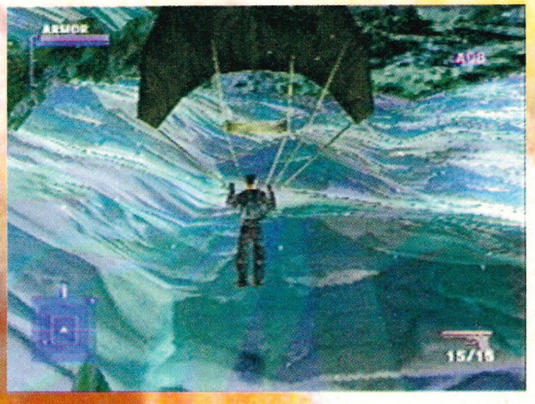


Syph



Enemy intelligence has been greatly improved, allowing for some classic cat and mouse confrontations.







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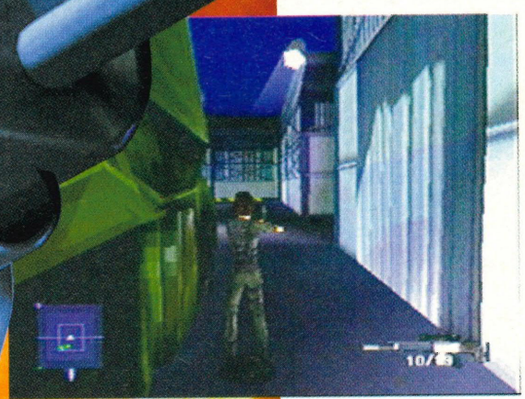
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SHOWCASE REVIEW

on Filter 2

Gabe Logan is back and this time it's personal!





Cunning and guile are the order of the day here.





The action in **Syphon Filter 2** *takes place in a series of international locations, including New York, Colorado and Hull.*

Exotic locations, fast cars, fast women, fast food (actually, scratch that last one); the life of a secret agent is truly a charmed one. Indeed, apart from the occasional bit of gunplay and the odd bout of having to save the world, the old super spy game has got to be the easiest job on the planet.

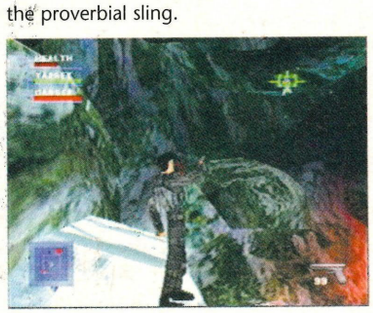
Unfortunately, the chances of most of us ever getting to travel the globe and cleverly foiling the world's greatest criminal masterminds are somewhat remote. Not to worry though, because those little dreamboats at 989 studios and Eidetic have been kind enough to grace us with *Syphon Filter 2*; which as chance would have it, is the sequel to the all-singing, all-dancing, espionage fest that was *Syphon Filter*.

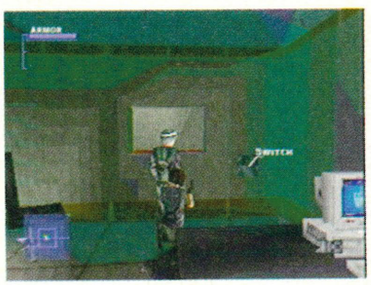
The plot involves the usual action-packed nonsense; saving the world, helping old folk cross the road, catching falling stars and things. Once again the game sees one man army Gabe Logan battling against the odds, with his ass in the proverbial sling.

The action is set immediately after the events of the first game and sees our Hero attempting to return the Syphon Filter virus to the good ole US of A. Unfortunately, things don't go quite to plan and Gabe and his military buddies find themselves stranded behind enemy lines; betrayed by the very government they've been working for. What ensues is a frantic race against the clock, which involves preventing the deadly Syphon Filter virus from falling into the hands of terrorists, whilst at the same time trying to clear your name of a crime you didn't commit (oh the humanity).

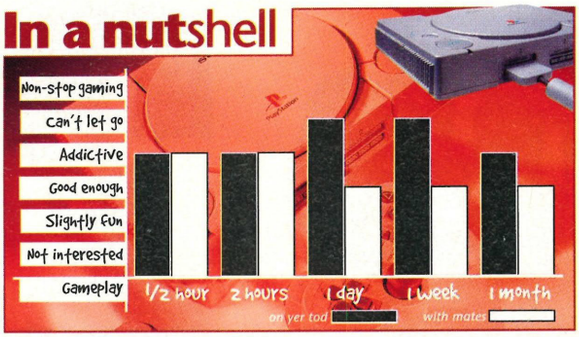
If it isn't broke...

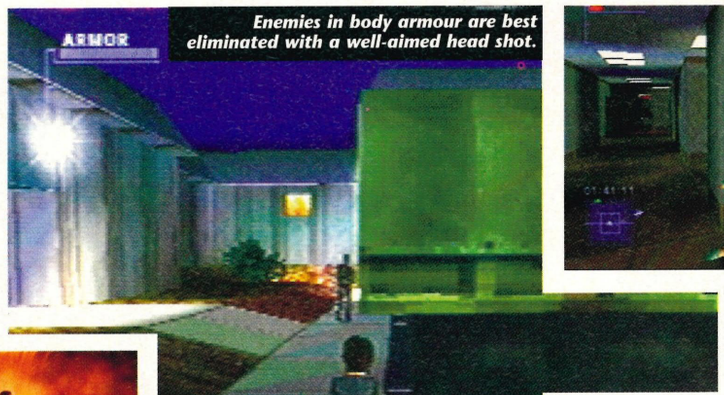
In terms of gameplay *Syphon Filter 2* sets out its stall from the first level. Indeed the game's central structure has remained largely unchanged from that of the original. Basically, Gabe (and in eight of the levels, female sidekick Lian Xing) stealth their way through the game's 20 varied stages (the title is spread over two discs!) As before each of the objective-



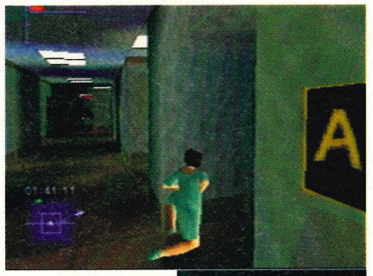


In a nutshell

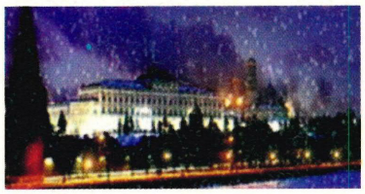




Enemies in body armour are best eliminated with a well-aimed head shot.



At certain points in the game the main characters can don cunning disguises.













Just the two of us

One of the most enjoyable of *Syphon Filter 2*'s new inclusions is the two-player split-screen Deathmatch mode. Here two players can select one of the game's cast and must then do battle with one another over a series of weapon-laden locations. These range from disused banks to the filth-ridden slums of New Yoik city. Although the action is enjoyable, it would have been nice to see this idea taken further, for example a two-player Co-operative mode in the main game wouldn't have gone amiss. Still, maybe on PlayStation2...

based missions serve up a blend of stealth and action sequences, thus, one level may involve Gabe blasting legions of enemy troops on the Rocky mountains of Colorado, whilst the next sees Lian creeping round the corridors of a high security military base. This constant fluctuation between game styles staves of the boredom that has plagued similar games, *Tomorrow Never Dies* for example.

The original *Syphon Filter* was misguidedly described by some as a 'by the numbers' *Metal Gear Solid* rip-off, which was somewhat unfair. Whilst the game did share certain similarities with Konami's seminal title, it managed to introduce enough new features of its own to justify itself as an original game. Each mission was particularly well designed and the inclusion of new directives midway through the stages ensured that players were constantly kept on their toes. Fortunately, this sequel retains the innovative ideas of its predecessor and adds various new elements to the mix; consequently, *Syphon Filter 2* offers a first class slice of stealth-based gaming, that easily outshines last year's somewhat disappointing *Mission: Impossible* tie-in.





Weapons at the ready

The range of weapons has been bolstered and the 25 different killing tools on offer now comprise old favourites like the tazer (which provides its victims with a bowel-loosening electric shock) along with new additions such as the crossbow and the villain-roasting flame-thrower. The control system is much the same as that of its predecessor. Manoeuvring the central characters initially feels rather cumbersome, but as the old adage states: practise makes perfect. Thus things soon become second nature.

The main protagonists can run, crouch, roll and climb, all whilst keeping enemies in target with their weapons. In addition, all the usual trimmings of this genre are also present; a Sniper mode, night vision goggles, explosives and the obligatory stealth attacks (sneaking up behind an unsuspecting enemy and slitting his throat is disturbingly pleasing).

Graphically, *Syphon Filter 2* is a slight improvement on its predecessor, with the central characters now moving far more fluidly than before. Unfortunately, for the most part the game appears somewhat workmanlike, and in certain stages the crude nature of some of the background textures make it more difficult than it should be to determine where you're going.

"This sequel retains the innovative ideas of its predecessor and adds new elements to the mix; the result is a far more balanced gaming experience!"

In terms of audio, things are hardly groundbreaking, however, the music does serve to heighten the in-game tension and the sound effects and voice-acting are also suitably fitting. Overall, *Syphon Filter 2* takes the well designed stages and innovative gadgets and weapons from the first game, and beefs them all up. And although this sequel could hardly be described as a quantum leap over its forebear, it does offer an undeniably enjoyable and long-lasting challenge. Fans of the first outing will no doubt be in their element with this sequel, and it should keep budding secret agents occupied until the PlayStation2 instalment arrives.

Si

dual shock analogue • memory card • two players

The verdict

Release: 7 April £34.99

Published by 989 Studios

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

An excellent addition to the stealth-'em-up genre. *Syphon Filter 2* delivers secret agent-based thrills 'n' spills in spades. Put simply, this is the game that *Mission: Impossible* should have been.

PRO Rated 92%

Alternatively: *Tomorrow Never Dies* – EA ☆☆☆







Huge, **Soul Calibur** *swords!*





Leave my pig alone!



Publisher: **Studio 3**	
Developer: **Takara**	
Country of origin: **Japan**	
UK release: **April**	

PINK PIGGIES?

Toshinden 4

Sharpen those pencils and get ready to have schoolboy fights!



We are still reeling from the impact of this beast. It's just relentless. Not only do we have a fighting game whose graphics look like they were drawn on an Etch-a-Sketch in 1983 by a small child with hooks for hands, it plays like it was written by one, too.

This is not a game, this is a technicolour oddity. The only way you can explain its speed is that the earth must have, surely, stopped spinning. For only in a universe without time can a fighting game of this slothful nature exist. The small amount of fighters are so strange, that you'll want to have time to get a good look. Much in the same way you might slow down to gawk at a particularly nasty road accident. But this is the 'Eyewitness' section of the mag and it's not meant to give opinions of games. The *Toshinden* series was, at one time, up against *Tekken* in the fight for the top. Well all bets are on hold because someone seems to have been doping up this contender with horse tranquillisers. It will be a sorry day in the office if we see the series go bad, instead of being average. Go on *Toshinden,* admit that you've lost, pick up what's left and bring us a decent and maybe even original beat-'em up. Let us pray...



PREVIEW

Everybody's Golf 2

PLAY TESTED

A ruined walk? More like an improvement.

In a follow up to last month's first look, we've played *Everybody's Golf 2* and it looks like it could be the definitive golf game for the PlayStation. Unlike most other games of this ilk, *Everybody's Golf 2* abandons the stuffy po-faced realism of its competitors and instead approaches the sport from a more light-hearted perspective.

You select one of three initial characters (more will become available as you compete in Versus mode) and then make your way around one of seven courses.



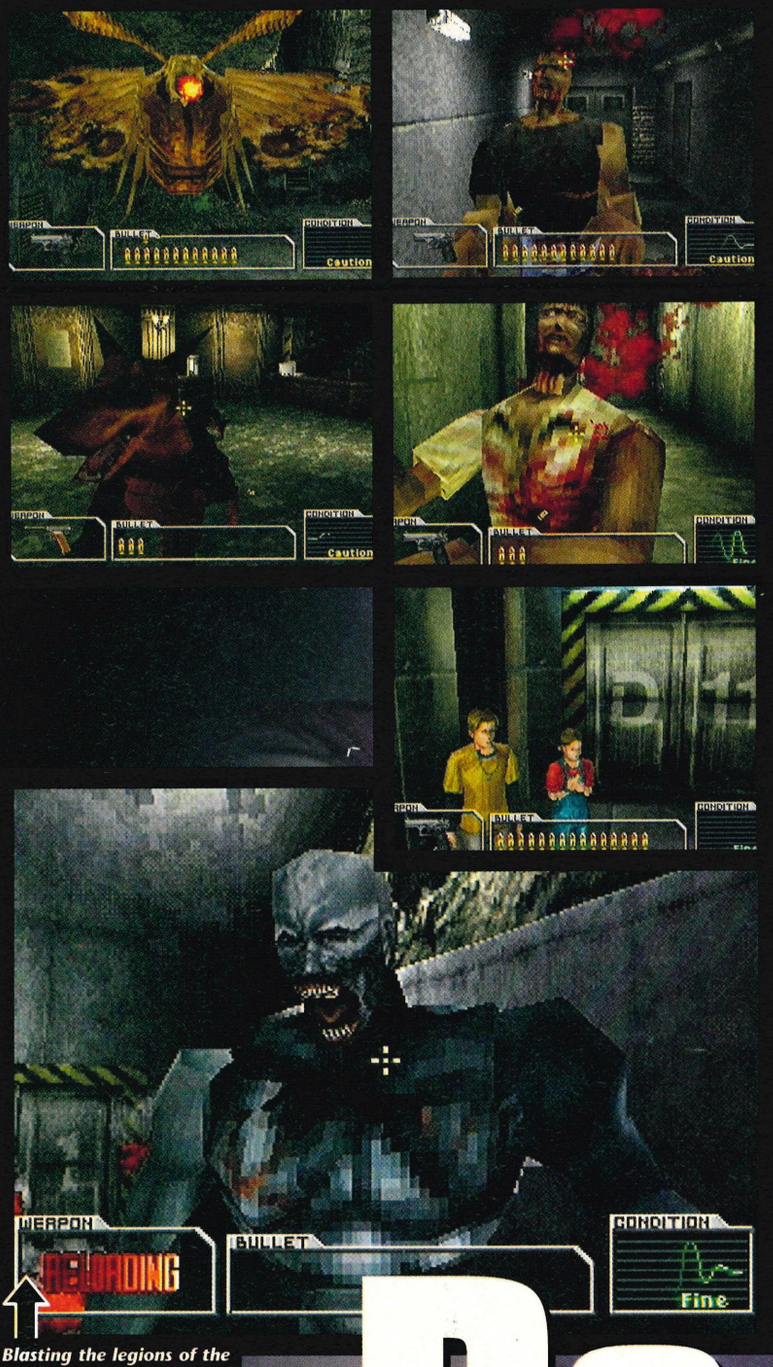
Ball control

If this all sounds a bit boring, think again. The cartoon-like characters and simple, intuitive controls should ensure that playing *Everybody's Golf 2* is an absolute joy. Even if you don't know anything about the sport the game will include a tutorial that guides novices through all the basics and more besides. In addition to this, the game will also feature six different play modes, including Stroke, Tournament, Versus, Training and Matchplay. *Everybody's Golf 2* has already become a Pro favourite and we haven't even got the final code yet! Keep your eyes open for a review of this potential classic in next month's issue.

"Unlike most other games of this ilk, Everybody's Golf 2 abandons the stuffy po-faced realism of its competitors!"

Publisher: **Sony**	
Developer: **Clap Hanz**	
Country of origin: **Japan**	
UK release: **April**	



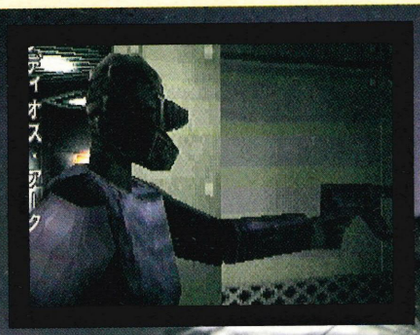


Blasting the legions of the undead has never been so much fun!

FIRST PLAY

Re







Even the famous fat people make an appearance for this latest zombie-mashing expedition.











Bullet in the head!

Following on from our look at *Biohazard: Gun Survivor* in issue 44, we're happy to confirm that the good people at Eidos have done the right thing and signed the game up for a European release.

When it arrives on these shores, the game will be known as *Resident Evil: Survivor*. Unlike previous *Resident Evil* games, the action is controlled with a light gun, but make no mistake this is not *Time Crisis* with Zombies, no siree bob.

Resident Evil: Survivor allows you to freely roam around Racoon city, looking for clues as to what the flippery bugger is going on (the main character is initially suffering from amnesia). Obviously the light gun means that the combat involves loads of shooting action, but rest assured the game still features those mind-bending puzzles that have become a trademark of the series. We've played the preview code of this and it's pretty damn sweet. It is, however, beneficial to use a G-Con with which to move about (it's the only gun to have buttons on the left and right side).

Watch out for our in depth review next month where we decide if this currently drab-looking title manages to reach the rendered glory of it's survival horror counterparts.

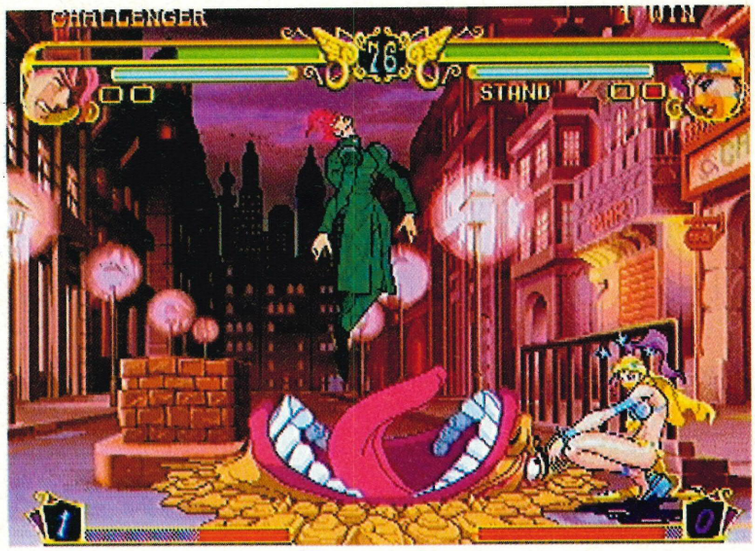
sident Evil Survivor

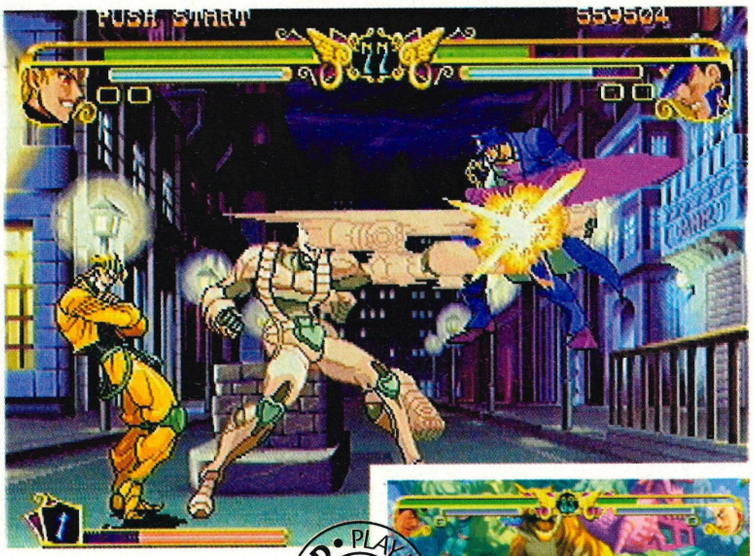




PLAY TESTED • PLAY TESTED •

Publisher: **Eidos**	
Developer: **Capcom**	
Country of origin: **Japan**	
UK release: **March**	







PLAY TESTED

The combat system only uses four buttons, but the game still features a massive range of attacks.

BONKERS!

Jo Jo's Bizarre Adventure



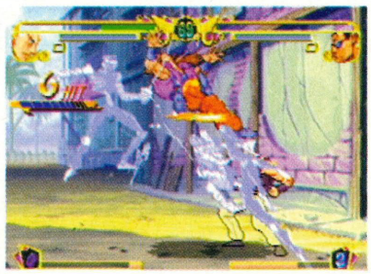


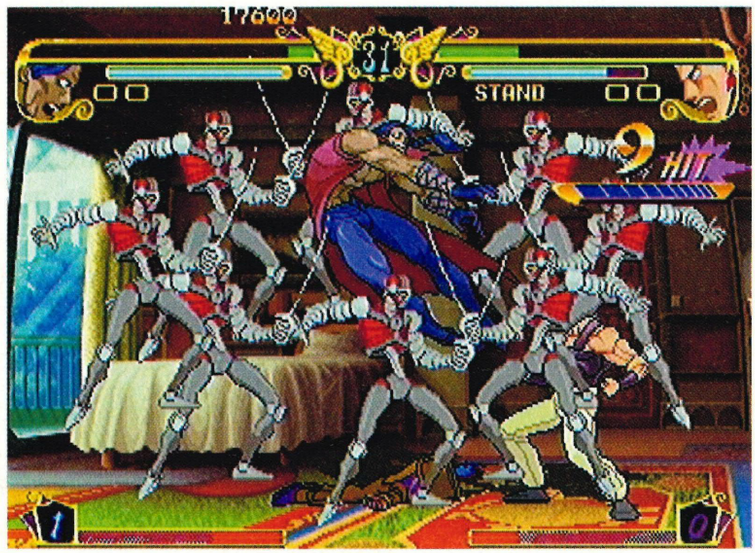


Capcoms Mystery Tour

Jo Jo's Bizarre Adventure is the latest entry into the ever popular 2-D fighting arena and is already shaping up to be a real contender. The game is a traditional one-on-one beat-'em-up, featuring characters from a popular Japanese comic strip. Initially, there are 18 selectable fighters to choose from and true to the game's title they're a pretty bizarre bunch of individuals. These include a tiny dog called Iggi, who's bite is much worse than his bark, and the bird-like Petshop, who can swoop down on enemies from above. One of the most interesting looking features of the game is the inclusion of the stand character. These characters represent the spirit of your chosen fighter and can be called upon to release some truly spectacular special attacks and combos. Also on offe, are the usual selection of play options, including Arcade, Practice and Story modes. The Story mode is particularly strange and at points breaks away from the fighting action, with sub-games; these range from blasting a wrench-throwing Gorilla, to running along a monster-infested desert. The finishing touches are being put to the PAL code right now and hopefully the full game should be here next issue.

"Sub-games range from blasting a wrench-throwing gorilla to running through a desert!"





Publisher: **Virgin Interactive**	
Developer: **Capcom**	
Country of origin: **Japan**	
UK release: **April**	

Those people that have never bought a WF game before should...

Wake Up and smell the canvas.



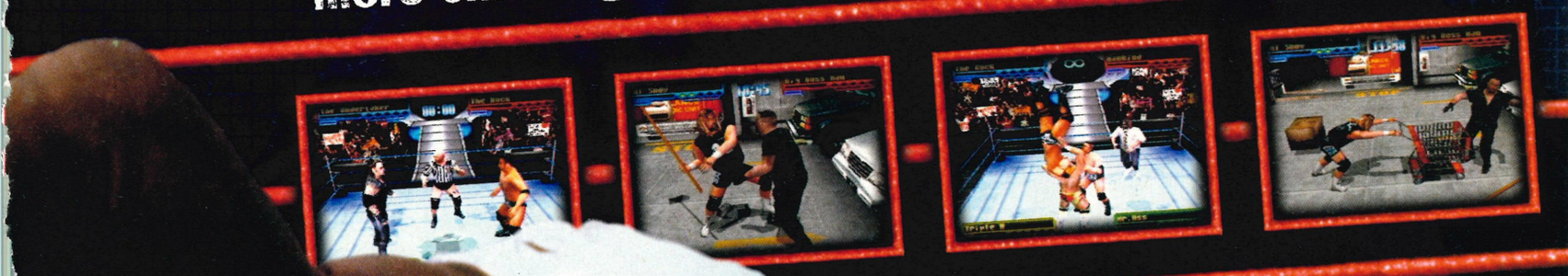
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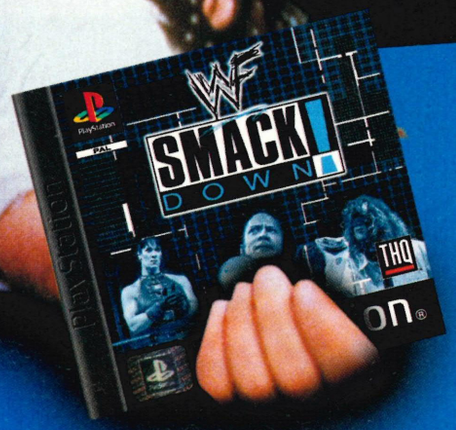
Backstage
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The 19 February was the date of Tokyo's biggest PlayStation exhibition yet

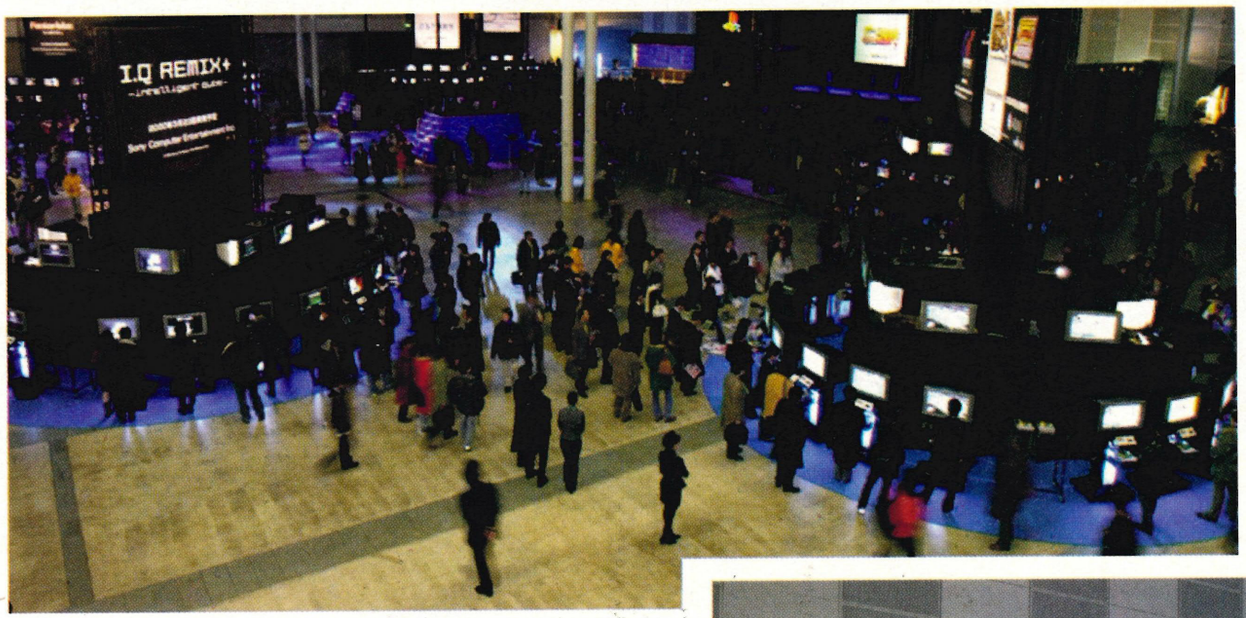


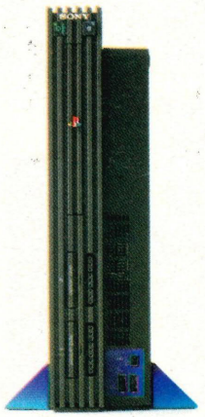
As you can imagine, the hysteria surrounding the PlayStation2 was reaching boiling point at this exclusive Japanese exhibition. Highlights of the show included: visitors getting lovely plastic bags filled with PlayStation2 demo discs for such titles as *Gran Turismo 2000* and *Ridge Racer V*; Game covers for the launch titles on 4 March were unveiled including *Street Fighter EX3*, *ISS 2* and *Ridge Racer V*; and it was also announced that only a paltry 500,000 units will be available on day one!

The long talked about DVD issue (see this month's news) has also been put to rest. Sony have confirmed that the Japanese PlayStation2 will be able to play DVDs from all regions. To run films you've got to place a System Card into the memory card slot, which enables further DVD options such as subtitles and so on. The card is supplied with all units.

PlaySta

TOKYO SHOW





Half a million PlayStation2 units will disappear on day one of the Japanese launch.

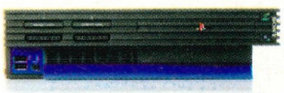
"Gran Turismo 2000 *is now looking even better than was first expected!"*

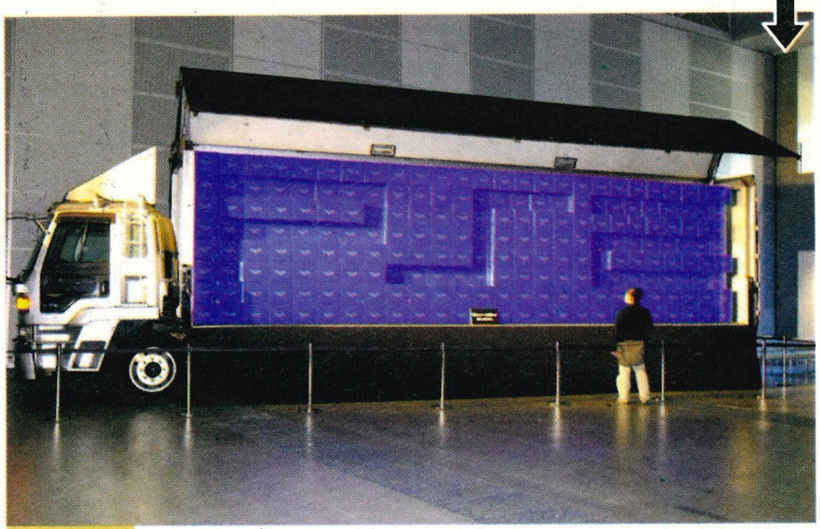
The company have even said that they plan to release a remote control for the DVD functions of the machine, rather than using the standard Dual Shock pad!

Sony conceded that the machine may not be able to run all standard PlayStation games, due to the software emulation program running around 98% of titles. But will perhaps be cleared up for the UK launch in September.

The launch games were shown in full as well as some new games such as Sony's own *Exterminator*, a *Resident Evil*-style game made by an offshoot of the original *Resident Evil* development team. *Gran Turismo 2000* is now looking even better than was first expected, pipping the gorgeous *Ridge Racer V* to the post in the 'most attractive launch game' stakes. Square announced that they were to team up with Disney, and Namco said that the delayed *Tekken Tag Tournament* will feature completely new stages.

The beat-'em-up onslaught continued with Tecmo showing a conversion of the Dreamcast's *Dead or Alive 2* with even more realistic breast bouncing. We'll have more news on all these games next month.





tion

MAJOR SCOOP!

Festival 2000





Vampire Hunter D



FIRST SHOTS



Half man, half vampire – all hat!

In the far and distant future, blood-hungry vampires are back in existence. Not only are they real, they are mad and totally bad. They also seem to enjoy kidnapping daughters of rich men. Men who can afford to pay the huge sum that the vampire-hunting union sets out as a minimum. Bad choice of snatch really, but never mind.

You are *Vampire Hunter D* and you wear a very big and partially floppy hat. But that's nothing compared with your whopping great big sword and talking hand. Oh yes. When D says, "Talk to the hand," he means it. But generally he uses the jawed fella to suck souls and cast magic, while he poses his socks off.

Get your stakes ready for an epic adventure featuring huge cyber-gothic castles and hot-blooded anime action in a survival horror style. All the crazed imaginings of the film and comic have been sliced neatly into thin pieces and are splashed all over this game and everything is looking just right.

Can't wait to suckle on this? Get hold of a copy of the video and whet your bloodthirsty appetite.

Publisher:	**JVC**
Developer:	**Victor Int.**
Country of origin:	**Japan**
UK release:	**April**







Is this the most impressive game from JVC? Most probably.

Victory Boxing 3

Word to your mother, fat boy: The art of fisting is back!

Limbering up for a triple whammy comes the third in the ongoing *Victory Boxing* series. If you thought that previous editions held the key to the door of perfect graphics, you may be pleasantly surprised. This cauliflower-eared little upstart will open the door on all new graphics, new fight set-ups and a gym that is guaranteed to help you fight the flab. This is not for the weak-hearted, since your blood pump is directly connected into the game (not physically, obviously). You had better plan those blows with a ruthless Nazi-like efficiency.

Is he hurt? Is he feeling the pain? Check his face, 'cos it'll show exactly how narked your potential ear-biter is getting. It certainly is the sport of a gentleman. Just don't say that to his face or he'll smash your head in.





The characters rely on a realistic look rather than Ready 2 Rumble cartoon-style combatants.

Victory Boxing 3, with new Training modes and two-player mode leagues should be a *Ready 2 Rumble* rival. It seems to have got Will singing *The Eye Of The Tiger* again anyway...

Publisher:	**JVC**
Developer:	**Victor Int.**
Country of origin:	**Japan**
UK release:	**April**

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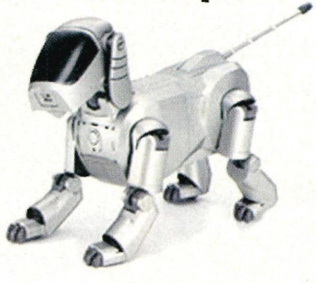
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N64DD £call



Sony Aibo ERS-111
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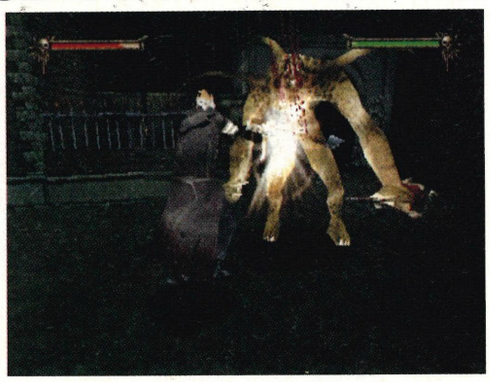
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SLEEP DEPRIVER

Nightmare Creatures 2

Back from the crypt and coming to a throat near you...



And you thought a *Hollyoaks* omnibus was more than any man could take, you should see what those medical masochists have done to poor old Wallace. Not that he's taking it in his stride though, he's busting out of this dank hospital and is up for a bit of the old revenge. And you would too, if you'd just spent months with rats up your arse and tubes dripping Sunny Delight into you mouth.

Our man is not happy. In fact, he's not even a man any more. More of a crazed and intensely psychopathic beast of pain really. His mother may still love him, but any poor demon that dare get in his way is certainly going to find him a hard man to get on with. Mind you, they'll only have a few seconds to try and get past his social problems before their limbs get sliced off and their bodies are pounded into a mass of bloody rubble.

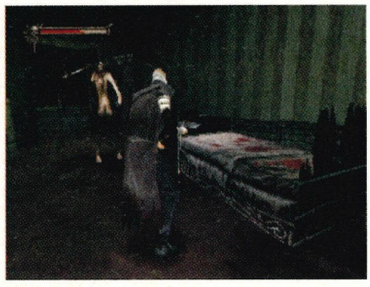
"Our man is not happy. In fact, he's not even a man any more!"

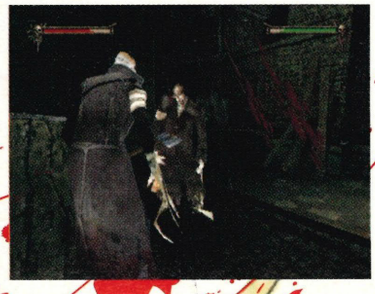
On his gore-choked rampage, he'll not only despatch countless denizens of the outer worlds with an array of weapons that are usually only available in French newsagents, he'll get a decent work out too. And he's going to have to get nice and buff for the final showdown with his creator, because Doctor Crowley does a mean line in necromancy and he enjoys his work with a passion.

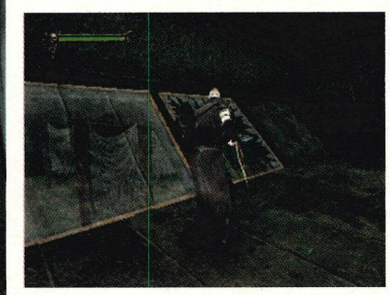
Nightmare Creatures 2 is set one hundred years after the original's onslaught and features blood spill that looks so nauseating that it could make a starving man puke up his own internal organs. Now that's not something you see everyday and why would you want to. This stuff's made for nightmares.





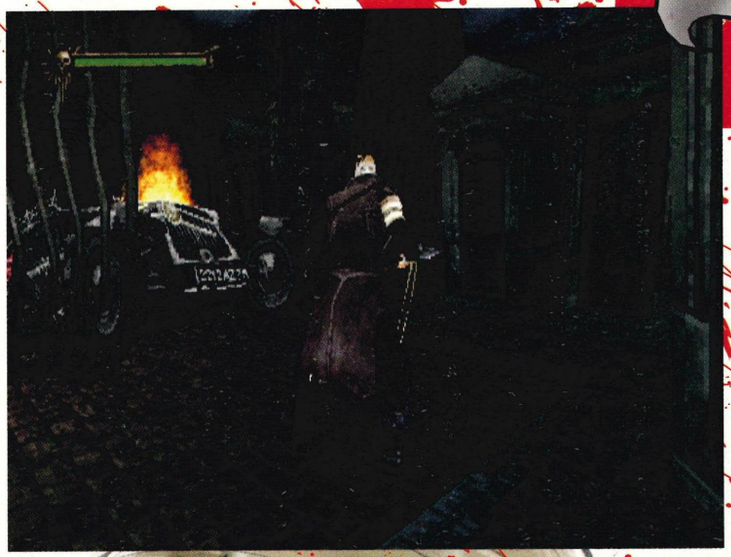






Publisher: **Konami**	
Developer: **Kalisto**	
Country of origin: **France**	
UK release: **May**	

Ghoul Panic





Namco prepare to get spooky on our backsides, with the forthcoming release of lightgun game, *Ghoul Panic*. The title is similar in style to Namco's own *Point Blank* games, with the player(s) having to blast their way through a series of bizarre, ghost-infested, shooting games. However, in place of Dr Don and Dr Dan, *Ghoul Panic*'s main protagonists (boom... ahem, boom) are a pair of young children, who have been transformed into anthropomorphic cat-like beings, by an evil witch who presides over a haunted house.

When felines attack

Ghoul Panic features various game modes, including Arcade, Survival, Practice, Party (where up to eight players can compete in a tournament) and finally Adventure mode, which sees the feline shooters making their way around the maze-like corridors of the haunted house.

From what we've seen so far this could be yet another quality blaster for lightgun owners to get their teeth into. What with *Ghoul Panic* and the forthcoming *Resident Evil Survivor*, it could be time to dust down that G-Con and sharpen up those fancy shooting skills.

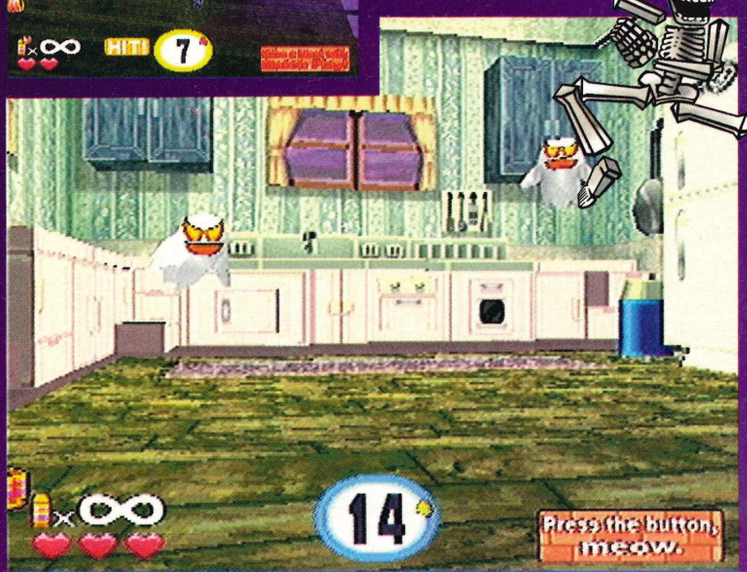
(In fact shoot'-em-up fans with PlayStations should be in seventh heaven over the next few months)

As for *Ghoul Panic*, it has to be said that the game is a little bit too tricky at the moment, hopefully the difficulty level will be toned down and all flaws ironed out before it hits the high street in April.









Publisher: **Sony**	
Developer: **Namco/Raizing**	
Country of origin: **Japan**	
UK release: **April**	





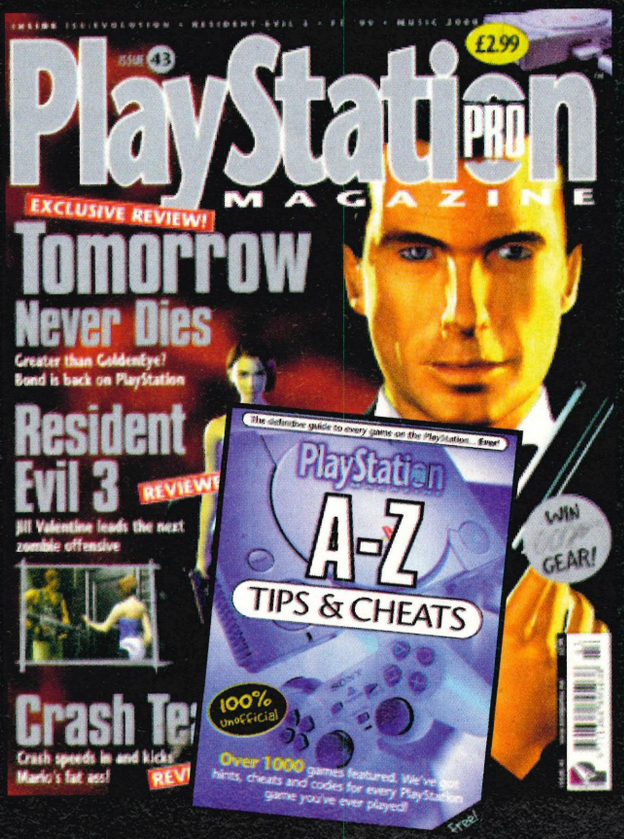


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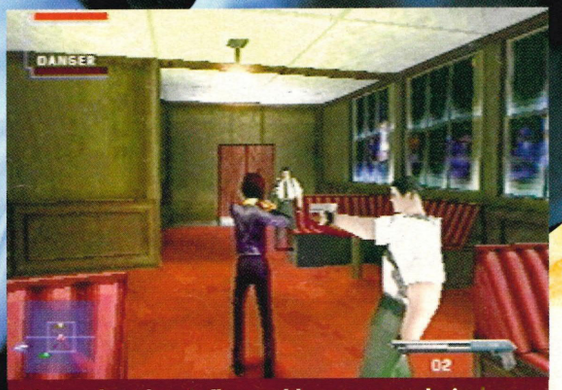
Reviews

SONY

Syphon Filter 2 20

reviewed

This is the bit that may influence your buying decision. You will find an honest opinion on each of this month's new releases.



It's tougher than teflon and has more explosive action than an Asian land war directed by John Woo! Oh yes, *Syphon Filter 2* will do it for you. You think you're tough enough, private? DROP AND GIVE US 20, YOU PIECE OF SLIME!

Recommended top games

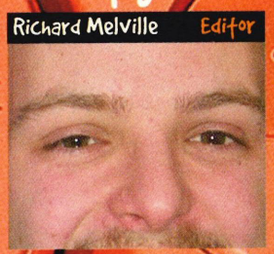


20 Our very first 'Showcase Review' is a bit good.

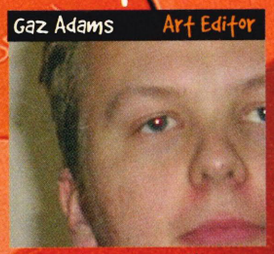


44 *UEFA* is ready to take on *ISS Evolution*.

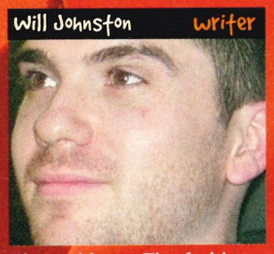
What you lookin' at?



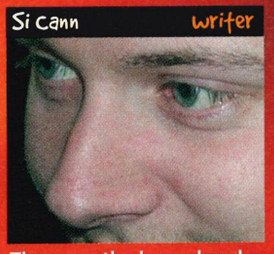
The main man. The buck stopper and party starter.



The paint scraper. The arty farter and lager drinker.



The sad loser. The fashion mistake. The smelly git.



The man, the legend and the exception to the rule.

Hydro Thunder 42

Racing on water. With Midway, the makers of the games where cars have a jump button. Is this going to be any good? Oh, the tension hurts...



Colony Wars: Red Sun 60



Strap on that studded collar and get ready to do some dog fighting. The third in the *Colony Wars* saga is entering hyperspace and this time it's all about the money.

Chase The Express 40

Imagine an action-packed movie starring Arnie, Bruce or that Seagal bloke. Set it on a high security locomotive and add a cool full-motion 3-D perspective in a fluid *Resident Evil*-style. Sounds like a corker!





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Dune 2000.....63
Monster Rancher 2.....65
Tomb Raider III Platinum 67

The Key

0 - 30%	I HATE THIS GAME
31 - 59%	Don't really care
60 - 79%	Quite fancy it
80 - 100%	I AM IN LOVE!



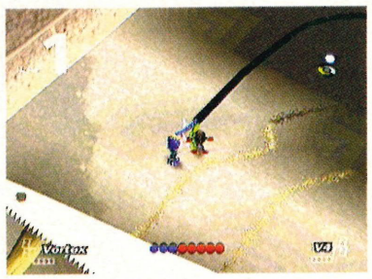
52 DIY Alton Towers strategy game that's madder than fish.



60 Lock and load, soldier!

Micro Maniacs

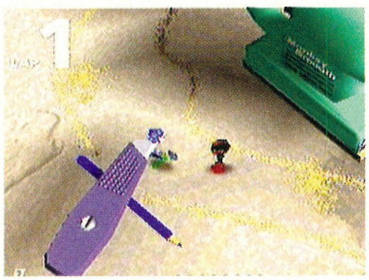






Dig in those heels and ride a bee to glory. Not to be mistaken for Miss Bea, obviously.

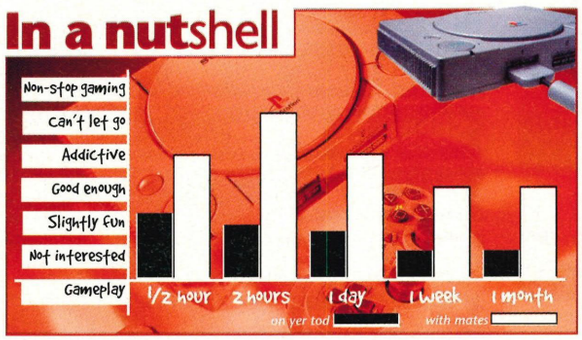
They're not nippy midgets, they're just vertically challanged speedsters!





Stay at home most nights, do you? A can of cold beans for tea while you amuse yourself by sending stamped addressed envelopes to mail order companies, just so it looks like someone out there, beyond the blackened void you call your pathetic existence, actually cares enough to put pen to paper. The outside world is for the other people. Bad people. People who never say 'hello'. You are utterly alone.

Is that true? Does that describe you? Answer yes and you should keep away from this miniaturised racer because it's only going to remind you that you need friends. In fact, to get the best out of this, you'll need up to eight of the buggers. No mates equals no fun. Got them? Well great, we can carry on because this is a party game and it's not for playing solo. You try to do it. You may even pretend to yourself that you're enjoying yourself, but not for long. Soon the harsh reality of the game will dawn on you and your solitude will become unbearable. So enough of this downbeat stuff, get some mates round and let's get on our marks to get set for some hot jogging action!





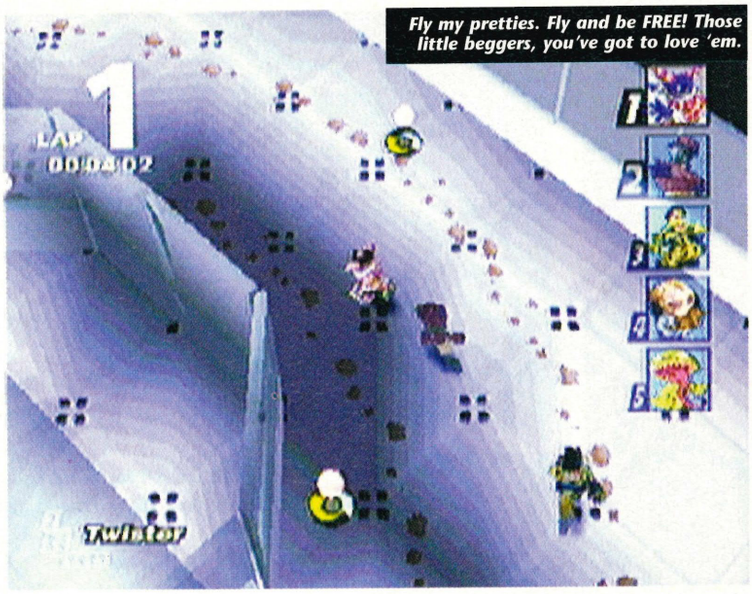
These insect riders can fly up and over a fun-packed garden. Hurray for innovation and huzzah for originality!

Rampant runts

Think *Micro Machines V3* on foot and you'll have hit this nail so dead on the head that you could penetrate an oak beam with one strike. Actually that's a lie. Sometimes you get to race on wet bikes and skateboards and then it's exactly like *Micro Machines V3*. In fact the game is like it's predecessor in almost every way then, bar a few extra game modes and a general







Fly my pretties. Fly and be FREE! Those little beggers, you've got to love 'em.



"Think *Micro Machines V3* on foot and you'll have hit this nail so dead on the head that you could penetrate an oak beam with one strike!"

sinister feel to the characters. Racing in bath tubs? Check! Racing on garage floors? Check! A game written with the use of a photocopier? Check!

The old maxim of, 'If it ain't broke then flog it again', has never been proved more correct. But hey, we all know what to expect and we all love it. Everything is still here and it plays the same to boot. You'll recognise it straight off; whoever gets more than a screen away from the nearest competitor wins a point while the others lose one. It's like a tug of war over a number of laps, the nutter with the most amount of points by the final lap wins.

Classic stuff and this time you get a few more weapons to mess up your mates with. There's nothing that spectacular, but when your trying your damnedest not to tumble off a clay pipe you don't need to be worrying about a nuclear inferno or a plagues of locusts. Little blackholes, laser beams and haunting nightmares will do just fine.

Mini guns

Micro Maniacs is for those of you who like to memorise your tracks, because when you're in the lead and blurring your legs right at the edge of the screen, you can see absolutely bloody nothing of the rest of the route [Will is useless at this game, incidentally – Ed]. Didn't know that there was a fall coming up or a jump to be made? Tough luck, hard cheese and tough titties because this game isn't here to do you any favours.

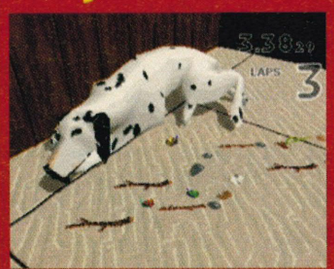
Playing with eight people huddled over four controllers can be both extremely frustrating (when you fall of a ledge) and exhilarating (when you don't fall of a ledge and then use a power up against someone). This mixture of huge highs and pit-of-despair lows makes for some fantastic moments. Then the art of Zen creeps in. Once you have learned a track, you can trot around it in your sleep, only the other players weapons and incompetence can stop you winning.

When you have all become daddies of the control system something happens. You enter the 'zone'. No one can speak everyone is concentrating so hard they almost begin to levitate. It's a strange feeling. Eight friends united to stay on track, all understanding the symbiotic relationship between each other, their environment and the PlayStation. A moment of perfect balance and ultimate beauty. Then one aggressive son-of-a-gun batters an opponent with a mallet and the spell is broken; man's bestial self rises to the surface and total war is declared.

It's a strange mix of cute and cuddly, yet gory and gothic action, that gives us a game with all the humour of a loony toon racer mixed with the decapitating disgust of a Tim Burton movie. Watch out for that saw blade and keep your legs away from that stanley knife! Oh yes, it's all very nasty stuff indeed and it deserves your respect before someone gets hurt.

Will PRO

Déjà vu?



Wow, were getting severe flashbacks maaan! It's just like 'Nam all over again, but with small people. INCOMMING!







multi-tap • dualshock analogue • memory card • And friends 'cos it's up to eight players!

The verdict

Release: April £39.99

Published by Codemasters

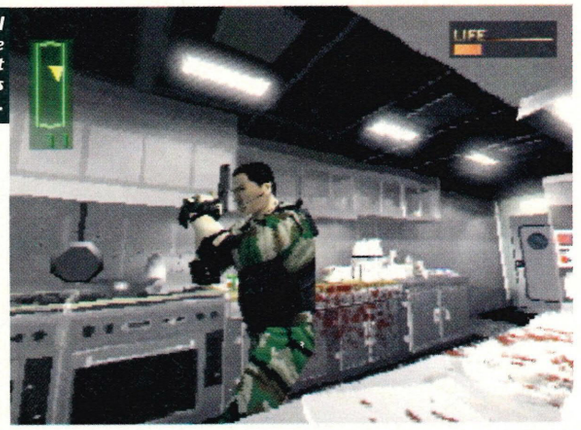
Graphics ☆☆☆
Sound ☆☆☆
Gameplay ☆☆☆☆
Lastability ☆☆☆

This is as good as *Micro Machines* has ever been, but it's furnished in a more inventive and even more playable casing. The party game has been lost for a while and this is the new post-pub barrel of laughs. Oh, and it has midgets!

PRO Rated 90%

Alternatively: *Micro Machines V3* – Codemasters ☆☆☆☆

Chase The Express



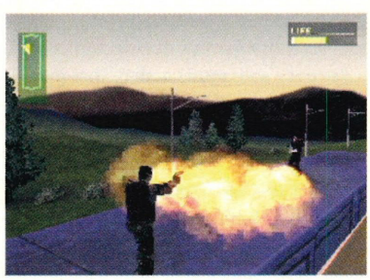
Steven Seagal would be honoured at this take on his great films.

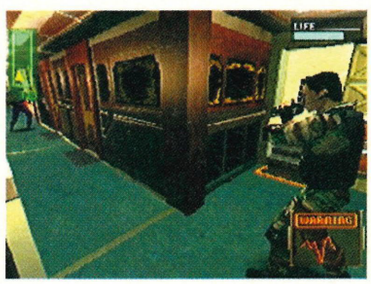
The train now at Platform 3 will be taken over by armed thugs. Don't forget your valuables and thank you for travelling...

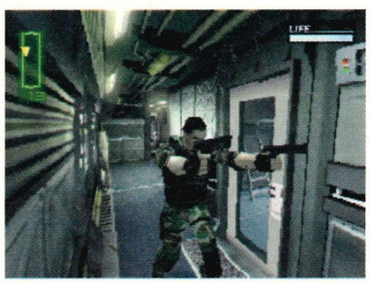
What could take the pain out of a particularly arduous train ride? No, it isn't the ritual flaying of Richard Branson or the addition of impromptu teenage strip shows. That would just be in bad taste. No, imagine how the constant hissing of Walkmans and bleeping of cell phones would react to a group of well-trained terrorists with big guns. That would sure make that sweaty pest in the opposing seat stop playing with the ringing tones on his phone every five bloody minutes. And if it didn't, he'd get shot in the face. Result!

Well, it's only gone and happened, hasn't it? There you were, all dressed up in your best combat togs and doing your job of guarding an important military train when bam! Your helicopter escort gets jacked up by air-to-air missiles and all your mates get blown away as the usual mixture of well-trained mercenaries storm your ride. You're left hanging by your fingertips off the edge of a carriage roof with nothing but a pistol and a need to solve some puzzles, so pull yourself together man and get on that roof. Great, we're up for some hi-octane action as terrorists drop like flies and the ladies swoon at our muscled torso. Kill a man, take his weapon and kill some more!

Hang on a minute, who nipped in the *Chase The Express* development office and stole its soul? What twinkle-toed son of a heathen managed to take the 'a' out of action and place it on the beginning of 'rse'? No one could have been so blown away by the *Resident Evil* control system that they saw it as an appropriate way to create a train game for Japanese train lovers, could they? Yes, they did and yes, they have.

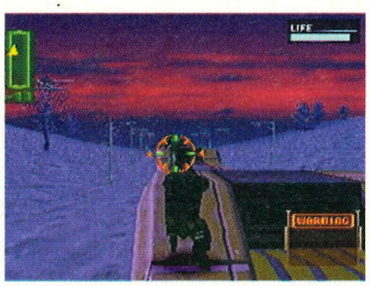


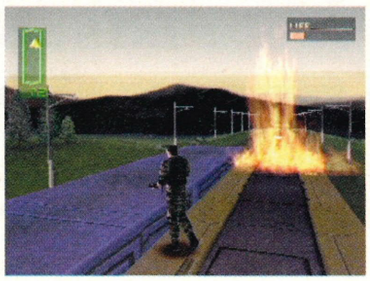


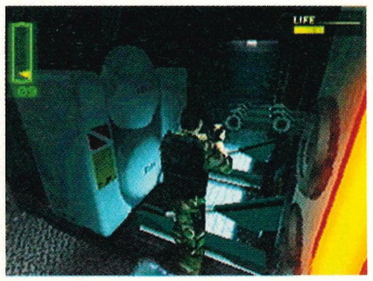


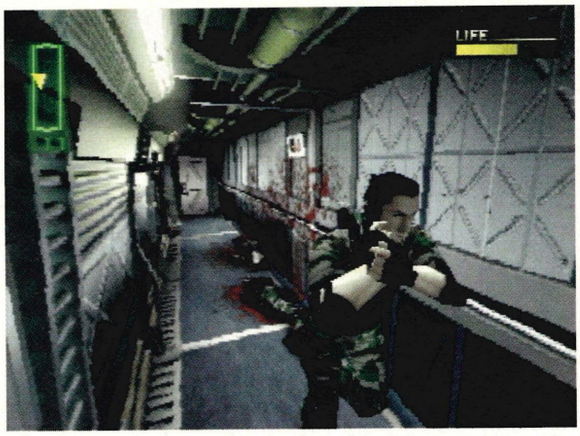
Your character lays into the evil rubber-masked man with a look of delight.

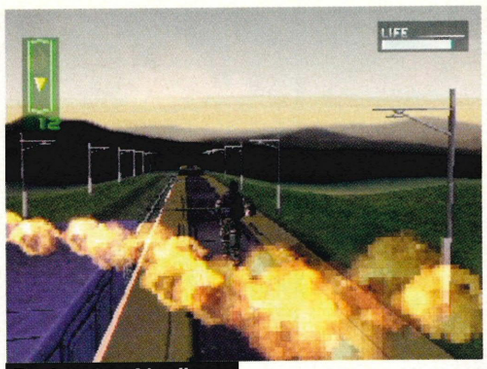




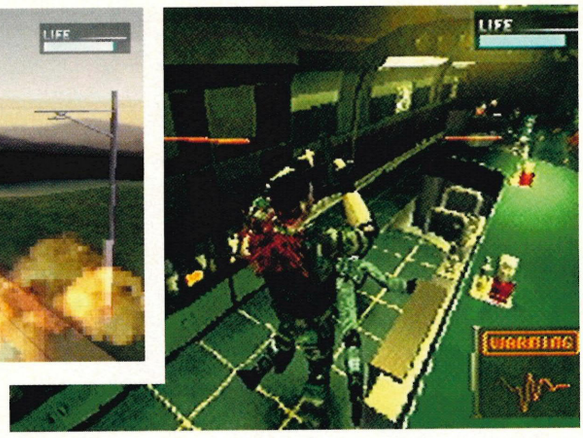


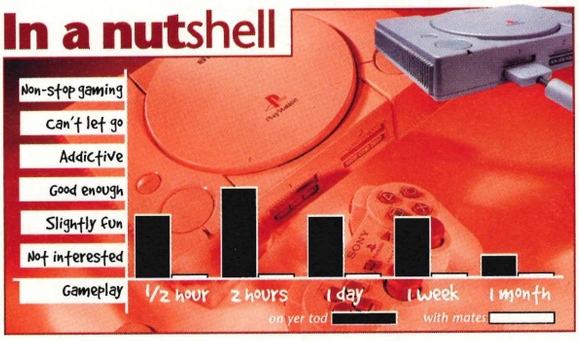






The Japanese friendly setting of a railway track is a bit odd.









So it's fair to say that this is a no-action game. It doesn't have the mass blood bath appeal of *Resident Evil 3* or even the violent satisfaction of pulling hairs out of your nose with titanium pliers. It's about puzzles and unlocking doors while enjoying some nice graphics and startlingly strange camera angles.

Tickets please

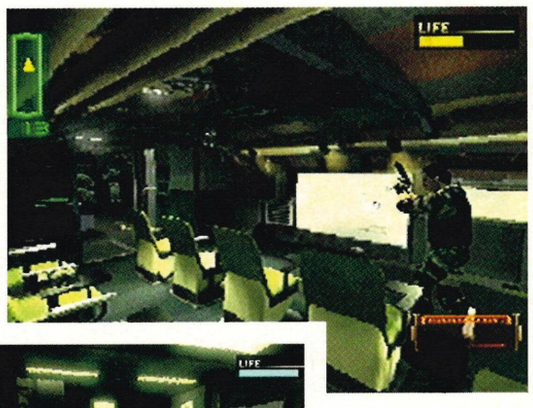
These terrorists didn't go to boot camp. They didn't even make it to the boy scout jamboree. Instead, they had to make do with a rainy weekend of intense needle craft action in a small cottage on the Yorkshire moors. And they still only managed to make some very poor marble bags. Which is good, because when soldiers have fighting skills as poor as this, it's good for them to have a second career lined up. After managing to systematically exterminate every member of your squad and take a French Ambassador hostage (not an easy feat – we know as we've tried) they decide to forget about radio communication and wander the carriages in small and easy-to-manage groups. The first set of grunts who notice you on the roof of the train don't even shout to say that they've noticed an extremely angry lone gunman heading their way. Someone must have told them that the camera angle will jump to an action-intensive point of view the moment they buy the farm. And you know how these boys enjoy their lime light, no matter how terminal it's going to be.

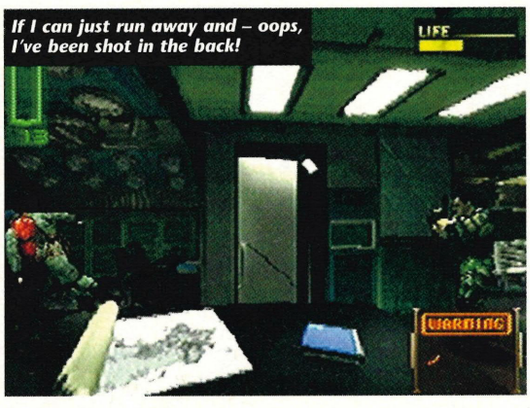
"The first set of grunts who notice you on the roof of the train don't even shout to say that they've noticed an angry lone gunman!"

So, by some act of God, you manage to get past this problem and it's on into the first compartment. Problem one: trains normally work on a straight line sort of basis. To get from one end to the other, you're going to have to camply skip your way through sixteen odd carriages. And security? You bet your sweet butt there is. If you want to open a door, you are going to have to either get a correctly updated pass card or gain access to a computer and unlock it by the power of remote technology. Now here comes the crunch. These cards/computer disks/battering rams are scattered around desks and the corpses of men who have recently had their heads ventilated by a five point six calibre round or ten. And where might the terminal that updates them be per chance? At the opposite end of the locomotive of course. Better tighten those laces then because you've got a 30 click hike to make before morning prayers.

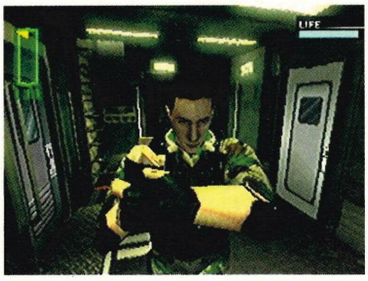
And that, boys and girls, is how the battle for the action/adventure genre is obscured by this being in Japanese. We can't really criticise it for that though. The UK version should make much more sense and at least come within spitting distance of *Syphon Filter 2*. So please don't think the grade is a reflection of the full game, rather just the enjoyment you're likely to get out of this if you buy it on import.

Will PRO





If I can just run away and – oops, I've been shot in the back!



dual shock analogue • memory card • two players

The verdict

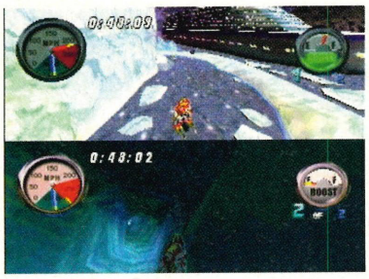
Out Now Import £44.99 Project K — **Published by Sony**

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

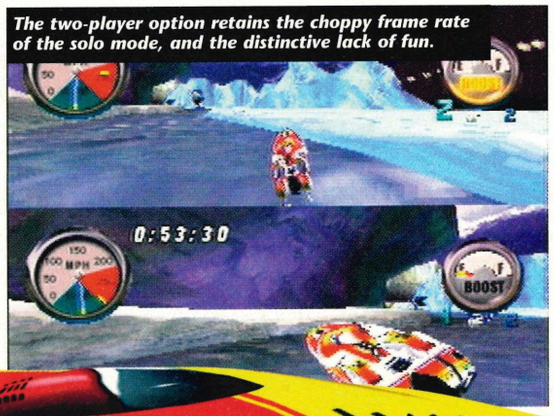
The concept is all hard banging and extremely cinematic action, but the actual game owes more to *Resident Evil* but without the fear or, indeed, class. Nice graphical touches bode well for the UK release, however.

PRO Rated 81%

Alternatively: *Metal Gear Solid* – **Konami** ☆☆☆☆











Hydro Thunder

It's like thunder, lightning, the way this game plays is frightening!

As a rule, thumb racing games based on water are usually uninspiring affairs. Typically they fail to convey the sensation of riding along on the crest of the wave and invariably play like washed out futuristic racers. So, the question is can *Hydro Thunder* come along and change all that? In a word, 'no'.

That sinking feeling

The game is a conversion of the mildly entertaining arcade game of the same name. Players are given a choice of ludicrously named vehicles and are then charged with the task of tearing round a series of fantastical courses, in a vain bid to win races. In addition to the standard Arcade mode, the developers of this PlayStation conversion have included Time Trial and Circuit modes. Hardly awe-inspiring stuff, is it? Perhaps the actual gameplay will compensate for the dearth of original ideas on offer? Think again my friend.

Like those that have gone before it (*Rapid Racer*, *Powerboat Racing*) *Hydro Thunder* completely fails to convince those who play it, that they're controlling a water-based vehicle. You can almost imagine the scene in the development office, they've designed a half-baked *Ridge Racer* clone, which simply isn't working. What are they gonna do? Simple, substitute cars for speed boats and tarmac for water; hey presto they've suddenly got a winner on their hands.

Sadly, this cunning ruse fails to disguise the fundamentally flawed gameplay. Winning races is an exercise in futility; miss a single one of the turbo boosts which are haphazardly scattered around the courses and you can kiss goodbye to any idea of a respectable placing. *Hydro Thunder* also fails to convince on a visual level. Admittedly, the game successfully manages to convey the feeling of being sea sick. However, this nausea owes more to the choppy frame rate, than any kind of realistic water routine.

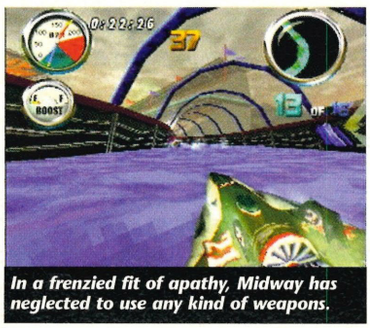
Women and kids first

Furthermore, certain straights of water are completely reflective, this reinforces the sensation of sliding around on polished glass which the erratic handling has already helped to generate. The situation is in no way helped by the inclusion of a soundtrack reminiscent of a pre-pubescent remix of the *Black Beauty* theme tune. Ultimately, with titles such as *Wip3out* on the market, *Hydro Thunder* simply cannot be recommended.

Si

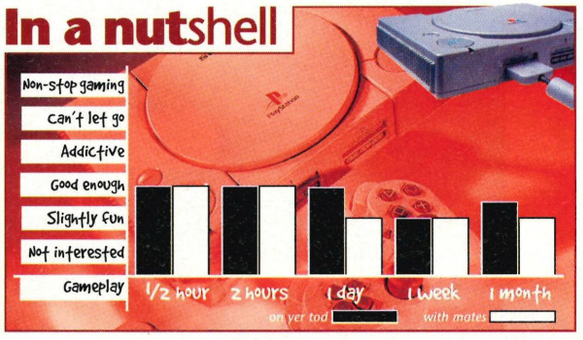






In a frenzied fit of apathy, Midway has neglected to use any kind of weapons.

In a nutshell



dual shock analogue • memory card • two players

The verdict

Release: March £39.99

Published by Midway

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

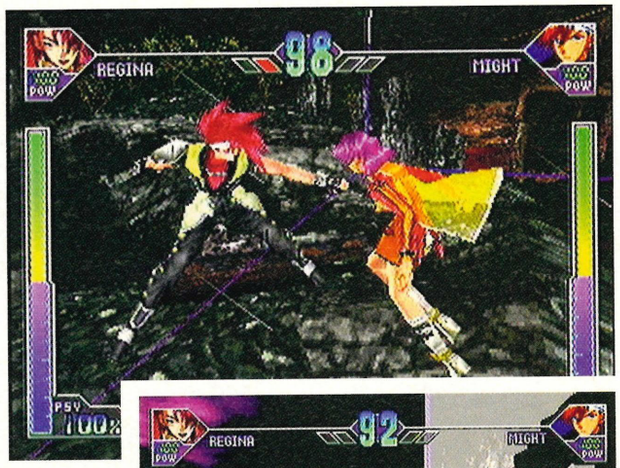
Yet another in a long line of disappointing aquatic racers. Poor visuals, sad handling and bad gameplay, come together to ensure that *Hydro Thunder* sinks to a watery doom. Just make sure you're not on-board.

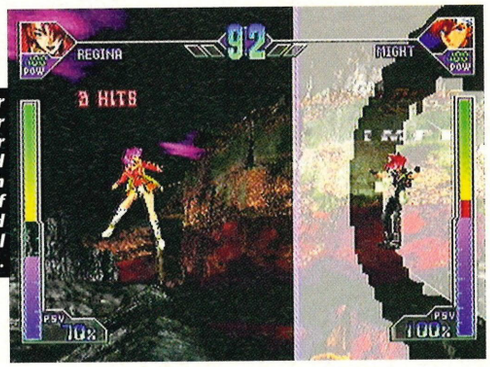
PRO Rated 63%

Alternatively: *Rapid Racer* – Sony ☆☆☆

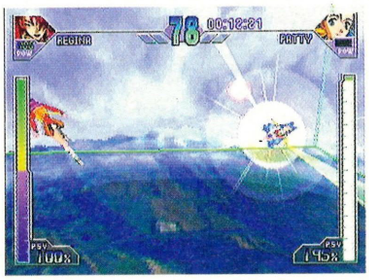
Psychic Force 2

Uri Gellers of the world unite to fight with lots of spite, mostly at night, it's not all right, it's utter...





Nip in for close quarter fisticuffs or relax and send forth the power of your mind just like Carol Vorderman.

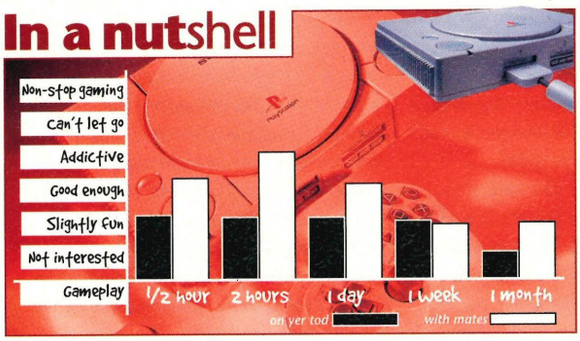




Are you concentrating very hard? Touch the page and think hard. Do you feel it? Do you feel that! Quality paper doesn't grow on trees you know! Or does it?



In a nutshell



Just imagine that your mother was on a uranium and heavy water diet when she was pregnant and you were born with these strange powers. Powers that mortal man was not meant to know. Picture yourself cornered in the playground by some extremely large pipe hitting bullies and that you're about to get the kicking of your life. Back against the wall, heart in your mouth and your mind filled with unnatural chemicals.

X-Men

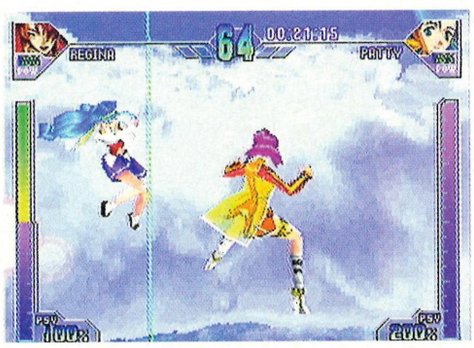
It's time for the world to kneel at the feet of a brand new super hero! Then, after you've picked up your teeth with broken fingers, you realise that kids with chips on their shoulders aren't too impressed when some little freak stops their watches from working and bends some tea spoons. In the real world, psychic powers are just useless.

In the world of *Psychic Force 2* they can give some serious thick ears. They give you the ability to fly. They give you the ability to launch energy attacks from a distance and they allow you to pull of some fierce combination attacks of fist, foot and mind. They most definitely are not used for destroying Grandma's Antigua cutlery and making people late for work. In a world of fighting where you are stuck in the embarrassing situation of being prone to gravity and knuckle ache, *Psychic Force 2* makes a nice little distraction. It's got all the modes you need to maintain a small amount of interest while the simplistic controls make it easy to learn and master. No matter how much it concentrates its mind, it's not going to make you think that it's better than the likes of *Tekken* or *Soul Blade* while the shallow nature of its combat just makes you want it to stop trying to be so damned clever and just give you more of those beloved kick-ass moves. Moves that you can imagine dishing out on real people.

As it is, *Psychic Force 2* has all the long term interest of watching a crazed Israeli twisting forks. See it once and it may make you believe in the healing properties of crystals and that fairies do, indeed, live at the bottom of the garden. See it again and you'll definitely just feel like someone is just having a laugh.

Will PRO







dual shock analogue • memory card • two players

The verdict

Out now £34.99

Published by JVC

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

At first the novelty will make you believe that you're having fun, and big fun at that. But then reality will give you a sack-swinging kick in the groin and you'll remember that you should be dishing out some pain in *Tekken*.

PRO Rated 50%

Alternatively: *Destrega* – Sony ☆☆

UEFA Champio

ISS Evolution is on the block and UEFA is ready and waiting behind the bike shed.





The poor keeper felt it necessary to relieve himself on pitch.



Penalty shoot-outs are tense and constantly unpredictable.

Football games on the PlayStation have now easily fallen into three categories. You've got *FIFA*, which trundles along every year without making any massive changes, the heavenly *ISS Pro Evolution*, and the hotch potch of fellow third party offerings. Which stems from Sony's *This Is Football* to bizarre Japanese kickabouts from Namco and now more importantly, the new *UEFA* series.

Silicon dreams have been cultivating this decent *UEFA* licensed game for quite a while and originally came to fame as being a more enjoyable game to *FIFA*, and having a unique control of its own. This update has 32 European clubs to play about with, with the bonus of all the associated labels, kits and stadiums being 'real'. There's also the historic option where you can relive previous leagues of the *UEFA* season, complete with the accurate player line-up of that season's team.

"*UEFA* undoubtedly benefits from being developed in Britain, with fluid passing on the pitch and slick commentary from the master, Kevin Keegan!"

Tap the shoulder button and you get a two-second view of the whole pitch!







World In Motion

The aesthetic overhaul has been kind, too, with further hi-res scenes added to the already impressive but slightly cumbersome motion capture. The biggest argument against motion capture is that the player is still trying to finish movements before you can start. It's a minor concern and less evident in a two player game. Thankfully, a 'zoom upwards' feature to examine more of the pitch whilst in possession of the ball is available. The feature only lasts for a couple of seconds, but is enough to identify where your next pass is going and provide a better overall view of proceedings.

Hence, *UEFA* is one of the most enjoyable two-player kickabouts on the PlayStation, which is mainly due to the more realistic nature of goal scoring. Matches will frequently come to an end with only a few goals in total, much the same as any football game. This, put beside the arcade-orientated goal-a-minute action of *ISS* seems more sedate but is just as exciting, with all the usual *ISS* benefits. *UEFA* undoubtedly benefits from being developed in Britain, too, with the fluid passing (rather than long ball punting) and commentary from the master, Kevin Keegan.



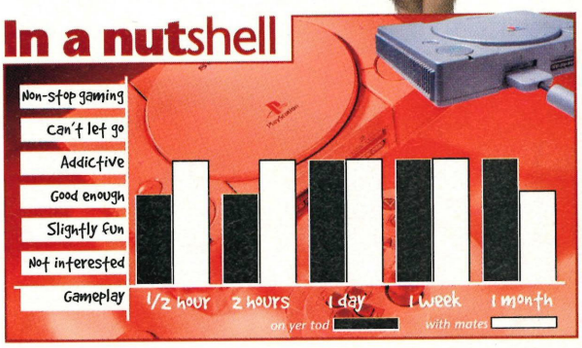
Play it by the book



Unlike *ISS*, in *UEFA* it's hard to keep scoring using the same techniques. No hitting the ball diagonally from the edge of the box and scoring every time. Amateur, repetitive players be warned; those easy goals can't help you now!

ns League 1999/2000

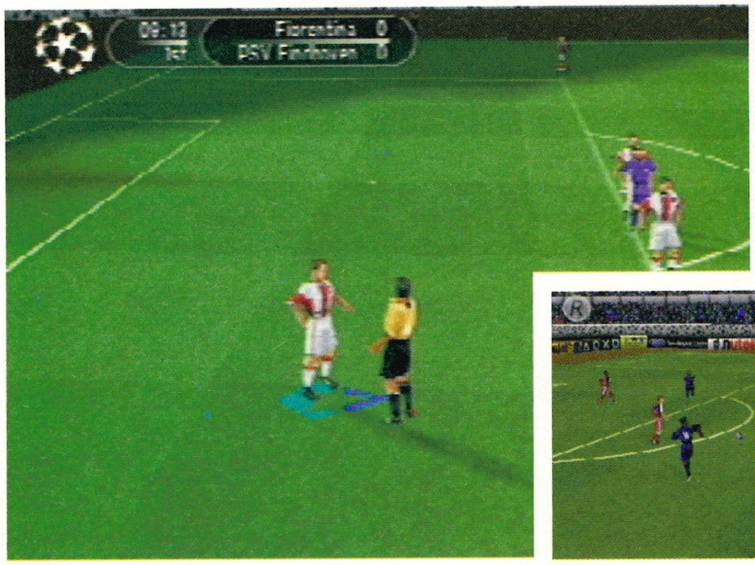
In a nutshell





Pre-match presentation is slick if a bit boring.







Kit detail is something the developers have paid obvious attention to.





The jury on PlayStation football games must consider the competition, however. *FIFA* loses out to *UEFA* because of the slippery nature of play. Though, *FIFA* looks slightly better in its most recent 2000 edition and has the benefits of more stats and a bigger licence. *This Is Football* is a good sim which does everything right, but nothing that is truly outstanding. *UEFA* knocks up major points in that the slick presentation and gameplay lift it above both previously mentioned titles. So depending on what style of play you like, it's this or *ISS*.

The more financially blessed could do them both at the same time, as it were. One for the quick five minute kickabouts before going out on a Saturday night (*FIFA*) the other for those prolonged Sunday afternoon championships with your mates (*UEFA*). Supporting eight players with a couple of multi-taps, with *UEFA* you can indulge in a fantasy league frenzy. That's if you've got a big enough sofa and matching TV.

UEFA may not have the biggest licence but it wouldn't really matter to real videogame enthusiasts if the licence was there or not. But commercially, it's a necessity. Just ask EA. As it stands *UEFA* is, perhaps, the punters' choice.

Rich PRO



The intelligence of the goalkeepers in UEFA is set at a decent level.

dual shock analogue • memory card • up to eight players

The verdict

Out Now £39.99

Published by Eidos

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

A true Englishman's *ISS*, with smooth play, respectable graphics and stats which don't hamper folks who just want to play a good football simulation. The more frantic amongst us may want *ISS* as a complimentary game.

PRO Rated **91%**

Alternatively: *Michael Owen's World League Soccer* – Eidos ☆☆☆

Rollcage Stage II


The skies are often clear inter-planetary heavens for the bedazzled player.

Once again it's time to roll out the barrel, or should that be the cage?

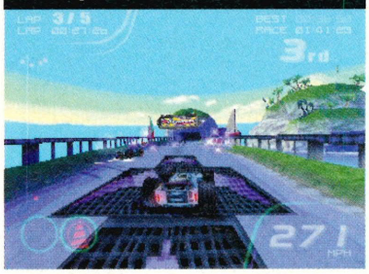




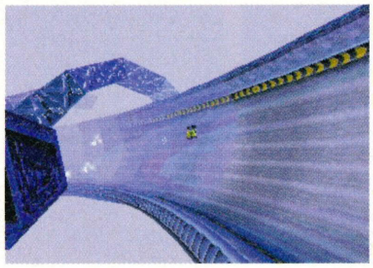


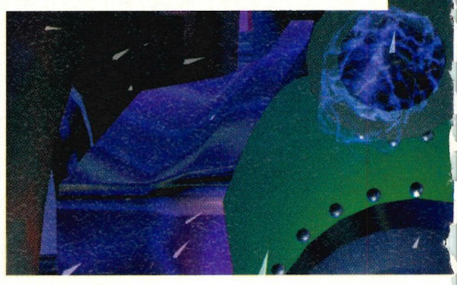
The original *Rollcage* was well received upon its launch and deservedly so. It blended the futuristic battle racing of the *WipEout* series with a selection of highly destructible courses; the resulting mayhem that ensued was undeniably satisfying. However, the game was not without its flaws. One of the main criticisms levelled at the prequel was that it was simply too hard; the ability of the vehicles to spin 360° around tunnel walls, inevitably resulted in players becoming disoriented and disheartened in equal measure. Fortunately, this sequel manages to address many of it's predecessors flaws, as well as introducing a plethora of new ideas and game modes into the equation.

The lighter levels are the best to look at, along with the Scramble modes.



The game itself initially appears very similar to its predecessor, both aesthetically and in terms of pure gameplay. The player is required to complete a series of laps around a set of futuristic circuits, collecting power ups en route; these items (which comprise the usual range of Rockets, Shields and Turbo Boosts) can be used to blast opponents and wreak destruction upon the trackside scenery. As is par for the course in this genre, *Rollcage: Stage II* offers the player a wealth of options (some old, some new) including Campaign, Arcade, Time Attack, Training, Combat, two-player and the innovative Scramble mode.

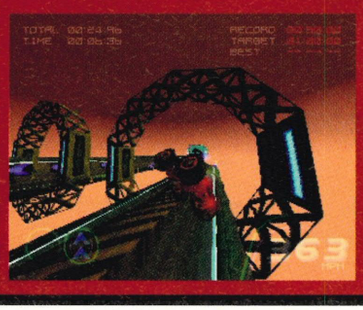




"*Rollcage: Stage II* does exactly what a sequel should do, it takes the **stronger points of the original and builds upon them...**"

Scramble my brain

One of *Rollcage: Stage II's* most interesting new additions is the Scramble mode. Here the action breaks away from the primarily circuit-based racing of the main game and instead sees the player guiding their vehicle across a narrow, winding piece of track whilst suspended thousands of feet up in the air. The objective being to reach (and stop) on the finishing grid at the end of the track, without falling off the sides in the process. To heighten the tension, all the action takes place within a time limit stricter than Miss Whiplash!



Anyone who remembers the ancient coin-op *Buggy Boy* or Geoff Crammond's seminal *Stunt Car Racer* will be on familiar territory here. Indeed, Scramble mode remains one of the game's strongest cards and could, with a few refinements, warrant a game in it's own right.

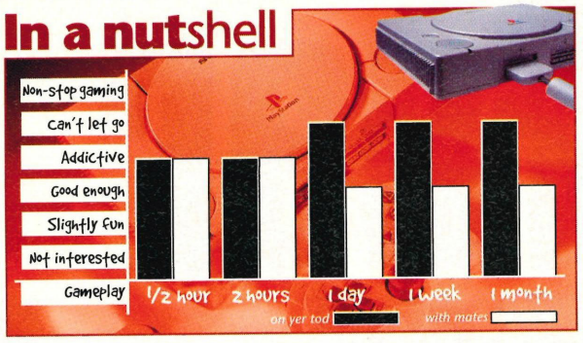


Roll another fat one

The actual gameplay itself is essentially the same as before, but crucially the developers ATD have lowered the difficulty level, meaning that beginners actually have a chance of winning races this time round. For example, the computer opponents no longer gang up on you and will frequently launch attacks upon each other. Furthermore, control of the vehicles is now far more forgiving than before, whilst it's still possible to



In a nutshell







The symmetrical vehicle design means that player always land the right way up, well almost always.

A course available in the latter stages resembles a ride from Alton Towers.

crash and fly off the track, getting back into the race is now far easier, due to the tweaked handling of the buggy-like vehicles. The power-ups have also been given an overhaul (although admittedly they remain somewhat generic) and have increased in total from eight to ten. The most devastating attacks from the original have been toned down or removed altogether, which introduces a far more balanced feel to the race combat.

Playing with yourself

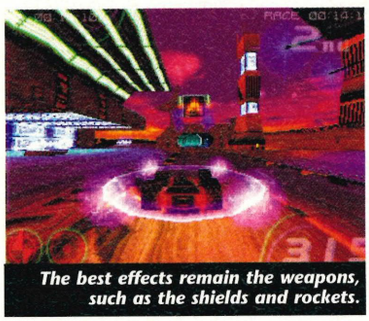
Solo racers are exceptionally well catered for and the veritable cornucopia of play modes on offer ensures that the single player will be rolling around the tracks for months. The huge range of tracks and impressive line-up of vehicles (20 buggies, compared to the original's 6) also bolster the title's longevity. The two-player mode is equally well-realised, and although there are only two vehicles on the track, the action always remains closely paced, due in no small part to the aforementioned power-ups. Indeed, the two-player mode is one of the finest yet seen in this type of racer and unlike so many of it's contemporaries doesn't give the impression of having been tacked on merely as an afterthought.

Solid as a rock

Graphically the game comes as something of a disappointment and is arguably inferior to it's highly stylised forebearer. Rocks tumble onto the track, huge buildings collapse and projectile attacks are still accompanied by ludicrous glitzy displays, but inconceivably the whole thing looks slightly rougher around the edges. This sequel is by no means an ugly game, but there can be no denying that it lacks the visual sheen of its predecessor. Sonically, the game is much of a muchness and features the obligatory dance soundtrack. This time around the tunes have been provided by the likes of the Omni Trio and the E-Z Rollers (of *Lock Stock And Two Smoking Barrels* fame). Those of you hankering after those elusive big beats will be well catered for. Sound effects are of a reasonable quality and the booms and bangs that accompany each explosion are atmospheric, without being too intrusive or overtly impressive.

Ultimately, *Rollcage: Stage II* is exactly what a sequel should be (this is not just a 'by the numbers' cash-in) it takes the stronger points of the original and builds upon them and more importantly, it eliminates the flaws of the original game. The end result is a title which does exactly what its original failed to, that is, it provides a serious alternative to the *WipEout* games and as such merits an inclusion in every PlayStation owners games collection.

Si PRO



The best effects remain the weapons, such as the shields and rockets.

dual shock analogue • memory card • two players

The verdict

Release: March £34.99

Published by SCEE

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

A fantastic, futuristic racing romp, that improves on its prequel in all the right areas. If *Rollcage: Stage II* doesn't get your adrenalin pumping then you're probably dead or a hardened *Wip3out* veteran.

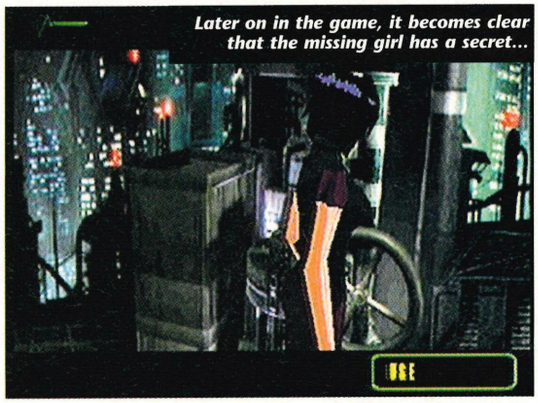
PRO Rated 90%

Alternatively: *Wip3out* – Sony ☆☆☆☆

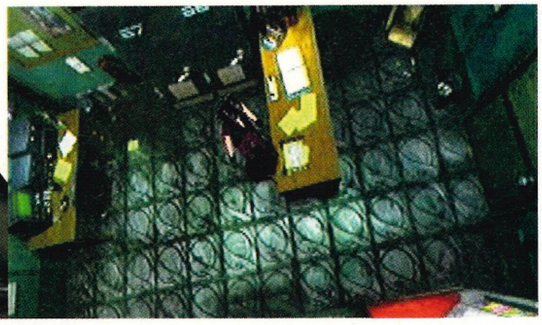
Fear Effect

Resident Evil meets *Bladerunner* in a crack lounge...



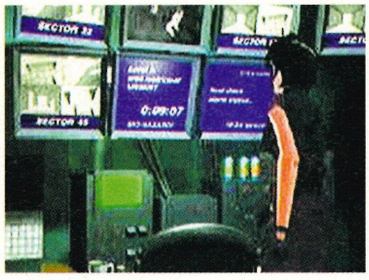


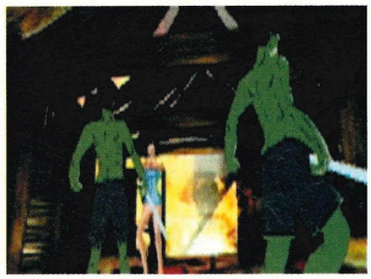
Later on in the game, it becomes clear that the missing girl has a secret...

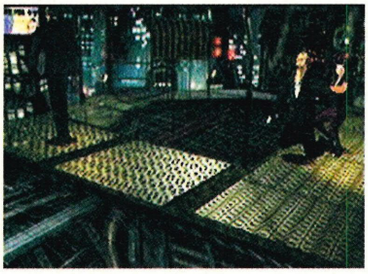


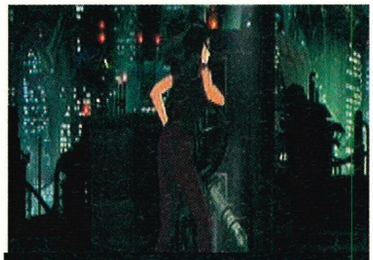












The end of the game features a nasty twist, but we're not going to tell you!

Just what is fear? Is it the impending feeling of doom that sweeps over you as you open the monthly credit card bill? Is it the bizarre feeling of nausea that inevitably follows a sighting of neckless, androgynous dwarf Sandy Togsvig? Is it the idea that our children could grow up in a society without the soothing sounds of pan pipe music? The simple answer is that (wait for it) fear is all of these things and none of them. Indeed, a wise Chinese man once pointed out that one man's fear is another man's pleasure. So what does all this tell us then? [Not much really – Ed.]

China crisis

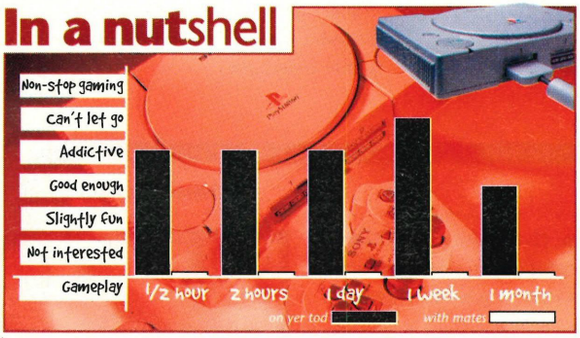
The plot of *Fear Effect* is a curious blend of ancient Chinese folklore and noirish, *Bladerunner*esque cyberpunk (incidentally, whatever happened to cyberpunk? Answers on a postcard please, to 'Billy Idol Is A Talentless Warbler' competition). A wealthy Chinese businessman's daughter has disappeared under mysterious circumstances, the aforementioned wealthy Chinese businessman is not best pleased with this and has stumped up a pretty hefty financial reward for the person who can get to the bottom of his daughter's bizarre disappearance.

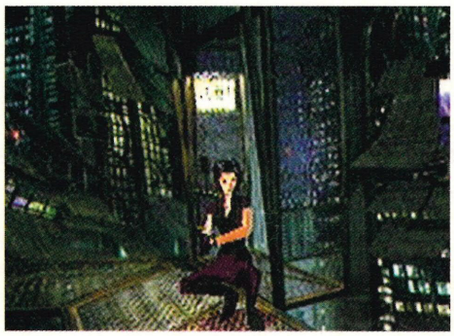
Enter stage left, three hard-boiled, ultra-cool private dicks, each of whom has a past shadier than 'Lord' Jeffrey Archer. Unfortunately, they're not the only ones on the trail of the young runaway; let's just say that Hong Kong Triads want a piece of the action and you'd better believe that these crazee modder funsters aren't about to let you run off with all the loot. Thus the scene is set for a game that plays not unlike the *Resident Evil* series, but with a dash of the ancient coin-op *Dragon's Lair* thrown in for bad measure. The central characters roam about a series of beautifully realised locations, searching for clues, solving puzzles and popping caps into the arse of anyone stupid enough to cross their path.

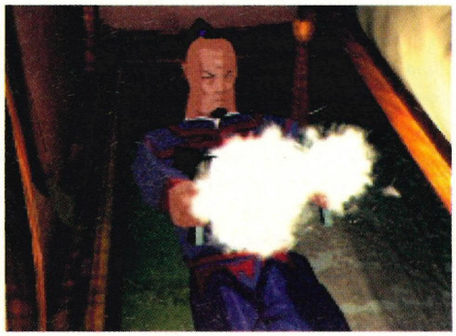
The Chinese way

The initial scene sees Hannah (the token female of the investigative trio) exploring the rooftops of a huge neon light-encrusted skyscraper. The action doesn't take long to kick off and before you know it, you've killed some slick-suited henchmen and are desperately trying to defuse a bomb which, as chance would have it, has been strapped to the chest of some unfortunate fellow who knows something about the missing girl.

In a nutshell

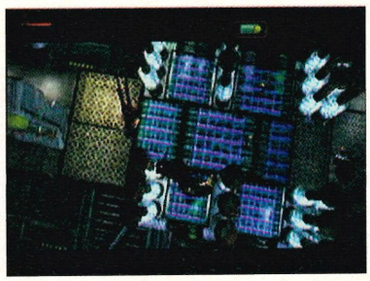




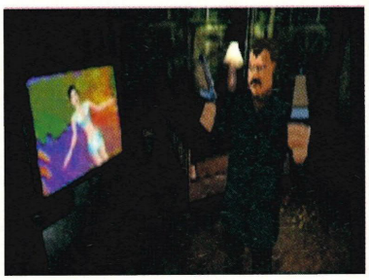




The cut-sequences and in-game action flow seamlessly into one another.

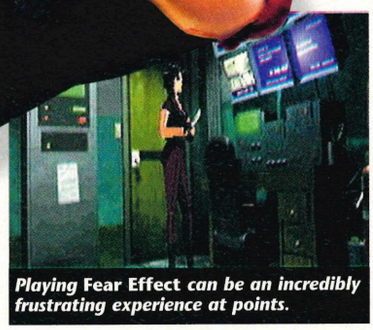












Playing **Fear Effect** *can be an incredibly frustrating experience at points.*

"Before you start playing *Fear Effect* you'd better come to terms with the concept of mortality, because you're going to be dying a lot!"

Without spoiling the excellent plot, your investigation eventually leads you into the very depths of hell, where it transpires that some extremely sinister goings on (involving the Chinese equivalent of old nick) are afoot.

China in your hands

So that's the plot covered, but what's the actual game like? Well, it's actually rather good. The combat is, for the most part, reasonably well-handled and the puzzles, whilst slightly illogical in places, are far more entertaining than the statue-pushing antics of the *Resident Evil* series. However, not everything is rosy in the *Fear Effect* gameplay garden. Large amounts of the game seem to revolve around the old skool trial and error exploration, that was so prevalent in arcade games of the Eighties. In fact, before you start playing *Fear Effect* you'd better come to terms with the concept of mortality, because you're going to be dying a lot! Fortunately, the frequent appearance of save points (which offer unlimited use) stops the proceedings becoming too frustrating.

Unfortunately, the game's unorthodox control system is less forgiving. Unlike the majority of its contemporaries, *Fear Effect* doesn't allow you to pause the action and calmly select your weaponry. It is therefore wise to always have your weapon cocked (ooer), as otherwise you're liable to blindly walk round a corner, straight into the midst of a gang of machine gun-toting gangstas. Of more concern is the frequent reliance of rolls needed to successfully beat bosses, the strictly four directional movement of your character when rolling is particularly frustrating – and when coupled with the overhead view that accompanies these sections – is also extremely disorienting.

In short, *Fear Effect* is a well crafted, beautiful looking piece of software. However, the cutting-edge look of the game belies the old skool playability lurking beneath the surface.

Si PRO

dual shock analogue • memory card • one player

The verdict

Release: March £39.99

Published by Eidos

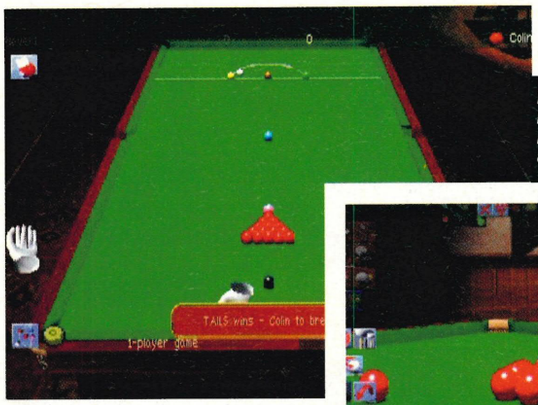
Graphics ☆☆☆☆
Sound ☆☆☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

A visually stunning game that pushes the technological envelope and presents a sizeable challenge into the bargain. Unfortunately, a variety of gameplay defects and awkward controls prevent this from being an essential.

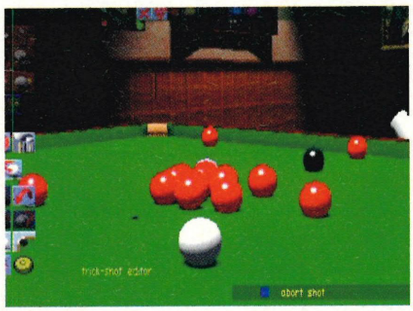
PRO Rated 77%

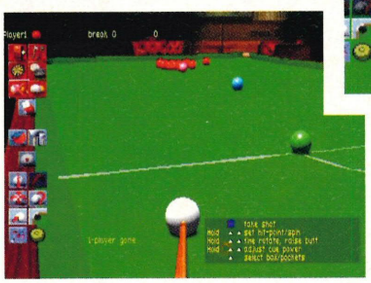
Alternatively: *Silent Hill* – Konami ☆☆☆☆

Jimmy White's



Break-building requires the requisite amounts of spin and side.





The Whirlwind spins on to the PlayStation with the best snooker sim we've played to date!

If you looked at snooker videogames you would, in all honestly, probably keel over with utter boredom. Console wise, we've had the novel top down games of the early nineties and endless American pool games like *Pool Shark* and *Pool Hustler*. Apart from the fact that the more modern games are based around the game of pool as opposed to snooker, none have been that inspiring.

"After a few shots the controls become intuitive, which really is a major feat for a game that requires such accuracy!"

Enter *Jimmy White's*, which after starting life on the Amiga in 1992 has been converted to the PC, Dreamcast and now the PlayStation for a somewhat polished second outing.

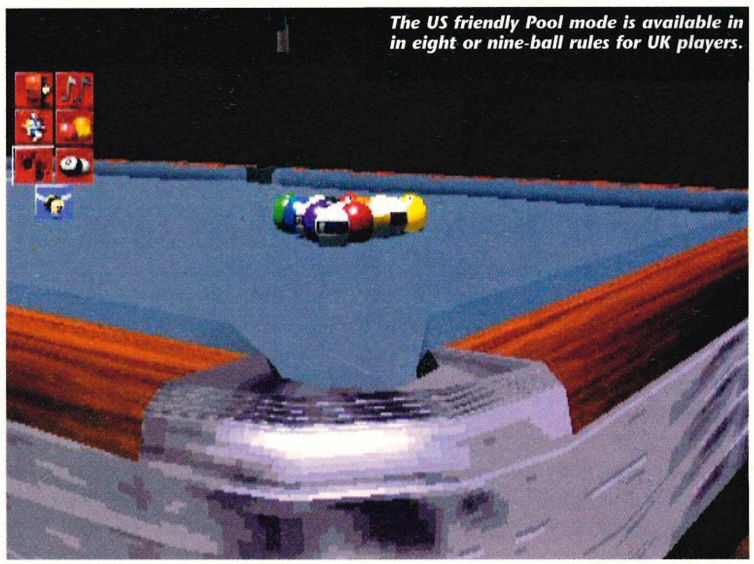
Once you wonder in to the snooker museum-style foyer, you're given the option of going to one of two rooms. One is a Fifties American diner-style pool room complete with cheesy jukebox; the other is a standard snooker room built in the same mould as the Crucible itself.

For the casual passer-by or for those times when ball-bashing just becomes too much to take, videogame variations of one-armed bandits and darts are available to keep you amused. As this game comes from Eighties computer coding superstar Archer MacLean and his team at Awesome Developments, the 8-bit *Dropzone* is included too.

However, what makes or breaks this style of game is the ball physics. It's no good if the balls roll as if they were syrupy golf balls or square lumps. To our relief though the game engine is reassuringly sound and the game moves at a highly respectable pace. The left stick of the dual shock pad controls all the camera angles you could want and the D-Pad changes the activity of your player. For example, if you want to put some spin on the ball or chalk your cue, then you've got to use the D-Pad to flick between icons.

Tricky shots

After a couple of shots, this all becomes intuitive, which is a major feat for a game that requires such accuracy, effectively allowing you to look anywhere and hit the cueball from any direction. It's as accurate and technologically sound as Johnny Ball's mantlepiece. The 3-D display is kept beautifully simple for ease



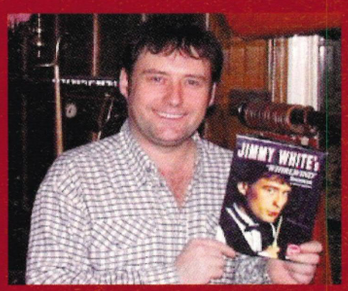
The US friendly Pool mode is available in in eight or nine-ball rules for UK players.

Jimmy & Archer

Coding guru Archer MacLean made his fortune with the Eighties hits *Dropzone* and *International Karate +*. Jimmy White made his money from snooker. Archer made the seminal *Jimmy White's* game and both pocked lots of cash and lived happily ever after.

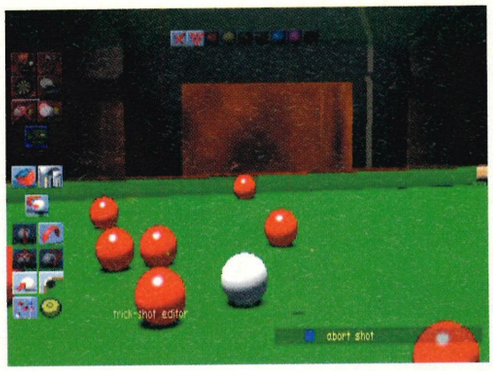


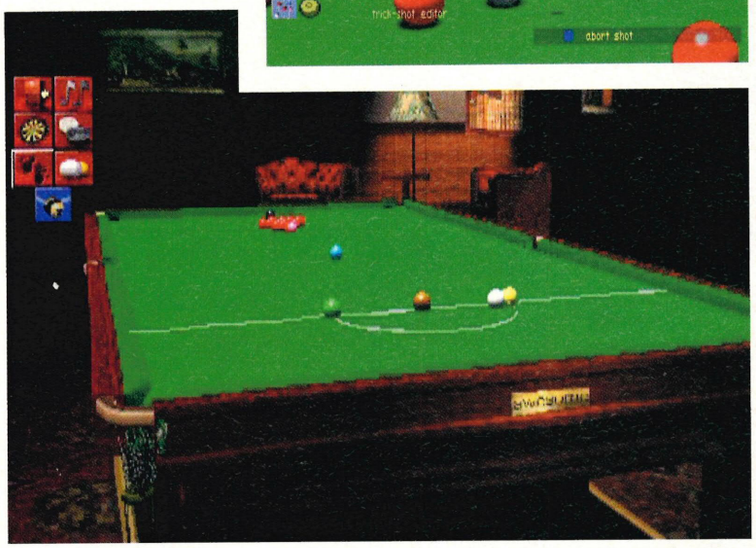
That is until recently, when a bitter feud erupted after a red-faced Archer claimed that he was the main influence behind the game and glued a struggling Jimmy White to his Ferrari for eight hours (see below). The altercation occured during a drunken game of pool between the two but was never reported in the tabloid press.

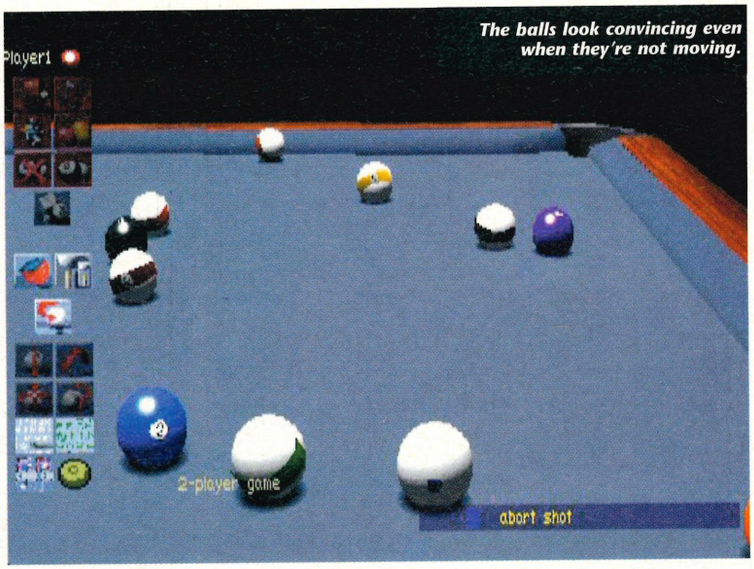




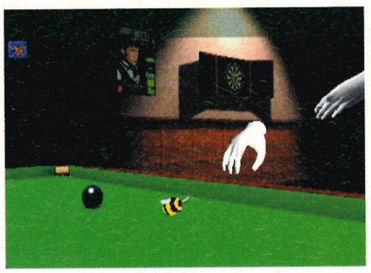
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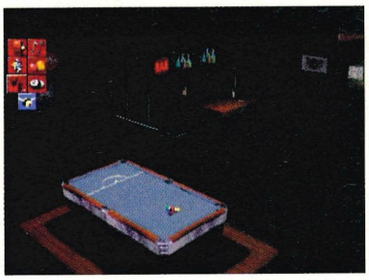


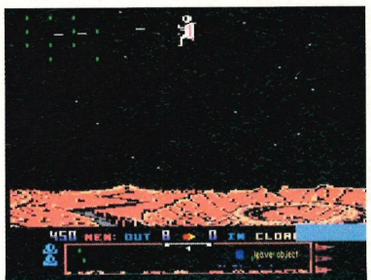




The balls look convincing even when they're not moving.







The 1984 shoot-'em-up* Dropzone. *Still hideously addictive.

Leave the game alone for a while and bees come and fly around the table and pockets.

of play and you'll become so adept and familiar with potting perfectly that it will give you a passion for the real thing.

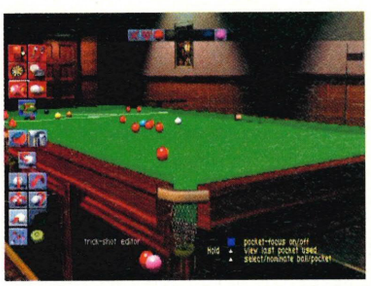
Indeed, my PRO colleagues were persuaded to go down to the pub during lunch to have another bash (despite of course being useless).

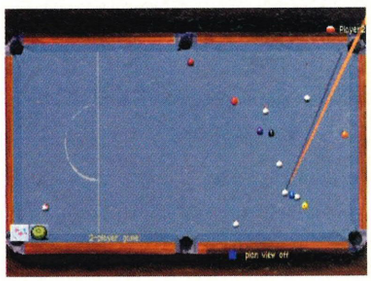
Unlike the real thing. this videogame interpretation has a helping hand for those who haven't yet mastered the basics of it all. You can select to have a line of sight which beams from the cueball to the path of, erm, predicted travel. It's very tricky to master and you'll really have to hone those smaller movements and screw your ball for most shots. It will be at least three of four games against One Eyed Jack before you come anywhere near winning.

Play against a fellow learner and you'll be blessed with a competitive and exciting challenge. That's why *Jimmy White's* has such appeal, it's the two-player snooker equivalent of last month's *Tetris*-style stunner *Super Puyo Puyo 4*. It's subject matter isn't going to set the world on fire but there's just something indefinably classy about the pure gameplay of it all. Beat-'em-up fans may scoff but it's one of the best sports games on the PlayStation, almost reaching the heady heights of *ISS Evolution* and *International Track & Field 2*. If you're heavily into snooker or pool, then this is probably even better that the two aforementioned stunners.

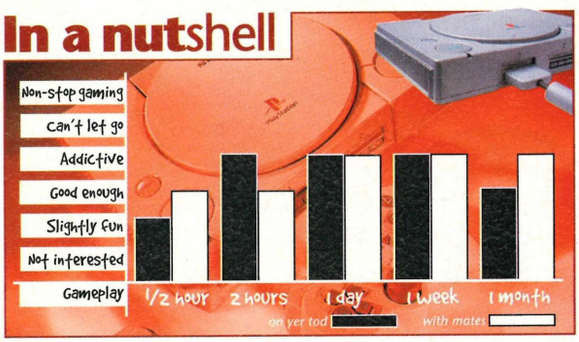
If you want a game of this ilk, this is the best snooker game you'll play on PlayStation. Whether a digital version of the sport could be described as exciting maybe open to question, but for your own sake, give it a couple of goes. It's snooker and it's pool and it's good.

Rich





In a nutshell



mouse / dual shock analogue • memory card • two players

The verdict

Out now £39.99

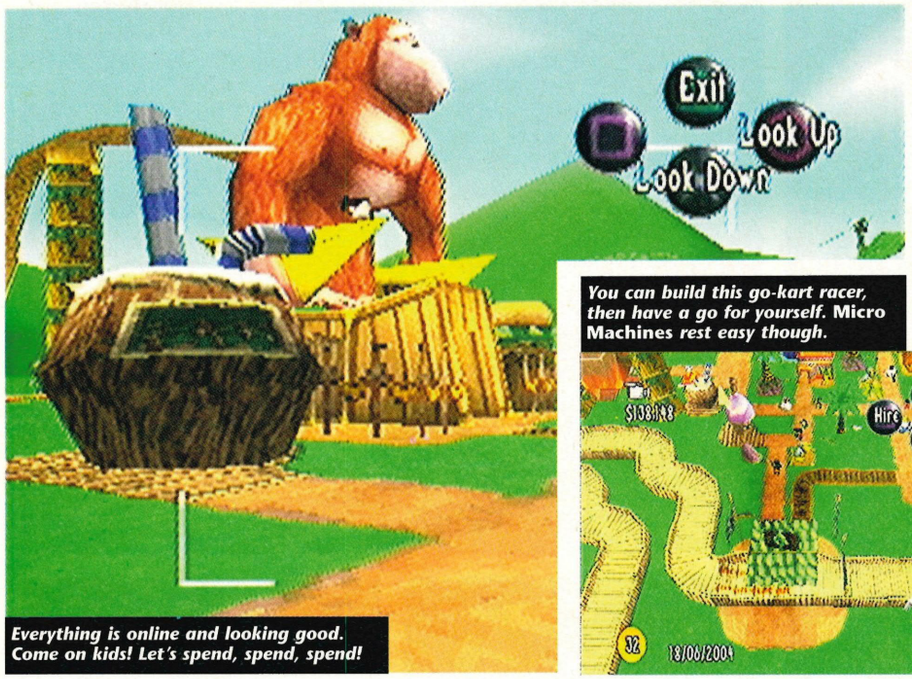
Published by Virgin Interactive

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

Jimmy and his balls may not seem the best thing since *ISS*, but for a fun game of snooker this is the place to come. It's not going to convince you to adore the sport, but if you're a fan then you'll recognise it as a cracking simulation.

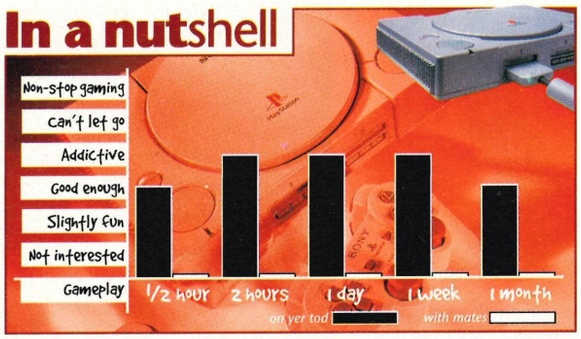
PRO Rated 88%

Alternatively: *Pool Shark* – Infogrames ☆☆

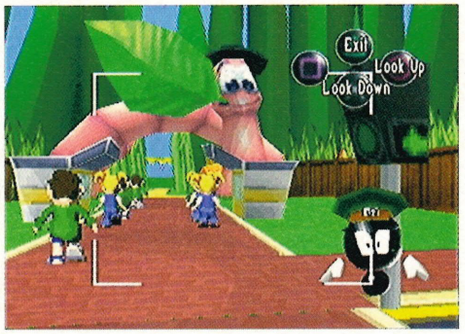


Everything is online and looking good. Come on kids! Let's spend, spend, spend!

In a nutshell

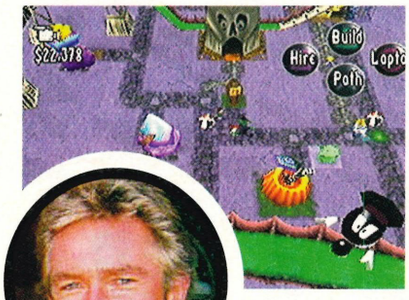


You can build this go-kart racer, then have a go for yourself. Micro Machines rest easy though.



Theme Park W

Think you can run a park smoother than Noel Edmonds' Crinkley Bottom? Then roll up and get down!





Noel Edmonds' Field Of Dreams

Want get off to a good start in *Theme Park World*?

Hey kids, I single-handedly managed to make my own theme park you know. It's called (snigger) Crinkley Bottom and it's just like *Noel's House Party* has come to life in only a few acres of unspoilt English countryside. I am a very satisfied man. Shame we had to shoot the elephants really [er, the elephants weren't needed according to Noel, readers – Ed].



Now that our rides are up for it (Guffaw!) we can open up the gates.



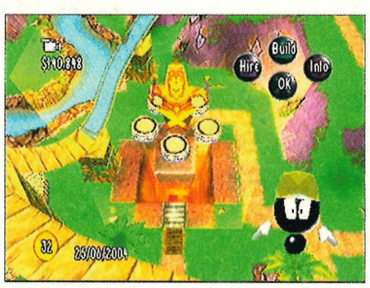
From then on it's a little tweak here and a fumble there (choke).



But, oh no, Blobby, for the love of God, anything but my face!

It's sequel time again! First came the well received *Theme Park*, brother of *Theme Hospital*. Now comes *Theme Park World*! It's a madcap business simulation where you get to govern your own jovial little theme park with a rod of iron and a heart of cotton candy. Fantasies of ripping up areas of natural beauty? Dreams of erecting huge structures dedicated to the god of pleasure while happily charging your punters huge amounts of cash for chip-shaped heart attacks? Well, step right up, because this is what you've probably never knew you wanted. But you will learn, so put on your hard hat and let's give some disillusioned kids a day to remember. But not before we've sucked every penny out of their pockets and made their bladders burst in a shower of urine. Oh yeah, must remember to place some toilets near the roller coaster.





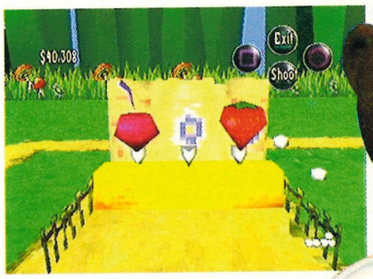
Money makin'

The aim of this 'game' is simple, make money by getting as many sugar-fuelled little sprogs to visit your park as possible, without, of course, being reported to the proper authorities.

In *Theme Park World*, there are no adults. There aren't even badly paid Croatian au pairs. No one can stop you from increasing the salt content of your fries. No one can stop you from raising the price of your incredibly weak drinks, laden with enough thirst-inducing

Build a roller coaster and ride that baby into the sky! It's a jerky experience.





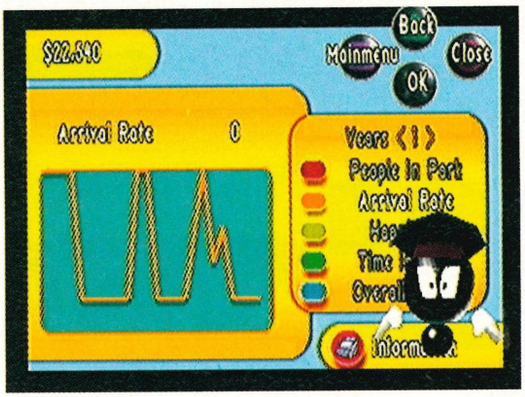




A first person perspective of hell's first theme park. Where's Lawrence LLewelyn-Bowen?

orld





chemicals to turn the little mites throats into Ghandi's sandals. Who is going to say a word when you reduce the duration of a ride and increase the speed in order to maximise the little darlings' fun, while making sure that you get as many of the buggers on board at once, reducing queuing times and increasing profit. No one but the money men and your own conscience. Luckily, you conscience went on holiday along with your sense of morality.

When it comes to building a decent park, it's the survival of the fittest. Luckily, *Theme Park World* gives you all the weapons you need – all wrapped up in funky and most definitely chunky graphics. It's all lovely, so let's get busy!

Right, take an empty field and start laying down some paths. Your visitors will be forced to keep to these routes, so make them move in the right direction by carefully placing the right buildings in the right places. Add a few sideshows to whet their appetite and make sure they have the opportunity to spend as much cash as possible. And it's cash that you need since, last time we checked, 500 foot long roller coasters and pant-wettening water slides don't grow on trees.

Once you have created your basic park, it's time to open the gates and test it out on the child-shaped guinea pigs. Initially, they will love it. But don't forget that you are catering to a generation who's brains have been burned out by MTV. These kids get bored fast. But don't panic! As well as being able to hire and fire (feel that rush!) mechanics, entertainers and security personnel, you can splash out on market researchers and get them to think up new and even wackier rides. Four hundred or so are scattered over the four themed worlds: Outer Space, Wild Jungle (Booyakka!) Fantasy and the Tim Burton-inspired Halloween. You can't just start on any level though. Hell no, just like Charlie of 'Chocolate Factory' fame, you're going to need golden tickets. And how do you get your paws on these wondrous creations?

Well, allow me to explain. Not only is *Theme Park World* rather groovy in its top down and funked-up viewpoint, you can dive in and walk around like one of your soon-to-puke visitors. This isn't just a nice gimmick, since not only can you have a rip on the rides, you can play the sideshows too. Chuck balls in the coconut shy (or fruit, or skull, depending on which world you're in, boom, ahem, boom) and you, yes you, could be a winner. And what do points make? Yep, golden tickets. A nice little feature that makes up in charm what it lacks in frame rate.

You can make *Theme Park World* what you want really. This isn't a 'game' in the usual sense of the term. There is no single goal other than to let your fantasies run wild. You begin to enjoy spending hour after tantalising hour thinking solely about theme parks. It's a game for the strategist who isn't obsessed with war and death, but loves stink bombs and the ever looming possibility of vomit. Get into balancing your finances and building the most gut-wrenching roller coasters and time, as you knew it, won't exist. It will just be 'Theme Time' and it will be all you want and all you need.

Will



"Once you have created your basic park, it's time to open the gates and test it out on the child-shaped guinea pigs!"

dual shock analogue • memory card • one player

The verdict

Release: March £39.99

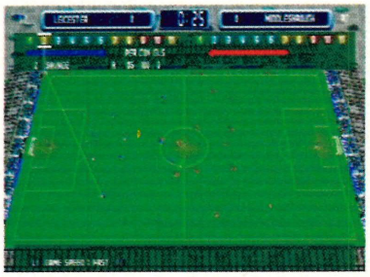
Published by Electronic Arts

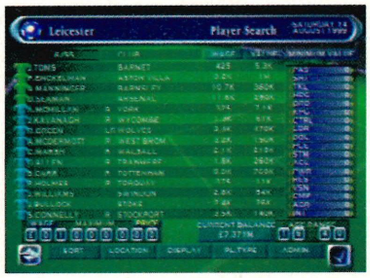
Graphics ☆☆☆☆
Sound ☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

This little beauty is as good as it could have been. A must for *Theme* fans and a tasty little appetiser for those of you who don't know the pleasure of building empires without bloodying your knuckles.

PRO Rated 89%

Alternatively: *Theme Hospital* – EA 3 ☆☆☆







Full match close view: Looks brilliant, but actually takes hours to load and play through... for nothing.

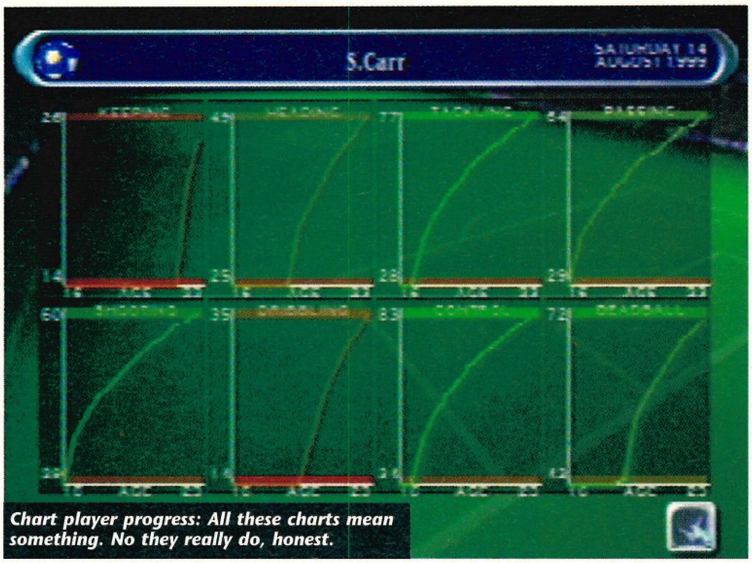
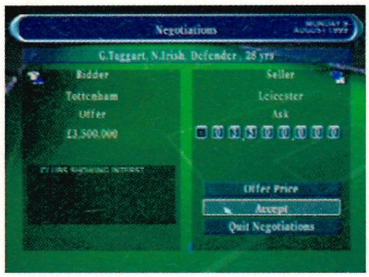


Chart player progress: All these charts mean something. No they really do, honest.

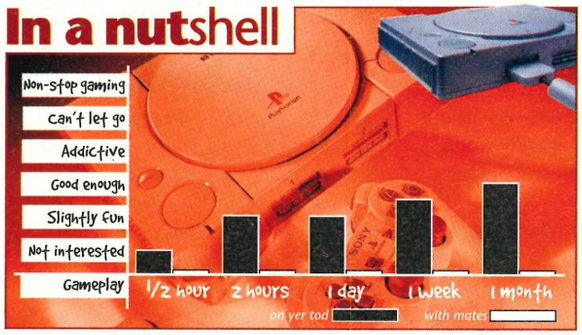


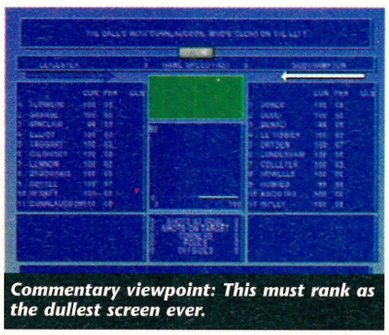


Player Manag

Put on your long coat, your tweed cap and lead your favourite side to Premiership glory...

In a nutshell

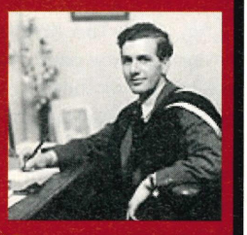




Commentary viewpoint: This must rank as the dullest screen ever.

Something for the weekend?

Here's a man packed with information on weather forecasts, cup ties and the correct sock length.



And below is a typical screenshot from *Player Manager 2000*. It's also slow, tedious and packed to the gills with interesting facts and stats. Which would you rather spend the weekend with?



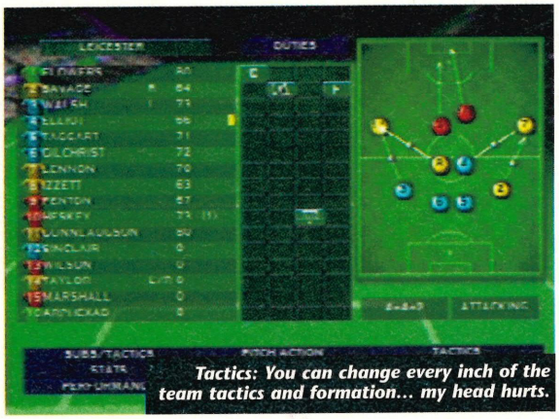




From turnip heads to hun bashing, the people of England love reading *The Sun* and hearing what it's got to say about football. Now with the aid of *Player Manager 2000* we can become a part of the daily shroud of ridicule, abuse and hype surrounding the game. Only now the boot is on the other foot. Now you're the manager, you're the daddy and if you slip-up, you're going to know about it.

So here we have it then, *Player Manager 2000*, the update of last year's rather poor, sluggish and very silent football management game. Like last year's outing *PM 2000* ranks as the most in-depth and detail ridden management title on the shelves. From the outset you will be bombarded with stats, figures, players, rosters plus other reels of information. And you'll need them all.





Tactics: You can change every inch of the team tactics and formation... my head hurts.

Keep the faith

You can probe and select anything your managerial heart desires, from arranging a player's individual training to hiring a Hoddle-style faith healer, it's all in here.

All in all you couldn't ask for a more knowledgeable, well thought out sim. The faith healer option is just one of the tidy comical references that litter *PM 2000's* grounds and give the game a very believable edge – you can even take a stroll down to the dole cue to scour for prospects [Will, take note! – Ed].

As is the case with these number crunching games, there's little in the way of visuals aside from rows of statistics bars, columns of figures and little coloured kits. This all looks fairly polished, but it will take you a while to get used to accessing all the menus. If you have a rare PlayStation mouse you'll be whipping through the stat parades in no time, otherwise be prepared for some stress.

"Anco has simply stuffed far too much into *Player Manager's* sluggish game engine causing the 'Station to huff and puff..."

Heart and soul

In fact, getting to the heart of *PM 2000* will take the soul of a saint. It really is torturous. You'll sit perched eagerly on the edge of your seat, waiting breathlessly to jump into that heady footie action, only it doesn't come. It dawdles onto the PlayStation like a lame old pro. Anco has simply stuffed far too much into *PM 2000's* sluggish game engine, causing the 'Station to huff, puff and pant for it's life. Though it will drag on, your title chasing team will be finalised and the match will be set for kick off. Now *PM 2000* gets interesting.

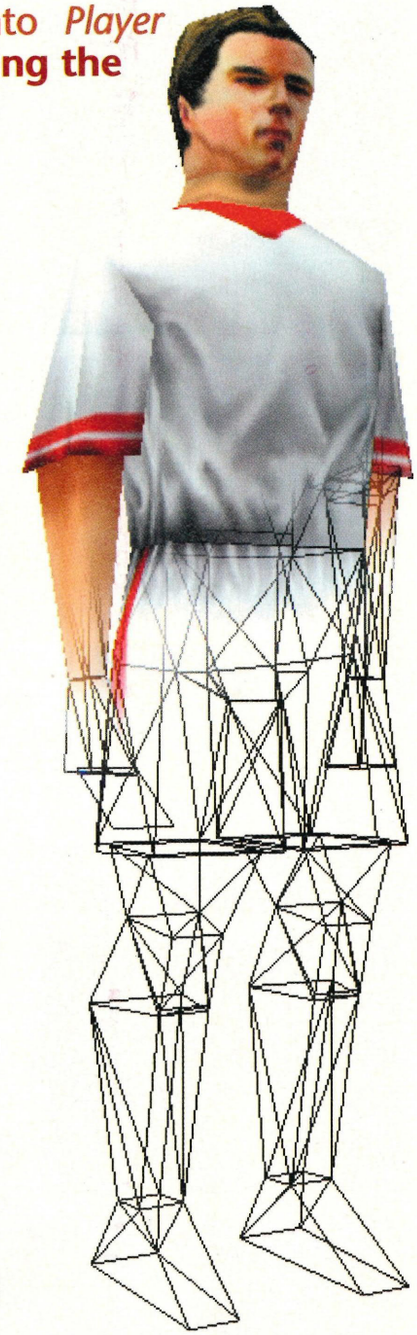
Pay per view

There are a number of ways to view the next 90 minutes of hoofing and hunting the ball. The best being either through the Scanner mode or the Commentary option; both being quick and painless ways to gather those vital facts by which to judge a team's performance and individual players' skills. There are two other view modes however, the Quick Match mode allows a simple glance at the highlights whilst for the serious pro there's the Watch option. You actually get to see the teams plod through the whole game from a *FIFA* 'arcade' perspective. This is all very nice, with excellent detail and animation, but it's tediously drawn out stuff and offers little to no extra info on how well your virtual champs have done. Shame.

This must rank as *PM 2000's* biggest flaw. The little tyke has struggled to cram as much detail and options as possible into a weak frame. The whole thing is simply slowed down by ineffectual and unnecessary facts that can't be processed quickly enough.

Those with a desire to get their money's worth – or simply those with a spare couple of weeks – will eventually claw some life and interest out of *Player Manager 2000*. Those of us with friends and a little sense may find some more interesting things to do.

Ian PRO





Leicester in the Champions League. It could never happen. They'd be lucky to qualify for the UEFA Cup...





dual shock analogue • memory card • two players

The verdict

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

Release: April £34.99

Published by ANCO

Whilst *Player Manager 2000* is the most option hungry game around but it's also the slowest game ever! It's true that with persistence you'll find a lot on offer, but most sane people will never play that far into the game! Pity.

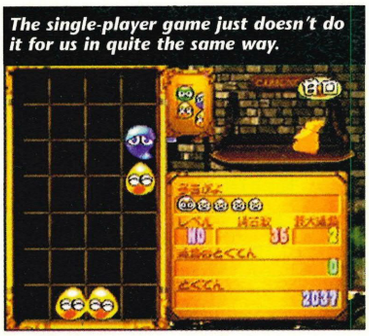
PRO Rated 70%

Alternatively: *Premier Manager 99* – Gremlin ☆☆☆

Super Puyo P



Bust-A-Move is left with *Tetris*'s bastard child and it sure is a cutie!



The single-player game just doesn't do it for us in quite the same way.





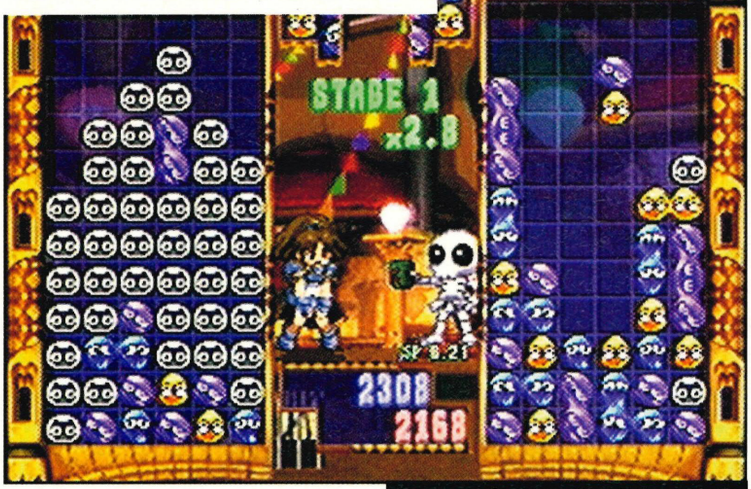


Manga animation kicks off this adventure through obsession. It's utter nonsense obviously. A collection of pointy-eared and occasionally winged freaks head for a circus. Some dark overlord must be destroyed and a school girl warrior's pet version of the evil Pikachu, well, just gets on your nerves right from the start. He'll be the first against the wall, so let the games commence!

Rule number one: You must never lose control, freak out or generally let your emotions get the better of you. Fail to obey this rule and you will lose. Losing is not an option. This is no circus of oh-so-funny animal cruelty and slapstick freaks leaping through rings of fire for the entertainment of young children. This is a game of living balls and bodily fluids.

A pair of bug-eyed blobs edge their way down the screen. Each has a colour. Easy-peasey pudding and pie. These cheeky little chaps have the power of attraction – place two similar colours opposite each other and they will get all Siamese and join at the hip. No problems. Connect four and they will explode in a spray of surprise. No worries. But while you've been performing this simple task, your opponent has been linking together multiple strings and all-important combinations. As one set of spheres disappears, the higher ranks fall to form yet another destructive mix. Sets of more than four fly across the screen and become glass balls above your head. They fall, you can't match them and they can only be destroyed by blowing up nearby couplings. Your screen fills up. You get confused. Adrenalin is building up, but you've got nowhere to run.





Come on then. Take my balls. Take them! Take them! TAKE THEM!



You're drowning in dead weight. You lose. Losing is not an option. Anger is.

Rule number two: Never underestimate how complicated this circus can be. Fail to plan the most impressive sets of matching zits and you open yourself up for infection. Lose and the next thing you will feel is the glass shredding through your knuckles as your try to punch out the television. Hospital is not an option. Go get a towel and another TV then get back here because we're not finished yet!

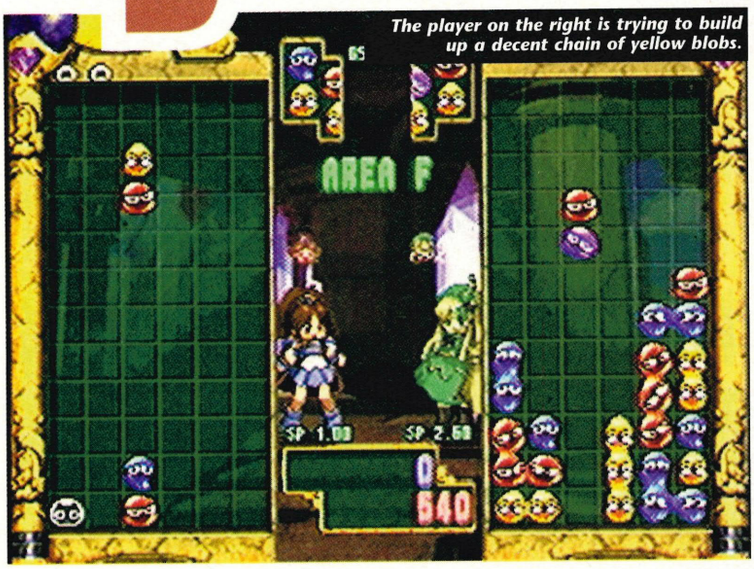




Re-match

Bring out the freaks. Choose your character and learn their extra powers. Let's do the time warp again. The balls start to fall. Harsh lessons have been learned and there are scores to settle. Coloured sets get laid down, but this time simple patterns are being avoided.

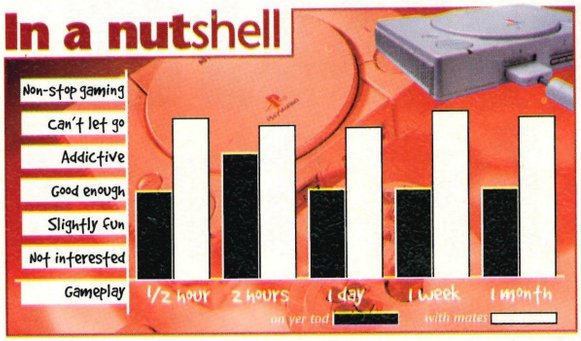
uyo 4



The player on the right is trying to build up a decent chain of yellow blobs.



It would help if I could actually read what it is he's saying!





A set of five disappear and you note that your character's power setting has increased. Glass balls hang over your opponent's heads like the Sword of Damocles. Judgement is on her way and she is not open for bribes. Counter-strike. They are now your most hated enemy and they've just dropped a line of glass over your beautifully forming pattern. You were close to performing a special and they took it away from you – it may as well have been your first born son.

Your power setting is high; triggers are hit and vengeance is cooking on full heat. Time to unleash a special move. Your main anime man leaps on to your screen and the magic starts to happen. Like a one-armed bandit, the screen revolves. Lines spin and baby, it's cherries all the way! Six reds, four blues and a nice couple of greens. All that's missing is the partridge in the pear tree. Glass balls fill up their screen like blighted fruit ready to fall. Get some!

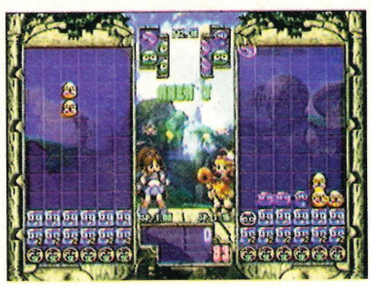
Retaliation

Rule number three: Don't get cocky kid! A famous war pig once said that every battle is won or lost before the fighting kicks off. This game is, however, the exception to the rule.

The drowning is all but complete. One more row and their lungs will burst on glass. Counter-move. That toilet bowl-drinking piece of rotting flesh you once called a friend lets rip. A last ditch attempt at saving their hide. Their boy stands forward and casts a spell.

The screen flips horizontally and the sky flips with the ground. Balls that were high above are now low and matching lines are made. It's the panic-stricken struggle of a dying man. He loses five entire lines – how is this possible? Where's your God now, fool. Here comes the pain. Blood boils and nerve endings you never knew you had stand up to scream their frustration. This beautiful plan is almost in ruins.





"Glass balls hang over you opponent's heads like the Sword of Damocles. Judgement is on her way and she's **not open for bribes!**"





Clenched fists don't help the bleeding. Hospital is not an option. Losing is not an option. Concentration is not an option. Mustn't punch that TV set again; haven't finished the payments yet. Think good thoughts. Be nice. Think of something. Who put the butter in butterfly? Butterflies don't even make butter – that's just stupid. Who's that over there? Why's he laughing? Who lost what? Oh bugger. Anger, anger. Bloody furious! Okay, one more go. [calm down, mate – Ed.]

Will PRO

dual shock analogue • memory card • two players

The verdict

Out now Import 39.99 Project K — **Published by Compile**

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

This is mean and competitive puzzling that can make you smile like a Cheshire cat or cry like a deep-fried baby. It's easy to learn and tough to master. Some will laugh, some will cry but some will prefer English *Bust-A-Move 4*. Not us.

PRO Rated 90%

Alternatively: *Bust-a-Move 4* – Acclaim ☆☆☆☆





The FMV is childish but well-executed all the same, and we like the cuteness, really.



Tomba 2

The Evil Swine



Tomba converses with an old man, desperate to obtain directions to the local clinic.



Slapping the backs of pigs and small animals has never been so much fun!

The software industry... it's a funny old game. Release a substandard 3-D platform game with a crocodile or bandicoot in it and 'the kids' buy it in their droves. Release an innovative, well-designed 2-D platformer and it rots in bargain basements up and down the country. Is there no justice left in the world?

Anyway, for this sequel to the criminally overlooked *Tomba*, developers Whoopee Camp have taken the plunge and brought the pig mounting cave-boy kicking and screaming into the third dimension. Well sort of...

If you missed out on the original *Tomba* (*Tombi* in the UK) then you probably won't be aware that it was an objective-based, old-school 2-D platformer, which saw a pink-haired cave-boy taking on the might of the evil swine army. Your tasks primarily involved solving problems, by using items scattered around the scenery to unlock doors, activate bridges etc.

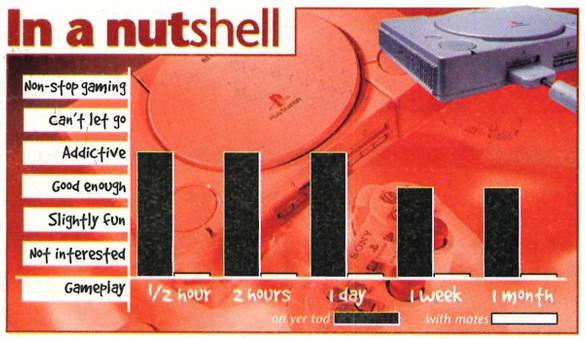
This sequel is much the same, although the action now takes place in a pseudo 3-D environment. So, unlike *Toy Story 2* where the player could roam freely around each environment, *Tomba 2* restricts the player to a mostly 2-D axis. However, at certain points within a level, arrows will appear above Tomba's head to signify that the player can choose the direction along which they intend to proceed. Whilst, by no means strictly 3-D, these options to move in and out of the polygon backdrops lend *Tomba 2* a nice feeling of depth, whilst ensuring that the gameplay remains true to its predecessor.

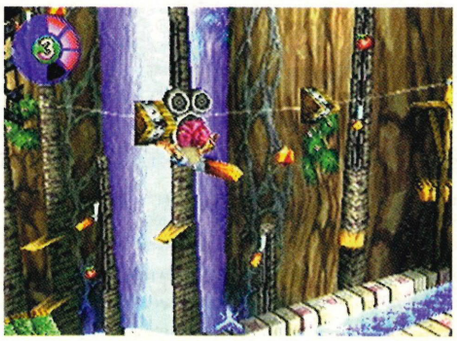
2-D or not 2-D?

If for some special medical reason you really must explore a wide open space then remain calm. Despite it's mostly 2-D gameplay *Tomba 2* does contain some true free-roaming sections. These RPG-style levels, see the eponymous hero running around a series of top-down viewed levels. As before the idea in these sections is to solve a series of mini-quests and objectives, although, it is worth noting that the pacing of these sections is much slower than their 3-D platforming counterparts. For example, in these sections *Tomba* cannot jump and much of the action simply involves the player acquiring an item from point A and then utilising it in point B.

It's easy to see why the developers included these overhead sections, clearly they intended to present a diversion from the mostly platform-based action of the main game. Unfortunately, these stages merely serve to break up the flow of the action and before long players find themselves ploughing through these areas to get to the next platform section.

In a nutshell



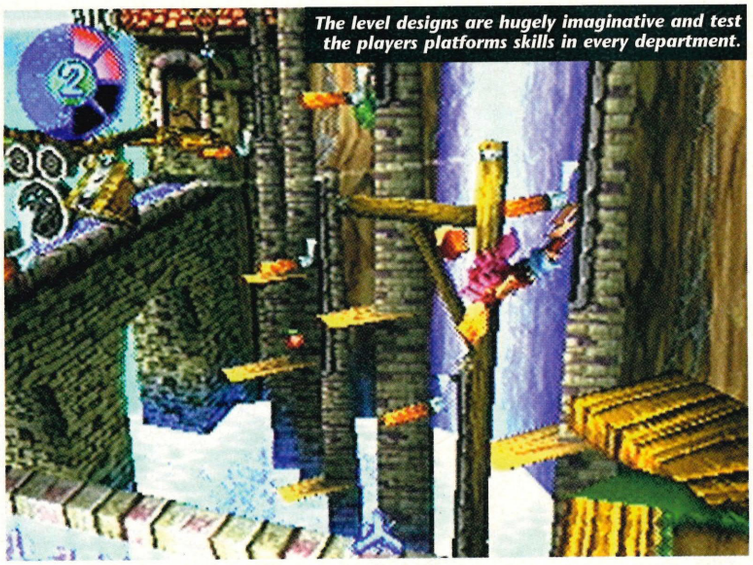




Always take the feather with you

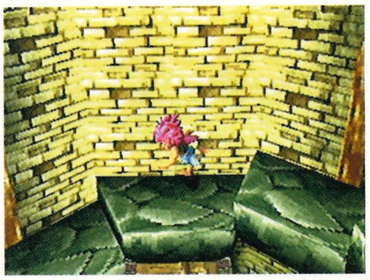
Unlike its predecessor which frequently required the player to retrace their steps, *Tomba 2* features Magic Wings. These feathered accessories allow the pink-haired, cave-boy to return to areas which have already been visited. Thus, eliminating the constant backtracking of the previous game.




The level designs are hugely imaginative and test the players platforms skills in every department.













Tomba 2 *contains a wide range of puzzles that aren't particularly taxing.*

Fortunately, the game compensates for this deficit, with the inclusion of various sub-quests, these range from simple tasks such as extinguishing a fire, in order to save a golden crab from a burning house; to the infuriating and inevitable mine cart sequence, which sees *Tomba* attempting to transport quick-drying cement within a ludicrously short time limit. Luckily many of the game's trickier sub-sections are not essential to the completion of the quest, and the sheer variety of tasks ensures that boredom is kept at bay for the most part.

Enter the pig

The central characters attacks and weapons are also well realised. Tomba begins his quest with the Mourning Star which can be used to stun his pig-like enemies, once incapacitated *Tomba* can then leap onto them; this results in the rather unsavoury sight of the young boy mounting the unfortunate creature in a rather compromising fashion. A further tap of the button will result in the enemy being hurled to his doom.

In addition to this the later stages see the introduction of new weapons such as Ice Boomerangs and items such as Magic Feathers, Bird Clothes and Fast Pants (oo-er).

Graphically, the game is a multi-coloured gem, the character sprites are large and well animated, whilst the backdrops they inhabit are colourful and richly detailed. A section where we see the player traversing a series of chains and pipes suspended over a lava pool is a particular moment that immediately stands out.

Indeed, the graphical quality throughout is of an exceptionally high standard and easily holds its head high against its contemporaries. Sonically, the game is something of a mixed bag; the voice acting that accompanies each of the game's characters is good in the same way as in a cartoon. However, the in-game music itself is exceptionally twee and within minutes will be causing those who hear it great harm and distress [never! – Ed]

Ultimately, *Tomba 2* attempts to blend two genres together, with only a mixed degree of success. If the developers had opted for a straight out platforming romp then the game could have been a real contender. Unfortunately, as it stands the game is the result of a fumbled mating process between the platform and the role playing game which can only seriously be recommended to fans of the equally quirky (albeit slightly neglected) original.

Si

"Sub-quests range from simple tasks such as extinguishing a fire in order to save a crab, to the inevitable mine cart sequence..."

dual shock analogue • memory card • one player

The verdict

Out now Import £44.99 — **Published by SCEJ**

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

A massively enjoyable platform game that brings a plethora of innovations to a genre that is notorious for rehashing the same old ideas. Unfortunately, certain sections become tiresome. For *Tomba*philes only.

PRO Rated 82%

Alternatively: *Ape Escape* – Platinum Sony ☆☆☆☆



Look, robots resembling the Star Wars AT-AT walkers. Blast them now, Luke!





Colony Red Sun

You've done it for freedom and you've done it for vengeance. Now get your trigger finger ready to do it for hard cash...

Space combat. Dog fights in a cold vacuum. "Red leader, we're right above you. Turn to point zero-five; we'll cover you." Planet assaults. Attack runs on defended installations. "It'll be just like Beggar's Canyon back home!"

Easy farm boy, this episode's all about the money and there isn't a mop-haired kid in a judo outfit in sight. Good, so let's get with the story: A long time ago in a galaxy far, far away...

Valdemar's been having bad dreams. A ghost-like general has been hassling our hero with visions of destruction and chaos. Visions of naked ladies riding bubblegum elephants. Visions of his empress' starship, Red Sun traversing the stars on its way to Earth. A peaceful mission? Well, that's what the imperial witch wants the universe to think. We're not dumb, this is no peace mission. Red Sun is a cover for a conspiracy with a shadowy alien race who favour black cloaks and have spiky jaws in their chests. Not the general attire of your classical 'goody' to be sure. But such things shouldn't concern you. Especially when there are 50 missions awaiting your attention, each one paying more dirty money than the last. Long live the free market and lets boogie!

Choose which mission you feel you're ready for and set fire to the heavens. Your a mercenary, so leave your morals at the bar. On one sortie you'll be joining the police on a planet assault, and they will thank you with cash. On the next mission you can back up the bandits at the counter strike. They'll cross your palms with silver and you will feel no guilt, just the cold touch of heavy metal. No one notices that your playing for both sides and reaping the rewards, which is lucky as your arse would be in more slings than you've had hot dinners.

Gourmet massacres

Space combat is so highly polished, you could shave in it. Ships that resemble the Red Baron's Tri-plane, and pirate ships adorned with clown's faces mix effortlessly with the sinister shapes of the gothic alien races. It's not all just a question of blasting machinery either. You now have to fight *Starship Trooper*-style alien beasts as they attack downed craft and blow gun turrets off the backs of dinosaurs without hurting the eco-friendly beasts.

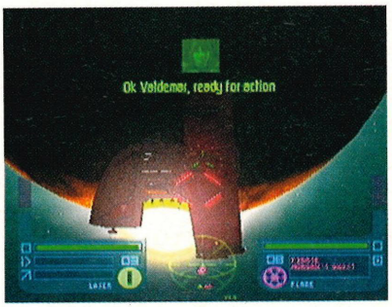
Top marks for originality, and now about the difficulty issue. *Colony Wars: Vengeance* was an angry game that





On-screen hints and more easily visible targets increase your chances of hitting the enemy.

Wars

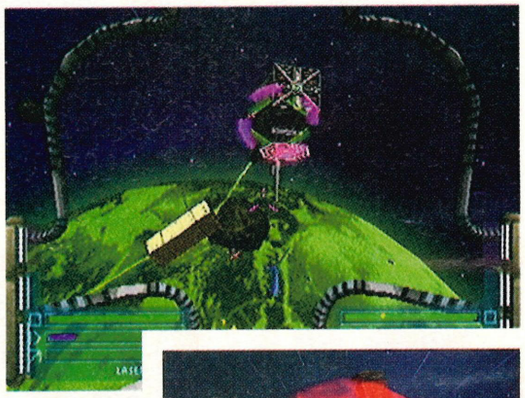




The dark side of the moon?

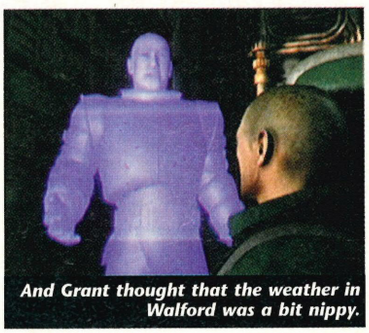


Combat exploits your relentless greed and fuels your fetish to fly!



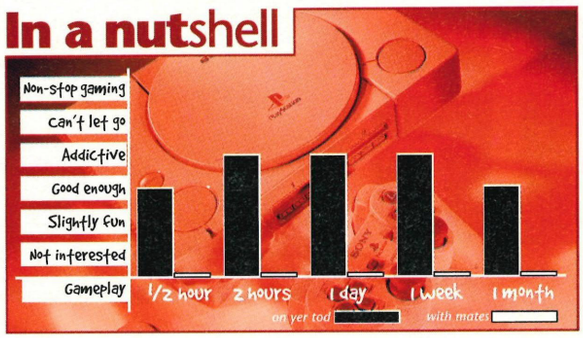






And Grant thought that the weather in Walford was a bit nippy.

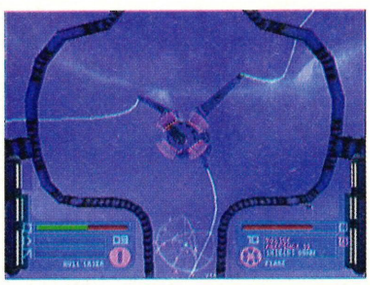
In a nutshell



didn't mind you having a go, but refused to let you get too far without giving you a fair sized slap. Well not any more. Once you've made a few starbucks and have splashed out on some offensive hardware, the missions just peel away like a banana skin. Not too easy, and not too tough. Just right. You can decide whether you want to plough straight in with the plot specific outings, or stick around and clean up on simpler offerings while your weapons get bigger, brighter and generally more scary.

Basically, it's as tough as you want it to be. Instead of a few hard core adversaries, you get massive fighter waves of decent foes. Set your weapons up well and you'll no longer be whittling away at their shield before letting rip with the real firepower. You can scrap them from the sky with a well-placed volley of shots.

"When enemy fighters are buzzing around your capital ship like flies round bantha dung, the frame rate can pay the price!"

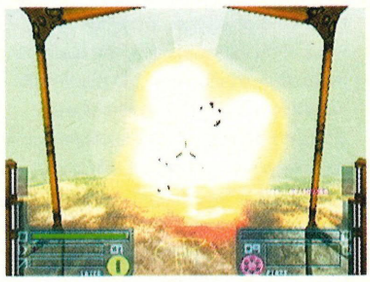




A new hope

When flak is exploding all around you and enemy fighters are buzzing around your capital ship like flies round bantha dung, the frame rate can pay the price. But that won't bother you as you're too busy being wooed by the epic music and pure scale of the proceedings. And that goes for the constant fog that seems to plague each of the systems planets too. It's just not a problem when you are trying to charge up a plasma cannon for a final attack run on a refinery. The only shame is that these planets don't have any gravity. While the forward/reverse thrust inertia of space works a charm, allowing for some nippy motion, it just doesn't work planetside. You can pull off the same stop and hover zero gravity manoeuvres at 50 feet above a frozen landscape. This is a disappointing since screaming over a frozen planet like Luke Skywalker's Snowspeeder over Hoth should have been a show-stopper. Niggles aside, the rest of the game is a real inter-galactic treat! It's the best *Colony Wars*, which pretty much makes it the best space combat game available.

Will PRO



dual shock analogue • memory card • one player

The verdict

Release: March £19.99

Published by SCEE

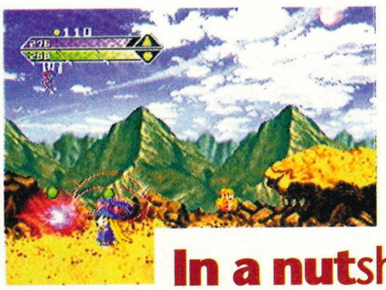
Graphics ☆☆☆
Sound ☆☆☆☆☆
Gameplay ☆☆☆
Lastability ☆☆☆

The *Colony Wars* series has reached a happy ground. With a greater scope for customising your firepower and missions that refuse to beat you over the head with a rolling pin, everything is as it should be.

PRO Rated 87%

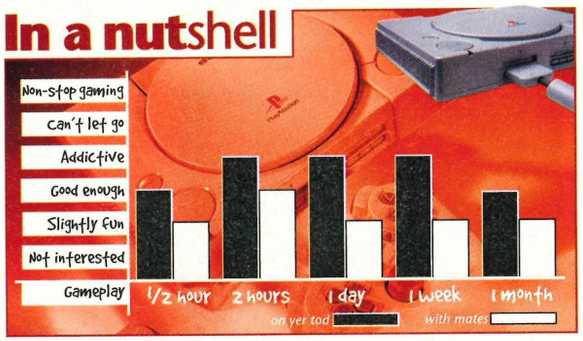
Alternatively: *Blast Radius* – SCEE ☆☆☆


The game contains a handy tutorial to familiarise you with Shinya's attacks.





In a nutshell



Silhouette Mirage

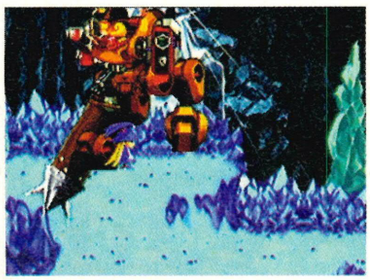

Silhouette Mirage *proves that there's still life left in the old skool 2-D genre.*



The day of the thinking mans shoot-'em-up is upon us!

Silhouette Mirage began life as a Saturn game (ask your Grandad) and was heralded as one of the better titles for Sega's ill-fated console. However, things have moved on and in these days of polygon pushing, PlayStation extravaganzas, the question arises: Can an old skool 2-D blaster still cut the mustard? The answer is yes, although be warned, *Silhouette Mirage* will not be everybody's cup of tea…

The plot is the usual mixture of fantasy and Japanese lunacy, although it should be pointed out that the game's English translation is surprisingly (and intentionally) amusing. The player guides Shyna: Messenger of Justice on a quest to save the world – a quest which involves taking on a cute legion of anime rejects. These enemies range from the sublime (hammer-wielding pumpkin heads) to the ridiculous (a huge flying fish, blessed with the face of a young girl).



Slap 'em silly

Gameplay, involves guiding Shyna around a series of 2-D landscapes and blasting the inhabitants of each level into submission. As is usual for this type of game a powerful boss resides at the end of each stage and must be defeated if progress is to be made. However, *Silhouette Mirage* is by no means a brainless wonder, Shyna's repertoire of moves is surprisingly large and includes standard shots, a shield like reflector burst, dash attacks, throws and grabs. When a foe has been grabbed, Shyna can administer a good slapping, which sees the enemy dispense coins across the screen; these coins can be collected and used to purchase new weapons and items in the shops that crop up throughout the stages.

Eighties throwback

The game's cute exterior, belies the strong strategic element contained within. For example each of the games enemies fall into one of two categories, 'Silhouette' or 'Mirage'. When Shyna faces right she fires a silhouette attack, when facing right she fires mirage attacks. Naturally, this means that foes can only be destroyed from one side, a simple idea, but one that gives the action an added feeling of depth.

Graphically and sonically this is a classic example of Japanese arcade design, the PlayStation's 2-D capabilities get a full work out. The richly detailed visuals, whilst retro in styling, possess a charm that is lacking in too many of today's titles.

Ultimately, *Silhouette Mirage* will appeal to fans of late Eighties coin-ops, but its heavy retro influences will no doubt turn off the Lara generation of gamer.

Si



dual shock analogue • memory card • two players

The verdict

Out Now Import Project K £44.99 Published by Entertainment Software Publishing

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

An enjoyable and innovative piece of retro-style blasting, which will undoubtedly appeal to the shoot-'em-up connoisseur. May be off putting for those who like their action presented in more of a contemporary fashion.

PRO Rated 75%

Alternatively: *Metal Slug* – SNK ☆☆☆

Dune

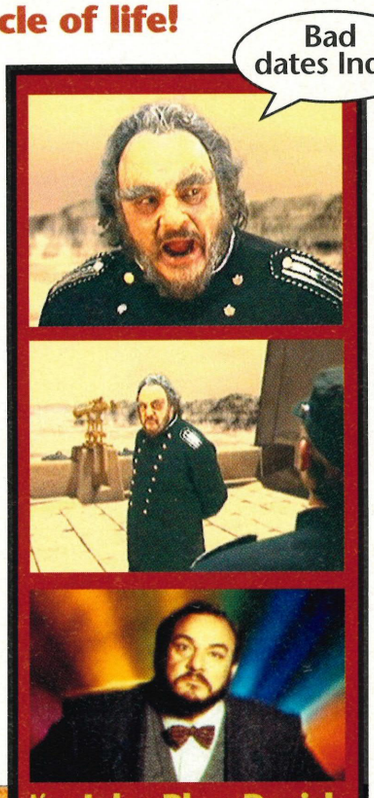


The original gave birth to a genre, the sequel gives birth to a turd and the circle of life!

A long time ago things were so different. If you fancied a bit of strategic gameplay you were forced to drown yourself in table-top war game hell. Take a turn and sit back while your opponent gloated at their master move that never came. Days passed. Summer turned to autumn then to winter and again back to spring, and the beards grew long [only yours, monkey man – Ed].

Then it came. *Dune 2*, straight to your Amiga or pathetically specced PC. Real-time strategy was born and the path for *Command & Conquer* was laid with blood and sweat. Everything we now and love was there. Collect spice to gain cash. Build up your forces and lay siege to your enemy. When the pant parcels started to hit the fan empires fell and it happened fast. This was strategy for people who didn't like folk music or fancied pigeons. This was playable.

Just as *Dune 2* gave birth to *Command & Conquer* and its rowdy spawnings; C&C gave knowledge back and a mightier *Dune 2000* – or at least that's what should have happened.

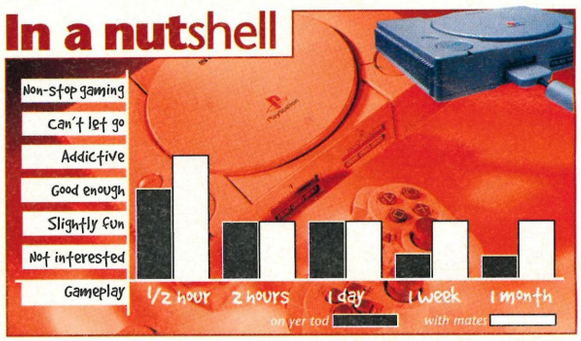


I'm John Rhys-Davis!
First, they let me work on those *Indiana Jones* movies. Great days I tell you. Now this? Pass the shotgun, I'm after my agent!

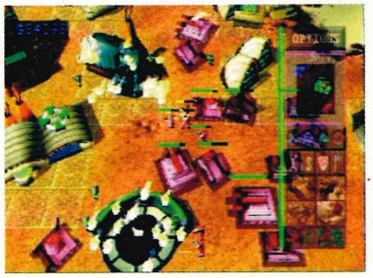
You've blown up their base, yet a single enemy soldier manages to get his revenge while my men sit around.

Carriers drop off your harvesters right in the middle of the crop. A handy feature that does nothing to save this cack.

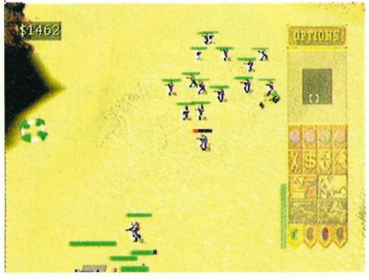
In a nutshell











No cigar

Dune should have been a stone cold killer of a game. All the lessons of old, lovingly injected back into the mother of all real-time strategies.

But hold on a cotton pickin real-time minute, why can't we decide to build ten troops in a row, instead having to pause our plan as we build one unit at a time? What about setting way points for complex manoeuvres? And why do my troops open fire, without the order, at figments of their imagination while enemy troops happily rain merry death on key installations? Because instead of following the genres progression and building a game that takes all the good bits, those clever people at Westwood decided to give us a game that harks toward the ancient *Dune 2* while trying to take on all the wrong gimmicks. So when you hear gunfire, but can't work out who it is, just remember that this game wasn't designed for 3-D.

If you could rotate the battlefield (as in *Warzone 2100*) you would be able to see an invading trooper with a pop gun, happily plugging away at your headquarters. But your men will just let him do it without giving a single baboon's blue arse about it. And neither should you. What a horrible waste. You must now look towards the Platinum *Command & Conquer* games.

Will

mouse • link cable • dual shock analogue • memory card • two players

The verdict

Out now £39.99

Published by Electronic Arts

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

Bland graphics mix effortlessly with retarded artificial 'intelligence' to give us a landmark addition to the badly programmed real-time strategy genre. A miracle of under-achievement swimming in a sea of tripe.

PRO Rated 61%

Alternatively: *Warzone 2100* – Eidos ☆☆☆

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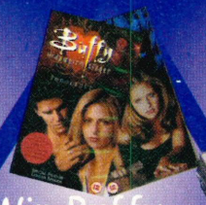
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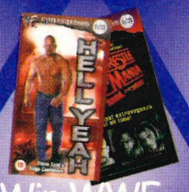
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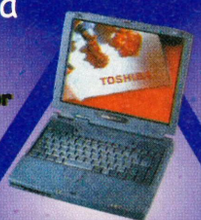
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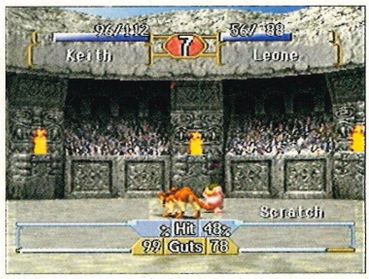
Sega Dreamcast **09067 525867**
Sony PlayStation **09067 525868**
Nintendo 64 **09067 525869**

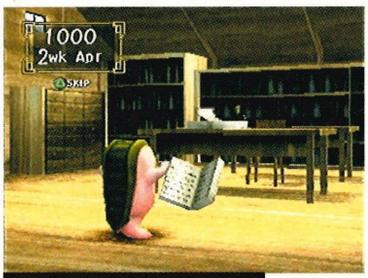
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Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions 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:

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Monster Rancher 2







Training missions are all handled automatically, thus eliminating fun.

Meanwhile back at the ranch, nothing much was happening...

Filling airships with hydrogen; going for a drink with Oliver Reed and urinating on electric fences... none of these things are a good idea. However, misguided as they each may be, they are all better than the idea behind *Monster Rancher 2*. Sadly, somebody forgot to tell Tecmo about this, and consequently we find ourselves being presented with the PlayStation equivalent of the playground non-starter, the 'Bar Code Battler'.

The basic premise of the game is that you're a novice monster trainer with aspirations of grandeur. Your goal is to buy and trade monsters and then train them until they're strong enough to be entered into fighting tournaments. The 'action' begins with you ploughing through a bizarre (and irrelevant) personality test, containing extraneous questions such as: "In this world there is something that I must do at the risk of my own life. Yes/No?" Once you've finished the test, you're introduced to Coltia (Colt to her friends), your beautiful young assistant. You can now begin to acquire some big old, bad-ass monsters.







Raise your custard if you can smell an impending lawsuit? Yes/No

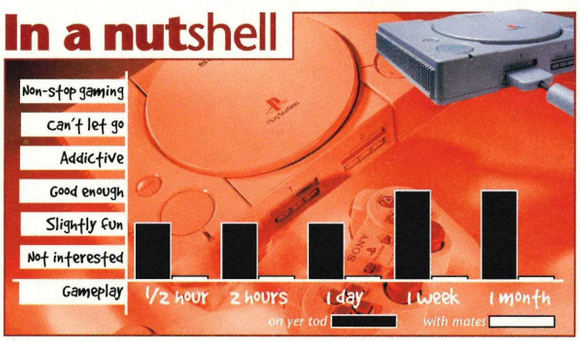
Making music

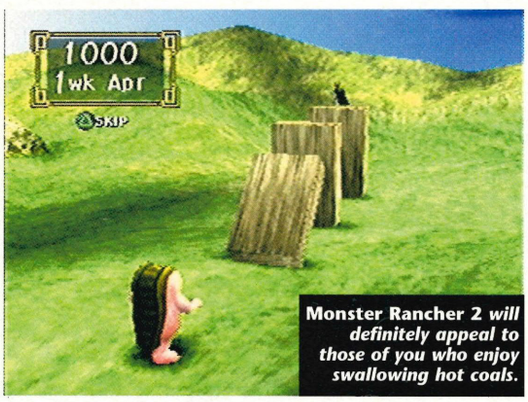
The player can either select a beast from the market; or, as in the original, you can visit the shrine. This is where one of the game's unique selling points comes into play. Brand new monsters can be created by inserting another music CD into the PlayStation, and by experimenting with different discs you can stumble upon some truly bizarre creatures. Once you're happy with your selection you can return to the ranch to train and feed it. With the little tinker powered up, you can now enter a tournament, here you fight a series of bouts against monsters of a similar power level, and so it goes on... and on... and on, and on, and on...

Visually, the game is an improvement over its predecessor (but then so are most potato prints) and the 400 monsters on offer are all well-designed, if somewhat generic, (think Pokémon on steroids). Ultimately, *Monster Rancher 2* is little more than a glorified Tamagotchi for the PlayStation and as such can only be recommended to sad, repressed, anally retentive gamers.

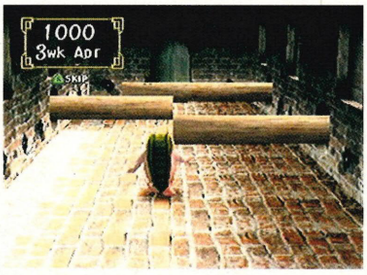
Si

In a nutshell





Monster Rancher 2 *will definitely appeal to those of you who enjoy swallowing hot coals.*



dual shock analogue • memory card • one player

The verdict

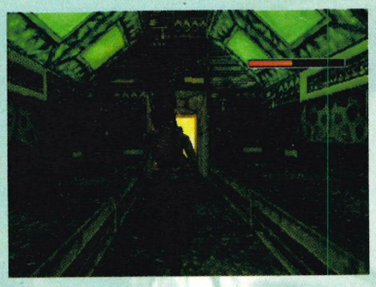
Out now Import £44.99 Project K — **Published by Tecmo**

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

A disappointing release that may appeal to a limited audience (sadists, insurance cheats, accountants, and so on). However, the sedate pace ensures that this will bore most God-fearing citizens senseless at 50 paces.

PRO Rated 57%

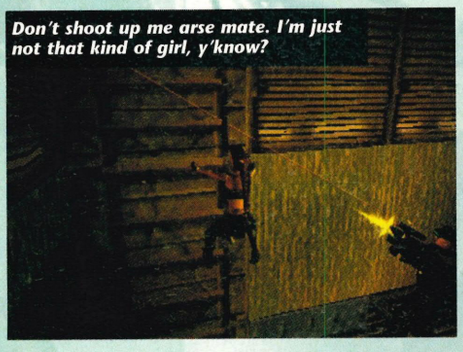
Alternatively: *Pet in TV* – Sony ☆☆





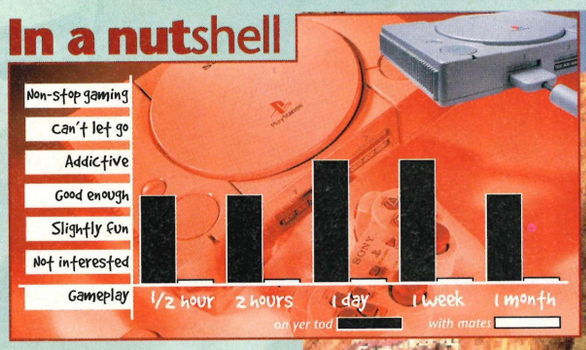






Don't shoot up me arse mate. I'm just not that kind of girl, y'know?

In a nutshell





Tomb Raider III

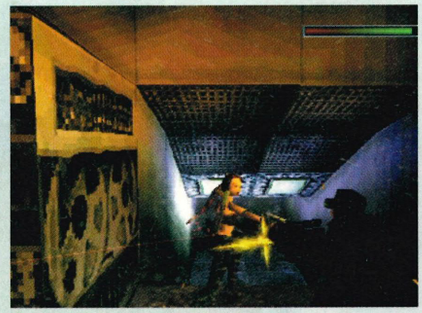
P = Platinum Game Special

Ah, the humble *Tomb Raider III*, arguably the last great Tomb Raiding expedition before the recent lacklustre fourth instalment. Here, Lara traverses the world in a huge game which visits the London Underground and calls at the familiar Egyptian haunts that she loves so much.

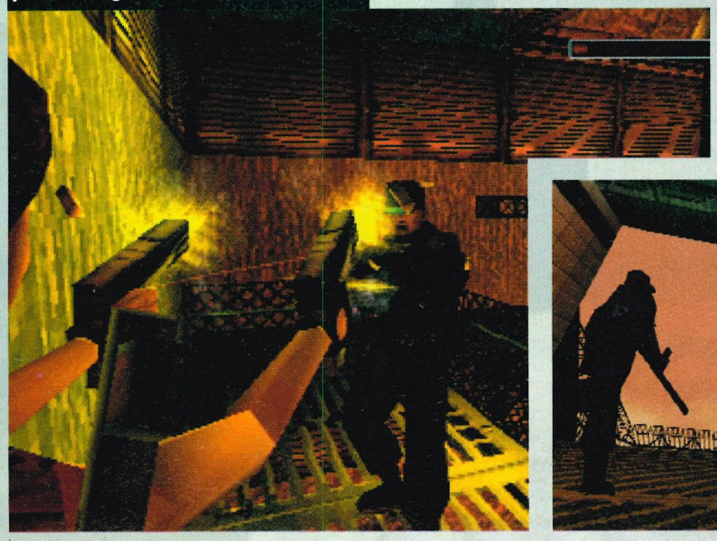
This version plays more solidly than previous incarnations, using the analogue pad's right stick to pan the camera and if you press the sticks, they act as the jump button! Tiny innovations, sure, but with *Tomb Raider* they're a bloomin' revelation.

Visually, this must be the best game of the series too, with convincing water effects and environments drawn far into the distance. Puzzles are quite frequent, but the the huge levels make this one of the harder games to complete without getting lost or just plain confused.

She's here again, but this time she's cheaper...



Boom! Givin' it to ya John Woo style, punk! Lara get vicious.





Pleased to meet you... Lara greets Bigfoot with a warm welcome.





Miss Bea does Lara!

Now that Lara has gone three times a Platinum lady, we've got the cheats for the third version which we reckon you'll be needing. Resident tipstress Bea has come up with the goods yet again and she certainly doesn't disappoint us with her delights. These codes need to be entered in-game without pausing, by the way.





All Weapons etc
L2, R2 x2, L2 x4, R2, L2, R2 x2, L2, R2 x2, L2 x2, R2, L2 x2, R2
Lara will scream if it's worked! Your inventory will now have all the weapons plus lots of Medi Packs and Save Crystals. Re-enter the code for even more of these (and additional ammo).

Level Skip
L2, R2, L2 x2, R2, L2, R2, L2, R2, L2 x4, R2, L2, R2 x4, L2
Lara will say "No" if it's worked. The screen will freeze for a second or so, then continue with an FMV sequence (if there is one) and Statistics screen.

All Secrets & Keys
L2 x5, R2, L2 x3, R2, L2, R2, L2 x2, R2, L2 x2, R2, L2 x2
If it's worked, you'll hear Lara moan. Go to the Statistics screen and you'll have automatically collected eight secrets – even if there are less on the level! Move up from your weapons inventory and you'll also find every key that you need.

Full Energy
R2 x2, L2, R2, L2 x6, R2, L2 x3, R2, L2 x5
You can replenish Lara's health with this code, although it's easier to use a Medi Pack gained from the All Weapons cheat.

Race Track Key (Lara's Mansion)
R2, L2 x3, R2, L2 x6, R2, L2 x5, R2, L2 x2
If you can't be bothered looking for the Race Track Key in Lara's mansion, enter this code to get it.

TRAINING LEVEL GUNS
Start a new game, then use the All Weapons cheat. Now keep using the Level Skip cheat until you reach the globe to choose your next destination. Select London and drop off the ledge to kill yourself. Choose 'Exit To Title Screen', then select Lara's Home. Press Select to bring up her inventory – all the weapons are there, even though their pictures aren't. However, you can only use the Uzis and Desert Eagle and the guns look strangely large in Lara's hands.

The first, level, for example starts with Lara falling down a jungle ravine in which she must leap to avoid the *Indiana Jones*-style spikey pits of death. It's hard to spot them first time round, so an unusually grisly death is assured as she impales herself. The new vehicles and weapons include Skidoos and jeeps, furthering the game's transvestite *Action Man* feel, with rocket launchers and the grossly oversized Desert Eagle firearm for the evil monkeys that stalk you. Unfortunately, some swines just cannot be killed, like the shoals of piranha fish that lurk in the rivers.

Monkeys help you find your way around the trickier sections of the levels and Core even nicked the binocular function from *Metal Gear Solid*. For £20, it's a bargain until the heavenly *Metal Gear Solid* arrives on the Platinum label. And look, you can get all the *Tomb Raider* games for under £100! Completists will be overjoyed at the prospect.

Rich

dual shock analogue • memory card • one player

The verdict

Out Now £19.99

Published by Eidos

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

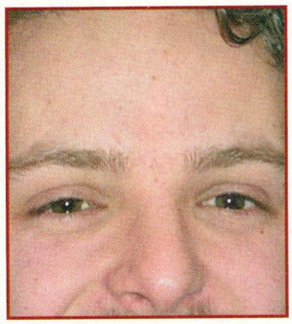
The last great Lara on the PlayStation. Remember her at her prime, before she starred in that fourth game which was the videogame equivalent of *Be Here Now*. This is *Morning Glory* and no mistake. Ahem.

PRO Rated 92%

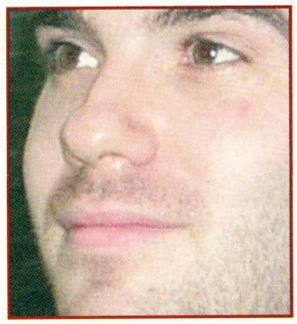
Alternatively: *Soul Reaver* – Eidos £44.99 – ☆☆☆☆

Reviews

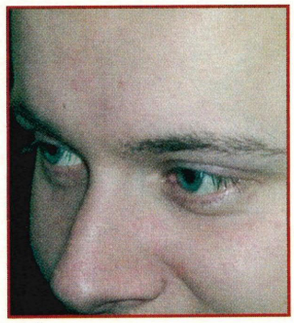
Find out what the rest of the PRO team thought about this month's selection of gaming releases...



Rich

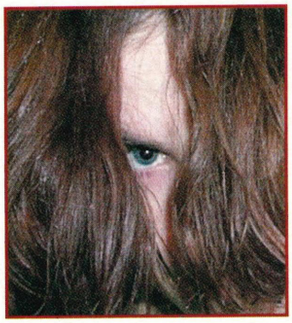


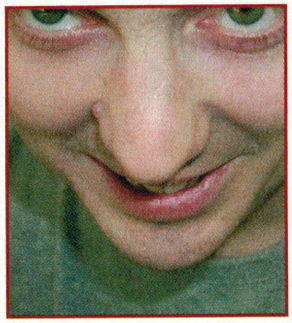
Will



Si

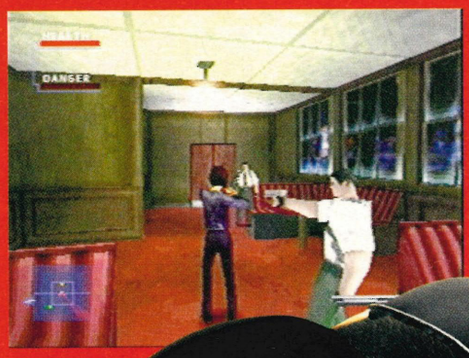
	Rich	Will	Si
Micro Maniacs	At last we've got to play this wonder. Still the best four-player game in existence I think. The other two oiks Will and Si are too miserable to play. ☆☆☆☆	Reviewed it!	Fancy paying £39.99 for *Micro Machines V3* with a new lick of paint? Then step right up sir/madam, we have just the game for you. ☆☆
Chase The Express	This is easily the best looking clone of *Metal Gear* and *Resident Evil*, but lacks the finesse of the Konami title. We'll review the UK version soon. ☆☆☆	Reviewed it!	What with the average train driver ignoring red signals these days, you'd have more fun and excitement on the real thing. Generic old toss. ☆☆
Hydro Thunder	This is PlayStation gaming circa 1995, but with some deeply suspect gameplay. It's just not fair that people should be asked to buy this. ☆	This is Midway's Waterloo. When you find yourself getting overtaken by a Mississippi steam boat, yet your breaking the sound barrier this is cack game country. ☆	Reviewed it!
Psychic Force 2	Novel four dimensional fighter which can't really be recommended with *Tekken 3* doing the rounds at a sub-Platinum £15 in most places. ☆	Reviewed it!	The videogame equivalent of waking up next to a rotting corpse. AVOID, AVOID, AVOID. ☆
UEFA Champions League	Reviewed it!	I loved this game more than the law allows. I love it – I LOVE IT. And I'm not afraid to say it. ☆☆☆	More bloody football, but with that said this is actually alright. However, *ISS Pro Evolution* still rules the footballing roost. ☆☆☆
Rollcage Stage II	Supreme future racing in an *F-Zero* style. Great in one player for billie no mates and the game is a marked improvement over the original. Top. ☆☆☆	Faster than a Swansea girl and much better looking too. It's got all that made the original so impressive and none of the gash that made it stink. Cheers. ☆☆☆	Reviewed it!
Fear Effect	All the lure of a good looking game with fairly decent gameplay. Plays like the old *Flashback* and *Another World* games, which is no bad thing. ☆☆☆	Imagine a boot stamping on the face of humanity for eternity and your still nowhere near the harshness of this game. It doesn't play – it punishes. ☆☆	Reviewed it!
Jimmy White's 2	Reviewed it!	There are a fine collection of pub games here. If this game could get you wrecked and get you into a pointless fight it would be perfect. ☆☆☆	Not a bad effort, but it's worrying that the sub-games are more diverting than the main event. ☆☆☆
Theme Park World	Fast PC port that's more fun and accessible than the original Bullfrog classic. I like the fact you can play the park games as well. That's class. ☆☆☆	Reviewed it!	One of the finest management sims on the go. However, anyone who's never heard of double entry book-keeping should stay well away. ☆☆☆
Player Manager 2000	For football boffins really, casual fans of the sport may find it all baffling and I'm not a fan so it goes completely over my head. Sorry. ☆☆	If you like sitting up till four in the morning while fiddling with numbers that mean NOTHING, then you'll love this spreadsheet of a game. I don't. ☆☆	Wee wee, poo poo, underpants, plop, plop, toilet... are just some of the words that spring to mind here. Although I could go on. [Please don't – Ed] ☆
Super Puyo Puyo 4	My favourite game of the issue, bar *Syphon Filter 2*. Mad Jap business with squidgy blobs and cute characters. More addictive than *Tetris*. Really. ☆☆☆☆	It took me a while to get into this one's pleasures, but when I did I was hooked. Then everyone beat me and I hated it again. ☆☆☆	If we ignore *Tetris* on the Game Boy, then this is probably one of the best puzzle games on any system. ☆☆☆☆
Tomba 2	I liked the first one for the comedy factor of mounting pigs but this is genuinely stunning in places. A surprise gem of a platformer. ☆☆☆	I just like mounting pigs, really. ☆	Reviewed it!
Colony Wars: Red Sun	Sony are releasing this title at £19.99. There aren't any excuses for you lot not to buy it as it's the best in the series by fair distance. ☆☆☆	Reviewed it!	Nice space-themed shoot-'em-up which improves on its predecessors. Represents especially good value too. ☆☆☆
Silhouette Mirage	Treasure do the business yet again with this polished and playable retro platformer. Laughs in the face of things like *40 Winks*. ☆☆☆	Right, so it looks bloody awful, plays astonishingly bad and involves shooting... But what the hell are you shooting? This laughs in the face of playability. ☆	Reviewed it!
Dune	Ugly *C&C* clone which advertises all the Platinum versions of *C&C* in its game box. How annoyed would you be if you bought this, eh? ☆	Reviewed it!	David Lynch's celluloid gets the videogame treatment. Absolute and complete rubbish. ☆
Monster Rancher 2	PlayStation Pokémon, but not quite. A good attempt but without feeling. Pica love, how can you cherish the characters? ☆☆	A really good idea that has been passed through a really good idea filter. They took something that was beautiful and they destroyed it. ☆	Reviewed it!





Nerys	Ian
Tiny things on tiny legs, running, running, running. Nope,still doesn't really work. ☆☆	It's just the same, yet without the depth. What's going on? OK it looks nice enough, but I feel a bit cheated! Give me something else. ☆☆
Wow! This game is fantastic new take on the shooting/adventure genre. Shooting? In a train? Where do they get their ideas from? ☆☆☆	Sony's next big thing, eh? Looks brilliant but sticking all that *Metal Gear* sneakery onto a train just seems a bit of a wasted opportunity. ☆☆☆
Shoddy graphics, silly idea and if they had the required technology it would smell really bad too. ☆	Ha ha ha. Oh you crazy Americans, what will you think of next? Anyone for *Quadbike Thunder*? ☆
Computerised, airborne dogfighting, without planes or dogs. Very average. ☆☆	I like dis! Some may say it looks like a scrappy mess, I say that's style. And it plays well too, a very solid fighter in fact. ☆☆
So many football games, so little time. Slots in with the crowd very nicely, without doing anything unique to make it stand out. ☆☆	This ranks as the best footie game I ever played. With excellent graphics, teams and smooth controls, Eidos have another winner. ☆☆☆☆
Hard to grasp at first, but exciting and taxing to play once you adjust to that slippy, topsy turvy world. ☆☆☆	I looked at it and it stank. I played it and loved every inch of its smooth-playing, quick-flipping laughs. Play me! Play me it's shouting! ☆☆☆
This looks and sounds fantastic and has an interesting and imaginative story line. Unfortunately it plays like antique Hammond organ. ☆☆	There's got to be a game in here somewhere? Lush graphics, cool sounds and, erm, no game. Possibly the biggest disappointment of the year. ☆☆
This is a cracking bunch of pub games! Why drink booze in a smoky atmosphere with people you hate when you've got this instead? ☆☆	A game about pubs. With pool, darts and drafts backing up the smart pool action this is looking very good already. ☆☆☆
Funny, taxing and surprisingly colourful and upbeat for a God sim. Lets make those kids puke! ☆☆☆☆	Well hey, hey. Another stonking surprise! Build a bloomin' great theme park and scare the kids – and if you're Will, steal small childrens dreams. ☆☆☆
	Reviewed it!
This is one of the greatest games ever to grace the PlayStation. *Tetris* with an enormous solid gold cock ring on. Well recommended. ☆☆☆☆	Reviewed it!
An average platformer with nice 3-D environments but no real surprises when it comes to gameplay. ☆☆	
Shoot everything! Duck! Run for cover! This is a stonkingly good game with loads of action and guns. GET DOWN! ☆☆☆	
Kind of like Pokémon, which is, in fairness to the genius who created it, an extremely irritating and dull game. Therefore, this is second rate. ☆	





GAME OF THE MONTH



Syphon filter 2

Rich

Hugely expanded sequel which is twice as big as games such as *Mission: Impossible*. May not be quite *Metal Gear*, but what it lacks in quality in makes up with quantity and lush presentation. This is a real contender. ☆☆☆☆

Will

This may be much trickier than the original, but it's got a lot more depth and so much blood. The twisting plot and constantly changing mission objectives make for some tasty action and you get to play a chick wearing a hospital outfit. Result! ☆☆☆

Si

Reviewed it!

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A Good Call...

HERE'S HOW IT WORKS!!

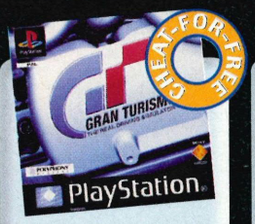
It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in 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!

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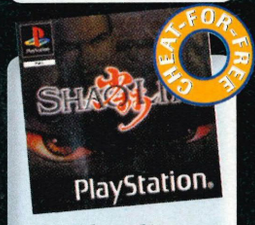
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Colin McRae Rally
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Street Fighter X plus Alpha
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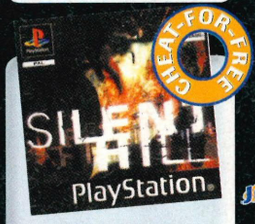
Carmageddon
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Time Crisis
0906 2223010



Resident Evil 2
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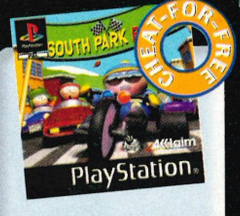
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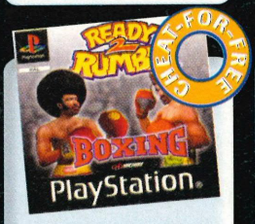
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Quake 2
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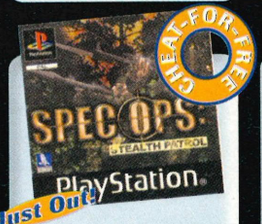
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Ready 2 Rumble
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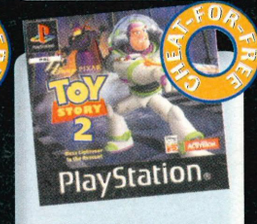
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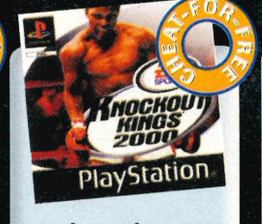
Mickey's Wild Adventure
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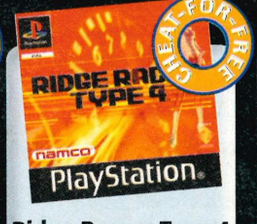
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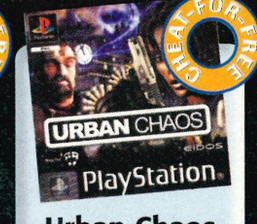
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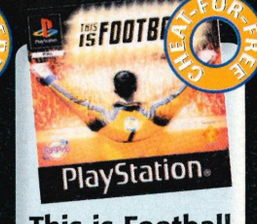
Knockout Kings 2000
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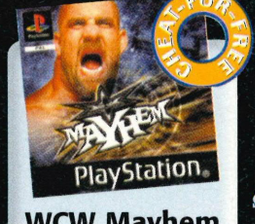
Ridge Racers Type 4
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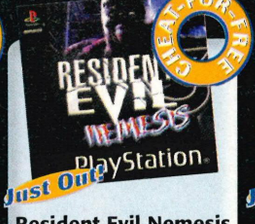
Urban Chaos
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This is Football
0906 2223026



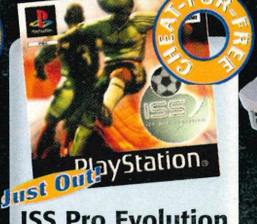
WCW Mayhem
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Resident Evil Nemesis
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Track & Field 2
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ISS Pro Evolution
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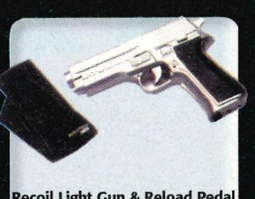
Multitap
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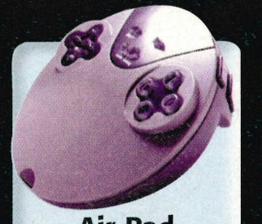
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mouth letters



Hello, back again. This issue you've bombarded us once again with your strange queries for Miss Bea but luckily we've had some intelligent PlayStation2 questions raised. The man who thinks the **Evil Dead 2** *game would help sales of the PlayStation2 and the other who would like er, photos. Maybe not so bright.*

Richard Melville: Editor
richm@paragon.co.uk

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

Ashes to ashes

Dear Pro,

I am writing to enquire about the game *Evil Dead: Ashes 2 Ashes*. Firstly, I would like to know if it even exists or whether it is just another load of rubbish made up to keep people interested in their PlayStation. If the game does exist will it be more like *Tomb Raider* or *Resident Evil*? (Please let it be like *Resident Evil*!)

Do you have any info on the story line of the game because in two of the three films Ash is in a tiny cabin and you can't make a game out of that, can you?

Finally has Bruce Campbell been signed to do the sound, motion capture or FMV for the game?

Here's hoping that this isn't just another shite movie tie-in. Hopefully the game will lead to another film sequel!

Hope you can help me out Pro. Keep up the good work fellas!

PS. What's got 500 legs and no pubic hair? The front row of a Boyzone concert.

PPS: What has a woman and a [SNIP! – ED]

Phil Dubowski, Mansfield



PlayStation PRO MAGAZINE

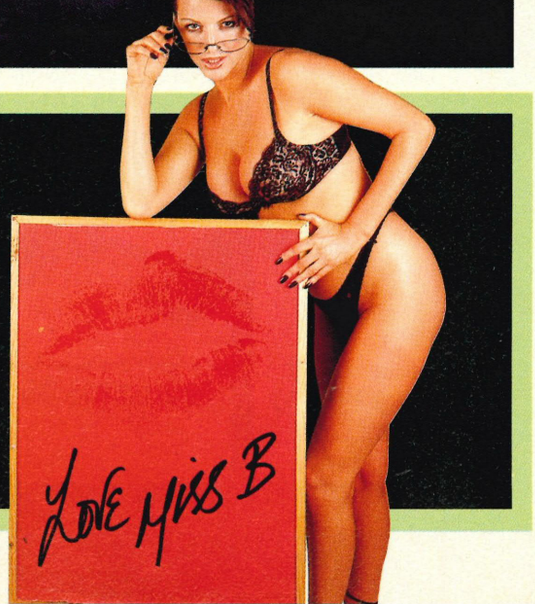
Bare Bea

Dear Pro,

My dad is a photographer and he takes nude pictures of ladies. He would much appreciate it if your tips girl, Miss Bea, could come and pose for him. He would pay you £1,000 for each photo he takes. Could you please write to him in person and send to my address.

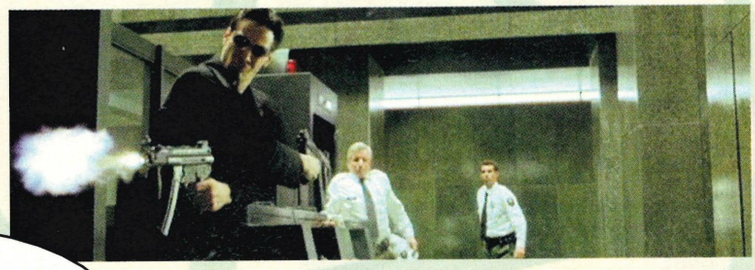
Daniel Paul, Brynaman

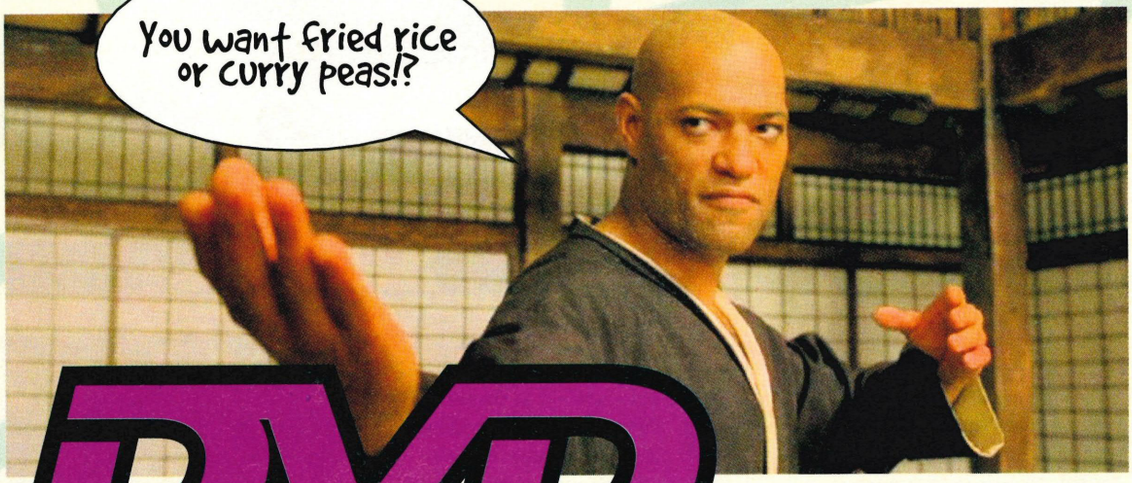
Sorry Daniel, we can't help you or your dad. You are either lying or are the most dodgy couplet we've seen since Anna Nicole Smith and that aged Texan oil tycoon. You're clearly 25-years-old and not, as your letter states, 13. We'll send you an autographed card of the ubiquitous Bea if you behave yourself and admit your sadness to the world.



The PLAYSTATION PRO letters page is sponsored by...
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ers





Phil, you're in luck. THQ will publish the game at the end of the year and all the film creators are involved, including Bruce Campbell who does the voice-overs. The environments will be newly created ones along similar themes to the small horror confines of the cabin and forest. There are no screens of the game just yet, just concept sketches but we'll keep you posted. Oh, and your jokes aren't funny. Or mature. Go to your room...

PS2 – a fair cop?

Dear PRO,

Will the PS2 actually be any cop? I've been noticing the steady decline in the quality of games for quite some time now and I'm thinking that a whole new Emotion chip won't actually save us from being inundated with more mindless drivel. In fact I see it as a problem that can only get worse before some government initiative is taken out and games developers are forced to make cool games or they will be forced to pick up litter in the streets. If I ever see a *Tomb Raider* game on PS2 I will gouge my eyes out.

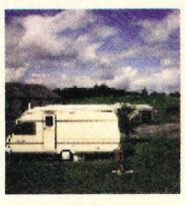
A. Baldarchie, Dogmead

The PlayStation2 will have some of the best games you will ever play. *Tomb Raider*, however, will rise again.

Caravan of PSX love

Dear PRO,

I'm being forced to go on a three week



caravan tour round the UK this summer. My parents think that it's going to be a laugh while I just know that it's all going to end in tears. Can I power my PlayStation from our car battery and what connections do I need. Please help, or I will go totally mad and storm your office with a bag full of petrol bombs.

Michelle Hunter, Deansgate

You can power your PlayStation with your car battery, via a simple adaptor similar to the kind you'll find in Halfords, just say you're using a ghetto blaster. A TV might be more tricky. We'd advise a Game Boy or better still, a NeoGeo Pocket for your portable thrills.

Digi doubts

Dear PRO,

What can I say, I am totally blown away. If it were summer, then I'd make some hay because I bought a copy of PRO today!

As you can tell, I'm no real poet – but seriously guys, thanks for making my favourite PlayStation magazine even better than ever.

I don't want to stroke your thighs too much though – so I wonder if I can test your expertise and you can answer a few questions. Well, one anyway.

When I buy my PlayStation2 (I've already saved up the cash 'cos I can't wait) will I be able to use it as a DVD player? My mate's gone and bought a Panasonic heap of plastic and I'd just love to be able to show him my plush new beast that'll be capable of showing *The Matrix* in all its glory.

'Fresh' Freddie Miller, Cornwall

Yes, for the last time Sony's new console will play DVD movies. See news for more details.

Kevin Bacon

Dear PRO,

I'm writing to you for some personal advice that I don't wish to be printed in your (excellent) magazine. I'm not a bad looking bloke, and I've been told on many occasions that I



resemble a young Kevin Bacon. So it can't be my face's fault that girls hate me – so what is it?

I am a keen martial artist and can beat anyone on any PlayStation game. To cut to the chase – I am a real catch. Ha ha, as you can tell, my sense of humour is top notch too. Please write back to the above address and give me a few pointers. I will try anything once.

Roy Proust, Donnington (We ROCK!)

Dear Roy, this is a PlayStation magazine and if we had to help every lad like you, we wouldn't be able to write a magazine. However, next issue will mark the revival of our Shout! section which will enable you to contact pen pals, flog games and the like. And, believe me, Donnington does not 'rock' although Will thinks so...

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!

PlayStation Pro leads you into the comical and seedy reality of dance on the PSX

Funkmistress Flex, AKA Nerys Coward, helps us mix it up...



The legendary turntable-laden **Beatmania** *arcade machine. Funky, and no mistake.*

Beat

"You dancin'?"
"You askin'?"
Long has this little ditty been shared in discos and nightclubs across the land. We Brits are world renowned not only for our finesse on the dancefloor, but also for our natural flair and creativity in the arena of creating music, as recent revelations Steps, Skooch and a whole festering flurry of boy bands have demonstrated.

The gaming industry has made attempts to accommodate our interest in the ancient art of disco. But have they really done enough? Can we really say that the dancer inside all of us (even if it is just an overweight Barry Lager in a checked shirt biding his time till the post pub punch-ups start) has been satisfied by the availability of dance sims? Or is the very existence of the PSX the best excuse for the wallflowers amongst us NOT to dance?

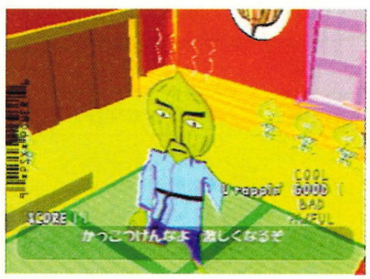
We trip the light fantastic, Wayne Sleep-style, and endeavour to find out...

PaRappa 4 Lammy

This is where it all started. *PaRappa*, that dangerous doggy with all the moves and the grooves, blowing the whole thing off way back in '97. He hit us with it, old skool-style. *PaRappa* was on a mission – a one dog mission – to gain the affections of his sweetheart, the delectable Sunny Funny. The only way to make the girl swoon was not, as in most scenarios, to whop out the mighty dobber, but to rap through six testing scenarios displaying a charming sense of rhythm and poise.

PaRappa took the gaming world by storm with its originality and its painfully



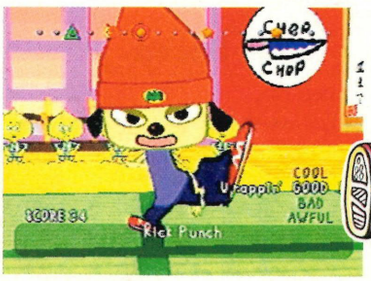


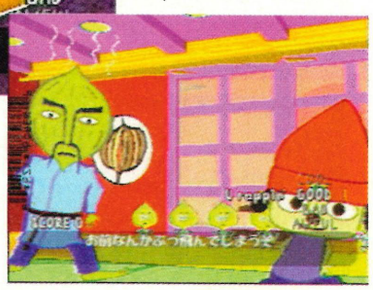
colourful 2-D cut-outs, but it collapsed on length. Having only six stages to rhyme and steal through, it was easily possible to get though in a matter of hours. The only thing left to do then was to backtrack and impress the rapmaster himself, Chop Chop Master Onion, into giving away a rating of 'Cool', rather than the passable, but frankly unimpressive 'Good'.

The game also had that intractable element of freestylin', which gave us the opportunity to elaborate on the moves we were just parroting Simon Says-style. If we double up on the recommended dose of moves, say replacing a single Cross, Circle, Triangle formation and replaying it 'Two Timze', we might just hit that magical combination that inspired the leader of the rap dojo to tip us the wink and









Bust-A-Groove

In between *PaRappa* and *Um Jammer* came a game that really defined dance in gaming. With the advent of the first PlayStation dance simulator, *Bust-A-Groove*, in 1998, gaming hot steppin' came of age. Once we got over the embarrassment factor of a game concept that revolved around the slightly humiliating concept of a competitive dance-off, *Bust-A-Groove* became the dance revelation we were looking for.

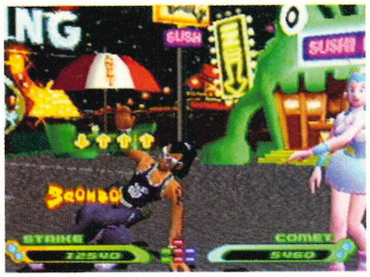
Moving away from the cute cartoon Jap graphics of *PaRappa*, *Bust-A-Groove* replaced them with the taunt, lithe bodies and urban streetwear of highly skilled foxy movers and groovers. It got us hooked on the skillful button-bashing and highly-timed precision gameplay.

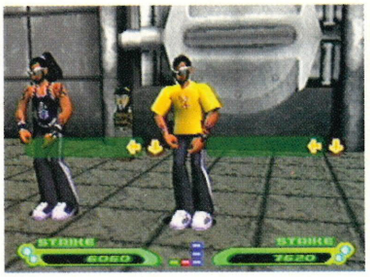


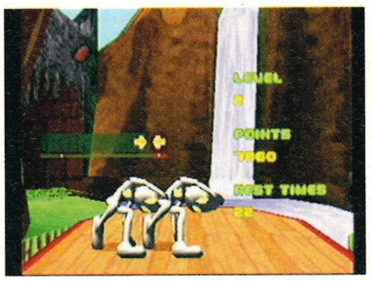


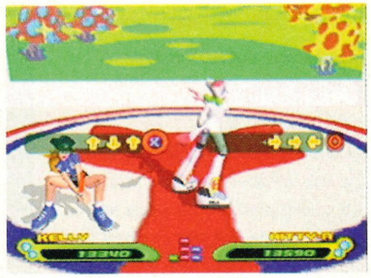
Not only does it involve the use of complex combos and manual dexterity, but it also encourages us to develop a keen sense of rhythm and timing. The sequel has already been released in Japan and, judging by the success of the first, is sure to be body popping its way to these shores soon.











Stations

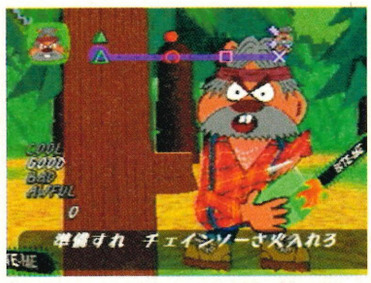
recommend a 'Cool' rating. But much like doubling up on the recommended dosage of a prescribed drug, it could go both ways.

Get the combo right and you get to see special secret colours that no one else has ever seen and a gold star from a giant onion, but get it wrong and that dancemaster is looking at you like YOU the fool and HE the king and there's a bullet in this AK 47 with your name on it.

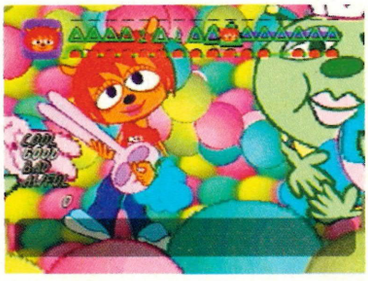
Rap baton

Um Jammer took the baton from *PaRappa* and augmented all the criticisms made of *PaRappa*. It cooked us up a great big piece of Technicolor pie with bliss written on the top in ickle pasty cut-outs. She took the cut-out style of *PaRappa* and added more structure, more length and came up with a deeper, more intoxicating gaming mix.

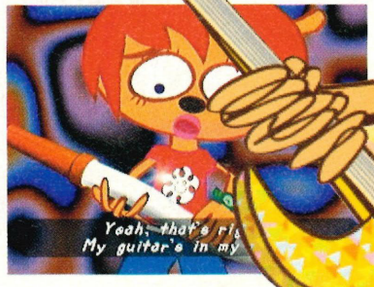
Jammer replaced rapping with guitar jamming and created a game incorporating speed garage, hip hop, grunge and a whole dance hall full of popular music genres to utilise and draw upon. The music was fantastic and the swirling colour of the characters and their environments was best seen while chemically-enhanced, keeping many an acidhead up till the wee hours, battling it out on stringed axes in Competitive mode. *Um Jammer* had the complexity and depth to appeal to adults, retained the cutesy, Japanesey style for the kids and put the music game somewhere up there near the big league. Admittedly, not quite shoulder-to-shoulder with the giants that are the beat-'em-ups and *Fifa 2000* but definitely holding the oranges at half time and hoping to be discovered.



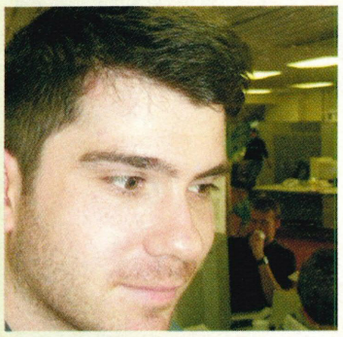












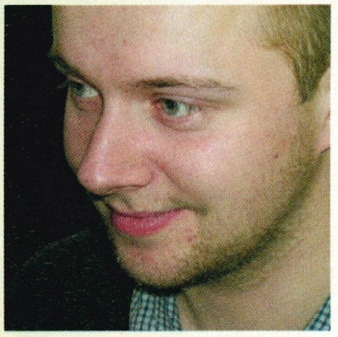
Will "Crazy Legs Virgin Boy" Johnston

DANCE EXPERIENCE:
Will has meandered on to a dancefloor, but considers it more as another place to stand while mentally undressing and deflowering the surrounding females than a place for the Macarana. Therefore, none.

SPECIALIST DANCE AREA
Chaparral/Capoeira.

PERFORMANCE
Will claimed that the dancemat opened up doors to him in gaming and dancing which he never knew existed before. He also claimed that using the dancemat was the first time in his life that he felt truly free. However, he looked like a cock.

THOUGHTS ON THE DANCEPAD:
Will felt that the dancepad would ultimately be unsuccessful, but liked the idea of getting his (imaginary) girlfriend round with a gaggle of her mates, some tight-fitting outfits and several bottles of vodka then watching them compete and get all giggly and red-faced.



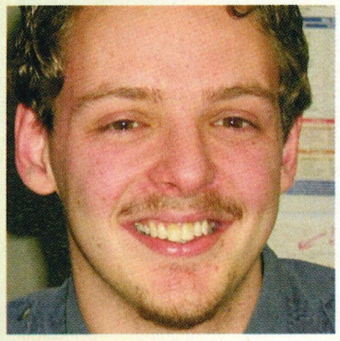
Simon "Big Daddy Chill" Cann

DANCE EXPERIENCE:
None, to put it to you nice and straight. Si readily admits to having perfected the art of dancing without actually moving, which pretty much leaves him with an experience rating of 'questionable'.

SPECIALIST DANCE AREA:
Vogueing

PERFORMANCE:
Simon's fairly heavy boots and somewhat loping gait lead to his fairly laughable efforts being virtually booed off stage by onlookers. He pathetically complained that it wasn't fair: the pad wasn't sensitive enough, the moves weren't clear and no one had told him which character he was.

THOUGHTS ON THE DANCEPAD:
"I quite like it, actually. I felt like I was really starting to pull off some fairly tricky stunts towards the end there. I'd like the opportunity to practice on it and, who knows, perhaps I'll become so good I'll be able to transfer those newly learnt skills into the nightclub arena."



Richy Rich Melville

DANCE EXPERIENCE:
Rich won the East Cheem Junior Flamenco championship in 1982 with his remarkable solo performance of the extraordinarily tricky 'Dance of the Melonfly'. Experience: Considerable.

SPECIALIST DANCE AREA:
Spanish/Latino

PERFORMANCE:
As with all Prima Donnas, Rich took the competition very seriously and came to work in his tap shoes and a black and red frilled blouse.

However, the fact that the shoes were a 12 in children's sizes led to him having to be escorted off the dancefloor to prevent his bleeding feet from shorting the pad entirely.

THOUGHTS ON THE DANCEPAD:
"The kids might go for it, and so might their parents, thinking that at least they'll be getting exercise while they play games. But I don't think that your average gamer is going to be fooled into buying one of these, simply because the PlayStation's fun to play sitting down. Not to mention that you'd look like a pogoing fool in front of all your mates."



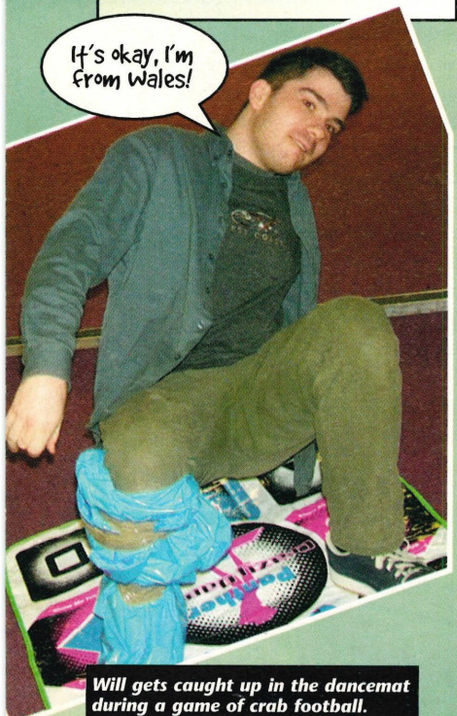
Gaz "For The Laydeezz" Adams

DANCE EXPERIENCE:
Gaz once played the mouse in 'Windmills In Old Amsterdam', during which, as legend has it, he has to wear clogs and go clip-clippity-clop. On the stair. Right there. Experience: Limited

SPECIALIST DANCE AREA:
The Rhumba

PERFORMANCE:
Gaz looked quite good to start off with, managing to keep up with the pointers on screen and actually elaborating with a few generous hand gestures. Unfortunately, however, he fell foul of his own decision to dance in his stockinged feet and disaster struck as he slipped over and fractured his penis.

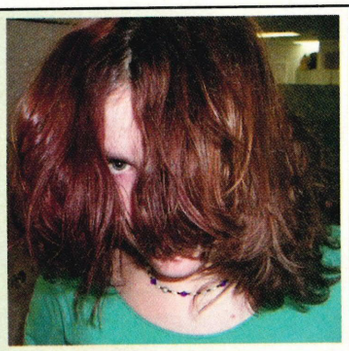
THOUGHTS ON THE DANCEPAD:
"I like the pad, I haven't got room to use it at home but at somebody else's house it would be a scream, especially if a large amount of people were gathered around. They could get quite excited."



Will gets caught up in the dancemat during a game of crab football.



It starts getting a bit nippy when you're this cool, you know.



Nerys "Beat Bitch" Coward

DANCE EXPERIENCE:
Training with legendary early exponents of body popping and, later, teaming up with both Grand Master Flash and vocal partner Kid Creole, Coward created a unique style from the ghettos of Brooklyn to the streets of Birmingham.

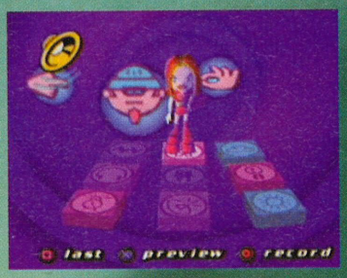
Encompassing both the fashion and dexterity of modern day hip-hop and the retro styling of Bobby Brown and self admitted idol MC Hammer, Nerys Coward is the ultimate in modern dance.

SPECIALIST DANCE AREA
Popping of the body

PERFORMANCE:
Good. When confronted with the dancemat the ever inventive b-girl wasted no time in placing foot and stepping in time, but insisted on using lyrical couplets every time she 'busted' a move. Highlights included illuminated bum-spinning and some triple rotations of both the pelvis and upper torso.

THOUGHTS ON THE DANCEPAD:
"I think it's brilliant – or it would be if loads of girls played PlayStations. Imagine the money they'd save on aerobics lessons! Unfortunately it's not going to make it into the big league because, as with a lot of peripherals, those researchers haven't really examined the potential market thoroughly enough."









***The Spice Girls heralded PlayStation girl power with the amusingly cack* Spice World.**

Beat roots

The popularity of Konami's *Dance Steppin'* in the arcades has led to some wise ass in the peripherals racket dreaming up the dancemat for the PlayStation, initially in the form of the *Crazy Dance Stage*, and soon to be followed up by the emergence of the Jaleco *Stepping Selection Stage*. If those crazy peripherals cats had observed that the arcade *Dance Steppin' Stage* is generally swarmed, not by the fag-smoking and spitty creatures that constitute modern British youth but by pristinely shiny-haired Japanese tourists, they may have been able to prevent their impending downfall.

However, one of these items just happened to fall ('we neither wanted nor bought the thing, honest') into PRO's possession, so naturally it felt only right to give it a fair trial. Thus the highly unwilling PRO team were forced into a *Bust-A-Groove* style dance-off. The fact that the thing looks a twister mat and has the arousing aroma of just-polished PVC only added to the pad's allure.

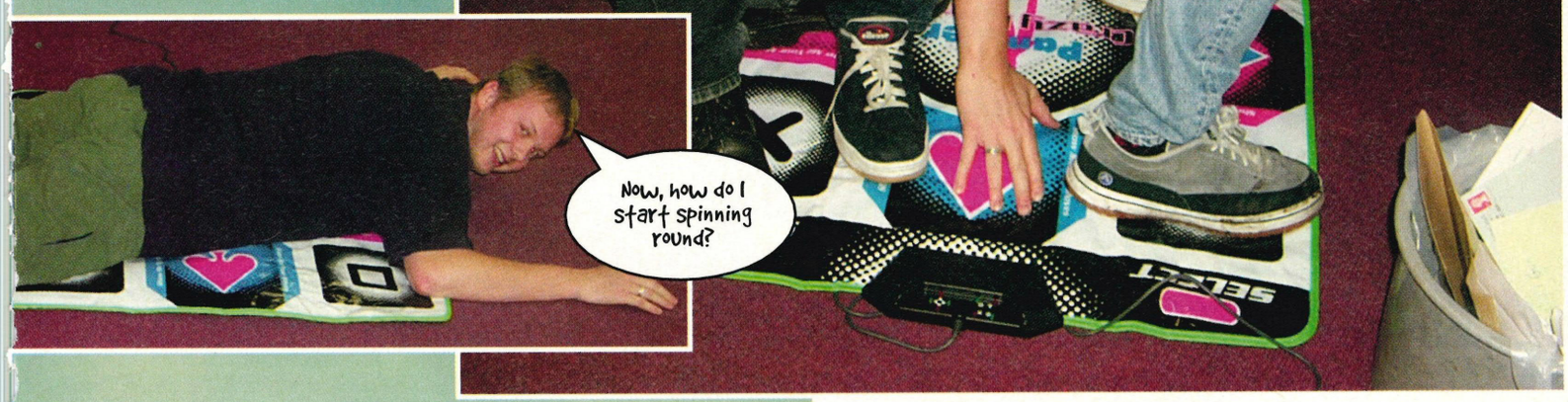
Get up to get down

The general consensus then is that, no, the dancemat will not revolutionise gaming as we know it. But it is, secretly, quite good fun. Maybe, if everyone was out, the curtains were closed and no one was going to come round and catch you, it might be a bit of giggle to play. Just don't get caught, that's all. Getting spotted, red-faced and sweaty and frantically jumping from corner to corner of a 'crazy' dancemat is on a par with being discovered in a wardrobe wearing your girlfriend's peephole bra, handcuffed to a live chicken with an orange in it's mouth.

Music is the answer

So, will music and dancing games soon be big enough to warrant their own genre, rather than just being bundled into the action category? Upcoming, we've got *Beatmania* from Konami and Codemasters' *Music 2000* (soon to have an add-on disc from Prima in the official tips book). Both of these give the 'armchair' DJ a chance to cut it, mix it and scratch it up on their PlayStation. *Guitar Freaks*, as well, fits nicely into the music category. The Spice Girls shamefully let the genre down with their laughable foray into the world of gaming, but other games have helped us to blank out that painful memory. The music genre is, at best, a welcome distraction from tried and tested gaming categories. The next six months could be essential in deciding if its future will turn out to be an unforgettable outdoor all-nighter in a sodden field in Hampshire, or a Sunday afternoon OAP tea dance in a well-lit sports hall that's best forgotten. Only a few timely beats will tell...

The seven-legged panto horse insists on joining the fun, minus the Dobbin outfit.





tip

Relief with Miss B

Hello boys, what have you been up to? Not cheating without me I hope! Here's my delicious selection for this issue...

Wotcha Bea
Can you help me with *Rainbow Six*? And why can't we have some more pictures of you in all your glory? Come on, if you're stuck for a photographer – I know a few good blokes who'd happily step in and take a shot!

Ian Stevenson, Hattersley

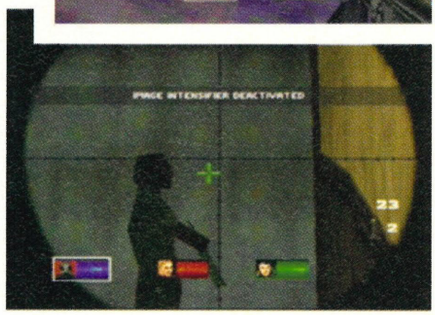
Full health for entire team
Pause the game (or at main menu), hold L1 and press △, △, ⊗, ○, ○, ⊗, □, □.

Hostages cannot be killed
Pause the game (or at main menu), hold L1 and press ○, ○, □, △, ⊗, △, ⊗, ○.

View ending sequence
Pause the game (or at main menu), hold L1 and press ⊗, ○, □, △, △, ○, ⊗.

Rainbow Six





A You mucky little pup. Do you really think I'm going to fall for that old chestnut. Why don't you get a girlfriend and give your hand a rest? All those letters you've been writing must have damaged some tendons by now!

More ammunition
Pause the game (or at main menu), hold L1 and press □, □, ○, △, ⊗, △, ⊗, △.

No terrorists
Pause the game (or at main menu), hold L1 and press △, ○, ○, △, □, ⊗, △, ○.

Open all doors
Pause the game (or at main menu), hold L1 and press △, □, □, △, ⊗, ○, □, △.

All maps
Pause the game (or at main

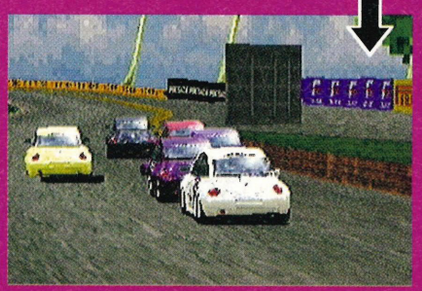
tips&cheats

This Issue we've got double the racing action with gaming heroes *Vigilante 8* and *Gran Turismo 2*. These are codes which you need an Xplorer cheat cartridge to use, incidentally.



V8: Second Offense page 80
Fun lovin' criminals in Vigilante 8

Gran Turismo 2 page 81
Xplorer cheat codes to get £23,000,000!





s&cheats

Cool Boarders 4

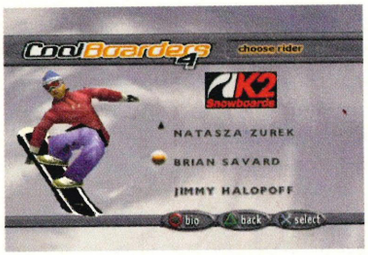


Q Dear Miss Bea
You're a lovely lady and I have a great deal of time for you. As a more mature gamer, I find it hard to keep up with my great grandchildren, especially when it comes to PlayStation. They're really into *Cool Boarders 4* and I want to show them that I can still cut a rug with the best of them. I've tried persuading them that I'm fairly hip and I've always got a decent supply of Werthers Original Butter Candy, but they can't stand the foul tasting things. Help me out and I'll send you a few for your trouble.
Many thanks.

Clive Dunn, Co. Durham

A It's always nice to hear from the older generation and I believe we can learn a great deal from your insider knowledge of how much better things used to be. But you are right, you lot are generally useless at anything that takes quick reactions and a nimble finger, so here's the low-down and dirty cheats you need to keep up with those meddlesome youngsters.

All mountains and pro characters:
Enter ICHEAT as a name. The phrase

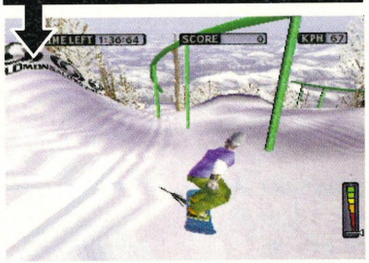


"Hey, no cheating!" will be spoken to confirm correct code entry.

All special events:
Enter IMSPECIAL as a name. Again, "Hey, no cheating" will be be heard.

Hint: Play as Fast Eddie:
Complete rookie on trickmaster to unlock Fast Eddie.

The special events are well worth cheating for in our opinion.

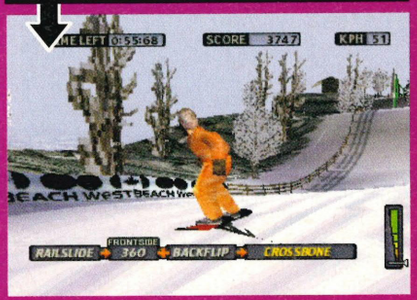


Hint: Colorado shortcut:
When reaching the part with patches of deeper snow, there should be a place with a lot of trees around the third or fourth patch . Weave through those trees to find a railroad track. Grind on that track and after a while you should close to the lead. This will help you break the time record.

Hint: Vermont slope-style tunnel:
On the right side of the course, between the ramp with two rocks in front of it and the ramp with the green pole in front of it, is a group of trees. Grind on the fallen tree to reach a secret tunnel.

Hint: Extra points:
Select Ross Powers on Japan Big Air. Hold R2 + L2, then hold Down + ○ + ⊗ on every hill. If this is done correctly, you will get special trick points. If you manage to land all the hills, it is possible to get over 30,000 points

Cool Boarders 4 page 79
Boarding made easy!

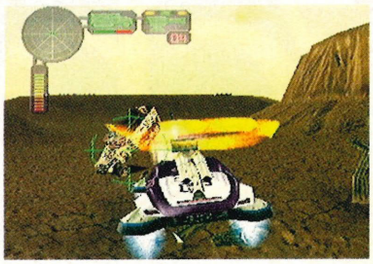


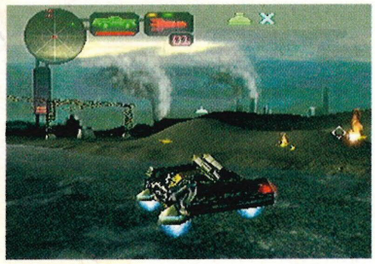
Games this month

78 Rainbow Six
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80 Vigilante 8: Second Offense
80 Fisherman's Bait
81 Gran Turismo 2

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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.
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Vigilante 8 2nd Offense





Q Dear Bea'
I'm not really into games, but I'd sure like to give my boyfriend a good beating at *Vigilante 8: Second Offense*. Once he starts playing with his damn console, he completely forgets that I'm in the room. Give us some tips and lets show these blokes a thing or two about playing games! I like the way you are always in control of the situation and would also like to know which GCSE's I should take If I want to get into your sort of profession.
Respect sister!
Kimberly Lewis, Havesham

A You can have the tips Kimberly, but as far as a career guide to my job goes, I'm afraid it's not that simple. You'd be surprised at how many letters the boys get in from the girls out there and yours isn't the first one asking after my job. I'll send you a copy of my CV and you can work out which areas apply to your skills. Forget the first five years of my career though, I was young and needed the money. [Oi! – Ed.]

Password screen
Enter the Options screen, select 'Game Status' then press L1 + R1.

Rapid fire
Enter RAPID_FIRE as a password to remove the delay when you are shooting weapons.

Solo play in Arcade mode
Enter HOME_ALONE as a password.

No gravity
Enter NO_GRAVITY as a password. Gravity will be reduced to the point that your car will veritably float when a bump is hit

Big wheels
Enter GO_MONSTER as a password.

View all ending sequences
Enter LONG_MOVIE as a password in order to view all endings in one long continuous sequence.

Same cars in multiplayer
Enter MIXED_CARS as a password to allow more than one person to select the same car in multiplayer mode.

No wheel attachment icons
Enter DRIVE_ONLY as a password to disable the wheel attachment icons

Super missiles
Enter BLAST_FIRE as a password to increase the damage from missiles.

Attract enemies
Enter UNDER_FIRE as a password to have three enemies attack simultaneously.

Slow motion mode
Enter GO_SLOW_MO as a password to access slow motion.

Heavier cars
Enter GO_RAMMING as a password to increase your car's weight and its ramming ability.

Lighter cars
Enter HI_CEILING as a password to decrease your car's weight and hover higher than normal.

Faster cars
Enter MORE_SPEED as a password.

Fast action
Enter QUICK_PLAY as a password to enable a random arcade feature.

High suspensions
Enter JACK_IT_UP as a password.

Original levels
Pause gameplay, remove the game disc, then insert an original *Vigilante 8* disc. The message 'V8 levels enabled' will confirm correct completion of this natty little number. Insert the *Vigilante 8: Second Offense* disc again. Quit the current game to access the original *Vigilante 8* levels as well as the new levels. Talk about value for money!

Interceptor Missiles
Attack 1: ⇧, ⇧, ⇩, Machine Gun
Attack 2: ⇧, ⇧, ⇧, Machine Gun
Attack 3: ⇧, ⇧, ⇨, Machine Gun

Bull's Eye Rockets
Attack 1: ⇧, ⇩, ⇩, Machine Gun
Attack 2: ⇧, ⇩, ⇧, Machine Gun
Attack 3: ⇧, ⇩, ⇨, Machine Gun

Sky Hammer Mortar
Attack 1: ⇩, ⇩, ⇩, Machine Gun
Attack 2: ⇩, ⇩, ⇧, Machine Gun
Attack 3: ⇩, ⇩, ⇨, Machine Gun

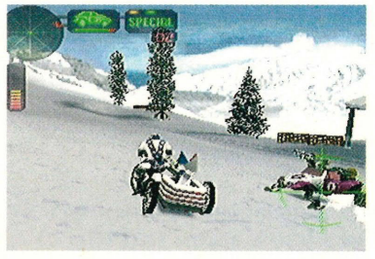
Brusier Cannon
Attack 1: ⇩, ⇧, ⇩, Machine Gun
Attack 2: ⇩, ⇧, ⇧, Machine Gun
Attack 3: ⇩, ⇧, ⇨, Machine Gun

Roadkill Mines (Says it all really)
Attack 1: ⇦, ⇨, ⇩, Machine Gun
Attack 2: ⇦, ⇨, ⇧, Machine Gun
Attack 3: ⇨, ⇦, ⇨, Machine Gun

Brimstone Burner
Attack 1: ⇨, ⇦, ⇧, Machine Gun
Attack 2: ⇨, ⇦, ⇩, Machine Gun
Attack 3: ⇨, ⇦, ⇨, Machine Gun

Characters
You want those extra characters? You want minty fresh breath for only two calories? Well, we can help you with the people. You with leper breath should just learn to brush you teeth!

Coyotes
Lord Clyde: Complete all objectives in Quest mode with Nina Loco, Molo, and Dallas 13.





Fisherman's Bait



Q Dear Miss Bea,
Could you please send me any tips or cheats for *Fisherman's Bait* so I can empty the lakes.
Dawn Wilder, Peterborough

A Short and sweet question which gets a short and sweet answer. Hope this is enough to keep those lakes nice and clean!
Go to the Lure Selection screen and press and hold: △+○+□+⊗+r1+r2

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Xplorer Codes



Gran Turismo 2

Obake
Complete all objectives in Quest mode with Lord Clyde.

Boogie:
Complete all objectives in Quest mode with Obake. You cannot play Quest Mode as Boogie, so don't even bother trying.

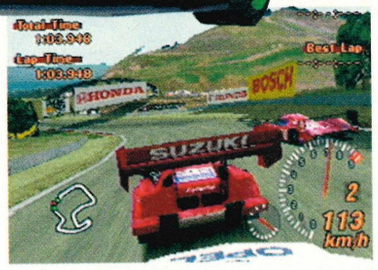
Vigilantes
Houston: Complete all objectives in Quest mode with Sheila, John Torque and The Flying All-Star Trio.

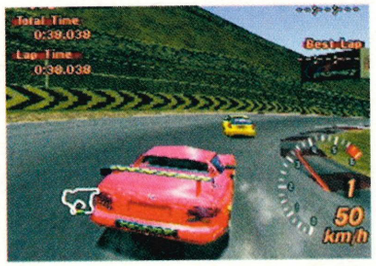
Convoy
Complete all objectives in Quest mode with Houston.
Dave's Cultsmen: Complete all objectives in Quest mode with Convoy. You cannot play Quest Mode with Dave's Cultsmen, so try even less than if you were trying to play Quest mode as Boogie.

Drifters
Chassey Blue: Complete all objectives in Quest mode with Astronaut Bob O, Garbage Man, Agent R. Chase.
Padre Destino: Complete all objectives in Quest mode with Chassey Blue.
Dusty 'Earth': Complete all objectives in Quest mode with Padre Destino. You cannot play Quest Mode with Dusty 'Earth'.

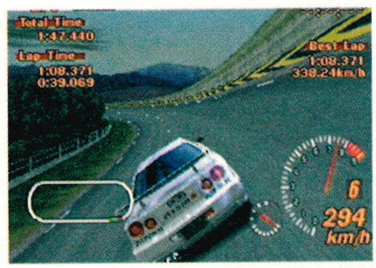
Flying
Collect a Hover power-up, then hold ⇧ and rapidly tap ⊗.

Play your own music:
Press Start during gameplay and replace the game disk with your favourite music CD. I recommend Iron Maiden's *Number of the Beast* for a truly metal experience. Britney Spears should be avoided at all costs [No! – Ed]. When gameplay resumes, you'll hopefully be cutting it up to the wails of Bruce Dickinson in a large way! A prompt for the game CD will appear after the level ends.









ARCADE CODES

Only one lap to race/Have race won
75B35ABBCECE
35B35ABBCECF

Start at second lap/Have race won
75B35ABBCECD
35B35ABBCECF

Always first
(Press L1 & L2 & R1 & R2)
75C555A9BECC
35C54377CECC

Only one lap to race
(Press L1 & R1 & Select)
75C555A9C1CB
35C61669CECE

ONE-PLAYER MODE

All tracks unlocked for Road Racing
75B8F75FCECD
35B8F7EFCE4F

All tracks unlocked for the Dirt Event
75B8F75FCECF
35B8F7EFCEF4

All tracks unlocked for Time Attack mode
75B8F75FCECE
35B8F7EFCEE4

2-PLAYER-MODE

All tracks unlocked for Road Racing:
75B8F75FCED0
35B8F7EFCEE3

All tracks unlocked for the Dirt Event:
75B8F75FCED1
35B8F7EFCED4

GRAN TURISMO CODES

Always first on Dirt Tracks
(Press L1 & L2 & R1 & R2)
75C8CA99BECC
35AD2DF5CECD

Timer set back
(Press L2 & X)
75C8CA998CCC
35AD2D13CECD
75C8CA998CCC
35AD2D15CECD

More money than God himself!
75C6D367F5DD
85C6D3679EF9
75C6D369CECD
85C6D369CF2D

No restrictions
75AA07D7CED9
85AA07D9DECD

Only one lap to race
(Press L1 & R1 & Select Pad 2)
75C8CABBC1CB
35C61669CECE

Quick win
2 lap races
(Press L2 & Down Pad 2)
75C8CABBCC8C
35B35ABBCECF

3 lap races
(Press L2 & Left Pad 2)
75C8CABBCC8C
35B35ABBCED0

5 lap races
(Press R2 & Right Pad 2)
75C8CABBCBAC
35B35ABBCED2

300km race
(Press L1 & Up Pad 2)
75C8CABBC9BC
35B35ABBCE09

50 lap night race
(Press L1 & Right Pad 2)
75C8CABBC9AC
35B35ABBCEFF

100miles race
(Press L1 & Down Pad 2)
75C8CABBC98C
35B35ABBCEF5

200miles race
(Press L1 & Left Pad 2)
75C8CABBC94C
35B35ABBCE27

2 stunden race
(Press L2 & Up Pad 2)
75C8CABBCCBC
35B35ABBCE30

30 lap races
(Press L2 & Right Pad 2)
75C8CABBCCAC
35B35ABBCEEB



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GRAN TURISMO LEAGUE

Complete the Gran Turismo League to open up the ending credits for the GT mode. To view them you'll have to swap to the Arcade disc and then look inside the goodies section.

Japanese Championship

Track: Midfield Raceway
Licence required: B
Limit: 200hp

Track: Midfield Raceway
Licence required: A
Limit: 300hp

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





All of the Japanese manufacturers are to be found in the East City, there is plenty to choose from here if you don't like what you already have in your garage. The Toyota Tom's TIII which can be won early on in the special events is a good car to use for this and will win the first race with ease before any alterations are made.

For the following two tracks however you will need to upgrade the car a little but you should still win with no problem. Other good cars to use on these races are Toyota Supras and Mitsubishi GTOs.

part two

Gran Turis player's guide



American Championship

Track: Laguna Seca Raceway
Licence required: B
Limit: 250hp

Track: Laguna Seca Raceway
Licence required: A
Limit: 300hp

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

All of the American cars can be found in the South City. There is quite a lot to choose from but a lot of them are too powerful to enter the first of the races which is limited to 250 horsepower. The Plymouth PT Spyder with a few upgrades here and there along the way should help you win all three races with few problems. The last track with the 400hp limit can be challenging because the Spyder is hideously under powered compared to the other cars but it handles so well that winning shouldn't be too far out of your grasp. Your main competitor for the last race will be the Shelby Series One. It can help to play around with the gear ratios a little, Laguna Seca Raceway does have some quite tight corners so more acceleration could come in handy.



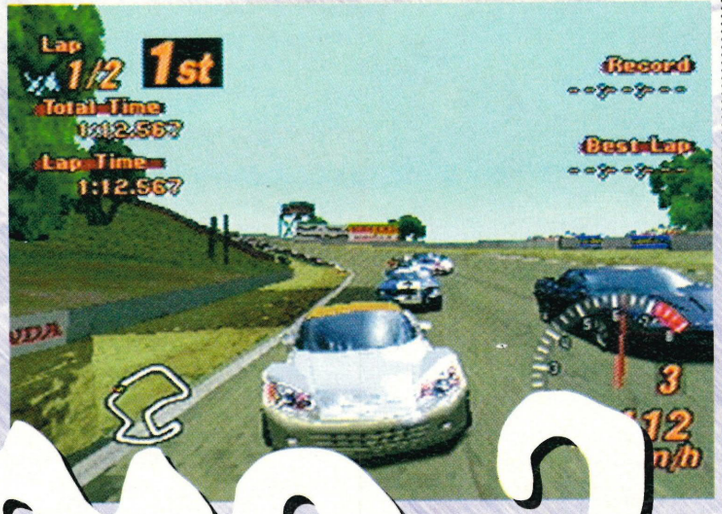
French Championship

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

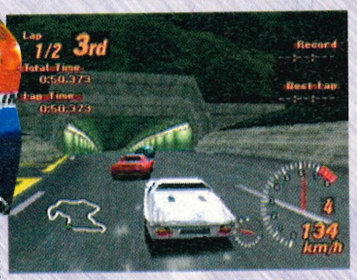
Track: Tahiti Road
Licence required: A
Limit: 300hp

Head on over to the West City to look at the small selection of French cars. You get to choose from Peugeot, Citroen, Renault or Venturi. The only manufacturer worth looking at is Venturi, pick up the Venturi Atlantique 300 Bi-Turbo for these two races. It's not even worth upgrading the car at all for these two tracks as the sporty Atlantique will leave all your opponents such as the Saxo, 306 and Xsara in the dust.

If you are having trouble winning the second race pick up some super soft racing tyres to give yourself some better grip on the road. If you fancy a challenge on this tournament try your luck with a Renault Clio V6.









UK Championship

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

Track: Trial Mountain Circuit
Licence required: A
Limit: 350hp

Track: Trial Mountain Circuit
Licence required: A
Limit: 400hp

All of the UK cars are to be found in the North City mixed in with all the German manufacturers. If you don't have anything in your garage that fits the bill you can choose from Aston Martin, Lister, TVR, Mini/MG, Jaguar and Lotus. The Lotus Europa that can be won from the Historic Car Cup is a superb machine for all three races or if you're confident of your driving skills you can try the Lotus Elan S4 Sprint. Both cars will need upgrading for the later two races but the Europa has the benefit of being able to be fitted with a level three turbo. With the turbo the Europa can hit the limiter on the straights so you may want to increase the gear ratio. If you're having trouble on the third race try switching over to a TVR Griffith 500 instead.



Italian Championship

Track: Rome Short Course
Licence required: B
Limit: 200hp

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

All of the Italian cars are mixed in with the French cars in the West City. For these two lap races you get to choose from just three companies: Fiat, Alfa Romeo and Lancia. Fiat isn't really worth looking into. Alfa Romeo and Lancia house the best cars for these races. Select either the Lancia Delta HF Integrale or the Alfa Romeo GTV 2.0, they are both fairly evenly matched for top place on the first track. The



races are going to be close regardless, so go with personal preference. When it comes to upgrading for the second race the Delta HF Integrale has a slight edge over the GTV because you can add a level three turbo. Whichever car you choose you will still be able to win without much worry.

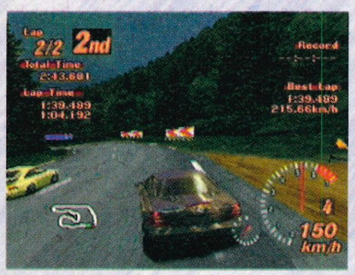
German Championship

Track: Deep Forest Raceway
Licence required: B
Limit: 220hp

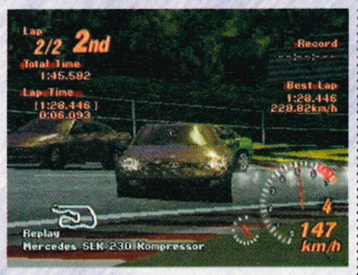
Track: Deep Forest Raceway
Licence required: A
Limit: 300hp

Track: Deep Forest Raceway
Licence required: A
Limit: 450hp

Head back into North City to have a look at the German car manufacturers, the ideal cars for this race come out of the Porsche look a like RUF garage. Unfortunately these are a little too overpowered for the first track so it's better to go for a different car to save having to buy two vehicles. Look instead at BMW and Mercedes Benz. The BMW 328 is an adequate car for the races but the best one to go for is the Mercedes Benz SLK 230







Kompressor. Whichever car you choose you will need to upgrade them quite a bit between each race, try and get as close to the limits as possible. The RUF sports cars you come up against in the final race may give you a bit of a challenge but with enough upgrades you should be able to keep them at bay.

European League

Track: Apricot Hill Speedway
Licence required: International B
Limit: 600hp

Track: Grand Valley Speedway
Licence required: International B
Limit: 600hp

Track: Rome Circuit Full Course
Licence required: International B
Limit: 600hp

For these races you have the choice from all of the manufacturers of the UK, France, Italy or Germany. The best cars to go for from the UK are the TVR Griffith 500 and the Lotus Esprit V8. From France choose the Venturi Atlantique 400 GT, from Germany any of the RUF cars and from Italy something from Lancia. Whichever car you choose upgrade it all the way because it is very unlikely that you'll break the 600hp limit with any European-based car. Your main competition in these 3 lap races, if they are drawn against you, will come from a TVR Cerbera and a Lotus Esprit V8. If you've chosen one of the UK cars or the Venturi Atlantique you shouldn't need to worry about these or any other cars on the track at all.

CARS YOU CAN WIN

Apricot Hill: [R] Castrol Supra
Grand Valley: [R] Zexel R33 Skyline
Rome Full course: [R] Kure Skyline

Pacific League

Track: Midfield Raceway
Licence required: International B
Limit: 550hp

Track: Seattle Full Course
Licence required: International B
Limit: 550hp

Track: Laguna Seca Raceway
Licence required: International B
Limit: 550hp

For this American Vs Japan Tournament you get to choose from the best pool of cars in the game. You'll be up against Mazda RX-7s, Supras, Corvettes and Dodge Vipers so be sure to pick a good car for these tracks. If



you fancy playing for the American team the best thing to go for would be either the Ford GT40 or a Dodge Viper. If on the other hand you want to race on the side of the Japanese turn back to the Nissan R34 Skyline V spec. Whatever your decision, be careful to watch the horsepower limit for these tracks, this may be the collection of the best car manufacturers but you only have 550hp to play with.

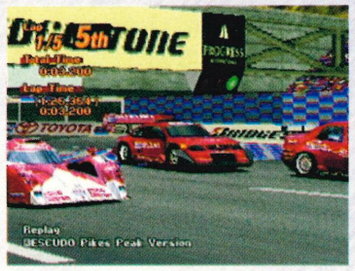
CARS YOU CAN WIN

Midfield: [R] Nissan 300ZX-GTS
Seattle: [R] Mazda RX7 LM edition
Laguna Seca: [R] HKS Drag 180SX

World GT League

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

Another points-based tournament this tarmac battle of the cream of racers takes place over five courses of five laps each against racing modified opponents all with no limits! This can be a tough cookie to crack as you're likely to be racing against a GT-One,



Dodge Viper Oreca and a Saleen Widebody all of which are difficult to beat. If you fancy a challenge and like your races close right to the finish you could try using the Nissan R34 Skyline or your racing modified Dodge Viper RT/10. If on the other hand you want a convincing win pick out the Suzuki Escudo Pikes Peak Version for first place on every race. When this is done save off, slap in the Arcade disc and sit back to enjoy the GT mode end credits.

CARS YOU CAN WIN

[R] Toyota GT-One Racer
[R] Nissan R390 GT-1 Racer
[R] Castrol Mugen NSX
[R] Calsonic R33 Skyline

ENDURANCE RACES

300km

Track: Grand Valley Speedway
Licence required: International A
Restrictions: 700hp
Number of laps: 60

Use the R34 Skyline for this race which can be tuned to within one or two horsepower of the limit. Make sure you buy some hard racing tyres though because you won't stand a chance at







winning with soft tyres, they wear down far too quickly. Don't worry about the tyres changing colours quickly on the first lap or so this is just the them naturally warming up and they will settle after a while. Depending on your driving style you will need to change tyres every 11 to 13 laps. Winning will not be a problem with the Skyline but be sure to set aside two hours to race this event.

CARS YOU CAN WIN

[R] Impreza Rally Car
[R] R390 GT-1 Racer '97

200km

Track: Apricot Hill Speedway
Licence required: International B
Restrictions: 600hp
Number of laps: 50

Tune down the R34 Skyline you used for the 300KM race to fit the bill for this event. Remember to keep those hard racing tyres on, they may not steer as well but without them you'd



be pitting every few laps, on this track you will need to pit every nine to 11 laps. It's a good idea to use a slightly lower than average gear ratio for this track as the straights aren't that long. You should win easily again, with anything up to a four lap lead at the end. Set aside one-and-a-half hours for this race.

CARS YOU CAN WIN

[R] Viper GTS-R
Lancia Stratos

100 Miles

Track: Seattle Circuit Full Course
Licence required: International A
Restrictions: 600hp
Number of laps: 40

Use the R34 Skyline again but before the race remember to raise the gear ratio again in the set-up before the race. If you lowered it before and don't change it back you won't be able to take advantage of the nice long straights of the Seattle Circuit. This is a slightly shorter race and should take you no more than around one and a quarter hours and you won't build up that much of a lead so keep your concentration high. This race has some tight tyre burning corners so you will need to pit every eight to ten laps to change to a new set.

CARS YOU CAN WIN

[R] Escort Rally Car
[R] Ford GT-90

30 Laps

Track: Trial Mountain Circuit
Licence required: International B
Restrictions: 300hp
Number of laps: 30

This endurance race may only be thirty laps but it is still going to take you some time to finish because of the restrictions on the car and the large size of the track. You can use the RX-7 that was won early on in the Special Events, a downgraded Toms TIII or literally any car that takes your fancy from your garage so long as it sits near the horsepower limit. Like other endurance races once you get past the pack and into first place maintaining the lead and winning this 45 minute race shouldn't be a problem.

You should pit every ten laps for this race, but when you pit it's a good idea to bear in mind how many laps you have left in the race. There is no point pitting say 13 laps from the end on a race to find that you need to pit again just for the final two laps of the race because you're losing control. So for this race space your tyre changing and pit in just twice on the 10 and 20 lap marks. As there are lots of straights and no hairpins on this track you can if you want change to medium racing tyres.

CARS YOU CAN WIN

[R]Denso Supra GT

Route 5

Track: Special Stage Route 5
Licence required: International A
Restrictions: None
Number of laps: 50

Use either the Nissan R34 Skyline with a level four turbo, a fully racing modified Dodge Viper RT/10 or better still the Suzuki Escudo Pikes Peak Version for this one hour race. If you do use the Escudo it's wise to use medium racing tyres as hard turning can be difficult. Besides, you can afford to pit slightly more often because of the lead the Escudo can maintain.

The Escudo and the Skyline are the best cars to go for on all these races because they are not only powerful but also have a four wheel drive facility. This means the tyres will wear down more evenly than on a rear or front wheel drive car. It's a good idea to get a brake balance controller onto whichever car you do choose because this will also make tyre wear a lot more even. Other essential modifications are things like weight reduction to take the load off the tyres and active stability controllers.

CARS YOU CAN WIN

[R] Cerbera LM edition
Lancer Evo VI Rally car

200 Miles

Track: Laguna Seca Raceway
Licence required: International A
Restrictions: Neon
Number of laps: 90

Use either the Nissan R34 Skyline or the Suzuki Escudo Pikes Peak again for this race. This endurance race is slightly more difficult than all the others but after about the halfway mark of 40 laps you should've started to lap second place.

For the first couple of times you pit on this race be sure that you have a lead of around half a lap on the car behind you because it's very likely that it will be second place. If you're driving the Escudo though you will start to develop more of a lead on your rivals such as the GT-One and the Castrol Tom's Supra as their tyres start to degrade. You will need to pit in



around every 11 to 13 laps to change your tyres, remember to be careful on the last couple of pits spacing them out evenly. Allow two hours for this race.

CARS YOU CAN WIN

Mitsubishi 3000GT LM Edition
Toyota Celica Rally car

2 Hours

Track: Rome Circuit Full Course
Licence required: International A
Restrictions: None
Number of laps: 99

Use the same cars as before on this two hour race. The event itself is slightly different to the rest of the endurance races because whoever crosses the line in first place after the two hour mark has passed wins. You won't finish all 99 laps these are just there as a precaution but you're still going to have to race around 90 of those laps! The worst thing that can happen on endurance races is for you to get bored and lazy so keep trying to beat your best lap time to keep yourself alert and awake. Be sure to watch the clock counter on this race, as soon as you near the last minute before two hours it's a good idea to sit just in front of the finishing line. If it's going to take longer to finish another lap it's better to sit on the tarmac and wait for the clock to run out. Change tyres every ten to 12 laps.

CARS YOU CAN WIN

[R] Altezza LM edition
[R] Corolla Rally car

DIRT EVENTS

You will need all your licences up to International B to take part in all of these rally time trial races. Each of the rally events consist of a one lap race with no limits at all against another car's time which is represented by another car on the track. Whatever you do don't start trying to ram the car and use it to hold you in on corners it's only a ghost racer. You will have to keep your eyes peeled on all of these races because, unlike proper rallying, there's no one to shout directions at you. Getting to know the courses is a necessity for fast times as you will have to turn early for every single corner.





When choosing a car for these rally trials the best place to start looking is with each of the manufacturers specials, a lot of these will be rally specific cars and will drive a hell of a lot better than a road car with dirt tyres on. Good ones to go for are the all-time rally classic, the Subaru Impreza Rally Edition, or alternatively the Ford Focus Rally, both of these should be good enough to win all but one of the races.

That one difficult race is the Pikes Peak Hill climb and if that name sounds familiar it's for a good reason. On the last two races of the hill climb you will be up against two variations of the Suzuki Pikes Peak car, including the Escudo! The only way to win this race is to fight fire with fire and switch over to dirt tyres on your Suzuki Pikes Peak Version.

When driving the Pikes Peak be extremely careful over the jumps, suspension isn't exactly one of the best things about this car and it can be a hinderance over bumps and jumps to say the least. It's also a good idea to use the Chase 2 view if you normally use the Chase 1 view because with that huge wing in the way it is difficult to judge the corners.



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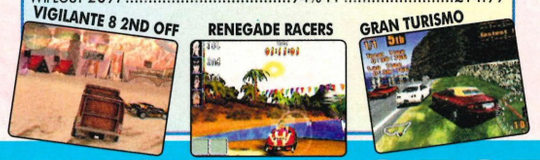
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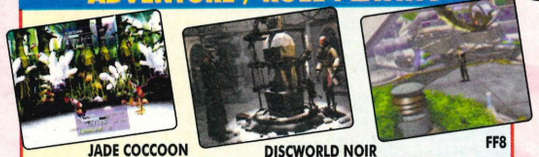
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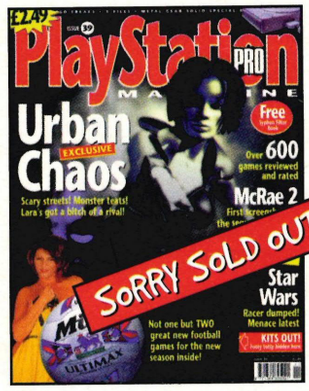
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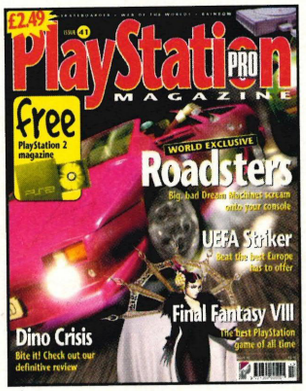
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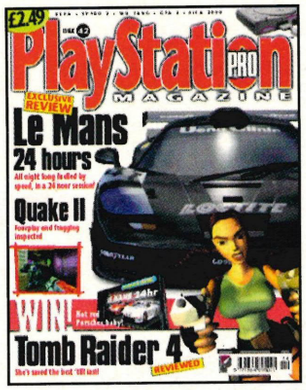
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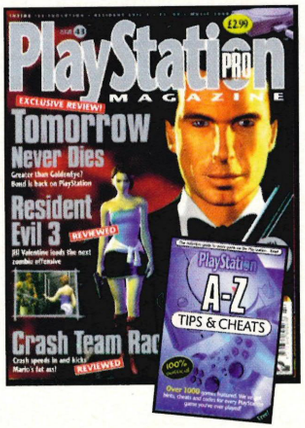
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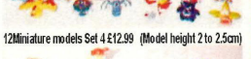
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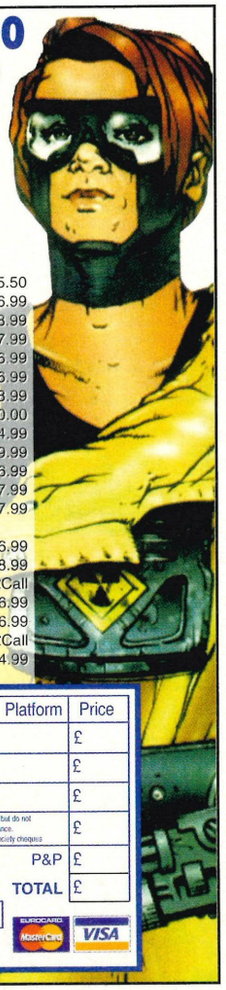
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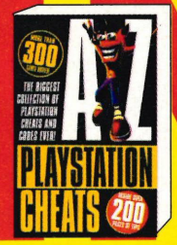
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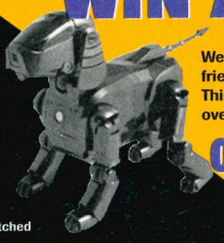
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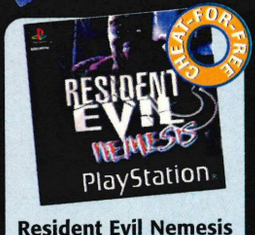
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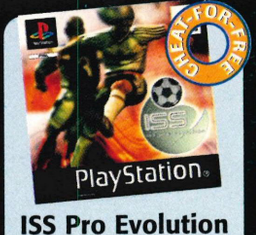
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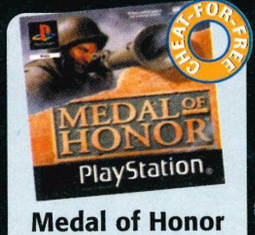
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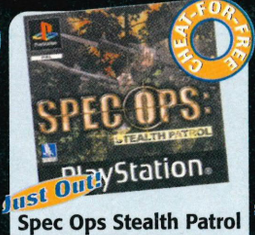
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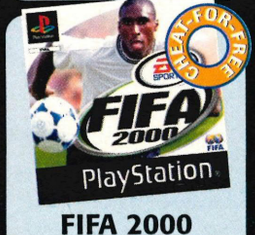
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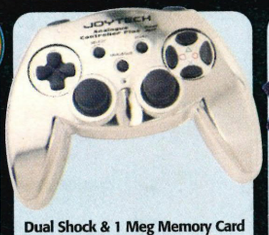
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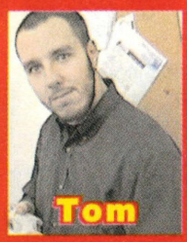
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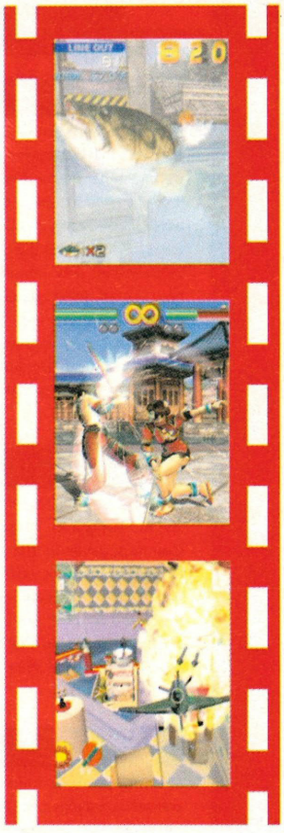
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PHYSICAL CONDITION

Jill's health status can be determined by watching her movements. When injured, she will clutch her side and start to limp. The more damage she takes, the slower she will move. There is also an ECG on the menu screen. When it is in the green, you can go. Yellow means slow... or at least it means you have slowed down because you've been injured. Red means stop. Is there any enemy nearby? If there is, one more hit is likely to kill you. You definitely don't want to be in the red, so endeavour to replenish your health immediately.

DEATH

Like taxes, death is the one certainty in life, and in videogames. *Resident Evil 3* is harder than most games in that you only have one life to live. So, live it well! Conserve health packs until it is absolutely necessary to use them, and consider fleeing from certain situations. Yeah, you'll be acting like a coward but, on the other hand, you'll live to fight another day.

QUICK DECISIONS

At several points during *RE3*, you will find yourself in a dangerous predicament. Heck, the entire game is a dangerous predicament! But these are special circumstances – you'll know what we're talking about when the screen freezes and reverses the colours. Two options will be shown to you. Read them quickly! When control is returned to you, use the direction buttons up and down to select the option you wish to pursue and then press the ⊗ button. If you don't make a decision quickly enough, the game will make the decision for you!

RANDOM OCCURRENCES

There are a few instances of 'randomness' in *Resident Evil 3*. For example, the weapon you find in the S.T.A.R.S office cabinet may be a Magnum, or it may be a grenade launcher! We've made a note of these situations for you. In addition, the fact that the Nemesis is chasing you throughout most of the game makes for some 'randomness'. He appears out of nowhere and will follow you. Therefore, you may encounter him at a slightly different point than we did. We've tried to account for that in the guide, but the best advice we can give is to always be on your toes. But you knew that, didn't you?

CONFIGURATION

At any time during the game you can press the Select button and bring up the Game Configuration menu. From here, you will be able to change the layout of keys, turn the vibration on or off, change the sound from stereo to mono, adjust the monitor, or reset the game. This guide uses the default key configuration (Type A). You may wish to reset the game in order to load a saved game and start over.

GENERAL ADVICE

Run whenever possible. Not only will this help in avoiding upcoming enemies, but you are graded at the end of the game based upon how quickly you completed it.

Conserve ammo. Use the exploding barrels and boxes whenever possible – one shot will help you take out an entire group of enemies. Don't fire blindly at small spiders and other non-lethal hazards. Remember that the closer you are to a zombie, the more damage your Handgun or Shotgun will inflict. Shotguns and more powerful weapons can take out several opponents if they are lined up behind each other.

Reload weapons manually. Although the game will automatically reload your weapons for you, there is a slight delay when doing so during which you are vulnerable. Instead, press the ○ button to bring up the menu and pause the game. Combine the appropriate ammo with the weapon and return to the game without delay.

How will you know when a zombie is not getting back up to maul you again? Look for a large red patch of blood to spread out from under the body. Conserve your health power-ups. You don't need to use a First Aid Spray or a Green Herb after every minor encounter with an enemy. In fact, even when Jill first starts to clutch her side after an injury, she can still run and walk at her normal speed. Whenever possible, you must wait to replenish your health until you start to slow down, or before you are about to face a larger enemy or group of enemies.

Pick up all pieces of paper you find. While it is not necessary to do so in order to complete the game, many of them contain instructions or hints about upcoming puzzles.

Combine objects in your inventory as soon as possible to save space. Not only can herbs be combined, but things such as Grenade Rounds can be placed in the weapon itself rather than taking up a block of storage. Use the item chest to store tools which you aren't going to be needing for a while.

Start hitting the ⊗ button before you actually come to a door or ladder – especially if you are being pursued! Don't wait until your character runs into the door! You will be able to access it as soon as you are 'in range'.

THE HEROES

JILL VALENTINE

AGE: 23
HEIGHT: 166 CM
WEIGHT: 49 KG

An intelligent soldier who has rescued many S.T.A.R.S members from danger in the past, Jill was reassigned to Racoon City shortly before the sightings of dog creatures and the discovery of Umbrella's mansion in the forest. She is especially skilled with mechanical devices and highly trained in the use of lock-picks.

Evil 3

THE VILLAINS

You'll encounter many different types of creatures in *Resident Evil 3*. Their appearances and movement vary, but all can be destroyed by your weapons. Obviously, the more powerful the weapon, the easier it will be to take out an enemy. Grenades are more powerful than shotgun blasts which are, in turn, more powerful than handgun shots. If you are low on ammo or just in a hurry, the dodge button is useful in avoiding most of their attacks. You'll know when a creature is dead by the pool of blood which forms under it. If you don't see the pool of blood, keep firing because the monster will more than likely be getting back up!

ZOMBIES

The walking dead don't move very fast but, once they get you in their grip, they go straight for the jugular! You can shove them out of your way and you can run around them easily. Zombies can be dispatched with any of your weapons, but your best bet is to take their heads off with a single shot from the magnum or shotgun. If you take them down with five or so handgun shots to the body, they will survive to attack once again – you'll need to take two or so additional shots to put them out for good. Don't let them surround you!

CROWS

These birds will peck you to death if you aren't careful. They are easy to pick off with a single shot of the handgun, but their strength lies in their numbers. You can outrun them if you are moving at full speed.

HUNTER BETA

These nasty-looking monsters have claws on both their toes and the ends of their very long arms. They will jump and swipe at you when attacking — stay far away from them or dodge quickly! Hunters are best taken out with the shotgun or grenade launcher.

GRAVE DIGGER

These giant worm-like creatures have large mouths with four teeth that will cause a lot of damage. The best strategy for dealing with these nasties is to use your grenades to ward them off temporarily. If you are brave and strong, you can eventually kill them with enough grenades. The first time you encounter one, you will be able to escape from it. The second and final time you meet a Grave Digger, you will be able to electrocute it.

CARLOS OLIVEIRA

AGE: 21
HEIGHT: 182 CM
WEIGHT: 83 KG

A mercenary for hire, Carlos is currently a member of the Umbrella Bio Hazard Countermeasure Service. He was sent to Racoon City by the corporation in order to rescue civilians from the destruction caused by the T-virus. As he witnesses the carnage first hand, he starts to question the motives of his employer. He is highly skilled in the use of weapons.

ZOMBIE DOG

These zombie dogs attack in packs and won't hesitate to leap at your throat. The best way to eliminate them is with two blasts from your shotgun or around seven shots from your handgun. Use the **R1** button to dodge their leaping attacks. If you have to run through a group of them, weave just as they are about to attack. Never let them get on both sides of you! Back up to a door or wall as you shoot them.

DRAIN DEIMOS

These six-legged creatures crawl up walls and onto the ceilings and are able to leap great distances. Two shots with a shotgun or a single grenade will take them out. You will usually encounter them in pairs; fortunately there is often an exploding red box nearby. Use the **R2** button to target the box – the resulting explosion will take out one or both of them.

SLIDING WORM

Watch out for these leech-like creatures! Although they crawl on the floor, they can leap onto you and attach themselves to your back. When that happens, press the 'dodge' button repeatedly to shake them off, before they suck the blood from your body. They are generally found in underground waterways and come in groups. You can avoid them by running around them and they can also be taken out easily with the handgun or any other weapon.

GIANT SPIDER

These giant spiders crawl on the ceiling and can spit poison. They also carry smaller spiders which cannot hurt or poison you, but will temporarily stun you. The big mothers can be eliminated with shotgun blasts and grenades. The little spiders can be picked off with a handgun, or burned with grenade flame rounds, but will disappear after you eliminate the mother host and leave the room.

BRAIN SUCKER

Like the Drain Deimos, these crawling creatures can stand up to attack you with their nasty appendages. They usually come in pairs. If there is no exploding red box nearby, the best way to eliminate one is with a grenade or two shotgun blasts.

HUNTER GAMMA

These amphibian creatures don't have the claws of their brethren but, with their large legs, they can jump a lot better. As with Hunter Betas, take them out with the shotgun or grenade launcher.

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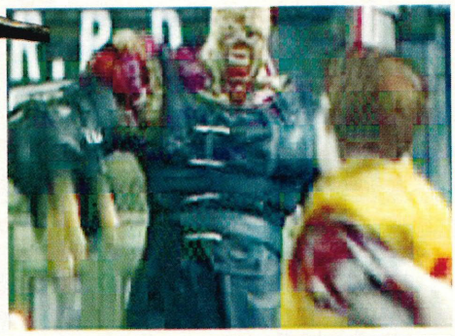
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THE NEMESIS

Who, or what, is he? And what does he have against S.T.A.R.S members? You may not live long enough to find out if you aren't careful! Not only does he carry a rocket launcher, but he also runs fast and has a long reach. On the plus side, he likes to pick you up and throw you a few times before killing you, giving you a brief chance to replenish your health and/or escape. Use the dodge button to struggle free from his grasp.

Generally speaking, the best thing to do when confronted by the Nemesis is R-U-N! Use **R1** or **R2** to dodge his attacks and replenish your health when hit. Although he follows you from area to area, there are certain places he never enters – namely, save points! If you are near one, enter the room and wait it out. Although the game's clock will continue to run, the longer you wait, the less likely the Nemesis is to be outside when you leave the room.



Encounter outside the R.P.D.

The first time you see the Nemesis, he has just disposed of S.T.A.R.S member Brad Vickers. You are given the choice to fight or run into the Police Station. At this point in the game, the only weapons in your possession are incapable of stopping him. If you choose to fight, run and try to dodge his attacks. You'll soon realise that you can't win and will run for cover into the station.

Encounter in the Restaurant

In this situation, as well as in the Newspaper Office, you are asked to make a quick decision. One of the decisions will allow you to temporarily incapacitate the Nemesis. At that point, you can take the Eagle Parts from his prone form, but don't delay – he'll be getting back up very soon.



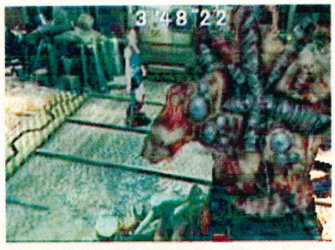
Encounter at the Clock Tower Balcony

You will have to make a quick decision here, which either incapacitates the Nemesis temporarily or sends him over the edge. In either event, you don't actually get to fight it out.



Encounter at the Clock Tower Courtyard

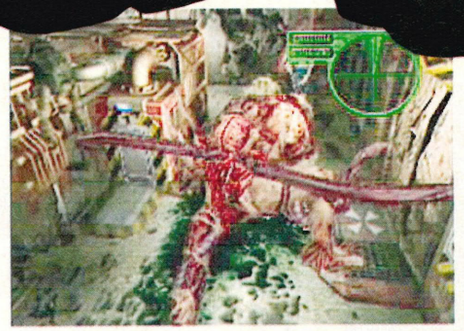
Here's where you finally get to fight it out! This is your first big battle with the Nemesis. He may or may not be equipped with a rocket launcher, depending upon how you left the trolley. In either case, fire your Grenade Launcher at him from long range, then turn and run. When he is about to strike you, try to dodge. You can use the Mine Thrower to line the area with tiny explosives which detonate when the Nemesis nears them. The key is to 'hit and run' – fire a shot with your most powerful weapon, then run away. Don't be fooled when he collapses! Keep your distance and continue firing. Replenish your health regularly, so that you can survive long enough to knock him into the flames.



Encounter at the Dead Factory

There's nowhere to run as this encounter takes place in a locked room. The key is to utilise the valves on the pipes which line the walls of the room. If you can hit them with your weapon when the Nemesis is near, they will open and spew acid onto him. Try to stun him with a few Grenades first and use Shotgun Rounds only if you are out of Grenades. Replenish your health as soon as you regain your footing after being thrown around. You can try to run around the room and dodge his attack, but remember that you only have a limited amount of time to take him out. It's best to stand your ground in the area with several valves on the wall, running back and forth so as to keep the Nemesis near the pipes.





Final Encounter at the Dead Factory

Is this what the Nemesis has mutated into? A giant slug-like creature with tentacles? For your final battle, you have a little help from the rail gun. Try to keep the Nemesis in the gun's firing line at all times by running from the front of the creature to its rear and then back again. You'll hear a countdown when the rail gun is ready to fire. Don't bother wasting your own ammo on it, but do have health power-ups ready, in case you get hit with a tentacle or a spray of acid.

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RESIDENT EVIL™ 3 NEMESIS: Prima's Official Strategy Guide © 1999 by Prima Publishing.

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Written by Mark Androvich

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PlayStation PRO MAGAZINE

Dealer

Hello and welcome once again to Dealer, the definitive A-Z games listing containing over 600 titles. We at PRO have reviewed them all and here we give you the no-nonsense lowdown on every single one.

This month we've got videos, books and, er, kites to give away too. There's no excuse not to browse through this guide, as it's got everything you need to know about the UK PlayStation scene. Whether you're hunting for bargains or just want to know what score a game you're after received, Dealer's got it all.

Enjoy!

Richard Melville
Editor

Richard Melville



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Every PlayStation game listed!

Dealer



Driving

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

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

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

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

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

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

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

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

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

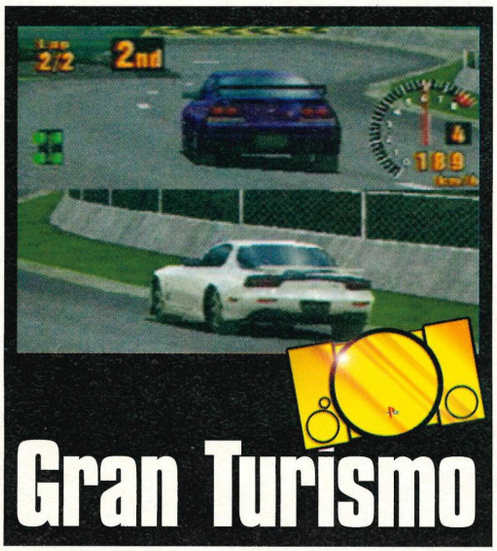
Destruction Derby 2
Infinitely better than the original. Polished Platinum glory.
Definitely worth your dosh • 88%

Dukes of Hazzard
Fast and amusing, but lets the fans down. We expected a comical *Driver*.
Try before you buy, sir • 69%

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%



Gran Turismo

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

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%

Gran Turismo 2
The best racer on a home entertainment system.
Definitely worth your dosh • 97%

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 Grand 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 more than a little jerkiness let this two-wheeled simulation's tyres 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 relatives.
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 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 appaling 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.
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%

Rally Championship
Gorgeous PC conversion which loses out to *Colin McRae 2* and er, *McRae 1*.
Definitely worth your dosh • 87%

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 59%
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. 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%

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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Sled Storm

The best skidoo based racer. And er, the only one too.

Try before you buy, sir • 74%

South Park Rally

Glitchy and shoddy venture into *South Park* with a normal kart game.

Hmm, this is average stuff • 59%

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 multi-coloured mean streak. It's *Mario Kart* for the PlayStation. Sort of.

Definitely worth your dosh • 90%

Speedster

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

Hmm, this is average stuff • 50%

Supercross 2000

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

Good idea well done boys – creating a racing game with no two-player option. It's like having a car with only three wheels.

Hmm, this is average stuff • 57%

Test Drive 4x4

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

Hmm, this is average stuff • 41%

Test Drive 5

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

Try before you buy, sir • 68%

TOCA Touring Car (P)

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

Definitely worth your dosh • 85%

TOCA 2

Simulations don't get much better than this.

Definitely worth your dosh • 91%

Tokyo Highway Battle

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

Hmm, this is average stuff • 56%

Tommi Makinen Rally

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

No thanks, this is rubbish • 1%

Total Drivin (P)

Earlier effort from the makers of the excellent *Max Power Racing*.

Definitely worth your dosh • 80%

Vigilante 8: 2nd Offense

Explosion packed sequel which is better in every way but the two-player mode is disappointing.

Try before you buy, sir • 75%

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. The real shame is that the game struggles with handling.

Definitely worth your dosh • 87%

WipEout (P)

The original videogame culture synergy. The speed, the tracks and the free-flowing NRG.

Definitely worth your dosh • 88%

Wip3out 2097 (P)

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty.

Definitely worth your dosh • 92%

Wip3out

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

Definitely worth your dosh • 94%

Wreckin' Crew

Dismal driving battle game that looks as bad as it plays.

Hmm, this is average stuff • 44%

360

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

No thanks, this is rubbish • 19%

Puzzle

3D Lemmings

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

Hmm, this is average stuff • 57%

Blast Chamber

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

Try before you buy, sir • 72%

Bust-A-Move 2

A good game for showing the joy of simplistic playability.

Try before you buy, sir • 75%

Bust-A-Move 3

Quality effort that will keep the girlfriend occupied for many a night. While you're down the pub.

Definitely worth your dosh • 80%

Bust-A-Move 4

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

Definitely worth your dosh • 90%

Devil Dice

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

Try before you buy, sir • 65%

Grid Run

Fast-paced chases on a floating grid. Like cherry flavoured 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. Poo.

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. Boring.

No thanks, this is rubbish • 12%

YoYo's Puzzle Park

A brightly coloured pain in the arse that shouldn't be inflicted on criminals.

No thanks, this is rubbish • 29%

RPGs



Final Fantasy VIII

Alundra

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

Definitely worth your dosh • 84%

Blaze & Blade

It's got the option for four-player fun, but is 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 Alundra style but in dated 3D style

Definitely 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%

Tail Concerto

English conversion of the top 'anime and pussies' childish epic.

Definitely worth your dosh • 81%

Vandal Hearts

Magic, action, strategy and fighting. It's a corker in *Final Fantasy* Tactics.

Try before you buy, sir • 75%

Vandal Hearts 2

The best battle RPG in Britain with orcs and cool Konami qualities.

Definitely worth your dosh • 88%

Wild Arms

This Wild West-themed RPG may be mediocre, but it has nice touches.

Try before you buy, sir • 61%

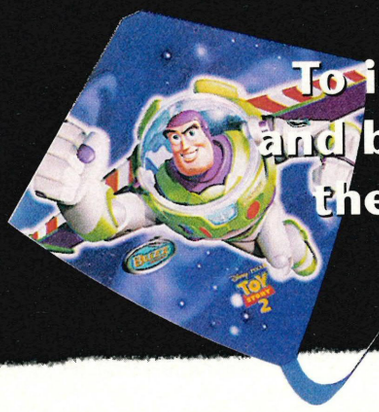
Platformers

Ape Escape

Fantastic free-roaming platformer where you nab apes in a big net.

Definitely worth your dosh • 91%

Dealer Win Toy Story



To infinity and beyond the skies!

Celebrating the videogame and film release of *Toy Story 2*, Worlds Apart have given us 10 Buzz Lightyear kites to give to some lovely readers. As spring is finally upon us and the summer is nearing, we just know that you'll want to run about in your back garden or the beach. And what better to do it with than a Stunt Kite! Yes twirl the plastic magical device through the skies as a happy, nay, gay alternative to PlayStation gaming. We've tested the kite on Bournemouth beach and found it to rekindle memories of our use except when the kite hit the ground it still managed to stay in one piece! To win one of these diamond-shaped wonders, please answer



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 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. What 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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Megaman 8
No, he 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' with the life expectancy of a sick 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 clichéd to understand
Try before you buy, sir • 62%

Spot Goes To Hollywood
Another example of 16-bit characters failing to make the transition into 32-bit 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.
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 the excellent morphing characters who change from human to animal form.
Definitely worth your dosh • 83%

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

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

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

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

Dead Or Alive
Fast, frantic and sexy as you like – and the birds' bits wobble like mad!
Definitely worth your dosh • 81%

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

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

The Crow: City Of Angels
If he wasn't already dead, Brandon Lee would be slitting his wrists at 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%

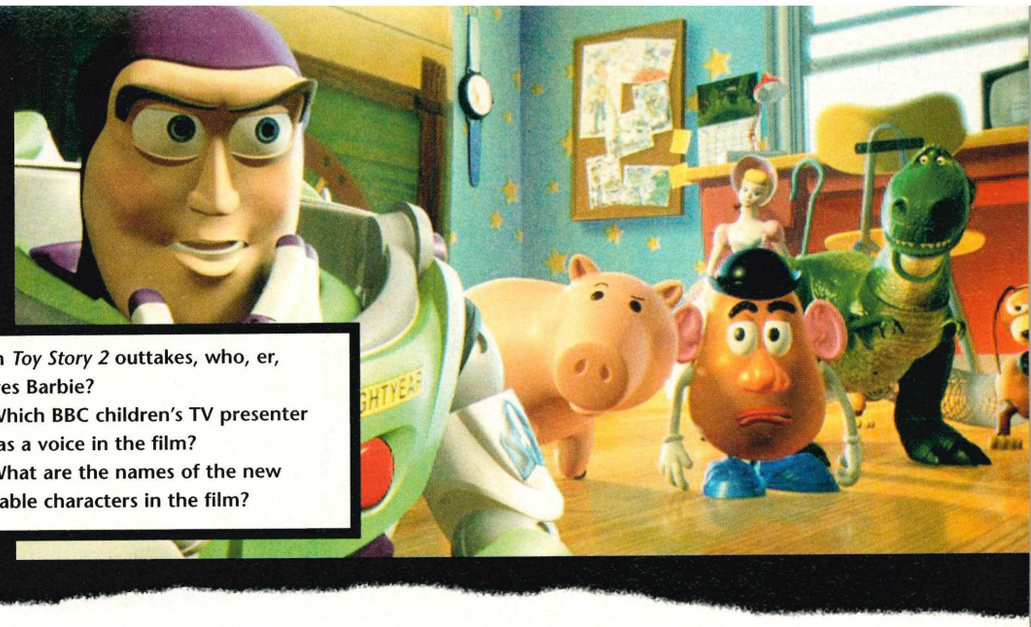
Iron Man
Show us a good comic character turned into a good game and we'll show you the Holy Grail.
Hmm, this is average stuff • 45%

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



Spyro 2

2 Kites!



the following questions, forwarding you answers on a postcard or sealed down envelope marked 'Toy Compo'. Please don't cram loads of compo entries into one envelope because it isn't fair and we can't be arsed opening them all or dealing with cheaters! Oh, and get the answers to us by 13 April otherwise they'll fly away in to the office bin!

Q1. In *Toy Story 2* outtakes, who, er, admires Barbie?
Q2. Which BBC children's TV presenter stars as a voice in the film?
Q3. What are the names of the new vegetable characters in the film?



Tekken 3

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

Legend
Novelty slash-'em-up in the mould of Eighties classic *Golden Axe*. Only worth a look if you're going to play in Multiplayer mode.
Try before you buy, sir • 67%

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

Marvel Vs Capcom
Completely over the top effects mar a decent character line-up and cool coupling. What a shame.
Definitely worth your dosh • 80%

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 a few years ago, but videogames have a habit of aging quickly, this is no exception.
No thanks, this is rubbish • 30%

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

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

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

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

Psychic Force
If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.
No thanks, this is rubbish • 17%

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

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

Soul Blade (P)
A £20 game that simply everybody must own even more so now it's gone Platinum. One of the best fighting games to be released on any format.
Definitely worth your dosh • 92%

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

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

Street Fighter Alpha 2
Oh, God. Will they ever stop doing this? Who exactly owns a *Street Fighter* game and needs more identical stuff to play with?
Try before you buy, sir • 64%

Street Fighter Alpha 3
The slightly tiresome 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. If you love *Street Fighter* then you can't go far wrong.
Try before you buy, sir • 63%

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

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

Street Fighter EX Plus 2
The second 3-D *Street Fighter* game is fun, if a little unoriginal and dated.
Definitely worth your dosh • 87%

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 you could buy it second-hand as a present.
Definitely worth your dosh • 85%

Tekken 2 (P)
Even better than the above. Namco get that little bit 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. Pick her up and pin her down.
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 2
Uncomplicated flight-sim type of a 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. This is a sim worthy for *Top Gun* fans or, er, Biggles himself perhaps.
Definitely worth your dosh • 91%

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

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

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

Eagle 1: Harrier Attack
Visually stimulating but occasionally boring occupation for moustached ones only.
Try before you buy, sir • 70%

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

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

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

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

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

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

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

Wing Commander 3
Space dogfighting's 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 and sees what you're made of.
Try before you buy, sir • 67%



Final Fantasy VIII Soundtrack

Now we know how the Japanese love their game music, just look at this four CD set of original game music from *Final Fantasy VIII*. This luscious collection features every single track from the game, plus a couple of Directors Cut-style tracks which seem to go on forever. An all Japanese guidebook is included, which shows you pictures of the orchestra in action as well as some more bizarre things. The lead cellist has photos of his family all over his instrument! No sniggering, please.

The Japanese buyers also get a silver Emblem trinket and card set from the game which is for complete gameheads only! This is only available in Japan but should you want it to complete your *Final Fantasy* fetish, we suggest you get in contact with the helpful importers Project K on 0208 5081328. The tidy collection weighs in at around £60.

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
A fun, innocent toytown turns into a bad American shoot -'em up. Cracking multiplayer action.
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 goin' 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. Two broken swords are better than one.
Definitely worth your dosh • 92%

Chronicles Of The Sword
Old hat (meaning there's nothing new) You'd be mad to shell out for it (meaning do not buy it) etc. etc.
Hmm, this is average stuff • 44%

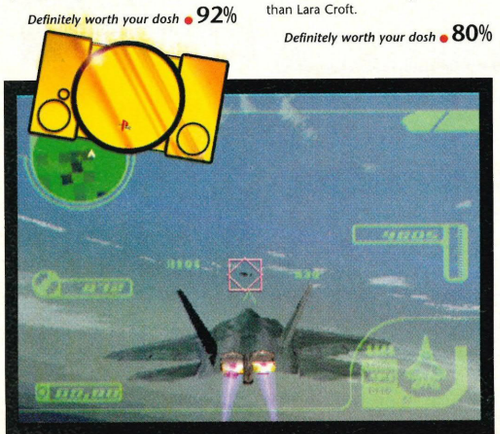
City Of The Lost Children
Basing a videogame adventure on a movie – a French art flick? Turgid stroll through renders.
No thanks, this is rubbish • 9%

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%



Ace Combat 3

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 truly 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
Ghosts 'n' Goblins is brought into the Nineties in this excellent swashbuckling comedy-type thing.
Definitely worth your dosh • 91%

Men In Black
Cack movie tie-in which sticks to the plot of the film, but you just don't care. Remember dat.
No thanks, this is rubbish • 26%

Metal Gear Solid
One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake.
Definitely worth your dosh • 95%

Mission: Impossible
It'll self destruct after a few days gaming, but the variety of missions will should transpire to keep you interested for a little while.
Try before you buy, sir • 75%

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

Myst
One of the most pointless, slow and stupidly weird adventure/puzzle games ever.
Hmm, this is average stuff • 37%

Nightmare Creatures
Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.
Try before you buy, sir • 77%

Ninja: Shadow Of Darkness
Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.
Try before you buy, sir • 66%

ODT
A poor attempt at creating a challenger to *Tomb Raider*. Konami have done and won.
Hmm, this is average stuff • 47%

Overblood
A decent stab at a futuristic adventure, but the experienced gamer may just find themselves being able to complete it a little bit too easily.
Definitely worth your dosh • 80%

Parasite Eve
Cinematic Square *Resident Evil* clone with a woman and varied genetic horror diseases.
Definitely worth your dosh • 91%

Perfect Weapon
Not as the title suggests. Far from it, in fact.
No thanks, this is rubbish • 22%

Pitfall 3-D: B.T.Jungle
Pseudo 3-D update of the original American platformer.
Try before you buy, sir • 65%

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
The first and truly classic PlayStation adventure. The *Definitely Maybe* of PlayStation gaming.
Definitely worth your dosh • 90%

Resident Evil 2
Twice the adventure of the first game. Leon and Claire's battle is a bargain.
Definitely worth your dosh • 95%

Resident Evil: DC
Justly falling between *Resident Evil 1* and *2* for quality. For the true die-hard fan only.
Definitely worth your dosh • 92%

Resident Evil 3
Graphically updated, playability remains similar. Set between the two prequels, strangely.
Definitely worth your dosh • 93%

Riven
Not much of an adventure game, but a very striking little collection of moody holiday snaps.
Hmm, this is average stuff • 32%

Sentient
In-depth and challenging, but dated and cumbersome to play.
Hmm, this is average stuff • 52%

Shadowman
Great ideas, great style, interesting puzzles. Unpolished yet alluring, like Geri Halliwell.
Try before you buy, sir • 70%

Silent Hill
Buy it and make sure you've got a years supply of incontinence pants.
Definitely worth your dosh • 94%

Soul Reaver
Lara meets Vlad The Impaler and has herself a right good time beating *Tomb Raider 4*!
Definitely worth your dosh • 92%

Spawn: The Eternal
Actually considerably better than the film but still pathetic.
No thanks, this is rubbish • 12%

Spyro The Dragon
Collectively cloned and polished baby Dragon platform classic.
Definitely worth your dosh • 83%

Swagman
A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.
Hmm, this is average stuff • 35%

Syphon Filter
A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.
Definitely worth your dosh • 93%

Tai Fu
Tony the Tiger quits Frosties for fighting 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 it's good even the second time around.
Definitely worth your dosh • 90%

Tenchu: Fan Missions
The Japanese public submitted their favoured levels ideas. They were eventually made.
Try before you buy, sir • 67%

Time Commando
This is a clumbering brute of a game which festers in a pile of your grandads unwashed pants..
No thanks, this is rubbish • 30%

Tomb Raider
The game which launched a thousand magazine covers – and the same amount of pretenders.
Definitely worth your dosh • 85%

Tomb Raider 2
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 which had to take a dip at some point. We've got *MGS* and *Soul Reaver* now though.
Try before you buy, sir • 75%

X Files
Another 'interactive' movie title. Be warned: this is not a game, it's a TV episode with puzzles.
No thanks, this is rubbish • 28%



MultiPlayer Adaptor

PRICE £17.99

Wild Things have issued this natty four-player adaptor in time for *Micro Maniacs*, reviewed this issue. It sells for a bargain £17.99 and even has little slots on top of the 'U' shape for storing memory cards which aren't in use. We've been benchtesting this with *Micro Maniacs* and its performed admirably. We think you should get one as soon as possible.

Rating: ☆☆☆



Yamaha Speakers

PRICE £129.99

Ready to rock, you'd better be with these 400watt speakers, ideal for connecting to your TV or for those booty shakin' hip hop nights you have when your parents are out. Boomin'.

Rating: ☆☆☆☆

Aironauts

It's not PlayStation *Pilotwings*, but anyone looking for an instant buzz will enjoy this.

Hmm, this is average stuff • 58%

Alien Trilogy

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. IOt does come complete with impressive sound and graphics.

Try before you buy, sir • 67%

Area 51

A bland conversion of a bland light-gun coin-op. It really has nothing to impress upon *Time Crisis* or the *Die Hard Trilogy*.

Hmm, this is average stuff • 34%

Assault

The best elements from classic shoot-'em-ups with a few fresh ideas create a fast frag frenzy.

Try before you buy, sir • 65%

Assault Rigs

This goes to show you how good some of the early PlayStation stuff can look. Effectively a *Doom* clone in a robot suit.

Try before you buy, sir • 67%

Asteroids

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.

No thanks, this is rubbish • 30%

Auto Destruct

A good-looking game in its own empty way, this is something of a conundrum. Addictive yet not really worth playing.

Hmm, this is average stuff • 49%

B-Movie

Alien-chasing shoot-'em-up with some subtle humour to keep you amused.

Try before you buy, sir • 68%

Battle Stations

Battleships for those people who can't be bothered getting the board game out of the loft. Resides quite firmly 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 American college punk band and doesn't really play any better come to think of it.

Hmm, this is average stuff • 36%

Blast Radius

Another shoot-'em-up in the vain of *Star Wars* that doesn't ever quite cut the mustard.

Try before you buy, sir • 67%



R-Type Delta

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 and frantic action make this 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, cool or retro wank? Depends on the view of old games that 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.

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..

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 not being 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

This was ported by developers from the failed 3DO console. Why?

No thanks, this is rubbish • 28%

Slamscape

One of the poorest futuristic shooters ever created.

No thanks, this is rubbish • 22%

Small Soldiers

The game of the surprise hit film. Mini-soldiers causing major-mayhem in a well-presented game.

Try before you buy, sir • 65%

Soviet Strike

These *Strike* games all share the same excellent quality of gameplay.

Try before you buy, sir • 65%

Starblade Alpha

The arcade version was really terrible and this conversion is even worse.

Hmm, this is average stuff • 42%

Starfighter 3000

An early 3-D effort with some fine but all too rare moments of action.

Hmm, this is average stuff • 45%

Steel Harbinger

Waste your money on anything else than this and you will be a lot happier with the world.

No thanks, this is rubbish • 24%

Dealer

Logic 3 Digital Pad

Price £6.99

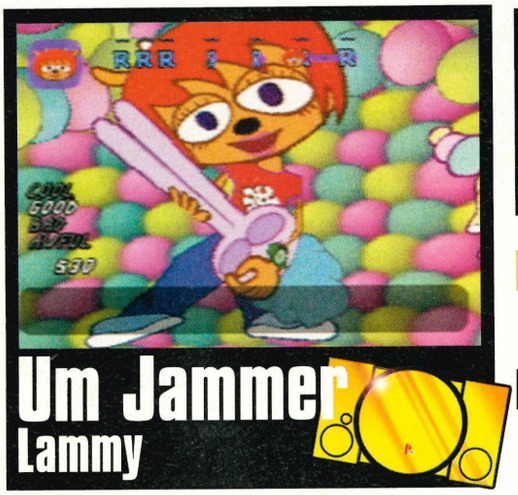
Beat -'em-up fans will warm to a standard D Pad over analogue any day and what better pad to use.

☆☆☆



= Solid Gold Award

= Platinum Game



Um Jammer Lammy

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 unfortunately, 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%

Tiny Tank
An amusing baby tank affair which plays quite well and is, shock horror, slightly original.

Try before you buy, sir • 75%

Total Eclipse
Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles.

Hmm, this is average stuff • 35%

Tunnel B1
Fast tunnel-based blaster that set the pace in the early days and now limps around pathetically at the back.

Hmm, this is average stuff • 57%

Twisted Metal
The original PlayStation road rage game was a jerky disappointment, despite its cool kill 'em all attitude.

Try before you buy, sir • 70%

Twisted Metal 2
A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid amount of brutal firepower.

Try before you buy, sir • 79%

Viewpoint
A visually attractive shoot-'em-up that is heavy on the old-skool shooting 'em right side.

Try before you buy, sir • 76%

Vigilante 8
An excellent blend of speed, bullets and no-holds-barred action. This is what road rage is all about.

Definitely worth your dosh • 84%

Viper
Good-looking shoot-'em-up, but one that also offers nothing original in terms of gameplay.

Try before you buy, sir • 68%

X2
Frantic techni music. Plays like *Tempest* to the tune of 2 Unlimited.

No thanks, this is rubbish • 19%

Xevious 3D/G+
Weird tilting version of the old Namco arcade shoot-'em-up.

Try before you buy, sir • 67%

Originals

Arcade Party Pack
Atari action with *Supersprint, Toobin', Klax* and wahey, *720°*!

Definitely worth your dosh • 81%

Atari Arcade's Greatest 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, four-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%

Beatmania: Euro Edit
The defining beat bopping game gets UK club tunes such as Moloko's *Sing it back* inserted. Booyaka.

Try before you buy, sir • 70%

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 thing.

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 something special 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
A collection of 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 all already.

Try before you buy, sir • 60%

Overboard
Ride the high seas in a *Bomberman*-style sailing game. Great two-player.

Try before you buy, sir • 68%

Pet In TV
Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.

Hmm, this is average stuff • 55%

Pitball
Whoever said that the majority of futuristic sports games are poorly realised bum fluff? We do. Wait for *Speedball 2100*.

Hmm, this is average stuff • 34%

Parappa the Rapper (P)
The most original game on the PlayStation that will make your mutha believe that rap music can be quite catchy.

Definitely worth your dosh • 85%

Poy Poy
Beaten by the imaginatively named *Poy Poy 2* as the top multi-tap game for a beer-fuelled night

Try before you buy, sir • 66%

Poy Poy 2
Throw rocks and competitors at each other in a small arena. Simple, almost too simple.

Try before you buy, sir • 70%

Pro Pinball: Big Race USA
Supplying us with just a single table simply isn't good enough. Shame as it's good a reasonable effort to start with and a good idea.

Try before you buy, sir • 60%

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 the singular version of 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.

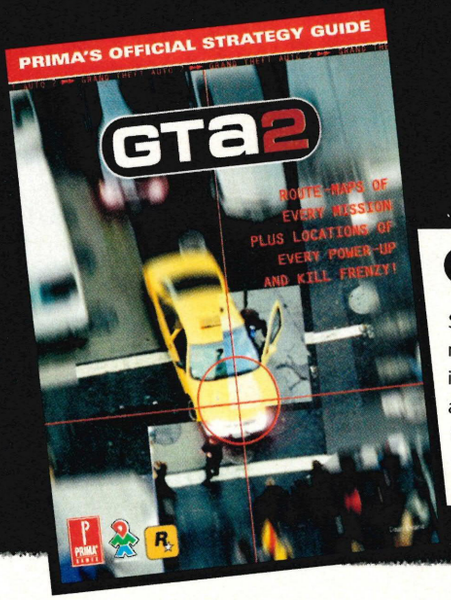
Hmm, this is average stuff • 32%

Teletubbies
Useless both as entertainment and as an educational tool. Buy the vids.

No thanks, this is rubbish • 07%

Tilt!
Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.

Try before you buy, sir • 65%



Win Win GTA 2 official Players Guides!

The Key

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

GTA 2

Stuck on *GTA 2*? Well don't be, Primas new guide covers all the levels including bonus sections. The maps and American character art is present too. In fact, there's nothing in *GTA 2* which isn't covered in this guide.

PLAYSTATION PRO can give ten readers the chance to plan their busts and drug-running like a professional mini-gun-totting crackhead straight outta LA. Word is, that if you send your name and address on a post card with your best make believe *GTA* Mission Brief, then you'll win. Make sure you make the drop before 13 April and if you even think about using an envelope which isn't sealed we will explode with furious anger.

Trap Runner
Top idea! Run about, plant bombs, kill enemy. Does get very samey though.
Hmm, this is average stuff • 36%

True Pinball
There is only one decent pinball game and that's *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 did the business, but looks very dated now.
Try before you buy, sir • 61%

Actua Golf 2
There is nothing new here that would warrant an upgrade from the original. Leave it alone.
Hmm, this is average stuff • 53%

Actua Golf 3
Gremlin's latest club-swinger is far superior in both graphics and game options. Which is nice.
Try before you buy, sir • 70%

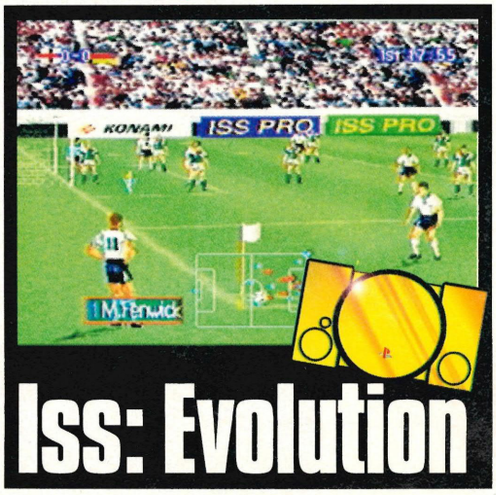
Actua Ice Hockey
The Actua Sports series expands into the world of American sports. UNfortunately for them thi is not as good as the NHL series.
Hmm, this is average stuff • 54%

Actual Ice Hockey 2
Not as slick as *NHL '99*, but worth getting if you can get it cheaper than EA's effort.
Try before you buy, sir • 62%

Actua Soccer (P)
£20 may seem like a true bargain, but football gamers be warned. This piece of football action is very dated and now offers limited appeal..
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* flicks it up nonchalantly and kicks its sorry ass into touch.
Try before you buy, sir • 69%



Iss: Evolution

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
Creating a decent tennis game would be a piece of piss. No sign here though.
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 where's the gameplay?
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 4
Fairly good update which loses out to *MTV Snowboarding*.
Try before you buy, sir • 77%

Cool Boarders 3
Reworked version that has polish but not the prequels playability
Definitely worth your dosh • 83%

Davis Cup Tennis
A license that proves how wary you should be about big tie-in 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
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 games 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.
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', as they say, '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 too hard to be something special. Ends up being as dull as they come.
Hmm, this is average stuff • 54%

Kick Off World
Playable enough but overtaken and overshadowed by so many other football titles.
Hmm, this is average stuff • 58%

Knockout Kings '99
Great atmosphere and great meaty sequences in this pugilistic treat.
Try before you buy, sir • 74%

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.
Definitely worth your dosh • 91%

Madden NFL '97
All the tactics and 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, but the gameplay remains largely similar.
Try before you buy, sir • 75%

Madden '99
Largely similar graphics and gameplay. Added extras and a neater front end.
Definitely worth your dosh • 81%

Michael Owen's WLS '99
Thankfully, his monotonous intro 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 hits the rim.
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%

ISSUE 47

Next month

NEW LOOK!

A cool new look and new games!

PS PRO

NIGHTMARE CREATURES 2



PS Pro are the first to play *Nightmare Creatures 2* through to the bloody end. We bring you a hideous close-up of the French developed horror and have a chat with the makers themselves. You won't be afraid, you'll be dead through shock!

Also in our new look issue!

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Ridge Racer V
ISS 2000
Colin McRae 2.0
MediEvil 2
Ghoul Panic
Jo Jo's Adventure
Premier Manager 2000
Resident Evil Survivor

PREVIEWED:
Street Fighter EX3
Final Fantasy IX, Dead or Alive 2

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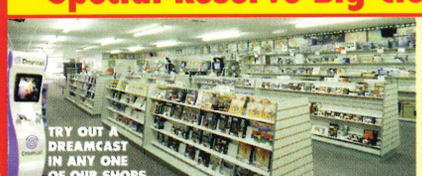
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